

Quickstart Guide: Dungeons & Dragons™ Online: Stormreach™

1. Movement and Camera

- **W,A,S,D** – move forward and back; turn left and right.
- **Q,E** – strafe left and right.
- Hold down the **left mouse button** and move the mouse to look around.
- **Shift** – block; hold shift to keep blocking.
- **Shift + W,S,A,D** – sidestep (or tumble if you have at least one rank in the tumble skill and your total modified skill is greater than 0).
- **Spacebar** – jump.
- **T** – toggle mouselook mode.

2. Targeting and Interacting with Objects

- To **target** an object or character, left-click on them. A small portrait of the target will appear in the focus orb in the lower right.
- To **interact** with an object, left double-click on it. The actions you might take include talking to an NPC, opening a chest or picking an item up off the ground.

3. Combat

- To **attack** with an equipped weapon, right-click. If your current target is in front of you and in range, you will attempt to hit your target. Otherwise, you will attempt to hit whatever is in front of you.
- To initiate **autoattack** with an equipped weapon, left double-click an appropriate target or hit the autoattack hotkey (number 1 by default) – you must be facing your target. You will continue to attack your target as long as it is in range.

4. Hotkeys

- The **hotkey bar** has room for 10 shortcuts on it. Access additional bars by pressing the buttons on the right-hand side of the bar, or by pressing <Ctrl+#>, where # is 0-9.
- Create additional hotkey bars by pressing the **arrow button** on the left-hand side of the main hotkey bars.
- To **assign** an item, spell, skill, or feat to a hotkey, **drag** its icon onto a hotkey.
- To **activate** a hotkey, click on the icon or press the associated number key (0-9).

5. Characters, Magic, and Inventory

- Use **Ctrl-C** to open your **Character Sheet**.
- The **Stats** tab of your character sheet displays your D&D statistics.
- The **Action** tab shows enhancements that you have purchased with your Action Points.
- The **Skills** tab shows all of your skills.
- The **Feats** tab shows all of your feats.
- Skills and feats with a square-shaped icon are **active**, and need to be placed on a hotkey bar in order to be used. Skills and feats with an octagon-shaped icon are **passive** and are always on.
- If you are a spellcaster, you can view your spells by going to the **Spells** tab. To cast a spell, put it on your hotkey bar and activate the hotkey. You can cast spells until you run out of spell points.
- If you are a Cleric or a Wizard, you must **memorize** spells before casting them. You can only memorize spells at rest shrines or in taverns – in the Spells tab, drag spells from your spellbook to your spell slots in order to memorize them.
- Press the “i” key to open up the **Inventory Panel**. Equip and unequip items here by dragging them between your inventory and equipment slots, and assign items to hotkeys by dragging them to the hotkey bar.
- **Destroy** unwanted items by dragging them off of the inventory panel.

6. Communication

- To **chat** with other players in your area, activate the chat bar cursor by pressing <Enter>, type what you want to say, and then hit <Enter> again to actually say it.
- **Left double-click** on NPC’s to talk to them
- **/g <message>** for global chat
- **/p <message>** for party chat
- **/gu <message>** for guild chat
- **/tell <character>, <message>** to send a private message – don’t forget to put a comma after the recipient’s name
- **/reply <message>** to send a tell to the last person who sent you one.
- You can also use DDO’s integrated **voice chat** to communicate with other players. Please see the full user manual for detailed instructions.

7. Quests

- Obtain **Quests** by talking to NPCs around town; NPCs that have quests for you are marked with a yellow chalice icon floating above their head.
- Track your current, completed, and failed quests with the **Quest Panel (Ctrl-Q)**.
- The **Quest Objectives** window displays your progress in a dungeon. The **XP** button gives more detailed information, while the **Abandon** button exits the quest.

8. Rest and Recovery, Death and Resurrection

- When you are in a dungeon, you cannot rest until you find a **Rest Shrine**. These single-use shrines allow you to recover some hit points (based on your Healing or Repair skill) and restore all of your spell points.
- After your quest, go to a **tavern** to recover hitpoints and spellpoints. Purchase **food** and **beverages** from a bartender to increase your rate of recovery.
- If/when you are unlucky enough to die in a dungeon, you will drop a **Soulstone**. If a party member picks up your Soulstone and brings it to a **Resurrection Shrine**, your character can use the shrine (by left double-clicking on it) to come back to life. Upon death, you may also choose to resurrect safely in Stormreach. Choosing this option however means abandoning your progress in the dungeon.

9. Partying (Grouping)

- **Left click** on another character and click the **invite** button towards the top of the focus orb to invite them into a party.
- The **names** and **health bars** of other players in your party show up underneath the mini-map. Right-click on a name and select **leave party** to leave a party. If you're the party leader, you can also choose to **promote** another member to party leader or to **remove** that member from the party.
- Use **/p <message>** to chat with the rest of your party.
- Open the **Social** panel by clicking the menu button to the left of the question mark button. You can find other players seeking groups, groups seeking players, and turn on your own looking for group (LFG) flag. Players with LFG on have a yellow social flag floating above their heads.

10. Vendors

- **Vendors** can be found throughout the city. Left double-click a vendor to bring up the **Trade** window, where items can be bought and sold.

11. Advancement

- Once you have attained enough experience points to get an enhancement or a new level, approach the appropriate **trainer** and left double-click on them. The first trainers are past the first Harbor gate; look for more trainers in other areas of Stormreach.
- When gaining an **enhancement**, select an enhancement from the available choices. You can only have four enhancements at a time; if you already have four you must drop an existing enhancement to gain a new one.
- When gaining a **level**, you can select the **feats**, **spells**, and **skills** that you want to train to clicking on them in the collapsible menus; the **Continue** button will be grayed out on each page until the appropriate selections have been made. Once all advancement options have been chosen, a summary pane will be displayed. If you are satisfied with your choices, click **Finish** to end the advancement process.
- Note that **multi-classing** is an option in the game, as per the D&D rules – when you're ready to switch, just talk to the trainer for your new class.

12. Menu and Miscellaneous Commands

- Eight **menu buttons** appear in the upper-left hand corner of the screen; use these buttons to open the **Quit, Options, Character, Inventory, Map, Quest, Social,** and **Help** screens.
- **z** – examine the currently-selected creature, NPC, object, or item.
- **Ctrl-P** – take a screenshot (screenshots are saved in a folder called Dungeons and Dragons Online in the My Documents folder; use Alt-PrntScr if you just want to capture to your Copy buffer).
- **Alt-Enter** – toggle between full-screen and windowed mode.
- **Ctrl-M** – opens the map screen. Use this to view vendors, quest givers, collectors, quest entrances, and other players.