

SHARD

A PLAYER'S GUIDE

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LORE // THE STORY OF LUGH

THE PAST

Long ago, a great warrior by the name of Lugh fought a battle against a formidable Beast. Their clash lasting for several days and nights. Lugh was eventually subdued by The Beast, but the Beast was not without its own injuries. The Beast was seen retreating deep within the planet's mantle. While it attempted to recover, blood poured from its wounds into the magma below, altering the magma's characteristics.

The heat produced as this modified-magma moves through the earth would cause water to rise to the surface. Crystals made of elementally charged ions slowly form as this water cools. We refer to these crystals as [**shards**].

The inhabitants of this world have since learned to control the power of shards, the brightest of which exhibit abilities virtually identical to true magic. But even now, the sleeping Beast still emits energy as it makes an effort to regain its former strength. Monsters from all over the world were drawn to this energy, forcing humanity to take shelter in several sanctuary cities. Expert Shamans have designed alchemic circles in these sanctuaries, using the magical ley lines produced by the Beast. These sanctuaries have evolved into impregnable fortresses protected from the energy and influence of the Beast.

THE PRESENT

You awaken on an island and find a shaman named Mercury. He claims to have found you unconscious on the beach and has been caring for you. He's traveled the world in search of powerful monsters in order to study their energy, but since he discovered you, his travels have been put on hold. Before you leave, he asks if you'd allow him to teach you how to fight. Afterwards, you ask him what you should do. You have no memory and nowhere to go.

Mercury mentions he is on his way to the bustling port city of Mac Annand. The ideal place for a traveler seeking answers to such existential issues. He draws an alchemic circle in the sand, teleporting the both of you to Mac Annand, thus beginning your adventure.

SANCTUARIES

MAC ANNAND

Level 1 - 20: A bustling port city blessed by the element of water. You begin your adventure here. Completing dungeons here will allow you to open up your own storefront.

DOL DONNA

Level 20 - 40: A quiet mountain village blessed by the element of earth. The townspeople are avid farmers willing to teach you their ways of agriculture if you earn their trust.

ELEMENTS

AIR is weak to ***FIRE*** but overpowers ***EARTH***

EARTH is weak to ***AIR*** but overpowers ***WATER***

FIRE is weak to ***WATER*** but overpowers ***AIR***

WATER is weak to ***EARTH*** but overpowers ***FIRE***



CLASSES

All classes unlock a second advancement at level 15 and a mastery skill at level 30.

Talk to Mercury in Mac Annand to receive these advancements once reaching the required level.

ARCHER

Uses a bow. They need ammunition in order to fight.

At level 15, they become a Hunter.

If they run out of ammo, their basic attack will change into a weak melee attack & active skills will become unusable.

BASIC SKILLS

Level 5: (Passive) ***SHARPEYE*** boosts the party's P.ACC & M.ACC +10% for 30 seconds. Costs 10 mana.

Level 10: (Active) ***DOUBLE SHOT*** fires 2 shots of ammo in rapid succession. Costs 20 mana.

HUNTER SKILLS

Level 15: (Active) ***POISONTIP*** fires ammunition coated in poison at the enemy. Costs 40 mana.

Level 20: (Active) (AOE) ***ARROW BOMB*** fires ammunition that explodes. 2x Damage Multiplier. Costs 80 mana.

MASTERY SKILL

Level 30: (Active) ***FLURRY*** unleashes a strong flurry of ammunition for 3 seconds. Costs 200 mana.

CLASSES

MAGE

Uses staffs to conjure magic for spells.

At level 15, they become either a Cleric or Wizard.

BASIC SKILLS

Level 5: (Passive) ***NOVA*** boosts the party's M.ATT & M.DEF +10% for 30 seconds. Costs 10 mana.

Level 10: (Active) ***TELEPORT*** moves the user forward. Costs 20 mana.

CLERIC SKILLS

Level 15: (Active) ***HEAL*** replenishes a target's health. If no target, heal yourself. Costs 40 mana.

Level 20: (Passive) ***AEGIS*** boosts all of the party's stats +10% for 30 seconds. Costs 100 mana.

WIZARD SKILLS

Level 15: (Passive) ***DOOM*** afflicts the target with a poison-like status that chips away health over time. Affliction lasts 30 seconds. Costs 50 mana.

Level 20: (Active) (AOE) ***BIG BANG*** a powerful magical explosion. 2x Damage Multiplier. Costs 100 mana.

MASTERY SKILL

Level 30: (Passive) ***BLESS*** boosts the time buffs & casted debuffs remain active by +5 seconds. Costs 300 mana.

CLASSES

MONK

Uses fists to fight.

At level 15, they become either a Champion or Beastman.

BASIC SKILLS

Level 5: (Passive) **INSTINCT** boosts the party's P.ATK and M.ATK +15% for 30 seconds. Costs 10 mana.

Level 10: (Passive) **HASTE** boosts the party's movement speed for 30 seconds. Costs 20 mana.

CHAMPION SKILLS

Level 15: (Passive) **MANTRA** boosts the party's P.ACC, M.ACC, P.EVA, and M.EVA +10% for 30 seconds. Costs 40 mana.

Level 20: (Active) (AOE) **STRIKE** a powerful strike that attacks nearby enemies. 2x Damage Multiplier. Costs 80 mana.

BEASTMAN SKILLS

Level 15: (Active) **ANTHROMORPH** transforms the user's face into that of a beast for 30 seconds. The boost given varies depending on the draw. Costs 40 mana.

> **BIRD**: P.ACC+15%. P.EVA+15%

> **TIGER**: P.ATK+15%

> **OX**: P.DEF+15%

Level 20: (Active) (AOE) **PRIMAL CLAWS** charges towards the target and deals a powerful strike with their claws. 2x Damage Multiplier. Costs 80 mana.

MASTERY SKILL

Level 30: (Active) (AOE) **CLOSE COMBAT** the user quickly moves to the target and deals a powerful blow before returning to their original location. Costs 200 mana.

CLASSES

WARRIOR

Uses swords or axes to fight.

At level 15, they become either a Knight or Berserker.

BASIC SKILLS

Level 5: (Passive) **BRANDISH** boosts the party's P.ATK and P.DEF +10% for 30 seconds. Costs 10 mana.

Level 10: (Active) **CHARGE** the user lunges forward, dealing critical damage to whatever you hit. Costs 20 mana. 1.5x Damage Multiplier.

KNIGHT SKILLS

Level 15: (Passive) **COUNTER** the user has a 5% chance to automatically counter when attacked for 30 seconds. Costs 40 mana.

Level 20: (Active) (AOE) **IMPALE** a powerful impaling strike. 2x Damage Multiplier. Costs 50 mana.

BERSERKER SKILLS

Level 15: (Active) **ENRAGE** the user's aura turns red, boosting P.ATK and P.DEF +30% for 30 seconds, at the cost of P.EVA and P.ACC-10%. Costs 40 mana.

Level 20: (Active) (AOE) **CRUSHER** a powerful crushing blow. 2x Damage Multiplier. Costs 50 mana.

MASTERY SKILL

Level 30: (Active) (AOE) **TOMAHAWK** the user expertly throws a tomahawk the direction they are looking, whatever it hits may explode upon impact. 2x Damage Multiplier. Costs 100 mana.

COMBAT // EXPLAINED

Players can form a party of up to 3 each to challenge the dungeons.

Certain skills are noted as “passive.” These are skills that can be used without a target. Any passive skill applied will also be given to any others in a player’s party. All passive skills can be stacked, exponentially increasing the skill’s effect. This is a key strategy to defeating monsters that may be a higher level than you.

Most active / attacking skills have a “multiplier” variable, which multiplies the total amount of damage dealt. All level 1 attacks (**Shoot / Punch / Slash / Bolt**) have a multiplier of zero.

Monk, Archers, and Warriors all physical attackers. Mages are the only class to utilize magical attack. All classes may utilize magical defense.

FORMULAS

```
#define PHYS_OFFENSE_FORMULA rand(round(m.patk, m.patk*1.5))
#define PHYS_DEFENSE_FORMULA rand(round(m.pdef/4, m.pdef-2))
#define MAG_OFFENSE_FORMULA rand(round(m.matk, m.matk*1.5))
#define MAG_DEFENSE_FORMULA rand(round(m.mdef/4, m.mdef-2))
var offense = PHYS_OFFENSE_FORMULA || MAG_OFFENSE_FORMULA
var defense = PHYS_DEFENSE_FORMULA || MAG_DEFENSE_FORMULA
var damage = round(above_zero(offense - defense)*multiplier)
var evasion = m.meva - usr.macc || m.peva - usr.pacc
if(evasion > 0 && prob(evasion)) damage = 0
```

To receive the most bang-for-your-buck when it comes to EXP, you can try killing monsters up to 10 levels higher than you. If they are over 10 levels below, you are only guaranteed 1 EXP per kill.

```
var exp_gained = round(above_zero((level-(get_killer().level-10))*level+10))
gold_drop.amount = rand(level, level*4)
```

@Note: The evasion formula definitely needs some tweaking. I’m open to any suggestions.

DUNGEONS

Dungeons are randomly generated based on a specific set of instructions you enter at the gate. There are over 1,000 different dungeons to complete & explore. When you select the keywords to visit the dungeon, you are actually customizing what dungeon experience you are getting.

The A keyword will set the difficulty of the area, or the average level of enemies you'll encounter. It also gives a color theme to the dungeon if applicable.

The B keyword sets the average size of rooms you'll encounter.

The C keyword determines what type of design the dungeon will be and also any weather effects.

All three keywords have a secret ID that is used to calculate the seed for the dungeon generated.

Completing dungeons will earn you items as well as reputation points for the nearest town. You will need to increase your reputation if you want to progress further in the game & unlock new quests / features. Once complete, a portal will spawn in a random location in the dungeon. Track it down & stand inside of the ley lines to return to town.

The only way to exit a dungeon is to complete it or be defeated.

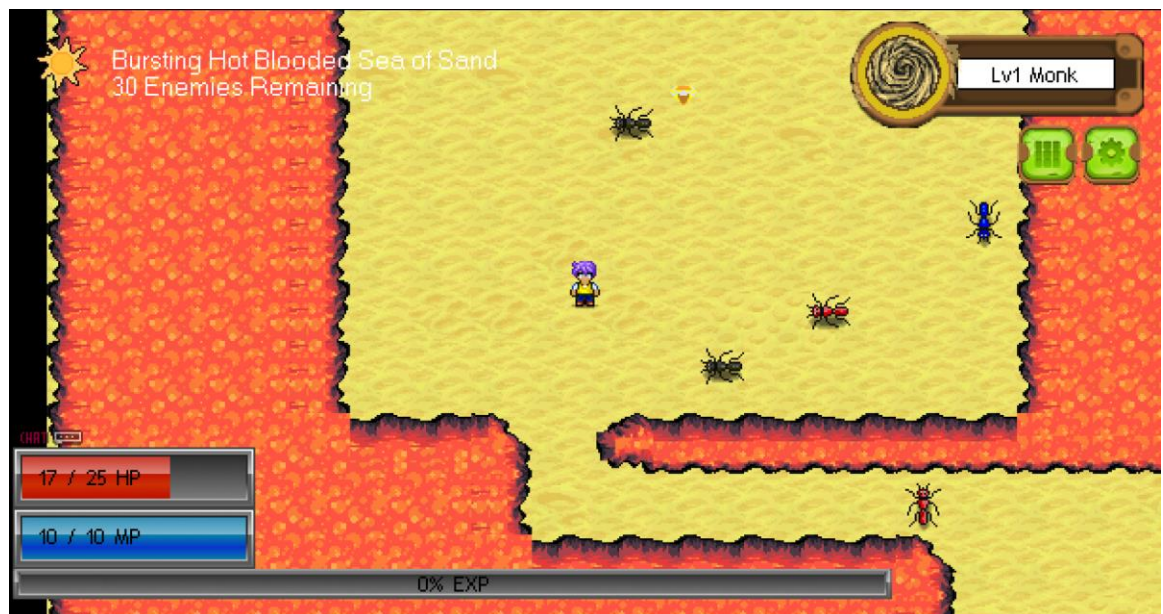
GRASSLAND DUNGEONS



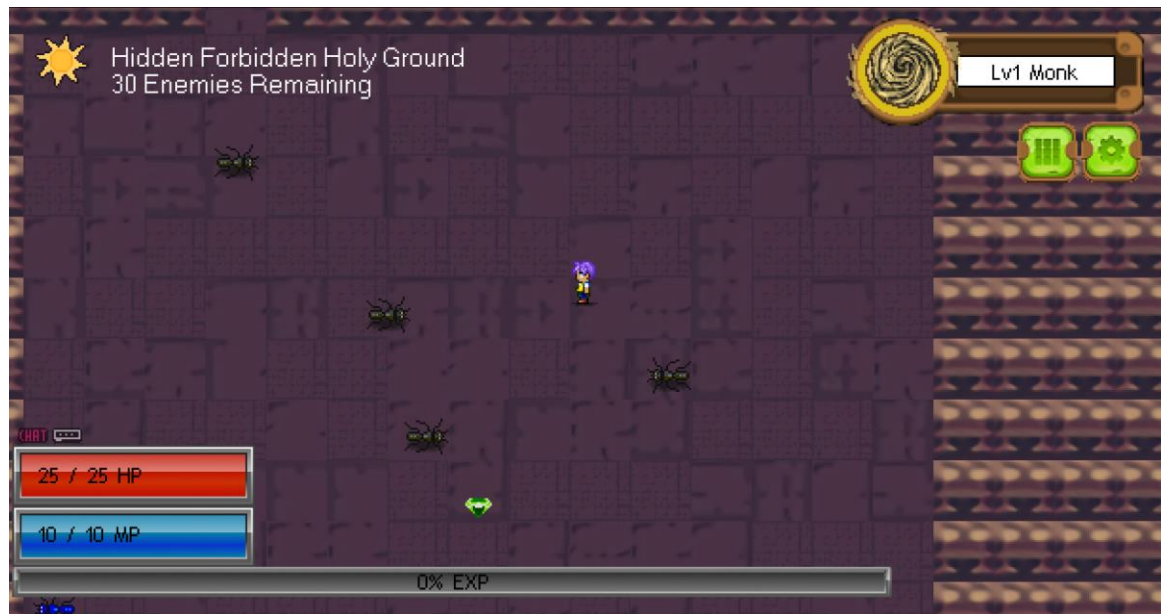
BEACH DUNGEONS



LAVALAKE DUNGEONS



INDOOR DUNGEONS



MONSTERS

Any monster can drop up to three items if you get lucky. Here are the rates:

- a 33% chance the monster will drop gold.
- a 10% chance the monster will drop a potion of some kind.
- a 1% chance for the monster to drop a rare equip.

ANTS

Level 2 | 10 HP

Black Ants (Element: Earth)

Level 3 | 12 HP

Blue Ants (Element: Water)

Red Ants (Element: Fire)

CRABS

Level 6 | 30 HP

Red Crabs (Element: Water)

Blue Crabs (Element: Water)

Level 8 | 40 HP

Purple Crabs (Element: Water)

SLIMES

Level 11 | 65 HP

Red Slimes (Element: Fire)

Blue Slimes (Element: Water)

Green Slimes (Element: Earth)

Yellow Slimes (Element: Air)

BATS

Level 19 | 95 HP

Cave Bats (Element: Air)

SPECTERS

Level 22 | 190 HP | Casts Doom

Fire Specter (Element: Fire)

Water Specter (Element: Water)

Earth Specter (Element: Earth)

Air Specter (Element: Air)

STINGRAYS

Level 29 | 300 HP

Green Stingray (Element: Water)

Blue Stingray (Element: Water)

GOLEMS

Level 35 | 650 HP | Casts Doom

Golem of Water (Element: Water)

Golem of Fire (Element: Fire)

Golem of Air (Element: Air)

Golem of Earth (Element: Earth)

MUMMIES

Level 40 | 760 HP | Casts Doom

Mask (Element: Air)

Djinn (Element: Earth)

ZOMBIES

Level 41 | 800 HP | Casts Doom

Zombie (Element: Earth)

SKELETONS

Level 43 | 940 HP | Casts Doom

Skeleton (Element: Air)

MINOTAURS

Level 50 | 1500 HP | Casts Big Bang, Doom

Water Minotaur (Element: Water)

Fire Minotaur (Element: Fire)

Earth Minotaur (Element: Earth)

Air Minotaur (Element: Air)

EQUIPMENT / ARMOR

All armor carries an elemental attribute. If this attribute matches your character's element, the buff received from the equipment is doubled.

STARTER CLOTHES

Obtained by creating a new character.

P.DEF+3, M.DEF+3

MERCHANTS CLOTHES

These clothes may not get you any better bargains, but you feel nice wearing them.

P.DEF+6, M.DEF+6

CAPED ARMOR

Whatever's beneath this cloak is more than enough to protect you... right?

P.DEF+8, M.DEF+8

KNIGHTS ARMOR

A heavy suit of armor, the perfect style for a combat fighter.

P.DEF+10, M.DEF+10

PALADINS ARMOR

A suit of armor that resonates a holy aura.

P.DEF+12, M.DEF+12

EQUIPMENT / WEAPONS

Warriors may only wield axes or swords.

Monks may only wield their fists or hand-to-hand weapons.

Mages may only wield staffs or wands.

STURDY AXE

Obtained by creating a Warrior character.

Warrior Weapon, P.ATK+5

DOUBLE AXE

Twice the axe heads, twice the damage. Maybe.

Warrior Weapon, P.ATK+10

EASTERN KATANA

Perfect for cosplaying. Not bad for fighting, either.

Warrior Weapon, P.ATK+10

WOODEN STAFF

Obtained by creating a Mage character.

Mage Weapon, M.ATK+5

RITUAL STAFF

A staff with some pizzazz. It may have been used for some sort of ritual.

Mage Weapon, M.ATK+10

WISDOM STAFF

A staff embedded with a powerful ruby crystal.

Mage Weapon, M.ATK+15

BLESSED FISTS

Obtained by creating a Monk character.

Monk Weapon, P.ATK+3, P.ACC+3, PEVA+3

STEEL CLAWS

Your punches can... cut?

Monk Weapon, P.ATK+7, P.ACC+7, P.EVA+7

HAND CANNONS

The only logical upgrade from your fists.

Monk Weapon, P.ATK+11, P.ACC+11, P.EVA+11

ITEMS

AIR SHARD

Obtained from the dungeons. A shard that contains the elemental power of air.

Can be used to push enemies (or friendlies) in front of you away.

EARTH SHARD

Obtained from the dungeons. A shard that contains the elemental power of earth.

Can be used to create a wall of earth in front of the user. The walls dissolve after 10 seconds.

FIRE SHARD

Obtained from the dungeons. A shard that contains the elemental power of fire.

Can be used to create a swirl of fire at the feet of the user. Will burn anything that it touches. The fire goes out after 10 seconds.

WATER SHARD

Obtained from the dungeons. A shard that contains the elemental power of water.

Can be used to harden lava into walkable rock in lavalake dungeons (lasts 30 seconds). Also used to water harvestable crops once unlocked.

POOCHIE WHISTLE

Purchased by a breeder in Mac Annand.

Call your loyal poochie companion to your side.

HEALTH POTION

A common drop from dungeon monsters.

A special brew that smells like lake water and food dye. Restores 25 points of HP.

MANA POTION

A common drop from dungeon monsters.

A special brew that smells like lake water and food dye. Restores 25 points of MP.

POTION OF STRENGTH

A common drop from dungeon monsters.

Boosts all physical attributes for 1 minute.

POTION OF MAGICKS

A common drop from dungeon monsters.

Boosts all magical attributes for 1 minute.