





Introducing

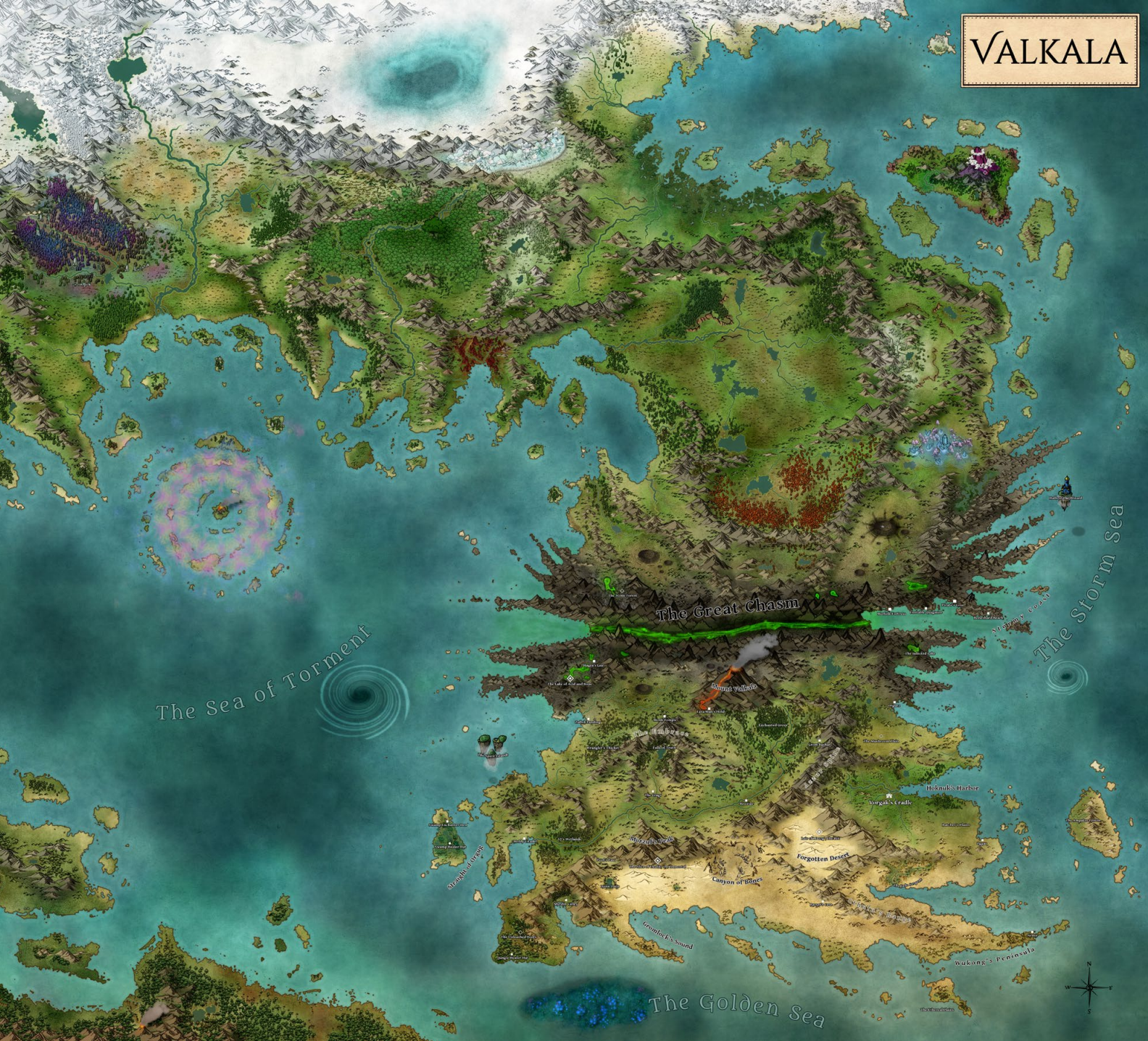
EtherOres Dungeons

A NEW WEB 3 ECO-SYSTEM IS UNLEASHED

ETHERORCS DUNGEONS IS an immersive web 3 gaming experience where players explore a custom built world, battle fearsome enemies, earn precious loot, and craft amazing weapons. All of this and more happens within a robust 100% player owned game and eco-system.

Dungeon Crawling is just the first of many gameplay loops that the team at Valkala Labs has in store for fun and interactive gaming within the web 3 space.

Read on for details.



Evil Has Arrived

TALES OF THE EVIL WIZARD have been passed down through generations amongst the Horde. Legend has it that the battles against his minions had raged for centuries. Blood was spilled throughout Valkala, putting the Horde at risk of extinction. Finally, the Warlock was able to open the Great Portal and bring the Orc Gods through to put an end to the Evil Wizard's scourge. He was banished to a floating island where he has been ever since regaining his strength.

Now, the time the Horde has feared for centuries has finally come. His minions have made landfall and infested the underground lairs of Valkala. The ancestral home of the Dark Elves, the Myrdin Valley, has been completely overrun by the undead. The Horde's task is daunting, will they meet the challenge?

Choose Your Character

AS A WEB 3 MMORPG you own all the assets you interact with inside the EtherOrcs game. This includes the characters you take into battle, the treasure chests you earn, the resources inside those chests, and the special dungeon weapons you craft with those resources. All of these items are ownable NFTs that you can trade on Opensea and soon in our in-house marketplace.

EACH CHARACTER HAS its own base skills to use in the dungeon, but adding a weapon gives you new moves. *Don't be worried if you have low base stats, over time your Dungeon Equipment will scale ahead of your base gear.*

As you progress through the game you'll get to make decisions along the way in order to maximize your effectiveness in battle. This all starts with the characters you select to take into combat. Each character is a 100% on-chain ERC-721 which includes metadata that directly affects its performance in the Dungeons. Your EtherOrcs NFT will have new stats, abilities, and skills based on its specific metadata.

These new stats breakdown as follows:

HP: Keeps your character alive – Enhanced by level

STAMINA: Spent to use special abilities – Not impacted by metadata

ATTACK POWER (ATK): Physical damage modifier – Impacted by Mainhand and Offhand ZUG or Crafting Bonus

MAGIC POWER (MGK): Magic damage modifier – Impacted by Mainhand and Offhand ZUG or Crafting Bonus

PHYSICAL DEFENSE (DEF): Resistance to Physical damage – Impacted by Armor / Helm ZUG or Crafting Bonus

MAGIC DEFENSE (RES): Resistance to Magic damage – Impacted by Armor / Helm ZUG or Crafting Bonus

The Genesis Orc

The Orc is the all around powerhouse of Valkala. They have strong overall stats and have the highest starting scaling potential. Unlike their allies, they can use every piece of equipment that is crafted in the forge. They are natural leaders that push their teams to the limit.



POOF'S TIP

Higher ZUG Bonus = Stronger Dungeon Stats!

BURNING BLADE +7 ATK / +7 MGK

DRAGON EYES +6 DEF / +6 RES

DARK LORD'S STAFF +7 ATK / +7 MGK

Example stats at Level 100 and Average Equipment

HP 300 STAM 200 ATK 28

BASE ABILITIES

Zug Slam - Deals (60% of ATK and MGK + 5) to a single target.

Commanding Shout - Increases the entire party's ATK and MGK by 50% for 2 turns.

The Orc's Allies

GENESIS ORCS HAVE summoned 3 classes of fallen Allies to aid them in their battle against the Evil Wizard. Each class of Ally affects combat in different ways. Thus far they have summoned Shamans as Healers, Ogres as Tanks, and Dark Elves as Rogues. In the future they will summon undead Mages. Each Ally's attributes are as follows:

Shaman

Shamans are wisened healers and natural magic users. They are the only character with a starting healing ability and magic damage skill. They have the highest base stamina (250) and the strongest magic defense.

Example stats at Level 100 and Average Equipment

LVL 100	HP 280
STAM 250	MGK 24



ANCESTRAL MASK +6 / +5
DEF, +8 RES

EAGLE +6 / ATK +6, MGK +6

SAGE STAFF +6 / ATK +6,
MGK +6

BASE ABILITIES

Lion Strike: Deal MGK DMG to 1 Enemy for 110% MGK +4
Quick Heal: Single Target Heal for 40 + MGK *2

Ogre

Ogres are giant tanks and powerful defenders who will take a ton of damage for their team. They have the highest base health and the highest defense. They also have a unique ability which allows them to block attacks for their teammates.

Example stats at Level 100 and Average Equipment

LVL 100	HP 370
STAM 200	ATK 24



WARGOD CROWN +6 / +8
DEF, +8 RES

MIGHT OF BAKK +6 / +6
ATK, +3 MGK

SPIKED SHIELD +5 / +5 ATK,
+3 MGK

BASE ABILITIES

Valkala Smash: Deals ATK + 30% of DEF in damage to a single target
Taunt: All enemies attack you

Rogue

The Dark Elf Rogues are agile assassins and agents of death. They have the highest base damage dealt to opponents yet also have the lowest armor and overall health. Their unique ability helps to reduce the enemies defenses.

Example stats at Level 100 and Average Equipment

LVL 100	HP 250
STAM 200	ATK 31



CAPE OF THE ELDERS +5 /
+4 DEF, + 4 RES

STILETTO ZESTARI +6 / +8
ATK, +3 MGK

BLOODQUENCH +5 / +7 ATK,
+2 MGK

BASE ABILITIES

Cheap Shot: Deals ATK to a single target and reduces DeF by 3
Garrote: Deals ATK and applies 50 bleed damage

Prepare for BATTLE

IN ORDER TO rid Valkala of the Wizard's evil scourge the Orcs and their Allies must prepare for fierce combat with ferocious monsters. To do this they must enter the dungeons armed and ready for battle.

TO ENTER A DUNGEON YOU MUST HAVE THESE:

- An Orc or Ally
- \$pZUG

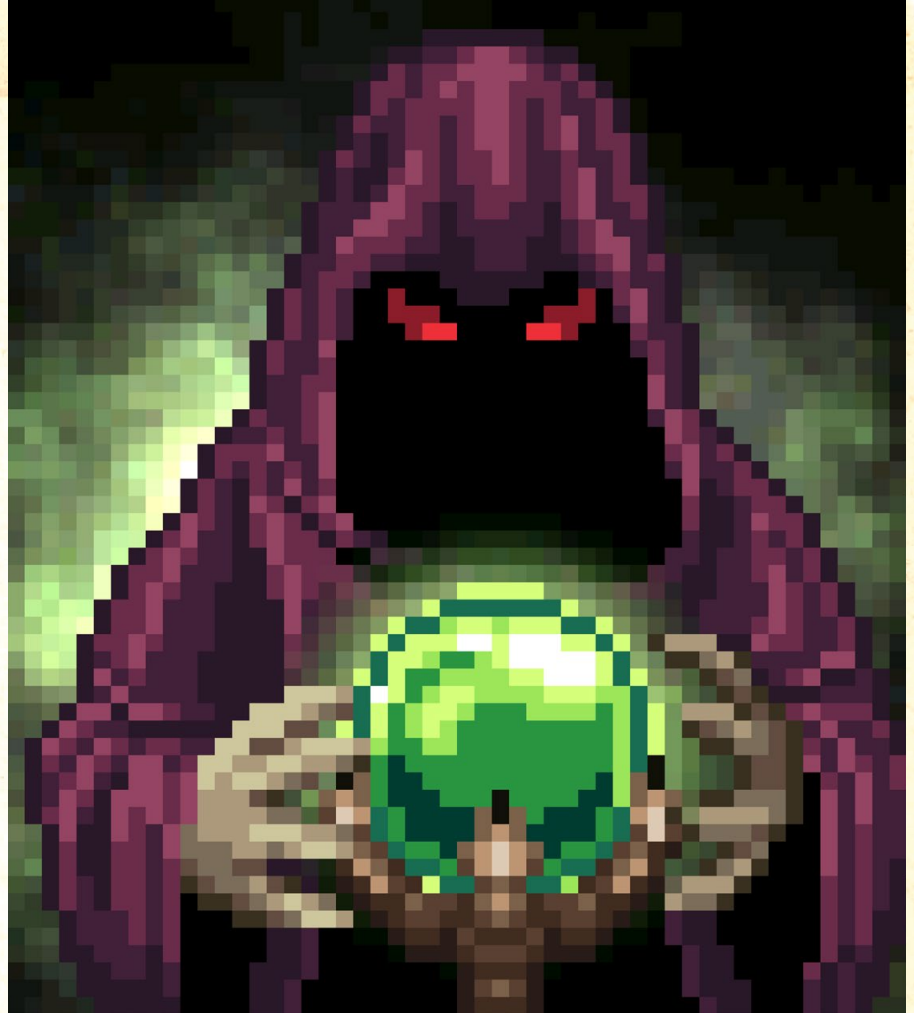
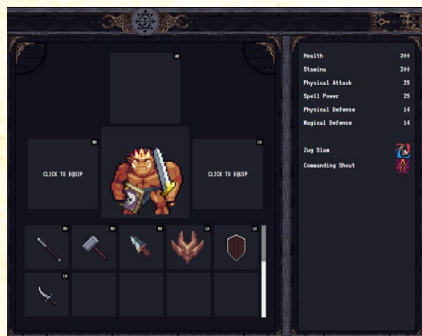
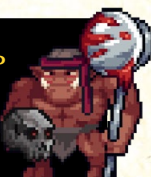
AND YOU MAY CHOOSE TO BRING SOME OF THESE:

- Potions, Training Dummies, and Luck Runes
- Mainhand, Offhand, and Armor equipment

NOTE: SOME DUNGEONS WILL HAVE SPECIAL REQUIREMENTS SUCH AS KEYS TO UNLOCK.

WRANGLER'S TIP

Items are burned even if not used



WHAT DO THESE ITEMS DO?



POTIONS

Can be used to heal your character's health by 50% at any time in combat without losing a turn



TRAINING DUMMIES

Increases your character's max Stamina by 50 at the start of the Dungeon



LUCK RUNES

+10% bonus per rune to Treasure Points gained on the run

EQUIPMENT

Each piece of dungeon gear gives your Character new abilities or stat boosts (equipped at the start of a dungeon).

MAINHAND = NEW ABILITY / STATS

OFFHAND = NEW ABILITY / STATS

ARMOR = STATS

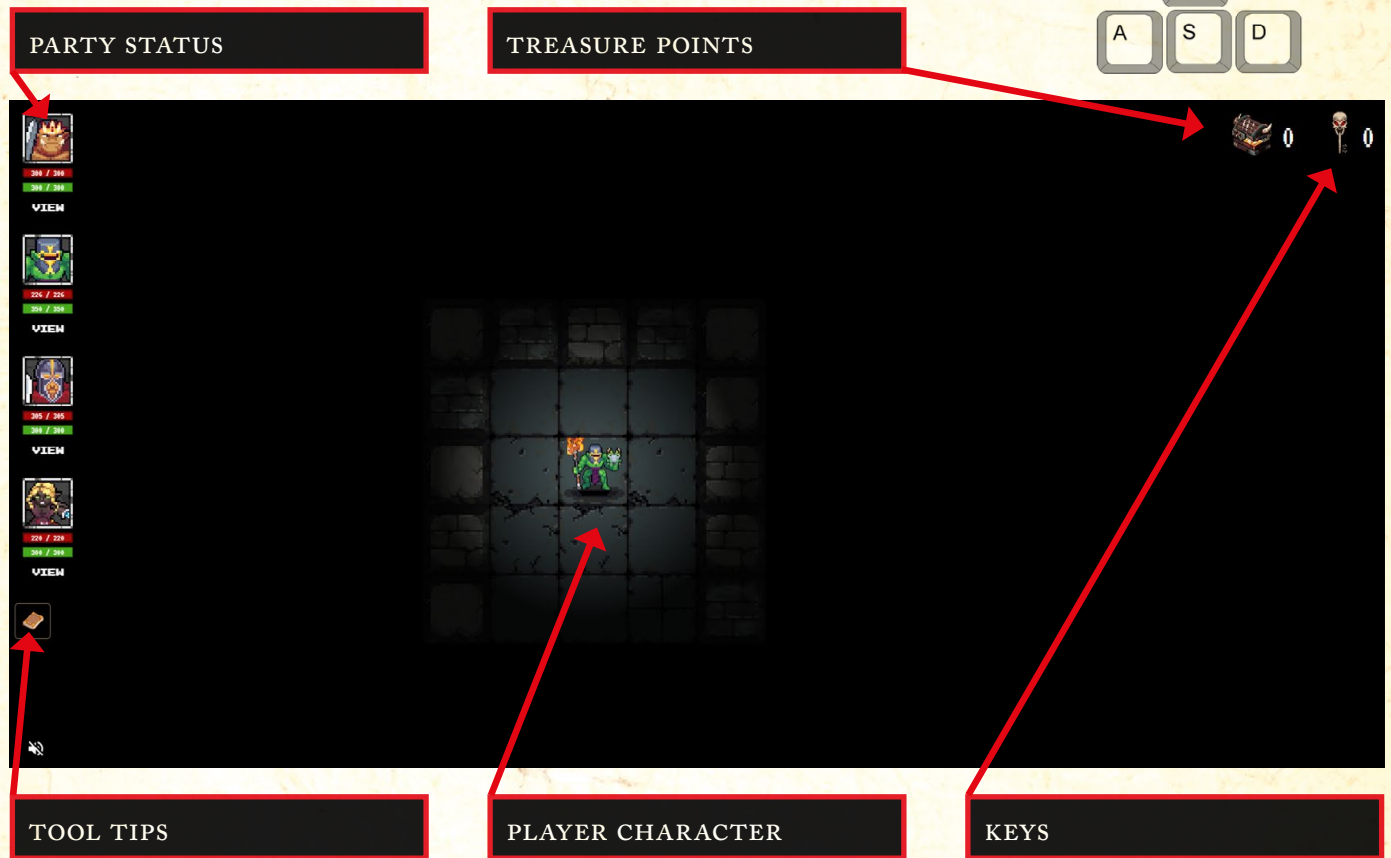


Each Dungeon can be run with one Orc or Ally or with a squad of four. Running with four characters will lead to more enemies, but all rewards are multiplied by four.

On launch, characters will need 24 hours to rest after running a dungeon before they can return to farming, crafting, or raiding. Also, equipment needs 24 hours for maintenance before being used in a dungeon again.

Explore

EXPLORING DUNGEONS is paramount in EtherOrcs, using WASD on your keyboard to control your player character, you will move around the Dungeons, exploring, Battling, and finding rare Treasure!



Dungeon Tiles



BATTLE ENCOUNTER
Encounter enemies in
Turn-based RPG combat!



HEALING WELL
A chance to heal HP
or Stamina



KEY
Pick-up a key to open
a specific door



QUESTION MARK
Random! Could be an
encounter, healing or treasure!



DOOR
Can be opened with
a certain key to pass



BOSS
Dungeon Boss!
An ultra hard enemy!



TREASURE CHEST
Gain a fixed amount
of Treasure Points

Making your way through the Dungeons and choosing which battles to fight and which tiles to walk on is key to surviving and winning in EtherOrcs.



ENEMIES

TEAM STATUS

COMBAT LOG

Combat

THIS IS WHERE your Orcs and Allies get to battle the Evil Wizard's fearsome foes. Choose your attacks or abilities from your characters in the interface and hit end turn to execute them. (Don't worry you get to go first in all encounters!)

Damage Types

Physical damage is blocked by physical defense (DEF) and magic damage is blocked by magic resistance (RES). Different enemies have different offensive and defensive abilities.

CRITICAL HITS

All characters have a default probability to attain a critical hit which DOUBLES the damage or effectiveness of a move. The base chance of getting a critical hit is 15%.



DAMAGE OVER TIME, BUFFS, AND MORE

Certain moves will also cause status effects that you should be aware of. Some abilities will deal damage over time — such as Poison, Bleed, or Burn. The damage and length of the effect will vary based on the ability. Buffs are key to victory! As an example — a Genesis Orc can use COMMANDING SHOUT to increase ATK and MGK of the entire party by 50% for two turns. Debuffs can weaken your enemies, this will reduce an enemy's defense and improve the damage all your team members deal to that enemy!

VJ'S TIP

Be mindful of your Stamina use! Don't run out!



STAMINA

Stamina is how you use your more powerful abilities. Be wary — it's limited and can only be refreshed in a dungeon via a healing well and not all dungeons have them. Using Training Dummies at the start of the dungeon will improve your overall stamina.

POTIONS

Can be used any time in combat with an instant 50% heal! Each character will have a maximum amount of potions it can carry into a dungeon, and if they fall in combat those potions it's carrying are unusable.

FAINT

Your characters cannot come back from fainting during the Dungeon run! If all of your characters faint, the dungeon will end. Don't worry though — your NFTs are safe and sound.



POOF'S TIP

Don't worry about disconnects! Every action is saved!

Rewards

VICTORY

YOUR HORDE HAS DEFEATED THE ENEMY!

ENEMIES DEFEATED

MUMMY	6
SKELETON WITH AXE	4
SNAKE	2
SKELETON WITH SWORD	2
SPIDER	2
SKELETON KING	1

LOOT OBTAINED

01FA

TREASURE POINT

21



Treasure Points

Rewards are all centered around the amount of Treasure Points (TPs) you earn during your Dungeon runs. The more TPs you earn, the more loot you receive. Most enemies reward roughly 1-2 TP for each that you slay. Bosses are worth significantly more TPs as they are the hardest to overcome.

	Enemies Defeated	Wooden Crate	Standard Crate	Iron Crate	Magic Crate
5 TP	4 Skeletons 1 Rat	100%		-	-
20 TP	10 Skeletons 1 Skeleton King	-	50%	50%	-
35 TP	20 Skeletons 5 Rats 1 Skeleton King	-	25%	70%	5%



WRANGLER'S TIP

Random tiles can reward MORE Treasure Points!



Treasure Chests

Most Dungeons will yield 1 chest per character (even if that character falls during combat). Even if you don't do too well you'll always still get a chest. When your team is defeated the game will end and you'll lose 10 treasure points. The more TPs you earn equates to a higher chance for a better chest. The high end chests are highly sought after because they drop extra resources, a better chance at rare items, as well as hidden surprises.

Opening Treasure Chests

Opening Treasure Chests is a whole experience in and of itself. The Emporium's operator, Gizbo the Friendly, is always ready with a key to help you unlock your chests for a small amount of \$ZUG.

VJ'S TIP

Even early game chests have some fun ultra rare drops!

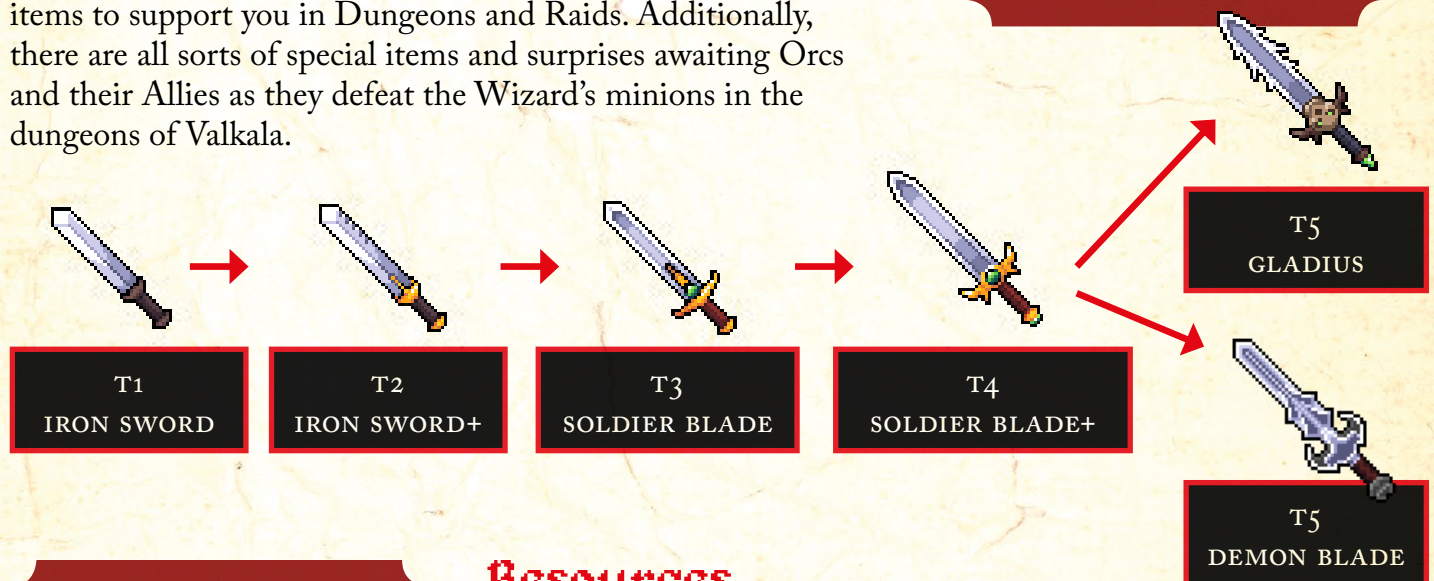




Crafting & Items

ETHERORCS DUNGEONS INTRODUCES a brand new system and game within itself of crafting new and powerful weapons and items to support you in Dungeons and Raids. Additionally, there are all sorts of special items and surprises awaiting Orcs and their Allies as they defeat the Wizard's minions in the dungeons of Valkala.

To upgrade a weapon that you currently own, you will need to find additional resources required for that branch of the upgrade tree. Your old weapon will be transformed into a brand new (and more powerful) weapon.



HOW TO CRAFT WEAPONS

Crafting weapons is simple and easy, the only requirements are resources and \$BONESHARDS.

Resources

There are four main types of items in the game that you can obtain. You'll need to take full advantage of all item types to progress to new heights. You can take a role as a dedicated rare item hunter or a basic resource hoarder. The choice is yours!



RESOURCES
Used to craft weapons, equipment, and more in the game

RARE RESOURCES
Uncommon resources that enable crafting of unique upgrades and obscure recipes

SPECIAL ITEMS
Everything else — and there's so much more than you expect

DUNGEON EQUIPMENT
The gear you equip will aid your team in conquering the hardest dungeons and obtaining the rarest loot.



Compete

LEADERBOARDS BRING AN entire new way to compete with fellow players for honor, glory, and more. Progress is tracked in multiple ways and displayed within the game and Discord. The leaderboards will be ever expanding and enable the players to compete for special rewards and prizes. Look out for events that may include live streaming, tournament ladders, and much more.

Score Leaderboard				
SELECT CHARACTERS				
Rank	# Crawls	Wallet Address	Best Score	Wins
1	8	orchid_mouth#7385	104	8
2	2	UgoTh' Freak*/Zugstakker*#1052	100	2
3	1	Dr. Blue#1526	95	1
4	1	BTNFT11#5411	80	1
5	2	slim#8577	68	2

Raids

Not every player can dedicate the time needed to dungeon crawl consistently. Raids have been built to offer a more passive option to gain special rewards. Raids will require a character of a certain level, some weapons depending on its difficulty, and some consumables / ZUG. These new raids will impart grand new rewards on the Horde that will keep them competitive with the dungeon runners and aid the Horde in their epic battle against the Evil Wizard.



On The Horizon

ALL OF THIS will be available on launch, but there is so much more that is coming in the weeks following. There will be MANY challenges to face and new areas to explore in your journey to fight the Evil Wizard. You'll never really know what's going to happen next... Limited Dungeons, Speed Running competitions, Never Ending Dungeons, Build Your Dungeon, Naked Orc challenges, and more. This platform will enable the EtherOrcs world to grow in a virtually unlimited number of ways.

This is just the beginning of our expansion into an interactive Web 3 MMORPG. *We here at VALKALA LABS welcome you to the beginning of the world of Valkala!*

APPENDIX

Key Facts and Tables

NOTE: All tables and facts are subject to change
– expect balance changes and patch notes going forward.
These tables represent the current game data as of 4/30/2022.

CHARACTER BASE STATS

NOTE: Base stats represent the starting point for all characters at Level 0 with no Crafting or ZUG bonus gear.

Class	HP Base	STAM Base	ATK Base	MGK Base	DEF Base	RES Base
Genesis Orc	200	200	14	14	10	10
Shaman	180	250	10	13	9	11
Ogre	240	200	13	10	12	12
Rogue	160	200	17	10	9	9

CHARACTER STAT MODIFIERS

NOTE: Modifiers apply to your character's metadata and give an additional boost to your base stats. These modifiers are based on your character's metadata equipment. These are additive to any additional Dungeon Equipment boosts.

REMINDER: HP modifier is multiplied by your level. ATK and MGK modifiers are multiplied by your combined Mainhand and Offhand Crafting or ZUG bonus. DEF and RES modifiers are multiplied by your Armor Crafting or ZUG bonus.

Class	HP Modifier	ATK Modifier	MGK Modifier	DEF Modifier	RES Modifier
Genesis Orc	1.0	1.1	1.1	1.0	1.0
Shaman	1.0	1.0	1.0	0.8	1.3
Ogre	1.2	1.0	0.5	1.3	1.3
Rogue	0.9	1.3	0.5	0.8	0.8

CHARACTER ABILITIES

NOTE: All characters will always have two class based abilities. Dungeon Equipment will add abilities to your character.










Ability Name	Ability Type	Ability Definition	Damage Type	STAM Cost
Zug Slam	Genesis Orc	Deal 60% x (ATK + MGK) + 5 to a single target	Physical	0
Commanding Shout	Genesis Orc	+50% ATK / MGK to party for 2 turns		50
Cheap Shot	Rogue	Deal ATK and -3 DEF to a single target	Physical	0
Garrote	Rogue	Deal ATK and apply 50 Bleed for 2 turns to a single target	Physical	50
Valkala Smash	Ogre	ATK + 30% x DEF damage to a single target	Physical	0
Taunt	Ogre	All enemies will attack you		50
Lion Strike	Shaman	110% x MGK + 4 damage to a single target	Magic	0
Quick Heal	Shaman	Heal a single target for 200% x MGK + 40		50
Balanced Strike	Sword	Deal ATK + 30 to a single target	Physical	33
Whirlwind	Axe	Deal 75% x ATK to all enemy targets	Physical	50
Quick Stab	Dagger	Deal ATK + 20 and -5 DEF to a single target	Physical	33
Eviscerate	Curved Sword	Deal ATK + 65 to a single target	Physical	100
Heavy Smash	Hammer	Deal ATK + DEF + 10 to a single target	Physical	33
Defender's Stance	Shield	Gives +10 DEF and RES for the next three turns for the party		50
Nature's Beam	Staff	Deal 80% x MGK to all enemies	Magic	50
Healing Rain	Totem	Heal all friendly party members for MGK+10		100

Dungeons










All Dungeon tables below represent the per character requirements and rewards.

EXAMPLE: Party (four character) runs will need to spend 4x ZUG but will generate 4x the rewards vs solo character runs.










ELVISH DUNGEON

Key Facts and Requirements	Maximum Consumables Used	Rewards			
		Fail	Partial Clear	Boss Clear	Max Reward
<p>\$pZUG Cost per Character: 50</p> <p>Time Locked after Completion: 24 hours</p> <p>Recommended Dungeon Equipment: None – Tier 0</p>	<p>2x </p> <p>2x </p> <p>1x </p> <p>1x (or 6x in party run)</p>	 100% Rough Crate	 100% Rough Crate	 95% Standard Crate  5% Leather Chest	 60% Standard Crate  40% Leather Chest











MYRDIN CRYPT

Key Facts and Requirements	Maximum Consumables Used	Rewards			
		Fail	Partial Clear	Boss Clear	Max Reward
<p>\$pZUG Cost per Character: 55</p> <p>Time Locked after Completion: 24 hours</p> <p>Recommended Dungeon Equipment: Tier 0 – Tier 1</p>	<p>2x </p> <p>2x </p> <p>1x </p>	 100% Rough Crate	 100% Standard Crate	 95% Reinforced Chest  5% Horned Chest	 85% Reinforced Chest  15% Horned Chest

CATACOMBS OF MT TASAR

Recommended Gear	Maximum Consumables Used	Rewards			
		Fail	Partial Clear	Boss Clear	Max Reward
<p>\$pZUG Cost per Character: 60</p> <p>Time Locked after Completion: 24 hours</p> <p>Recommended Dungeon Equipment: Tier 2+</p>	<p>2x </p> <p>2x </p> <p>1x </p>	 100% Rough Crate	 100% Standard Crate	 95% Horned Chest  5% Embellished Horned Chest	 85% Horned Chest  15% Embellished Horned Chest

ELVISH DUNGEON LEVEL 2

Recommended Gear	Maximum Consumables Used	Rewards			
		Fail	Partial Clear	Boss Clear	Max Reward
<p>\$pZUG Cost per Character: 55</p> <p></p> <p>Requires and Consumes Jailer's Keys</p> <p>Time Locked after Completion: 24 hours</p> <p>Recommended Dungeon Equipment: Tier 2+</p>	<p>2x </p> <p>2x </p> <p>1x </p>	 100% Rough Crate	 100% Horned Chest	 95% Embellished Horned Chest  5% Octopus Chest	 70% Embellished Horned Chest  30% Octopus Chest

RAIDS

Raids	Level Req	3x Gear Required	ZUG Price	Items Required	Time (Days)	# of Rewards	Reward
Spider's Den	100	No Gear	150	2x Potions 2x Training Dummies 2x Luck Runes	4	3	80% Rough Crate 20% Standard Crate
Unstable Quagmire	125	T0 Gear	165	2x Potions 2x Training Dummies 2x Luck Runes	4	3	15% Rough Crate 70% Standard Crate 15% Reinforced Chest
Lost Ruins	175	T1 Gear	180	2x Potions 2x Training Dummies 2x Luck Runes	4	3	15% Rough Crate 70% Reinforced Chest 15% Horned Chest
Merfolk Fortress	240	T2 Gear	180	2x Potions 2x Training Dummies 2x Luck Runes	4	3	45% Standard Crate 5% Reinforced Chest 50% Horned Chest



CHESTS

		Resources				
Chests	Cost to Open	 Tier 0	 Tier 1	 Tier 2	 Rare & Special	 Boneshards
 Rough Crate	None	100%: 2x	None	None	0.01%: 1x Rare Resource 0.01%: ???	50%: None 50%: 1x
 Standard Crate	None	50%: 2x 50%: 3x	1%: 1x	0.5%: 1x	0.01%: 1x Rare Resource 0.02%: ???	50%: None 50%: 1x
 Leather Chest	5 \$ZUG	100%: 3x	3%: 1x	2%: 1x	5%: 1x Jailer's Key 0.03%: 1x Rare Resource 0.05%: ???	25%: None 75%: 1x
 Reinforced Chest	5 \$ZUG	50%: 3x 50%: 4x	50%: 1x	2%: 1x	5%: 1x Jailer's Key 0.03%: 1x Rare Resource 0.05%: ???	25%: None 75%: 1x
 Horned Chest	5 \$ZUG	50%: 2x 50%: 3x	50%: 1x 50%: 2x	2%: 1x	10%: 1x Jailer's Key 0.1%: 1x Rare Resource 0.05%: ???	25%: None 75%: 2x
 Embellished Horned Chest	5 \$ZUG	50%: 1x 50%: 2x	50%: 2x 50%: 4x	95%: 1x 5%: 2x	30%: 1x Jailer's Key 0.3%: 1x Rare Resource 0.05%: ???	25%: None 75%: 2x
 Octopus Chest	10 \$ZUG + 2x Luck Rune	65%: 1x 35%: 3x	65%: 1x 35%: 3x	90%: 2x 10%: 3x	100%: 1x Jailer's Key 4%: 1x Rare Resource 0.1%: ???	100%: 3x



CHESTS WITH LUCK RUNE USED











NOTE: Using a Luck Rune when you open your chest is optional, but will change the probabilities of select item drops. The below table shows the probability of different outcomes when using one Luck Rune.

	Resources				
Chests	 Tier 0	 Tier 1	 Tier 2	 Rare & Special	 Boneshards
 Rough Crate	100%: 2x	None	None	0.02%: 1x Rare Resource 0.02%: ???	0%: None 100%: 1x
 Standard Crate	40%: 2x 60%: 3x	3%: 1x	1%: 1x	0.02%: 1x Rare Resource 0.02%: ???	0%: None 100%: 1x
 Leather Chest	100%: 3x	3%: 1x	2%: 1x	10%: 1x Jailer's Key 0.05%: 1x Rare Resource 0.05%: ???	0%: None 100%: 1x
 Reinforced Chest	50%: 3x 50%: 4x	75%: 1x	5%: 1x	10%: 1x Jailer's Key 0.05%: 1x Rare Resource 0.05%: ???	0%: None 100%: 1x
 Horned Chest	50%: 2x 50%: 3x	25%: 1x 75%: 2x	5%: 1x	20%: 1x Jailer's Key 0.15%: 1x Rare Resource 0.05%: ???	0%: None 100%: 2x
 Embellished Horned Chest	50%: 1x 50%: 2x	50%: 2x 50%: 4x	50%: 1x 50%: 2x	50%: 1x Jailer's Key 0.35%: 1x Rare Resource 0.1%: ???	0%: None 100%: 2x

EQUIPMENT INFORMATION

Name	Equipment Slot	Equippable By	Tier	Ability	+ATK	+MGK	+DEF	+RES	+STAM	+HP
Steel Sword	Mainhand	Any	0	Balanced Strike	2		2	1		
Steel Sword+	Mainhand	Any	1	Balanced Strike	3		2	1		
Warrior's Blade	Mainhand	Any	2	Balanced Strike	4		2	1		
Warrior's Blade+	Mainhand	Any	3	Balanced Strike	5		2	1		
Iron Axe	Mainhand	Any	0	Whirlwind	3					
Iron Axe+	Mainhand	Any	1	Whirlwind	4					
Giant Axe	Mainhand	Any	2	Whirlwind	7					
Giant Axe+	Mainhand	Any	3	Whirlwind	10					
Iron Helm	Armor	Ogre	0				3			30
Iron Helm+	Armor	Ogre	1				2	2		30
Steel Helm	Armor	Ogre	2				3	3		30
Steel Helm+	Armor	Ogre	3				5	4	35	60
Iron Hammer	Mainhand	Ogre	0	Heavy Smash	3		1	1		
Iron Hammer+	Mainhand	Ogre	1	Heavy Smash	5		3	2		
Blacksmith Giant Hammer	Mainhand	Ogre	2	Heavy Smash	6		4	3		
Blacksmith Giant Hammer+	Mainhand	Ogre	3	Heavy Smash	7		5	4		
Iron Shield	Offhand	Ogre	0	Defender's Stance	1		2	2		
Iron Shield+	Offhand	Ogre	1	Defender's Stance	2		4	4		
Steel Shield	Offhand	Ogre	2	Defender's Stance	3		5	5		
Steel Shield+	Offhand	Ogre	3	Defender's Stance	3		7	6		
Leather Gloves	Armor	Rogue	0		2		2	2		10
Leather Gloves+	Armor	Rogue	1		3		3	2		10
Black Leather Gloves	Armor	Rogue	2		4		4	2		10
Black Leather Gloves+	Armor	Rogue	3		5		4	2	35	20
Iron Dagger	Mainhand	Rogue	0	Quick Stab	4			1		
Iron Dagger+	Mainhand	Rogue	1	Quick Stab	8			1		
Mythrill Knife	Mainhand	Rogue	2	Quick Stab	10			1		
Mythrill Knife+	Mainhand	Rogue	3	Quick Stab	11		1	1		
Iron Blade	Offhand	Rogue	0	Eviscerate	4		1			
Iron Blade+	Offhand	Rogue	1	Eviscerate	6		2	2		
Curved Blade	Offhand	Rogue	2	Eviscerate	9		2	2		
Curved Blade+	Offhand	Rogue	3	Eviscerate	11		2	2		
Bone Headdress	Armor	Shaman	0			1	1	1	2	10
Bone Headdress+	Armor	Shaman	1			2	2	2	2	10
Forsworn Headdress	Armor	Shaman	2			2	3	3	2	10
Forsworn Headdress+	Armor	Shaman	3			2	4	4	5	30
Iron Staff	Mainhand	Shaman	0	Nature's Beam		3		2		
Iron Staff+	Mainhand	Shaman	1	Nature's Beam		7	1	2		
Advanced Rod	Mainhand	Shaman	2	Nature's Beam		1	1	3		
Advanced Rod+	Mainhand	Shaman	3	Nature's Beam		11	2	3		
Original Totem	Offhand	Shaman	0	Healing Rain		3	2			
Original Totem +	Offhand	Shaman	1	Healing Rain		6	2	1		
Air Totem	Offhand	Shaman	2	Healing Rain		8	2	2		
Air Totem+	Offhand	Shaman	3	Healing Rain		11	2	3		

EQUIPMENT CRAFTING

Recipe	Prereq.	 Iron Ore	 Monster Carapace	 Special Oak	 Reinforced Ore	 Giant Talon	 Sacred Wood	 Bronze Ore	 Serrated Tooth	 Enchanted Fragment	 Bone Shards
Steel Sword	None	3	2	2							1
Steel Sword+	Steel Sword	5	3	3							1
Warrior's Blade	Steel Sword+	3	3	2	2	2	1	1			3
Warrior's Blade+	Warrior's Blade	4	4		3	2	1	2	1	1	4
Iron Axe	None	2	3	3							1
Iron Axe+	Iron Axe	3	4	4							1
Giant Axe	Iron Axe+	2	3	3	1	2	2	1			3
Giant Axe+	Giant Axe	4	4		2	2	2	2	1	1	4
Iron Helm	None	5	2								1
Iron Helm+	Iron Helm	5	5	1							1
Steel Helm	Iron Helm+	5	3		3	1	1		1		3
Steel Helm+	Steel Helm	5	3		3	2	1		2	2	4
Iron Hammer	None	3	2	2							1
Iron Hammer+	Iron Hammer	4	3	3							1
Blacksmith Giant Hammer	Iron Hammer+	3	2	3	3	2		1			3
Blacksmith Giant Hammer+	Blacksmith Giant Hammer	3	2	3	2	2	2	2	1	1	4
Iron Shield	None	3	3	1							1
Iron Shield+	Iron Shield	4	4	2							1
Steel Shield	Iron Shield+	3	3	2	4	1		1			3
Steel Shield+	Steel Shield	3	3	2	3	2	1	2	1	1	4
Leather Gloves	None		5	2							1
Leather Gloves+	Leather Gloves	1	5	5							1
Black Leather Gloves	Leather Gloves+	1	5	2	1	3	1		1		3
Black Leather Gloves+	Black Leather Gloves	3	3	2	1	4	1		4		4
Iron Dagger	None	4		3							1
Iron Dagger+	Iron Dagger	5	2	4							1
Mythrill Knife	Iron Dagger+	4		4	4	1		1			3
Mythrill Knife+	Mythrill Knife	4	2	2	4	1	1	2	1	1	4
Iron Blade	None	4		3							1
Iron Blade+	Iron Blade	5	2	4							1
Curved Blade	Iron Blade+	4		4	3	1	1	1			3
Curved Blade+	Curved Blade	4	2	2	2	1	3	2	1	1	4
Bone Headdress	None		5	2							1
Bone Headdress+	Bone Headdress	2	5	4							1
Forsworn Headdress	Bone Headdress+	1	4	3		3	2		1		3
Forsworn Headdress+	Forsworn Headdress	1	4	3		4	2		2	2	4
Iron Staff	None	2		5							1
Iron Staff+	Iron Staff	5	1	5							1
Advanced Rod	Iron Staff+	4		4	3		2			1	3
Advanced Rod+	Advanced Rod	4		4	3		3	1	1	2	4
Original Totem	None		2	5							1
Original Totem +	Original Totem		5	6							1
Air Totem	Original Totem +		4	4		1	4			1	3
Air Totem+	Air Totem		4	4		1	5		1	3	4



ETHEROXS

DUNGEONS