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A NEW WORLD

Gareth had no idea that he was dying.

Blind luck was the only reason the boy wasn't dead already. The Orcs had attacked at dusk, their brutal cries echoing across the valley the very moment the sun had touched the horizon. Gareth had been working in the millet fields south of the village when they came. If the Orcs had come from the south or if Gareth had been working his father's plot instead of helping his Uncle Hukan with the harvest, the Orcs would have come upon him first and he would no doubt be dead already. In the bitter nights to come, Gareth would often wonder if the Orcs had meant to avoid the men working in the fields, so they could torment them with the screams of their wives and children before the real fight began. As it was, Gareth had sprinted back to the village with the rest of the men as soon as the first bellows had sounded, but by the time they returned it was far too late: the village was dying, if not already dead.

Gareth was only fourteen years old, and had never seen a battle before – until this autumn, Korbing Village had been spared the troubles that blighted the rest of the World. Until now, all Gareth knew of battle and death were old stories and a boy's imaginings. He'd listened to his Aunt Mirryn's stories of the High King and his valorous knights, and shivered at Uncle's stories of Orcs and fouler creatures. How many nights had he lain awake, imagining himself in the thick of a great battle, strong as an Ogre and braver than any knight, hacking through a swarm of foes? The farmer's son had finally come to his first battle, and now he knew the truth. Stories are just air, and dreams even less than that. Gareth and Hukan had rounded a burning hut and come face to face with a massive Orc, the blade of his wicked battleaxe slick with innocent blood. Hukan had yelled out a battle cry, and Gareth had turned to help his uncle, but in less than a second the fight was over. The Orc's hulking arm swung, lightning fast, and half of his head had vanished in a hot red spray of gore. The sight of that had been too much: Gareth had frozen in terror, unable to strike or even flee. The Orc had regarded him for a moment, his tusked face full of hate and loathing. Then the hulking brute barked something in its own hideous language (could it have been laughing?), and ran to the next hut, leaving Gareth to watch as his home died around him.

As the massacre wore on, Gareth was still standing there, bathed in his uncle's blood, gasping. How long had it been? Only a moment or two? It seemed impossible. The battle swirled around him, a bewildering dance of sounds, colors, and shapes, with Gareth standing in the very eye of the storm. The terror had passed like a summer rain, leaving him filled with a strange, empty calm. With it had come a dazzling clarity – the thick, hot taste of the smoke from the burning hous-

es, the gleam of the crimson sunset on the Orcs' blades, the smell of blood and death – all of these were impossibly bright and clear. Gareth could even feel poor Hukan's blood all over him, hot and sticky. The heavy hoe Gareth had carried back from the fields was still in his hands, and even though Gareth could feel every seam, crack, and knot in the smooth wood of its handle, he could not bring himself to swing it at one of the man-beasts who were slaughtering his kin.

"Gareth!" The shrill cry managed to move through the calm somehow and rise out of the uniform din of bestial grunts, ringing steel, and death moans that seemed thicker than water, thicker than mud.

"Gareth!" The call again... Gareth knew the voice. Whose voice? he thought, and suddenly it dawned on him like lightning, and the calm shattered like glass. Morgan! He thought, and looked up from Hukan's butchered corpse to see his younger brother standing across the square, sandy blonde hair matted with blood, a huge Orc towering over him.

"MORGAN!!" Gareth cried out, and leaped to defend his brother. Or at least, he tried to. His scream ended in a fit of coughing, and only then did Gareth notice the hot taste of blood in his mouth. What's this? He thought, and then he tried to run, but the pain shot through him like lightning – blinding, unimaginable, unbearable. The hoe clattered to the ground as Gareth's right arm went numb, and looking down, the boy was terrified to see the point of an arrow sticking out of his chest. What's this? How did that get there? Only then did Gareth realize that the blood all over him was as much his own as Hukan's, if not more. Gareth fell in a heap, and when he hit the turf the pain shot through him again, so sharp and terrible that the world turned gray, and the sounds of battle faded to nothing. He tried to call to Morgan, but could only cough, which hurt even worse.

Gareth finally realized that he was dying.

The thought of Morgan in peril cut through the pain, bringing Gareth out of his daze and back to the terrible present. His face has covered with dirt, and he could feel the blood running out of his mouth, caking his face with black mud. He turned his head, and saw Morgan, still threatened by the Orc. The Orc lashed out with its wicked cleaver, but the wiry boy managed to duck under the swing and roll towards the nearest hut. Gareth watched, helpless, as Morgan scrambled through the door and slammed it shut a mere second before the Orc reached him. Gareth smiled, but his elation turned to terror as he saw the bright flames dancing over the hut's thatched roof. Morgan started to pull the door open again, but the Orc, grinning cruelly, grabbed the handle and held it fast. Gareth could see the door quivering as his brother pulled and pulled, but Morgan was no match for the Orc's strength.

No... No... I'm coming, brother! Gareth thought, and tried to crawl toward the hut. Try as he might, he could not move his legs. He could not even feel them anymore. Gareth's mouth contorted around his brother's name again and again, even though he had no voice: Morgan... Morgan. He raised his hand toward the hut, reaching...

And then the thatched roof collapsed in a storm of sparks and embers. The pulling on the door stopped. Thankfully, Gareth couldn't hear his brother's screams or the Orc's laughter over the rushing sound in his ears. He tried to call, to scream, to say anything, but could find no breath. It wasn't until the hideous smell from the burning hut washed over him that the dying farm boy finally found his voice.

"NOOOOOOOO!!!!!" he screamed, his anguished cry trailing off into a fresh storm of coughing. Gareth's vision blurred again, this time from the hot tears that filled his eyes.

The sights and sounds of the slaughter faded away, leaving only the blinding pain and crushing grief. The brothers had never known their mother, and as his life's blood ran out, all Gareth could think of were his father's last words that cruel winter. He could still see his father, tall, strong, framed in the doorway as he looked back one last time. The stern man had gone out to hunt for deer but had never come back.

"Look after your brother." He'd said, then vanished into the snowy twilight. For more than ten years Gareth had striven to do just that. But now poor Morgan was dead – all his people were dead. Soon Gareth would be dead too.

I'm sorry, Morgan. I've failed you. Forgive me...

Before Gareth's tear-filled eyes the evening turned to midnight, and a crimson fog fell over the burning village as his sight finally failed. The red haze turned to black, and then the pain melted away as Gareth breathed his last.

He found himself adrift, alone in darkness thick as water, finally free of the pain. A timeless, empty moment passed, and Gareth finally felt a kind of peace, as if the grief might fade. Gareth struggled to hang on to his brother's memory, and as he did he noticed a strange chill creeping into his awareness, growing ever stronger. As the chill took hold, Gareth was suddenly sure that he could feel eddies and currents in the dark, and that he was not alone. A voice (or was it voices?) seemed to linger at the edge of hearing, whispering... whispering... The darkness had grown colder than ice, and Gareth suddenly felt a presence near him. At first he thought it might be his brother, but then it drew closer, and he saw the others.

Then there was Terror...

And then only darkness...

And then... nothing.

Gareth was screaming when his eyes opened. The fire shone full in his face, impossibly bright. It was cold, so cold... As Gareth raised his hands to cover his eyes, he caught a fleeting glimpse of wisps of steam rising from his naked arms. Dazzled by the light, Gareth fell to his knees, his mind reeling. It took him a moment to remember his own name, and then half-remembered impressions of the Darkness rose to the surface. Why was he so afraid? A gentle breeze blew across the bare skin of Gareth's back, and he shivered with the chill. Blinking, Gareth finally looked back up into the glare from the bonfire in front of him and forced his eye to focus. A human shape, black in silhouette, was moving toward him, arms outstretched. The sight of it stirred other memories of the Darkness, and Gareth screamed again, cowering in terror.

"Fear nothing, my child. You shall come to no harm here. The worst of it is past..."

The voice was old and calm, and the hands that touched his shoulders were warm and alive, not like the claws of... what, exactly? The terrible memory was already fading. The warm arms embraced Gareth, holding him as a father would a crying child.

"The nightmare is over, son. You have passed through it, and are free. Be at peace – for you are alive, and whole again."

The terror passed, and Gareth drew back from the kindly embrace and found himself staring into an old, worn face, drawn long and thin, with bright blue eyes peering out from under an imposing brow and thick gray eyebrows. There was kindness in the eyes, tempered with something else.

"Who... who are you?" Gareth stammered. He looked about him, finally taking in the wide, cobbled courtyard and the bonfires, dozens of them. "What is the place?"

The old man smiled. "You are in the Garden of Redemption, a place of peace and rebirth. As for me, I am but a humble servant of the All-Father's glory. Call me Mandemus."

Gareth rose to his feet and looked around him, puzzled. Beyond the pillars of flame he could see a shadowy wall, with the dark shapes of sentries making their rounds. Above the parapet stretched the night sky, choked with glimmering stars. The bloated moon, pale as a corpse and eternally full, was just beginning to rise over the wall, its jaundiced glow drowning out the stars. "How did I get here? When I saw the fires... I thought I was in the Crucible of Perdition."

"No dear child. The way to Hell is closed. This is not a place of punishment, but of salvation. Through the teachings of Saint Malorn the Just, the Temple of the Cleansing Flame has kindled these fires to shine like a beacon in the darkness that has overwhelmed the World." A glimmer seemed to shine in Mandemus' eyes as he spoke, and upon

hearing his words Gareth's stomach went cold.

"You – you're a follower of the Flame?"

"I am, my child. I am but a humble Confessor, an Initiate of the Redeemers, who hold this Safehold in Saint Malorn's name."

Gareth remembered all the whispered stories he'd heard of the Temple of the Flame, of sacrifice, torture, and fanaticism. They were the only holy men his father had hated more than Prelates. His eyes widened in fear.

"Are you going to... burn me?"

"Burn you? Oh, my dear child, of course not!" Mandemus laughed.

"You must not believe the vile tales the sinful spread of our Order. The Temple works not to punish, but to save, as it has saved you. Look behind you," the old man said, gesturing flamboyantly to the great white tree that stood in the center of the ring. "There is the instrument of your salvation. A Tree of Life, sprung from one root of the First Tree, which His hand planted and the hand of man did mar. You were bound to this tree, and so you have come back to it from beyond death."

"Bound?" Gareth stared at the massive tree, white bark shining gold in the firelight. It looked at once like an oak and a willow, and yet was neither. Gareth reached out his hand to touch the tree, and was shocked to learn that it was made of stone, as hard as marble. Hard, yet not cold, and as Gareth held his hand to the stony bark, he began to feel a strange sensation moving up his arm, a vibration of immeasurable power. Gareth withdrew his hand and rubbed his fingers. A breeze blew through the garden again, but no part of the stone tree stirred – not a single petrified leaf. The sound of the wind moving through the stone boughs made Gareth shudder. "Bound to it? How?"

"Perhaps as a child," the old man said slowly, following Gareth to the immense, twisted trunk. "Your parents likely brought you here, before you could remember –"

"I don't know what you're talking about! What is this place? Stop with your sermons and answer my questions!" Frustrated, Gareth shoved the old man away from him.

"This is the Garden of Redemption, as I told you. It lies at the heart of the Chapterhouse of the Cleansing Flame, which itself lies in the heart of the Safehold of Colver. You have died and been returned to flesh, an experience that can be very disorienting. Where are you from, my child? How much can you remember?"

"I'm from Korbing Village," Gareth said. "I remember that there were Orcs..." and suddenly the memory of the pain and the blood came back to him. In horror, Gareth looked down at his chest and grabbed for the arrow with frantic fingers, but his chest was bare. There was

no arrow there, no wound, not even a scar. Gareth looked up, amazed. "Korbing, you say?" Mandemus frowned gravely. "I know not that name."

"Just as I know nothing of Colver. I've never traveled beyond my village. The only Safehold I've ever heard of is Wanford."

"Wanford City? On the shores of the Icy Sea?" recognition sparked in the old man's eyes.

"Aye, the same. My father used to take stock there for market."

"But you never went there yourself? To the great Cathedral there?"

"No. Never." Gareth remembered his father, and how the grim man would spit on the ground every time somebody mentioned the Holy Church.

"And you had no tree such as this in your village?" Mandemus gestured to the marble tree, shining in the moonlight.

"No."

"At last I understand. Your father has done you a great disservice, my child. Wanford lies hundreds of leagues to the north, across all of old Alveatia and the region of Ethyria besides. There is a great tree there like this one. Had your father bound you to it in childhood, you would have returned to flesh and life there instead of here, but as it happened, fate has brought you to this Safehold above all others. Here," the old man said, and pulled a sharp awl from a pouch at his belt. "Can you write?"

"Not much."

"Your name at least?"

"That much, but little more."

Mandemus put the narrow spike into Gareth's hand. "Then take this, and carve your name upon the tree. Hundreds of others have before you. Once this is done, you will be bound to the tree, and if you should die again you will come here, rather than drifting aimlessly through oblivion."

Gareth followed the old priest's advice, and carved his name into the tree. As he worked, he could see the moonlight shining on a web of thousands of tiny scratches that played across the surface of the bark. Looking closer, Gareth could see that they were names, hundreds of names, thousands... Gareth's crudely-carved scrawl joined them, and the instant his work was done a heaviness passed from Gareth's heart, and he felt refreshed. All of the chill left his body, and the breeze was not half as cold.

"What's happening to me?"

"You have bound yourself to the tree. This tree sprang from the First Tree, from which came all the life in our sundered World. The forces

of evil and sin sought to destroy the Tree, but they only hardened it, turning it to stone. This was the Turning that so marred the World. Now you are bound to the Tree's power, and the life within it will flow readily into you, giving strength when you are weary, aid when you are injured, and life when death takes you. Rejoice in the grace of the All-Father, who even in His absence provides for us, His children, however unworthy we may be."

Gareth looked at the tree and then back to the old man, a thousand questions still racing through his mind. He was tiring of Mandemus' patronizing sermons, and was still leery of his religion. As he stood there, another figure solidified out of the evening shadows, taking shape before his very eyes. In a moment the stranger was standing there where only empty air had been before: a tall, lean man, his bare chest and arms covered in livid green tattoos, with bright, keen eyes and a feral cast to his face. Gareth recognized him as one of the Aelfborn, a man with fey blood in his veins. The firelight glimmered off of a golden ring the half breed wore on one hand, and he held a wicked, curved sword in the other. Gareth noticed the steam rising from his skin, as if the newcomer had just been someplace dreadfully cold. The Aelfborn's long, thin face twisted in rage.

"That traitorous whoreson!!!" he shouted, so loud that he drew looks from the guards on the wall. "I'll eat his liver for this!" The Aelfborn turned to leave, and then noticed Gareth and Mandemus. His large, violet eyes swept over Gareth with all the force of a slap. "What are you looking at, whelp?" he asked, his lip curling in a sneer. Before Gareth could stammer a reply, the half elf was gone, sprinting through the night.

"Father of All, take pity on the mis-born." Mandemus said, making the Sign of the Rings as he did so. Gareth looked at the cold edge in the old man's eyes, and somehow he knew that the stories he'd heard were true. In less than a heartbeat the bitterness was gone, and the Mandemus who turned back to Gareth was the warm, paternal old man who had first met him when he had been reborn of darkness.

"Now," Mandemus said to Gareth, "your life has been changed, forever. Your home is far away. If it still exists at all." As the old man spoke, the weight of his words bore down on Gareth like waves on a shore. He was alone now, all alone...

"All is lost to you, save your life. You still have that through the All-Father's grace. That same grace that delivered you here, into our care. Where some men might despair at these events, I see them as a sign. Would you find a new home and family, here, in the warmth and light of the Eternal Flame?"

"I don't know... perhaps." Gareth said, trusting the old priest less with each passing moment.

"Your soul is heavily burdened, my son. I can see the guilt you bear.

Confess your sins to me, and your spirit shall be reborn just as your body has been, free from all care."

Gareth looked into those old eyes and thought long. The guilt was there, all right, and grief along with it. The bonfire raging over the old man's shoulder brought back memories of a burning roof, and his brother Morgan screaming. Oh, Morgan, how I've failed you! Gareth thought, and his heart was sick with grief. Then the boy looked back at the shining white tree, and a sudden realization dawned in him. In less than an instant, his decision was made.

"Mandemus, good priest, you are very kind," he said in a slow, cautious tone, "but I will not make confession to you. My sins and my pain are my own."

All of the hope and warmth in Mandemus' old face melted away, leaving only contempt. "Then I fear the Temple has nothing to offer you." The old man's tone was terse and barely civil. "May the All-Father bless you in your endeavors. Now be gone from this place."

Seven days later Gareth was crouched in a garbage-strewn alley, hunger gnawing relentlessly at his belly. He'd cobbled together what clothes he could, threadbare rags that even the beggars had set aside, and stayed alive through begging and doing odd chores. Every evening he came back here, to the square overlooking the Temple and the Garden of Redemption. He'd been waiting a week, and still Morgan had not emerged. Gareth couldn't wait much longer.

As the farm-boy-turned-vagabond stared at the great beacon atop the central spire, he felt anger stirring within him, hot and fierce as the fire that always burned above the Temple. His brother was alive. Gareth was sure of it. He himself was, after all, so why should things be any different for Morgan? He must have gone through the Darkness and come out at some other Safehold. Gareth didn't know how many such places there were, or where they lay, but he was determined to find out. But how? He was, after all, still only a boy.

The great gates of the Temple opened, and a long procession of Holy Templars exited, the light of the setting sun gleaming on their red-enameled armor. Every face in the column was fierce, stern, and terrible. Gareth tried to match the grim devotion of their expressions. Behind the warriors came a line of Confessors, carrying scraps for the poor. Another dinner soon, Gareth thought, and his stomach rumbled loudly.

A tall, thin figure passed in front of the alley entrance just as Gareth began to rise, and in an instant the large, purple eyes swept over Gareth, and one hand had moved to the sword at his belt. Gareth found himself staring at a long, pale face, painted with jagged, swirling tattoos. Gareth recognized the Aelfborn instantly, though the half breed obviously didn't remember him, or didn't care to. In less

than a second the tattooed warrior decided that Gareth posed no threat, and turned to walk on. Not knowing why, Gareth spoke.

"Did the whoreson pay?" he asked the Aelfborn stranger.

The man stopped and turned back toward Gareth with the speed of a cat. "What did you say, guttersnipe?" His voice was as sharp as the look in his eyes. His sword moved in its sheath, showing a shining inch of steel. Gareth tried not to be afraid.

"The... traitorous whoreson you mentioned in... in the Garden. Did his liver suit you?"

The Aelfborn's eyes narrowed in puzzlement for a moment, and then recognition dawned in them. A smile leaped across the tattooed face, and then the Aelfborn laughed, a sound like music.

"It did indeed, my lad, it did indeed." The half breed's sword hissed back into its sheath, and all the tension went out of his frame. "That's the last time Largo Gord ever stabs his partner in the back, that I promise you! So, we meet again in the reeking town of Colver, my young friend. I am Greymalkin Horodrim, warrior and wanderer. What is your name, good my beggar?"

"I'm no beggar," Gareth snarled, with a tone that made Greymalkin smile wider. "My name's Gareth."

"Gareth! A fine name. A hero's name. So, if ye be no beggar, why then does Greymalkin find you lurking by evening, covered in filth, clad in rags? If you are no beggar, what are you then?"

"I'm... I'm... alone." Gareth finally answered. "Orcs slaughtered all my townsfolk, and now I'm stuck here, a thousand leagues from home."

"Ah, so you've lost all you had, and the world about is cold and grim, is that it?" The half breed's smile vanished, and his face grew stern. "I know what it is to lose everything, and to belong nowhere. Take heart!" The tall warrior clapped a hand on Gareth's shoulder, strong despite its slimness. "Look you, Gareth. Your destiny is now your own to take. Why need you fear death any longer? You've seen the worst it has to offer – now choose your own path. Take the world by the throat and make it give you your heart's desire!"

The Aelfborn's words struck a chord in Gareth, and a grim light sparkled in his eyes as he listened.

"Ah, my lad! I see you're hungry for more than stale bread and kitchen slop," Greymalkin said, smiling again. "So, if any wish of yours could be granted, what would ye do?"

Gareth thought long and hard, and the memories of his dying village filled him with rage and yearning.

"I would find my brother," Gareth said.

"Well, that just takes but a journey, yes? What else?"

"Orcs," Gareth said, the hate poisoning his tone. "I would kill Orcs."

Greymalkin's smile faded. "I see. You seek vengeance. Be warned: Orcs are no easy prey – you'll have to walk the warrior's path a while before you can hope to best an Orc in battle."

"However long the path, I'll walk it." Gareth looked at the half elf's blade. "Could you teach me?"

"Teach you? Why? Do you think that Greymalkin has no errands of his own?" The leer crept back into the Aelfborn's face, and the anger bloomed anew in his gaze. "I've no time for every lowborn – "

Greymalkin stopped suddenly, and cocked his head to one side. He squinted, as if listening intently, but to what Gareth could not tell.

"Truly?" the warrior asked his unseen conspirators. After a few seconds more and some mumbled comments, Greymalkin turned back to Gareth, and smiled again.

"Fortune smiles upon you, boy." He said. "A great hero such as Greymalkin always has need of a herald or a squire, and I think you'll do well. The wee folk favor you."

"Who?"

"Ask no questions – it only infuriates them and makes them conjure bad weather. Here, take this," Gareth drew forth a small hatchet from under his motley colored jacket, and handed it to Gareth. The boy took it, felt the weight, and swung it at the empty air. "Start with this. 'Twill be a while before you'll be ready to learn a sword."

Gareth swung his axe again, harder, imagining an Orc's face splitting at the end of his stroke. He looked back up at Greymalkin. "Thank you."

"Oh, don't thank me yet, my little guttersnipe," Greymalkin answered, "you'll have to work hard to pay for your schooling. Make no mistake: to deal death and pain, you must first learn what they are. I shall teach you."

The warrior held out his hand reverently. Gareth took it, and they grasped each other's wrists, shaking to seal the bargain.

"Now, if Greymalkin is to pass the evening with the maidens at the Gasping Grobold, we'll have to keep you from emptying the place with your stench. Gareth needs a bath, methinks. Come."

With that, the haughty Aelfborn spun on his heel and strode out of the alley. Gareth followed, hurrying to keep up with the warrior's long strides. He knew not what the future held, but Gareth was certain of two things: his brother was alive, and Gareth's struggle to win his destiny had begun.

INTRODUCTION

A new world awaits you, a world of grim legends and dire omens, of arcane secrets and brutal warfare. Welcome to Aerynth, a world on the brink of destruction, where the deeds of heroes can save the fragile remnants of civilization... or destroy them. Welcome to Shadowbane®, a Massively Multiplayer Online Roleplaying Game (MMORPG) that lets you take control of guilds and factions, seeking adventure and carving out empires in a virtual world of high adventure.

Getting Started

Install Shadowbane onto the hard drive of your computer by running the setup.exe program and following the directions provided. You will be asked to provide you key code number. This is the number in the white box on the inside front cover of your jewel case

Logging In

Double-click the Shadowbane desktop icon to use the patching utility and update your copy of the client. Once patching is finished, click the Play button to proceed to the Login screen.

If you'd like to save your login name, select "Save Account Name." Once this information has been entered, click the right/forward-pointing arrow to proceed to the Login screen, your gateway to the world of Shadowbane.

The Play Movie button opens the control window for the Shadowbane Recorder, which allows you to play and review previously recorded snippets of gameplay off-line. See **Appendix 1: The Shadowbane Recorder** for more information.

The Roster Screen

The starting point of any Shadowbane playing session, the Roster screen allows you to create and delete characters, and to begin playing.

The right half of the screen displays a column of five character slots – initially, these will simply be blank fields (marked [EMPTY SLOT]) between two blank shields. Once a character slot is occupied, the name of the character is listed in the slot, along with their level, race, Class, game world of origin, and the current status of that game world's server (up or down). The shields on either side of the slot



will display that character's Guild and Nation emblems (see Chapter 10, for more about Guilds and Nations). Clicking a character slot selects it, highlighting the displayed information and displaying that character in the center of the screen.

The left side of the screen contains a column of five buttons:

- **New:** This begins the character creation process (see **Chapter 1**). The created character will fill the currently selected character slot.
- **Play:** This logs you in to the game server, beginning play with the currently selected character.
- **Delete:** This empties a character slot, permanently deleting the character within it. You will be prompted to confirm your decision. Deleted characters cannot be recovered.
- **Quit:** This terminates the Shadowbane client, returning you to your desktop.
- **Credits:** This displays the game credits.

Once you reach the Roster screen, select an open character slot and click New to begin character creation. If characters are available, click the desired character, and then click Play to begin.

Starting Points

Every character has a login point, the place where the character's avatar first appears when you log in to the game. Initially, the character's starting point is at a Safehold, a non-player city built into one specific game world. You will choose your character's starting server world and his or her home Safehold during character creation.

During the course of play, other buildings (Inns, for example) or objects (Trees of Life) can serve as new or temporary starting locations. There is a distinction between where your character begins play after logging out and where he can "respawn" after death – some starting points are good for logins but not respawning. See **Chapter 2** for more information about respawning and character bind points. More information about Inns and Trees of Life can be found in **Chapter 12**.

CHAPTER 1 – CHARACTER CREATION

Every story needs a hero or a villain: without characters there can be no plots, no schemes, and no legends. To leave your mark on the world of Shadowbane, you will need to create one or more characters, virtual personas whose actions you will steer to glory or despair. Whose story will you tell? Jaded Elvish Wizards, savage Barbarians, dutiful Knights, and scurrilous Rogues are all, potentially, yours to command.



Creating Your Character

After you successfully log in, you will come to the Roster screen, from which you can create characters, delete characters, or begin play. The Roster screen features five character slots. Initially, the slots and the Character Portrait window will be blank. Once you create a character, that character's name and starting world, and the current server status of that world, will appear in the slot. You may have a total of five active characters in your Shadowbane account at any one time, although you may only play one of them at a time.

To begin the character creation process, click on any of the empty character slots to highlight it, then click the New button.

Fragment Selection

As soon as you click the New button, the World Selection window will appear. A large window displays a map of the currently selected fragment, while other fields provide that world's name and some brief notes about its history and contents. Each fragment, one piece of sundered Aerynth, consists of an entire virtual game world for your character to adventure in and conquer, with its own unique geography and flavor. Click the left and right arrow buttons to display different game worlds. Once you have made a selection, click the Select button to approve your choice. If the world you have selected is too crowded, you may be prompted to make another selection. To return to the Roster screen, click the Cancel button.

The Character Generation Screen

Once your character's game world has been selected, the Character Creation screen will appear. This screen has seven tables of buttons and fields, each pertaining to an aspect of your Shadowbane character. As you proceed through the character generation process, your character's model will appear in the center of the screen. The choices you make will affect the model, giving you a preview of how your character will look when you begin play. There are two important features that you should keep track of during character generation. They are:



- **Attribute Points:** Find the field labeled "Points." This indicates how many character creation points you have to spend on your character's race, Talents, and attributes.
- **Runestones:** Next, locate your character's Runestone Inventory. Most important aspects of characters are defined by Runestones: small, oval stones marked with an arcane glyph. Race and Class are signified in this way, and any innate Traits or Talents your character possesses (purchased during character creation or earned later) will also garner a Runestone in this inventory. Over the course of gameplay, your character will have the opportunity to acquire other Runestones that can grant access to various Classes, Professions, Disciplines, and Traits or Talents. Once a race or Class Runestone has been selected, you can change it by selecting a different option. For Talents and Traits, click the Runestone again on the menu to delete the Runestone from your Runestone Inventory.

Although you may adjust any of the items in the character generation process at any time, we recommend that you proceed through the fields in the following order.

The Lore of Runestones

What, exactly, are these Runestones, and why are they so important to your character? Put simply, the runes are the keys to destiny – true runes, once engraved, change the fabric of reality around them, making the stories they tell come true. The Invorri, the Sons of Men most folk call Northmen, tell the story of the origins of these strange stones and their Powers.

“The All-Father shaped His first children, the Joten (those that lesser men call Giants), from the hard bones of the mountains. And then the All-Father taught them the shapes of the runes and set them to work, for He had conceived a mighty design. On the Cliffs of Fate in the Uttermost North, the All-Father and the Joten carved out a great saga of runes, and they sang a mighty song as they carved. The saga they carved was the Weltwyrdangssaga, the destiny of the world from its foundation unto its uttermost ending. For the All-Father had seen the fate of every man, beast, and thing in the world in a great vision, and the words of His saga told the future of the world.

“The Joten read the saga as they carved and sang, and they read there of the future, and saw that their power would one day be broken by Men, the All-Father’s favorite children. The prideful Joten raged against their fate, and took up arms against their father. The Joten fell on the All-Father with fists and mauls of stone, thundering in their anger, and the All-Father called down fire and lightning from the sky, smiting His rebellious children. The world shook. Knowing they were defeated, the Giants turned their spite upon their father’s greatest work. They smashed the Cliffs of Fate, and the fragments of the Weltwyrdangssaga were scattered to the four winds. Once freed, the power of the saga moved over the face of the world and reshaped it. The sun rose for the first time, and the turn of seasons began. Thus, through their spite, the Joten fulfilled the All-Father’s design and set the wyrd of the world in motion...”

The Runestones have existed in the world of Shadowbane since the beginning of time, and the wise quickly learned how the owner of a Runestone could tap into its power, bonding it to their Spirit and gaining fantastic new Powers and abilities. By attuning oneself to a Runestone, a character makes the concept embodied in that rune a part of his body, Spirit, and destiny.

Every character begins play with seven slots for Runestones. Several of these must be filled during character creation, and once play has begun your character will have the chance to find new Runestones through exploration and adventure. Professions, Disciplines, and special abilities are some of the things a character can gain from bonding to new Runestones, and as your character progresses in Rank, he will be able to bond to additional runes beyond the initial seven. You can find out more about Rank in **Chapter 5**.

When you play Shadowbane, the virtual life your character leads drives the plot of an ongoing story, but the Runestones your character acquires (themselves the fragments of another story) define who your character truly is. In the days since the Turning, some believe that all of the Gods are dead or gone, and that each man now steers his own destiny. The saga of the future was destroyed ages ago, and now you and your character can pick up the pieces, arranging the ancient words into new stories all your own. Which pieces will you choose?

Name

In the fields provided, enter the character’s first and last names. Only a first name is required. Spaces are allowed within the last name only (thus, “the Mighty” or “Red Beard” would be acceptable last names). The maximum letter count for each name (first and last) is 15 characters each, including spaces. Your character is exactly that – your character, and therefore its name is left completely up to you... with a few stipulations (refer to the official Naming Policy for details). Names that incorporate foul or offensive language are not permitted. Also, be advised that every character’s first name is unique to their fragment of the world – if another character on your chosen fragment already has that name, you will be asked to choose again after clicking the Finish button. You can either choose a different name or go back and select a different fragment using the Cancel button. If you do decide to go back, however, all information entered on the Character Creation screen will be lost.

Gender

At this time you should select a gender for the character by clicking the arrow buttons to cycle between male and female. Male and female characters are considered equal in the game system. Though there are no gender-based modifications to attributes or Powers, three races (Dwarves, Half-Giants, and Minotaurs) and the Warlock Class are not available as female characters, and two classes (Fury and Huntress) are unavailable to male characters.

Race

Select the race you wish your character to be by clicking the appropriate race button. Mousing over any of the race names will display a brief description. Your character point total will decrease based on the cost of the race you have chosen. Humans cost 0 points to play, for example, while Elves cost 15 points. These points are reflected in different attribute maximums and bonuses for appropriate Skills.

When you select your race, three things will happen: the appropriate model will be displayed at the center of the screen, your character’s attributes will be adjusted to the racial averages for that race, and a Runestone (a small colored oval) will appear in the Runestone Inventory.

Here is a quick list of the different races available to Shadowbane players, along with a general note about how their primary attributes are determined:

- **Aelfborn:** The sterile offspring of Human and Elf unions, these beings are distrusted by both Man- and Elf-kind. They are often driven to madness by the nature of their birth, and thus are

marked with ritual tattoos to preserve their sanity. Aelfborn are a little more agile and intelligent than Humans, and their ancestral madness makes their starting Spirit attribute lower.

- **Aracoix:** Fierce avian humanoids from another world entirely, the Aracoix arrived in the world of Shadowbane through the mysterious runegates, and have waged war upon the other races of the world ever since. Although they seem to lack any magical or spiritual aptitude, Aracoix have matchless agility and make vicious opponents in battle. Their great wings give them the ability to fly. Note: Aracoix are a restricted race, and initially unavailable for character creation. After 3 months of play, this race will become available.
- **Centaurs:** Proud and strong fusions of horse and man, the Centaurs are the largest and swiftest of the races of the world. They are fearsome opponents, with enormous appetites for song, good food and drink, and a zest for life unequaled by any others. They are stronger and far harder than Humankind, but are less dexterous or intelligent. They are the most spiritual-minded of all the races, however. Note: Centaurs are a restricted race, and initially unavailable for character creation. After 2 months of play, this race will become available.
- **Dwarves:** Shaped from raw stone itself, the Dwarves were once the servants of Thurin and the All-Father beneath the earth. All Dwarves are male. Because of their stony forms, they are stronger and far harder than Humankind, but are both physically a bit less dexterous and less intelligent.
- **Elves:** Onetime masters of the world, the Elves' power was broken long ago, and their empires scattered and destroyed, yet they retain their arrogance. Immortal and inhuman, they are outcasts, and wanderers who excel in the arts arcane. Less sturdy in terms of both Strength and Constitution, they are significantly more agile and more intelligent than Humans.
- **Half-Giants:** Mortal men born with a touch of the blood of Giant within them, these folk grow to massive size – half again the height of a normal Human – and they are as strong and hardy as they are tall. All Half-Giants are male. Their massive strength and vast endurance is countered by the fact that their Intelligence, Spirit, and Dexterity are less than that of average Humans.
- **Human:** Most common of the races in Shadowbane, Humans are the children of the All-Father and believe that they are the rightful inheritors of the world. They are the most adaptable and versatile of races. Human racial Traits are the average by which all of the other races are judged. Humans begin with no significant strengths or weaknesses in their physical, mental, and spiritual attributes.

- **Irekei:** Strange crimson-skinned inhabitants of the mighty deserts, the Irekei are fearsome raiders and nomads. They are famous for their contempt for other races, and react violently to the suggestion that they are related to Elves in some distant past. In terms of their beginning attributes, they are similar to Aelfborn, yet are more agile, which is balanced by additional weakness to their spirituality.
- **Minotaurs:** Half-Man, half-bull, the Minotaurs are the product of a sorcerous experiment by Elves upon Humans. In past Ages the slow-witted but powerful creatures were used for labor and as shock troops. Free now, they are fearsome warriors. All Minotaurs are male. They are monolithically strong, even greater than Half-Giants, and their constitution is a thing of legend. Regrettably, they are generally clumsier, less intelligent, and far less spiritual than other races. Note: Minotaurs are a restricted race, and initially unavailable for character creation. After 1 month of play, this race will become available.
- **Shades:** Damned souls, or a bizarre form of living dead, Shades are cursed by all, and feared by most. Pale and cold, with coal-black eyes, Shades are thought to bring ill luck to those they meet. Somewhat weaker than Humans, but much more dexterous, the Shade is also a bit more intelligent than Humankind. However, they are virtually soulless, and they rarely have high Spirit attributes.

For more information about each race, including detailed descriptions of their cultures and histories, read the appropriate section of the Shadowbane Web site:

<http://shadowbane.ubi.com/Encyclopedia/Races/>

Starting Class

Select a Class for your character by clicking the desired Class name. Remember that not all Classes are available to each race or gender: prohibited choices will be outlined in red. Mousing over each choice will display a short description of the Class and its benefits.

As with race, choosing a base Class for your character will modify the character's attributes and Skill ratings. Skills are not displayed in this window, but the information will be available to you once you begin play. Modifiers to starting primary attributes and Skill benefits from race and Class are cumulative, within the maximum values defined by race.

When you select your Class, the character model display will be outfitted with a basic set of equipment, and the appropriate Class Runestone will appear in your character's Runestone Inventory. As your character grows in wealth and experience, it will be able to afford new equipment and will begin to look more distinct. Note that not all Classes are available to every race.

A short description of each Class follows:

- **Fighter:** The most direct of the Classes, these individuals are concerned with honing Skills both practical and deadly. They are skilled in using most weapons, and have a wide range of tricks and battle-powers that make them deadly foes.
Races: Any.
- **Healer:** Drawing miraculous power from their faith in one of the many Gods, these priests are blessed with many beneficial Powers. They can aid the ailing and the dying, and bestow the blessings of their deity upon the faithful.
Races: Aelfborn, Centaur, Dwarf, Elf, Human, Irekei.
- **Mage:** “Pure” Spell-casters, Mages represent the most intellectual aspect of magic use, with their Powers drawn from magic formulae, incantations, and enchantments. A Mage’s Spells are useful for both defense and attack.
Races: Aelfborn, Elf, Human, Irekei, Shade.
- **Rogue:** Stealthy and unscrupulous, these characters excel at arts of stealth and dishonorable combat. They look out for themselves, and are usually trying to figure out how to get wealth without fighting or working for it.
Races: Aelfborn, Aracoix, Elf, Human, Irekei, Shade.

Mousing over each Class rune will display a listing of both attribute and Skill modifiers gained by choosing the appropriate Class. These are not all of the Skills and Powers a character can gain over the course of play, merely those your character begins with. For more information about character development, Skills, and Powers, see Chapter 5 and Chapter 6.

The following chart shows the base Classes and Professions open to each race:

RACES	BASE CLASSES AVAILABLE	PROFESSIONS AVAILABLE
Aelfborn	Fighter, Healer, Mage, Rogue	Assassin, Barbarian, Bard, Channeler, Crusader, Druid, Fury (female only), Huntress (female only), Prelate, Priest, Ranger, Scout, Thief, Warlock (male only), Warrior, Wizard
Aracoix	Fighter, Rogue	Assassin, Barbarian, Huntress (female only), Ranger, Scout, Thief, Warlock (male only), Warrior
Centaur	Fighter, Healer	Barbarian, Crusader, Druid, Huntress (female only), Prelate, Priest, Ranger, Warrior
Dwarf	Fighter, Healer	Crusader, Prelate, Priest, Warrior
Elf	Fighter, Healer, Mage, Rogue	Assassin, Bard, Channeler, Crusader, Druid, Fury (female only), Huntress (female only), Prelate, Priest, Ranger, Scout, Thief, Warrior, Wizard
Half-Giant	Fighter	Barbarian, Crusader, Ranger, Templar, Warrior
Human	Fighter, Healer, Mage, Rogue	Assassin, Barbarian, Bard, Channeler, Confessor, Crusader, Druid, Fury (female only), Huntress (female only), Prelate, Priest, Ranger, Scout, Templar, Thief, Warlock (male only), Warrior, Wizard
Irekei	Fighter, Mage, Healer, Rogue	Assassin, Bard, Channeler, Fury (female only), Huntress (female only), Ranger, Scout, Thief, Warrior, Wizard
Minotaur	Fighter	Barbarian, Warrior
Shade	Fighter, Mage, Rogue	Assassin, Channeler, Ranger, Scout, Thief, Warlock (male only), Warrior, Wizard

If you’d like to know more about each Class, visit our Web site:
<http://shadowbane.ubi.com/Encyclopedia/Classes/>

Attributes

As you select your character’s race and Class, the attribute values for an average member of that race (Strength, Dexterity, Intelligence, Constitution, and Spirit) will automatically appear in the attributes window. Your choice of race and Class will adjust these values, so be sure to pay attention to them as you make your choices.

You can also adjust each primary attribute by spending character points. Adjacent to each attribute, you will find two buttons, labeled Plus and Minus. Clicking on these buttons will either raise or lower that attribute by one point per click: the Minus button decreases an attribute, while the Plus button raises its value. Each point added to an attribute costs one character point, while lowering an attribute adds points to the available total. Your character can deduct up to 5 points from the beginning value of each attribute. You can use your cursor arrow for a mouseover of each attribute’s maximum value,

which is the highest amount your character can attain in that attribute without additional runes (such as from Traits and Talents, described below).

Here are the five primary attributes:

- **Strength (STR):** A character's physical strength and brawn. Stronger characters do more damage in combat and can carry heavier loads. If you want your character to do a lot of damage when you hit, you should concentrate on Strength above all else.
- **Dexterity (DEX):** This attribute measures raw speed, agility, and general coordination. Characters with high Dexterity are better at dodging incoming blows. Though this is best for sneaky and fast types like Rogues, any Class will benefit from a high Dexterity because basic Attack and Defense values are based on this attribute. Dexterity also plays an important part in calculating the damage for any weapon your character uses, and is especially important for missile weapons (bows, crossbows, and the like).
- **Constitution (CON):** A measure of toughness, resilience, and fortitude, a high Constitution ensures that a character can endure more punishment before dying. Your character's initial Health and Stamina are based on Constitution, so slighting this attribute means that your character is more likely to be killed in combat, or might run out of energy while running or fighting.
- **Intelligence (INT):** This attribute is a must for Spell-users, though it is useful for all types of characters. The Intelligence attribute covers reasoning, memory, and education. A high Intelligence attribute grants a bonus to all Skills a character knows, and allows characters to learn Skills at higher levels (or the various Skill masteries). Intelligence helps determine how much damage Spell-users inflict with magical attacks.
- **Spirit (SPI):** Spirit defines how attuned a character is to the inner workings of the universe. A high rating indicates acute sensitivity to divine or supernatural influences, making Spirit an essential attribute for magic users of all sorts, as it directly affects a character's initial Mana score. Spirit also helps determine how much damage Spell-users inflict with magical attacks.

The derived attributes of Health, Mana, and Stamina are also provided on the character display. You cannot affect these directly – they are derived from the five primary attributes, and can be modified by Trait and Talent runes (described below), or by increasing the base attribute (each level, you will gain some new attribute points to spend). The derived secondary attributes are described fully below:

- **Health:** This total is a measure of the amount of damage you can endure before death. The more your character has, the better. This attribute is based on your character's starting Constitution score

and character Class. Each character Class gets a specific amount of Health points per level.

- **Mana:** This indicates the amount of magical energy your character can manifest before needing to meditate and recharge. As Spells get more powerful, so does the Mana cost. This is based initially on the character's initial Spirit score. Magic-using character types gain a lot of Mana as they increase in level, while warriors gain very little (if any).
- **Stamina:** This represents the amount of physical effort your character can expend running, fighting, or using certain Powers. Non-magical Powers often use Stamina rather than Mana. This attribute is based on your character's starting Constitution, and increases slightly as your character progresses in level.

At this time, you might wish to consult Chapter 9 and choose a character Profession you will eventually want your character to promote to. This could affect your initial character Class selections, as well as how you spend your initial characteristic points and which initial Traits or Talents you select (see Traits and Talents, below). This small amount of planning might help ensure that you do not slight your character in some attribute (for example, reducing a Fighter's Spirit to the minimum if you intend for the character to progress to be a Warlock, a Class which will need some Mana – which is based on Spirit). However, each level a character gains means that they will be awarded some new attribute points to spend, so you will have plenty of opportunity to increase a weak attribute later.

Traits and Talents

If you have any character creation points remaining in the field beneath the character display model, you can spend them to purchase Traits and Talents. These are unique quirks that improve your character's potential in various ways and also help define your character's background. To access the list of available Traits and Talents, click the large Traits button next to the Runestone inventory.

Once the menu is open, select any Trait or Talent you want for your character by clicking on the desired item. Selecting the rune purchases it: the rune will appear in your character's Runestone Inventory, next to the runes you've selected for race and Class. You can scroll through the menu using the slider control. Clicking on a rune will highlight its name.

Note that some Traits and Talents have race, gender, Class, or attribute prerequisites: any Trait or Talent your character is not eligible for will appear with a red border. Mousing over each Trait or Talent will display a brief description of the benefits it confers to your player. There are many of these to choose from, and the effects are cumulative in most cases. For example, you can take more than one Trait or

Talent that raises your maximum in a particular attribute, making your character's potential for that attribute quite high. Some Runestones, however, cannot stack, and their descriptions will list any other types of runes with which they are incompatible.

Trait and Talent Runestones can provide a number of effects, including increases to attribute maximums; bonuses to secondary attributes; bonuses to certain attributes at the expense of other attribute maximums; or even increased proficiencies with a specific type of Skill or general weapon Class.

If you don't want a particular Trait or Talent you've selected, just click on it again in the Trait and Talent menu, which will make it disappear from your Runestone Inventory. To close the Traits menu, click the large Character button beside the Runestone Inventory.

Appearance

Once your character's race and gender have been selected, you can customize their appearance using the appearance controls. There are six options available: Skin Tone, Hair Style, Hair Color, Facial Hair Style, Facial Hair Color, and Kit. Adjust any of these features by clicking the right and left arrows on either side of each feature. Each click will move through a range of options based on your character's race and gender. Kit changes your character's starting equipment – if you've purchased a Talent or Trait that grants sword skill, switching to a kit equipped with a sword will give your character a head start in play.

Some races cannot have beards, some can have only certain hair-styles, and others have a limited range of skin tones. For example, Elves cannot have beards, while Shades cannot have hair or beards. It is not necessary to have matching hair or beard styles or colors, or to even have any hair at all. Also, for Aracoix, Centaurs, and Minotaurs, the feature buttons reflect different options more specific to the race. Skin Tone for Aracoix means different feather patterns and colors, and Facial Hair Style and Facial Hair Color change the shape and color of their beak. Centaurs have a variety of coat and skin colors for Skin Tone, Minotaurs have no hairstyle selections – the Hair Style option adjusts the shape of their horns.

Finishing Touches

Once all of your selections have been made, make sure you have spent all of your character points. To change any item, simply click on what you want the new choice to be. If you want to start from scratch, click the Reset button. To go back and revise your character's starting game world, click Cancel, but if you do so, all the choices you made in the Character Generation screen will be lost.

Once you are finished with your character, press the Finish button at

the bottom right. Any unspent character points are merely stored and can be applied to primary attributes at any time.

Once you have clicked Finish, you will return to the Roster screen, where your new character's name will now be displayed in one of the five character slots.

You can create other characters by highlighting a new slot and clicking New, or you can eliminate unwanted characters and free up their slots by highlighting a character slot and clicking Delete. Before your new character can begin play, you will need to select a starting city for them, as detailed below.

Beyond the Numbers

Always try to remember, your character is more than just a string of numbers, Powers, and abilities – it's just what the name says it is, a character. Every session of Shadowbane play tells a story, a story you help shape through your character's actions, reactions, and interactions. It's always a good thing to pay close attention to your character's attributes and Powers, looking for combinations that allow them to succeed in combat or on quests, but don't forget to look beyond your stats as well. With a little extra effort on your part, your character can turn into a fully realized persona, as complete as any character from a book or movie.

As you play and react to the virtual world around you, consider your character's personality: are they a bold defender of the righteous, an opportunistic scrounger just trying to get by, or a brutal bully who preys upon the weak? Your stats can give you some hints of a character's personality, but in the end the choices are up to you, the player. What does your character love? What do they hate? What do they fear? What are they fighting for? You'll find that investing some energy into answering these questions and playing "in character" can be very rewarding.

Is This All?

That's it... for now, at least. While you have completed the initial character generation process, there are still many options open for your character's later advancement. As they gain experience and grow in power, your characters will be able to choose from a wide range of Professions and Disciplines, each with their own selection of Skills and Powers. See **Chapter 9** for more details.

Entering the World of Shadowbane



Once you have a character ready, it's time to play. To begin, highlight the name of the character you just created and click Play at the bottom of the screen. A menu will appear, displaying a list of starting city Safeholds on the game world you chose in character creation. Safeholds are low-level areas, designed to support beginning

characters of any Class until they reach Rank 2 (20th level), with easy proximity to several adventuring zones. Some cities, outlined in red, have a minimum Level requirement that must be met before your character can join them.

The lower part of the window displays a list of Safehold names and emblems, while the information fields at the top provide the name of the city's ruling Guild and its type of government. Look over your options and pick the city that appeals to you most. Click the city's name to select it, and then click the check-marked button at the bottom of the menu to proceed.

If you do not want to start at a Safehold, click the Player Cities button on the City Selection window – it will open a list of player-built cities that have been designated “open” (allowing new players to begin play there). Note that these cities are not Safeholds – player vs. player combat is perfectly legal in them, and these cities may be built in areas that are too difficult for a beginning character to compete in. When first getting started, we strongly recommend your character begin play at a Safehold.

Once your character reaches Rank 2 (level 20), they will be banished from their Safehold Guild. Your character can move to a Freehold at this point, or join a player city. Freeholds are similar to Safeholds: they are permanent cities, not run by players and immune to siege. There is one pivotal difference: player vs. player combat is allowed within their walls. Freeholds can still serve as solid home bases to the cautious, but not permanent ones. At level 35, your character must either join a player city or found one of their own.

Safe Mode

The world of Shadowbane can be a dangerous place, but there are automatic safeguards in place to help you enter safely. Whenever your character logs in to the game world, teleports to a new city, or respawns after death, they will appear in Safe mode: they will be invulnerable to all forms of damage, and will be invisible to other play-

ers. Safe mode has its limits: moving immediately breaks the invisibility effect, and the invulnerability expires after a brief span of time, or as soon as your character attacks another character or mobile.

Your Home Address

Shadowbane is designed to force every character to “put down roots,” operating from a city that serves as their respawning point, login point, and a place to train, recuperate, and resupply between adventures. In most parts of the Shadowbane game world, player vs. player (PvP) conflict is allowed – giving each player a home address where rivals can find them is one measure that provides player accountability. There are several mechanisms in place that allow you to change your character's home base, and in some cases you might be forced to. Typically, each character's address will shift according to the following pattern over the course of their career:

- **Low Levels: Safeholds.** For levels 1 through 20, most characters will reside in the Safehold they chose during the final step of character creation. If you find that your Safehold is unsuitable, you can choose another by either journeying to another Safehold or player-run city and joining the Guild there (see **Joining and Leaving a Guild in Chapter 10**), or by automatically re-pledging your character to another Safehold or open player city, as described in **Changing Cities in Chapter 10**.
- **Mid Levels: Freeholds or Guild Cities.** Once your character reaches level 20, their membership in their Safehold will automatically end: they must either join a player-run Guild city, found a city of their own, join a Freehold city, or live the vagabond life of an Errant character. See **Chapter 10** for more information about Guild affiliation and errantry.
- **High Level: Guild Cities.** If your character joins a Freehold city when they reach Rank 2, they can only stay so long: at level 35, the character will automatically be banished from their Freehold Guild. To find good vendors, traders, and a permanent home, your character **MUST** either join a player-run city or found one of their own. It's time to join the Game of Crowns!

Your character is always free to leave whichever city or Guild they currently have membership in, but be advised: the world of Shadowbane is a harsh place, very unforgiving to any who lack a Guild to back them up. Faction-building and politics are what Shadowbane is all about, and players who ignore the interplay of Guilds and cities are missing out on some of the most critical and rewarding aspects of the game.

CHAPTER 2 – INTERFACE

Even the greatest of characters aren't enough on their own. Static portraits can be impressive, but to tell a story, the characters in it must act. Epic journeys, ferocious battles, rousing speeches – these are the staples of heroic fiction, and in Shadowbane, your characters can accomplish all of these and more. In the real world (and the worlds of most stories), everyone has already learned how to walk, move, and speak; making your character act in Shadowbane will require some basic knowledge and practice on your part. In this chapter, you will learn the basics of Shadowbane's interface and gameplay. With that knowledge, your character will finally be ready to take center stage and begin their adventure, manifesting their presence in the game world by both words and deeds.

Basic Orientation

Welcome to the world of Shadowbane! Now that you're here, the following sections will describe how you can use your mouse and keyboard to interact with the virtual world around you.

Six control windows will initially appear on your screen – the information and options they provide will facilitate nearly every aspect of Shadowbane gameplay. These six windows are:

- **The Health and Mana Borders**, which offer important information and controls pertaining to your character's state and condition.
- **The Selection Window**, which displays information about whatever character or mobile you currently have selected.
- **The System Chat Window**, which displays incoming server messages.
- **The Player Chat Window**, which displays chat messages from and between other players.
- **The Command Bar**, which offers access to a wide range of game controls and settings.
- **The Effects Window**, which displays all Powers or Spells currently affecting your character.

Nearly every button and feature within the interface is equipped with a brief description that is displayed when you mouseover a given button or field. These should be enough to get you going, but if you need more information, detailed descriptions of all game menus and windows can be found in **Chapter 3**.



Shadowbane's interface is extremely customizable, offering users the ability to alter the configuration or appearance of the game screen to an unprecedented degree. For more information about these features and about window and menu management, see **Interface Customization** at the end of **Chapter 3**.

In-Game Tutorial

Shadowbane employs a system of pop-up tips that will appear on your screen when certain conditions are met (initial login, proximity to a type of object, or certain character actions). These tip windows contain a list of helpful tips and commands, each marked with an icon. buttons at the bottom of the Tip window allow you to minimize the window (leaving the tutorial active), display the next tip, or disable the tutorial feature entirely.

Mouse Commands

Most of your character's basic actions and their interaction with the game world will be driven by the mouse.

Left-Click:

- Selects the object you click upon. This selected object will serve as the target for any attacks, Spells, or actions your character initiates. Additionally, selecting a character or creature causes its name to appear on the Selection window, along with additional information, as described in **The Selection Window** in **Chapter 3**.
- Activates the function associated with any button.

Double Left-Click:

Executes the applicable interactive action for the object double-clicked:

- Attacks the target if your character is in Combat mode (see **Chapter 4**).
- Opens a door or container.
- Opens the Vendor window of a Tradesman or Trainer (see **The Vendor Window**, below).
- Opens the Hireling Management window of any Hireling or Vendor your character owns (see **The Tradesman Control Panel** in **Chapter 11**).
- Opens the Loot Inventory of a corpse (see **The Loot Window**, below).
- Opens the Building Management window of a building your character owns (see **The Building Control Panel** in **Chapter 11**).
- Displays the Building Information window of a Building your character does not own.
- Gets an object that can be owned or carried (see **Interacting with Objects**, below).

- Equips an equipment object in the character's Inventory window (see **Equipment and Treasure Management**, below, for more information).
- Activates a Useable object (potion, scroll, etc.) in the character's Inventory window (see **Equipment and Treasure Management**, below, for more information).
- Moves an equipped item from the character's Equipment window to their Inventory window (see **Equipment and Treasure Management**, below, for more information).

[Control]+Left-Click: Opens the context-sensitive menu for the object clicked. See **Interacting with Mobiles** or **Interacting with Objects**, below, for more information.

[Shift]+Left-Click: Allows dragged movement of a window or custom-placed button (see **Window and Menu Management** and **Button Customization** in **Chapter 3** for more details).

Mouse Wheel Roll Up or Down (if available): Zooms game camera in or out. See **Camera Movement Controls**, below, for more information.

Center Button (or Mouse Wheel) Click and Hold (if available): Activates mouse look camera control. See **Additional Camera Functions**, below, for more information.

Right-Click: Selects the point clicked upon as the movement destination of your character. See **Movement**, below, for details.

Keyboard Commands

Many game functions can also be accessed through keyboard commands. A list of keyboard-based commands follows. Many of these commands double the function of a button in the game interface, while others deal with movement. These commands are the default hotkeys for the Shadowbane interface. To set your own custom hotkeys, see the **Hotkeys** section of **Interface Customization** at the end of **Chapter 3**.

KEY	FUNCTION
[Control] + A	Attack selected target (and toggle to Combat mode, if needed)
C	Toggle Combat mode on/off
D	Drop selected object
E	Open Equipment window
F	Interact with selected object (same as double left-click)
G	Get (pick up) selected object
I	Open Inventory window
K	Open Skills window
M	Toggle Mouse Look on/off
[Control] + M	Minimize (close) all open windows and menus
N	Toggle Show Names on/off
[Control] + N	Toggles between Guild and Nation crest display modes
O	Open selected object
P	Open Powers window
[Control] + P	Take a screenshot
[Control] + R	Reply to last Tell received (successive)
S	Open Stats window
T	Begin a Tell communication
[Control] + T	Trade with selected player
U	Use selected item
[Control] + U	Toggle Run mode on/off
W	Open Who window
Z	Toggle Sitting on/off
End	Target self
Home	Target next mobile
Insert	Target next character
Right Arrow	Rotate character facing right
Left Arrow	Rotate character facing left
Page Up	Climb one altitude level if flying
Page Down	Dive one altitude level if flying
4 (Numpad)	Rotate camera left
6 (Numpad)	Rotate camera right
8 (Numpad)	Rotate camera up
2 (Numpad)	Rotate camera down
Plus (Numpad)	Zoom camera in
Minus (Numpad)	Zoom camera out
Alt (held) + Left Mouse Button	Activate mouse look camera movement
Tab	Move to next field in a menu
[Shift] + Tab	Move to previous field in a menu
[Shift] + Up Arrow	Re-enters last text command in chat window
[Shift] + Down Arrow	Re-enters next text command in chat window
/ (forward slash)	Begin command string input in a Chat window
Escape	Open the Command bar
Return/Enter	Enter Chat mode
Delete	Junk selected object

Movement

Getting your character from one place to another is a vital part of gameplay. Shadowbane offers several movement options.

- **Normal Movement:** In Combat or Non-Combat mode, right-click at any point on the ground to mark that point as a movement destination. As soon as you click, your character will begin moving toward the destination. To run, click the Run button on the Status window or hit [Control]+U. Your character's speed and the amount of stamina expended while moving varies greatly based on whether they are running or walking, or in Combat or Non-Combat mode. Shadowbane utilizes automatic pathfinding to steer your character around any obstacles (trees, bushes, etc.) that might lie between your character and their destination.
- **Map-Based Movement:** On long journeys, you can use the Local Map window to move your character directly to faraway destinations. Right-clicking any point in the map display sets it as your character's destination, and your character will immediately begin moving there. See **Local Map** in **Chapter 3** for more information.
- **Flight:** Aracoix characters and the users of some Spells and items can fly. If your character is capable of flight, two flight buttons will appear, marked with up and down arrows. Press the Up button (or hotkey [Page Up]) to take off and rise one altitude level (about 10') above the ground. Clicking the button additional times will cause your character to climb to higher altitudes. Double-click the Up button to ascend to maximum altitude. Clicking the Down button (hotkey [Page Down]) will cause your character to descend one altitude level (or land if they are only one level off the ground). Double-clicking the Down button will cause a flying character to immediately land, whatever their previous altitude. To move laterally in flight, simply right-click on the ground – your character will fly over that spot as if they were walking or running. Flying characters that run out of stamina or flight power duration will descend to the ground immediately. Finally, flying characters can land on wall tops and balconies, but not necessarily on roofs. As a general rule, if an ordinary character could walk there, a flying character can land there.
- **Swimming:** Entering a body of water deeper than your character is tall will automatically switch them from walking or running movement to swimming. Right-click on the ground to make your character swim to that point. A swimming character cannot enter Combat mode, and may be unable to use some Powers while in the water. Swimming characters that run out of stamina or flight power duration will suffer health damage as they begin to drown – too long of a swim can doom a character.

Context-Sensitive Menus

Your character can interact with nearly every mobile or object they encounter in the world of Shadowbane by using the specialized commands available in context-sensitive menus. To open a context-sensitive menu, [Control]+left-click an object, mobile, or game window. Depending on the type of object you've selected, a range of options will appear.

Interacting with Objects

Left-clicking on an object will select that object. The name of the object will appear in the description field of the Selection window, along with a red indicator showing the object's durability. In addition, [Control]+left-click opens an Object Interaction menu, displaying the following commands:

- **Get:** Clicking this action will move an item from the game world into your character's inventory. Double-clicking an item has the same effect. **Default Hotkey: G.**
- **Use:** Some objects have special effects on gameplay that only happen when the object is specially activated (Guild charters and Building Deeds, for example). The Use option immediately makes your character attempt to use the selected item. Mundane items like weapons and armor need not be used to be employed in gameplay – equip them instead, as described below. Trying to use objects that are not actually equipment or devices of some kind is usually futile. **Default Hotkey: U.**
- **Equip:** This option will immediately transfer an object from your character's inventory to an appropriate equipment slot on the Equipment window (see **The Equipment Window** in **Chapter 3**). This option only appears if the selected item is in your character's inventory.
- **Unequip:** This option will immediately transfer an object from one of your character's equipment slots to your character's inventory (see **The Equipment Window** in **Chapter 3**). This option only appears if your character has the selected item equipped.
- **Open:** This action will immediately attempt to open whatever object is currently selected. Only doors and containers can be affected. **Default Hotkey: O.**
- **Destroy:** This action destroys the selected item. You will be asked to confirm that you want to destroy the item. Once an item is destroyed, it is removed from the game world forever.

Some objects are designated as “stackable” – a single icon in the game interface might represent a number of identical small things grouped together. Gold pieces are the most common example. Every

time you seek to manipulate a collection of stacked objects, you will be prompted to select how many of them you wish to manipulate.

Interacting with Mobiles

Left-clicking on a mobile or other character selects that character, and their name (if displayed on-screen) will turn yellow for easier identification. Double-clicking a mobile or character while your character is in Combat mode will immediately initiate combat. See **Combat Mode** in **Chapter 4** for more details.

When selected, the mobile's name appears in the description field of the Selection window, along with a line of Rank icons. Like characters, mobiles are classified using level and Rank: they will display one Rank icon for every 10 levels of Power. The shape of the icon indicates the mobile's Class or basic type.

[Control]+left-clicking on a mobile or character will immediately open a Mobile Interaction menu, and will also identify that mobile in the Selection window. The Mobile Interaction menu has the following options:

OPTION	MOBILE	EFFECT
Attack	Player/Non-Player (any)	Initiates combat with selected target
Loot	Player/Non-Player Corpse	Opens the corpse's looting window
Trade	Player	Opens trading window (see below)
Guild Info	Player	Displays target's Guild information
Invite to Group	Player	Invites target to join your Group
Invite to Guild	Player	Invites target to join your Guild
Hail	Non-Player	Prompts a brief verbal message
Shop	Non-Player Vendor	Opens Vendor Window
Train	Non-Player Trainer	Opens Training Window
Promote Class	Non-Player Trainer	Opens Promotion Window
Promote Discipline	Non-Player Trainer	Opens Promotion Window
Bank	Non-Player Banker	Opens Banking Window

Instead of [Control]+left-clicking a vendor and selecting "Shop," double-clicking an NPC vendor will open the shopping window directly.

The display color of a selected mobile also gives an indication of the relative prowess of the mobile compared to you. See **Chapter 4** for more information.

Interacting with City Assets

Left-clicking on any city asset (building, wall, Tree of Life, or other structure) will select that object. The name of the object will appear in the description field of the Selection window, along with a red

indicator showing the object's durability and the Guild and Nation crests of the asset's owner. In addition, [Control]+left-click opens an Asset Interaction menu, displaying the following commands:

- **Manage:** This option only functions if your character is the owner of the asset, or has been granted management privileges over the asset. Selecting it opens the Asset control panel, described in **Chapter 11**.
- **Claim:** This option only functions if the selected asset has no current owner. Selecting it immediately grants your character full ownership over the asset. If the asset already has an owner, any attempt to claim it will fail. See **Chapter 11** for more details.
- **Abandon:** This option only functions if your character owns the selected asset. Selecting it immediately renounces your claim to the asset, leaving it open to the first character who claims it. If the asset is owned by another character, any attempt to abandon it will fail. See **Chapter 11** for more details.
- **City Command:** This option opens the City control panel, as described in **Chapter 12**.

You can learn more about Buildings and City assets in **Chapter 11**. The City control panel is described in **Chapter 12**.

Camera Controls

A clear field of vision is essential in battle, and Shadowbane offers players a high degree of camera control. Many other games feature an exclusively first-person view, but Shadowbane's emphasis on group conflicts and mass warfare makes an exclusive character's eye view impractical. The in-game "camera" that regulates your view of Shadowbane comes with a highly flexible set of controls and commands.

Camera Movement Controls

The game camera will always be pointed directly at your character, but which side of you it shows is entirely up to you. The game camera can be rotated through any horizontal or vertical axis, allowing you to view your character from head on, behind (often the easiest for travel and combat), profile, and even from on high or down low. You can also set the camera's distance from the character, pulling in for tight details or zooming out to take in more of the landscape. Remember that the farther out you zoom, the more objects come into your field of view, and the more your computer has to work to render them. The amount of landscape displayed around your character can have a definite impact on game performance.

Various keyboard commands can move the camera, and the Camera Controls menu (accessed through Settings in the Command Bar) offers buttons that serve the same purpose. Finally, positioning the mouse cursor at a screen edge will also move the camera. A complete guide to camera control appears in the table below.

CAMERA MOVE	KEYBOARD COMMAND	CONTROL BUTTON	CURSOR POSITION
Rotate Left	4 (numpad)	Camera Left	Left edge
Rotate Right	6 (numpad)	Camera Right	Right edge
Rotate Up	8 (numpad)	Camera Up	Top edge
Rotate Down	2 (numpad)	Camera Down	Lower edge
Zoom In	Plus ("+")	Zoom In	Mouse wheel up
Zoom Out	Minus ("-")	Zoom Out	Mouse wheel down

Additional Camera Functions

Two other options appear on the Camera Controls menu (accessed through the Setting option on the Command Bar):

- **Auto-track:** This command will “lock” the camera’s position relative to your character when the command is clicked. Once set, if your character turns or changes direction, the camera will automatically rotate to keep the set angle on your character. If you change the camera’s position manually after auto-tracking is toggled on, the new camera position will become the default locked position.
- **Reverse Panning:** Clicking this control reverses the direction of all camera rotation controls, without changing the command itself. Thus, pressing and holding [6] on the numpad while reverse panning is enabled will actually spin the camera counterclockwise. To turn reverse panning off, toggle the setting again.

Mouse Look

The Shadowbane game camera can also be placed in Mouse Look mode, offering players a high degree of control and response. While in Mouse Look mode, moving the mouse will pan and tilt the camera, allowing for rapid changes in character point of view. There are three ways to activate Mouse Look:

- **Mouse Wheel:** If your mouse has a center button or mouse wheel, hold that button down to engage Mouse Look – the camera will follow mouse movement as long as the button is held.
- **Keyboard Command:** Hold down the [Alt] key and the left mouse button to switch to Mouse Look mode – the camera will stay in Mouse Look as long as the key and button are depressed.
- **Keyboard Toggle:** Press the [M] key to toggle Mouse Look on or off.

In-Game Communication

Shadowbane is a massively multiplayer game, so you will find yourself sharing the virtual landscape with hundreds, perhaps even thousands of other players. Communication with friends and enemies is an essential and integral part of the Shadowbane experience. Like every

other aspect of the interface and gameplay, Shadowbane allows you to customize its communication settings to best fit your style of play.

Chat Windows

The chat window (as described in **Chapter 3**) is the key to communication in Shadowbane. The default screen configuration contains two Chat windows, but you can open additional Chat windows by clicking the Chat Window option on the Command Bar (as described in **Chat Windows**).



You can resize, move, and adjust the transparency of chat windows as described in

Window Customization at the end of **Chapter 3**. You can have up to 16 chat windows open on your screen at the same time.

Composing and Sending Messages

You must enter Chat mode before you can compose or send a message, otherwise keystrokes will be interpreted as keyboard or hotkeyed commands. To enter Chat mode, either left-click on the command line of any chat window or simply hit the [Enter/Return] key. Either option will place a cursor on the chat window command line. While in Chat mode, any simple keyboard commands or custom hotkeys (that is, key commands that do not use [Shift], [Control], or [Alt]) are disabled.

Once in Chat mode, type the message you want to send out, and hit [Enter/Return] to send it. The second Enter/Return brings you out of Chat mode back to normal play. Any message you send from a chat window will be broadcast into the game at large on a specific default channel, which determines who will receive it. There are 11 channels to choose from – each will be described in detail below. If you want to send a message on a different channel, be sure to include the proper channel tag at the beginning of the message. See **Default Channels and Channel Tags**, following, for more information.

Default Channels and Channel Tags

Every chat window has a default communication channel – messages typed on the command line are automatically sent out on the default channel, with no special modifications required. You can set a different default channel for each chat window, as described below.

Each channel has a special prefix, usually a slash (/) followed by the channel’s name (the tag for the Guild channel is </guild>, for example). Remember, messages without a tag will automatically be sent on that chat window’s default channel.

Example: A player has a chat window configured with the Group channel as its default. If they type the message <Now! Kill them all!> and hit [Enter/Return], it would immediately be received by all his Group mates. To send the same message to his Guild mates using the same window, the player would have to type </guild Now! Kill them all!>.

Communications Options

To customize your communication settings for a given chat window, [Control]+left-click on that window. The standard Window Options menu will open, although a few new options appear:

- **Channels:** This opens a menu listing all communications channels, allowing you to choose the channels that the selected chat window will receive and display. To enable a channel, click the round silver button next to the channel name. A description of each channel can be found below.
- **Channel Colors:** This button allows you to modify the display color for that channel, as described in **Color Coding Channels**, below.
- **Default Channel:** This button opens a list of the 11 communication channels. The current default channel is marked with a silver circle containing an "X." To select a new default channel for the selected chat window, click the desired channel.
- **Log:** This button saves every message displayed in the chat window to a file in your Shadowbane directory.

Communication Channels

NAME	TAG	RECEIVED BY
Leader	/leader	All Guild officers of sender's Nation
Shout	/shout	Everyone in a large area (use costs stamina)
Guild	/guild	All members of the sender's Guild
Inner Council	/ic	Inner Council members of sender's Guild
Group	/group	All members of sender's Group
City-State	/city	All characters bound to the sender's Tree of Life
Say	/say	All within a close area (text appears over sender's head)
Emote	/em	All within a close area
Tell	/tell <receiver name>	Character named as receiver

Other channels exist, but player messages cannot be sent or received on them.

Color Coding Channels

Selecting the Channel Colors option after [Control]+left-clicking a chat window opens a window containing a list of all available communications channels. Click on the channel you wish to alter to open

the Color Modification window. The Color Modification window is divided into two areas – one sets the color for all messages received on that channel, the other sets the display color of the name of message senders. Each section title is displayed in the default color for that channel. Below the channel and name labels are three slider bars for red, green, and blue.

To set the color, adjust the color sliders as you wish: the "name" and "channel" tags will change color in real time as you move the sliders. When you have reached the desired color, click the Confirm button to make the change. "Abort" closes the window, disregarding any color adjustments.

Communications Hotkeys

If you are using several different chat windows with different default channels (a Guild window vs. a Group window, for example), use the [F8] and [F9] keys to toggle your cursor to the command line of the previous or next chat window.

Typing [T] automatically begins a "/tell" communication on the currently active chat window. Tells to specific characters can be hotkeyed by creating a macro, as described in **Hotkeys**, part of **Interface Customization** in **Chapter 3**.

[Control]+R begins a reply to the last character that sent a Tell to your character. Hitting [Control]+R a second time will begin a reply to the next most previous Tell, etc.

Equipment and Treasure Management

Though your character's Level, Skills, and Powers provide the ultimate measure of how effective they are in battle, equipment also plays a very important role. The following section explains how you can utilize, hold, store, and acquire your character's equipment in the game interface.

In all of the following windows and menus, you can mouseover an object to display a brief description of the object's name and properties. All objects can be manipulated and interacted with as described in **Interacting With Objects**, above.

The Inventory and Equipment Windows

As described in **The Inventory Window** and **The Equipment Window** (both part of **Chapter 3**), these two windows display every object your character is wearing, holding, or otherwise keeping on their person. You can open or close the Inventory and Equipment windows by selecting the Character Info button on the Command Bar and then clicking the appropriate button, or by hitting the [I] or [E] key (for Inventory and Equipment, respectively).

Objects can be equipped or unequipped by double-left-clicking

them, clicking and dragging the items between your character's Inventory and Equipment windows, or by [Control]+left-clicking the item and selecting the appropriate option on the context menu (see **Interacting with Objects**, above). Objects dragged out of the Inventory or Equipment window onto the ground are dropped.

Limits on Equipment Ownership

Every item in Shadowbane is assigned a weight value. Your character has a maximum carrying capacity, defined by their Strength score. Your character's encumbrance limit is displayed at the top of the Inventory window. Once the total weight of all objects equipped and held by your character approaches the weight limit, they can become overburdened – if the weight of a desired object exceeds the limit, your character will be unable to pick the object up.

Item Trading

Clicking the Trade option after [Control]+left-clicking on another player will send the selected player a message indicating that your character wants to trade with them. If another player decides to trade with your character, you will receive a message indicating the offer and the name of the interested party. You have the option to decline. Once the target of a trade request agrees, the Trade window opens for both parties.



The Trade Window: This window is divided into three parts: on the left and right are areas identical to a character's Inventory window. These are where offered objects are displayed. In the center of the window, both parties are listed, each with a Committed button to the left of their name. The Cancel button is at the bottom of the center section.

Trading: To trade items, open your character's Inventory window and drag items (including gold) from the Inventory into the left half (and only the left half!) of the Trade window. You will see items appear in the other player's display area as they drag inventory items into the Trade window. You can mouseover any item to display a description of that item and verify what they're offering. When you're happy with the terms of the Trade, click the Commit button to accept the deal. When both parties click this button, all items are transferred into the inventories of the appropriate character. It is possible to give something away (trading it for nothing) if both parties agree.

Dragging an additional item into the Trade window or taking an item back out of the Trade window after Commit has been selected by

either party will cause both Commit buttons to reset. If either party clicks Cancel, all trading is suspended, and the Trade window closes.

The Vendor Window

Double-clicking (or clicking the "Shop" option after [Control]+left-clicking) a non-player character vendor will open up the Shopping window, which presents three options: Buy, Sell, and Repair. Clicking any of these buttons will open the Vendor window in the appropriate mode, as described below. The Vendor window incorporates all three options as buttons in its upper left corner, allowing your character to switch from buying to selling without having to go back to the Shopping window.



- **Buy:** In this mode the Vendor window displays a list of everything the Vendor has to sell, along with their prices and your character's current gold total. Some items will appear in red on the list: these items are unusable for your character, due to Rank, Class, or other restrictions. You can still buy them, however, if you have sufficient funds. To buy an item, select the item desired on the list; then click the Buy button. A pop-up window will appear informing you that the purchased item is now in your character's Inventory.
- **Sell:** In this mode, a list appears of every item in your character's Inventory that the Vendor is willing to buy. Each entry includes the price the Vendor is willing to pay. To sell an item, click the desired item on the list; then click the Sell button. A pop-up window will appear informing you that the payment has been added to your character's Inventory. Items your character has equipped will not appear on the sell list.
- **Repair:** Every item in Shadowbane has a durability rating, that item's Health value. Opening the Vendor window in Repair mode displays a list of every item your character owns, equipped or unequipped, that has sustained durability damage through wear. Every entry lists the amount of gold required to repair the item. Repair costs are based both on the original value of the item and its current durability rating: expensive items cost more to fix, and all repairs grow more costly as the item gets more damaged. To repair an item, click the desired entry on the list; then click the Repair button. A pop-up confirming the repair will appear.

The Loot Window

Double-clicking or [Control]+left-clicking on any corpse will display the Loot option, which opens a small inventory window displaying any items that can be found on the corpse. Double-click on any displayed object to get the item and place it into your inventory. Alternately, you can [Control]+left-click the item and select Get, or select the item and type G.



Banking Items

There may come a time when your character amasses more wealth and treasure he they can carry, or when some of his equipment becomes obsolete but valuable enough to keep. Shadowbane offers players the option of creating a cache of treasure and equipment, a sort of “bank account.” This is also an invaluable option if you’re adventuring in dangerous areas, and don’t want to run the risk of losing any unbound possessions and cash when you are killed.

To access the Bank Inventory for your character, seek out a church in any Safehold or player city. Churches usually host a type of tradesman called a Bursar, who can grant your character access to a secure inventory where they can place items into cold storage. The contents of your character’s Bank Inventory are identical, no matter where the Bursar is who opens it. For more information about Tradesmen, churches, and cities, see **Chapter 11**. Bursars can be found in various places around the world of Shadowbane.

To open your Bank Inventory, double-left-click a Bursar NPC or [Control]+left-click the Bursar and select the Bank option. The Bank Inventory is functionally identical to the character Inventory, with a capacity limit of 299 pounds. Note that some player-managed Bursars will charge a fee to allow access to a character’s Bank Inventory.

Stopping Play

All good things must come to an end. There are two ways to stop playing Shadowbane and exit the game world. Each has potential consequences for your character. Both options can be found on the Command Bar (see **The Command Bar** in **Chapter 3** for more information).

Leave World

This option logs your character out of the game world and returns you to the Shadowbane entry screen. You can execute this command while your character is in combat, but depending on the circumstances, your character may remain in the world for an additional

minute. See **The Logout Timer**, below, for more details. Leaving your character in harm’s way for that long without your direct control can easily mean death.

Quit Game

This command immediately quits the Shadowbane client, returning you to your computer’s desktop. Note that your character does not log off their world’s server when you quit: your character will remain, vulnerable, until the server notices your connection has been terminated (usually this takes only a few seconds, but it can take longer). The Logout Timer also applies.

The Logout Timer

As a player, you can terminate your Shadowbane session instantly by opting to Leave World or Quit Game. Depending on the circumstances, however, it may take a while for your character to get all the way out. If you Leave World, Quit Game, or otherwise lose connection with the game server, your character’s exit is subject to the completion of the Logout Timer. Basically, after every combat interaction (being hit, being missed, or making an attack), the timer begins ticking: after one minute elapses, your character is eligible to leave the game immediately. If the connection ends before the Logout Timer expires, the character will stand in the world for one full minute, lingering in place.

Lingering characters will not move or take any action on their own. If attacked while in Combat mode, they will automatically counterattack using their equipped weapon, but cannot use any Powers or items in their defense. If a lingering character is attacked and manages to kill its attacker, the Logout Timer will begin anew at the end of the combat, and a full minute must pass before the character will leave the world. Attempting to Quit in a populous or dangerous area can lead to a state of perpetual lingering (a dangerous proposition). If your lingering character is killed, you will resume play at your bind point, suffering from all of the effects of character death. See **Death** in **Chapter 4** for details.

Resuming Play

A Shadowbane session can end for a number of reasons: connection loss, or you might just Leave World or Quit Game to take a break. When you resume play, sometimes your character’s starting point can be critical. The location where your character logs back into the world of Shadowbane depends on several factors:

- **Link Loss/Logout:** If you quit play or lose your server connection, but resume play within 15 minutes of connection loss (or if the character’s Logout Timer has not expired), your character will begin play at the same location where they were when the

session ended. After 15 minutes, characters resume play at their bind point.

- **Inns/Bedrolls:** Buying lodging from an Innkeeper or using a Bedroll item immediately logs your character out of Shadowbane. Using these items or services, however, creates a temporary bind point for the character, allowing them to log back in at the place play stopped no matter how much time passes. If the Inn is destroyed before you can log back in, your character will revert to their previous bind point.
- **Houses and Owned Buildings:** If your character owns a house or Building, or has been granted management access to any Building, the Building will serve as a temporary bind point, provided that they Quit Game or Leave World while standing inside the Building. If the building is destroyed or your character loses their management privileges before you can log back in, your character will revert to their previous bind point. See **Chapter 11** for more information.

Spawn and Bind Points

Every character in Shadowbane has a permanent home base, the place where they are born again after death or begin their adventures anew after a long rest. This place is called a character's bind point (or spawn point), and its geographic location can have a tremendous impact on their adventures. Several factors determine what a character uses as their bind point, as detailed below:

- **New Characters (Ranks 0-2)** use the Tree of Life in their starting city (chosen at the end of character creation; see **Chapter 2** for details). Once the character reaches level 20, they lose this bind point – they must either found or join a Player Guild or live as Errant wanderers. See **Chapter 10** for more information on Guilds and errantry.
- **Guided Characters (Any Rank)** who have founded or joined a Sovereign Guild (or whose Errant Guild has sworn fealty to a Sovereign Guild) use the Tree of Life in their Guild's city as their bind point. Characters who are members of a Nation (a city-owning Guild that has received oaths of fealty from other city-owning Guilds) can also choose the Tree of Life of any affiliated province Guild as their bind point. See **Chapter 10** for more information about Nations and Guild relationships. For more information about switching bind points, see **Changing Cities** in **Chapter 10**. **EXCEPTION:** If a Guided character is slain within the zone of influence of their Tree of Life, they respawn as if they were errant.
- **Errant Characters (Any Rank)** who have no Guild, or who belong to an Errant Guild, respawn at a broken Tree of Life in one of the Ruins scattered throughout the game world, chosen at random. Each death or extended logout will result in play resuming in a different location.

CHAPTER 3 – GAME WINDOWS AND MENUS

You've fashioned a character, and you know how to take action in the world of Shadowbane. But what are actions without knowledge to guide them? Knowing your character's status and abilities (as well as the status and abilities of your foes) is critical. This chapter presents a detailed description of the windows, menus, and controls you will use in basic gameplay.

The Game Screen – A Recap

As described in **Basic Orientation** at the beginning of **Chapter 2**, the core Shadowbane game screen features six control windows:

- **The Health and Mana Borders**, which offer important information and controls pertaining to your character's state and condition.
- **The Selection Window**, which displays information about whatever character or mobile you currently have selected.
- **The System Chat Window**, which displays incoming server messages.
- **The Player Chat Window**, which displays chat messages from and between other players.
- **The Command Bar**, which offers access to a wide range of game controls and settings.
- **The Effects Window**, which displays all Powers or Spells currently affecting your character.

Each of the screen windows is described in detail below.

The Health and Mana Borders

An essential feature of the user interface, these twin windows feature many indicators and controls that show how healthy your character is, let your character engage in combat (or flee from it), and also allow your character to discern important information about other characters and objects. Mouse over each feature of the window to reveal its name or function. To move or reposition either the Health or Mana border, hold down the [Shift] key and then left-click and drag the



window to the desired position. The Health and Mana borders contain the following controls and indicators:

- **Minimize/Maximize All:** Clicking this button will close every window on-screen except for the Status window itself (and the Group Information window, if open). Clicking it a second time will open them again.
- **Combat Mode:** This button either places your character into or out of Combat mode. In Combat mode, your character's stance changes, their walking and running speeds slow down considerably, and a Health bar appears next to them indicating their relative Health status (green means good, yellow means moderate, and red means critical). Your character must be in Combat mode to attack any other character, mobile, or object, and some Spells and Powers will only function in Combat mode. More information about combat can be found in **Chapter 4: Combat**. **Default Hotkey: C.**
- **Character Info Button:** This button opens the Stats window of the Character Sheet, as described in **The Stats Window**, below. **Default Hotkey: S.**
- **Character Inventory Button:** This button opens the Inventory window of the Character Sheet, as described in **The Inventory Window**, below. **Default Hotkey: I.**
- **Character Equipment Button:** This button opens the Equipment window of the Character Sheet, as described in **The Equipment Window**, below. **Default Hotkey: E.**
- **Flight Buttons:** These two controls allow a flying character to increase or decrease their altitude. The Up button climbs, the Down button dives. See **Flight** under **Movement** in **Chapter 2** for more information. These buttons will only be usable if your character is able to fly (via racial abilities, Powers, or item effects).
- **Health Bar:** The red bar displays the current Health status of your character. Whenever your character is injured, some of the red will drain from the bar, giving you a general idea of the player's condition. The exact number of Health points your character has is displayed over the bar, followed by your character's maximum health.
- **Mana Bar:** The blue bar displays your character's Mana level. Whenever your character casts Spells, uses Powers, or has their Mana drained, they will lose Mana and some of the blue color will drain from the bar. The exact amount of Mana your character has is displayed in the middle of the shield, followed by your character's maximum Mana total.
- **Stamina Bar:** This golden bar indicates how much Stamina your character currently has left. Running, fighting, or using some

Powers will cause the color to drain from the bar. When all Stamina is depleted, your character's actions are slowed immensely. Numbers inside the bar also display your character's current and maximum Stamina values.

- **Experience Bar:** The green bar indicates how close your character is to rising a level. It begins solid green and the color drains away as the number of experience points needed to reach the next level decreases. On the edge of the next level, the bar should be nearly solid black. Numbers inside the bar indicate the exact number of experience points needed to increase in level.
- **Close Button:** This button closes the Status window. To reopen it, [Control]+left-click anywhere on the ground, or hit the [Escape] key.
- **Run Button:** Clicking this button will switch your character between Walk and Run mode. In Run mode, your character runs instead of walks as their default movement. Moving in Run mode allows your character to cover ground quickly, but it also costs more Stamina than walking. **Default Hotkey: [Control]+U.**
- **Sit Button:** Clicking this button causes your character to sit or kneel on the ground. While seated, your character enters Rest mode, vastly increasing the recovery rates for Health, Mana, and Stamina. Healing Powers are also much more effective when cast on seated characters. Your character can speak and chat while seated, and can use Powers. Using a Power will cause the character to stand up before casting, however. To stop sitting, click the Sit button again, use a Power, or right-click on the ground nearby – your character will rise and walk to the new destination point. Beware: While seated, your character is much easier to hit, and will suffer much more damage from incoming attacks than if standing. Never sit down in a combat zone! **Default Hotkey: Z.**

The Selection Window

A companion to the Status window, the Selection window displays important information about any item you select during play. To select a mobile, character, or object, simply left-click on it, as described in the **Mouse Commands** section of **Chapter 2**. Once an object is selected, many of its characteristics will be displayed in the following fields:



- **Nation Shield:** The gold-rimmed shield displays the crest of the highest ranking Guild in the selected character's Nation hierarchy. If the character or monster's Guild is not part of a Nation or if they have no Guild affiliation at all, this

shield will be empty. This crest can be dragged into your character's Heraldry list. See **Chapter 10** for more information about Guilds, Nations, and saving or using Guild crests during play.

- **Guild Shield:** The gray-rimmed shield displays the Guild crest for the selected character or mobile. This crest can be dragged into your character's Heraldry list. See **Chapter 10** for more information about Guilds and heraldry. If the character or monster is Errant (does not belong to any Guild), this shield will be empty.
- **Name Field:** This field displays the name of the selected character or mobile. The color of the name indicates how powerful the character or mobile is, relative to your character. See **Considering Your Foe** in **Chapter 4** for more information.
- **Health Bar:** This red bar displays the Health or durability level of the selected object. As the selected object takes damage, the color will drain from the bar.
- **Rank Icons:** A row of icons appears for selected characters and monsters. Each icon indicates that the character or mobile has attained one Rank (10 levels) in a given Profession. The icon itself reveals the character's Profession, or the general classification of any mobile, Tradesman, or Building. These icons can give important hints as to the Power and capabilities of any character or mobile. See **Chapter 5** for more information about Rank, and **Chapter 9** for more information about Professions.

Chat Windows

The default screen configuration features two open chat windows - both are similar in function and appearance. Each chat window consists of a large, open field where incoming messages are displayed, and a command line at the bottom of the window where you can type in commands or messages of your own. In their default configurations, the two chat windows have different functions.



You can open more chat windows by clicking the Chat Window button on the Command Bar. [Control]+left-clicking on any chat window will allow you to customize the window's channel setting. See **Communication Options** in **Chapter 2** for details.

The Character Chat window allows characters to engage in chat-style communications in-game. Messages are displayed in the upper window. You can send messages by pressing [Enter/Return] to enter Chat mode, or left-clicking directly on the command line

to bring up a cursor. Shadowbane has a wealth of communications channels and options available. See **Communication Channels** in **Chapter 2** for details.

The System Chat window shows incoming server messages, and can be used during play to follow your character's actions as they occur in-game, particularly attack and damage messages. All communication commands may be entered on the command line of this window, just as with the Character Chat window (above).

Text Commands

At certain points, you may need to enter text commands. To enter these commands, type them into the command line of any chat window. Be sure to type a slash [/] in front of the command, without any spaces. Typing a forward slash [/] will automatically input the slash into the command line and move your cursor there.

The Command Bar

This menu contains nine buttons that offer access to nested menus of commands or open different gameplay and settings windows. You can resize the Command Bar by clicking and dragging the tab in the lower right-hand corner of the menu. A listing of the Command Bar buttons follows, along with a description of each button's function and where to look for more information about the menus or functions available. To move from a sub-menu back to its parent menu, click the arrow tab in the upper left corner of the Command Bar.

BUTTON	FUNCTION	MORE INFO?
Info/Help	Opens Information and Help Menu	Information and Help: Chapter 3
Character Info	Opens the Character Sheet Menu	The Character Sheet: Chapter 3
Actions	Opens the Actions Menu	Actions: Chapter 3
Windows	Opens the Windows Menu	Game Windows: Chapter 3
Group Options	Opens the Group Options Menu	Grouping: Chapter 7
Guild Options	Opens the Guild Options Menu	Guilds: Chapter 10
Settings	Displays the Settings Menu	Game Settings: Chapter 3
Leave World	Logs character out, returns to Roster screen	Leave World: Chapter 2
Quit Game	Logs character out, terminates Shadowbane	Quit Game: Chapter 2

Close the Command Bar by clicking the [X] button in the upper right-hand corner, or [Control]+left-clicking the window and selecting the Destroy option. To reopen the Command Bar, simply [Control]+left-click anywhere on the ground or press the [Escape] key.

Toggle Minimal

To save screen space, you can toggle the Command Bar to a minimal display mode. [Control]+left-click the Command Bar, or click the Options button in the upper-left corner of the menu. In addition to the standard window customization menu (described in **Window Customization**, below), the Command Bar also features the Toggle Minimal option. Click this option to switch the Command Bar into or out of Minimal mode. In Minimal mode, the Command Bar will only display the buttons for the main options – all accompanying text is minimized.

The Effects Window

The Effects window's default position is in the upper left corner of the game screen. Whenever your character's attributes or abilities are modified by a magical effect, whether from an item, Spell, Power, or other source, a glowing icon will appear in the Effects window for each effect your character is under. Green icons indicate "buffs" (bonuses to one or more vital attributes), while red icons indicate "de-buffs" (lowering a vital stat). Other colors have different meanings. A mouseover of the effect icon itself provides information about how your character is being affected.



Information and Help

The first button on the Command Bar opens a nested menu with the following features, which will help you gather information about your server or find help if you run into any problems:

Message of the Day

When you first log into the game world, the current Message of the Day will be displayed in a large window in the upper portion of the screen. These messages serve as a means of communicating issues, offering hints, showcasing new game content, alerting players of upcoming events, or offering special instructions to the entire player community. The Message of the Day window can be moved or closed like any other Shadowbane window. This option reopens the Message of the Day if it has been closed.

The Who List

Clicking the Who option opens the Search window, where you can input a Search Set and a Search Filter to narrow the list of characters down to a more informative and manageable size. The Search Sets

available are "All" characters (the default), all characters in your character's "Guild," and all characters in your character's "Nation." Search Filters allow you to make specialized searches by Race, Class, Rank (a minimum and maximum Rank must be entered), Name (a specific name must be entered), or None (the default setting). Note that each search can only have one Search Set and one Search Filter. Once your search parameters are set, click the check-marked button to open the Who listing. The Who listing displays the name, race, Class, and level of every character on the server that meet the search criteria.

Petition CCR

This option opens a specialized window with commands that allow you to contact or petition a **Customer Care Representative** for assistance or information.

For more information, refer to **Chapter 8**.

Cancel Last Petition

Immediately cancels your last CCR petition, removing it from the customer care process.

The Character Sheet

You mapped out your character's attributes and abilities during character creation, as described in **Chapter 1**. The interconnected windows that make up the Shadowbane character sheet let you see those attributes in action.

The Shadowbane character sheet consists of five separate component windows. A button on the Command Bar opens each of them, and each component window also contains buttons that provide access to the other windows, allowing you to move quickly between them. The six character sheet windows are:

- **Stats:** Displays the attributes of your character.
- **Skills:** Displays a list of your character's Skills and their ratings.
- **Resistance:** Displays a list of your character's resistance ratings to all forms of damage.
- **Runestones:** Displays all Runestones bonded to your character.
- **Powers:** Displays a list of your character's Powers and their ratings.
- **Equipment:** Displays the equipment slots of your character and the items they contain.

The Stats Window

This window displays the primary and secondary attributes generated during character creation: Strength, Dexterity, Constitution, Intelligence, Spirit, Health, Mana, and Stamina. There are also many other items here worth your attention.

- **Description:** Just below your character's name, this wide field lists your character's race, gender, and Class/Profession as a description ("Male Human Fighter," for example). Beneath this descriptor is another row to display the names of any Disciplines your character has acquired.
- **Experience:** This field displays the total number of experience points the character has accumulated since its creation.
- **Shield:** This field to the right of the name and description fields displays the emblem of your character's Guild, if any. See **Chapter 10** for more information.
- **Primary Attributes:** Each primary attribute is displayed in its own field. Mousing over each attribute will display the base and maximum values for that attribute. Next to each attribute is a round "plus" button to raise attributes after leveling – see **Chapter 5** for more information. Finally, each attribute is assigned a descriptor based on its current rating, from "Feeble" to "Heroic." The color of the displayed attribute also conveys important information: attributes that are being penalized (by items, hostile magic, etc.) display in red, attributes that are being raised above the normal value display in blue, and attributes that have been raised to their racial maximum appear in gold.
- **Ability Points:** This field shows the number of attribute points available to your character. Attribute points are gained each time your character rises in Level, and can be spent to raise an attribute on a point-for-point basis.
- **Attack Rating:** This field displays your character's Attack rating. This is used to determine how often your character can hit a foe when attacking. The higher the number, the greater chance your character's shot or swing hits the target. There are two Attack rating fields: the upper field is for the weapon held in your character's right hand, while the lower field pertains to the weapon held in your character's left hand (if any).
- **Damage:** Each damage field displays the damage for the weapon linked to the Attack rating field above it. These values are modified for your character's Skill ratings and ability scores.
- **Defense:** This field displays your character's Defense rating, a value that measures how difficult your character is to hit in combat. The higher the value, the more likely a foe will miss you in melee combat or with missile fire. The value displayed is modified by armor, shield, and your character's abilities.
- **Resistance:** Three values are listed here (Slash, Pierce, and Crush), followed by a percentage. The percentage indicates what proportion of incoming damage of a specific type your character will

resist. Higher is better. This is based on armor primarily, though race and other factors may play a role.

The Skills Window

This window displays a list of every Skill your character has some proficiency in, along with your character's rating in that Skill. Skill ratings are expressed as a percentage – the higher the rating, the better your character is at the given Skill. Skill ratings displayed here incorporate all bonuses your character is gaining to that Skill (from high attributes, magical items, etc). At the bottom of the window is a field showing your character's available practice points, which are used to improve Skills. For more information about Skills and Skill improvement, see **Chapter 6**.

The Resistance Window

There are many different forces that can injure your character; fire, cold, poison, and physical trauma from weapons (divided into piercing damage, slashing damage, and crushing damage) are a few examples. This window displays a list of all of the damage types in Shadowbane, and your character's level of resistance to each. Resistance is always listed as a percentage – the higher the rating, the less damage your character will sustain from the incoming damage type. Certain Spells, Powers, Traits, armor, and enchanted items can boost your character's resistance to one or more forms of damage.

The Runestones Window

This window displays a list of every Runestone currently bonded to your character. The selections you made during character generation (race, Class, Profession, and any Traits or Talents) will all be displayed. Mousing over a Runestone will display its effects. Characters can bond new Runestones they acquire in play by "using" them ([U] or the Use action).

The Powers Window

This window displays a list of all of the Powers your character currently has access to. To use a Power, click the Power's icon button. The icon serves as a general description of the Power's effects (healing, Attack rating bonus, or area of effect fire damage), while the Power's name, your character's current rating in that Power, the Skill (if any) that that Power depends upon, and the level at which the Power first became available are displayed nearby. These buttons can be fully customized, like all other interface buttons. See **Interface Customization**, following, for details.

As your character rises in level and improves his or her Skills and Powers, new Powers will become available to him. Qualifying for a Power, however, does not grant automatic access to it. New Powers

will not appear in the Powers window until your character has acquired the Power by spending at least one practice point on that Power with a Trainer. See **Improving Powers and Spells** in **Chapter 6** for more information.

For more information about Powers, see **Chapter 6**.

The Equipment Window

The majority of this window is occupied by a display of your character's eleven equipment slots (head, chest, arms, legs, feet, left ring, right ring, amulet, gauntlets, left-held, and right-held). Each slot features an image of the item held or worn. For more information about equipping items, transferring items, and bonding items, see **Equipment and Treasure Management** in **Chapter 2**.

Effects

This option toggles the Effects window open or closed. See **The Effects Window**, above, for more information.

Actions

During play, your character will continually be interacting with the world around him. Many basic actions your character can undertake are presented in the Actions menu, and several of these have keyboard shortcuts as well. You can reach the Actions menu by selecting Actions on the Command Bar. Additionally, your character can also perform other actions, communicating non-verbally through gesture and movement. The options that appear on the Actions menu are:

- **Interactions:** Commands that manipulate objects in the virtual world.
- **Use Equipment:** Commands that activate equipped items.
- **Movement:** Specialized movement commands.
- **Socials:** Brief emote animations.
- **Targeting:** Commands that aid combat.
- **Pet Commands:** Issues commands to any summoned or purchased Pet.
- **Screenshot:** Saves an image of the game screen.

Interactions

Clicking the Interactions option on the Command Bar will display the following menu of actions, each of which is described below. Keyboard commands for those actions with hotkeys are also listed, when available.

- **Utilize Selected:** This option immediately prompts the default interactive action for whatever is selected: opens doors, loots corpses, attacks mobiles, shops with Vendors, etc. Essentially, this

option is identical to double-left-clicking on an object, as described in **Mouse Commands**, **Chapter 2**.

- **Use Selected:** Clicking this option immediately makes your character attempt to Use whatever item on the screen is highlighted, whether it is actually in your character's possession or not. Doors, charters, and some other objects can be used. Trying to use objects that are not actually equipment or devices of some kind is usually futile. **Hotkey:** U.
- **Attack Selected:** This option initiates combat with whatever target you have selected, automatically entering Combat mode if necessary. For more information, see **Chapter 4**. **Hotkey:** [Control]+A.
- **Open/Loot Selected:** This option opens a selected door or portal, or opens the Inventory window of any container, including corpses. **Hotkey:** O.
- **Get Selected:** Clicking this action will move an item from the game world into your character's Inventory. Double-clicking an item when your character is outside of Combat mode has the same effect. **Hotkey:** G.
- **Drop Selected:** This action drops any selected equipped item or removes a selected item from your character's Inventory. Dropped items are placed on the ground at your character's feet. Clicking and dragging an item out of your character's Equipment window or Inventory has the same effect. **Hotkey:** D.
- **Junk Item:** This action destroys a selected item either equipped by your character or held in your character's Inventory. You will be asked to confirm that you want to destroy the item. Once an item is destroyed, it is removed from the game world forever. **Hotkey:** Delete.

Use Equipment

This option allows your character to use an item he currently has equipped. Clicking it will open a menu of all of the equipment slots displayed in the Equipment window of the character sheet (right-held, left-held, head, chest, arms, gauntlets, right ring, left ring, amulet, legs, feet, etc). Clicking the appropriate slot will initiate an attempt to use the item equipped there. Hotkeys can be assigned to these slots, making item use a quick operation. See **Hotkeys**, following, for more information about hotkeys, and **The Inventory Window** and **The Equipment Window**, above, for more information about equipment slots and character Inventory.

Movement

This option opens a menu of specialized movement buttons. For more information about the various movement modes and how to move, see **Movement** in **Chapter 2**.

Socials

Clicking the Socials option on the Actions menu will display an entire menu of Socials, short gestures or movements that your character can perform at any time, most lasting only a few seconds. There are dozens of Socials available, ranging from the polite and heroic to the insulting and silly. Some Socials are unavailable to some races; if a prohibited Social is attempted, the character will either perform a similar Social or shake its head “no” and revert to an idle position. Socials can be directed at specific characters: enter “/social <social name>” on the command line of a chat window while the current target of the Social is selected.

Targeting

This option opens a menu of commands that allow you to automatically select yourself, nearby mobiles, or nearby characters, saving you the trouble of having to click on them to target attacks or Spells. Hotkeys for these commands are also listed.

- **Target Next Mob:** Selects a nearby mobile (monster). Hitting this option again will move selection to another nearby mobile, and so on. **Hotkey: Home.**
- **Target Next Character:** Selects a nearby character as a target. Hitting this option again will move selection to another nearby character, and so on. **Hotkey: Insert.**
- **Target Self:** Selects the user’s character. **Hotkey: End.**
- **Clear Target:** Clears the current target selection, as if the user has left-clicked on the ground.

Pet Commands

In Shadowbane, Pets are monsters or devices that follow specific orders given in play. Most Pets will defend their master, automatically attacking any monster or player who engages their master in combat. Your character can acquire a Pet through the use of specialized Pet summoning Powers or by purchasing a Pet from an appropriate Vendor. See **Pets and Pet Behaviors** in **Chapter 6** for more information.

This option displays a short list of commands that will regulate the behavior of your character’s current Pet, if any. These commands can also be found on the Pet Information window, and are described with it. See **Toggle Pet Info**, under **Windows**, below, for more information.

Screenshot

Clicking the Screenshot option takes a snapshot of your current game screen and saves it to the Screenshots directory of your Shadowbane folder. All screenshots are saved as Targa (.tga) files; an appropriate software tool will be required to view them.

Windows

The Windows sub-menu offers users several ways to change their screen configuration and aids with navigation in the world of Shadowbane. The options offered here are:

- **Minimize All:** Closes every window on the screen except the Status window and the Group window.
- **Status Bar:** Toggles the optional Status window open or closed.
- **Chat Window:** Opens a new chat window.
- **Local Map:** Opens the Local Map.
- **World Map:** Opens the World Map.
- **Selection:** Opens the Selection window.
- **Health Border:** Toggles the Health border window open or closed.
- **Mana Border:** Toggles the Mana border open or closed.
- **Toggle Pet Info:** Toggles the Pet Information window open or closed.

Minimize All

This option, also found in the upper left corner of the Status Bar, closes every window on-screen except the Status window and Group window (if open), making a larger area viewable. Clicking the Minimize All button a second time will maximize all screen windows, as will typing [Control]+M. If all windows have been closed, [Control]+left-click on the ground or hit the [Escape] key to open the Command Bar, from which all other windows can be opened.

Status Bar

This toggles the Status window open or closed. The Status window is a smaller version of the Health and Mana borders, incorporating their features into one window. See **The Health and Mana Borders**, above, for more information about the Status window and these contents.

Chat Window

This option opens a new chat window. See **Chat Windows**, above, for more information. You may have up to nine chat windows open at a time.

Local Map

Clicking the Local Map button option on the Command Bar will open the Local Map window on your screen. This window displays information about your character’s position and immediate environment, and contains the following features:

- **Coordinates:** Your character’s global position is given using a set of three coordinates (latitude, longitude, and altitude). These numbers will change as your character moves through the world.

- **Zoom Buttons:** These two buttons magnify or reduce the scale of the Local Map display.
- **Map Display:** This large area displays a stylized map of the character's immediate environment. Terrain features (trees, shifts in ground color, mountains, and Buildings) are all displayed, as are any characters or monsters. Your character is represented by a white arrow, and always occupies the center of the map. As your character changes facing and direction, the arrow will spin in the map display, allowing you to better make your way toward distant features or landmarks. Players and monsters are represented on the Local Map as dots of various colors:
 - **Your Character** appears as a white arrow.
 - **Tradesmen (Vendors and Trainers)** appear as yellow dots.
 - **Minions (Guards, Archers, and Adepts)** appear as orange dots.
 - **Monsters** appear as red dots.
 - **Other Characters** appear as blue dots.
 - **Members of Your Character's Guild** appear as green dots.
 - **Members of Your Character's Nation** appear as light-green dots.

For more information about Guilds and Nations, see **Chapter 10**. **Chapter 11** describes Tradesmen and Minions.

- **Zone Name:** The name of the zone your character currently occupies is listed under the map display. These names range from nearby settlements (the city of New Brellamere) to geographical or legendary names (the Black Fens of Viriang). As your character moves from one region or zone to another, the name field will update automatically.
- **City Information Toggle:** This button toggles City Information mode on or off. In City Information mode, white Building icons are displayed over every Building within the map area, illustrating their function (Inn, Guild Hall, Forge, etc.), aiding in navigation and orientation within cities. See **Chapter 11** for more information about the structures and services available in Shadowbane cities.

Map Movement: You can use the Local Map to move through the game world, guiding your player directly to a feature or landmark too distant to be visible. Right-click in the map display to set your character's destination. This option only works with the Local Map (not the World Map), and will work as long as the Local Map is not completely transparent.

World Map

Useful as a guide for long journeys and as a tool for monitoring the political situation on a server, this large-scale map can be accessed through the World Map option on the Command Bar. The map displays a diagram of the entire server world your character occupies, marking your character's position on it with a red circle. An arrow sticking out of the circle indicates your character's facing, and changes as your character moves.



- **Zoom Controls:** Two buttons in the upper left corner of the World Map zoom in or out on the image, showing features and city information in more detail. The magnification centers within a white box that appears on the map. Initially, this box is centered on your character's position, but clicking elsewhere on the map will move the box, allowing you to closely examine other parts of the game world.
- **Refresh Control:** The "Refresh City Info" button at the bottom of the window will update all Guild and city representations on the map, updating the positions, ownership, population, and all other data for every city in the game world.
- **City Crests:** Every city on the server is represented on the World Map by a shield-shaped icon. These shields are emblazoned with the emblem of the Nation that controls that city. The shields are sized according to how many players are bound to that city's Tree of Life. New city shields might be too small to read without zooming in. The name of the city appears beneath the shield.

Clicking on a shield opens a special City Information window, containing specific information about the selected city.

For more information about Guilds, Cities, and Nations, see **Chapter 10**.

Selection Window

This option opens the Selection window, described above.

Health Border

This option opens the Health border, described above.

Mana Border

This option opens the Mana border, described above.

Toggle Pet Information

This option opens the Pet Information window, a small window with a field listing the Pet's name, along with status bars showing the cur-

rent Health, Mana, and Stamina of the Pet. Buttons along the bottom of the window implement the following commands:

- **Pet Attack:** The Pet immediately attacks the currently selected target. Be advised that some kinds of Pets may not be able to attack any kind of target.
- **Pet Stop Attack:** The Pet immediately disengages from combat against its current target. Be advised that most monsters will not stop attacking a Pet simply because the Pet has stopped attacking them.
- **Dismiss Pet:** Instantly dispels the Pet, removing it from the game world.

Each of the Pet command buttons can be moved or hotkeyed, as described in **Interface Customization**, below. Pet commands can also be entered into the command line of any chat window using the following commands:

- /pet attack
- /pet stopattack
- /pet dismiss

Interface Customization

The amount of information and the number of command options available in Shadowbane might be overwhelming for a novice player. For this reason, Shadowbane's interface is highly flexible, allowing you to organize and customize your game screen to best suit your style of play.

To save any changes you make to the configuration of your game screen, type "/saveconfig" in your chat window. All changes are saved automatically when you leave the game. If you do not want interface adjustments saved, toggle the Autosave Windows option off in the System Settings menu. See **Game Settings**, below, for more information.

Window and Menu Management

Nearly every window or menu in Shadowbane can be closed in different ways. To close a window, you can either left-click the [X] button in the upper right-hand corner (similar to closing a Windows or Mac window), or you can [Control]+left-click anywhere in the body of the window and then select the Destroy option on the Window Options menu (see below for more information).

You can minimize every open window (except the Status window and Group window) by clicking the Minimize button in the Command Bar. Left-clicking the Status window button in the Command Bar will minimize the Status window, making it invisible.

If you happen to minimize both the Command Bar and the Status window, you can [Control]+left-click anywhere on the ground in the game world to maximize the Command Bar. From there, left-click the Status window button to bring the Status window back on-screen.

Window Customization

To resize most Shadowbane windows or menus, click and drag the small tab in the lower left corner of the menu or window (note that the Status window and some other windows cannot be resized). All windows can be moved to any position on the screen – to reposition a window, hold down the [Shift]+left-click anywhere within the body of the window, then drag it to the desired position. Left-clicking again will "release" the window, dropping it in its new position. [Control]+left-clicking in the body of any window will bring up a Window Options menu that allows you to customize windows even further. Some windows feature an Options button in the upper left-hand corner that opens the same list. The options available are:

- **Transparency:** Selecting the Transparency option in the Windows Options menu displays a slider bar that allows you to set how transparent the window is compared to the game screen behind it. At 0% a window is invisible, while at 100% the window is completely opaque. Once a window's transparency has been set, moving the mouse cursor over the window will cause it to fade back to full visibility unless its transparency is locked (see below).
- **Lock Transparency:** Clicking this option locks a window's transparency at its current level. Even if the cursor passes over it, the window will stay faded. Note that once a window's transparency has been locked, you may "click through" it. Only buttons or fields in a locked window will respond to your cursor – otherwise, you can select objects or move destinations "behind" the window as if the window wasn't there at all.
- **Font:** This option displays a menu of various typefaces. Selecting one will change the default font used in all windows and displays.
- **Font Size:** This option displays a list of font sizes. Selecting any of them resets the size of the fonts used in that menu, window, or display.
- **Destroy:** This closes the window, removing it from the screen.

Chat windows have additional options: Channels, Channel Colors, Default Colors, Log, etc.

Button Customization

Rather than navigating through a variety of menus, Shadowbane's interface also lets you customize button placement and function, placing critical or frequently used buttons directly on the game window or on other menus.

Left-clicking and holding any button will allow you to drag that button to any position on the screen and leave it there, regardless of what windows or menus you currently have open. This allows you to build your own control panel of favorite Powers, Skills, Socials, or game commands. To move a button again once you've dragged it off of its menu, hold down the [Shift] key and left-click and drag the button to its new position.

[Control]+left-clicking any button will also display a Button Customization menu with the following options:

- **Activate:** This option activates whatever function or Power is associated with the button, as if you had left-clicked on it.
- **Assign Hotkey:** Clicking this button allows you to assign a keyboard shortcut for the selected button. See **Hotkeys**, below, for more information.
- **Destroy:** This option removes a button from the screen. Only buttons that have been dragged into a custom position are affected by this option. You cannot delete a command from its home menu.

Hotkeys

As another shortcut through various command menus, the Shadowbane interface allows you to set a custom keyboard shortcut for any button on the game screen. There are several ways to set and manage hotkeys in Shadowbane. However you set it, any custom hotkey is specific to the current character you have logged in: if you log in with a different character, previous custom hotkey assignments will no longer apply. There are ways to copy a set of custom hotkeys from one character to another, described in **Hotkey Sets**, below.

Assigning a Hotkey

This is the most direct method. [Control]+left-click on the button you want a shortcut for and then click the Assign Hotkey option on the Button Customization menu. A Hotkey Assignment window will appear on-screen. There, you can enter the key you want to link to the command. Buttons nearby allow you to combine that key with the [Control], [Shift], or [Alt] key (only one per hotkey, though). Once you've assigned your hotkey, click the check button to proceed or the [X] button to cancel.

The Hotkey Mapping Screen

To view and alter the range of hotkeys available to your character, select Settings on the Command Bar, then either select Hotkeys on the sub-menu or select the Assign Hotkey tab in the Settings menu to open the Hotkey Binding screen.

The following tabs run down the left edge of the menu:

- **Bind General Keys:** Opens the list of default key commands.
- **Bind Socials:** Opens a list of all Social actions.
- **Bind Powers:** Opens a list of all the Powers in your character's Powers menu.
- **Bind Macros:** Used to create a hotkey for any text-command line entry.
- **Clear Key Binding:** Deletes all key bindings associated with this character.
- **Restore Defaults:** Restores all default key bindings for this character.
- **Import Hotkeys:** Imports the hotkey set from a different character in your account.

Bind Tabs: Selecting any of the above options will open a menu of the appropriate commands (general actions, socials, Powers, etc.) listing the command name and a button. Click the button to open a pop-up window that allows you to input a new key. Selecting the buttons to the right of the key field lets you combine the key with [Control], [Shift], or [Alt] (only one of the three options is allowed per hotkey). Clear deletes the current binding. Closing the pop-up window saves the new hotkey binding.

Binding Macros: The list of bound macros looks a little different. Each entry on the Macro list consists of three buttons: a Key button indicating the current hotkey, a Text button indicating the current text of the macro, and a Delete button. An Add button at the bottom of the left-hand tabs creates a new entry on the Macro list.

To create a new macro, click the Add New Macro tab, then select the Key button for the new entry and input your desired hotkey. Click the Text button to open the editing window, click in the field to place your cursor, and input the macro's text. Specific communications (like "Surrender or die!") can be hotkeyed using macros – see **In-Game Communication, Chapter 2** for more information about formatting and sending messages in game. Closing the dialog windows saves each part of the macro automatically.



Hotkey Sets

Once you've established a set of hotkeys you're comfortable with, you can import the set to another character using the Hotkey Management tabs on the Hotkey Mapping screen:

- **Restore Defaults** will remove all custom hotkey settings for the current character, restoring the default key commands (see **Keyboard Commands** in **Chapter 2** for a complete listing).
- **Import Hotkeys** will display a list of all the characters currently saved on your client. Click the name of the character to import that hotkey set to the current character.

Removing Hotkeys

If you decide to change or delete a hotkey, assign the appropriate button again to a new value, assign that button a new value or its former default using either procedure above, or use the Restore Defaults option to eliminate all custom key mappings.

Interface Skins

In addition to the flexibility described above, Shadowbane allows users to change the interface skin, altering the appearance of every window, menu, and button in the game. To set the interface skin, click the Settings option on the Command Bar and then click Interface Skin to open a list of available skins. Clicking the desired skin on this list will switch the interface to that skin. More skins will be available in the future as downloads.

Game Settings

Clicking the Settings button on the Command Bar (as described in **The Command Bar**) opens the Settings window, which gives you access to a wide variety of display and performance options. Use the tabs that run down the left edge of the window to navigate between the various menus. Each tab and its associated settings are described in turn below.

After clicking the Settings option, click Preferences to access the following menus:

Preferences

- **Autosave Window:** This determines whether or not any changes to the game screen configuration are saved automatically at logout. Game interface customization is described in **Interface Customization**.
- **Profanity Filter:** This automatically filters profane and vulgar language from character name choice and all communications.

- **Software Cursor:** This determines whether or not the Shadowbane cursor (a small, gray blade) is displayed instead of your system's default mouse pointer. Changing the cursor can affect performance.
- **Blood Filter:** This toggle determines whether or not blood spray particles issue from avatars when they are struck in combat.
- **Fullscreen Mode:** This determines whether Shadowbane will occupy the full computer screen or display in a smaller window. Running the game in "Windowed" mode can have an adverse effect on computer performance, and is not recommended.
- **Skip Intro:** This toggle determines whether or not the introductory movie is played at startup.
- **Personal Light:** This toggle activates or deactivates the perpetually lit area around your character in-game.
- **Water Reflections:** This toggle enables or disables reflective mapping on the watery surfaces in-game. Depending on your computer's video card and configuration, activating reflections can have a drastic impact on system performance.
- **Tutorial Tips:** This toggle enables or disables the automatic display of in-game tutorial tips.
- **Snap to Grid:** This slider control determines how much all game windows and menus will attempt to automatically align with each other when moved. An invisible grid on-screen adjusts window placement, bringing window edges in line. The higher this slider is set, the less likely a window is to stay exactly where you place it.

Gameplay Settings

- **Health Bars:** This toggle determines whether or not color-coded Health bars are displayed next to both parties in combat. See **Beginning Combat** in **Chapter 4** for details.
- **3D Combat Damage:** This toggle determines whether or not damage figures rise from the heads of avatars in combat. See **The Combat Sequence** in **Chapter 4** for details.
- **Show Names:** This control toggles the overhead name display of every on-screen mobile or character (within a close range) on or off. **Hotkey:** N.
- **Show Nation Crests:** This control toggles the overhead Nation crest display of every mobile or character on-screen (within a close range) on or off. **Hotkey:** [Control]+N (toggles between show nothing, show Nation crests, show Guild crests, show both).
- **Show Guild Crests:** This control toggles the overhead Guild crest display of every mobile or character on-screen (within a close range) on or off. **Hotkey:** [Control]+N (toggles between show nothing, show Nation crests, show Guild crests, show both).

- **Combat Close:** This control enables or disables your character's automatic movement towards their attacker in combat.
- **Mouse-Overs:** This enables or disables all mouseover information displays.
- **Selection Arrows:** This determines whether or not four small, gray arrows appear on-screen surrounding any object or mobile currently selected.

Video Settings

Selecting Video Settings in the Preferences menu opens a list of the following options. Changing these settings can adversely affect game performance.

- **Texture Compression:** This enables or disables compression of textures in the game engine. Turning this option on improves system performance, while turning it off can improve image quality.
- **Video Bit Depth:** This control sets the amount of color and alpha information that is encoded per pixel on the game screen. There are 2 settings available: 16 bit and 32 bit. Selecting 16 bit should increase frame rate in-game.
- **Z-Buffer Depth:** This control sets the amount of resolution between rendered objects. Most systems will run at 16 bit, though high-end systems can use the 32-bit setting. Your system's graphics card will determine which setting is best for you.
- **Refinement Range:** This slider sets the distance at which objects in-game revert from 2D decals to 3D objects. Raising the range will minimize the "popping" that sometimes occurs when an object switches from a decal to a fully rendered object. Depending on your system's graphics card, changing this setting can have drastic effects on game appearance and performance.
- **Gamma:** This slider adjusts the default color values for black and gray, making the game display brighter or darker.
- **Texture Detail:** This determines whether or not in-game objects display with optional layered textures, and sets general texture resolution. Depending on your system's graphics card, changing this setting can have a direct impact on performance.
- **Dynamic Lighting:** This slider control sets the degree of in-game active lighting (off, low, medium, or high). Dynamic lighting determines whether or not objects in-game will give off their own light, affecting the play of shadows on the screen. Depending on your system's video card, adjusting this setting can have a drastic impact on performance.
- **Screen Resolution:** This slider lets you set your preferred screen resolution. Changing this setting can have drastic effects on game appearance and performance.

- **View Angle:** This slider lets you configure how wide the game camera's viewing angle is – the higher the setting, the more "peripheral vision" your character gains. The upper end of this setting can produce a fisheye lens effect. Changing this setting can have drastic effects on game appearance and performance.
- **Shadowing Distance:** This determines the distance away from your character at which characters, monsters, or non-player characters begin to cast shadows, and therefore the number of realtime shadows on-screen.
- **Real-Time Character Shadows:** These controls set the circumstances under which your character will cast animated realtime shadows. The Terrain option displays shadows on the ground, Objects causes shadows to wrap over terrain objects (trees, etc.), and Buildings causes your character's shadows to interact with the surfaces of structures. Changing these settings can have drastic effects on game appearance and performance.

Sound Settings

- **Sound Effects:** This determines whether in-game sounds are on or off.
- **Sound Effects Volume:** This slider sets the volume of in-game sound effects.
- **Music:** This switches all in-game music on or off.
- **Music Volume:** This slider sets the volume of in-game music.

Assign Hotkeys

This tab opens the Hotkey Binding screen, as described in **Interface Customization**, above.

Interface Skin

This menu displays a list of available interface skins, as described in **Interface Customization**, above.

Diagnostics

This option opens a small window that displays performance and diagnostic information. Information provided in this window includes:

- **Frame Rate:** The current video performance, expressed in number of frames per second.
- **Poly Count:** The number of polygons currently being rendered on-screen.
- **Num Objects:** The number of objects currently displayed on-screen.
- **Text Mem:** The amount of texture memory currently available to your computer.

- **Comp Textr:** Displays the amount of texture compression happening on-screen.
- **Bytes Sent:** The size of the data stream going from your computer to the server.
- **Bytes Read:** The size of the data stream coming from the server to your computer.
- **MsgP Time:** The amount of time it takes for a sent message packet to be processed by the game server.
- **Avg FPS:** The average frame rate since your Shadowbane session began.
- **Min FPS:** The lowest recorded frame rate since your Shadowbane session began.
- **Load Req:** The number of objects currently waiting to load on-screen.
- **Loading:** Names the object the game is currently loading on-screen.

CHAPTER 4 – COMBAT

Whether you've taken the role of a valiant knight or a brutal marauder, combat will form the core of your Shadowbane experience. Slaying vile dragons, pursuing vendettas and feuds against other characters, even leading armies in total war: your character can engage in all of these pursuits. Armed conflict is the driving force of Shadowbane: by engaging in (and winning) battles, your character will gain experience, becoming more powerful, and will also earn the gold needed to purchase better equipment, build buildings, and forge empires. Your knowledge of Shadowbane's combat system will determine whether battle brings the thrill of victory or the agony of defeat.

Combat in Shadowbane

There are two basic types of combat your character can experience: Player versus Environment/Monster (PvE) and Player versus Player (PvP). Of the two, the latter type is far more dangerous.

Fighting Monsters

Wandering monsters are distributed throughout the game world, while in certain places large numbers of monsters congregate in inhuman villages or around ancient ruins. Typing [N] will display the names of monsters over their heads (just as with characters), and left-clicking on any monster will display its name and Rank information on the Selection window.

Every monster has a Level that measures its prowess in combat. As a general rule of thumb, any character should be able to defeat a monster of their Level, though they should expect a tough battle.

Attacking higher-level monsters by oneself is a dangerous proposition. Forming a Group (see **Chapter 7**) is a good way to tackle high-level monsters and gain more experience and treasure. However, monsters can form groups, too, acting quickly to defend themselves and their allies.

When meeting an unfamiliar creature, make sure you check its Level before attacking it – there's no guarantee that similar-looking creatures will have similar Power levels. Some monsters can vary as widely in Level as player characters.

Fighting Players

Players have more Skills, Powers, and Spells at their command than the average monster, and are far smarter than any computer. Your fellow players, therefore, constitute the "most dangerous game" in Shadowbane's virtual world, and PvP conflict can be more dangerous than attacking even the deadliest of monsters.

With the exception of Safeholds (the areas immediately surrounding starting cities), there is absolutely no restriction on Player versus Player combat. Players of any Level may freely attack players of any other Level.

Before attacking a fellow player, consider the potential consequences. They may have allies in the form of a Group or Guild, and may appear to be much weaker than they actually are.

Furthermore, while monsters will not always pursue their prey to the end of the world, and will frequently forget any hostility towards a player-character, other players will not be so forgiving. If a monster is killed and a new one respawns, the new monster might not be aggressive towards a player-character. Players are sure to remember who attacked them, and will likely seek vengeance.

As each player has five character slots available to him or her, killing one character could mean the player will immediately log on with a more powerful character intent on revenge.

What's to prevent Shadowbane from devolving into a non-stop bloodbath? While PvP combat may not be restricted, it does have its limits, designed to impose accountability for your character's actions:

- Actual advancement from PvP combat is negligible – characters never receive any experience from the killing of other characters.
- An "anonymous kill" is impossible in Shadowbane. Even if a target player chooses to ignore damage messages and attack information displayed in their system chat window, their character's Death list will provide the name and heraldry of their killer. Every victim in PvP combat can easily learn where to look for revenge.

- Though killing other players can be a good source of treasure, any items equipped by other players may not be available as loot. Victors in PvP combat will usually be limited in what spoils they can collect from their victims.
- The Guild system is designed to provide any player with a large group of allies to help provide backup, get revenge, or apply political pressure to the Guild of a notorious or especially obnoxious player-killer.

Shadowbane's entire Guild system (described in **Chapter 10**) is designed to steer the game towards conflicts between Guilds and factions instead of endless vendettas between individual players. While fun, random brawls or attacks will usually have severe repercussions.

Considering Your Foe

When you select another character or monster, your character “sizes them up,” judging how powerful the potential opponent is. The name of any selected character or monster appears in your Status window, and the color of the name gives a hint of how easy the mobile will be to defeat, and how much your character could gain from it. The assessment compares the mobile's Level with your character's Level to determine the level of danger. There are seven different “threat levels,” as described below:

COLOR	THREAT LEVEL	EXPERIENCE
White	Beneath your notice and dignity	None
Green	Easily beaten	Meager
Blue-Green	An even match	Good
Blue	Expect a tough fight	Very Good
Yellow	Difficult to beat alone	Excellent
Orange	More than your match: bring a Group	Superb
Red	It is a good day to die...	Glorious

Experience is estimated for monsters only, as killing players awards no experience. CCRs (Customer Care Representatives) cannot be attacked at any time.

Combat Basics

The following section provides a brief guide to combat in Shadowbane.

Combat Mode

In order to engage in combat, your character must be in Combat mode (as opposed to Normal mode). You can enter Combat mode by clicking the Combat mode button on the Status window (see **The Status Window** in **Chapter 3** for details). Clicking the button a sec-

ond time returns you to Normal mode.

In Combat mode, your character assumes an aggressive posture and draws his weapon. Combat mode affects more than your character's appearance: movement rates for running and walking are both considerably slower, and the character's recovery rates for both Health and Stamina are diminished. While it is technically possible for your character to stay in Combat mode all the time, these limitations make it highly impractical to do so.

Beginning Combat

Once your character is in Combat mode, double-left-click on your target to commence hostilities or click the Attack option on a context-sensitive menu (see **Interacting with Mobiles** in **Chapter 2**). Typing [A] will also initiate an attack on a selected target, switching your character into Combat mode if necessary. The Attack hotkey or menu option can be set to a custom hotkey as described in **Hotkeys, Chapter 3**. If necessary, your character will close with the target and then begin automatically attacking with any equipped weapon or weapons. If a missile weapon is equipped, your character will either begin firing or close to their weapon's maximum range and open fire.

As soon as combat begins, color-coded Health bars appear next to your character and your target, giving you a visual indicator of your and your target's physical condition. The Health bars are color-coded based on the character's condition: green indicates that your character is healthy, yellow means they are somewhat wounded, and red indicates that they are in critical condition and near death. The targeted character or monster's Health level will appear in a red bar below his name in your Status window, a handy alternative to the Health bars. If you don't want Health bars cluttering up your display, toggle off the Health Bars option in the Settings menu (described at the end of **Chapter 3**).

The Combat Sequence

Once combat begins, all involved parties will attack their target automatically until combat ends. Every attack has an associated amount of time that must pass before the attack repeats. If an attack hits, the amount of damage the target takes rises over the head of the target. The amount of damage your character does with any given hit is based on the weapon, your character's Skill, and their Strength and Dexterity ratings. Damage taken by monsters and other characters displays in red numbers, while damage your character takes appears in yellow numbers. If you do not want these numbers to appear, click the 3D Damage option off in the Settings menu. See **Game Settings** in **Chapter 3** for details.

While in combat, you can use Skills and Powers to give your character an edge. See **Chapter 6** for details on activating Spells and

Powers. Some Powers have timers of their own, and inserting them into your attack sequence could delay your next normal attack until after the Power has been triggered. Some Spells and Powers cannot be used in Combat mode. Skills and Powers are the trump cards of Shadowbane combat – they can easily turn the tide of a battle if used effectively.

Ending Combat

Combat continues until one party dies or is able to flee. If you try to disengage and flee, though, your opponent is likely to get in a free attack or two at you while you turn your back and run. If they have a missile weapon, they can continue to attack you until you are out of range. Even if they don't, they will almost certainly give chase. Slipping out of Combat mode to run away faster is a good idea, though you are unable to defend yourself in this mode. Most monsters will only pursue your character for a limited distance, but other players will chase you for as long as their patience holds.

If you are desperate to get out of the combat, you can quit the game entirely (either by selecting Quit Game on the Command Bar or setting a hotkey for that option). This option carries a heavy price: your character will remain rooted to the spot for 60 seconds, unable to move. The character will use their base attacks to defend if attacked, but cannot activate Spells or Powers. This one-minute delay is usually more than enough time for opponents to finish your character off.

Injuries and Healing

Damage can come from many sources, and can take several forms. Certain Spells and attacks are designed to injure their targets, lowering their Health value, while others can diminish Stamina or even Mana. Some activities (like running or casting Spells) can also sap Stamina and Mana, limiting your character's ability to move, attack, or use Powers.

Your character automatically begins to recover any lost points of Health, Stamina, or Mana as soon as they are lost. Sitting down dramatically increases your character's recovery rates, but also makes him extremely vulnerable to attack. Finally, your character's activity level (running or walking, Combat mode vs. Normal mode) can also affect the speed of recovery from injury or fatigue.

Death

If a foe reduces your character to zero Health, your character will die, and the "crimson fog of death" will fill the screen. A dialog box will appear prompting you to respawn at your character's bind point, either their city's Tree of Life or a randomly selected Ruin. Before leaving, you are able to stay and watch the subsequent events that

transpire around your corpse. For example, if you are part of a Group, you might want to see how they fared in the remainder of the combat, or you can watch to see who looted your character's body.

Death is not the end of your character's existence in Shadowbane. As soon as you click the check button in the dialog box, you'll return to the game world at your character's current Tree of Life (or at a Ruins location if your character has no Guild, or is a member of an Errant Guild). See **Chapter 10** for details about these and player-built communities. Upon your character's rebirth, he will possess some of the items he previously had equipped, although these objects will suffer some durability damage (see **Effects of Character Death**, below) – the rest of his Inventory (including gold) stays on the corpse for anyone to loot. Some equipped items may also have dropped onto the corpse, as described below.

You should try to get to your corpse as quickly as you can, so that you can recover your old possessions. Act quickly – if your corpse decays, all of your equipment will be lost. Or, some other player might have looted your corpse in the meantime. If either of these happens, your character will have to begin earning gold the hard way once more – or seek out the person who looted his body and take his belongings back by force. It's always a good idea to have a fellow Group or Guild member watch over your corpse or collect your items and hold them for you.

Effects of Character Death

In addition to losing some or all of your character's possessions, death has two other drawbacks:

- Every item your character has equipped will suffer some damage to their durability, determined randomly for each item. Items reduced to zero durability from character death are lost forever. Dying several times in rapid succession will, therefore, have an economic impact on your character beyond the gold lost to looting.
- Some items your character has equipped at the moment of their death may be dropped. Each equipped item has a chance to fall into a dead character's Inventory, up for grabs to anyone who loots the dead character's corpse. The chance a given item will be dropped depends upon the difference in Rank between the victim and their slayer (high-Rank killers will rarely get any loot from their victims), and the character's home fragment. Some game worlds will have free and easy looting, others will be much safer.
- If he or she has reached Rank 1, your character suffers a penalty to all attributes. The effects of this "death shroud" are temporary, but they are cumulative – if your character perishes several times in rapid succession, the penalties can accumulate and be fairly devastating. See **Chapter 5** for more information about experience and Level.

Fighting to Win: Optimizing Your Character's Effectiveness in Combat

Once your character starts roaming around in the dangerous world of Shadowbane, you may find that some of the choices you made during character creation aren't paying off on the battlefield. While you can't take back stat points or practice points once they've been spent (short of starting over with another character), the following tips will help guide your character toward more certain victories in the future:

Hitting the Mark: Improving Your Character's Accuracy

To win fights, you'll need to hit your opponents. Weapon Skill is the primary measure of accuracy in combat: to hit more often in combat, spend as many practice points on weapon Skills as you can. In the beginning, don't shop around too long: pick one weapon and focus on it until Rank 1 (Level 10) at least. If possible, pick a Trait or Talent at character creation that grants a bonus to your desired weapon Skill to push it even higher. Weapon Skill rating also serves as a primary prerequisite for access to weapon Powers, which can improve your character's effectiveness in many ways.

Skill is easily the most important factor in accuracy, but there are others. Dexterity also helps weapon accuracy, but is far less important than raw Skill. Also, don't overlook your character's Intelligence rating: the big, dumb brick of a warrior may be the classic fantasy stereotype, but in Shadowbane the best Warriors will be the ones with brains and brawn. Raising your character's INT will provide a bonus to every Skill, including weapon Skills. INT rating also places a cap on your character's Skills, limiting their maximum accuracy and access to weapon Powers. Raising your character's INT score as they rise in Level raises these limits accordingly.

Taking Them Down: Improving Your Character's Damage

Hitting your foes is only part of the battle – to win fights, you have to hurt them as well. There are many factors that determine how much damage your character does in any given hit, but two outshine the rest by far: your character's Strength, and the type of weapon dealing the damage. Raising your character's STR will increase the bonus damage added to the weapon's base damage, and is the easiest way to hit harder. Upgrading to better weapons as soon as you are able is also a good strategy. Shop carefully: some weapons have lower maximum damage but higher minimums. Weapon Skill plays a minor role in damage, and certain weapon Powers will also temporarily raise your character's damage rating.

Avoiding the Hit: Improving Your Character's Defense

A good Defense is just as important as a strong offense, and in Shadowbane two factors are of primary importance when calculating your character's Defense rating: armor and Dexterity. Every piece of armor your character wears will provide a bonus to their Defense, as will a shield. Bear in mind, however, that all armor reduces your character's effective DEX rating – some combinations of DEX and armor will be much more effective than others. Once your character acquires armor, they can increase its benefit by raising the appropriate Wear Armor Skill to offset the armor's DEX penalty. Not every character can wear or afford the best armor, and for them a high DEX is a necessity. Many Spells and Powers can also bolster a character's defense: use them in the place of armor and they might save your character's life.

Rolling with the Punches: Avoiding Damage

Damage resistance in Shadowbane can come from many sources. Some races (Dwarves and Irekei in particular) have automatic resistances to some types of damage, and certain Traits chosen at character creation can also impart some resistance. Armor or enchanted items provide the easiest way to raise your character's effective resistances: all armor and shields will provide some resistance to weapon damage (Piercing, Blunt, or Slashing), and Spells or items can provide resistance to any form of damage.

How Can I Increase My Character's Health?

It's not enough to dish damage out – to survive the grim world of Shadowbane, your character needs to know how to take it, too. race, Class, and Profession determine how many Health points your character gains per Level, and these are fixed at character creation. Constitution, however, provides a bonus to base Health, and raising CON can have a dramatic impact on your character's Health. There are also two Skills that can affect your character's Health: Toughness grants bonus Health based on skill rating; and Conditioning increases your character's Health recovery.

How Can I Increase My Character's Stamina?

Like Health, your character's Stamina rating and the amount of Stamina they gain per Level is primarily determined by race, Class, and Profession. Constitution also provides a bonus to your character's Stamina, so raising CON as you level will boost your character's Stamina. In addition, there are two Skills that can also affect your character's Stamina rating: Athletics grants bonus Stamina based on Skill ratings; and Endurance increases your character's Stamina recovery.

CHAPTER 5 – CHARACTER ADVANCEMENT

That which does not kill your Shadowbane character makes him stronger. Your character's capabilities and characteristics are not static: over the course of play your character will grow more powerful, growing in body and mind as well as learning new Skills and Powers. While your character's initial career options were rather limited, with time and experience a host of options will open for your character.

Defining Character Progression

Shadowbane uses three means to measure character development: Level, Rank, and experience.

Level

Every character and monster in the world of Shadowbane is defined by their numeric Level. Higher is always better. For monsters, Level is used to measure their raw power and destructive potential. Among characters, Level defines how effective they are as members of their Class or Profession. While other characters can easily determine your character's Rank (see Rank, following), your actual Level only appears on a Who list.

Certain Powers, Professions, and Disciplines have a minimum Level requirement before your character can acquire or use them. Getting access to these items and benefits is one of the primary motivations for raising Level and Rank.

Rank

A by-product of Level, Rank measures the status that comes along with reaching higher Levels. A character or monster's Rank is 1/10th their Level, rounded down. Characters spend Levels 1 to 9 at Rank 0, and both a 39th-Level Wizard and a 33rd-Level Druid would be considered Rank 3. Every time you select a character, their Rank will be listed as part of the information appearing on the Status window, in the form of a number of symbols appropriate to the creature type or character Class. Rank provides a good means of assessing a foe's Power, but it can still be deceiving. A 9th-Level monster, for instance, is much deadlier than a 1st-Level beast, though both read as Rank 0.

Experience

For every monster your character kills, your character will gain a number of experience points based on the Level of the defeated foe. As your Level increases, the amount of experience points your character needs to rise to the next Level increases steadily. In order to keep honing your character's Skills, you'll need to seek out more challenging opponents. You can always keep track of how far or

close your character is to achieving the next Level by checking the Experience Bar on the Status window. Once your character earns the necessary amount of experience to raise their Level, the Experience Bar will reset, refilling with color.

Affiliation with a Group grants an Experience bonus to all members. Guild membership also provides an Experience bonus based on Guild type, character Profession, and other factors. See **Chapter 5** and **Chapter 10** for complete descriptions of these organizations.

Again, players never gain any experience points from killing other players.

Only Combat?

Is killing things the only way to raise your character's Level in Shadowbane? Basically, the answer to this question is yes. Time spent in research or study of a particular Skill or activity is less beneficial than practice, and stressful situations (i.e., combat, where your life is on the line) provide the most beneficial experience of all.

The underlying design of Shadowbane makes a few assumptions about the types of characters you'll be playing. As a roleplaying game, Shadowbane is all about crafting and telling stories. The designers of the game wanted every character's story to be exciting, fraught with risk, glory, and tragedy. Shadowbane characters are intended to be adventurers, the heroes or villains who play the Game of Crowns and play it for keeps. This is a game of heroes and slayers. Bakers and chimney sweeps need not apply.

So what's a pacifist to do? Well, remember that Group membership will always grant a share of earned experience, whether or not a member engages in the fight or stands back to tend the wounded. Nietzsche said it best: "That which does not kill me makes me stronger." These are words every character lives by in the world of Shadowbane.

Character Improvement

Leveling (raising your character's Level) brings several distinct benefits to your character.

Attribute Gains

As soon as you gain a new Level, your character's Health, Mana, and Stamina all increase by a fixed amount based upon your character's Level, Class/Profession, race, and attributes. These gains will decrease gradually as your character's Level rises, becoming negligible by the time you attain Rank 7 (Level 70 or higher).

Statistic Gains

From Levels 2 to 19, your character will receive 5 new attribute points each time he gains a new Level. Allocate the points by open-

ing the Character Sheet window. Click the small “+” buttons next to each attribute to raise the selected attribute by one point. Once allocated, these new points cannot be taken back, so choose wisely. As your attribute values rise, other derived attributes (Attack, Defense, Damage, and others) will automatically update. Attributes that have been raised to their maximum value (based on race) will display in gold, and can be raised no higher. With each new Rank after 2, the number of attribute points decreases by 1.

Skill Gains and Training

Finally, your character receives a number of practice points every time they rise a Level. Practice points are used to increase Skill and Power ratings. Your character cannot simply spend new practice points on his own – he must seek out a Trainer and pay for training. Trainers are a specific type of Tradesman commonly found in Safeholds and Guild cities. Not every Trainer is qualified to teach every Skill or Power, and different Trainers may charge different rates for their services. Additionally, Trainers have limits on how high they can raise a given Skill or Power: true masters who can teach the pinnacle of a Skill or technique are very rare.

[Control]+left-click any Trainer to open a menu showing a list of advancement services the Trainer can provide: Train, Promote Class, and Promote Discipline are all possible options. Double-left-clicking on a Trainer automatically opens the Trainer’s Training window.

The Training window displays all of the Skills and Powers the Trainer can teach that your character is qualified to learn. Your character’s current Skill or Power ratings are displayed beside any appropriate Skills or Powers. The number of practice points available and the amount of gold your character has to spend are listed at the bottom. Select the Skill or Power you wish to train up, and then click the Train button at the bottom. You will be automatically charged for the training, if you can afford it. If your character lacks sufficient gold, training will be denied.

Some Skills and Powers have minimum Rank, Level, or attribute requirements (or all three) that must be satisfied before your character can train in them, and many Skills and Powers are Class-specific. When training, any Skills or Powers you are not qualified for (and thus unable to train in) will appear bordered in red.

For every practice point spent, your character’s Skill or Power rating will increase based upon your character’s attributes and current rating. Smarter characters gain more from each practice point spent, but the size of the improvement lessens as the Skill rating approaches 100%. Note that highly intelligent characters can raise their Skill ratings above 100%. Once a practice point has been spent, it cannot be recovered.

In theory, there is no limit to the number of practice points you may spend on any one Skill or Power during any one training session. Note, however, that trying to learn more about a Skill or Power than your character’s current Level warrants is profoundly difficult. The cost of training a Skill or Power expands geometrically as you train past the appropriate mastery Level (based on your character’s current Level). If training a Skill or Power seems too expensive, wait a Level or two and come back to it – the prices will be reasonable again, and the point of prohibitive expense will be appropriately higher.

Improvement Limits

As your character rises in Rank, the benefits that come from raising his Level will gradually decline. Gains to Mana, Health, and Stamina grow smaller, and the number of bonus attribute points decreases as Rank increases. The number of practice points your character earns with each Level stays constant, but the gain from spent practice points decreases as Skill ratings grow higher, and there is a limit to the number of Skills and Powers your character can develop, even with Disciplines.

These diminishing returns (combined with the increase in the amount of experience points needed to gain a Level) set a near-limit on leveling for its own sake. Once characters hit the plateau of diminishing returns (also known as the “soft cap”), they should probably switch from monster hunting to Guild intrigue and factional struggles. Shadowbane has lots of activities to occupy the time of rich, high-Level characters – whether city building, starting Guilds, or waging war with other player characters.

The Limits of Leveling: Diminishing Returns

Bigger is better, more is more; at least, that's how the conventional wisdom goes. No matter what game you happen to be playing, some players, once they get a taste of character improvement, immediately embark on an endless quest to "max out" their characters, ratcheting up their levels as high as the game will allow them to go. You can do this in Shadowbane if you like, but over time leveling for the sake of leveling will get less and less fun.

For one thing, higher-Ranked monsters are much harder to slay, and characters who hunt them run a higher risk of being killed themselves. Also, there are far fewer monsters worth a 50th-Level character's time. Because the amount of earned experience also decreases steadily, once a character passes Rank 5, there will be few monsters that will give them any experience at all.

To complicate matters even further, the benefits of gaining Levels decline as your character rises in Rank. In the beginning characters receive 5 attribute points when they gain a new Level, while a Rank 7 character receives only one. Practice points decrease their benefit as Skills and Powers approach mastery, and a high-Rank character receives much less Health, Stamina, and Mana than a character that rises from Level 1 to 2. Also, all attributes have maximum values: magical equipment can raise them, but only so far.

The bottom line? Once a character approaches Rank 6, not only is it more difficult, time consuming, and dangerous to gain levels, the rewards for doing so become negligible. The implied plateau created by the diminishing returns is called the "soft cap," and it places an indirect limit on how powerful a character can become. Shadowbane has no maximum level – in theory, your character can climb as high as you want him to. In practice, a high-Rank character won't be able to gain experience from most monsters, and diminishing returns ensure that character a soft cap.

Are we saying that you shouldn't try to take your characters to high Levels? Not at all! Just be aware that there's a difference between "high" and "too high to be practical" when it comes to character Level. Once you reach a decent Rank, there's a lot more for them to do in the world of Shadowbane than mine monsters for experience. Build a city, start a Guild, lead crusades against your enemies. The Game of Crowns is where the real action is, and your character can change the world if he works hard enough.

Gold and Equipment

Improving your character's equipment will also improve his performance in combat. Armor and shields improve a character's Defense rating, while magical items can boost character attributes in many different ways. Just as with Skills and Powers, equipment and magical items often have Class/Profession, attribute, or Skill requirements that may prohibit their use.

Advanced Character Options

Besides Level, training, and gold, there is one other way to improve your character. Once your character becomes more seasoned through adventure, new career options become available that will give your character access to a wider array of Skills and Powers. By choosing Professions and Disciplines, you can make your character both more distinct and more powerful. **Chapter 9** explores these career options in some detail.

CHAPTER 6 – SKILLS AND POWERS

Skills and Powers define what your character can do, both in and out of combat. Whether they represent a mastery of a specific weapon, a special maneuver in combat, or a magical Spell, your character's Skills and Powers make Shadowbane fun and exciting, and can be the difference between life and death in combat. There are three broad categories of special abilities available to all Shadowbane characters. Depending on their race, Class, and Profession, your character will gain access to some or all of them.

Skills

Skills represent areas of specialized training or knowledge that your character has studied, or special aptitudes your character has developed. Some examples include Sword, Axe Mastery, or Stormcalling. Every Skill has a percentage value, running from 0 to 100% (or beyond). Higher numbers indicate a greater aptitude with the Skill.

Identifying Skills

You can see your character's current Skill values by clicking the Skills option on the Command Bar or any of the character sheet screens, as described in **The Skills Window** in **Chapter 3**. The Skills window lists every Skill known by your character and displays the Skills' current values as percentages.

Using Skills

Skills are passive and do not need to be activated. Your character's rating in a given Skill always determines how likely he is to succeed

at certain actions, and the Skill itself is never triggered on or off. Weapon Skills, for instance, help determine how likely your character is to hit something with the appropriate weapon. To hit something, your character doesn't need to activate his weapon Skill; he just selects a foe and attacks, as described in **Chapter 4**.

Improving Skills

Skill ratings are raised by spending practice points, as described in **Skill Gains and Training** in **Chapter 5**. All Classes and Professions are limited in the Skills that they can learn. Eligibility for training in some advanced Skills can also depend on character Rank, attribute ratings, Level, or rating in other Skills (a high Sword Skill, for example, is a prerequisite for learning the Sword Mastery Skill). In some cases, your character may have to improve other Skills before they qualify to learn advanced Skills.

Powers and Spells

Powers and Spells are special abilities that are activated by a player, create a specific effect (either instantaneous or for a fixed duration), and then terminate, usually with a fixed interval before the Power or Spell can be used again. Powers are generally bursts of effort, advanced maneuvers or supernatural abilities used by your character, while Spells refer to magical incantations cast to produce a specific effect. While most in-game references make a clear distinction between Spells and Powers, the two are so similar that the differences are purely semantic. Combat-oriented Classes and Professions (Fighter and Thief variants) usually refer to their special abilities as Powers, while magic-based Classes and Professions (Mages and Clerics) call their special abilities Spells.

Identifying Powers and Spells

The initial list of Powers available to your character depends entirely upon their base Class and race, as selected during character creation. To see a list of your character's Powers, click the Powers option on the Command Bar or any windows of the character sheet (as described in **The Powers Window** in **Chapter 3**). Each Power in the window appears as a button marked with an icon.

The icon serves as a general description of the Power's effect (healing, Attack rating bonus, area of effect damage, etc.), while the Power's name, your character's current rating in that Power, the Skill (if any) that that Power depends upon, and the Level at which the Power first became available are displayed nearby.

Using Powers and Spells

To activate a Power or Spell, simply click the button for that Power. All Power buttons can be customized or hotkeyed as described in

Hotkeys, part of **Interface Customization** in **Chapter 3**. Using most Powers or Spells is similar to attacking with a weapon: there is a chance that the Power or Spell will successfully activate. For most Powers and Spells, this chance is determined by your character's rating in a specific Skill, known as a Focus Skill.

Whenever a Power is activated, any player affected by it will see an appropriate icon in their Effects window for the duration of the Spell or Power. Every Power also has a recharge timer, a mandatory delay that must pass before your character can try to activate the Power or Spell again. In the Powers window (or on the Power button if it has been moved to the game screen), the button turns red, and the red overlay will "drain" as the recharge timer counts down.

Improving Powers and Spells

Like Skills, characters can improve Powers by spending practice points with a Trainer. Unlike Skills, players can improve Powers in two ways: by spending practice points on that Power's Focus Skill, or by spending practice points on the Power itself. The first option makes the Power more likely to activate successfully, while the second improves the performance (damage, duration, etc.) of the Power itself.

As your character advances in Level and promotes into various Professions and Disciplines (see **Chapter 9**), new Powers will become available. Most Powers have prerequisites that must be met before your character can acquire them: minimum Level requirements, a minimum rating in a Focus Skill or associated Power, attribute score minimums, or a combination of any or all of these. Once your character qualifies for a Power, the Power will not automatically appear in their Powers window – they must learn to use it from a Trainer. Trainer menus will always display all of the Powers and Spells for which your character qualifies – be sure to check with a Trainer for new Powers each time your character raises their Level.

Undercasting Powers and Spells

Once you have spent practice points to improve your character's rating in a Power, they will automatically use that Power at their full rating – but they don't have to. You can enter the following command in the text line of any chat window to use a Power at a lower level of advancement: [/usepower "name" <level>]

"Name" is the name of the Power as it appears in mouseovers, including capitalization and spaces; <level> is a number indicating the rating you want to cast at (from 1 to 40 based on the Power). To save time, you can make a macro for this command, as described in **Interface Customization**, part of **Chapter 3**. Any number below your character's current level is valid. By using a Power at a lower level, your character's Focus Skill will exceed the Power's current

rating, making the Power more accurate. “Undercasting” is a way you can trade damage for accuracy when using Powers and Spells.

Pets and Pet Behaviors

Pets are special mobiles that will follow, protect, and (to a limited extent) obey the character they designate as their master. Some Powers will allow your character to summon a Pet, and certain specialized Tradesmen also sell Pets. Some Pets are tamed monsters, others are Humans or other henchmen. However your character acquires a Pet, once acquired the Pet will behave as follows:

- **Following:** All Pets will follow their master automatically, as if they were grouped with their master and toggled to follow. If their master teleports across a long distance, uses a runegate, or respawns far away, the Pet will not follow.
- **Protection:** All Pets will automatically attack any character or mobile that attacks their master. Your character will receive experience points for any mobiles slain by their Pet.

Your character can also give their Pet specific orders by using the Pet Command options listed in **Pet Commands**, part of **Chapter 3**.

Losing Pets

Most Pets, whether summoned or purchased, will serve their masters for a set duration, and then vanish from the game. Death also severs the bond between master and Pet: a slain character will respawn to find that their Pet has departed. If slain in combat, Pets will not respawn (a new Pet must be summoned or purchased). Pets can also be dismissed at any time by using the Dismiss Pet option, described in **Pet Commands**, part of **Chapter 3**.

CHAPTER 7 – GROUPS AND GROUPING

As the old saying goes, there is safety in numbers. By working together, players become much more effective in combat than they would have been on their own. In Shadowbane, there are two different types of organizations for characters to join: Groups and Guilds. Each type of organization has its own benefits and requirements, but both are definitely worth your character’s time and consideration. Groups are described below, and Guilds later in this manual (**Chapter 10**, to be exact).

The Group

A Group in Shadowbane is defined as a fellowship or band of characters, usually few in number, who have agreed to fight alongside each other on adventures, sharing the risk as well as the reward. By

grouping with other characters, your character will be able to communicate privately with other group members, share acquired experience, and split the gold gained through combat. Groups also provide players with a means to tactically organize themselves on the battlefield, and grant an experience bonus to every member based upon the size of the Group. Watching companions in action is an ideal way for your character to hone his own abilities.

Groups are intended to be far more temporary and transitory than Guilds. Characters will join together in a Group for an afternoon or evening of play, or perhaps to accomplish a certain task, then disband and go their separate ways. Groups are, in the end, just that: groups. Cliques, societies, and political units are a different matter entirely, and fall firmly under the heading of Guilds.

Who Can Join a Group?

There are no restrictions on what characters may or may not join a given Group. Conceivably, any combination of races, Classes, and Professions can band together, regardless of character Level. The method used to calculate experience makes it inefficient for high-Level heroes to group with low-Level beginners (see **Benefits of Group Membership**, below). Also, Shadowbane’s in-game history makes certain kinds of alliances profoundly unlikely. Characters may still group as they will, and there is only one limit to Group formation: a Group may have no more than ten members.

Leaving a Group

Once your character has joined a Group, there are two ways to leave: either select the Leave Group option in the Group menu (described in **Group Commands**, following), or get expelled from your Group by the Group Leader (also using commands in the Group menu).

Group Commands

All of Shadowbane’s Group functionality can be accessed through the Group menu (part of the Command Bar menus), the Group Status window, or both. Clicking the Group option on the Command Bar brings up the following list of commands. Each is described in turn. *Italicized* buttons also can be found on the Group Status window. To open the Group Status window, either form a new Group or select Toggle Info on the Group Options menu, reached through the Command Bar.

- **Form New Group:** This button creates a new Group (of one), and designates your character as the Group Leader. It also automatically opens the Group Status window (see **The Group Status Window**, following, for more details).
- **Toggle Info:** This button toggles the Group Status window on or off.

- **Invite New:** A character cannot opt to join an existing Group on his own – he must be invited. Click this button to invite another character to join your current Group. You will be prompted to target the character you wish to invite. The invited character has the option to accept or refuse the invitation. A character can only be a member of one Group at a time: accepting a second invitation will automatically eject a character from their first Group. Note that only the Group Leader can invite new members into the Group.
- **Leave Group:** This button removes your character from your current Group. To rejoin, your character must be reinvited. If your character is the leader of the Group, another character will become Group Leader as soon as your character leaves.
- **Remove Member:** This option ejects a member from the Group. Once selected, you will be prompted to either target the undesired character or select their entry in the Group Status window to eject them. Only the Group Leader has the authority to dismiss Group members.
- **Disband:** Selecting this option destroys the Group, ejecting every member. You will be prompted to confirm your decision before the Group disbands. Only the Group Leader can disband a Group.
- **Appoint Leader:** This option allows you to appoint a new Group Leader. You will be prompted to either target the desired character or select their entry in the Group Status window. Once completed, Group Leader status will transfer to the selected character. Note that only the Group Leader can initiate a change of leadership.
- **Split Treasure:** Toggles gold sharing on or off (see **Gold Sharing**, below, for more details).
- **Following Toggle:** Toggles Following on or off (see **Formations and Following**, below, for more information).
- **Formations:** This option opens a sub-menu of available formations:
 - Column
 - Line
 - Box
 - Triangle
 - Circle
 - Ranks
 - Wedge
 - Inverted Wedge
 - T

The Group Status Window

The core of Shadowbane's Group system, the Group Status window, gives you access to most of the Group commands without needing to go through the Command Bar, and displays important information about every member. The window automatically appears on your screen whenever your character forms or joins a Group, and can be toggled on or off using the Toggle Info option in the Group Options menu on the Command Bar.

Command Buttons: A column of seven command buttons can be found at the left edge of the Group Status window. All of these buttons are the same as buttons found on the Command Bar Group Options menu – mouseover them or see the descriptions above for their functions.

Character Information Bar: A Character Information Bar for every member of the Group appears in the Group Status window. If a Group member dies, their Information Bar will vanish from the window. These bars can be used to monitor each member's status, and also serve as an easy means of selecting a character outside your character's field of view. Each Information Bar consists of the following items:

- **Name:** Lists both the first and last names of the Group member.
- **Status Indicators:** These bars display the relative status of the Group member's Health, Mana, and Stamina, expressed as a percentage of the character's full value.
- **Following Indicator:** This control stud shows by its color whether or not the Group member is in Following mode and participating in Group formations.

Minimize Button: This button shrinks the Group Status window, stripping away all of the Group Leader-based command buttons and slimming the window down to a minimal format. Minimizing the Group Status window can help improve visibility in your game window, and each member entry can still be clicked to select them.

Group Leaders

The founder of a Group is designated as its Leader. Group Leaders have direct control over the functioning of the Group – most of the commands on the Group Options list will only work for the Group Leader. Only the leader can disband the Group, eject a Group member, or appoint a new Group Leader. If your character doesn't like the Group's leadership, they don't have to stay: membership is voluntary, and a character can leave their Group at any time by clicking the Leave Group button.

Changing Group Leader

If, for some reason, the Group Leader suddenly becomes unavailable (the character is slain, exits the game abruptly, or quits the Group without disbanding it), the next character listed in the Group Status window will automatically be designated Group Leader, and all members will receive a message to that effect. Sometimes a Group may decide to change its Leader: perhaps the Group Leader has some warning of their imminent departure, or perhaps the Group needs to automatically follow a different character to reach a destination. To designate a new Group Leader, the current Leader simply clicks the Appoint New Leader button, then selects the new Leader (see **Group Commands**, above).

Benefits of Group Membership

Group Experience Bonuses

Group membership provides a bonus to earned experience. In a Group, experience becomes a collective effort – all members of a Group receive experience points whenever any member of the Group kills a foe. The amount received is modified by the Group experience bonus. Grouped characters will, therefore, get more experience points per kill, and will receive more kill awards than they could on their own. Groups can also defeat higher-Level monsters by working together, opening themselves to even greater experience awards. See **Chapter 5** for more information about experience points.

There is one limit to the amount of experience characters can gain by grouping. Every character has an experience cap, a maximum number of experience points that can be gained per kill. Lower-Level characters, therefore, will receive less experience than their fellow Group members, and are less able to contribute to combats. Groups function most efficiently when all members are of equal or nearly equal Level.

Gold Sharing

Groups can also share the wealth. If the Group Leader toggles the Split Treasure option to “on” (this is done by clicking the Split Treasure button on the Group Status window or the Command Bar Group menu), any treasure earned by the Group will automatically be divided equally between all members. If the amount of treasure does not divide evenly, the character actually picking up the loot receives any remainder. In other words, if member of a Group of 6 characters picks up 21 gold pieces, each member receives 3 gold (21 divided by 6), with an additional 3 for the character who grabbed the treasure.

Group Communications

Finally, Group members have access to a private communication channel, available only to members of their Group for organizing and coordinating their efforts. To send a message only Group members will see, type `</gsay>` or `</g>` before the body of the message in the command line of a multi-channel chat window. For instructions about how to configure a Group-exclusive chat window, and for more information about game communications in general, see **Communications Options** in **Chapter 3**.

Formations and Following

Groups also have access to various formation options, allowing them to automatically follow the Group Leader and assume optimal configurations in combat. When Following is toggled on, all members of a Group will automatically follow the Group leader wherever he goes, assuming their place in the current Group formation when their movement ends. Following defaults to “off”, so the Leader must toggle Following to “on” if he wishes to have Group members automatically follow him. With Following on, Group members can sit back and relax as the Leader steers the entire party.

If you decide to have your character move independently, click the Following button on the Group Status window and your character will break formation, returning to your direct control. Click the Following toggle again to rejoin the Group and resume your place in formation. You can also break formation merely by clicking a destination as you would normally. Your character will break formation, and every other Group member will receive a message to that effect.

Following is a good way to ensure an entire Group gets where it wants to go quickly and efficiently – while following, characters will not get tremendously separated or lose sight of the Leader, and connection lag will not be a factor. However, each character’s movement speed does not change, so slower members might trail behind their Group, while faster ones might run ahead of the Group Leader.

When the Group Leader activates Following, the members of the Group will automatically assume a position in the Formation: based upon their current location, they will move to the nearest open “slot” in the formation.

Formation Benefits

Falling into a specific formation does not impart any specific bonus or benefit to a character other than any incidental tactical advantage that might arise from the character’s position. By holding ranks instead of rushing off to fight, multiple characters can easily attack a single opponent, striking from several angles. Certain situations will make one formation more useful than another.

Certain Spells and Powers (particularly those granted to Fighters and Warriors) allow a character to actually become a collision object (characters and monsters cannot move through them). Groups that feature such characters should always put them in front – attackers will be unable to run through them to get to weaker Spell-casters or support characters in the rear. In such cases, organization and a good formation can overcome a vastly superior opponent.

CHAPTER 8 – CUSTOMER CARE

Sometimes during play you will run across a technical issue or encounter a problem that detracts from your enjoyment of Shadowbane. The Customer Service options included in the client provides you with the means to communicate these issues to the development team and solve any problems that are interfering with your Shadowbane experience. Any and all feedback, reports of problems, or other issues that you need to communicate to the development team should be sent via the **CCR Petition System**. To access the Petition menu, left-click the **Petition CCR** button on the Info/Help sub-menu, located in the Command Bar. See **Information and Help** in **Chapter 3** for more information. Once generated, a petition can be cancelled using the Cancel Last Petition option on the Info/Help sub-menu.

Gameplay Support

The CCR Petition Menu

The CCR Petition window contains a menu of options, each of which will open a specialized Petition window. The option buttons tag the petition, ensuring that it is sent to the correct place. The options available are:

- **General Help:** A request for basic help in Shadowbane about anything from the User Interface to gameplay and the default hotkeys. Questions concerning the world of Shadowbane itself (hints, game information, etc.) will not be answered. Refer to the Shadowbane Web site, <http://shadowbane.com>
- **Feedback:** Opinions about gameplay and requests for enhancements.
- **Stuck:** A request to be freed if trapped inside an object.
- **Harassment:** Files a “formal complaint” about another player’s actions.
- **Abuse/Exploit:** Reports a system bug that, if used, will give an unfair advantage.
- **Bug:** Reports all other system or game problems.
- **Game Stopper:** Reports a cataclysmic fault or problem.

- **Tech Support:** A request for help dealing with computer-related issues.

The Petition Window

Selecting a petition type on the Petition menu opens a Petition window, where you can enter the details of your comments or problems. Petition windows have the following features:

- **Name:** Your character’s name is recorded automatically.
- **Location:** Your character’s current location (in world coordinates) is recorded automatically.
- **Zone:** The name of the zone your character occupies is recorded automatically.
- **Instructions:** A brief statement indicating how likely or how quickly a CCR is to directly respond to the problem. Response varies based on the type of petition and other circumstances.
- **Description Field:** Input a detailed description of your problem, comments, etc., in this area. Left-click in the field to place a cursor, then type your description. The more descriptive and detailed the information is, the more able the development and support team will be to assist you or solve the problem.
- **Submit Button:** The check-marked button at the bottom of the window submits your petition
- **Cancel Button:** The [X] button in the upper right corner closes the Petition window and cancels the petition.

Players may not have more than one petition in the system. In order to send an additional petition, the last one must be canceled (does not apply to bug or feedback petitions).

Additional Information

The Abuse/Exploit and Tech Support Petitions have additional information buttons, used to categorize the petition:

Abuse/Exploit

- **Duping:** Any bug or exploit that results in the duplication of gold or items.
- **XP/Leveling Exploit:** Any bug or exploit that permits attaining experience points or a Level faster than normal gameplay.
- **Skill Gain Exploit:** Any bug or exploit that grants Skills without having to buy or Level to attain them.
- **Kill Exploit:** Any bug or exploit that allows a character to unfairly kill a monster or player.
- **Policy Violation:** Reports of any player misconduct.
- **Other Abuse/Exploit:** Any other abusive or exploitive behavior.

Tech Support

- **Video:** Display and video difficulties.
- **Sound:** Sound or music issues.
- **Network:** Connection, bandwidth, or server communication difficulties.
- **Other:** Any other technical difficulty.

Shadowbane Web Site Support

Players can get information and help concerning Shadowbane on the Internet at the Shadowbane Web site, and learn what the game entails. It is also where users can reach us for questions or to simply offer some feedback. Most of the questions about the game can be answered at the following address: <http://shadowbane.ubi.com>.

The Web site holds all the information about the in-game experience and what a future player needs to do to join the community. It's also a place where any experienced player can go and read lore associated with their race, Class, Profession, etc., for a better understanding of character background and opportunities.

The Support Page

Where you can find help about every aspect of Shadowbane, in-game or out: <http://sbsupport.ubi.com>

Customer Account

- **Account Creation/Cancellation:** The creation/cancellation of your account.
- **Account Billing:** The ways you can pay for Shadowbane and all the information you need to make the decision that best suits your needs.
- **Account Profile:** Your current account status.

Gameplay Support

- **In-Game Support:** Information on the in-game help system, how to reach a CCR, and when/how they can be reached.
- **Help Manuals:** Complete, up-to-date user documentation is stored here, in digital form.
- **Knowledge Base:** The most frequently asked questions in or about Shadowbane and their answers are recorded here.
- **Feedback:** Send bug reports or feature ideas to Wolfpack and Ubi Soft concerning the game or any other related issues.
- **Event Procedure:** Information on how Wolfpack Studios manages events within the world of Shadowbane.

Hardware Issues

- **Tech Support:** Questions about PC/Mac specs, minimum requirements, and patcher/game problems can be addressed and resolved here.
- **More Help:** Links or emails where players can find more information about particular problems they may have.

Forums and Communities

Links to user forums and communities where you can see if your peers have encountered the same concerns, and if they have found a solution.

Hot Topics

- **Bugs/Exploits Fixes:** Has all technical issues that have recently been fixed.
- **Events:** Information on upcoming in-game events, including the feature characters involved, and where and when the events will take place.
- **Updates:** Notifications of forthcoming periods of server downtime for maintenance.

CHAPTER 9 – CHARACTER DEVELOPMENT

Change is as universal and as potent in the world of Shadowbane as it is in our own. Over the course of play, your character's abilities and statistics have the potential to change dramatically – after all, a story where the protagonist always stays the same would hardly be interesting, would it? **Chapter 5** explained how to raise your character's Level and Rank through adventure and experience. This chapter describes new options, unavailable during Character Creation, that become available as your character transforms from a mere adventurer into a living legend.

Advanced Character Options

Once your character becomes more seasoned through adventure, new career options become available that give your character access to a wider array of Skills and Powers, allowing you to make your character both more distinct and more powerful. There are two kinds of advanced options to consider: Professions and Disciplines. Some allow you to specialize in a particular activity, while others can serve to round out your character, giving them access to Skills or Powers they otherwise would never gain.

Professions

Professions are advanced, more specialized careers that characters can follow in the world of Shadowbane. Your character's Profession replaces the base Class chosen during character creation, and brings with it a new variety of Skills and Powers. Your character's base Class limits which Professions they can choose, as detailed in **Profession Descriptions**, below.

Some Professions are available to more than one base Class (both Fighters and Rogues, for example, can train to be Barbarians), while others are exclusive to a single base Class. Some Professions also have racial requirements that bar some races from choosing them. Aracoix, for example, are not Spell-casters, so they are not allowed to be Channelers, Confessors, Furies, Priests, Prelates, Wizards, etc.

Your character must choose his or her Profession once he reaches 10th Level and before they can advance to 11th Level. If you decide not to decide, your character will be unable to advance in Level until he promotes – all earned experience points will be held in reserve until he does.

Promoting Into a Profession

In order to join a Profession, your character must find a Trainer who can promote characters to that Profession. Seeking out a Trainer who can induct your character into a desired Profession can be an adventure in itself. When you [Control]+left-click on any Trainer, check its advancement menu to see if it contains the "Promote Class" option. If it does, click that option for a list of Professions or Disciplines that non-player character can grant. Your character is limited to one Profession, and once you bond a Profession Runestone, you cannot remove it. Like it or not, your character's Profession is a part of him until you delete that character.

Master Profession List

BASE CLASS	PROFESSIONS AVAILABLE (RACIAL RESTRICTIONS ALSO APPLY)
Fighter	Barbarian, Crusader, Huntress, Ranger, Templar, Warlock, Warrior
Healer	Channeler, Confessor, Crusader, Druid, Prelate, Priest
Mage	Assassin, Bard, Channeler, Fury, Warlock, Wizard
Rogue	Assassin, Barbarian, Bard, Huntress, Ranger, Scout, Thief

Profession Descriptions

- **Assassins:** Skilled in the arts of dealing death, Assassins are users of poison and stealth. They wield the mysterious power of Shadowmastery, which allows them to shape and use living shadow to accomplish their nefarious schemes.

Races: Aelfborn, Aracoix, Elf, Human, Irekei, Shade

- **Barbarians:** These Northern slayers are hardy and fierce, tough and competent in battle. Barbarians worship the spirits of their ancestors and wild animals, and can evoke these spirits to accomplish powerful feats.

Races: Aelfborn, Aracoix, Centaur, Half-Giant, Human, Minotaur

- **Bards:** Keepers of lore and wandering musicians, Bards are gifted with magical Powers evoked through music and story. Their songs can bring victory to a Group just as easily as they can bring woe upon the Bard's enemy.

Races: Aelfborn, Elf, Human, Irekei

- **Channelers:** Magic-users specialized in the elemental forces of fire, water, wind, and earth; these Spell-casters wander the world, and their only allies are the natural forces they have learned to command.

Races: Aelfborn, Elf, Human, Irekei, Shade

- **Confessors:** Priests of the Temple of the Cleansing Flame, these clerics are charged with seeking out and eliminating the sin in the world. In the course of their sacred duties, they bring healing to the ill and fiery death to unbelievers.

Races: Human

- **Crusaders:** Defenders of the Church of the All-Father, these blessed soldier have taken up arms and defend the weak and those who would threaten the Church's power. These soldiers of faith are found across the world, earning redemption in holy battle.

Races: Aelfborn, Centaur, Dwarf, Elf, Half-Giant, Human

- **Druids:** Attuned to the forces of nature and the wild, these woods-priests are the keepers of secret knowledge and lore. Druids are allies to those who live in harmony with the wild, and who would learn from its ways.

Races: Aelfborn, Centaur, Elf, Human

- **Furies:** Amazonian witches, these women are children of storms – wild and untamable, with command over lightning and tempest. Fierce and proud, Furies are as rare as they are unpredictable.

Races: Aelfborn, Elf, Human, Irekei

Gender: Females only

- **Huntresses:** Women who have merged the traditions of the Amazons and the Rangers, the Huntresses are at home upon battlefield and forest. They often are found with great cats for allies, and have mystic Powers connected to nature and storm.

Races: Aelfborn, Aracoix, Centaur, Elf, Human, Irekei

Gender: Females only

- **Prelates:** The spiritual arm of the Church of the All-Father, these servants of higher Powers are found spreading the gospel of the All-Father as well as ministering to the needy and the weak. Though they are less aggressive than Crusaders, Prelates are not pacifists.

Races: Aelfborn, Centaur, Dwarf, Elf, Human

- **Priests:** Healers who stay true to their faith become Priests, living conduits of their deity's divine will. The Powers of blessing, healing, and cursing the unworthy come easily to Priests, who have such a close affinity for their god that they can work true miracles.

Races: Aelfborn, Centaur, Dwarf, Elf, Human

- **Rangers:** Rough and independent travelers of the wilderness, Rangers are at home in the wild. These secretive and solitary wardens of the forest are fine trackers, woodsmen, and hunters. They walk a line between defending innocents from savage nature, and defending the wilderness from assaults from the other races.

Races: Aelfborn, Aracoix, Centaur, Elf, Half-Giant, Human, Irekei, Shade

- **Scouts:** Charged with path finding, battlefield reconnaissance, and guiding others through long-hidden ways, the Scout is a combination of Ranger, Rogue, and Warrior, working as mercenaries, explorers, or soldiers.

Races: Aelfborn, Aracoix, Elf, Human, Irekei, Shade

- **Templars:** Created as the militant wing of the Temple of the Cleansing Flame, the fanatical members of the Holy Order of the Templars are feared among unbelievers, and even distrusted by some of their fellow worshippers.

Races: Half-Giant, Human

- **Thieves:** The masters of the Rogue's art, Thieves are specialists in stealth and evasion. In battle they are elusive, yet full of dirty tricks that can humble even the mightiest of Warriors if used well.

Races: Aelfborn, Aracoix, Elf, Human, Irekei, Shade

- **Warlocks:** These combat-oriented magic-users have learned to harness the power of their minds, and to manifest their wills upon the world. All Warlock magic is based on psychic Powers that can affect themselves or their enemies.

Races: Aelfborn, Aracoix, Human, Shade

Gender: Males only

- **Warriors:** The pinnacle of martial achievement, Warriors represent the ultimate extension of the Fighter's path. A Warrior's discipline and mastery of weapons and fighting techniques makes him deadly in battle.

Races: All

- **Wizards:** Mages who cling to their studies eventually learn that true magic is the bending of physical law to the will of the Spell-caster. A Wizard's magic plays with the building blocks of reality, making these Spell-casters potent and formidable.

Races: Aelfborn, Elf, Human, Irekei, Shade

If you'd like to know more about each Profession, visit our Web site at <http://shadowbane.ubi.com> for further information.

Disciplines

Disciplines are less restrictive than Professions, and represent an additional area of expertise that your character can pursue. Some Disciplines focus on specific styles or types of combat, while others represent membership in specific political, cultural, or social organizations; study in a particular school of magic; or even innate special abilities awakened through the application of the Runestone. While every character has only one Class or Profession, they may acquire up to three Disciplines.

Acquiring a Discipline

To begin following a particular Discipline, your character must have already attained Rank 1, and have chosen a Profession (see **Professions**, above). They must also have an empty Runestone slot available. Unlike Professions, a character does not need a Trainer to promote. Characters can find Discipline Runestones while adventuring, and use them to promote into the Discipline. Discipline Trainers can offer hints about where Runestone-bearing monsters can be found. A character may only promote to a maximum of three Disciplines.

Even if your character has a Rank, a Runestone, and an open slot, he still may not be able to qualify for the desired Discipline. Just like Classes and Professions, Disciplines have race restrictions that may prohibit a given character from attuning to that Discipline's Runestone. Additionally, most Disciplines have Profession restrictions on top of racial restrictions, and can use other factors to limit their membership. A character might have to have reached a minimum Rank (Rank 1) or rating with a Skill or Power before he can use the Discipline Runestone. Attribute restrictions are also possible.

Your character might finally acquire a Runestone, only to learn that he has to wait a few Levels before he qualifies to actually use it.

Discipline Benefits

All Disciplines convey some sort of benefit to their members. Many provide immediate Skill rating and attribute bonuses that take effect as soon as a character joins, and all Disciplines give members access to specific Skills and Powers that might otherwise be unavailable to members of their Profession. However, your character will always receive the same number of practice points each Level he gains, no matter how many Disciplines he has.

Discipline Descriptions

- **Animator:** Animators learn, through intense study and meditation, how to create living statues, automatons called murgolems that exist to do their creator's bidding. Animators apply their art to dead flesh, stone, and even iron.

Races: Aelfborn, Dwarf, Elf, Human, Irekei, Shade

Classes: Bard, Channeler, Fury, Prelate, Priest, Wizard

- **Archer:** In addition to honing their bow Skills to uncanny levels, Archers learn how to call upon the wind itself to make their arrows fly faster and strike harder, and can infuse potent magical effects into their missile fire.

Races: Aelfborn, Aracoix, Centaur, Elf, Half-Giant, Human, Irekei, Shade

Classes: Assassin, Barbarian, Bard, Huntress, Ranger, Thief, Warrior

- **Black Mask:** Masters of disguise, Black Masks specialize in infiltrating the home or organization of their target then striking and escaping unscathed. Black Masks pride themselves on killing their targets with daggers and short blades only.

Races: Aelfborn, Aracoix, Elf, Human, Irekei, Shade

Classes: Fighter base Class (Barbarians prohibited)

- **Blade Master:** They call themselves "Jen'e'tai," an ancient word meaning "Path of Truth." The finest swordsmen the realms of Humans have ever produced, Blade Masters learn to strike with uncanny speed, and can become whirlwinds of steel.

Races: Aelfborn, Human, Shade

Classes: Crusader, Ranger, Templar, Warlock, Warrior

- **Blade Weaver:** Though Elves are far mightier in the arts of magic than they are the arts of warfare; millennia of trial and practice have produced the Blade Weavers, specialists in swordplay who may well be the finest swordsmen in the world.

Races: Elf

Classes: Assassin, Bard, Channeler, Crusader, Druid, Fury, Huntress, Prelate, Priest, Ranger, Scout, Thief, Warrior, Wizard

- **Blood Prophet:** Purified by trials of ordeal and long vision quests, some Irekei come to hear the voice of the Dragon. The Irekei call them "Khanarch'alarl," or "Blood Prophets." By embracing Dragon magic, these magicians learn to use their Powers to heal and provide for their tribes.

Races: Irekei

Classes: Mage base Class

- **Bounty Hunter:** The kings and Knights of old can no longer provide justice to the people of the world, but a new breed of hunter has emerged: Bounty Hunters, callous mercenaries who stalk criminals for money, ferreting out wrongdoers so the wronged can take their vengeance.

Races: All

Classes: Fighter, Rogue base Classes

- **Commander:** Every Age has produced its great Commanders, masters of strategy and tactics who fight their duels with armies instead of swords, and whose Skills and intuition determine the destiny of nations.

Races: Aelfborn, Aracoix, Centaur, Dwarf, Elf, Half-Giant, Human, Irekei, Shade

Classes: Barbarian, Bard, Channeler, Confessor, Crusader, Huntress, Prelate, Priest, Ranger, Templar, Warlock, Warrior, Wizard

- **Dark Knight:** Dark Knights believe that the High King Cambruin's Code is as dead as Cambruin himself, and that brute force is the only source of power in the war-torn world. The greatest of them become warlords, whose greed and ambition keep the survivors of the Turning locked in endless war and suffering.

Races: Aelfborn, Aracoix, Centaur, Half-Giant, Human, Shade

Classes: Templar, Warrior

- **Enchanter:** While trying to find a way to fashion new Runestones, mighty Spell-users discovered that certain materials could store arcane energies if constructed and treated properly. Enchanters draw and enchant sigils, magical signs that serve as temporary traps of magical power, turning mundane objects into magical items.

Races: Aelfborn, Centaur, Dwarf, Elf, Human, Irekei, Shade

Classes: Assassin, Bard, Channeler, Confessor, Druid, Fury, Prelate, Warlock, Wizard

- **Forge Master:** Before time's beginning, Thurin the Shaper taught

his children the deepest secrets of stone and steel. The Forge Masters of the Dwarves learned the most from the Shaper: their Skills can sharpen blades to an uncanny edge, and toughen iron into adamant.

Race: Dwarf

Classes: Crusader, Prelate, Priest, Warrior

- **Giant Killer:** Masters of the hammer and axe, Giant Killers learn many techniques particularly suited to fighting giants. In the ages since the War of the Stones, they have discovered that their techniques can give them an edge in battle against anything larger than themselves (note that all of the children of the world fall into this category). This is a “lesser discipline,” whose Powers are of little use in player vs. player conflict.

Races: Dwarf

Classes: Crusader, Confessor, Prelate, Priest, Warrior

- **Gladiator:** Gladiators quickly learn how to use any kind of weapon or armor, and know a wide variety of special moves and maneuvers designed to confound their opponents. The crowd must get its money’s worth: Gladiators always try to prolong their fights rather than go for the quick kill. The bloodier the fight’s end, the better.

Races: All

Classes: Barbarian, Huntress, Ranger, Scout, Warrior

- **Huntsman:** There are some who come to love the chase so much that they devote themselves to Kenaryn, God of the Hunt. Those who prove worthy join the ranks of the Huntsmen, and pledge themselves to the Long Hunt in return for Kenayrn’s boons.

Races: Aelfborn, Aracoix, Centaur, Elf, Half-Giant, Human, Irekei, Minotaur, Shade

Classes: Barbarian, Bard, Confessor, Druid, Huntress, Ranger, Scout, Templar, Thief, Warrior

- **Knight:** The rise of Cambruin brought with it a new breed of hero, the Knight. Masters of arms and battle, Knights are renowned for their might on the battlefield and their personal honor.

Races: Aelfborn, Centaur, Half-Giant, Human

Classes: Bard, Crusader, Ranger, Warrior

- **Rat Catcher:** Rat Catchers are expert hunters and killers of rats and other vermin. They can lure swarms of rats into their traps, and know how to seek out and kill vermin of all kinds. Rats, giant rats, Skrell, and other horrors all teem in the sewers of the major cities, and the Rat Catchers wage a constant, unseen war with them.

Races: Aelfborn, Centaur, Dwarf, Elf, Human, Irekei, Shade

Classes: Assassin, Bard, Channeler, Druid, Ranger, Scout, Thief

- **Rune Caster:** Rune Casters learn the shapes of the ancient runes and the forgotten chants that give them power. A properly carved rune holds its power in check until the Rune Caster breaks it, and then the rune’s power is released to change the Caster and the world.

Races: Aelfborn, Aracoix, Centaur, Dwarf, Elf, Half-Giant, Human, Irekei, Shade

Classes: Barbarian, Bard, Crusader, Druid, Ranger, Scout

- **Storm Lord:** A Storm Lord can bring the winds down from the heavens, and call bolts of lightning to smite their enemies. Mightiest of the Barbarians, Storm Lords often rise to positions of prominence in the clans of the Northmen.

Races: Aelfborn, Aracoix, Centaur, Half-Giant, Human

Classes: Barbarian

- **Summoner:** By learning the true name of an animal or beast, Summoners can call a specimen of that animal into being. Most summoned beasts are naturally hostile or aggressive, although Summoners know a host of chants and techniques that can bind them to their will.

Races: Aelfborn, Aracoix, Elf, Human, Irekei, Shade

Classes: Barbarian, Druid, Fury, Huntress, Prelate, Priest, Thief, Warlock, Warrior

- **Sun Dancer:** Called Dervishes by the peoples of the Green Lands, Sun Dancers are the strangest and deadliest of all Irekei. The Sun Dancers teach that the true pinnacle of strength can only be reached when an Irekei casts off all weapons but his flesh and Spirit, becoming like unto the Dragon itself.

Races: Irekei

Classes: Assassin, Scout, Thief, Warrior

- **Traveler:** Impossibly ancient, the enigmatic runegates predate even the birth of the Elves, and have always been shrouded in mystery. A new group of mystics known as the Travelers have learned how to open these ancient portals, allowing travel between the fragments of Aerynth or to entirely new worlds.

Races: Aelfborn, Aracoix, Centaur, Dwarf, Elf, Half-Giant, Human, Irekei, Shade

Classes: Assassin, Bard, Channeler, Confessor, Druid, Fury, Prelate, Priest, Thief, Warlock, Warrior, Wizard

- **Undead Hunter:** Using ancient secrets and techniques developed long ago and preserved by the Holy Church, Undead Hunters can seek out and track undead creatures, protect themselves from their blighted touch, and bless their weapons with the power to kill

even the dead. This is a “lesser discipline,” whose Powers are of little use in player vs. player conflict.

Races: Aelfborn, Aracoix, Centaur, Dwarf, Elf, Half-Giant, Human, Irekei, Shade

Classes: Assassin, Barbarian, Bard, Confessor, Crusader, Druid, Fury, Huntress, Prelate, Priest, Ranger, Scout, Templar, Thief, Warrior, Wizard

- **Werebear:** Werebears are mighty shapechangers who can put their Human skin aside and hunt the forests in a bear’s shape. Tales tell of the limitless strength of these mighty beasts, and the care they show for the natural world around them.

Races: Aelfborn, Half-Giant, Human

Classes: Barbarian, Druid, Warrior

- **Wererat:** The greediest, most unscrupulous of souls learn to tap into the beast that lurks in their hearts – the rat, a grim and greedy survivor. They learn how to unleash the rodent within them, transforming themselves into giant rats or terrifying fusions of Human and rat.

Races: Aelfborn, Human, Shade

Classes: Assassin, Scout, Thief

- **Werewolf:** Werewolves are the most monstrous shapechangers of all. They believe that the meddling of Humans and Elves has ruined the world for all time, and have appointed themselves the instruments of nature’s vengeance.

Races: Aelfborn, Human

Classes: Bard, Druid, Warrior

- **Wyrmslayer:** Wyrmslayers have, through painful trial and error, amassed an arsenal of tricks and techniques to give them an edge against the mightiest of monsters. Wyrmslayers have learned to brew ointments that protect them from a drake’s flame, and know how to strike a drake where its scales are thinnest, wounding the beasts as much as possible. This is a “lesser discipline,” whose Powers are of little use in player vs. player conflict.

Races: Aelfborn, Aracoix, Centaur, Dwarf, Elf, Half-Giant, Human, Shade

Classes: Assassin, Barbarian, Bard, Crusader, Huntress, Priest, Ranger, Templar, Thief, Warrior, Wizard

If you’d like to know more about each Discipline, visit our Web site at <http://shadowbane.ubi.com/Encyclopedia/Disciplines/> for further information.

CHAPTER 10 – GUILDS

Shadowbane is rife with wars: decades of bitter conflict spurred over differences in race, religion, or faction have bathed the shattered fragments of Aerynth in blood, and no end to the conflict is in sight. While the quests of solitary heroes form the core of many of the greatest fantasy stories and legends, the best of them bring the hero’s struggle onto a grander stage, pitting virtuous kingdoms against evil empires. The mightiest hero, in the end, is just one man or woman. At the head of an army, however, with a nation behind him, a hero has the power to truly change the world. This chapter examines Guilds, the means by which Shadowbane characters can enter the Game of Crowns, the deadliest and most worthwhile game of all.

What Is a Guild?

A Guild is a large association of characters with similar outlooks or goals, banded together to build cities, pursue common goals, and interact with other Guilds – peacefully or otherwise. Because Guilds provide players with the power and methods they can use to permanently change the world, player-character Guilds form the heart of Shadowbane.

On the surface, Guilds seem to have a lot in common with Groups, described in **Chapter 7**. Both offer characters a means to act collectively, but Guilds take player organizations to a higher level. Whereas Groups are meant to be transitory, temporary alliances of characters, Guilds are more permanent. If a player logs out of the game, their character will automatically drop out of any Group they are affiliated with, but once they join a Guild, they remain a member until they resign, are banished from the Guild, or the Guild is destroyed. Even death cannot alter a character’s Guild affiliation.

Unlike Groups, Guilds require some initial creative work from their founders when the Guild is created, and offer their members far more opportunities to create a shared identity than adventuring parties do. Guild affiliation is one of the chief defining points of your Shadowbane character: when other players click on your character’s avatar in-game, the only information they are guaranteed to receive is your character’s name, Rank, and Guild affiliation. By building cities and controlling Trees of Life (as described in **Chapters 11 and 12**), Guilds can quite literally “make their mark” upon the face of Aerynth, displaying their emblems on the World Map and carving out empires. A vast kingdom ruled by an iron-fisted tyrant, a utopian magocracy governed by a Council of Wizards, an infamous company of freebooters and mercenaries who follow the tides of gold and battle, a consortium of canny Thieves looking to dominate trade, or even

a fierce tribe of desert nomads: all of these are Shadowbane Guilds, and their alliances and conflicts are what drive the Game of Crowns.

Some More Information about Guilds

In medieval Europe, a guild was a coalition of specific craftsmen (all of the shoemakers in a given city, or all of the physicians in Germany, for example) that set standards for production, established training and apprenticeship curricula, and set universal prices for their wares. The ancestors of the middle class and modern labor unions, guilds quickly became an indispensable part of life in the Middle Ages.

Sound boring? By the time of the Renaissance, some guilds had grown so rich and powerful that they were telling kings what to do, and in many places the guilds were the true political power in any city. In Italy, business cartels waged bloody wars in the streets and rigged the elections of popes. These are the kinds of entities players will be forming in Shadowbane: political cabals which, in the end, answer to nobody but themselves and the raw power of their enemies. In sun-drenched Aerynth, the days of vast kingdoms and empires seem to have passed away. Hundreds of factions, alliances, and tribes all battle each other for supremacy. Can one Guild bring enough allies to its banner to conquer an entire fragment, or even all of Aerynth? There's only one way to find out...

Guild Types

Shadowbane offers players a wide variety of Guild types to choose from. Each type has its own place in the history and lore of Aerynth, and also offers members of a specific race or Profession additional benefits (as described in **Membership Benefits**, below). The 13 most common Guild types are:

- **Amazon Temple:** Fierce bands of warrior women who venerate their own queens and goddesses.
- **Barbarian Clan:** Brutal clans of Northmen bent on plunder, loot, and glory.
- **Church of the All-Father:** An ancient church devoted to unity and brotherhood.
- **Dwarf Hold:** Enclaves of Dwarves struggling to understand the ways of the surface world.
- **High Court:** Grim Elvish factions working to rebuild their lost empire.
- **Mercenary Band:** Soldiers for hire hoping to seize power in the age of warfare.
- **Military Legion:** The remnants of the great armies of years past, fighting for power.

- **Noble House:** Human families trying to revive the glory of the Ten Kingdoms.
- **Ranger's Brotherhood:** Secretive orders of Druids and Rangers working to restore balance.
- **Temple of the Cleansing Flame:** Militant congregations striving to purge the wicked.
- **Thieves' Band:** Gangs of cutthroats and villains hoping to earn some dishonest gold.
- **Virakt:** Savage tribes of Irekei who constantly war with all non-Irekei and each other.
- **Wizard's Conclave:** Aloof colleges of lore and magic, struggling to uncover lost secrets.

In addition to type, every Guild is also classified by its status:

- **Errant Guilds:** Every newly created Guild is Errant – which means that they have not sworn fealty to any other Guild, and do not yet own a city.
- **Sovereign Guilds:** These Guilds own a city.
- **Sworn Guilds:** These Guilds have sworn an oath of fealty (service and support) to a Sovereign Guild.
- **Nation Guilds:** Any Sovereign Guild that has another Sovereign Guild swear fealty to it. The lead Guild in any multi-city alliance.
- **Province:** Any Sovereign Guild that has sworn fealty to another Sovereign Guild, making it the subordinate in the Nation-Province relationship.

More information about these Guild types can be found on the Shadowbane Web site.

Forming a Guild

In order to form a guild, you need to acquire a Guild charter. Charters can be purchased from a special NPC Vendor called a Herald – seek one out when you are ready. Note that when you conduct business with a Herald, you will find several different charters available. Each charter corresponds to one of the guild types described above.

Once you have purchased a Guild charter, open your character's Inventory, click once on the charter to select it, then click the Use action (under Actions in the Command Bar) or type [U] to use it. Once you activate the charter, the Guild creation sequence will begin.

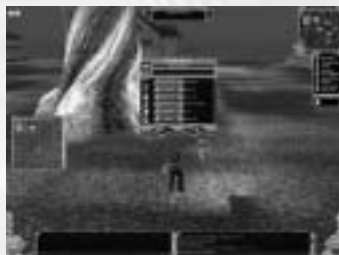
The Guild Creation Sequence

Step One – Vital Information

On the first section of this sequence, you will be prompted to enter the Guild name, its motto, and its government system. The government system determines who has the authority to call votes of “no confidence” in the Guild Leader, and should be fairly self-explanatory. Once all of these choices have been defined, click the Forward arrow at the bottom of the window to proceed. Wolfpack Studios and Shadowbane’s publishers reserve the right to alter or reject inappropriate or offensive Guild names.

Step Two – Crest Design

Next, you must design the Guild crest, the coat of arms for your Guild. Each crest has six elements: foreground color, background color, symbol color, background pattern, symbol set, and symbol. Click on the buttons at either end of the item to move forward and backward through a range of choices. Each symbol set contains a variety of unique symbols within it. Click through each of these items until you create a crest that suits your Guild, and press the Forward arrow when finished.



The Anatomy of a Guild Crest

Every Guild crest has five distinct elements that determine its final appearance:

Background Color: A second color that is incorporated into the crest’s background. The palette of colors available for a crest’s background and foreground are the same. Selecting the same color for both background and foreground will result in a coat of arms that is monochromatic (apart from the symbol), and will render the choice of pattern moot.

Foreground Color: One of the two colors that appears behind or “underneath” the crest’s symbol.

Symbol: The emblem or icon superimposed at the center of the crest, the Symbol is the most readily recognizable element of a Guild crest. Hundreds of choices are available, everything from weapons and beasts to arcane sigils and abstract icons.

Shield Pattern: This element determines the relationship between the foreground and background colors of the crest, forming the standard’s overall “pattern.”

Symbol Color: The final design element of a Guild crest, symbol color can dramatically effect how legible the symbol is, and how much contrast the symbol has against the colors of the foreground and background. The crest color must be different from at least one of the background colors.

Step Three - Verification

Once your crest is designed, all of the Guild information you have entered will be displayed for your review. If everything meets your approval, press the Forward arrow to finalize your Guild and return to the game world. If you want to change something, press the Backward arrow at the bottom of the window.

That’s It?

The Guild creation process is, at its core, very simple. Name, status, motto, type, crest, and government are the only characteristics of a Guild that are rigidly defined in Shadowbane. Players should feel free, when creating Guilds, to add their own by-laws and regulations, customizing their Guilds as they see fit.

For example, a Guild’s leadership might decide a donation of a thousand (or ten thousand) gold pieces is required in order to promote a Petitioner to Active status (see **Guild Member Status**, below, for more details). Alternately, a Guild might decide that any challenge of the Guild Leader’s authority must be accompanied by a trial by combat. Guilds might also set their own requirements for membership (Rank 2 or above only, no Half-Giants need apply), demand that all members pay dues to a specified member of the Inner Council on a regular basis, or to require that members of high Rank or status be addressed using certain titles (such as “Your Majesty,” “Your Eminence,” or even “Sir! Yes, Sir!”).

Such options are left completely to the members of a Guild to devise and to enforce. All of them will add flavor and character to a Guild, and some may even help to make a Guild more successful in the long run. To make them work, however, every member must agree to play by the Guild’s rules, and the Guild leadership must be diligent enough to enforce them. A Guild is a social contract, and Guild Leaders always have the option of expelling members who refuse to follow the Guild’s “house rules.” The drawbacks of Errantry will often be enough for players to tolerate at least some intrusion upon their characters’ freedom of action or decision.

Joining or Leaving a Guild

Like Groups, a character must usually be invited to join an existing Guild. If a character founds a Guild, he is designated the Guild Leader by default, and can invite new members. A character can only be a member of one Guild at any time. You can also join any Safehold or open player Guild by re-pledging to that Guild’s city, as described in **Changing Cities** below.

If you grow dissatisfied with your Guild, click the Leave Guild button in the Guild Options list on the Command Bar to drop out (see below for more information). Conversely, if your Guild leadership or

fellow Guild members grow dissatisfied with you, you can be banished from the Guild. Remember, going Errant will have some immediate, drastic effects on your character's virtual life: all experience and regeneration bonuses will be lost. Your character will lose their default spawn and bind point, respawning or logging in at a randomly selected Ruin.

Changing Cities

Before leaving your Guild (and, by extension, your character's home city) it's always a good idea to have a new home lined up. If your character is currently pledged to a Safehold (a non-player starting city), your character can re-pledge their Guild and city affiliation at any time by double-clicking a Runemaster in their home city and selecting the Re-pledge option on the appropriate Tradesman's Vendor window. This option opens a list of all available open cities on the character's current game world. If the character is below Level 20, Safehold cities will be included on this list. If they have already reached Rank 2, only player-run open cities will appear. You can always refer to the World Map (as described in **Chapter 3**) to check the player population and location of any given city. Your character cannot re-pledge their Guild affiliation via a Herald or Runemaster until they attain Rank 1 (10th Level).

To re-pledge your character to a new city, simply select the desired entry on the list and click the check-marked button. Your character will automatically teleport to the new city and bind to that city's Tree of Life (using it as their new spawn and bind point). Your character is not yet a full member of their new Guild: you still must interact with the other members of your new Guild to be promoted from Petitioner status. See **Using a Tree of Life** in **Chapter 12** for more information. See **Guild Member Status** for more information about the conditions and restrictions of Petitioner status. While this offers a shortcut around the usual means of joining a Guild, bear in mind that your character must still meet any requirements set by that Guild to become a full member, and that your new Guild mates are well within their rights to banish you from their city (or even kill you on sight) if you wear out your welcome. Also, changing Guild affiliation will not change the fact that any character who has your character's Guild Shield on their Heraldry or Death lists can still use your character's name to hold them accountable for their actions. See **Other Uses for Heraldry and Crests**, below, for more information.

Shopping for a Guild

Many players will come to Shadowbane with their Guild affiliation already decided: they will have groups of friends or even player guilds from other online games ready to accept them into the ranks of a new Guild. For players who lack these resources, there are several other ways to find a Guild that suits your outlook and style of play:

- **Web sites:** Shadowbane's official Web site hosts discussion forums where Guilds actively recruit new members and square off in "diplomatic" discussions. Also, loyal Shadowbane fans have created a host of fan and resource sites (most linked to the main site) that offer long lists of player Guilds.
- **Internet Searches:** Most well-established Guilds will have Web sites of their own: running a simple search using Shadowbane and "guild" on any browser should render a host of potential Guilds.
- **In-Game Exploration:** If all else fails, ask around in-game: re-pledge your character's city and Guild affiliation as often as you can (see **Changing Cities**, above, to learn how) – try out every open player city, and interact with as many Guilds as possible in the process.

Remember, Guilds will need able members as much as ambitious characters need a Guild: finding your place in Shadowbane's growing community can be an adventure in itself!

Membership Benefits

Most Shadowbane characters will serve as members of a Guild. You always have the choice to "go independent," but Guild membership offers several potent incentives.

Basic Membership Bonuses

Why should you found or join a Guild? Firstly, all Guild members receive a bonus to earned experience, but without the drawbacks of sharing found in Groups. Secondly, characters that have joined a Guild benefit from increased recovery rates. Health, Stamina, and Mana regenerate faster for Guild members. The extent of this bonus is based on the current status of the Guild (Errant, Sovereign, etc.).

Preferred Membership Bonuses

Every Guild type also has a preferred membership, tied either to a race or a group of Professions. Preferred members gain an additional bonus to earned experience above and beyond the bonus they gain for simply being members. This additional incentive is designed to form Guilds that mirror Shadowbane's world background. In the end, however, Guilds are like Groups when it comes to restrictions: any character, of any race, can serve in a Guild with any other character. Some Guild types are more beneficial to some characters than others.

GUILD TEMPLATE	PREFERRED MEMBERS
Amazon Temple	Furies, Huntresses
Barbarian Clan	Barbarians, Bards, Warriors
Church of the All-Father	Crusaders, Prelates, Priests
Dwarf Hold	Dwarves
High Court	Elves
Mercenary Band	Priests, Rogues, Thieves, Warriors, Wizards
Military Legion	Priests, Rogues, Thieves, Warriors, Wizards
Noble House	Humans
Ranger's Brotherhood	Druids, Rangers
Temple of the Cleansing Flame	Confessors, Templars
Thieves' Band	Assassins, Scouts, Thieves
Virakt	Irekei
Wizard's Conclave	Channelers, Warlocks, Wizards

Communications

Guilds also have their own independent communications channel. Typing `"/guild"` or `"/gu"` as the command before the body of a message in the chat window will send the message on that character's Guild channel, and all who are allowed to hear it will receive it in the appropriate color. See **In-Game Communication** in **Chapter 2** for more details.

Other Benefits

Once a Guild begins building a city, Guild members receive privileged access to a wide variety of goods and services. Guilds also provide many intangible benefits: backup in times of trouble, a group to help gather information and resources, and a social identity to help define your character. Finally, Guilds also serve as the means of helping to determine your character's bind point, their "home address." See **Spawn and Bind Points** in **Chapter 2** and **Changing Cities**, below, for more details.

Do I Have to Join a Guild?

No. Players who are die-hard loners are perfectly capable of leaving their initial Safehold Guild and never founding or joining another. Alternately, if the player Guild your character belongs to exiles him or is destroyed, your character will be left Errant, without a Guild to call his own (see **Guild Member Status**, nearby). Shadowbane is designed upon the assumption that periods of character Errantry will be temporary and as brief as possible. Presumably most characters, if cut off from their Guild, will find a new Guild as soon as possible. But they don't have to.

Shadowbane's mechanics actively encourage a feudal society. Membership in an Errant or Petitioner Guild offers a few perks, but once a Guild attains Sworn or Sovereign status, its members gain profound advantages over "landless" characters. While it is certainly possible to join and stay in a Errant Guild, these organizations pay a price for their geographical freedom. Bands of bandits or wandering mercenaries will almost always be at a disadvantage when compared to an organized state with a secure power base. The recovery and experience bonuses are large enough to encourage everyone to either build a city or pledge themselves to one, as soon as possible. Fiercely independent characters who buck this trend and try to "swim upstream" are still viable, but will have to work much harder to keep up.

What's a lone wolf to do? Fiercely independent characters can, if they choose, leave the Game of Crowns behind. Join an Errant Guild that places few political demands on your character and then adventure to your heart's content. If you truly must have all of the benefits the Guild system has to offer, purchase a Guild charter, create a Guild (with your character as the Leader and sole member), and then persuade a Sovereign Guild to award you Sworn status. Your character will receive all of the experience and recovery benefits a Sworn Guild has to offer, and will even get a unique coat of arms to boot. Of course, the Sovereign Guild you've pledged your fealty to might make some demands of your character (assistance in war or defense at the very least), and could end your Sworn status at any time if your character falls from favor. Such are the perils of politics...

Guild Member Obligations

The benefits that come with membership in a Sworn or Sovereign Guild are rich indeed, but not entirely without price. In return for the experience bonuses, recovery boost, and city access, every Guild member sacrifices some of their independence. They have affiliated themselves with their Guild, and the marks of their membership are plain for all to see. It is nearly impossible for a Shadowbane character to hide their Guild affiliation, and characters are therefore on notice that every character they interact with will know who to blame or where to seek vengeance in the event of trouble. Like it or

not, your character's identity is now linked with his Guild.

Additionally, members of Sworn and Sovereign Guilds sacrifice geographical freedom as well. By bonding themselves to a Tree of Life that serves as their login and resurrection point, these Guilds have set down roots (quite literally), and the emblem of their city will appear on every character's World Map. Not only will potential enemies know who to blame if a character crosses them, they will also know where that character lives.

Finally, consider that membership in a Guild ties a character to the political concerns of that Guild as well. In return for all of the bonuses that come with membership, the Guild leadership is likely to demand that characters perform certain tasks, participate in discussions or debates, join in the common defense, and generally promote the Guild's agenda in other ways. How stringent these requirements are will depend entirely on the temperament of the Guild Leader, but the amount of money and effort required to keep a large city thriving almost assures that the largest Guilds (who have the most to offer) will also place the greatest demands on their members' time and activities. Failure to work for the good of the Guild can easily result in banishment and exile.

Guild Options

The Guild option on the Command Bar displays an array of Guild-based commands, as follows:

- **Invite to Guild:** This command allows you to invite another character to join your Guild. You will be prompted to select the character you wish to invite.
- **Leave Guild:** This command removes your character from his current Guild. You will be prompted to confirm your choice.
- **Promote, Demote, Banish:** This option opens a list of all Guild members, displaying their name and Rank (the names of members currently online appear in yellow). The Guild leadership uses this window to change the standing of their Guild members. See **Guild Member Status**, following, for more information. Guild Leaders can also use this option to check the Guild history of a selected character, seeing a list of every time the character has joined, quit, or been banished from a Guild, including the prior Guilds' names and the dates of the events.
- **Disband the Guild:** This command disbands the Guild completely, ending Guild affiliation for all members. Only the Guild leadership has access to this command, and they will be prompted to confirm this choice if it is selected.
- **Invite a Guild to Swear under You:** This command allows the officer of a Guild (Guild Leader or Inner Council) to invite another

Guild to swear fealty to your Guild. You will be prompted to select a character from the Guild you want to swear allegiance to yours.

- **Sub Guilds and Sovereigns:** This option opens a menu of all the Guilds in the character's Guild alliance, displayed in a hierarchy of Nations, Provinces, and sworn Guilds. Additional functionality allows Guild officers to review, ratify, or dissolve Guild alliances.

Guild Member Status

Every Guild has a status that defines its place in the world in terms of its relationship to other Guilds. Characters can also be defined by their position within a Guild. There are five levels of character Guild status:

- **Errant** characters are not affiliated with any Guild. Whether they are renegades, outcasts, outlaws, or merely loners, they gain none of the benefits of Guild membership. Errant characters are severely handicapped when compared to Guild members in terms of earned experience and security. Most Errant characters have either left their Guild, been exiled from it, or are survivors of a Guild's destruction. Alone in the turmoil of the Age of Strife, Errant characters usually seek to found or join a Guild as quickly as possible.
- **Petitioner** status is conferred upon a character whenever they accept an invitation to join a Guild. Petitioners occupy the lowest echelons within any Guild, and enjoy some of the benefits of Guild membership, as described in **Membership Benefits**, above. Petitioners cannot invite new members to join the Guild, and do not have management privileges to any Buildings that have the entire Guild set on their Friends list (see **Building Heraldry Lists** in **Chapter 11** for more information). Petitioners, are considered "probationary" members, and their status lacks security. The votes (or "white marks") of a small group of Active members can promote a Petitioner to Active status, but a small group of votes ("black marks") can also banish the Petitioner. As trial members, Petitioners are also excluded from all political voting within the Guild. See **Guilds, Governments, and Voting**, below, for more information on this.
- **Active** members of a Guild are full-fledged members of the Guild, enjoying all of its benefits. Unlike Petitioners, their position within the Guild is more secure. Only the Guild leadership (as determined by the Government type) has the power to expel an active member.
- **Inner Council** members are active members who share the administrative Powers of the Guild Leader. Inner Council members can manage the healing and defensive capabilities of a Tree of Life, and can invite or render oaths of fealty from other Guilds. A Guild Leader can grant Inner Council status to Guild members, or this

honor can be earned by popular vote, depending upon the Guild's system of government. See **Guilds, Governments, and Voting**, and **Guild Alliances and Nations**, following, for more information.

- **Guild Leader** status is automatically conferred upon the founder of a Guild, but can be transferred to others or removed depending upon the Guild's governmental system. Guild Leaders wield ultimate administrative power within the Guild, although their Powers and functions may be limited by the Guild's government system. See **Guilds, Governments, and Voting** for more information on this.

In addition to the various levels of status that membership in a Guild can convey upon a character, every Guild also has a ranking system. The Guild leadership (either the Guild Leader, the Inner Council, or both depending upon the Guild's system of government) has the power to assign ranks to members, and may promote or demote members as they see fit. Certain ranks are only available to Guild Leaders of Sovereign Guilds or the leaders of Nations.

A character's status and Rank within a Guild has nothing to do with character Level or Rank. While it might seem logical for a Guild to place their most powerful members in positions of leadership, some prefer to keep lower-Level figureheads in positions of authority, since titles often serve as targets. Always remember that the name of any Sovereign Guild Leader is available on the World Map for anyone on that fragment to see.

Guilds, Governments, and Voting

Every Guild has a government type, selected during Guild creation. The style of government determines which members of a Guild (the Guild Leader, the Inner Council, or the body of Sworn members) have the authority to vote on important issues.

Voting to Affect Guild Member Status

Any Sworn member of a Guild can voice their opinion about any other Sworn or Petitioner member by placing a white mark (favorable vote) or black mark (negative vote) on that character's "record." When a character accepts an invitation to join a Guild, five white marks are required from different Sworn members to promote that character to Sworn status. Conversely, five black marks will banish a Petitioner from the Guild, turning them Errant.

To view a character's vote record and place a mark upon their record, [Control]+left-click the desired character and select "Guild Info" from the menu. A window displaying the character's Guild Information will appear (Guild name, Rank, etc.). If that character is a member of the same Guild as your character, a second window will appear displaying the vote record of that character. A list of all black and white marks is displayed, along with the name of the

character who cast the vote, the date of the vote, and any comments.

To add a vote of your own, select the Black Mark or White Mark button at the left edge of the voting window. A small window will appear where you can enter a brief comment (about the character, the vote, or anything you like). Click in the text field, and then type your comment. Click the check-marked button to submit your vote, or the X button to cancel.

The Guild Leader and members of the Inner Council have the authority to banish, promote, and demote members at will, bypassing the vote system.

Other Uses for Heraldry and Crests

Every character's Guild and Nation affiliation are displayed over their heads if Show Crests is toggled on. To toggle Show Names on or off, select Show Crests on the Settings sub-menu, as described in **Game Settings in Chapter 3**. Selecting any character or mobile will also display the Nation and Guild crests in the Selection window (as described in **The Selection Window, Chapter 2**). Heraldry serves as an instant indicator of a potential friend or foe's Guild affiliation, but Shadowbane incorporates other features that allow you to save any Guild or Nation crest and put them to various in-game uses.

Heraldry Options

The first two items on the Guilds sub-menu (accessed by selecting Guild Options on the Command Bar) allow you to save heraldry that you encounter during play:

- **Heraldry List:** This serves as a list of some of the vital statistics (name, Guild, and Nation) of any character encountered in-game.
- **Death List:** This automatically records the name, Guild, and Nation of any character that kills your character. Your character's last ten killers are displayed here, as if they had been added to the Heraldry list.

Opening and Maintaining the Heraldry List

The Heraldry list has two basic components: the actual list of crests at the bottom of the window, and an information block at the top. The list displays every crest icon your character has collected over the course of play. Left-click a crest on the list to display its statistics in the information block: the name of the character you took the crest from, that character's Guild name, and their Nation name will all be displayed. The Heraldry list holds a maximum of ten crests.

To add a new crest to your Heraldry list, left-click or [Control]+left-click the character to select it, open the Heraldry list by selecting Guild Options and then Heraldry list on the Command Bar, and then drag the character's Guild Shield icon from the Selection win-

dow into the open field of the list. To delete an entry from the list, left-click the crest to select it and then press the [Delete] key. Remember that the Heraldry list, like all buttons in Shadowbane, can be dragged onto the screen or hotkeyed as described in **Interface Customization** in **Chapter 3**.

The Death List

The Death list option opens a window that is essentially identical to the Heraldry list. Rather than having to drag a combatant's crest onto the list, the heraldry of any character that kills your character in combat is automatically transferred onto the Death list at the point your character dies. If a rival character kills your character more than once, their heraldry will not be duplicated.

Using Saved Heraldry

Every Building and city asset in Shadowbane has two lists that depend on stored crests: the Kill-on-Sight list and the Friends list. You can drag a stored crest off of your character's Heraldry or Death Lists and onto the Kill-on-Sight list or Friends list of any Building or city asset your character owns or can manage. For more information about Kill-on-Sight lists and Friends lists, see **Building Heraldry Lists** in **Chapter 11**.

Guild Cities

In order to build a city, a Guild must first lay claim to a Tree of Life. Trees of Life grow from Guild Seeds. These are white, acorn-shaped stones imbued with powerful magic. In character and Vendor Inventories, Guild Seeds are represented as stone acorns. Once you have acquired a Guild Seed, move to the place you want to start your city, then use the Guild Seed. The Tree of Life will sprout from your present position. See **Chapter 11** for a detailed description of the city asset placement process, and **Chapter 12** for additional information about Tree of Life placement. Once placed, the Tree appears as a tall, white willow made of stone.

Once the Tree of Life has been placed, double-click it or left-click it once to select it, and then use the Tree. A window will appear prompting you to name the Tree. Note that "City of" will be placed in front of the Tree's name as the Zone Name in the Local Map. The Tree's name becomes the name for the city you will be building around it.

Once you have named the Tree of Life, all Guild members automatically make the new city their designated starting point. From now on, Guild members will reappear at the Tree of Life after they are killed instead of the default starting point. City building options are described extensively in **Chapter 11**. Beware: if a Guild member is killed in close proximity to their Guild's Tree of Life, they will

respawn at a randomly selected ruin, as described in **Resuming Play** at the end of **Chapter 2**.

Nations and Guild Alliances

Just as individual characters can band together to form Guilds, individual Guilds can group together in alliances and Nations. Generally speaking, there are two types of Guild alliances that can directly impact gameplay:

- **Sworn to Sovereign Alliances:** An alliance in which a Guild that does not own or have access to a Tree of Life swears fealty to a city-owning Guild. The city owners are the Sovereign Guild, the client organization is the Sworn Guild.
- **Province to Nation Alliances:** An alliance between two city-owning Guilds. The Guild that swears fealty to the other city becomes a Province, while the Guild in charge of the alliance is designated a Nation. Nations and Provinces can also serve as Sovereign to one or more Sworn Guilds, incorporating both kinds of Guild alliance into the same political unit.

Beyond the acceptance of the Guild leadership (as described below), there are no rigid conditions to a Guild alliance. Players are free to devise their own and enforce them as they see fit. Racial or factional makeup, gold tribute, mutual defense pacts, non-aggression treaties, oaths of neutrality, or even preferred hunting rights within a given adventuring zone are all possible, but are left entirely to player discretion. The same is true for alliances that do not fit either model listed above: two player Cities might come to terms over a piece of territory without either party swearing fealty, or an entire host of Errant Guilds could band together for a specific cause. Again, these kind of arrangements do not require specific game mechanics to support them, and are left to players to create or abandon at their whim.

Forming a Guild Alliance

Guilds join alliances with other Guilds much the same way that individual characters become members of Guilds. In order for two Guilds to join together in either type of alliance, a Guild officer (either the Guild Leader or a member of the Inner Council) of the dominant party (the future Sovereign or Nation) must invite a Guild officer of the other party (the future Sworn Guild or Province) to swear an oath of fealty. To do this, left-click the desired officer, then select "Invite a Guild to Swear under You" from the Guild Options sub-menu, as described above.

As soon as the Invite option is selected, the invited officer will receive a pop-up message notifying them of the offer, and giving them the option to accept or decline. If the officer accepts, both parties will receive notification of the choice and the new Province or

Sworn Guild will become a provisional ally of the dominant Guild, a status similar to that of a character who is a Petitioner in their Guild. Provisional Sworn Guilds are known as Petitioner Guilds, while provisional Provinces are known as Protectorates. At this stage the alliance exists in name, but members of the Province or Sworn Guild will not receive full benefit from the alliance until a Guild officer of the dominant party ratifies the alliance using the Sub-Guilds and Sovereigns menu, described below.

The Sub-Guilds and Sovereigns Menu

Clicking the Sub-Guilds and Sovereigns option on the Guild Options sub-menu of the Command Bar opens a menu of every Guild in the character's Guild alliance structure. Guilds on this list are sorted by status: the Nation (if any) is always at the top, followed by Provinces (if any), then Sovereign Guilds (if any) followed by Sworn Guilds. The character's Guild always appears at the top of its appropriate section of the list. The menu displays the Guild's crest and name, with each Guild name color-coded according to the Guild's status:

- **Nation** Guild names appear in gold.
- **Sovereign** (city-owning) Guild names appear in red.
- **Province** Guild names appear in red.
- **Protectorate** (provisional Province) Guild names appear in orange.
- **Sworn or Errant** Guild names appear in blue.
- **Petitioner** (provisional Sworn) Guild names appear in light blue.

Guild officers (Guild Leader or Inner Council members) can click on any entry on the Sub-Guilds and Sovereigns menu except their own to review that Guild's status within the alliance. Left-clicking an entry opens a pop-up window displaying the Guild's name, crest, status (Nation, Province, Sworn, etc) and controls that allow the user to adjust their Guild's relationship with the selected Guild:

- **Dismiss:** Allows a Nation or Sovereign Guild to sever ties with an underling Province or Sworn Guild.
- **Swear In:** Allows a Nation or Sovereign Guild to ratify an alliance, turning a Protectorate or Petitioner Guild into a full Province or Sworn Guild.
- **Break Fealty:** Allows a Province or Sworn Guild to sever ties with its liege Nation or Sovereign.

Benefits of Guild Alliance

Sworn Guilds gain a host of tangible benefits from swearing fealty to a Sovereign Guild: access to a fixed bind point (their Sovereign's Tree of Life); special Nation pricing rates; and a share of their Sovereign's earned experience and regeneration bonuses, as

described in **Membership Benefits**. In return for these benefits, members of Sworn Guilds must display their Sovereign's Guild crest (or the crest of their Sovereign's Nation) as their Nation shield. Sovereigns may make other demands as well – military service, monetary tribute, or other factors. No hard-coded commands exist for these, but a Sovereign can always terminate an alliance if they feel a Sworn Guild is taking advantage of them.

At the inter-city level, there are fewer direct benefits – each Nation or Province receives most of its Guild bonuses from owning its own Tree of Life. Nation pricing applies to every Guild within an alliance, including Sworn Guilds of the Nation or any Province. The largest benefit members of Nations, Provinces, and their Sworn Guilds receive is mobility: any member of the larger political unit (Nation, Province, or any Sworn Guild) can designate the Tree of Life of the Nation or any Province as their default spawn and bind point. See **Resuming Play** in **Chapter 2** for details about spawn and bind points.

Breaking Guild Alliances

Just as every character is free to leave their Guild at a moment's notice, either party of any Guild alliance (Sworn to Sovereign or Province to Nation) can terminate that alliance at any time, using the controls in the Sub-Guilds and Sovereigns menu. Severing relations between Guilds will always affect the status of both Guilds, and some status shifts (Sworn to Errant, for example) may have drastic effects on a Guild's entire membership.

Of course, a Guild alliance can also be terminated involuntarily: destroying or seizing a city's Tree of Life in a siege will instantly sever any and all alliances of the Guild that formerly owned the Tree. See **Chapter 13** for more information.

Limits of Guild Alliances

There is no limit to the number of Sworn Guilds that can swear fealty to the same Sovereign, or to the number of Provinces that can swear fealty to a Nation. Sovereign Guilds can serve as either Nations or Provinces in inter-city alliances. Nations, however, cannot swear fealty to other Nations; if two player cities already bound in an alliance wish to ally themselves to a third, either the third city must swear fealty to the existing Nation (becoming a second Province) or the first two cities must dissolve their alliance and both swear fealty to the third city as new Provinces.

Alliances and Heraldry

The most visible effect Guild alliances have on Shadowbane play is a character's Guild crests. The Nation crest that displays over a character's head or in the Selection window will always display the crest of

the ranking Guild in that character's alliance; a member of a Sworn Guild will show their Sovereign's crest, while members of a Sworn Guild whose Sovereign serves as the Province to another Guild will show the Nation's crest. Also, the city icon displayed on the World Map (as described in **Chapter 3**) shows the crest of that city's Nation. Clicking on the map icon will display both the Guild and Nation shields of a given city. Guilds who have won the fealty of multiple Provinces will see their colors spread across the game world, and every player on that world can see the extent of their dominion.

The political power of dominant Guilds is, therefore, on visible display throughout the Shadowbane game world, and the honor of spreading a Guild's crest is one of the primary benefits of being in charge of an alliance. Fame and glory can cut both ways, however; Nations should always be careful who they choose as friends. Their status results in plenty of "free advertising," but other factions may hold a powerful Nation responsible for the actions of its subordinates.

CHAPTER 11 – CITY ASSETS AND TRADESMEN

Once your character has amassed a large amount of gold, an entirely new realm of options becomes available. In Shadowbane, characters can build and own every basic type of Building and structure found in Safeholds, and can populate their Buildings with non-player Tradesmen (Vendors and Trainers), and Minions (various kinds of Guards). Guilds of players are expected to put down stakes, founding, building, and expanding their cities in the endless struggle for dominion.

Beware: what one character can build, other characters can tear down. The struggle to gain and defend territory is the true core of Shadowbane, and the potential value of player-built cities is what gives that struggle focus and meaning.

Shadowbane's city system, economic system, and siege system all interlock with each other to add an entirely new dimension to online gaming. By forming Guilds, founding cities, and waging sieges and Guild wars, your characters will be engaging in a strategic game that mixes traditional fantasy role playing with elements of real-time strategy (RTS). Each element of Shadowbane's strategic component is extensive and complex in and of itself.

City Building Basics

Following are some brief definitions of these game elements to demonstrate how each game system fits into the "big picture" of Shadowbane's advanced game:

- **Building:** A large asset that serves as a base for non-player character Tradesmen who create goods and services. Buildings have doors and interior spaces, and can be furnished.
- **City:** A collection of Buildings, usually owned by the members of a specific Guild or Nation, clustered around a Tree of Life and managed by a Guild or coalition of Guilds. See **Chapter 12** for more information.
- **Friend:** Any character that has been granted management Powers over a building that they do not themselves own.
- **Guild:** An organization of allied characters that has a distinct political identity. See **Chapter 10** for more details.
- **Hirelings:** Non-player characters, usually Tradesmen (see below).
- **Owner:** The character that controls a Building and all of the Tradesmen assigned to it. The character that actually builds a Building is designated as its owner, although it has the option to transfer ownership to other characters.
- **Structure:** Any asset that player characters can build and place in the game world that is not a Building. Walls and other assets fall into this category.
- **Town:** See **City**, above.
- **Tradesmen:** Non-player characters who players can assign to Buildings, and who create goods or services in-game. Tradesmen fall into two broad categories: Vendors who sell items, and Trainers who provide training or Profession promotion.
- **Trainer:** A type of Tradesman that helps characters improve their Skills and Powers.
- **Tree of Life:** A mystical artifact that stands in the center of any city. These massive stone trees serve as anchor points for the spirits of any characters who have bonded to the Tree, and thus serve a critical function to the Guilds or Nations that claim them. Trees of Life can also grant magical protection to selected Buildings or structures, making them invulnerable to attack. This invulnerability can only be negated during a siege. See **Trees of Life** in **Chapter 12** and **Chapter 13** for more information.
- **Vendor:** A type of Tradesman that sells items to characters in-game. Some Vendors sell from a set list of stock items, while others can produce items at their owner's command. See **Tradesmen and Item Production**, below, for more details.

Building Attributes

Cities, in the end, are made of Buildings, and ambitious players have a wide variety of city assets to choose from. Each Building has a specific purpose, providing city dwellers with goods or services and

their owners with wealth. A ghost town of empty buildings is practically useless, of course – in order for the masters of a city to gain profit or advantage from their Buildings, they will need to assign Tradesmen to work in each Building (see **Tradesmen**, below, for more information about these specialized non-player characters).

Every Building can be classified by three basic attributes: Type, Rank, and Stage. Some other important Building characteristics to consider are its upgrade cost and maintenance cost, and the Building strongbox that functions as its gold reserve. Finally, every Building also has an Health rating (analogous to a character's Health points) and Resistance ratings to certain forms of attack, but these two characteristics will only become important during a Guild war or siege.

- **Type:** Refers to the Building's ultimate purpose and determines which types of Tradesmen can be assigned to it. A Weaponsmith can't produce his wares in a Tavern, for example – he requires a Forge.
- **Rank:** This attribute is similar to the Rank characters have, and serves as a rough measure of a Building's "level." Rank measures how well-equipped the Building is. All of the basic characteristics of a Building improve each time its Rank increases. All Buildings begin at Rank 1, and take time and money to upgrade. The number of Tradesmen a Building can host depends on the Building's type and Rank, and as the Rank of a Building increases, the Tradesmen within it will work more quickly and efficiently.
- **Stage** is a byproduct of Rank, and along with type determines the actual appearance of a Building. Most buildings in Shadowbane have three distinct Stages, and at each successive Stage the Building grows larger and more ornate. Buildings change to Stage 2 at Rank 3, and transform into Stage 3 buildings at Rank 5. Guild Halls and Player Houses lack distinct Stages: they are built at the peak of their beauty, and their appearance never changes, regardless of their Rank.

Other features of Building creation and maintenance that are important include the following:

- **Upgrade Cost:** The amount of gold required to improve a Building's Rank by one. Upgrades are not instantaneous. Once the cost is paid, a timer and Status window measure the progress of the upgrade. As described above under Rank, upgrading a Building will eventually change its appearance. Improving a Building's Rank may allow more Tradesmen to be assigned to it, and improves those Tradesmen's productivity.
- **Maintenance Cost:** Once built, a Building cannot stand unattended for very long. Like any other item of equipment, Buildings require steady investments to keep them fully furnished and functioning properly. Rather than worry about every bit of cracked

plaster or loose plank, Buildings will simply incur a cost to their owners on a regular basis. The cost is normally deducted from the Building's strongbox (see **Strongbox** below for more details), and owners can always check to see when the maintenance payment will be due, and how much it will cost them. Should the owner fail to pay, the Building's Rank will degrade by one step, and will continue to degrade by one step per real week if their strongbox is not replenished with sufficient funds. Once a Building falls below Rank 1, it is reduced to a useless ruin: it cannot be upgraded, has no owner, and any Tradesmen assigned to it will be dismissed.

- **Strongbox:** Every Building's menu has a position that annotates its strongbox. The strongbox represents the gold reserves available to that Building. Strongboxes are not actually physical objects within the Building – they are presumably well hidden and defended. A Building's owner or any characters on the Building's Friends list are the only players who can deposit or withdraw funds from a strongbox – strongboxes are entirely immune to theft. When a Building is first constructed, the owner must place a reserve of gold into its strongbox to cover the Building maintenance costs and the wages of any Tradesmen attached to it. The base costs of any items manufactured at that Building are also deducted from the strongbox (for more information, see **Tradesmen and Item Production**, below). For all trade Buildings, the income gained from items sold is transferred into the Building's strongbox, where it can be used to pay future costs or withdrawn by the owner and spent elsewhere. Buildings that do not produce sellable goods (the Guard Barracks is the most obvious example) will need steady infusions of gold into their strongboxes to keep them and their Tradesmen at full efficiency.
- **Asset Health:** A Building's Health represents how intact it is, and how much damage it can sustain before it is destroyed. Buildings can sustain damage from attacks and Spells just like characters or monsters can. Damaged Buildings can be repaired ("healed") if the owner of the building can spend gold from the Building's strongbox to effect repairs. Certain objects can also be used to effect hasty repairs to Buildings. Trees of Life can grant Buildings invulnerability to any attack. See **Trees of Life and Sieges** in **Chapter 13** for more information.

Where Should You Build?

The question is not where can your character build a Building, but where is it best to do so. Any patch of ground that lies outside of a Safehold's territory or primary adventuring zone and does not interfere with the "footprint" of another Building or structure is valid real estate. The only exceptions to this rule are Trees of Life: each Tree

defines a zone of control, and these areas cannot overlap. Zones of non-control ensure that a minimum distance separates player-created cities from each other. Also, fortress assets (Barracks Buildings and all city walls) must be built within a Tree of Life's zone of control.

Most Buildings and structures will be associated with a city – that is, within the influence of a Tree of Life. They need not be – an isolated Inn built at a distant crossroads is perfectly valid. Players may call any collection of buildings a city, but without a Tree of Life to define its influence, such cities will not appear on the interactive World Map or receive their own regional designation on other players' maps. That kind of anonymity might sound appealing, though isolation can be dangerous. Your character, as owner, will be bound to a particular Tree of Life, and will have to trek all the way back to their Building every time they log out or return to play after death. A well-placed Inn might mitigate the login problem, but your character will always have to pay for the service, and death will always mean a trip back to your bonded Tree.

Trees of Life have another, far more critical purpose: they can render chosen Buildings or structures invulnerable to attack. Remote Buildings or cities, deprived of a Tree's protection, are much more vulnerable to attack, and will always be costly to repair. The depredations of wayward monsters and players make isolated Buildings and cities extremely tenuous.

There are no restrictions to building within an established city (that has a Guild-owned Tree of Life). Guild affiliation of the building owner is not a factor – your character is perfectly able to walk into the midst of a thriving city and (space permitting) open up a new building. Such a move, however, will always have consequences. Will the local Guild be offended by your intrusion? Will other owners who produce the same products or services welcome the competition?

In order to receive protection from the local Tree of Life, you're going to have to negotiate a settlement with the local Guild Leader. Of course, if the local Guild is offended, they're perfectly within their rights to put your character on their guards' "Kill-on-Sight" list, and rouse their members to destroy your Building!

Purchasing and Placing Buildings

Buying Buildings – Building Deeds

In order to build any kind of Building or structure, your character must find, purchase, or otherwise acquire a specialized item known as a Deed. Deeds are produced and sold by Builders, non-player character Tradesmen who can be found in most Safeholds or player-built cities. Each Deed will only generate one specific Building – a Barracks Deed cannot be used to build an Inn, for example. The

Deed itself represents all of the labor and materials used to create the Building, and it's all your character will need to purchase to obtain the Building itself. Deeds can be quite expensive, and every Building can be costly to maintain, as described in **Building Attributes**, above.

Trees of Life are purchased and placed in a similar manner, save that a Tree of Life grows from a Guild Seed (a magical stone acorn) instead of a Deed. Guild Seeds will be available for purchase from special Vendors.

Placing Your Building

Once you have found a suitable location for your building, activate the Deed by using the object inside your character's Inventory. The Building Placement window will immediately open, displaying your placement options.

The Building Placement Window

The Building Placement window contains the following features:

- **Asset Menu:** This vertical field at the left edge of the window displays a list of all Buildings or structures that are available for placement. An icon identifies each Building or structure. Note that in most cases, only one icon will appear in the menu. To select the asset you wish to place, left-click on the appropriate icon.
- **Name:** This field at the bottom of the window displays the name of any Building selected in the Asset menu.
- **Asset Icon Field:** This small field at the lower-left corner of the window displays the map icon for the building or structure that is currently displayed in the Asset menu. Click on the icon and drag it into the Map window to place the Building.
- **Map Window:** An overhead display of the local area, with all Buildings and structures displayed. The icon from the Asset icon field can be positioned in the map by clicking on it and dragging it around the map. If the icon's location is acceptable, a rectangular green footprint will appear around the icon. The footprint box will turn red if the terrain will not permit Building placement, or if the icon's footprint overlaps the footprint of another Building or structure. The footprints of Fortress assets appear as blue boxes in the map window. For more information about Fortress assets, see **Chapter 13**.
- **Place:** This button implements Building placement. The Placement window will close, and the building will appear in the game landscape at the appropriate location.
- **Close:** Clicking this button closes the Building Placement window and aborts the construction process. The character will retain possession of the Building Deed, and can activate it at some other location.

- **Rotate:** These two buttons will rotate the Building and its footprint 90° clockwise or counterclockwise per click, as appropriate.

Using the Building Placement Window

Maneuver your potential Building by clicking and dragging the icon from the Asset Icon field into the Map window and rotating the Building as needed. When the footprint outline turns green, the building is ready for placement. Click the Place button to “drop” your new Building onto the terrain. Once your building is placed, it cannot be moved short of destroying it and placing another Building of the same type someplace else.

When you click the Place button, your Building will instantly appear in the game world at the place you have selected. The Deed objects for city assets and houses are consumed automatically.

Note that Buildings and structures do not appear fully functional: they are initially placed in a half-finished “under construction” state, and will take some time to upgrade to Rank 1.

Using Buildings

Once your Building has been placed, double-left-click on any Building your character owns to access the Building Management window. In order to begin production of specific items or services, you will need to employ Tradesmen and put them to work inside the building. See **Tradesmen** and **Tradesmen and Item Production**, both below, for more information about these processes.

The Building Management Window

The Building Management window offers a concise display of important Building information, as well as offering access to key functions. Each item on the menu is explained below:

- **Close:** This closes the Building control panel.
- **Name:** This displays the name of the Building. At creation, each Building carries the name “Rank 1 (appropriate type).” To change the name of a Building, the owner can click the name field and then enter the new name. Note that Wolfpack Studios and Shadowbane’s publishers reserve the right to prohibit or change offensive names.
- **Ownership:** This displays the name of the Building’s current owner.
- **Nation:** This displays the Guild crest of the owner’s Nation.
- **Guild:** This displays the Guild crest of the owner’s Guild.
- **Rank:** This displays the Rank of the Building, expressed as a line of symbols. Each type of Building (Inn, Forge, etc.) has its own unique symbol, and the number of symbols equals the Building’s Rank, from 1 to 7.

- **Repair:** This initiates repairs of the Building. An associated field next to it displays the amount of gold required to restore the Building to full integrity.
- **Upgrade:** This begins a Rank upgrade for the Building. An associated field next to it displays the upgrade cost required for the next Rank.
- **Health:** This displays the current Health level of the Building, using a color-coded bar to indicate the Building’s status.
- **Abandon:** This allows the owner to renounce their ownership of the Building. The Building will remain intact until its strongbox runs out or it is destroyed, but any player who selects the abandoned Building can claim it for their character.
- **Strongbox:** This displays the amount of gold currently held in the Building’s strongbox. “+” and “-” buttons beside the field allow the owner to transfer gold between their Inventory and the Building strongbox.
- **Cost:** This displays the maintenance cost of the Building, as well as the date when the next maintenance payment is due.
- **Transfer:** This allows the owner to pass ownership of the Building to another player character.
- **Destroy:** This destroys the Building, severing the owner’s claim of ownership in the process.
- **Furnish:** This button opens the Building Furniture window, described below.
- **Patron/Maintenance:** This button opens a window displaying all wage and maintenance information for the Building, as well as the terms of any protection agreements with a local Tree of life. See **Trees of Life and Sieges** in **Chapter 13** for more information.
- **Hirelings:** This menu displays the Name, Rank, and type of every Tradesman assigned to a building. Owners can access each Tradesman’s Information and Production menus by left-clicking the appropriate entry.
- **Activate KOS List:** This opens the KOS list. See **Kill-on-Sight Lists**, below, for more information.
- **Activate Friends List:** This opens the building’s Friends list. See **Friends Lists**, below, for more information.

Building Security

The owner of a Building and anyone listed on that Building’s Friends list (see **Friends Lists**, below, for more information) can lock or unlock any of that structure’s doors, keeping out unwanted visitors. To lock a door, [Control]+left-click the desired door then select Lock/Unlock on the context-sensitive menu to toggle the door

between an open or locked state. Locked doors cannot be opened by double-clicking on them.

Damaging and Repairing Buildings

As described in **Chapter 13**, player-owned Buildings are vulnerable to certain kinds of attacks, especially from siege engines and siege weapons. As with players and monsters, damage from incoming attacks is removed from the victim Building's Health total. As a Building takes damage, it will burst into flames, offering a visual clue to how damaged the Building is. Whenever a Building's Health rating is reduced to zero, the Building immediately downgrades one Rank. When a Rank 1 Building reaches zero Health, it is destroyed.

There are two ways to repair damaged Buildings in Shadowbane:

- **Gold:** Owners and managers of a Building can repair damage to it using the Repair button in the Building Management window as described above. Repairs cost gold, and the price of all repairs is automatically deducted from the damaged Building's strongbox. If the damaged Building runs out of funds, repairs will cease.
- **Items:** Certain items can also repair Buildings. Repair items can be purchased from Siege Engineer Vendors. To repair a Building, use the repair item (by double-clicking it, or [Control]+Left-clicking the repair item and selecting Use), then target the Building to be repaired. Most repair items can only be used once or twice before they are consumed.

As described in **Chapter 12**, Trees of Life can render some Buildings invulnerable to attack. This magical protection is limited, however, by the power of Bane Circles, as described in **Chapter 13**.

Buildings and Bind Points

Any Building that your character owns or can manage serves as a temporary bind point for your character: if you Leave World or Quit Game while your character is inside his Building, that character will log back in again at that Building, regardless of how long he stays away. If the Building is destroyed or the character loses his management privileges (by being deleted from the Building's Friends list), the character will revert to his default bind point (either his Guild's Tree of Life or a Ruins) at his next login.

Furnishing Buildings

The owners and managers of any type of Building can furnish them, customizing their interiors to suit their tastes.

Acquiring Furniture

Just like Buildings themselves, every piece of furniture in Shadowbane is associated with a Deed. Most furniture Deeds are

available for purchase from specialized Vendors, though some special furniture Deeds may be found through adventure.

The Building Furniture Window

Once your character has acquired some furniture Deeds, return to the desired building, enter it, and then double-click the Building to open the Building Management window. Click the Furnish button to open the Building Furniture window. This window is very similar to the Building Placement window, and has the following features:

- **Deeds Column:** The left edge of the window contains a column listing every furniture Deed currently in your character's inventory.
- **Map Window:** This large field contains an iconic map of the Building. Once placed, furniture objects will appear on this map surrounded by bounding boxes.
- **Rotation Buttons:** Right Rotate and Left Rotate spin the selected asset 90° clockwise or counterclockwise.
- **Free Rotate Button:** Opens a slider control allowing you to set custom rotation for the object.
- **Redeed:** Clicking this button removes the currently selected piece of furniture from the Building and adds a Deed for that object to the character's Inventory.
- **Commit:** This button saves the current position and orientation of the selected furniture piece, cementing its placement.
- **Floor Buttons:** The up and down arrows let you shift between floors in your Building, and the field between them displays which floor you are currently working with.

Placing and Removing Furniture

To place furnishings, click the desired Deed in the left-hand column and drag it into the Map window. The object will appear inside the Building at the chosen spot – be sure to check its position in-game. Once placed, click on a piece of furniture in the Map window to drag it to another location, or to select it for rotation using the rotation buttons. All adjustments to that piece of furniture's position will show in-game, but it will appear in a semi-transparent form until the new position is verified by clicking the Commit button.

To remove furniture, open the Building Furniture window, select any piece of furniture by clicking its icon in the Map window, then click the Redeed button.

Shadowbane Building Types

A comprehensive listing of Shadowbane buildings follows, broken into three categories: Houses, Buildings, and Guild Halls. Other types of structures are described in **Chapter 12**.

Houses

Shadowbane offers six basic forms of character housing (many of which have multiple cosmetic variants), which vary in size, cost, and Health. Unlike other Buildings, houses do not have Ranks and cannot be upgraded: a Cottage will remain a Cottage until it is destroyed or falls apart from lack of maintenance. Houses also cannot hold Tradesmen.

Like other Buildings, characters must purchase a Deed to build a House, and every type of House has a maintenance cost that must be paid to keep it fully functional. Houses serve as homes for Shadowbane characters, starting points for their quests and safe havens where they can keep the spoils of their adventures.

The following houses are available in Shadowbane:

- **Cottage:** These small dwellings represent the most modest form of residence available for characters. Consisting of a single room with few amenities, cottages are still far superior to the slum shacks and shanties of the poor and downtrodden. Cottages are very small, but also inexpensive and easy to maintain. Three varieties of Cottages are available: a wooden Cottage, a Cottage built of logs in the fashion of the Northmen, and a small Cottage built of stone.



- **House:** Twice as large as a Cottage, Houses offer ample space for a single owner. The most common form of housing purchased by adventurers and guildsmen, Houses are small enough that an abundance of them will not take up too much valuable space within a city, and cheap enough that even a moderately successful character can afford to build and maintain one. Houses can be built of wood, stone, or timber and plaster.



- **Villa:** The homestead of choice for the wealthy merchant or adventurer, Villas offer substantially more space than Houses, and are two stories tall. Each floor consists of a single large room, and the upstairs also offers an outdoor terrace. Many Villas are built of wood, but some also incorporate stone and plaster into their construction.



- **Estate:** Palaces of the wealthy, these luxurious dwellings are very expensive to build, furnish, and maintain. Estates feature a spacious first floor with three rooms, a porch, and an enclosed courtyard in the rear. The second floor, accessed by a pair of stairways, consists of a single large room. A well-provisioned Estate can easily house an entire family, and are the favored dwellings of the rich and powerful. Estates are built of stone, timber, or plaster.



- **Fortress:** These tall, imposing structures are built for their durability and defensive value, not for comfort or extravagance. Designed to serve as strongholds, adventurers are as likely to find a Fortress in the depths of the wilderness as they are huddled within the walls of a city. The sheer height of a Fortress commands attention and respect: it stands three stories tall, and features a spacious balcony/battlement on the third floor. Fortresses contain five rooms, and are built of stone.



- **Citadel:** The largest and most extravagant of dwellings, Citadels combine the durability and defensibility of a Fortress with the spaciousness of a Villa. These massive two-story edifices enclose a central courtyard and hold nine spacious rooms, one with a balcony overlooking the courtyard. Unlike most other Houses, the entire roof is accessible, and can be manned to defend against siegers. Enormously expensive, only the wealthiest and most powerful heroes could hope to build and maintain a Citadel.



General Buildings

- **Barracks:** These stout Buildings serve as lodging, headquarters, and training facilities for a community's guards and militia. Depending on what types of officers are assigned to a Barracks, a city can hire soldier Guards, Archers, or even crack units of Adepts to serve as constables and defenders.



Tradesman Types: Guard Captain, Magister, Captain

- **Church:** As the great religions have withered or fragmented, smaller, local Churches have risen to tend to the needs of their communities. No matter which deity a Church is consecrated to, they are all considered holy ground by all but the most reprehensible folk. As a result, funds or treasures left in a Church's keeping are almost guaranteed to remain there, safe and sound, until their owner returns to retrieve them.



Tradesman Types: Bursar

- **Forge:** Once these were shops where humble blacksmiths made horseshoes, nails, and plough blades. In the chaotic days since the Turning, Forges have shifted to a new primary purpose: the production of the weapons and tools of war.

Tradesman Types: Weaponsmith, Armorer



- **Inn:** Providing food to any customer, lodging for weary travelers, and a place for social gatherings, Inns have long been mainstays of civilization. Inns offer a safe haven between adventures.

Tradesman Types: Innkeeper, Builder, Steward



- **Magic Shop:** Many students of the arcane have gone into business for themselves, enchanting minor magical items and brewing potions that they then sell to whoever can afford them. The trade has proven immensely lucrative, and even the most superstitious Guilds have come to realize the edge that a well-stocked Magic Shop can give them in a struggle.

Tradesman Types: Sage



- **Mercantile:** The great markets and fairs of bygone ages have given way to the rise of the Mercantile, a shop that serves as a storefront for both imported goods and local cottage industry. Part general store and part trading post, Mercantiles offer adventurers a place to buy gear and sell items gained through adventure.

Tradesman Types: Animal Trainer, Tailor



Guild Halls

Though they may look quite different from Guild to Guild, all Guild Halls serve the same two essential purposes. First, Guild Halls provide a place for Guild members to meet, exchange information, and train. Secondly, they serve as centers of learning, with skilled Trainers who can impart new techniques and secrets to Guild Members and help them hone their Skills and Powers. Guild Halls are among the largest Buildings in any city, their size and grandeur standing as constant reminders of the power and glory of the Guilds that built them. Unlike other Buildings, upgrading a Guild Hall will not change its appearance. Each upgrade, however, will increase the number of Tradesmen the Guild Hall can support.

- **Amazon Temple:** Austere, impressive structures of alabaster, Amazon Temples hearken back to the great white cities of Delgana, and are the only reminder most Amazons ever see of their vanished homeland. The interior of the Temple features a huge shrine to Phaedra, the First Huntress who led the Amazons out of the lands of Men and Elves, to found a hidden empire.



- **Cathedral:** Triumphs of masonry and engineering, the first great Cathedrals appeared early in the Age of Kings. Cathedrals serve a double purpose: not only do they provide the devout with a place of worship, they also serve as administrative centers within the Church hierarchy, places where bishops, archbishops, and cardinals help shape and advance the grand designs of the Holy Church.
- **Forest Sanctuary:** In recent years the Rangers have returned from their long exile in the wilderness, and small but fiercely loyal bands have managed to rise to positions of authority in some towns and cities, acting as protectors to the common folk. The Sanctuaries the Rangers build as their headquarters are simple, elegant structures based on the tents and humble dwellings of forest folk.
- **Great Hall:** Built in the style and fashion of the great mead halls of the infamous Northmen, these massive structures are built entirely of timber, with high, slate roofs and thick walls. Comfort and beauty are barely a consideration in the design of a Great Hall: they require only a fire pit and a space large enough for the Thane and all his henchmen to feast and revel in.



- **Keep:** Stout stone holds with tall towers and reinforced gates, Keeps are the most utilitarian and the most defensible Guild Halls. The last scions of the once-great pre-Turning royal houses and the leaders of renegade armies all build Keeps for their strongholds, which serve as both rallying points for their soldiers and followers, and as a formidable last line of defense against their enemies.



- **Temple of the Flame:** Equal parts castle and house of worship, these imposing structures perfectly express the militant philosophy of the Temple of the Cleansing Flame. The faithful gather here for worship and defense, and the upper levels house Templar barracks, armories, and extensive sparring rooms. The main hall boasts a massive statue of Saint Malorn the Just, and a fire pit where a portion of the eternal Cleansing Flame burns for the benefit of all.



- **Thieves' Den:** There are some kinds of business best done in secret. Rather than build vast, imposing halls to announce their presence to the world, associations of Rogues, Thieves, and Assassins hide in plain sight, taking over an Inn and turning it to their use. Hidden rooms and secret basements serve as meeting chambers, offices, and training halls for Guild members.



- **Wizard's Tower:** The architecture of these massive towers is inspired by the ancient towers and citadels of the Elves, and would be structurally impossible without powerful magic Spells that reinforce and support the upper works. Every Wizard's Tower contains an assembly hall and well-stocked libraries to help further the researches of its members.



Tradesmen

Not everyone in Aerynth is born to lead a life of grueling quest and high adventure. There are some industrious folk who, armed with skill and determination, manage to work their way through arduous apprenticeships and master a trade. Tradesmen are the lifeblood of any successful city. The dour Blacksmith who forges keen steel blades, the retired Captain who musters and commands the city militia, and the eccentric Tailor who weaves fine garments are but some sample Tradesmen. Their labors make the exploits of adventurers possible.

Without the proper Tradesmen to work in them, most Buildings are little more than shelters. Conversely, without the proper store, workshop, or headquarters, a Tradesman is just a commoner. When the two are brought together, however, a new world of political and economic opportunity becomes available to your character and Guild.

Tradesman Characteristics

Tradesmen are classified by their type (which determines what services they can perform) and Rank, similar to the values used for Buildings and characters. For Tradesmen, Rank does not measure Levels achieved through adventure, but is instead an indication of the Tradesman's professional aptitude. The items a craft-oriented Tradesman can produce, the final quality of those items, the speed at which he works, and the number of projects a Tradesman can manage at once, all depend upon his Rank. A Tradesman's Rank also is a key factor in determining the cost of his employment contract, as well as his wages. Characters can spend gold to upgrade their Tradesmen to higher Ranks, as detailed below.

No matter what his Rank, each Tradesman assigned to a Building occupies one of that Building's slots. A Tradesman's performance is limited by the Rank of the Building they work in. A player is free to assign a highly Ranked Tradesman to a low-Rank Building, but the

Tradesman will not function at full efficiency until the Building's Rank can be increased through upgrades.

Supporting Tradesmen

Tradesmen don't work for free: every Tradesman has a wage (based upon their type and their Rank) that their employers must pay them on a regular basis to keep their services. Like the maintenance costs of Buildings, Tradesman wages are automatically deducted from the strongbox of the Building that serves as the Tradesman's workplace. If a Tradesman's wages are not paid, the Tradesman's effective Rank will decrease by one step for each pay period he goes without pay. If a Tradesman falls below Rank 1, he deserts his employer and is lost forever.

Upgrading Tradesmen

Just like the Buildings they work in, every Tradesman has an upgrade cost. When the Tradesman's employer opts to pay this amount, a timer for the upgrade goes into effect. The Tradesman's Rank will increase by one step when the timer expires. Note that an employer must also spend the Tradesman's upgrade cost to restore any Ranks lost to delinquent wages.

Hiring Tradesmen

In order to secure the services of a Tradesman, a character must purchase or acquire a specialized item called an Employment Contract from a Steward, one type of Tradesman. A given Contract will only produce one specific type of Tradesman (you cannot use Builder Contract to hire a Guard Captain, for example). Stewards in Safeholds or player cities will be able to draw up Contracts for most basic Tradesmen, and characters looking to form their own cities are advised to recruit and place one of these Tradesmen as quickly as possible.

Once your character has an Employment Contract, proceed to a Building that you own and open the Building control panel for that Building. You can activate a Tradesman Contract by dragging any employment Contract from your character's Inventory to an empty slot on the Tradesman menu at the bottom of the Building control panel. A specialized menu will open displaying every Contract in your character's Inventory. Click the Contract you wish to activate, and the Tradesman will automatically appear inside the Building, ready to work.

As Buildings upgrade in Rank, the number of Tradesmen they can hold increases. Having multiple Tradesmen of a given type in a Building allows owners to produce a wider variety of items or services more quickly, though certain types of Tradesmen can only work in certain types of Buildings. Once a Tradesman has been assigned to

a Building, they will remain until they are dismissed, they resign (from unpaid wages), or if the Building is destroyed. Should the ownership of a Building change (through conquest, abandonment, or transfer), the new owner will also take ownership of any Tradesmen assigned to that Building.

The Tradesman Control Panel

This menu offers employers access to the basic functions of their Tradesmen, as well as displaying important information about them. Characters can access the Tradesman control panel by opening the Building control panel of the Building a Tradesman is assigned to, then left-clicking that Tradesman's entry on the Tradesman menu at the bottom of the control panel. A description of each button and control follows:

- **Name:** This displays the name of the Tradesman, randomly generated when their Employment Contract is activated.
- **Rank:** This displays the Rank of the Tradesman, expressed as a line of symbols. Each type of Tradesman (Blacksmith, Steward, etc.) has its own unique symbol, and the number of symbols equals the Tradesman's Rank, from 1 to 7.
- **Upgrade:** This initiates an upgrade of the Tradesman. The adjacent field displays the amount of gold required to upgrade to the next Rank, as well as the progress of any current upgrade.
- **Salary:** This displays the current wages of the Tradesman.
- **Inventory:** This opens the Tradesman's Inventory, giving the employer direct access to any items the Tradesman has produced or acquired.
- **Profit Bars:** These controls allow the employer to set the profit margins for any goods or services that the Tradesman produces. Profits are expressed in terms of a percentage of the base cost of the item or service, which is then added to the base cost to determine the Tradesman's asking price. Employers can set three different profit margins: one for transactions with fellow Nation members, one for Guild mates, and a Normal margin for all other characters.
- **Dismiss:** This terminates the Employment Contract between the Tradesman and the employer. The Tradesman immediately leaves the Building, never to return.
- **Project Bars:** These display the tasks that the Tradesman is currently engaged in, and serve as progress bars showing how far along each task is. Clicking on an empty project bar (labeled "None") will allow the Tradesman's employer to order another task. For more information about item production and Tradesman services, see **Tradesmen and Item Production**, below. Tradesmen gain more project bars as their rank increases.

Tradesmen Descriptions

The following is a list of all the Tradesmen currently available in Shadowbane.

- **Animal Trainer:** Hunters and tamers of both mundane beasts and exotic monsters, Animal Trainers sell tamed beasts to serve as guardians and protectors to adventurers.

Preferred Buildings: Mercantile

Products: Pets

- **Armorer:** The rising tide of war and conflict has driven many blacksmiths to specialize in producing armors of all types, and a decent Armorer will also know the crafts of tanning, curing, and leather-working. Most specialize in one grade of armor or type of product.

Preferred Buildings: Forge

Products: Armor, Shields, Helms, Armor and Shield repair, Enchanted Armor and Shields

- **Builder:** A hired Builder draws the plans for a specific Building, generates the Deed, and then coordinates the actual construction, requiring funds to cover their fee and the building supplies. Any Guild that would build an entire city should be quick to hire a Builder into their service.

Preferred Buildings: Inn

Products: Building Deeds

- **Bursar:** As Churches began to serve as safe houses for parishioners' worldly possessions, a new breed of clerk emerged – the Bursar, responsible for notating each and every item entrusted to or taken from a Church.

Preferred Buildings: Church

Products: Banking, Item Storage

- **Guard Captain:** Guard Captains are entrusted with the safety and security of their town or city, and do their jobs in earnest. Able fighters and administrators, Guard Captains recruit, train, and command the Guards that form the bulk of any town's militia.

Preferred Buildings: Barracks

Products: Guards, Archers

- **Innkeeper:** The undisputed master of the house, it's the job of every Innkeeper to make sure that their establishment runs smoothly. Hopelessly busy, the average Innkeeper hasn't much time for conversation, and most patrons will only deal with them when booking a room or settling their tab.

Preferred Buildings: Inn

Products: Lodging

- **Magister:** Magisters serve as potent defenders of cities and towns, magical counterparts of Guard Captains. While most will never become archmages, the Adepts they command, while expensive to train, form an invaluable part of a city's militia.

Preferred Buildings: Barracks

Products: Adepts

- **Runemaster:** Through a strange mix of ancient druidic rites and arcane magic, Runemasters are able to tap into the potent energies that course through Trees of Life, and direct that energy along invisible channels to distant Trees of Life or to buildings in the immediate area.

Preferred Structure: Tree of Life

Products: Tree of Life Management

- **Sage:** Students of sorcery and other arcane arts, Sages are powerful Spell-users who can craft magical items, permanently binding eldritch magic and effects into well-wrought rings, amulets, talismans, and jewels. Sages also know much arcane lore, and sell scrolls that allow the user to cast various Spells, including summoning the dreaded Bane Circle.

Preferred Buildings: Magic Shop

Products: Rings, Jewels, Amulets, Talismans, Scrolls, Bane Circles

- **Steward:** A good Steward makes it a point to know the folk that come and go in their town, and Tradesmen looking for work make it a point to leave their names at the local Inn, making Stewards essential go-betweens for anyone looking to employ a skilled Tradesman.

Preferred Buildings: Inn

Products: Employment Contracts

- **Tailor:** Masters of their craft, Tailors specialize in making all sorts of clothing, from the rags worn by humble peasants to the finery of the richest nobles.

Preferred Buildings: Mercantile

Products: Clothing

- **Wall Archer:** Able yeomen, these seasoned mercenaries are expert shots with a bow. They specialize in siege defense, standing atop towers and raining death down upon the enemy.

Preferred Buildings: Any Tower

Products: City Defense

- **Weaponsmith:** Years of training give every Weaponsmith a fine eye for iron and steel, and most are eager to buy used wares, hop-

ing to resell them, learn from their design, or destroy them and reuse the metal. Most specialize in one type of weapon.

Preferred Buildings: Forge

Products: Weapons, Weapon Repair, Magic Weapons

Tradesmen and Item Production

Once your character has built an appropriate Building and hired a Tradesman to man it, you can use these critical assets to interact with the in-game economy, producing goods and services that can improve life in a city or enrich your character and their Guild. Tradesmen can perform one of three basic activities based on their occupation: production of equipment items, providing service to other characters, or helping ensure the security of the community in which they live and work.

Managing Tradesman Services

Some Tradesmen don't produce physical items, instead providing intangible services to characters. Trainers and Innkeepers all fall into this category. These Tradesmen have a roster of services they provide. Owners can set the prices that Tradesmen will charge for these services by using the Tradesman control panel, as described in **The Tradesman Control Panel**, above.

The types and quality of services any Tradesman can provide are defined by their Rank. A Rank 5 Warrior Trainer, for example, would be able to improve a character's weapon skill more than a Rank 1 Trainer. Of course, the maximum amount a character can train any Skill or Power is also determined by their INT rating. Owners can upgrade their Tradesman's Rank using the Tradesman control panel.

The only other interaction with service-oriented Tradesman that concerns their owners is the collection of the profits of their business. Owners can gain access to their Tradesmen's earnings by withdrawing from the Building's strongbox, accessed in the Building control panel (described in **The Building Control Panel**, above). Bear in mind, however, that training and item repair have a hidden "base cost" that the Trainer or Smith keeps – some of the money taken in will go to the Tradesman's strongbox, but not all of it. Owners can adjust the amount of markup Tradesmen charge for their services by adjusting the profit sliders in the Tradesman control panel, as described above.

Managing Tradesman Production

All Vendor Tradesmen can sell items to any customers who wish to buy them. In addition, some Tradesmen can actually produce items of equipment: Armorers, Weaponsmiths, and Sages are three examples. Owners have far more control over the activities of these

Tradesmen, directing the production of shop inventories.

All Vendors deal in one of two types of items:

- **Stock Items:** All stock items, if purchased, are automatically replaced without having to order production or pay gold. The number and types of a Tradesman's stock items are determined by their Rank. Deeds and Contracts are typical examples of stock items.
- **Production Items:** These items must be produced by the Tradesman to appear in his Shopping menu. Making them incurs a production cost, as described below. If a production item is sold, the owner must order production of another to replace it. All equipment objects (armor, weapons, shields, etc) are production items.

To assign a task to a Tradesman producer, open the Tradesman control panel. At the bottom of the panel is a list of all tasks (if any) that the Tradesman is currently working on. Left-clicking an empty task slot (labeled "none") will open the Tradesman Production window, where new tasks can be assigned.

The Tradesman Production Window

The Tradesman Production window offers owners complete access to all production decisions and functions. The parts of this important window are described below:

- **Item Description:** Activated via mouseover, this displays information about the item currently selected from the item list.
- **Illustration:** This displays a small picture of the item described in the Item Description Section.
- **Name:** The name of the selected item is displayed here.
- **Price Range:** The amount of gold the Tradesman will charge for the item in question.
- **Time:** This bar displays the progress of the project in question, filling as work proceeds.
- **Quantity:** This displays how many items of the selected type the Tradesman will produce. Clicking inside the field will allow you to input a number of identical items to produce. No matter how many of an item they are producing, the task will only occupy one production slot. Note that enchanted items cannot be queued this way: a Tradesman can only produce one at a time.
- **Magic:** Clicking this makes the Tradesman construct a magic item rather than a normal item. The nature of the magic enchantment(s) is random and cannot be predicted or controlled.
- **Submit:** Clicking this sends the Tradesman to work, producing the specified number of the selected item. The Tradesman control panel will be updated to show the new task, along with a slider bar indicating progress.

- **Item Menu Section:** The lower section of the Tradesman Production window displays a list of all items the Tradesman is able to produce. The extent and content of the menu vary based upon the Rank of the Tradesman.
- **Item:** These fields display the name of a single type of item the Tradesman can produce. Clicking on the field will cause the information for the selected item to appear in the Item Description section at the top of the window.
- **Scroll Bar:** This slider control allows you to scroll down through the list of available items.

Item Crafting and Completion

Once the requested items have been selected (by selecting an eligible item from the Production menu and then selecting Submit), the Tradesman begins work. The amount of time required to finish the task depends upon the complexity of the item, modified by both the Rank of the Tradesman and the Rank of the Building they work in. On the Tradesman control panel, the name of the item being produced is superimposed over one production bar at the bottom of the window. Enchanted items are displayed with blue names. The bar begins colored black, but gradually fills with gold color as the item nears completion. Note that while an item is being built, no mouseover information is available for it: the exact enchantment on a magical item will not be revealed until crafting is complete. Once an item is finished, however, your character can mouseover the item to view its statistics and capabilities.

Left-clicking on a project bar while an item is in production presents your character with two additional options: Abort Production to begin a new item (returning to the Production menu to make your choice); or Abandon Production Altogether, starting over on a different project.

Item production is not free: in addition to the costs an owner pays to maintain both the Building and the Tradesman, each item to be produced incurs a base cost, paid when production is finished. Once the production timer expires, the owner is given the option to either pay the base cost and complete the item or junk it, losing nothing except the Tradesman's time.

Tradesmen, as they increase in Rank, are not limited to the production of mundane items. Thus, if a Tradesman's owner requests a long sword, they can demand a sword of quality or even an enchanted blade by selecting the Magic button on the Tradesman Production window. The exact effects that will adhere to an enchanted item cannot be predicted beforehand: the rituals involved are too inexact. While enchanted items have much higher resale values than the

mundane items originally commissioned, they also cost far more to produce than mundane ones. Owners may find their gold reserves too low to pay for the enchanted weapon their Hireling just forged, forcing them to junk it. There is always a chance, however, that the Tradesman could produce it again later.

Once an item has been produced and paid for, it automatically inserts itself into the Tradesman's Shopping menu so that other characters can purchase it. All produced items are also listed in the Tradesman's inventory, where owners can manipulate them further, as described below.

Manipulating Tradesman Inventories

Greedy owners might decide they don't want to sell the items their Tradesmen produce, but rather just keep them for themselves. Owners can access a Tradesman's inventory by clicking the Inventory button on the Tradesman control panel. All items that the Tradesman has produced but not yet sold will be listed in a menu. Left-clicking an item will cause its pertinent statistics to appear in an information block at the top of the window. Double-clicking an item on the Tradesman's Inventory opens a pop-up menu of three options:

- **Take:** Transfer's the item from the Tradesman's Inventory to the owner's Inventory.
- **Price:** Allows the owner to enter an exact price for the selected item.
- **Junk:** Immediately destroys the item, and refunds the base gold cost (spent upon completion) to the Building's strongbox.

As with service-oriented Tradesmen, owners upgrade the Rank of a Tradesman producer by using the Tradesman control panel, and can gain access to the Tradesman's profits on the Building control panel.

Item Production Sequence Recap:

- **Step One:** Open the Tradesman control panel.
- **Step Two:** Click on an open task slot. The Tradesman Production window will open.
- **Step Three:** Scroll through the Item menu until you find the item you want the Tradesman to produce. Click Magic if you want a magic item. Click the item to display its information.
- **Step Four:** Input the desired quantity of items to be produced.
- **Step Five:** Click Submit to initiate production. The new task will appear on the Tradesman control panel.
- **Step Six:** When the required production time has elapsed, you will be asked whether or not you wish to pay the production cost for the item. Click Accept to finish production.
- **Step Seven:** The finished item appears in the Tradesman's Shopping menu and Inventory. From there it can be sold to customers (for a set price or the profit margin set by the owner), destroyed for a refund of the base cost, or transferred to the owner directly.

Building Heraldry Lists

Each Building has two lists of player or Guild crests associated with it that define the behavior of all Tradesmen in that Building, as well as which characters may manage it. These lists define who the owner's allies and enemies are, and are both accessed through the Building control panel.

The Kill-on-Sight (KOS) List

The Kill-on-Sight (KOS) list offers Guilds and Building owners a means of punishing their enemies and defending their interests, and is critical to the security of any Building or city. Guards associated with any Barracks or structure will attack characters, Guild members, or Nation members listed on the KOS list as soon as they detect them. Every Building or structure in a city has its own KOS list, accessed by clicking the Activate KOS button on the lower left side of the Asset Management window. Guards assigned to an asset will attack anything on the KOS list, and any Tradesmen or Hirelings will refuse to do any kind of business with Guilds, Nations, or characters on the list. Wall Archers (see **Chapter 13**) will fire upon any Guild, Nation, or character on the KOS list for their Tower.

Managing a Kill-on-Sight List

Your character fills and edits the entries on the KOS list for any Building or structure they own by transferring crests from their Heraldry or Death lists to the asset's KOS list. See **Other Uses for Heraldry and Crests in Chapter 10** for more information about the Heraldry and Death lists. To add an entry to an asset's KOS list, open the character's Heraldry or Death list, open the Building's KOS list (by clicking the Activate KOS list button on the Building control panel), then drag the desired crest from the character's list to the Building's list.

At this point, a pop-up will appear prompting you to save either the character information, Guild information, or Nation information associated with the crest. Click the desired button, and the Building's list will update with the new entry. You can only add one piece of information to the KOS list at a time – saving a character's name, Guild, and Nation would require three separate operations.

In most cases, adding a character's Nation is enough: that character, all members of his Guild, and any members of any Guild politically affiliated with his Guild all become targets. Placing both a character and his Guild on the KOS list, however, will ensure that the character remains on the list even if his Guild affiliation changes. The same goes for Guilds: if both a Guild and its Nation are on a Kill-on-Sight list, the Guild will stay on the list if it leaves its Nation.

Once the desired data has been added to the KOS list, clicking that list entry will display the information at the top of the KOS list window, along with a blank check box. Click the box to activate Guard and Hireling hostility. Should the offending party come back into favor, clicking the box again will toggle non-player character hostility off. To remove an entry from the KOS list, click on the list entry and then hit [Delete].

Sharing KOS Lists

In exchange for providing them with invulnerability, the owner of the Tree of Life can demand that the protected Building share the Tree's KOS list. If the owner of the Building accepts, all Guards and Tradesmen will also enforce the KOS list of the local Sovereign Guild. However, the Sovereign Guild's list will not appear in the Building's KOS list: the Hirelings will enforce it sight unseen.

The Friends List

Managing a city asset in Shadowbane can be a demanding and time-consuming task; characters may decide to take on partners to assist them with the full-time management of a Shop or Guild Hall. Additionally, the unpredictability of crises and sieges make it very desirable to grant owner-level access to any Building or structure

(but especially Fortresses or Barracks) to a Guild's authorities. The Friends list, accessed through the Building control panel, allows the owner of any city asset to define a list of partners, each of whom has full access to that Building's control panel and Tradesmen. Friends can also lock or unlock the door of any Building or Fortress asset by [Control]+left-clicking the door and selecting Lock/Unlock, as described above.

Managing a Friends List

Your character fills and edits the entries on the Friends list for any Building or structure they own by transferring crests from their Heraldry or Death lists to the Building's Friends list. See **Other Uses for Heraldry and Crests** in **Chapter 10** for more information about the Heraldry and Death lists. To add an entry to a Building's Friends list, open the character's Heraldry or Death list, open the Friends list (by clicking the Friends List button on the Building control panel), then drag the desired crest from the character's list to the Building's list.

At this point, a pop-up will appear prompting you to either save the character information, Guild information, or Inner Council associated with the crest. Click the desired button, and the Building's list will update with the entry. You can only add one piece of information to the Friend's list at a time – saving a character's name, Guild, and Inner Council would require three separate operations. Also, the owner's own crest, dragged from the Selection window after being selected, can serve to add the owner's Guild or Inner Council to the list.

CHAPTER 12 – CITY BUILDING

While any cluster of player-built and managed Buildings might loosely be called a "city," in Shadowbane the term has a much stricter definition. Cities in Shadowbane are distinct territorial regions: they appear on the World Map, and their name will appear on the Local Map of any character who passes near them. Cities are allowed to encircle themselves with walls, towers, and other Fortress assets, and can make alliances with other cities, forming Nations and Empires. A city is the most valuable possession a player-created Guild can own or acquire: defending it and managing it efficiently are critical to a Guild's success.

Definitions

Some of the following terms were also defined at the beginning of **Chapter 11**, but many bear repeating.

- **Building:** A large asset that serves as a base for Tradesmen who create goods and provide services. See **Chapter 11** for more information.
- **Closed City:** The standard mode for player-built cities, closed cities are not available as starting points to new characters, and characters cannot freely join them by re-pledging. See **Entering the World of Shadowbane** in **Chapter 1** for details about starting cities, and **Changing Cities** in **Chapter 10** for more information about re-pledging. Only a Guild Leader can change a city's status from closed to open, or vice versa.
- **City:** A collection of Buildings, usually owned by the members of a specific Guild or Nation, clustered around a Tree of Life and managed by a Guild or coalition of Guilds. Cities have three primary defensive mechanisms: the Tree of Life, Minions, and Fortress assets.
- **Fortress Asset:** Towers or wall segments that a Guild Leader can build to fortify a city. See **City Walls**, below, for more details.
- **Freehold:** A city that is not owned, managed, and maintained by players, and exists as a permanent feature of the landscape. Freeholds exist as transitional homes for mid-Rank Shadowbane characters, places they can respawn, reequip, and train after they reach Rank 2. Once a character attains Level 35, their affiliation with their Freehold automatically ends; they must either seek citizenship in a player city, found one of their own, or continue as an Errant character. See **Entering the World of Shadowbane** in **Chapter 1** for details about starting cities, and **Changing Cities** in **Chapter 10** for more information about re-pledging.
- **Guild:** An organization of allied characters that has a distinct political identity. See **Chapter 10** for more details.
- **Minion:** Non-player characters recruited by specialized Tradesmen who contribute to the security and defense of a city, Nation, or Guild. See **Minions and City Defense**, below, for more information.
- **Nation:** A Sovereign (city-controlling) Guild that has brokered oaths of fealty from one or more other Sovereign Guilds. Nations are coalitions of allied city-states, with one Guild recognized as the leader.
- **Open City:** A player-built and player-managed city that allows newly made characters to begin play or freely re-pledge there, as an alternative to using a Safehold or Freehold. See **Entering the World of Shadowbane** in **Chapter 1** for details about starting cities, and **Changing Cities** in **Chapter 10** for more information about re-pledging. Only a Guild Leader can change a city's status from closed to open, or vice versa.
- **Owner:** The character that controls a Building and all of the Tradesmen assigned to it. The character that actually purchases a

building is designated as its owner, although they have the option to transfer ownership to other characters.

- **Recruiter:** A specialized type of Tradesman that produces Minions.
- **Safehold:** A city that is not owned, managed, and maintained by players, and exists as a permanent feature of the landscape. Safeholds exist as starting points for new Shadowbane characters, safe havens where fledgling heroes can climb through their opening Levels and Ranks. PvP conflict is forbidden in Safeholds. Whenever a character achieves Rank 2, their affiliation with their Safehold automatically ends; they must either seek citizenship in a player city, found one of their own, join a Freehold, or continue as an Errant character. See **Entering the World of Shadowbane** in **Chapter 1** for details about starting cities, and **Changing Cities** in **Chapter 10** for more information about re-pledging.
- **Siege:** A military action whereby an attacking force tries to overwhelm a fortified defending force. In Shadowbane, any assault intent on destroying or taking over a player-built city is classified as a siege. In any siege the primary goal is to overcome all defensive structures and either capture or destroy the defenders' Tree of Life. See **Chapter 13** for more information.
- **Structure:** Any asset that player characters can build and place in the game world that is not a Building.
- **Town:** See **City**, above.
- **Tradesmen:** Non-player characters who players can assign to Buildings, and who create goods or provide services in-game.
- **Trainer:** A type of Tradesman that helps characters improve their Skills and Powers.
- **Tree of Life:** A mystical artifact that stands in the center of any city. These massive stone trees serve as anchor points for the spirits of any characters who have bonded to the Tree, and thus serve a critical function to the Guilds or Nations that claim them. Trees of Life can also channel magical protection into Buildings and structures, making them impossible to destroy. See **Trees of Life**, following, for more information.
- **Vendor:** A type of Tradesman that sells items to characters in-game. Some Vendors sell from a set list of stock items, while others can produce items at their owner's command. See **Tradesmen and Item Production** in **Chapter 11** for more details.

Trees of Life

A Tree of Life (often abbreviated to TOL) is the heart of any player-run city: it places the city on the World Map, provides its owning Guild (and all sworn sub-Guilds) with a fixed respawn point after

death, and can also render Buildings and other structures invulnerable to attack. A Guild's fortunes and destiny are tied to the fate of its Tree of Life. **Resuming Play** in **Chapter 2** describes the role of Trees of Life in character bind points and spawning, and **The World Map** in **Chapter 3** describes how Trees help define a city's global location and prestige. The following sections explain the role of a Tree of Life in city management and defense.

Acquiring a Tree of Life

Trees of Life offer Guilds the chance to build true cities and literally leave their mark on the face of the Shadowbane game world. Like all other buildings and city assets, players can plant a Tree by activating a Guild Seed, a magical stone acorn. Guild Seeds are available for purchase from some Vendors. Bear in mind that Guild Seeds are Shadowbane's most precious commodity, however, and will never be common or easy to acquire.

Placing a Tree of Life

Trees of Life, like any other Building or structure, cannot be placed just anywhere: terrain and zone boundary restrictions apply. Unlike other city assets, every Tree of Life has a zone of influence surrounding it, and the influence zones of two Trees cannot overlap. Additionally, while any character might acquire or hold a Guild Seed, only the Guild Leader of an Errant or Sworn Guild can activate the Seed and turn it into a fully functioning Tree of Life. See **Forming a Guild** in **Chapter 10** for more information about Guild status, and **Guild Member Status** for details about the position of Guild Leader.

Activate a Guild Seed by double-clicking the Seed, or [Control]+left-click the Seed and select "Use" on the Seed's context menu. Either action will open the Asset Placement window, as described in **Placing Your Building**, part of **Chapter 11**. Placing a Tree of Life follows the same procedure as placing any other asset, with two notable exceptions.

As soon as you drag the Tree icon onto the Map area in the Asset Placement window, a pop-up message will appear asking if you wish to see a map of all valid Guild zones. Clicking the check-marked button will open a specialized version of the World Map. Areas shaded red on the Tree Placement Map are invalid locations for a Tree of Life. As with the basic World Map, your character's position is clearly indicated, telling you at a glance if your current location is valid. Sometimes, even an unshaded area may not be suitable – remember that the Tree's entire influence zone must also be clear. When planning Tree placement, you can click on any location on the Tree Placement Map to reveal if that location is valid. To continue with the placement process, close the map and return to the Asset Placement window.

In addition to the standard bounding box, Trees of Life also have a shaded circle around their icon on the placement map, representing the Tree's area of influence. If the shaded circle is green, the location is valid – if red, the location is not valid and Tree placement is prohibited. As soon as a Tree of Life is placed, a message will go out over the System Channel, informing all players online that your Guild has planted a Tree of Life. Once placed, a dialog window will open prompting you to give your Tree and the city around it a name. The words "City of" will appear before the name whenever it is displayed in a Local Map. Choose wisely: this is the name that will appear on every player's World Map! Wolfpack Studios and Shadowbane's publishers reserve the right to modify or prohibit offensive city names.

Like other Buildings, Trees of Life are not created at full strength. For a brief time the newly planted Tree appears as a sapling; a smaller, humbler version of the Tree it will become. The upgrade from sapling to full-fledged Tree of Life is automatic. During its sapling phase, a Tree of Life's location is hidden on the World Map, so that rivals will have a hard time locating it. As described above, however, a system message has told other players that a new Tree exists... so beware!

Using a Tree of Life

Any character can double-left-click a Tree of Life to open the Tree of Life Information window, which displays the name and Guild affiliation of the Tree. Other options may also appear, dependent upon the character's Rank, Guild affiliation, and Guild status:

- **Join Guild:** This option immediately inducts the character in the Tree's owning Guild as a petitioner, and sets the Tree of Life as the character's default bind point. Note that re-pledging a character's Guild affiliation via a Herald or Runemaster (as described in **Changing Cities, Chapter 10**) has the same effect. This option only appears in player cities that have been designated Open, and will only appear in Safeholds to characters that have not yet attained Rank 2 (level 20). Also, only Errant characters receive this option. See **Guild Member Status** in **Chapter 10** for more information about errantry, and **Resuming Play** in **Chapter 2** for details about spawn and bind points.
- **Bind to Tree:** This option only appears to characters whose Guild recognizes the city in question as either a Province or Nation. Selecting it shifts the character's bind point to the allied Tree. The character's Guild affiliation does not change. Having easy access to multiple bind points is the primary advantage gained from building inter-city alliances. See **Nations and Guild Alliances** in **Chapter 10** for more details about Nations and Provinces, and **Resuming Play** in **Chapter 2** for details about bind points.

- **Open City Toggle:** This option only appears to Guild Leaders whose Guild owns the Tree of Life in question. Clicking the check box will confer Open status to the city: newly-made characters can opt to begin play at this city as petitioner-level Guild members, and characters of appropriate Level can freely re-pledge their affiliation to the city, as described in **Changing Cities**, part of **Chapter 10**. The Guild Leader may change the city's status at any time by clicking this toggle on or off.

Managing Trees of Life

As with any other city asset, Trees of Life have a standard Building Control window featuring upgrade controls, repair and integrity options, heraldry lists, and a strongbox. See **The Building Control Panel** in **Chapter 11** for a more complete description of all of the available controls and commands. Only the owning Guild Leader and the entire Inner Council of the owning Guild have initial management privileges; these entries are automatically placed on the Friends list of the Tree of Life when it is placed, and the list cannot be altered. To remove a specific character from a Tree of Life's Friend's list, that character must be demoted from Inner Council status. You can also manage Tree protection using the City Command window, as described below.

Tree of Life Protection

The magical energies that allow Trees of Life to grant immortality to players can also be used to render Buildings and other structures immortal by granting them invulnerability to any and all attacks. Every Tree of Life can, through the use of Runemaster Tradesmen, grant protection to one or more Buildings within the city zone it defines. The number of Buildings a Tree can protect depends on the Rank of the Runemaster Tradesmen assigned to it. The number of Runemasters a Tree of Life can support is, in turn, determined by the Rank of the Tree of Life. Trees of Life grant protection to themselves automatically. Bane Circles (described in **Chapter 13**) are the only means of countering the protection a Tree of Life can offer: if properly used, they offer the means of destroying or taking cities in Guild warfare. Destroying any Bane Circle erected by the attackers should always be the first priority of the defenders in any siege.

In order to use a Tree of Life's protective Powers, the Tree's owner must assign a Runemaster to it. Runemaster Tradesmen are described in **Chapter 11**. The owner of the Tree of Life can manage the Tree's protection slots via the City command menu (described below) or by opening the Hireling Management window for the Runemaster. Instead of production slots, the bottom of the Runemaster's Management window contains a menu of Tree protection slots. Click one of the slots to view the details of an existing pro-

tection contract, or click an empty slot to create a new arrangement. For more information about protection contracts, see **Protection Contracts**, following.

Runemasters have a finite number of contract slots, based on their Rank, and the Tree of Life itself can only support a finite number of Runemasters, based upon the Tree's Rank. There is, therefore, a maximum limit to the number of assets that a Tree can render invulnerable at any one time. Cities that grow without upgrading their Runemasters or acquiring multiple Runemasters to manage their Trees, do so at their peril.

When an empty allocation slot is selected, a list opens of every eligible Building or structure within the Tree's zone of influence. Select the desired Building and click the [check] button to open the Patronage Allocation window, as described below.

Alternately, the protection functions of the City command menu (described below) grant Tree managers the capability to assign Tree protection graphically, adjusting the Tree's output to adapt to emergencies quickly and easily. No matter how many characters have management privileges for the Tree of Life, only one character may control the Tree of Life's protection slots at a time.

Protection Contracts

While a Tree manager can decide to give away their Tree's protection for nothing, they are never required to do so. Each allocation is, in effect, a contract where the Tree owner pledges the Tree's magical protective energy in return for something from the recipient. The Patronage Allocation window offers several forms of "payment," any or all of which can be demanded in return for the Tree's protection:

- **Enforce KOS List:** Clicking this button requires the recipient of the Tree's patronage to enforce the Tree's Kill-on-Sight list. If the owner of the recipient Building or structure agrees, all Hirelings and Minions will enforce the Tree's list in addition to their own. See **The Kill-on-Sight List** in **Chapter 11** for more details.
- **Regular Tax:** This entry allows the Tree manager to set a monetary value that the recipient must pay in tribute at a regular interval, similar to the Building's maintenance cost. All transferred funds will move from the recipient Building's strongbox to the Tree's strongbox. This option is normally used for Buildings and structures that do not produce or sell items (Barracks or Inns, for example).
- **Profit Tax:** Essentially a sales tax, this option automatically deducts a percentage of the profit gained from any sale made at that Building or structure.

Offering the Tree's protection is not enough: the owner of the recipi-

ent Building must also agree to the deal. To view the terms of a patronage offer, the Building owner must click the Patron/Maintenance button in the Asset Management window. You can click on any term to decline it. If the terms are agreeable, click the Confirm button to cement the arrangement.

City Walls

The most prominent defensive structures a city can obtain, walls are also the most useful. Tougher than most buildings, city walls can endure an enormous amount of punishment before collapsing, and directly restrict an attacker's access to a city. Characters with missile weapons or ranged offensive Powers can also stand on top of walls and rain death down on the enemy. City builders should keep in mind, however, that Aracoix and other flying characters can easily bypass walls – always be sure to keep enough Guild members and Guards on hand to give landing flyers a rough welcome.

Building Walls

Only the Guild Leader of a Sovereign Guild can place city walls, and they can only be placed within the zone of influence of a Tree of Life. The Guild Leader must acquire a Deed object for Walls, then use the Deed by double-left-clicking it, [Control]+left-clicking it and selecting "Use Item" or selecting the item and pressing [U]. As with placing Buildings, activating a Deed opens the Building Placement window.

The actual placement process is nearly identical to Building placement, as described in **Placing Your Building**, part of **Chapter 11**. There are some notable differences: in the Building Icon menu on the left edge of the window, icons will appear for every type of wall asset, saving you the trouble of purchasing each one individually. The Deed for the wall is not consumed when an individual segment is placed. Secondly, each wall segment has a set of locking tabs at the ends of the segment to join it to the next section of wall – when placed in proximity to each other, wall segments will merge, creating a new bounding box around them.

Getting wall segments to line up properly can be difficult the first few times you try it. A tip: begin with a Tower, and place that Tower directly on one of the dots that appear in the Map window. Once the Tower is placed, join the next wall segments to it, and so on working outwards.

Like other buildings, wall segments do not appear instantly: they first manifest as "under construction," and do not reach full strength for a period of time. Guilds cannot wait until the last minute to fortify against a siege. Whenever you place a wall segment, the cost of that segment is automatically removed from the gold in your character's Inventory. Walls are expensive, so plan wisely!

Managing Walls

City wall assets have no maintenance cost: once built, they do not generate any expenses for the Guild that owns them. All wall assets have a strongbox and an Asset Management window, that owners can use to repair them. Tradesmen cannot be assigned to city walls.

Towers

Like walls, Tower assets have an Asset Management window and a strongbox used to repair them. Unlike walls, Towers can hold a specialized type of Tradesman: the Wall Archer (see the **Tradesman Descriptions in Chapter 11**). Wall Archers, unlike other Minions, cannot patrol, recruit Minions, or answer commands. Wall Archers will automatically attack any Guild member, Nation member, or character listed on their Tower's Kill-on-Sight list. See **The Kill-on-Sight (KOS) List in Chapter 11** for more information.

Wall Segment List

The following types of wall segments are available:

Walls

- **Gatehouse:** The largest wall asset, a gatehouse consists of a long stretch of outer wall with a large gate, flanked by towers. Inner walls extend inside, creating a courtyard that must be crossed before entry can be gained through a second, inner gate.
- **Outer Wall Gate:** An outer wall segment with a large wooden gate at the center.
- **Outer Wall Straight:** A simple section of outer wall, the basic wall segment.
- **Outer Wall with Stairs:** A straight outer wall segment that incorporates a long staircase on the inside. The critical segments allow defenders to climb to the tops of walls and man the battlements. Unless you want your enemies using them, make sure you keep stairs on the inside face of the walls!
- **Outer Wall with Inner Wall Junction:** A straight segment of outer wall with a short section of inner wall that forms a 'T' at the center. Stairs lead down from the top of the outer wall to the top of the inner wall.

Towers

- **Concave Tower:** Two short outer wall segments that meet at right angles, with a Tower at the intersection. Most of the Tower's circumference faces the outside.
- **Convex Tower:** Two short outer wall segments that meet at right angles, with a Tower at the intersection. Most of the Tower's circumference faces the inside.

- **Straight Tower:** A straight section of outer wall with a Tower at center.

Minions and City Defense

The lowest tier of hirelings that can be found in a town or city, Minions are recruited and trained by specialized Tradesmen. Most Minions serve in their city's militia, where they enforce the law, keep the peace, and defend against invasion. The Tradesman who recruited the Minion (and, by extension, the player of the character who employs it) can give various assignments to their Minions, who will follow them to the letter. While certainly not as formidable as a powerful character, Minions are competent in a fight, and in large numbers they can prove tough enough to give any would-be invader or criminal pause. All Minions will fall into one of the following categories:

- **Adept:** The rarest and most expensive militia troops, Adepts are lesser mages trained for battle, who engage the enemy with destructive Spells. Like Archers, Adepts work best when acting in concert with a force of Guards or other defenders.

Recruited By: Magister

- **Archer:** Able marksmen, Archers offer support to the town's Guild members and the Guards on the front line by loosing a rain of arrows upon enemy forces.

Recruited By: Guard Captain

- **Guard:** Soldiers who keep the peace with brute strength and cold steel, Guards form the bulk of any town's militia. Most Guards are little more than fodder in a siege, but with training and sufficient numbers, a unit of elite Guards can become a force to be reckoned with.

Recruited By: Guard Captain

Minion Characteristics

Like any character or monster, all Minions have a Rank that defines their offensive and defensive prowess in battle. The number of Minions a city can field is directly limited by the number of Recruiter Tradesmen and Barracks assets present in the city: each Recruiter's command capacity is limited by their Rank. It is not currently possible to give Minions specific items, weapons, or equipment. Whenever a Minion is killed in battle they do not respawn. Their Recruiter, if still alive, automatically begins training a new Minion of equal Rank to replace them, requiring the same amount of time it would to recruit that Minion "from scratch."

Recruiting Minions

Players whose characters manage a Barracks can create Minions by ordering their Guard Captains to produce Guards, a process that follows the same general course as the crafting of items described in **Tradesmen and Item Production, Chapter 11**. Instead of a list of items, the Recruiter's Production window will display a range of Minions with Ranks that they can produce. Once the Minions have been trained, they will appear at their Barracks, and can be given orders as described in **Minion Management and Behavior**, below.

Minion Management and Behavior

Every Minion in Shadowbane has a set of “default behaviors” that they will perform without being ordered:

- **All Minions** will attack any character or monster that attacks their home Barracks.
- **All Minions** will attack any character or monster that attacks any Building or structure owned by the Guild or Nation that the manager of their Barracks belongs to.
- **All Minions** will attack any monster or foreign character (not in the same Guild as the Barracks owner) that attacks a member of their Barracks-controlling Guild.
- **All Minions** will attack any individual, Guild member, or Nation member that corresponds to an entry on the KOS list for their Barracks.

Additionally, players who can manage a Barracks can give specialized orders to the Minions associated with that Barracks by using the City command menu, described below.

The City Command Menu

This specialized window gives the managers of Barracks and Trees of Life a high degree of control when managing Minions and Trees of Life. To open the City command menu, any character can [Control]+left-click any Building or structure in a city owned by their Guild, then select the City Command option on the context menu. The City command menu has the following controls and features:

- **Map:** This window is dominated by a large map of the local city, similar to the Local Map or the map that appears on the Building Placement window. Every Building and structure in the city is displayed. Buildings that are appropriate to the Panel's current mode (Barracks for Guards mode, Tree of Life for Protection mode) and that your character can manage are marked by an icon indicating the Building's type. Users can select any local city asset by left-clicking its symbol on the map. Selected buildings are highlighted purple in Guard mode.

- **Mode Buttons:** These two buttons, labeled Guards and Protection, determine whether or not the commands available will be used for Minion Management or TOL Protection.
- **Options Menu:** This column on the left edge of the window displays various command option buttons that can be triggered by the user, based on the control panel's current mode.
- **Point Icons:** These buttons, located at the upper right edge of the window, can be dragged on-screen to set patrol and sentry points for Minions. They will only appear if the command menu is in Guards mode, and if the proper command options are available.
- **Clear Button:** This button clears all commands or points for the currently selected asset.
- **Contract Bar:** This area at the bottom of the panel is only useful in Protection mode. It displays the contract details or options for the currently selected asset.
- **Save Button:** This button implements the Tree protection commands or Minion behaviors set by the command menu.
- **Zoom Buttons:** These two controls allow the view in the map to be expanded or reduced in scale.
- **Close Button:** This control closes the City command menu.

All Buildings or structures displayed on the Map are automatically overlaid with the appropriate Building icon (Church, Barracks, etc.) for ease of reference. Mouseover any asset to open a pop-up window displaying that asset's name, and the name and Rank of all Tradesmen slotted to that asset.

Using the City Command Menu for Minion Management

To assign specific behaviors to Minions, a character that owns or has management privileges on a local Barracks must first open the City command menu (by [Control]+left-clicking any city asset). Then, select the Guards button at the top of the command menu to set the mode. Select a Barracks the character can manage by left-clicking on its icon on the map. Once these steps have been taken, all appropriate command icons (based on the Rank of the senior Guard Captain Tradesman slotted to the selected Barracks) will appear in the left margin of the command menu, and a list of available Guard commands will appear in the Options menu. Any practice points previously set for that Barracks will also appear on the map. All Sentry points for every Barracks in the city also appear on the map, but the sentry points used by non-selected Barracks may not be altered, and will be tinted red.

To give a command to the Minions associated with a Barracks, click the desired option on the Options menu. Not all Minion commands are automatically available – the Rank of the highest-ranked

Recruiter Tradesman in the selected Barracks determines which commands will appear. The following commands are available for Minion management, in the order that Recruiters acquire them:

- **Set Sentry Point:** Allows the user to drag a sentry point onto the map and place it. One Minion from that Barracks will proceed to that sentry point and stand there, not moving unless their automatic behaviors trigger an attack. Once placed, a sentry point can be moved by clicking the existing point on the Map window and dragging it to a new location. A Barracks cannot maintain more sentry points than it has Minions associated with it. Once placed, sentry points can only be removed by pressing the Clear button, which removes all sentry points associated with that Barracks. Sentry points must be placed within a limited range of their home Barracks, based on the Rank of the Recruiter and the Barracks.
- **Patrol Barracks:** All Minions not assigned to a sentry point or given other orders will march in a circle around their home Barracks, only deviating from their rounds if given new orders or if their automatic behavior triggers an attack.
- **Patrol Owned Assets:** All Minions not assigned to a sentry point or given other orders will march around up to ten Buildings owned by the same character that owns the Minions' home Barracks, only deviating from their rounds if given new orders or if their automatic behavior triggers an attack. The Buildings patrolled must be within a minimum range of the home Barracks, as determined by the Rank of the Minions' recruiter and the Rank of the Barracks.
- **Random Town Patrol:** All Minions not assigned to a sentry point or given other orders will march around up to ten randomly selected Buildings within the same city as the Minions' home Barracks. Patrolling Minions will only deviate from their rounds if given new orders or if their automatic behavior triggers an attack. The assets patrolled must be within a minimum range of the home Barracks, as determined by the Rank of the Minions' recruiter and the Rank of the Barracks.
- **Patrol Tree:** All Minions not assigned to a sentry point or given other orders will march to the Tree of Life of their local city, and will march in circles around it. These Minions will only deviate from their rounds if given new orders or if their automatic behavior triggers an attack. The Tree of Life must be within a minimum range of the Minions' home Barracks, as determined by the Rank of the Minions' recruiter and the Rank of the Barracks.
- **Set Patrol Points:** Allows the user to drag a patrol point onto the map and place it. Every placed patrol point will be given a number, in ascending order. All Minions from that Barracks not assigned to

a sentry point or given other orders will march between the listed patrol points in order, returning to the first point after they reach the last point. They will not deviate from their patrol unless their automatic behaviors trigger an attack. Once placed, a patrol point can be moved by clicking the existing point on the map and dragging it to the new location. Once placed, patrol points can only be removed by pressing the Clear button, which removes all patrol points associated with that Barracks. Patrol points must be placed within a limited range of their home Barracks, based on the Rank of the recruiter and the Barracks.

After selecting all of the desired orders, be sure to press the Save button to transmit the instructions. You will be prompted to confirm your new orders. Minion behaviors will not change and sentry or patrol points will not be remembered unless the Save button is pressed.

Using the City Command Menu for Tree Healing

As with every other aspect of Tree management, only the Guild Leader and Inner Council members of the Guild that owns a Tree of Life are able to manage its protection slots on the City command menu. Select the Protection button on the City command menu to access the panel's Tree of Life functions.

When in Protection mode, all Buildings or structures currently protected by the Tree of Life are shaded blue on the map, inside blue bounding boxes. Mousing over each Building will display the Building's name, and whether or not the selected building is enforcing the Tree's KOS list. Note that walls and Towers cannot directly receive Tree protection, as described in **City Walls**, above.

As soon as the control panel is toggled into Protection mode, a list of all Runemasters assigned to the local Tree of Life will appear in the left margin of the command menu. Left-click a Runemaster to select him. Any new contracts created using the City command menu will automatically use a contract slot on the currently selected Runemaster. Higher-Ranked Runemasters have more contract slots to fill.

Selecting a protected Building or structure causes several controls to appear in the Contract Bar at the bottom of the command menu, and Tree managers can use these controls to create, adjust, or terminate healing contracts quickly and easily. The controls are:

- **Protection Toggle:** This button illustrates whether or not Tree Protection is currently granted to the selected Building.
- **Junk Support:** This button only appears if a Protection Contract already exists for the selected Building. Clicking it will immediately terminate the Protection Contract with the selected Building, freeing up a Contract slot on one of the Runemasters attached to that Tree and leaving that Building vulnerable to attack.

- **Accept Guild's Condemn List:** Clicking this check box requires the selected Building to enforce the Tree of Life's KOS list in return for invulnerability.
- **Regular Tax:** Clicking this check box requires the selected Building to pay a flat tax in return for invulnerability.
- **Profit Tax %:** Clicking this check box requires the selected Building to pay a portion of all sales income as a tax in return for invulnerability.

As described in **Tree of Life Protection**, the number of Buildings in a city that can receive Tree protection at one time is limited to the number of Contract slots on the Runemaster or Runemasters associated with that Tree.

CHAPTER 13 – SIEGES

When diplomacy fails, Guilds and Nations will frequently turn to war to get their way. As described in **Death** in **Chapter 4**, characters in Shadowbane cannot suffer permanent death: they return to fight another day until their player deletes them. How then, can a Guild wage war against their enemies if they can't kill them? The answer is simple: characters are immortal, but their holdings are not.

Destroying or taking an enemy Guild's city quite literally wipes their emblem from the face of the game world, as well as destroying their economic base and ruining some very expensive investments. Cities are easy to fortify and hard to destroy, however: Guild wars in Shadowbane will consist of long, protracted sieges. Treachery, strategy, cunning, and raw stamina are all vital factors in conquest.

Waging War

The primary goal of any siege is to destroy a player-built city's Tree of Life and destroy as many of their Buildings and structures as possible. There are two key factors in any siege: the Tree of Life that grants protection to the defending city, and the Bane Circle the attackers raise to defeat the Tree's protection. The ongoing interaction of Tree and Circle define the course of any siege in Shadowbane, dividing the hostilities into three distinct phases:

- **The Challenge Phase:** The opening phase of the siege begins as soon as the attacking force summons a Bane Circle. The Bane Circle is invulnerable to all attack for the duration of the Challenge phase, as are the defending Tree of Life and any Buildings or structures that Tree is protecting. During this phase, the defending Guild may set the time the War phase will begin by using the Bane Circle control window, described below. This phase ends as soon as the

defending Guild sets the beginning of the War phase, or 24 hours after the Bane Circle is summoned, whichever comes first.

- **The Standoff Phase:** During this phase, both the attackers and defenders marshal their forces for the coming battle. The Bane Circle and Tree of Life both remain invulnerable during this phase. The Standoff phase ends 72 hours after the Bane Circle is summoned, or at the time set by the defending Guild at the end of the Challenge phase.
- **The War Phase:** At the time appointed by the defenders (a minimum of 48 hours after the Bane Circle was summoned), the Bane Circle matures and the final, deadly phase of the siege begins. During this phase, all Tree of Life protection is negated: the Tree, all of its protected Buildings and structures, and the Bane Circle itself are all vulnerable to attack. There is no set limit to the War phase: once it has begun, only the destruction of either the attacking Bane Circle or the defending Tree of Life can end it.

Obviously, only sieges upon a player-run city will follow this model: raids and land battles will be defined solely by the numbers and cunning of the parties involved. The following sections describe Bane Circles and Circle management in detail, along with the siege weapons and siege engines needed to destroy buildings.

Safeholds and Freeholds are not run by players, and cannot be besieged.

Attacking Buildings

A character can attack any Building or structure by entering Combat mode, selecting the asset, and either clicking the Attack option or pressing [Control]+A. Keep in mind that Buildings and structures are a lot harder to break than a monster is to kill – astronomically strong resistance to most damage types render many Buildings virtually immune to standard weapons and Spells. Siege Engineers can produce and sell a variety of siege weapons that can do damage to Buildings and structures, but even then the high Health values most Buildings enjoy ensure that it will take a mob of attackers a long time to demolish a Building using hand weapons. Even then, the protection a Tree of Life offers can render any Building or structure completely invulnerable.

Every city asset's Rank determines how difficult that asset is to destroy – bringing a city or Fortress asset's Health to zero does not automatically destroy the asset – instead, it reduces that asset's Rank by one. All city and Fortress assets are finally destroyed only when their Health is completely depleted at rank 1. This applies to walls, Towers, Buildings, and Trees of Life as well – the more time and money the defenders have invested in them, the harder their possessions are to pull down. Siege engines and Bane Circles, described

below, offer the most effective offense against city assets, and are the keys to a victorious siege.

Siege Assets

Warfare brings with it its own set of structures, Tradesmen, Minions, and specialized equipment, each of which play a pivotal role in any siege.

Siege Structures

In addition to Fortress assets, described in **Chapter 12**, two other structures play a pivotal role in sieging, and are commonly employed by both the attacking and defending forces:

- **Siege Tent:** Almost as common on battlefields as crows, these large tents serve as the workshops where Siege Engineers craft siege weapons, siege engines, and other implements of war. The sudden appearance of Siege Tents is as sure a sign of war as a Bane Circle.

Tradesman Types: Siege Engineer

- **Bulwark:** These hastily assembled stockades serve as battlefield command posts, rally points, and archery emplacements. Their primary purpose, however, is to serve as a platform for siege engines.

Tradesman Types: Artillery Captain

Minion Types: Up to Three Siege Engines

As with other city and Fortress assets, characters build siege structures by using Deeds purchased from Builder Vendors, and place them using the City Asset Placement window described in **Chapter 11**. That chapter also describes the options and procedures owners of siege structures can use to manage and control them.

Siege Tradesmen

Two specialized types of Tradesmen produce a wide variety of items and Minions useful in sieges:

- **Siege Engineer:** Years of training and a knowledge of architecture allow them to craft hand weapons that can damage walls or buildings, as well as essential tools that can repair buildings damaged in a siege.

Preferred Structures: Siege Tent

Products: Siege Weapons, Repair Items, Command Batons

- **Artillery Captain:** These mainstays of the battlefield combine a carpenter's skill at building with a wizard's understanding of calculation and reckoning. Years of practice let them quickly turn a pile of logs into a working siege engine, making them essential in warfare.

Preferred Structures: Bulwark

Products: Siege Engines

Players can acquire employment Contracts for Siege Engineers and Artillery Captains from a Steward Tradesman. Siege Tradesmen are assigned to structures and managed using the same menus, options, and procedures described in **Tradesman Management** and **Tradesmen and Item Production**, both in **Chapter 11**.

Producing Siege Engines

The mightiest of weapons, these complex devices give their commanders the power to batter castles down. Three common varieties are available:

- **Ballista:** The smallest of siege engines, these massive crossbows fire spears of solid iron that can damage stone walls and ruin enemy soldiers. A ballista's dual purpose makes it useful to both sides in a siege.

Platform: Bulwark

Constructed By: Artillery Captain

Role: Anti-Personnel, Anti-Structure

- **Mangonel:** Also known as catapults, these great devices are used to destroy enemy troops in the field. The great arms of a mangonel commonly hurl ceramic jars full of quickfire that burst on impact, bathing the area around the impact in liquid alchemical flame.

Platform: Bulwark

Constructed By: Artillery Captain

Role: Anti-Personnel

- **Trebuchet:** The largest and most advanced siege weapons, trebuchets were first devised and used by the Dwarves in the War of the Stones. The heavy counterweight gives the throwing arms of these engines the strength to hurl boulders or globes of iron immense distances, battering down even the stoutest stone walls.

Platform: Bulwark

Constructed By: Artillery Captain

Role: Anti-Structure

Siege Engine Characteristics

Siege engines incorporate some of the characteristics of both Pets and Minions. All siege engines are immobile – they must be added to a Bulwark to be used at all. The range of any engine's attacks are limited – an army is advised to place its Bulwarks carefully! Like Pets, siege engines will obey the commands of one character. Unlike Pets, they cannot move, will not assist or protect their commander, and will not fight back if attacked. Siege engines can be attacked in combat by monsters and other characters, and are destroyed if they take damage that exceeds their durability rating. For more informa-

tion about commanding and controlling siege engines, see **Commanding Siege Engines**, below.

Acquiring and Placing Siege Engines

To create siege engines, players will need a Bulwark with an Artillery Captain assigned to it. Once the Bulwark has been built and staffed, the owner can direct the Artillery Captain to produce siege engines using the Hireling Management window, a process identical to that used by Guard Captains when training Minions (see **Recruiting Minions** in **Chapter 12**). Once finished, the owner authorizes the payment of the engine's cost, and the engine will appear in the game world, mounted on one of the Bulwark's three artillery platforms. A Bulwark can hold a maximum of three siege engines.

Commanding Siege Engines

Unlike Minions, siege engines must be commanded to attack their targets. A character can gain command of a siege engine one of two ways: either through the use of a Command Baton item, or by using a Power granted by the Commander discipline. Command Batons are crafted by Siege Engineer Tradesmen.

To use a Command Baton, double-left-click it in the character's Inventory, then select the siege engine you want to command. A control window similar to the Pet control window will open. To issue an order to a siege engine, click the appropriate button and then select the engine's target (if applicable). Once given a command to attack, the siege engine will automatically continue attacking its target until the target is destroyed. A Command Baton degrades after a single use – once a character takes command of a siege engine, they will need a second Baton to switch to another engine or resume giving orders to an engine once their command of it has ended.

In order to maintain command of a siege engine, the commanding character must stay close by – if the commanding character dies or leaves the engine's immediate area, the engine will finish its current attack (if any) and then wait for another character to take command of it and issue another order. A character can only control one siege engine at a time. In addition to issuing commands, a commanding character is free to take other actions (cast Spells, attack other players or Minions, etc.), and will retain command as long as they do not move too far from their siege engine.

Siege Engines in Combat

Armies faced with enemy siege engines can deal with them in one of three ways:

- **Attack the Engine:** Like any other Minion, siege engines can be attacked by characters and mobiles in combat. Unlike Minions,

they will not automatically fight back if attacked – their commander must order them to. If a siege engine is destroyed, the Artillery Captain assigned to the Bulwark will immediately begin crafting another engine of the same type to replace the destroyed engine.

- **Attack the Captain:** Attacking characters can also opt to attack the Artillery Captain – if the Tradesman is slain, construction of new or replacement engines for that Bulwark stops until a new Artillery Captain is assigned to the Bulwark.
- **Attack the Bulwark:** Finally, Bulwarks are as vulnerable to attack as any other structure: characters and monsters can attack the Bulwarks as described in **Attacking Buildings**, above. If a Bulwark is destroyed, all siege engines and Artillery Captains assigned to it are lost.

Siege Items

Siege Engineers produce an array of other objects useful in a siege:

- **Siege Weapons:** Not to be confused with siege engines (see above), these hand-held weapons can be used to damage Buildings. Characters can purchase, equip, and use these weapons as they would any normal weapon. Siege weapons tend to be heavy and cumbersome, however, and are of little use in combat against mobiles or other characters.
- **Repair Items:** These objects, when placed in a character's Inventory and used, allow a character to effect quick repairs to a damaged Building or Fortress asset. Use the item, then select the Building to be repaired. Most of these objects degrade after a single use.
- **Command Baton:** These objects, when used from within a character's Inventory, allow a character to take command of a selected siege engine, as described above. Command Batons degrade after a single use.

Bane Circles

Formidable as the offensive power of a well-coordinated army and a phalanx of siege engines may be, the defenders in any siege will always have one huge advantage: the protective capacity of the city's Tree of Life, which can render a number of Buildings and structures immune to the assault of dozens of trebuchets. Bane Circles serve as a counterbalance to a Tree of Life's protection, giving attackers in a siege the chance to neutralize a Tree's Powers and even take the Tree away from the defending Guild if the assault goes well.

Bane Circles drain the magical energy from a Tree of Life, effectively "poisoning" that Tree. When initially created, the effects on the target Tree of Life are negligible, but once the Bane Circle reaches full maturity, the Tree is rendered inert, giving the attackers free reign to

smash their way through a city's defenses. Trees of Life are impossible to destroy or seize without the use of a Bane Circle.

Like the Trees of Life they counter, Bane Circles are initially invulnerable to attack. Once the War phase of a siege begins (described in Waging War, above), the Bane Circle loses its invulnerability and can be attacked and destroyed like any other Building. The Guild affiliation of a Bane Circle's creator can have a dramatic impact on what happens if a defending Tree of Life is overcome. See Victory Conditions, below, for more information.

Bane Circle Creation

Bane Circles are the product of powerful Spells, the antithesis of the magic used to create Trees of Life. The ritual is a tightly guarded secret of the Conclave of Magi – no character Profession or Discipline in Shadowbane has access to the Bane Circle Spell.

Anyone wishing to create a Bane Circle must purchase a scroll with the Bane Circle Spell, and then use the scroll to bring a Bane Circle into being. Bane Circle scrolls are only sold by Rank 7 Sage Tradesmen, and come at a hefty price.

Once the scroll has been purchased, any character may cast the Bane Circle Spell. To cast the Spell, move within the target city's zone of influence, and use the scroll. Once the Spell is cast, a globe of mystic energy will appear nearby – this is the Bane Circle itself. There are two limitations on the placement and use of Bane Circles: the Circle must be placed within a minimum range of the target Tree (and hence within easier reach of the defenders), and only one Bane Circle may be deployed per Tree of Life.

As soon as the Bane Circle is placed, a system channel message informs every player logged into the game server that your Guild has placed a Bane Circle upon the Tree of your intended foe. A magical effect also manifests directly on the affected Tree, giving the defending Guild visible notice that something is amiss. The placement of a Bane Circle is a public declaration of war – it cannot be hidden or ignored. Once the Circle is in place, the Challenge phase of the siege begins, as described in **Waging War**, above.

The creation of a Bane Circle sets the timetable for the siege in motion. If left alone, the Circle will mature exactly 72 hours (three whole days) after the Spell is cast, negating both the Circle's and the target Tree's protections and thus beginning the War phase of the siege.

What's to prevent an insomniac Guild from destroying their enemies in the wee hours of the morning, while the defending players are asleep or caught up with other activities? First and foremost, it is impossible to challenge a Tree of Life in secret. The instant the Bane Circle is created, system messages and visible effects on the target

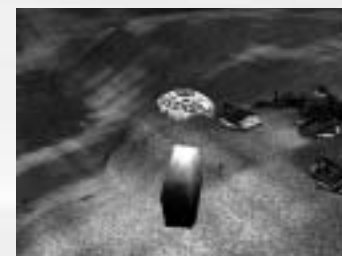
Tree alert the defenders (and the rest of the game world) that a siege is coming.

The required proximity of the Bane Circle to the target Tree also works in the defenders' favor – they can tell with a double-click who placed the Tree, and by opening the Bane Circle Management window they can also tell when the War phase is set to begin. They can even adjust the timeline, as described below.

Finally, time is on the defenders' side. Every siege has a long buildup before the War phase begins: the defenders will have anywhere from two to three days to prepare themselves for the final assault.

Bane Circle Management and Siege Timing

Bane Circles have a set of control panels that display information about a current siege, and allow both sides to manage a siege's duration. Any character can double-left-click on a Bane Circle and open the Bane Circle Information window, which contains all the essential information about the siege in progress:



The Bane Circle Information Window

The Bane Circle Information window contains the following features:

- **Guild Shields:** Two Guild Shields display the Guild crest of the character that created the Bane Circle, and their Nation crest (if any). See **Chapter 10** for more information about Guilds, crests, and Nations.
- **Target Statement:** This brief statement names the target city.
- **Initiation Field:** This field names the Guild that owns the Bane Circle.
- **Terms Field:** This field clearly states the effects the Bane Circle will have on the target city once the War phase begins.
- **Outcome Field:** This field names the attacking Guild, and their Nation (if any). It also states whether the city will be taken or destroyed if the defenders fail. See **Victory Conditions**, below, for more information about siege outcomes.
- **Siege Timer Field:** This field contains a countdown to the beginning of the War phase (in days, hours, and minutes), as well as listing the exact date and time the War phase is currently set to begin.
- **Phase Indicator:** This field displays the current siege phase, as described in **Waging War**, above.

- **Destroy Circle Button:** This button only appears for the Guild Leader and Inner Council of the attacking Guild. Clicking it instantly destroys the Bane Circle, regardless of the current siege phase, ending the siege. The attackers have the option of prematurely terminating a siege only during the Challenge phase (the first 24 hours after the Bane Circle is created).
- **Timer Button:** This button only appears for the Guild Leader or Inner Council members of the defending Guild. Clicking this button opens the Siege Timer window, allowing the defending Guild to adjust the beginning of the War phase. This button can only be used during the Challenge phase (the first 24 hours after the Bane Circle is created). See **Bane Circle Management**, below, for more information.

Bane Circle Management

Unlike other assets, Bane Circles can be managed by the Guild Leaders and Inner Councils of both the attacking Guild that cast the Spell and the Guild whose Tree has been targeted for siege. Indeed, the ability to manage the siege timer is one of the greatest advantages the defenders have.

To manage the siege timer and set the start of the War phase, the Guild Leader or an Inner Council member of the defending Guild must first open the Bane Circle Information window. Clicking the Timer button then opens the Siege Timer window:

The War phase of any siege is initially set to begin exactly 72 hours after the Bane Circle is first created. Using the slider control in the Siege Timer window, a leader of the defending Guild can adjust that time by up to 24 hours. The countdown in the window adjusts itself automatically as the slider moves. Once the War phase is set at the desired time, click the Approve button to alter the siege timer.



The siege timer may only be adjusted one time – once it has been adjusted by the defenders, it cannot be changed again. Also, the option to adjust the timer at all expires 24 hours after the Circle is placed. The defenders are advised to react quickly to the appearance of a Bane Circle, and plan their response accordingly!

As soon as the siege timer is modified, the siege immediately enters the Standoff phase. The Phase Indicator in the Bane Circle Information window automatically changes, and the magical effects that appear on both the Circle and the target Tree intensify. Once the

Standoff phase has begun, it can only end when the siege timer runs out and the War phase begins.

Victory Conditions

Every battle has a winner and a loser. In Shadowbane, it's easy to identify the winning side of a siege. Stalemates are impossible: a siege ends when either the attacking Bane Circle or the defending Tree of Life is destroyed during the War phase. The effects that victory and defeat have on the defending city follow.

For the Defenders: Survival!

The ultimate goal of the defender in any siege is the destruction of the attackers' Bane Circle. During the first two stages of the siege, the Bane Circle is completely immune to all attacks. Once the War phase begins, the defending army can attack their opponent's Bane Circle directly, as described in **Attacking Buildings**, above. They'll have to hack their way through the attacking Guild's members and Minions, of course.

As soon as the Bane Circle is destroyed, the defending Tree of Life immediately returns to its previous invulnerable state, and all existing Protection Contracts resume. The same results occur if the attackers opt to destroy their own Bane Circle and withdraw. If the War phase has not begun, there is no effect on the defending Tree of Life at all. The destruction of the Bane Circle has no effect on the status of the defending city or Guild: they have survived. Ongoing assaults will have damaged the defenders' Buildings and repeated deaths have likely taken a huge toll on their equipment – even a win may have profound economic effects on a Guild's city. The attacking Guild (or another Guild altogether) may immediately summon another Bane Circle, but the defenders will have another Challenge and Standoff phase (a minimum of 48 hours) to regroup.

For the Attackers: Conquest!

The ultimate goal of the attacker in any siege is the destruction of the defenders' Tree of Life. If a besieging army can batter or sneak their way through a city's walls and hack their way through the defending Guild's members and Minions, they can attack their opponent's Tree of Life directly, as described in **Attacking Buildings**, above. Given the fact that Trees of Life have formidable resistances and Health values even when vulnerable, destroying a Tree of Life is a monumental undertaking. It is possible, however, to damage and reduce the Rank of a Tree of Life through the use of siege engines and tenacious attacks. If a Rank 1 Tree is overcome, what happens next depends upon the circumstances at the moment of the Tree's destruction and the owner of the Bane Circle active in the siege.

Destroying a Tree of Life

If the defending Tree is reduced to zero Health at Rank 1 and the caster of the active Bane Circle is a member of a Sovereign Guild (see **Chapter 10** for definitions of Guild status), the Tree of Life is destroyed. Destroying a Tree has the following effects:

- The city's crest is immediately removed from the World Map, and the local area name reverts to the previous zone name. A blank errant shield remains on the World Map, advertising the ruined city's presence.
- The Guild that owned the Tree of Life is immediately reduced to Errant status (see **Chapter 10** for definitions of Guild status).
- All Sworn Guilds that have sworn fealty to the Tree-owning Guild are immediately reduced to Errant status (see **Chapter 10** for definitions of Guild status), and all formal alliances between the two Guilds are dissolved.
- All city assets owned by members of the Tree-owning Guild remain standing, but are deprived of Tree protection.

Capturing a Tree of Life

If the defending Tree is reduced to zero Health at Rank 1 and the caster of the active Bane Circle is a member of an Errant or Sworn Guild (see **Chapter 10** for definitions of Guild status), the Tree of Life is taken. Ownership of the Tree of Life immediately switches to the Guild that cast the Bane Circle, and the Tree immediately heals to full integrity (although it remains at Rank 1). Taking a Tree has the following additional effects:

- Ownership and direct management of the Tree passes to the Guild Leader of the Guild that cast the Bane Circle – the Guild Leader is allowed to rename the city, as if they had just planted a Guild Seed themselves.
- The city's crest on the World Map instantly changes, and the name associated with the city also changes to the new name (if any).
- Ownership of all Fortress assets in the city jumps to the Guild Leader of the Guild that cast the Bane Circle.
- The conquering Guild is immediately elevated to Sovereign status (see **Chapter 10** for definitions of Guild status), and any formal alliances that Guild had with other Sovereign Guilds are instantly dissolved (they can be renegotiated after the siege, however).
- The Guild that previously owned the Tree of Life is immediately reduced to Errant status (see **Chapter 10** for definitions of Guild status).
- All Sworn Guilds that have sworn fealty to the Tree-owning Guild are immediately reduced to Errant status (see **Chapter 10** for definitions of Guild status), and all formal alliances between the losing Guild and any other Guilds are dissolved.

APPENDIX – THE SHADOWBANE RECORDER

The Shadowbane Recorder is a supplemental utility integrated into the game client that allows users to record all or part of a play session, saving the in-game action to disk in specially formatted recording files. Users can play the recording files back later, or transfer them to any machine that has the Shadowbane game client installed.

Making a Recording

To use the Recorder to “tape” gameplay, a player must first be logged in and playing Shadowbane. To open the Recorder window, click the Recorder button located in the Settings sub-menu of the Command Bar (see Chapter 3: Game Settings, for more information). Clicking the button opens a small control window with the following features:

- **Record Button:** Labeled with a red circle, this button begins recording.
- **Stop Button:** Labeled with a white square, this button ends recording and saves the file. Recording will stop automatically if the user quits the game, crashes, or otherwise aborts play.
- **Close Button:** Marked with a white X, this button closes the recorder window. Closing the window once recording has started will not stop the recording.
- **Name Field:** The user inputs the name of the future recording file in this field

To start recording, the user must first enter a file name in the name field, and then press the Record button. Press the Stop button at any time to end recording and save the file automatically. During a recording session, the Recorder “films” and saves all gameplay events (movement, attacks, animations, particle effects, actions, etc.) that occur around the user's character for the duration of the recording.

Viewing Recordings

All saved recording files can be played back from the initial Login screen. A button marked “Play Movie” can be found on the initial Login menu. Clicking this button opens a small window with a Play button, a text field, and a Close button. To play back a recording, enter the name of the desired recording file into the text field and then click the Play button to begin playback. After a brief loading time, the recording file will play, filling the entire screen.

Mouse and camera movements are not saved in recording files – viewers have complete camera control during play back, and may

view a saved recording from any angle. Users can also open and close windows, customize interface features, or reposition windows on the screen as if they were logged in for standard gameplay.

When the recording is finished, a dialog box appears confirming that the recording has finished. Clicking the confirm button will close the playback window and return the user to the Login screen.

Sharing Recordings

All saved recording files are placed in a folder named "Recordings," located in the Shadowbane folder. These files can be sent to anyone, but only users with a Shadowbane client installed on their computer can view them. The recording files are usable cross-platform: files recorded on a Macintosh can be played back on a Windows PC and vice-versa. Any number of recordings can be made and kept by a player.

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