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## About This Game

Aetheria is an MMORPG which focuses on challenging dungeons, cooperative group play, fast paced PvP, and important crafting elements. Aetheria utilizes action combat, which means no targeting and no standing still while casting, ever! This makes for an intense situation every battle, whether it be with other players or with fierce monsters. The land of Aetheria is unforgiving and harsh, so make sure to bring friends and guildmates on your journey.



### Dungeons

Dungeons in Aetheria feature complex boss mechanics and require at least 5 players to defeat them (Some will require 10 or more!). The rewards are great, but failing to execute mechanics will result in death!



### Player vs Player

Fighting other players in Aetheria can be done in a PvP arena or via Guild Wars. Combat is fast and requires quick reflexes to destroy your foes. If you are victorious, special rewards are bestowed upon you!



### **Crafting**

Crafting is an important focus in Aetheria. Some of the most powerful weapons and armor can only be crafted. Crafting also is highly integrated into the progression of the story-line.



### **Achievements**

Achievements are an extra milestone for players wanting to show off their skills in Aetheria. With categories ranging from Crafting and Exploration to Dungeons and Quests, there is a fun achievement for all types of players! Achievements also allow guilds to climb the ranks, as the total achievement points of all members influences your guild score!



### **Costumes**

Costumes in Aetheria allow you to override the appearance of any of your current armor or weapons with any other piece of gear or costume item in the game. Customize away!



### **Familiars**

Each class and specialization in Aetheria has a unique familiar which can be summoned to fight beside you in battle against other players or monsters. These little creatures can pack a punch, so make sure to utilize them at all times!



### **Quests**

Aetheria features hundreds of quests which will require you to craft, kill, collect, interact, and much more. Rewards for completing quests are important and some are even necessary to enter various parts of the world!



### **Guilds**

Conquer the world of Aetheria alongside your friends by creating or joining a guild! Guilds are a great way to keep in touch with friends. Guilds can also enter into war, making nearly every area of the world open for combat for warring members. War stats are tracked and even influence the rank of your guild.

### **Other Features**

Nearly 2000 Unique Items

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Trading  
Parties  
Talent Trees  
5 Unique Classes with 2 Specializations Each  
Frequent Updates

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Title: Aetheria Online  
Genre: Adventure, Free to Play, Indie, Massively Multiplayer, RPG  
Developer:  
Zachary Hodges  
Publisher:  
Zachary Hodges  
Release Date: 1 Feb, 2019

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**Minimum:**

**OS:** 32-bit Windows

**Processor:** Intel Celeron G3950

**Memory:** 2 GB RAM

**Graphics:** Integrated Graphics

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

English







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### **Easter Event!:**

*This update will be live April 6th at Noon CST*

The Easter Bunny has made his way to Aetheria! For a limited time, players will be able to find special Easter Eggs all around the world by slaying fearsome monsters. Consuming the eggs will grant a special combat buff for a limited time, so use them wisely and stock up while the event is on. The rarest egg of all, the Golden Easter Egg, can be traded to the Easter Bunny for a special costume, so keep an eye out for this special drop.

Happy Hunting!



### Update Notes:

- Added the Easter Bunny NPC in the town of Redwater
- Added the Strong, Agile, Smart, Robust, and Golden Easter Eggs to all monsters's loot tables

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- Added a new costume available from the Easter Bunny

**. Achievements and More Update!:**

*This update will be live Saturday February 23, 2019 at Noon CST!*

*A Client Update Will Be Required*



Achievements are finally here! All players will now receive perks and bonuses from any completed achievements. A complete list of tasks can be found by pressing Y or clicking the achievements menu button. Achievement content can range from quantity based farming to creative ways to complete bosses. Players will need to use their imagination for some tasks!

Since the last update, Aetheria also hosted its first ever PvP tournament! The action was intense and in the end, Gowther was victorious! A special jester hat costume was given as a reward. Congratulations!

Along with the addition of achievements to the game, balance changes, and other small content updates were also made. Please see below for a complete list of changes. Enjoy!

- Boss Summon Tomes are now an available item for players to craft. The recipes for these items are a rare drop from normal monsters found all around the world of Aetheria. The tomes can only be used if the boss is already dead.
- The Valentine's Day event has been disabled. Until next year!

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- Sunken Chest costs have been drastically increased
  - Player tags on a particular resource, such as a tree, will only last 1 minute before the tag is reset
  - The Lasting Light tooltip has been corrected to show the right base amount of healing
  - Sentry Warriors will no longer receive the bonus damage on Hulking Bash when in PvP. (The armor bonus, which is inherent of the spell, is still applicable)
  - Bone Chill damage has been increased by 70%
  - Frigid Ground damage has been decreased by 30%
  - The Darkmoore Twins, Julienne and Grissom, have had their health increased by 20%
  - Fixed a bug which caused the Darkmoore Twins to permanently have the Family Bond armor and resistance buff
  - Fixed a bug which caused boss room sizes to be slightly off
  - Increased crafting costs of high tier dungeon equipment
  - Reduced Elite, Dark, and normal Skelewar whirlwind damage
  - Adjusted the damage reduction cap for spells and physical damage to 90%, up from 75%
  - Corrected the stats on the Greatstaff of Siphoning to more closely mirror other lifesteal weapons
  - Added an option to quick craft any recipe within a player's inventory. Just shift+click to do so!
  - Modified the functionality of the Fish spell. If Fish is cast while already attempting to catch something, the current action will be cancelled.
  - Added map icons indicators for party members
  - Fixed a bug causing Lich Darkmoore's frost breath to not hit all parts of the room
  - Slightly reduced Dark Skelewar and Skelemage max health
  - Slightly increased the damage Freed Spirits cause to Lich Darkmoore
  - Increased Lich Darkmoore's enrage timer by 2 minutes
  - Added missing tank warrior equipment to Azgon's loot table
  - Razorbone's Bone Storm now applies a stack of Bloodthirst to Razorbone if any player is hit
  - Razorbone's Sword Throw damage has been significantly increased
  - Razorbone's Sword Throw now grants him twice as much Bloodthirst if any player is hit
  - Manabone's Frost Wave frequency has been slightly increased, along with the number of waves which are spawned
  - Added client side prediction for movement which should create a smoother playing experience

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### **. Class Balances and More!:**

With the latest update to Aetheria come class balances and several other changes. Check it out below!

#### **Mage:**

- Frostbolt, Chimera Blast, Ice Blast, and Fire Blast spells - Damage has been increased
- School of Debilitation talent - Fire damage has been increased
- School of Havoc talent - Now also generates mana when triggered
- Bone Chill talent - Damage has been increased
- Frigid Ground talent - Damage has been increased
- Follow Up talent - The chance to be triggered has been increased
- Influx talent - Increased the mana gain per point
- Instability talent - The chance to be triggered has been increased

#### **Warrior:**

- Arterial Strike spell - Damage has been increased
- Mighty Blow spell - Damage has been increased
- Whirlwind spell - Damage has been increased
- Way of the Sword talent - Damage bonus has been increased
- Extra Hurtin talent - Damage bonus has been increased
- Battle Cry spell - Critical bonus and buff time has been increased
- Hulking Bash spell - Damage has been increased for Sentry Warriors
- Challenger talent - Threat bonus has been increased
- Intimidate spell - Threat boost has been increased

#### **Ranger:**

- Explosive Trap spell - Increased base cooldown to 12 seconds, up from 10 seconds
- Frost Trap spell - Increased base cooldown to 12 seconds, up from 10 seconds

#### **Priest:**

- Shadow Spray spell - Damage has been decreased slightly

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### **Other Updates Include:**

- Guild leaders can now set a message of the day which is displayed to members upon signing in
- General Manabone's Ice Wall spell now applies a debuff to players hit by the wall. The debuff decreases frost resistance greatly for a period of time.
- Fishing bait now increases player's chances to catch a fish instead of increasing fishing level
- Added a HUD for player familiars
- Sunken Scrolls now cost only 15 Sunken Goblets instead of 25
- Sunken Goblets now have a higher drop rate from all mobs in the Sunken Depths
- Sunken Soul and Sunken Coffers respawn rates have been increased slightly
- General Razorbone will now spawn more bone projectiles during Bone Storm and will also spawn a few extra normal Skelewarms during Skeleton Army
- Chat notification bubbles now distinguish between chat and server messages
- Increased connection stability between client and server during login time
- Fixed a bug causing Azgon's death animation to not render correctly
- Fixed a bug causing bosses to try and apply mechanics to players outside the boss's room
- Slightly improved server side performance

### **Enjoy!. Patch Notes February 9, 2019:**

Please see below the patch notes for the update on February 9. This update attempts to address latency and several other issues present in the game. This update requires an update to the game client, so please make sure you have the latest installation for Aetheria. For further discussion, please join the discord <https://discord.gg/FQ4syaU>  
Thank you and enjoy!

- Fixed a bug which caused the Darkmoore Twins to attack players outside of their room
- Fixed a bug with Sunken Jewelry set effects which caused bubbles to target players or monsters on other maps
- Fixed a bug causing mobs to be invisible to the player
- Reduced the amount of packets sent to the player to improve server performance
- Increased General Razorbone's health pool slightly

### **. Aetheria Update #20:**

Aetheria's 20th update will go live March 23rd, 2019 at 4:00pm CST. You can find the patch notes for the update below. Enjoy!

- Increased AFK Timeout to 20 minutes, up from 10 minutes

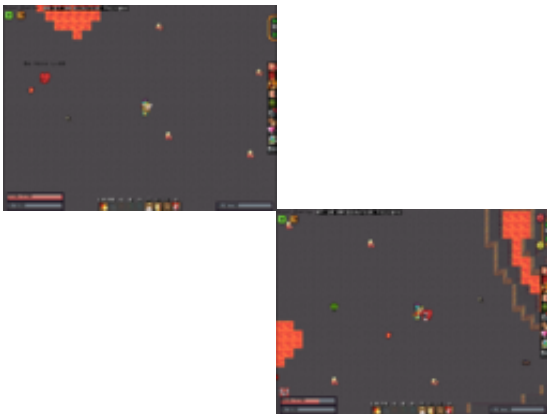
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- Added a small buffer time between Razorbone's Sword Throw and Bone Storm
  - Added a stretch fullscreen option on launch
  - Changed the Darkmoore Twins Summoning Tome Recipe to require 120 Arctonian Ore instead of 60 Arctonian Ingots

In other news, the "Elemental Disparity" content update progress is estimated at 35% complete with a target release date in early June. I cannot wait to share this update, as it has some neat and fun additions to the game.

Thanks!. **Bound in the Depths Event!:**

**Bound in the Depths. Valentine's Day Update:  
The Aetheria Valentine's Day Update is now Live!**

**Valentine's Day is almost here, but there are problems in Aetheria! There is not enough love in the world and it has caused love starved souls to manifest into terrifying beasts!**

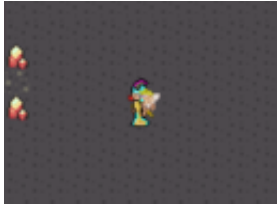


**Adventurers who encounter these poor creatures must engage in combat to the death in order to quell the rage of the broken hearts. If successful, Valentine's Day rewards will be showered upon you through gift boxes.**



**These gift boxes can contain costumes and even a new sugary treat which can give you an edge in combat.**





**Good luck out there, adventurer... you are going to need it!**

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