

completely, until that ability has entirely cooled down.

Interacting with the World

The vast world of Age of Aeons is filled with exciting things to do! Upon finding yourself in the starting village of Shireton, you can visit the weapon smith to get geared up for your adventures if you have the coin. Follow the smell of fresh baking bread into the bakery to stock up on HP restoring foodstuffs. Or visit the Towne Hall to see what quests are available to start levelling up your character.

NPCs

Besides the many other players in the world to interact with, many locations in Age of Aeons are populated by NPCs (non-player characters) who are residents that “live” and “work” in the various ages you will encounter. Most will move around the environment in some way, but in general they remain in the specific area they inhabit. Some follow a schedule and may disappear at certain times of the day/night cycle – you may not be able to talk to the blacksmith in the dead of night! Most NPCs respond to simple one-word commands such as NAME or JOB and will in return tell you information about that subject. Some may have access to specific GOSSIP and rumors that may aid you on your quest. Others may have specialized dialogue options, such as quests they will offer, or they may even be able to join your group to help your party accomplish a specific goal.

Other Factions

Not every character you meet may be friendly, whether controlled by live players or not. Depending which faction you joined when your character was created, certain other faction players and NPCs defending their respective cities may be hostile and attempt to attack you. Explore with caution! Be especially careful about enemy faction territories which may have high-level guardian NPCs stationed to protect them.

Magic

If you chose a magic-wielding character, you will have access to a number of introductory spells, which form a cluster. Spells ignite

