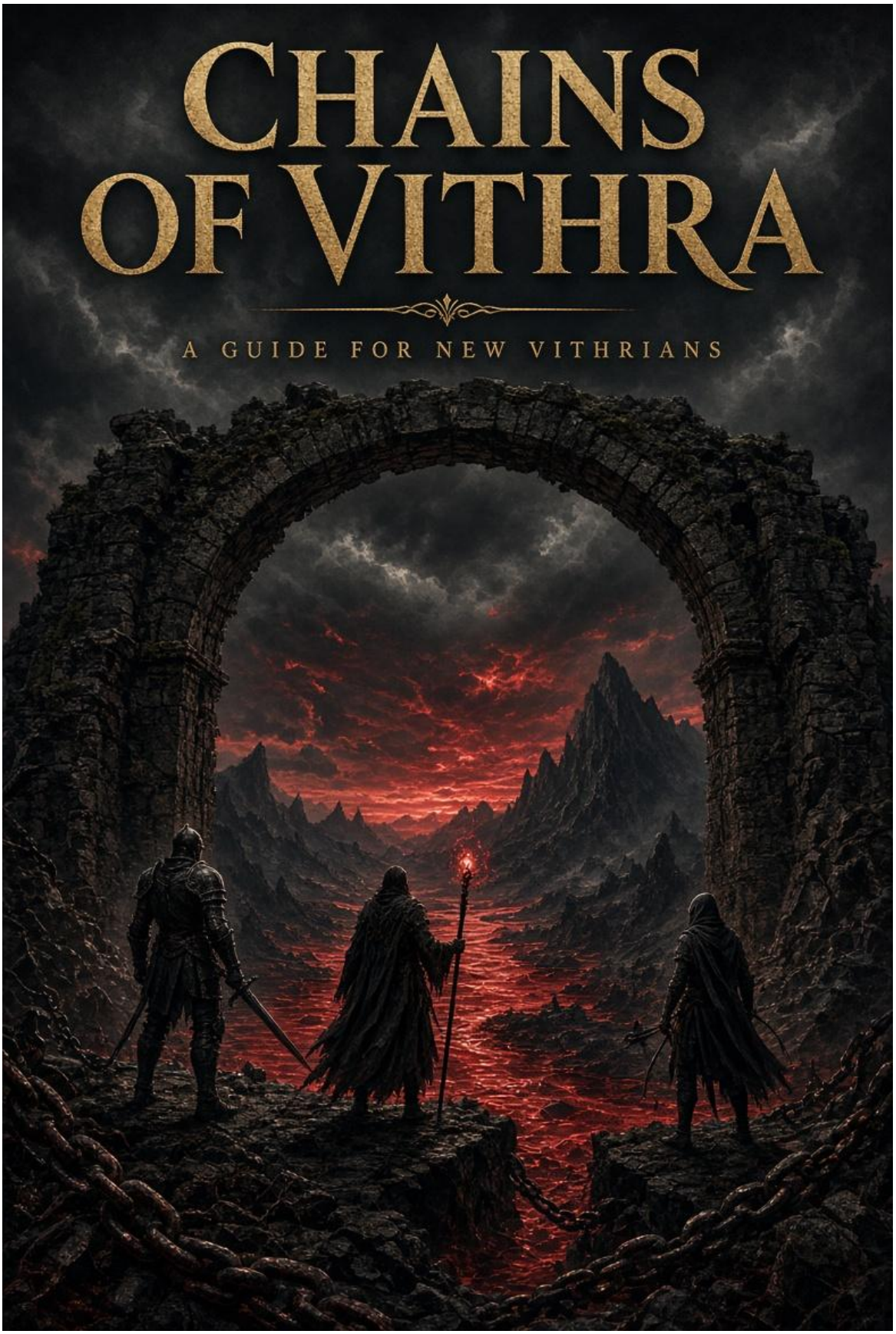

CHAINS
OF VITHRA
A GUIDE FOR NEW VITHRIANS

Chains of Vithra
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The world you are walking into

Drakis is already at war. You are a Vithrian in the last free human kingdom, south of the River of Pain. Everything north of that river has fallen. This book is the first chapter, levels 1–30. It will not end the war. It will decide whether you are strong enough, and trusted enough, to matter in it.

Long ago a group of elves was born with four arms, the same shape as their great enemy, the dragon Nepenthis. Their own kin cast them out. Centuries of exile made them the High Elves. A dark god took their suffering and bent it toward one work: dominion over Drakis. He wants pyramids of Dark Quarry stone. That stone is rare. The labor is not freely given. Every other race is meant to cut it.

The High Elves are not a distant rumor. Their push has already driven orcs into the swamps and made the dwarves of the southern mountains shut their gates. Beasts in the woods are often there because the war moved them. An undead eagle or a walking bear is not the story. It is what the story leaves behind.

Who still stands

People	**Where they are**	**What they want from you**
The human kingdom	South of the River of Pain	Hold the last free ground
The dwarves	The southern mountains	Proof you are worth opening the gate for
The orcs	The swamps	An alliance, not a rescue
The High Elves	North of the river	Stone, labor, and the land you are standing on

King Aleric wants the dwarves' help. They do not welcome strangers. The orcs were not born in the swamp. They were pushed there. Trust with either people is fragile, and a finished quest is not the same as an alliance.

What this chapter asks of you

Stay alive. Grow from 1 to 30. Learn a calling: Warden, Binder, or Scout. Raise the stat that calling needs, and the skills you actually use. Take work that feeds a hall, clears a roost, or opens a road south. Refuse work that smells like a lie. Honor is the record of which promises you kept.

The River of Pain is the last barrier. If it fails, the pyramids do not stay in the north. You will not stop that alone in this chapter. You can leave the kingdom stronger than you found it, or you can watch the map shrink.

Chains of Vithra is a dark fantasy world called Drakis. You play a Vithrian, one of the survivors south of the River of Pain. This guide covers the controls, the three callings, and how stats and skills grow. The game uses the keyboard to move and the mouse to move and look around. Clicking the ground does not walk you there. Right click **and hold the right mouse button** to move the camera. Release the Right Mouse button when you want the camera to stop. You will use the right mouse button and the keyboard to move and navigate.

Controls

Action	**Control**
Move	W, A, S, D
Look	Mouse
Run	Hold Shift while moving
Jump	Space
Target the next enemy	Tab
Use an ability	Number keys 1–0, or click the action bar
Select a target	Left-click the creature or player
Interact, loot, talk	Left-click the body, chest, or NPC while close
Open the menu	Esc

Tab only targets enemies. It does not target friendly villagers or neutral creatures. The crosshair is a guide. It does not pick your target for you. Click the enemy, or press Tab. You must be close to mine, skin, open a chest, or talk. If nothing happens, step closer and click again.

If the game is hard to see or slow

Open Settings, then Graphics. The window can open at 640×480. That is a tiny picture, not the world shrinking. Set Resolution to your monitor size, such as 1920×1080, and turn Fullscreen on if you want the game to fill the screen.

If the fight stutters, lower these first:

Setting	If the game is slow
Shadows Distance	Medium or Low
Shadows resolution	Low, or turn Shadows off
Particle Raycast Budget	Medium
LOD Objects	Medium
Antialiasing	Off
Ambient Occlusion	Off
Depth of Field	Off
Motion Blur	Off
Screen Space Reflection	Off

Leave Texture quality on High if the armor and ground look muddy when you lower it. VSync on is smoother and can feel slower. VSync off is more responsive. Graphic Quality on Custom means the boxes below it are in charge, not the preset.

Callings

A calling is who the Vithrian is. A stat is a number on the character. The calling is the path: Warden, Binder, or Scout. It decides which weapons, armor, and abilities the Vithrian is meant to use, and which stat is worth raising first. The calling does not change by itself when a number goes up.

Calling	Role	Raise first	Then
Warden	Fighter	Strength	Endurance, then Dexterity so attacks land
Binder	Wizard	Intelligence	Willpower and Mana, then Endurance
Scout	Thief	Dexterity	Strength or Intelligence, by weapon

The same stat exists on every calling. Strength 35 means the same thing on a Warden and a Binder. It is simply more useful to the Warden. A Binder can wear a Strength gem. It will not turn the Binder into a Warden, and it will not improve the spells. The calling chooses the road. The stats decide how far along that road the Vithrian has walked.

Stats

A Vithrian grows by gear, gems, and choices, not by one number.

Stat	What it means
Strength	Physical power. Raises the damage of swords, axes, maces, and other physical blows.
Dexterity	Accuracy and finesse. Helps physical attacks land. The Scout's main stat.
Endurance	Stamina. About 10 health for each point.
Intelligence	Magical accuracy and spell power. The Binder's main stat.
Willpower	Magical staying power. Supports Mana and resistance to magical harm.
Potential	Room to grow. A low score means the Vithrian is still near the start of the path.
Health	How much damage you can take before you fall.
Mana	Power for spells and abilities.
Physical Damage	The blow you actually strike with a weapon.
Magical Damage	The force of a spell.
Critical Hit	Chance for a strike to land harder than normal.
Honor	Standing earned through deeds. It does not raise damage.

Gear can also add Damage Dealt. That is a bonus on top of Strength or Intelligence. A gem only works while it is socketed and the item is equipped.

These are normal scores for this chapter, levels 1–30. A fresh Vithrian starts near 5 in most stats. Better gear is what moves the number.

Level	Main stat	Health	What it means
1–5	10–15	200–400	Starting gear
10	20–30	500–800	Normal quest gear
20	40–60	1,000–1,500	A real build
30	70–100	1,800–2,500	End of this chapter

The main stat is Strength for a Warden, Intelligence for a Binder, and Dexterity for a Scout. A score of 35 in a main stat is fair for levels 10–15. It is not poor, and it is not ready for a long boss fight.

Stats and skills

A stat is what a Vithrian is. A skill is what a Vithrian has practiced. Stats come mostly from gear and gems. You do not raise Strength by swinging a sword a hundred times. Skills are trained uses: Mining, Skinning, crafting, and weapon work. Gear raises stats. Use raises skills.

Mining ore raises Mining. Skinning a body raises Skinning, if that corpse can be skinned and your skill is high enough. Crafting at a station raises the crafting skill tied to that recipe. Work above your skill cannot be started.

Equip the weapon and fight to raise a weapon skill. Swords raise the sword skill, axes the axe skill, maces the mace skill, and bows the bow skill. Abilities move the skill more than auto-attack. The weapon in your hand chooses the skill.

If you fall, choose Release. A later quest in a chain appears only after the earlier one is turned in. An empty socket does nothing until you embed a gem in the Gear Modification window. Click a body to loot, then move the items into your bag before you walk off.

Honor is the standing a Vithrian earns by keeping a word. It does not raise damage, health, or a weapon skill. It marks whether the town, the dwarves, or a knight still trusts you.

A quest is an offer, not an order. Some are honest work: feathers, hides, a beast that will not stay dead. Some are oaths. **An oath binds you to one side**. The woman who begs for her child may be telling the truth. She may be sending you to kill the wrong man. Once you accept, the log treats the work as yours.

You can take the work in front of you. The game allows that, and many Vithrians do. Honor is what remains when you choose not to. Refuse a cruel ask, finish what you swore, or turn in the proof instead of keeping it. The number may barely move. The next door might. A Warden who swears to the hall and then sells the feast meat has Strength enough and Honor none. The mountain remembers which of the two you brought back.