

Dark Age of Camelot Preview Author: Greg Harmon

Introduction

Dark Age of Camelot is based on European mythology which makes it very unique in the Online RPG genre and has made a lot of RPG fans happy. The story takes place shortly after the fall of King Arthur. Players of this game will enter a world of total chaos since the peace has been broken and invasions from surrounding realms are common place. Most Online RPGs are centered around Player VS computer controlled monsters with a touch of Player VS Player thrown in at a later development stage. However, players of this game will find that Player VS Player is almost necessary at higher character levels, more on that later. You can choose to live in one of three realms which include Albion, Midgard and Hibernia, which will decide what races and therefore, classes you can choose. Dark Age of Camelot is a lot like EverQuest or Asheron's Call in that you are in a persistent 3D world where you gain experience, grow in level and fight monsters. However most of the similarities end there! Dark Age of Camelot looks to be much more than a mere clone as you'll see when you read on.

The Realms, Races and Classes.

When you start Dark Age of Camelot you will have a choice of the three realms, Albion, Midgard and Hibernia which determines what type of race and class you can be. Everyone in your realm is your friend and all those who are in the other realms, are your enemies. The races, background, classes and geography come from Arthurian Britain, ancient Ireland and Viking-era Scandinavia. Just thinking about these options gets me excited about Dark Age of Camelot but I guess that's because I'm a big fan of mythology.

Albion is the place King Arthur kept peaceful during his reign, however after his fall Albion has since declined and is constantly threatened by the outer realms, Midgard and Hibernia. In Albion there are the common Britons, the tall, brilliant Avalonians and of course, the broad chested Highlanders and the highly coordinated Saracen. The highlanders have been driven from their lands that are north of Camelot from the constant war from other Realms. They are usually quite a bit larger than other inhabitants of Albion and much stronger. The Avalonians are more magical than others from their realm and come from the city of Avalon. Highly skilled Avalonians sometimes become Wizards. The Saracen are the descendants of Sir Palomides, the powerful Knight to the distant southern deserts whose descendants stayed in Albion to help King Arthur's cause. They happen to be very fast and dexterous. More so than the other races of Albion. There are several classes available to Albion residents. The most noteworthy of which are Paladins, Wizards and scouts from a total of so far twelve advanced classes. At the 5th level, Albions join a guild to choose their career path. Starting classes for Albion races include Fighter, Acolyte, Mage, Rouge and Elementalist.

Midgard is the home of the Norse. Midgard makes up what is today Scandinavia. Races from this realm are in general, not quite as civilized as the races in other realms, however they are built strong and stocky. The Norse are equaled by no other realm when it comes to fighting. Usually, the races of Midgard aren't exactly so friendly to one another. However in this time of turmoil and fighting, they have come together to face a common enemy. The Norse are comprised of the human Norsemen, the short stocky dwarf, the huge strong Troll and the small but skilled Kobold. The Norsemen are the humans from Midgard and as such they are fairly tall, pale and have a hardy build although they aren't as civilized as humans from other realms. Trolls are large, brutal beings who can become fantastic fighters. The Dwarves are hardy and especially wise so they make fine priest and fighters. Kobolds are smaller than Dwarves but are quite a bit more coordinated and much quicker so they are great for hiding and climbing. Midgard inhabitants have a slightly different career progression path than those of Albion. All of the main fighting classes

start out as Viking and then can branch out at 5th level to become more specialized due to the Norse being more focused on combat than other realms. game cheats The primary spell casting classes of Midgard start out as their profession from the beginning of their career. game cheats Starting classes include warrior, berserker, thane, skald and hunter. game cheats Spell casting classes consist of shadowblade, spirit master, runemaster, healer and shaman. game cheats

Hibernia is located on the beautiful green island to the west and is home to the nature worshipping human Celts. game cheats The Hibernians are comprised of the human Celts who have strong belief in nature, the Elves who are tall, slender humanoid creatures who specialize in Magic casting abilities and are allowed to bear arms, the Firbolg who successfully combine nature worship with practical magic and arms skills and the Lurikeen who possess the rare ability to prevail in spell casting as well as skilled fighting. game cheats Almost all classes available to Hibernians can cast magic therefore they are the most inclined to use magic. game cheats There hasn't been much information from Mythic Entertainment on the classes of this realm as of yet. game cheats Expect the classes to be geared toward spell casting since the Hibernians are primarily spell casting beings. game cheats

Player VS Player

PvP in Dark Age of Camelot is different than existing Online RPGs in a few ways. game cheats First off, you can only kill those who are from an opposing realm. game cheats This doesn't mean that you are totally safe on your own turf though, as there will be raiding parties attacking from other realms. game cheats You will be encouraged to defend your realm and attend raiding parties at higher levels although at lower levels, each realm has a safe area that you can use to learn the game and gain experience free of worries that a high level character will rip out your liver. game cheats OK, that was a bit graphic, sorry! Anyway, you can play the game while avoiding PvP situations for the most part however characters that actively participate in PvP, defending their realm and going on raids will get a bonus to their skills. game cheats Therefore is highly recommended to participate. game cheats At higher levels you'll also need to travel to regions that are between realms which could possibly lead to PvP conflict but not necessarily so. game cheats Dark Age of Camelot has been designed from the ground up on PvP balance so that shouldn't be a problem, at least not to the extent as other Online RPGs. game cheats Classes are designed for team work as well so one class will might be up front doing the slashing and beating while other classes heal and aid their friends in other ways. game cheats This is the main aspect of Dark Age of Camelot that I'm personally looking forward to. game cheats

Questing System

Although PvP is a major aspect of Dark Age of Camelot, the quest system is equally as detailed and important, which allows players to go on quest to find items, explore the world, learn exciting new spells and advance in guild level. game cheats The questing engine used by the game looks to end camping of important quest monsters and NPCs by doing a few neat things. game cheats First up, the engine randomly generate quest for different players. game cheats So that players wont usually do the same steps and if they happen to actually do so, they wont do it in the same order. game cheats Also there is a Quest Log type of feature that records all quest and the step your at on each quest. game cheats As well as keep notes for you, conversations and so forth. game cheats You certainly wont need to ALT TAB out of game and take notes or keep a notebook beside of you in Dark Age of Camelot. game cheats Oh and did I mention you can't skip parts of a quest? Nope you must do each step in the order that was given to you. game cheats The questing system is a welcome change to current standards. game cheats

Weapons and Shields

Weapons available in Dark Age of Camelot are based upon real life, ancient weapons. game cheats Skilled warriors will be able to learn a wide variety of weapons, while hybrid characters will be able to learn fewer and mage classes will only be able to learn one. game cheats So far there are three types of weapons in the game, which are slashing, thrusting (pierce) and crushing (bludgeon). game cheats Characters will start out with small, easy to use weapons and eventually work their way up the ladder to large, harder

to master weapon types. game cheats There will be four types of shields. game cheats The Kite shield which offer average protection, bucklers which are small and offer limited protection, Large Kite shields which offer above average protection and Tower shields which offer the most protection. game cheats There isn't a whole lot of detail in this area as of yet. game cheats

Magic Systems

The world in which Dark Age of Camelot is based on, thrives will magic which is available to different classes and in much different ways and each class has it's own unique way to acquire and use it's magic. game cheats Some magic users are specialist in utilizing their magic to harm others, some to heal and protect others and some to set traps and make themselves invisible to others. game cheats Each realm has a different magic system than the other realms. game cheats For example, Midgard's magic is focused on making them more powerful in combat situations since they are generally more combat oriented. game cheats

Albion's magic is based upon the elements, air, earth, fire and water. game cheats Just about all of Albion's magic is based upon the elements. game cheats Magic is not hated in Albion, however it will astonish most common townsfolk who view a mage exercise their magical arts near them. game cheats Clerics who happen to channel their magical energy from their deity can also impress the townsfolk. game cheats Sorcerers who use their magic for destruction are disliked by the church and also disliked by the townsfolk in Albion. game cheats

The residents of Midgard, the Norse, channel their magic from their many gods for the most part. game cheats Therefore it isn't as powerful as the elemental magic of the Britons or the arcane magic of the Hibernians. game cheats Norse spell casters happen to be priest, not mages or wizards, who choose their god at a young age and their god of choice determines what type of magic they specialize in. game cheats Gods have different areas of magic, some are better suited for healing and some are better for defense and so on. game cheats There is one exception to the above rule however, the Shaman, who is a tribal spell caster of either the Trolls or Kobolds that specializes in primal magic. game cheats

Hibernians are very magic oriented, almost everything they do is done with a magical presence. game cheats Therefore all their classes except only the warrior use magic to some extent. game cheats Visually the magic of Hibernians is more amazing, as if it comes from a more primal source than the other realms do. game cheats Not much more is known at this about the Hibernians. game cheats Mythic will release more information soon hopefully regarding the realm of Hibernia, until then we can only speculate about the details. game cheats

Final Thoughts

Dark Age of Camelot seems to best destined to succeed if Mythic Entertainment can deliver what they say they are and I have no reason to believe they wont. game cheats This Online RPG holds many advantages over today's Online RPG, such as the realm based PvP, random quest generator and many other unique features. game cheats From what I've seen of this genre, this game should compete well with the Online RPGs that'll be out at about the same time as itself which is good. game cheats Choices benefit us all!