

THE ACADEMY

DARKFALL CHEETSHEET #2

Skilling to make a Living

Now that you've spent a couple of days inside Darkfall: Unholy Wars you should have a base understanding of the game. This guide should help you along with the next stage of your game in Darkfall. It will give you a few pointers on how to earn so you can become a little more self sufficient and give you some additional tips not covered in the first guide that will make day to day activities a little quicker and easier.

Dirk Gently - The Academy

MAKING MONEY FROM MONSTERS

There are four very good resources you can farm from many monsters that always sell very well on the market and are a great source of gold. Some of these resources are available from the very beginning mobs, but others are only really suitable when you've got enough prowess to take on the harder difficulty level mobs, such as Fiends and Villains. The primary source of gold from monsters comes in the form of rawhide. This currently sells for between 30g and 40g per unit on the market, and is readily available from the starter dungeons in the safezone capital cities (such as Ammuran or Sanguine) by skinning the monsters inside. A second but still substantial source is Inferior Fragments. These low level skinning items are found on monsters such as Spiders and Elementals and sell for 100g each on the market. Earth, Fire and Air Elementals are very good monsters to farm if you can handle them, they skin for inferior fragments, drop portal shards (~700g each) and runestones (~2000g each) which also sell very well. There are also many feats available for killing elementals, so they are a great source of prowess.

WHAT FEATS FOR PROWESS?

There are almost limitless feats available in Darkfall, but some are far easier than others and give a quicker prowess return. After you have enough prowess to get 70 in your primary stat and some weaponskill, I recommend trying some Hags (swamp hags and night hags), Brown Bears and Grungrocs. Once you've done these you can move up to things like Elementals and Artic Bears. Bears (both brown and artic) are a great source of rawhide (see box on left) which you can sell for plenty of gold on the market. Read the box below for a little more information about the marketplace and how it works.

TREASURE MAPS

Treasure maps are a great way to make some money, they contain gold plus items that often sell very well on the market. They come in three sizes, Small, Normal and Large. You can fish up small some maps with fishing pole, but large maps can only be obtained using the Sea Scraper boat, certain mob drops and chaos chests. To find the treasure double click your map and a circle will flash around your mini map. If the treasure is in your 180 degree forward arc, it will flash green. If it's behind you it will flash red. The faster the map flashes the closer you are. When the circle turns solid green you use a shovel on the ground to dig for your treasure! The trick is to turn around until you find the exact point where it stops flashing red and starts flashing green. When you have found this point, turn your character 90 degrees into the green side and you should be roughly facing the map. You can do this several times as you get closer to the map to fine tune.

WHAT IS AND WHERE IS THE MARKET?

The Market (sometimes called the Auction House, which it isn't) is a way for players to trade goods with each other. You can either list items for sale directly, you can fulfil an existing buy order or place a new buy order yourself. There is a cost and tax associated with using the market, so you do lose a little gold in total but it can be more than worth it compared with the time you save trying to find a buyer or seller in global chat. You can find a market in any of the safezone capital cities (such as Ammuran or Sanguine). Items listed on one market are available in all 4 markets, but you do pay a surcharge when selling from a distant market.

RESOURCE GATHERING FOR CASH

Resource gathering for cash is a very simple premise, you hit a node, you get raw material and you sell the material on the market for gold. Coupled with this there are modest prowess gains for gathering, as well as very large final rewards from feats. There are three places you can harvest, low danger zones, high danger zones and clan city nodes. Each of these three places has different benefits. Low danger zones drop a very small amount of rare material (called Essences), and safe zones drop none at all but they are both excellent sources of raw iron, timber, cotton and stone. Higher danger zones drop a large amount of rare essences but you're a lot more likely to be noticed by other players in these areas. All danger zones drop a small amount of semi-rare material, such as sulfur, rust, lichen, resin, larva, seeds and mandrake. Clan city nodes drop far higher amounts of semi-rare material, plus a good amount of basic and some of the rare essences. They also contain a far higher amount of material than a normal world node, but using a clan node without the permission of the owning clan will normally result in a speedy death!

THE KEY TO KEYBINDS

Using the radial menu and the quick bar in fights is almost impossible using the default setup. You'll need to fine-tune your keybinds but I suggest something similar to the following as a starter. Firstly I would bind **Activate Quick Item 1-8** to your F1 to F8 keys. You can then put your weapons, potions, food and mount on your quickbar and use the F1-8 keys to have easy access to your equipment. Secondly I would bind **Select Left Radial Slot 1-8** to keys 1-8 and **Select Right Radial Slot 1-8** to keys Shift 1-8. Using the Radial Wheel Configuration (default key: Tab) use the left radial wheel for your attacks, and your right radial wheel for Heals, Transfers and Buffs. It's a very basic setup that you'll need to tweak as you go on but is a very solid place to start from.