

SAGA OF DILMUN ONLINE

The Handbook

Everything you need to play — briefly explained and quick to find.

ALPHA · AS OF OCTOBER 8, 2026

SAGAOFDILMUN.COM

Contents

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> Short and made for looking things up: chapter 1 gets you into the game in ten minutes, and each of the others explains one topic. If something seems wrong, press **F9** the moment you see it.

1 Quick start 2

2 Account and character 2

3 Controls 3

4 The world 4
Edin, the Stargate and the Runestone · Enkur, the jungle · Day, night and the Oil Torch · Rain, fire and Warmed · Map and minimap

5 Quests 6

6 Combat 6
Basics · Assess (E) · Creatures · Boss mechanics

7 The three Paths 8
Sentinel · Keeper · Blade

8 Levels and death 10

9 Gear and loot 10
Slots, classes, sets · Loot, skinning, salvage · Settings and tempering · Resonance · Potions, food, helpers

10 Traders, reputation, mail 12
Traders and coins · Reputation and the Quartermaster · Message Board and Market Table

11 Together 13

12 Crafting 13
The rule · Resources · Recipes · Survival — the secondary profession

13 The Chamber of Asag 15

14 Help and bugs 15

1 Quick start

Into the game in five steps

1. **Create an account** on sagaofdilmun.com, click the link in the confirmation email, log in.
2. **Build your character:** people, sex, face, hairstyle, hair color — all of it is looks only. Then you choose your **Path** (Sentinel, Keeper or Blade). The Path is **permanent**.
3. **Edin, the Outpost:** Talk to **Scout Enkidu** and follow the introduction. You forge the **Seal of Departure**, and only then does the Stargate open.
4. **Enkur, the jungle:** In the camp, Scout Sidur is waiting with your first quests. Learn a craft and lay your hand on the Bindstone at the gate, and from then on your **Runestone** brings you back here at any time.
5. **From level 10** you head into the **Chamber of Asag**, the dungeon in the ruins, as a group of three.

Six things worth knowing from the start

Keyword	What you need to know
E	Creatures don't show a level. Click your target, press **E** — a line in the chat tells you whether you can take it.
Skinning	Leather doesn't drop by itself. Walk up to the body and skin it.
Fire	Sit down at a campfire (**X**) to recover faster and take *Warmed* with you.
Death	Run back to your body as a spirit. Afterwards you gain 5 % less experience for 30 minutes.
Group	Everyone gets their own loot; experience and quest progress are shared. Nobody has to roll.
F9	Report a bug — screenshot, location and situation are sent along automatically.

2 Account and character

Account. Username (3–20 characters: letters, digits, `-`, `_`), email address, password (8 characters or more). The confirmation link is valid for 48 hours; if no email arrives, check your spam folder. You reset a forgotten password on the website (that link is valid for two hours). A login lasts seven days; after eight failed attempts the gate stays shut for a minute. **If you created your account before September 25**, just log in and add your address in the game. Please don't create a second account.

Characters. Your account holds **up to eight characters**. A name has 2 to 16 characters and no spaces; names from the story (Nabu, Enkidu …) and words like Admin are blocked. To delete a character you type out its name, and that is final. Your **storage** belongs to the account and is kept.

Away, logging out, queue. If you do nothing for five minutes, your name gets ; after another 30 minutes without input the game logs you out and sends you back to the login page. (to

character select) and ⏻ (exit game) take **20 seconds**: one step cancels it, and in combat it doesn't start at all. At a fire and in the settlement it is instant. If the server is full, you wait in a **queue** and get in automatically as soon as a place is free.

Peoples. Kishar (desert), Ashari (tall, marked skin), Nammuri (small and nimble), Enkuri (greenish, painted). Each people has its own body and its own hair colors, but **no stats of its own**. The choice is purely cosmetic.

Starting gear. The six-piece travel set, a Travel Blade, a **Runestone** (with no destination yet) and an **Oil Torch** holding one filling of oil. A character's base stats are 80 health, 10 attack, speed 2.8 and 24 backpack slots; everything else comes from level, gear, Path and group.

On a weak computer, `?sparsam=1` at the end of the address helps. After an update the game says "New version — please reload the page".

3 Controls

Key	Effect
W A S D / arrow keys	Walk
Left click	Talk, attack, gather, pick up, skin
Right click on a figure	Target and player menu: Whisper, Invite, Trade, Inspect, Follow, Friend, Ignore
1–9, 0, Shift+1–3	The 13 slots of the action bar (slot 1: basic attack)
Esc	Clear target
E	Assess target
C	Character: gear, stats, points — the tabs **Character** and **Reputation** at the bottom
B · Q · Z	Backpack · Quest Log · Spellbook
M · P	Map · Group and friends
G	Pathfinder: for three seconds, the rough direction to your tracked quest
T	Raise or stow the Oil Torch
X	Sit down (at the fire)
Enter	Chat
F9 · F1 / ?	Report a bug · Help sheet

The action bar. Place abilities from the Spellbook (Z) by double-clicking or dragging them onto the bar. You can also drag **food, potions and helpers** there from your backpack; the number on the slot then shows how many you have. A right click clears the slot.

Windows can be moved by their title bar and resized at the bottom right. Always on screen are the **minimap** with the time of day and resource search (⛏ ore, 🌿 herb), the health orb and the resource orb, the experience bar, the group frames, the target frame and the quest tracker.

4 The world



4.1 Edin, the Stargate and the Runestone

Edin is a small outpost in a desert canyon: wreck field, camp, workshop, gate. Here you'll find Enkidu (first quest), Chronicler Ninsun, Smith Ereshki, Herbalist Gula, Archmage Nabu (at the gate, he takes your shards), the Burnt-Out One by the observatory (Resonance, 9.4) and Outfitter Lugal. Your storage is in the archive.

The Stargate opens only once you have forged the Seal of Departure. You get back to Edin through the **Return Gate** in the camp on Enkur. The **Waystone** in Edin's portal hall takes you, without any wait, to the gate you last bound yourself to.

The Runestone starts out cold. Only once you choose **"Lay your hand on it and bind"** at a gate does it bring you back there from anywhere. Casting takes **five seconds** during which you must stand still, and afterwards the stone has a **45-minute cooldown**. So it is not an escape button. Binding yourself at a different gate moves your destination.

4.2 Enkur, the jungle

256 × 256 tiles in nine regions. The north is safe, the south dangerous, the southeast most dangerous of all.

Region	Danger	Creatures (approx. level)
Settlement (center)	—	Safe zone, the camp
Open Jungle	1	Spore Crawler, Mold Slime, Barkrunner, Palepelt (1–6)
Swamp	2	Mold Slime, Blood Chitin, Spore Beast, Pitcher Vine, Mire Stilt (3–10)
Dense Jungle	2	Blood Chitin, Spore Beast, Redcap, Spotbeak, Gold Chitin (3–9)
Old Grove	3	Spore Beast, Redcap, Deep Lurker, Grove Stag, Maw Bloom (7–13)
Jungle Ruins	3	Redcap, Seer Eye, Swamp Troll, Bone Stalker, Ruin Warden (8–14) — **the Descent to the Chamber**
Deep Jungle	4	Deep Lurker, Swamp Troll, Grimlock, Longarm, Pale Weaver, Platehorn (12–19)
Hidden Temple	4	Grimlock, Death Slime, Pale Weaver, Stone Warden, Colossus (17–22)
Boss Region	5	Guardian of the Grove (22) — not meant for the alpha yet

In the camp you'll find Camp Leader Uruk, Field Scholar Adapa, Scout Sidur, Trader Kishar (she also manages your storage), the Quartermaster (reputation, 10.2), Smith Ilum and Herbwife Nin-ti, **Survivalist Nuska** (Survival, 12.4), the Bindstone and the Return Gate.

Out in the wild there are five field posts with their own quests: Hunter Kurgal (level 2–6), Gatherer Bau (4–11), Scholar Ishmu (7–12), Charcoal Burner Nanshe (8–13) and Surveyor Zimu (13–15).

Gathering zones. Ore, biolume wood and feverleaf grow in clusters away from the paths, usually guarded by one or two Spore Crawlers. Mushrooms, resin, nightbloom and deadwood are scattered around.

4.3 Day, night and the Oil Torch

A day lasts **24 minutes**. At night you need light, so you raise the **Oil Torch** with **T**. While you hold it, one hand is busy: fighting and gathering only work once you stow it. **It only burns its oil while it's in your hand** — one filling lasts **20 minutes**, and it starts out full. Once it's empty it won't light again until you fill it in the item window with **"Refill"** and a flask of **Lamp Oil**. Survivalist Nuska shows you how to press lamp oil (12.4). The **Wanderer's Lantern** (10.2) replaces the torch and leaves both hands free. In the Chamber it is always night.

The Night Trader stands somewhere different every night, and in the same spot for every player. The logbook only gives away the area. He has three rare pieces below value, each only once, and is gone again at dawn.

4.4 Rain, fire and Warmed

The sky changes in **eight-minute stretches**, and roughly **every fourth** one brings rain. It sets in over **half a minute** and stops just as slowly; all players see the same weather. It never rains on Edin or in the Chamber.

Soaked only halves your **recovery** after combat. Damage, armor and speed stay the same, and mana, rage and energy are not affected.

At the fire (one burns in every village) you're dry at once, and it even raises your recovery to **two and a half times**. Each additional person at the same fire adds a little more, up to **five**. The fire warms everyone, strangers included. Out in the wild a **Fire Bundle** helps: put it down, light it, ten minutes of warmth.

Warmed. Sit down at the fire (**X** or `/sit`). Anyone who has actually **sat** there for **three minutes** gets up with *Warmed*: for **twenty minutes** you recover half again as fast, even far from the fire, and the rain can't touch you. Just standing next to it doesn't count. It's faster together: with five people it takes **a minute and a half** instead of three.

State	Recovery
soaked	0.5×
normal	1×
warmed	1.5×
at the fire	2.5×
at the fire, five people	3.5×

4.5 Map and minimap

The **map (M)** only shows regions you have already entered; the rest lies in fog. Marked on it are you, your group, your body, the camp, the gates, the bind- and waystones, the Spirit Healer and the Descent. **Creatures, resources and quest targets are not on it.** The **minimap** shows your surroundings with resources, inhabitants and other players.

5 Quests

- **Yellow !** means: a new quest. **Blue !** means: a repeatable quest (once every 24 hours). **?** means: you can hand something in.
- Anything still too early for you is shown by the quest giver as "🔒 Title — from level N".
- **Q** opens the Quest Log, the tracker on the right shows your current quest, **G** gives you the rough direction.
- In a group, progress counts for everyone who was nearby.
- The Trader never sells your quest items by accident.

The main thread. The introduction on Edin (Enkidu → Ninsun → the Seal with Ereshki → Nabu) takes you to Enkur. There the **main storyline** continues: the Camp Leader and the Field Scholar send you through jungle and ruins (from level 5, 7 and 8) and back to Nabu. From level 10 it leads into the **Chamber of Asag**, and at level 12 you bring down its Warden. Alongside it there are quests from the field posts, the settlement, your Path and your craft. The **Saga Book** (📖) retells your story, the **Logbook** (📓) lists what has happened.

Shards of Dilmun drop from creatures (18 %), elites (50 %), every boss and rare veins (15 %); the eighth creature without a shard drops one at the latest. You need them for quests, **Settings** (9.3) and **Resonance** (9.4). You can't sell them.

6 Combat



6.1 Basics

Clicking a creature starts your **basic attack**: one blow every 1.5 seconds, range 2.6 tiles, no cost. Every ability triggers a global cooldown of one second. **Spells with a cast time are interrupted when you move**, not when you are hit, and an interrupted spell costs nothing. The **red ring** around your health orb means something has you in its sights.

Threat. A creature attacks whoever gives it the most trouble. Damage counts in full, healing counts half, the Sentinel counts 2.5 times. The target only changes once someone exceeds 110 % of the previous threat.

The roll. Any blow can fail: miss 5 % (more against stronger foes), dodge 5 %, parry 5 % (only with a weapon), block 10 % (only with a shield, a third less damage), critical 5 % (1.5 times the damage). Spells can be neither parried nor blocked.

Recovery and food. Out of combat you recover on your own. Food heals in combat too, but you sit while eating, and any movement interrupts it.

6.2 Assess (E)

Color	Means
gray	far below you; from eight levels below, no more experience
green	a safe bet
yellow	even match, a real fight
orange	stronger than you, don't go alone
red	far too strong, leave it
purple ★	boss, group only

"◆" on the line means **elite**: not something for one person alone.

6.3 Creatures

Creature	Levels	Where
🍄 Spore Crawler	1–5	Open Jungle, guard at gathering zones, attacks on its own
🪲 Blood Chitin	2–7	Swamp, Dense Jungle
🟡 Mold Slime	3–9	everywhere in the north
🐗 Spore Beast	5–12	Swamp, jungle, grove
👺 Redcap	6–13	jungle, grove, ruins
👁️ Seer Eye	7–14	ruins
🦎 Deep Lurker	9–16	grove, Deep Jungle
🧌 Swamp Troll	10–18	ruins, Deep Jungle
🪓 Grimlock	12–20	Deep Jungle, temple
☠️ Death Slime	14–22	temple
🦎 Barkrunner	1–4	Open Jungle
🐻 Palepelt	2–6	Open Jungle
🌿 Pitcher Vine	3–7	Swamp
🦤 Spotbeak	4–9	Dense Jungle, attacks on its own
🪲 Gold Chitin	5–9	Dense Jungle
🦒 Mire Stilt	5–10	Swamp
🦌 Grove Stag	7–11	Old Grove
🌺 Maw Bloom	8–12	Old Grove
🦴 Bone Stalker	9–13	ruins, attacks on its own
🦧 Longarm	12–16	Deep Jungle, attacks on its own
🕷️ Pale Weaver	13–17	Deep Jungle, temple steps
🦏 Platehorn	15–19	Deep Jungle
🗿 Ruin Warden ◆	8–13	ruins
🗿 Stone Warden ◆ · 🦣 Colossus ◆	16–26	temple, Deep Jungle

6.4 Boss mechanics

Mechanic	What happens	Answer
Cone	Strike to the front (90°, 5 tiles)	Only the tank stands in front, ideally with Shield Wall.
Spell	2.5 s wind-up, heavy damage	Interrupt: Shield Bash or Hamstring.
Poison	Damage over 12 s	Cleanse
Waves	Three extra enemies	Tank gathers them (Ground Slam), Blade clears them (Sweep).
Fickle	Briefly switches target	Tank pulls it back.
Area	Damage to everyone nearby	Group Heal
Enrage	Below 25 % health, +50 % attack	Be quick now — time for Execute.

Bosses are built for five and adapt to the group's size when you enter.

7 The three Paths





You choose your Path right after the character editor. **The choice is permanent.** Each Path has its own resource; the basic attack never costs anything.

Path	Role	Resource	Bonus
🛡️ **Sentinel**	Tank	**Rage** — starts at 0, rises with hits (taken and dealt), decays after combat	+20 % health, +5 defense, 2.5× threat
✨ **Keeper**	Healer	**Mana** — starts full, refills slowly	+30 % healing, Spark of Light from range
⚔️ **Blade**	Damage	**Energy** — starts full, refills quickly, +20 on every killing blow	+15 % attack

Every level brings **one point**, either for a **point ability** (window ✨, *point* in the tables) or for a stat in the character window (+6 health, +1 attack, +1 defense, +0.03 speed or +1 % double yield). Both are permanent.

7.1 Sentinel

Ability	Lv.	Cost · CD	Effect
Challenge 🛡️	5	0 · 8 s	Forces the target onto you for 3 s
Shield Wall 🧱	5	25	4 s -35 % damage (can be extended to 8 s)
Charge 🏃	8	0 · 15 s	Sprint to the enemy, slows it, +15 rage

Ability	Lv.	Cost · CD	Effect
Ground Slam 👊	10	25 · 8 s	Damage around you, high threat
Shield Bash 💢 *point*	12	10 · 12 s	Interrupts spells, stuns for 2 s
Safeguard 🫡 *point*	13	30 · 30 s	Takes over 25 % of an ally's damage
Second Wind 💨	14	40 · 25 s	Heals you for 20 %
Bulwark 🏰	15	0 · 120 s	8 s -50 % damage, the emergency button
Banner 🚩 *point*	15	20 · 45 s	Group +5 defense

7.2 Keeper

Ability	Lv.	Cost · time	Effect
Heal ✨	5	25 · 1 s cast	25 %, fast and expensive
Spark of Light 🔆	5	12 · 4 s	Ranged attack
Repose 🌙	8	30 · 2.5 s cast	50 %, slow and cheap
Regeneration 🌱	10	30	25 % over 10 s, plus -5 % damage
Banishing Ray 🔆	10	20 · 1.5 s cast	Damage, returns mana
Group Heal 💫	12	45 · 2 s cast	15 % for everyone nearby
Awaken 🌅	12	50 · 10 s cast	Brings a fallen group member back (not in combat)
Shield of Light 🌟 *point*	13	35 · 18 s	Shield worth 20 % health
Mercy 🙏 *point*	14	0 · 90 s	Instantly 40 %, the emergency button
Cleanse 🕊️	15	15 · 8 s	Removes poison, slows, bleeding
Blessing of Vigil 🕯️ *point*	15	20 · 2 s cast	Group +8 % health for 10 min

7.3 Blade

Ability	Lv.	Cost · CD	Effect
Heavy Blow ⚔️	1	35	Strong blow, inflicts a Wound (up to 3)
Sweep 🌀	5	25	Hits everyone around you, one Wound each
Hamstring 🦵	8	20 · 10 s	Interrupts spells, slows
Bleeding Cut 🩸	10	30 · 10 s	Bleed, consumes Wounds for a stronger effect
Feint 🎭	10	0 · 30 s	Halves your threat
Lunge 💨 *point*	12	15 · 12 s	Leap to the enemy, next Heavy Blow +50 %
Expose 🎯 *point*	13	25 · 20 s	Target takes 8 % more damage from everyone
Take Cover 🙈 *point*	14	0 · 45 s	5 s -30 % damage
Execute 💀	15	40 · 12 s	Very strong below 25 % health, consumes Wounds
Bloodrage 🔥 *point*	15	45 · 30 s	8 s +40 % attack, then Feint

8 Levels and death

Levels. The level cap is **15**. Each level brings +4 health, +1 attack and one point, and refills your health. You gain experience from fights, quests, gathering, crafting and exploring. Enemies that are much weaker (gray) or more than ten levels stronger give no experience. Elites count double, bosses six times.

Death. Your body stays where it fell, and you press **Release spirit**. As a spirit you stand at the graveyard, and **G** shows you the way to your body. Then you have three options:

Wayback	Consequence
Run to your body and get up	half health, **no weakness**
Talk to the **Spirit Healer**	back at once, but **15 % weaker for 10 minutes**
Be awakened (Keeper from level 12, in your group)	you get up where you fell, with no weakness

You lose no experience and no items — but after **every death** you gain **5 % less experience for 30 minutes**, however you come back. As a spirit you can't fight, gather, trade or travel — and the only one who hears you is the Spirit Healer.

9 Gear and loot

9.1 Slots, classes, sets

Slots: helm, shoulders, chest, hands, legs, boots, weapon, shield, jewelry, tool and torch. The stats are attack, defense, health, **spell power** (strengthens everything that heals and casts), speed and vision. You can hide the helm in the character window; its stats still count.

Armor class	Who may wear it	Gives
Light	everyone	little protection, spell power
Medium	Blade, Sentinel	balanced, some attack
Heavy	Sentinel only	lots of protection and health

Sets have six pieces. With **three** pieces you get the first bonus, with **five** the second: Linen Garb (starting set), Pathleather, Keeper's Vestments, Scaleguard, Obsidian Plate. The item window shows how far along you are.

9.2 Loot, skinning, salvage

Rarity	Color	Source
Common	white	7 % per creature, 22 % per elite
Uncommon	green	1.5 % per creature, 10 % per elite, 55 % per boss
Rare	blue	Chamber only
Epic	purple	Chamber only

Loot bags. Whatever drops lies in a bag on the ground for three minutes — and everyone gets their **own**: whoever struck and every group member within 40 tiles. There is no rolling and no click race,

"Take all" is enough, and coins always come along.

Skinning. You get raw hide yourself: walk up to the carcass (2.6 tiles), skin it, stand still for 4.5 seconds. Walking away or getting hit interrupts it. Anyone can skin, no profession or tool needed. Elites give twice as much, bosses four times as much.

The clocks on a carcass (from its death)	Duration
The carcass lies there	**90 seconds**
Skinning and looting	the **full 90 seconds** — you can start until the very last one
The animal is back	after **120 seconds**

Whether anyone skins it or not changes nothing about this.

Salvage — teeth, glands, shells — is only for selling, and you get its **full** value. The price depends on the kind: a troll tooth always brings 10 copper, and stronger enemies drop more valuable junk (2 copper from a Spore Crawler, 24 from a Colossus). With **"Sell salvage"** at the Trader, everything goes in one click.

9.3 Settings and tempering

Settings — setting shards into a helm, chest, boots or jewelry, right on the item: **Set** (1 shard, +12 %), **Deep-set** (3, +28 %), **Suffused** (7, +50 % and an Echo for your Path). It always succeeds, and when you remove it you get half the shards back.

Tempering — alchemy draughts on armor pieces: **Tempering Draught** +8 %, **Annealing Draught** +18 %, **Refining Draught** +30 %, always in that order. Tempering is **permanent**, so only temper what you want to keep.

9.4 Resonance

From the **Burnt-Out One** on Edin you learn Echoes in exchange for shards and put them into slots (two from level 5, three from 12). You can swap them at any time with him.

Echo	Shards	from Lv.	Effect
Embers 🔥 · Wall 🧱 · Spring 💧	2	5	Attack +3 · Defense +4 · Health +22
Runner 🌬️ · Eye 👁️ · Finder's Greed ⛏️	3	8	Speed +18 % · Vision +3 · double yield +15 %
Memory 📖 · Scales ⚖️ · Way Home 🔮	4	10	Experience +10 % · Selling +20 % · Runestone −35 % wait
Bulwark 🏰 · Wrath ⚡	5	14	Def. +6, health +30 · Attack +6, speed +8 %

9.5 Potions, food, helpers

Item	Effect	Source
Healing Potion · Greater Healing Potion	+60 · +110 health instantly (20 s cooldown)	Alchemy
Flatbread · Spore Bread · Herb Flatbread	Health over time, in combat too (you sit while eating)	Trader · Alchemy
Spring Water · Bitter Draught	+18 · +45 mana or energy	Trader · Alchemy
Draught of Strength · Barkskin · Clearsight	+5 attack · +6 defense · +5 vision	Alchemy

Item	Effect	Source
Elixir of Dilmun	+6 att., +6 def., +40 health, 20 min	Alchemy (master recipe)
Wanderer's Lantern · Drying Cloth · Road Draught · Waybread	Helpers for the road	Quartermaster (reputation, 10.2)

10 Traders, reputation, mail

10.1 Traders and coins

Coins: 1 gold = 100 silver = 10,000 copper (shown as "1g 24s 7c").

Trader Kishar (camp on Enkur) sells basic supplies and buys everything at **a third** of its value. She won't take shards, the Runestone, seals, the torch or quest items. You get **tools** from the crafting trainer.

Outfitter Lugal (Edin, next to the smith) sells weapons and shields, **six pieces at fixed levels — 2, 4, 6, 9, 12 and 15**, always two of them shields. Which kinds he offers changes every morning. His wares are the safe floor, weaker than what you find or forge. He also charges a **25 % markup** on the value.

Storage (24 slots) belongs to your account and is shared by all your characters. You can reach it at every Trader and in the archive on Edin.

10.2 Reputation and the Quartermaster

Quests and defeated creatures earn you **reputation** with the Outpost and with the camp of every world. The tiers are **Stranger · Known (300) · Trusted (1000) · Respected (3000) · Revered (6000)**. Hunting alone only gets you to Trusted. You'll find your reputation in the character window (**C**) on the **Reputation** tab, and the cog puts a bar over the experience bar.

The **Quartermaster** in the camp sells **helpers**. Anything your reputation doesn't allow yet is grayed out, and the tooltip tells you which tier is missing.

Helper	from	What it does
🥾 **Road Draught**	Known	Faster on the road for 10 minutes
🥖 **Waybread**	Trusted	Long-lasting provisions
🏮 **Wanderer's Lantern**	Respected	Goes in the **torch slot**, both hands stay free. It only burns while it's equipped **and it's dark** — 30 minutes per filling. The remaining time is shown at the top as a buff. With **"Refill"** and a flask of **Lamp Oil** you fill it up again.
🧣 **Drying Cloth**	Respected	Rub down for 4 seconds, then "You're warm now." — 20 minutes as if you'd been at the fire. Afterwards it has to dry (1 hour, shorter at Revered).

You buy the lantern and the cloth only **once**; you keep them.

10.3 Message Board and Market Table

Both stand in the archive on Edin and next to every Trader.

The Message Board is the mail: a letter, one attachment and coins to any player. You can collect at any board.

The Market Table works with **fixed prices, no bids.** You list a stack at your price for 12, 24 or 48 hours. You get the listing fee (a tenth of the trader value per 12 hours) back when it sells, and the market keeps a twentieth of the proceeds. Money and unsold goods arrive by letter.

11 Together

Group (P). You invite by right-clicking a player or through P with their name. A group has at most **five** people. Loot, experience and quest progress are shared while you are within **40 tiles** of each other. The group frames on the left show health, resource, buffs and, for the fallen, where their body lies; anyone far away gets distance and direction ("45 tiles · NE").

Chat. There are the channels Global, Planet and Group. Whisper with `/w Name text`, reply with `/r text`, and clicking a name in the chat puts `/w` in front. `/who` shows who's online. Emotes: `/wave`, `/cheer`, `/thanks`, `/laugh`, `/nod`, `/bow`, `/shrug`. With `/sit` you sit down, at the fire for example. Anyone writing more than five lines in ten seconds has to pause for a minute.

Player menu (right click). Friend, Ignore, Inspect (up to 12 tiles), Follow and **Trade** (up to 5 tiles). In a trade both sides have to press **Ready**, and any change cancels both confirmations.

The bot folk. Figures with ◇ **in front of their name** are bots. They bring the world to life, but they don't answer and don't trade. You call your own companions with `/bot sentinel`, `/bot keeper`, `/bot blade` or `/bot group` (all three), and `/bot dismiss Name` sends one away again.

12 Crafting



12.1 The rule

There are two crafts: **Smithing** (workshop) and **Alchemy** (cauldron). You learn **one per character**, and the choice is permanent. The trainers are Ereshki and Gula on Edin and Ilum and Nin-ti in the camp on Enkur; the basic tools are free there. Your **skill** goes up to 20 and rises as you craft: orange recipes always raise it, yellow ones usually, green ones rarely, gray ones never. You buy new recipes from the trainer; master recipes come from quests.

12.2 Resources

Every resource belongs to a tool: **Bog Ore, Biolume Wood, Chlorophyll Resin** are gathered with the smith's pickaxe, **Feverleaf, Nightbloom, Spore Mushroom** with the alchemist's sickle. **Raw Hide** (skinning), **Deadwood** and **Forest Nuts** anyone may gather. If you need the other craft, trade with other players.

Gathering takes two and a half seconds (progress bar). A node grows back after three to five minutes — somewhere nearby, not necessarily in the same spot. **Rare veins** need a level-1 tool (Ore Pick, Moon Sickle) and sometimes hold a shard.

12.3 Recipes

Smithing

Recipe	from	Materials
Iron Bar	0	2 Bog Ore
Tan Leather	2	2 Raw Hide, 1 resin
Rivet Cap	3	2 bars, 1 leather
Ore Pick · Swamp Blade	5	3 bars + 4 biolume wood · 1 leather
Scale Armor	8	4 bars, 2 leather
Iron Helm · Marching Boots · Crest Shield	10–12	3–4 bars, 2–3 leather
Iron Chain	14	3 bars, 4 Bog Ore
Shard Amulet (master)	15	1 shard, 4 bars, 2 resin
Plate Armor · Tower Shield	16–18	6–8 bars, 3–4 leather

Alchemy

Recipe	from	Materials
Herb Extract	0	2 Feverleaf (no cauldron needed)
Spore Bread	1	3 Spore Mushroom, 1 Feverleaf
Healing Potion	3	1 extract, 2 Spore Mushroom
Tempering Draught	4	for armor (9.3)
Draught of Strength · Barkskin	6 · 9	extract, herbs, raw hide
Greater Healing Potion · Herb Flatbread · Clearsight	12–14	extract, Nightbloom, herbs
Bitter Draught	16	3 extract, 2 Feverleaf, 1 Raw Hide
Elixir of Dilmun (master)	17	1 shard, 3 Nightbloom, 3 extract

12.4 Survival — the secondary profession

Everyone learns Survival **in addition** to their craft, from **Survivalist Nuska** at the big fire in the camp. Her first quest is **"Wood and Nuts"**: bring five Deadwood and three Forest Nuts, and you get a flask of Lamp Oil for it.

Recipe	from skill	Source	Materials	Result
Tie Fire Bundle	0	start	3 Deadwood, 1 Tinder	Fire Bundle, works anywhere
Press Lamp Oil	0	start	3 Forest Nuts	Lamp Oil for the Oil Torch and the lantern, only **at a fire**

Deadwood lies around in the forest. The smith sells **Tinder**. You shake **Forest Nuts** from the **Nut Tree** — the weeping willow with red fruit that grows all over the forest: click it and shake for **three seconds** (a single step interrupts). Only about **every third** tree drops one or two nuts. Afterwards the tree needs a few minutes, and anyone who clicks it before then is told so. A fire burns for ten minutes, not in combat, and each player can only have one at a time. Anyone may light it, even without the profession.

13 The Chamber of Asag

The **Descent** lies in the ruins of Enkur. The Chamber is meant for **three players from level 10** and takes twenty to thirty-five minutes. Every group gets its own instance, and inside it is always night.

The lock. As long as you are below level 10, a lock marked "Lv. 10" floats above the Descent. From level 10 it disappears.

The Summoning Stone stands next to the Descent. Click it, pick someone from your group and stand still for **five seconds**. The person you called has **five minutes** to accept the invitation and then stands next to you. It doesn't work in combat, as a spirit or from inside an instance.

The way: Antechamber → Passage of the Dead → Hall of Pillars (**Doorkeeper**) → Descent → Cistern (**Broodmother**) → last passage → Hall of Asag (**Warden of the Chamber**, with his chest behind him). Two side branches hold crates.

Boss	Level	Mechanics
◆ The Doorkeeper	11	Cone, Fickle
◆ The Broodmother	12	Poison, Waves
★ The Warden of the Chamber	13	Cone, Area, Enrage

Every boss drops something: uncommon, rare or epic. The **Warden's Chest** only opens for those who were in the fight.

Saved. When you defeat a boss, you are **saved to that instance** until **six in the morning**. Until then the boss stays dead for you. The group window (**P**) shows which instances you're saved to under **Saved instances**. You may still help others, but then you get no loot and no experience. Chests open once a day.

Anyone who falls in the Chamber stands as a spirit at the way up or lets themselves be awakened. The instance vanishes when the last person leaves it.

14 Help and bugs

F9 — report a bug. Press the key **at the moment** you see the bug and write one sentence with it: what happened and what you expected. Screenshot, location, level, quest and the latest events are sent along automatically. Five short reports are better than one long one.

F1 or ? opens the help sheet: what's playable right now, the keys and three tasks for the test evening.

Not in the game yet: worlds other than Edin and Enkur, bids on the market, mounts, guilds, achievements, duels. The Guardian of the Grove (level 22) is meant for a later round.

Saga of Dilmun Online · Alpha. The numbers in this booklet come from the game; when the game changes, the booklet changes too.