Things every new player should do.



Right click on the Sys Info Tab to split it off into another window and position it



If you havent already, do the first crafting mission and start the second. To save some of the dappers (11,000) Sterga gives you try to buy the items you need from the resale tab rather than the merchant tab, they will be a lot cheaper.

Click the resale tab, then at the bottom click on th RM ITEM PART button and select the Clothes Icon (bottom row, first on the left) and look for any Buo fibre and buy 2 at least quality 10, if none available buy them from the Merchant TAB, buy the cheapest.

Then go back to the RESALE TAB and select RM ITEM, bottom row 3rd from left, the Lining Icon and look for the Basic Glue Resin, buy 2 at least quality 10, if none available buy them from the MERCHANT tab

Then go back to the RESALE TAB and select RM ITEM, bottom row 4th from left, the Stuffing Icon and look for the Basic Irin Oil, buy 1 at least quality 10, if none available buy it from the MERCHANT tab

Then go back to the RESALE TAB and select RM ITEM, bottom row 5th from left, the Armour Clip Icon and look for the Basic Redhot Sap, buy 1 at least quality 10, if none available

buy it from the MERCHANT tab

Craft the boots and hand them in to Sterga Hamla. In the worst case you had to spend 3,000 dappers if you had to buy all the materials from the MERCHANT tab, if you could get them all from the resale tab you probably only had to spend about 150 dappers

After handing the boots in, you need to talk to Millie Dodoine the foraging trainer to complete the mission you will also be rewarded with 2500 dappers and your skill level in craft should now be 6. You should now have between 10500 and 13,000+ dappers

Last thing before you head for the mainland to buy your mount and go through the rest of this guide is to check the one hand weapon merchant just in case someone is selling a Duelist Blade. The one hand weapons merchant is behind the Fight Master Guilan Guiter on the right of the 2 weapons merchants. Select the resale tab and filter for sword and look for a Q20 sword, make sure its called the Duelist Blade. Dont worry about it if there are none and dont spend a lot if there is, you will need about 6,000 dappers for your mount and 1,000 dappers for a spare teleport pact on the mainland when you get there.

Talk to Chiang the Strong and select his Mission list, take the last mission: "Go to the capital city" and follow Chiangs instructions and the mission in you Journal, he will direct you to the Karavan Embassy or the Kami Enclave for your trip to the capital.



Click on the highighted area for close up map of the Ranger camp.



Please note that due to the changes with the way New Horizons rewards regarding Fame have changed chosing the capital that your friends are going to makes it more difficult at the start if you do not choose the city of your race.

Once you arrive, complete the Arrival mission, you will get a reward of a teleport for the Silan Ranger camp and one for the City you have just arrived in, it will also direct you to the stables.

At the stables (during the Arrival Mission) you can purchase your mount. Right click on the Stable Boy and select trade, then the merchant tab and scroll down the list to very very last item which is the mount it should be 5900 dappers for your race if that is your races native city. It will appear next to you. Important note here, do not leave your mount standing around the stable, players often forage the popped up resources and the poison gas and explosions can kill your mount, either stable it or move it clear of that area. Stable it for now by right clicking on it and selecting Enter stable. Open your inventory, you will now see a new tab called MOUNT 1, right click on this tab and a window will open seperate from your inventory and you can move items from you bag by dragging it from you bag into the Mounts inventory

You can only acces the items in your mounts inventory when you are close to it or the stable where it is stabled, you can see what items are in your mounts inventory where ever you are though you cannot access them unless you are close.

To bring your mount out of the stable if you wish to ride it, press shift p to open your animals window. you can the right click on your mount and select leave stable and your mount will now apear at the back of the stable, your mount will have the words Mektoub Mount in yellow above it, mounts and packers that are not yours are in orange. You can then right click on your mount to see your options, you can also do this in the animals window. Please note that you cannot take your mount back to Silan with you, so leave it Stabled.

At the end of the arrival mission you now know where the merchants and trainers are as well as the stables. Collect your rewards from the City welcomer. Dont forget to click FINISHED on the

mission to clear it from your Journal.

You should now locate the New Horizons agency for your city to activate it.



Fairhaven (Tryker)



Yrkanis (Matis)



Zora (Zoria)



Pyr (Fyros)

To activate it right click on the NPC at the New Horizons and select Hello. The first time you may get just the title bar of the window, there is a small white triangle at the left of the title bar that you may have to click on to open the options which activate that agency. You will see that there is a destination for Silan that cost 1 dapper to use, this is cheaper than a Teleport pact at 1000 dappers, but not all New Horizons are conveniently located near the entrance to the City or the City Teleport.

Before you return to Silan you need to get 30 Elypses from the Encyclopedea as not all of the encyclopedea can be accessed in Silan.

Open the encyclodedia by pressing e or shift e (for some reason this has varied for some of my characters)

Under Chest of Wisdom on the left, select Academic Skills, under Gameplay select Atys Life. The Rywards Supply Box should now be shown in the right hand panel, click on this. A window will open with 6 panels, read each panel with the "?" and then get the reward of 10 elypse. Open your bag and select the "Special" button under the tab. At the bottom will be your current total of Elypses which are a special currency



You will need 20 more Elypse, to get these click on the Storyline under the Chest of Wisdom, this will open the "Season In Black against white" Click on Episode 1 "The one where the Nexus is

rediscovered" click on the "The 2608 Atysquake" and read through the "?"panels and collect the 10 elypse reward in the window that appears.

| Actions | | ster 19 and the 19 and | | | Sector and the sector of the s | - X 17 AN X |
|---|--|---|----|---|--|--|
| Chest of Wisdom | Season | | | The 2608 Atysguake | | |
| Academic Skills 4/9 Tutorials & Lossons | In black against white | The 2608 Atysquake | | Objectives | 11 T T T T | |
| Storyine W12 The history of Atys Episode 1 | The one to learn | Map the Nexus using cartographer's markers | 0 | The year 2608 marked the beginning of profound changes in the Nexus. | - | Nexus Minor |
| Encyclopedia v2 0/2 Unlock skits | The one where the Nexus is rediscovered | You need to validate those requirements Finish "The 2608 Atysquake" | | | 11 | 200 3 1 |
| Portfolio 0/2 Collection of various documents | | The Amazing Nexus You need to validate those requirements • Finish "The 2608 Atysquake" | | | On Medis 22, 2e CA 2608, Atys suffered Intense barkquakes. | Terrified though they might have been, homins investigated soon discovered that the quakes' epicenter was located in the |
| ✓ Objectives | | Very neculiar necklacest | 0 | | | Nexus. |
| Daily Missions 0/7 | | You need to validate those requirements Finish "The Amazing Nexus" | | | | |
| Achievements 1% | | The wealth of the Nexus Vou need to validate those requirements Disks "The description Nexus" | 20 | | | ļ |
| Puzzle 0% | | Strange Gibbal | _ | | A A A A A A A A A A A A A A A A A A A | Rewards |
| REWARD | | You need to validate those requirements Finish "The Amazing Nexus" | | (may) | THE. | |
| Dedicated Altruist | | Gibbaī and Salinas | ß | Landslides, collapses and even chaons had appeared. | Nations, in accordance with the Powers, sent qualifier leaventhes to study the phenomenon and its consequences. | |
| Apartment decoration | | You need to validate those requirements Finish "Strange Gibbal" | | | | 10 |
| Rywards RP equipment, skins and Rems | | Boosting allegories Vau need to validate those requirements - Finish "Strange Global" | | | | Elyps Virtual currency that can be used to pay for services and obtain rewards |
| | | Harvest the sap of majestic salina using the gentle method You need to validate those requirements - Finish "Boosting allegories" | | | | > Get reward < |

There will be a delay in the Elypse showing in your bag, you can refresh by clicking on "Bag" and then "Special"in your inventory and it should now show 20 elypse in total.

| Actions | | ster 19 m | | | | x | |
|--|--|---|----------|--|--|--|--|
| Chest of Wisdom | Season | 1 | | The Amazing Nexus | | | |
| Academic Skills 4/9 Tutorials & Lessons | In black against white | The 2608 Atysquake | | Objectives | The second s | | |
| Episode 1 Facyclonedia v2 012 07 | Episode 1 Episode 1 The one where the Nexus is rediscovered | Map the Nexus using cartographer's markers | | strange singularities. | In addition to the field transformations, represent field humiling are matchied have | Unlike ofter regions of Alty, the Neurs | |
| Partfolo 0/2 Collection of various | | The Amazing Nexus | | | | | |
| documents Objectives Daily Missions 97 | | Very peculiar necklaces! | | | spontaneously emerged on the floor of the Nexus. | seasons, materials from all four ecosystems: desert, forest, lakes and jungle. | |
| Achievements 1% | | Finish "The Amazing Nexus" The wealth of the Nexus | | | | | |
| Puzzle | | You need to validate these requirements Finish "The Amazing Nexus" | - KA | Desidented Gably Constructions | | Rewards | |
| REWARD | | Strange Gibbai Strange Gibbai You need to validate those requirements + Finish "The Amazing Nexus" | | and a | a 🙂 🗋 | | |
| Dedicated Atruist | | Gibbai and Salinas Ven need to validate these requirements | | Burphed Other | | | |
| Rywards | | Boosting allegories Social and the utilitate there employees | \equiv | Scientists were not the only ones interested. Unusual and inconvenient gibbals also appeared soon after. | Gibbal with phenomenal strength and all wearing an iridescent handcrafted necklace. | 10 Elyps | |
| toms | | Finish "Strange Gibbal" Harvest the sao of malestic salina using the centle method | | | | for services and obtain rewards | |
| | | You need to validate those requirements Finish "Boosting allagories" | | | | > Get reward < | |

You should now have 30 elypse in total in your bag.

Return to Silan.

Use either the New Horizons to return to Silan or a Teleport Pact (dont forget to buy a replacement teleport pact from either the teleporter for Karavan in Silan or the spining Totem for Kami), its also a good idea to buy at least 1 extra Teleport pact, just in case.

Sometimes the New Horizons is bugged for some players and you may need to ask in Uni channel for advice if this happens or speak with a GM or make a ticket via the Help button.

You now need a ring to have the Allegory "Profitable Loot" engraved on it and you need to be wearing that ring in the left hand ring slot. check the jewelery vendor behind the Forage Master Chief Explorer Milles Dodoine. You can wear a ring that is 25 levels above your highest skill level, check the resale tab first as a player crafted ring will possibly have hit points on it, or ask in Uni if someone would craft you one which you can wear or buy a ring from the Merchant tab, the ones from the merchant tab will have no bonuses and are of low value for a relatively high price.

Once you have a ring and have equiped it in the left hand ring slot, go and speak to Sterga Hamla the Matis Master Crafter and select Rewards and Services





Select the "Profitable Loot" Allegory





Just close this window as it does not reward in Silan



You can see the little allegory icon on the top right hand corner of the ring



Now when you kill a basic or fine loot drop mob it will convert that loot into generic loot that can be used in any crafting slot. The generic mats that come from this source are also tradable with other players and saleable via the vendors.

Make sure to remove this ring when doing any missions or quests that require you to kill and collect specific loot for quests or missions that require you to hand in the specific loot.