

The logo for 'DOMM II ONLINE' is rendered in a highly stylized, gothic font. The letters are a vibrant golden-yellow color with a metallic sheen and a 3D effect, giving them a sense of depth and weight. The 'D' and 'M's are particularly large and ornate. Below the main title, the word 'ONLINE' is written in a smaller, simpler, all-caps font of the same color. The background is a dark, textured surface with a grid of thin, light-colored lines that create a subtle pattern of squares and rectangles. The overall aesthetic is one of classic elegance and high-quality craftsmanship.

OFFICIAL WHITE PAPER  
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# OVERVIEW

Domi Online invites you to embark on an ever lasting journey in an expansive medieval world. Explore a vast variety of forests, deserts, ruins, caves and islands, and fight the mythical beasts that roam the land, in search for treasure and unparalleled power.

The common MMORPG model of this era requires players to do tedious quests in order to reach the same maximum level quickly, and sign up for repetitive dungeon farming to get the best gear. The result is: Most people on the server are much all the same at the end of the season, and when an expansion is introduced, your time is rendered worthless, as all your gear is the same as what new players start with, and the level can be grinded out in no time.

In Domi Online there is no level cap, no skill cap, and PvP and death has major consequences. Domi pays homage to the older RPGs that are still being played today 20 years later, by implementing improved old school skill and level mechanics, but without the old school combat system or graphics. Creating an opportunity for serious gamers to dominate and be respected, loved or feared for their commitment to

time spent is valuable, with an ecosystem that rewards the hours the player puts in, both in power and in economical value.



## WHAT SETS DOMI ONLINE APART FROM OTHER MMORPGS

**#1** Mana is a precious resource in this game. It regains slowly and players rely on auto attacks in combat, unless they are very well off and can afford expensive mana potions. Players who have purchased a house in one of the major cities can sleep while they're offline, regenerating their mana while being offline. Houses are sold as NFTs and come in different tiers.

**#2** There is no level cap or skill cap. If you are a hard core power gamer you can literally become any level and your HP and mana increases with each level. You can train your sword skill and magic level your whole life if you so want. It just gets gradually harder and harder to the point where one sword skill or one level will take weeks of grinding.

**#3** You can form guilds to fight for server domination and wars will likely break out in PvP over who owns the server (i.e who owns the most desired monster spawns). In a game where players and guilds can play to earn, the most powerful guild will most likely form early and stay active to maintain their server domination and maximize their play to earn potential.

## WHAT SETS DOMI ONLINE APART FROM OTHER MMORPGS

**#4 The game is unforgiving. When u die in WoW or any other recent MMORPG, it doesn't even matter. It's the same with most every game out there nowadays. A death means nothing.**

**Whereas in Domi Online you gotta think, strategize, gear up and move slowly and make a strategy. Because when you die you have a chance of losing gear and your backpack plus a small percentage of all your experience. Meaning If you die at level 80, you could spawn at the temple having lost your favorite sword, you're down to level 79, and a whole weekend of grinding is gone in an instant. This is an incredibly strong way of making people committed to the game and create a bond among players, incentivize NFT gear purchases as well as limit how many players get too powerful. Being one of the highest level players in this game is actually cool. A testament to your skills.**

**#5 You don't have several repetitive quests and tasks, you go back to the roots, by exploring the world freely, with a huge variety of secret places, forests, caves, deserts, and you kill the enemies you can, and flee from the enemies you aren't strong enough to defeat yet.**

## WHAT SETS DOMI ONLINE APART FROM OTHER MMORPGS

**#6 Mana-sitting and loot runs.** Because mana regenerates slowly, and mana potions are expensive; Nothing is given to you. If you want to purchase health stones or other consumables to slay stronger monsters, you have to go on safer loot runs and gather loot from weaker monsters first, in order to sell the lower level loot to vendors and increase your gold count.

Before you go out on a hunt to kill Dragons, Giant Spiders or any high level monster, you have to be sure you bring the right gear, and the right amount of consumables, so you can return safely after a long hunt, with possibly some new rare loot and some more experience. This preparation, even if it's just standing outside your house hoping no player killers stop by, waiting for mana to regenerate for 5 minutes so you can have another bite of food and create a consumable you need on the hunt the day after, is rewarding and helps build community and relationships on the server. It also makes the housing NFTs very valuable as the houses provide a safe space in addition to a place to regain life and mana while you're logged out.

# DOMI ONLINE



## WHAT SETS DOMI ONLINE APART FROM OTHER MMORPGS

With Domi Online we are making a game that is playable and enjoyable for everyone, but that allows hardcore gamers to get truly powerful, in an ecosystem where everything but dying is ultimately worth your time, with the implementation of NFTs for housing and rare gear and a play to earn factor. Improved old school skill and level mechanics, but without the old school combat system or graphics.

A chance for serious gamers to dominate and be respected, loved, or feared for their commitment to the game.

A game where the time players spend is valuable, with an ecosystem that rewards that time, both in power and in economical value.

## HOUSES AND GEAR AS ERC-721 TOKENS (NON-FUNGIBLE TOKENS OR NFTS)

Houses found in different locations of the cities are all sold as ERC-721 NFTs. Only a set amount of houses will be produced for each city and are only purchasable through our sales.

Afterwards, houses can only be bought and sold through secondary marketplaces.

There will never be any more houses produced per city beyond what is stipulated by the Domi Online team. We envision this will protect the assets' values, the architectural properties of the cities and reward players who join the Domi Online ecosystem.

With future expansions new areas with new cities and villages will be introduced, with new houses of various tiers. A selection of the rarest and most powerful gear (armors, weapons, rings, boots, pants, shields and amulets), when looted, will also provide the player with an NFT connected to the item, allowing the players to sell the item to other players for a profit.

## HOUSES AND GEAR AS ERC-721 TOKENS (NON-FUNGIBLE TOKENS OR NFTS)



**TIER 1**



**TIER 2**



**TIER 3**



## HOUSES AND GEAR AS ERC-721 TOKENS (NON-FUNGIBLE TOKENS OR NFTS)



## GAMING EXPERIENCE

In Domi Online you can play either as a sorceress, priest, amazon or warrior. Each class has their own strengths and weaknesses, such as higher/lower mana and health pool, quicker levelling up of relevant skills, and the ability to carry more or less of items in their backpack.

Starting off at the temple at Saint's Rest, located just south of Domi Capital, you are introduced to the world in a beginner friendly manner, with non-aggressive enemies such as wolfs and geckos. As you grow stronger and find your place in the world the player is able to travel deeper into the lands and experience more hostile places, like the Araenae Jungle, Batang Forest, Leviathan Cavern or one of the many islands such as the pirate island Hillrum, or the mystical island of Theonata.

Far south of Domi Capital another city is located. A more hostile environment, cold and eerie, located next to the cemetery and the elemental plains, Millaville is a good place to live, if you're an adventorous spirit, and you can handle the cold.

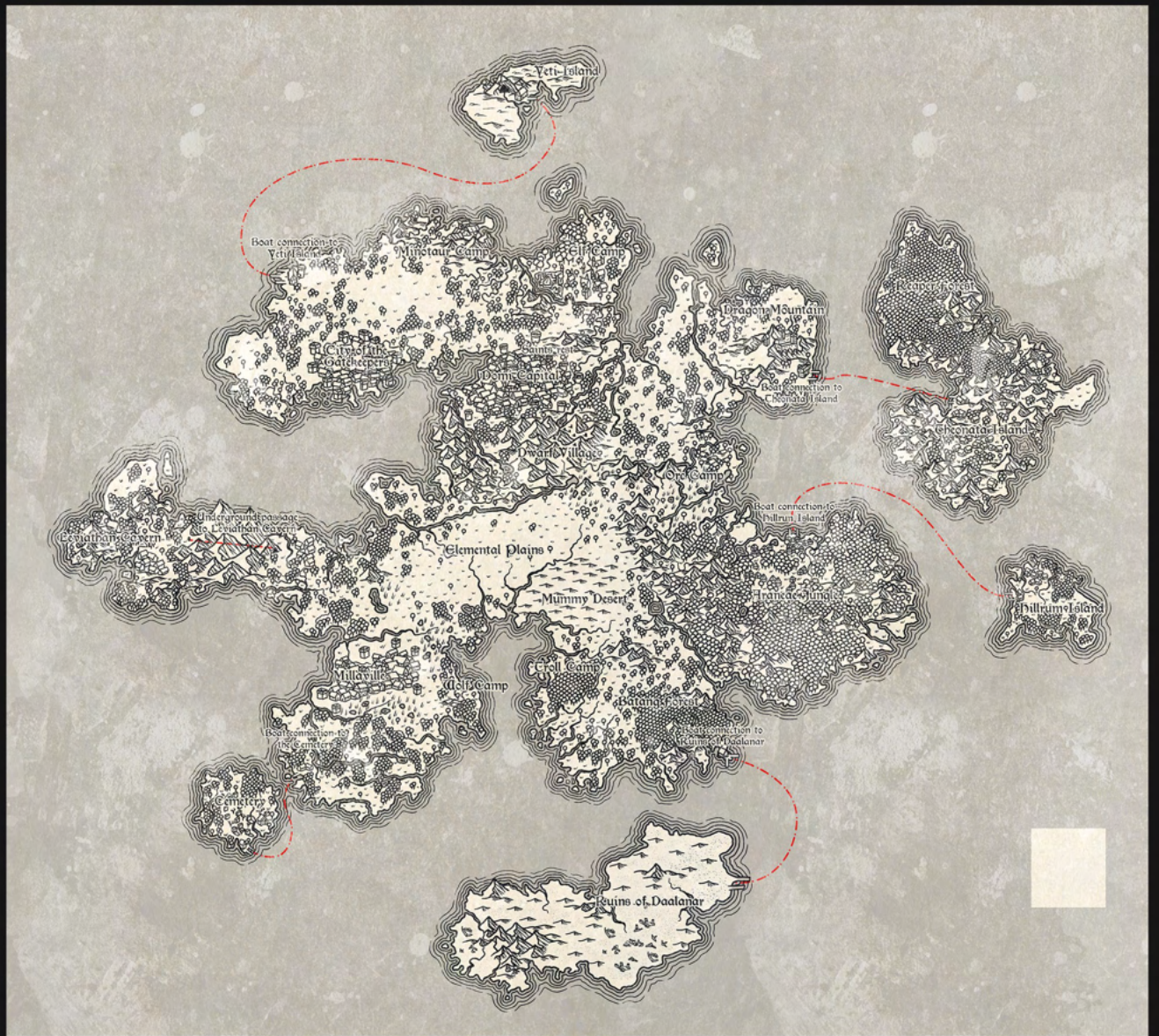
## GAMING EXPERIENCE

Wherever you choose to live, the world is massive, and each player needs to find their own path. You can go the safe route and lowly grind your way to power by persistency in the safer hunting grounds like the Elf Camp, Minotaur Camp, Yeti Island or even the Dwarf Village, or you can brave the dragons of Dragon Mountain, the Heartless in Reaper Forest, the lost souls in the Ruins of Dalaanar, or one of the many other powerful foes located all around in the world of Domi.

Regardless of how the player chooses their way of playing in Domi Online, the road to great power will be long and arduous, and ultimately incredibly rewarding.

Many may choose to play it safe, as dying will result in severe losses, but only the bravest, or the most patient, of players, will be able to reap the greatest rewards.

## DOMI ONLINE FULL WORLD MAP



## DOMI ONLINE GOVERNANCE TOKENS

### **\$DOMI**

The native cryptographically-secured fungible protocol token of Domi Online (ticker symbol \$DOMI) is a transferable representation of attributed governance and utility functions specified in the protocol/code of Domi Online, and which is designed to be used solely as an interoperable ERC-20 utility token thereon.

\$DOMI is a functional multi-utility token which will be used as the medium of exchange between participants on Domi Online in a decentralised manner. The goal of introducing \$DOMI is to provide a convenient and secure mode of payment and settlement between participants who interact within the ecosystem on Domi Online, and it is not, and not intended to be, a medium of exchange accepted by the public (or a section of the public) as payment for goods or services or for the discharge of a debt; nor is it designed or intended to be used by any person as payment for any goods or services whatsoever that are not exclusively provided by the issuer.

\$DOMI does not in any way represent any shareholding, participation, right, title, or interest in the Company, the Distributor, their respective affiliates, or any other company, enterprise or undertaking, nor will \$DOMI entitle token holders to any promise of fees, dividends, revenue, profits or investment returns, and are not intended to constitute securities in Singapore or any relevant jurisdiction. \$DOMI may only be utilised on Domi Online, and ownership of \$DOMI carries no rights, express or implied, other than the right to use \$DOMI as a means to enable usage of and interaction within Domi Online.

## DOMI ONLINE GOVERNANCE TOKENS

### \$DOMI

Further, \$DOMI provides the economic incentives which will be distributed to encourage users to exert efforts towards contribution and participation in the ecosystem on Domi Online, thereby creating a mutually beneficial system where every participant is fairly compensated for its efforts. \$DOMI is an integral and indispensable part of Domi Online, because without \$DOMI, there would be no incentive for users to expend resources to participate in activities or provide services for the benefit of the entire ecosystem on Domi Online.

Given that additional \$DOMI will be awarded to a user based only on its actual usage, activity and efforts made on Domi Online and/or proportionate to the frequency and volume of transactions, users of Domi Online and/or holders of \$DOMI which did not actively participate will not receive any \$DOMI incentives.





# DOMI ONLINE GOVERNANCE TOKENS

**\$DOMI**

They can be used for:

- **Governance:**

\$DOMI would allow holders to create and vote on on-chain governance proposals to determine future features and/or parameters of Domi Online, with voting weight calculated in proportion to the tokens staked (the right to vote is restricted solely to voting on features of Domi Online; it does not entitle

\$DOMI holders to vote on the operation and management of the Company, its affiliates, or their assets or the disposition of such assets to token holders, or select the board of directors of these entities, or determine the development direction of these entities, does not constitute any equity interest in any of these entities or any collective investment scheme; the arrangement is not intended to be any form of joint venture or partnership). For example, users may vote on ecosystem design changes and balancing.

## DOMI ONLINE GOVERNANCE TOKENS

### \$DOMI

They can be used for:

- **Staking:**

Domi Online gamifies the staking process, so in order for users to Play to Earn or access certain exclusive areas in the game, users will need to stake the access token \$DOMI for exclusive in-game content. Depending on the amount of \$DOMI staked, users will be able to access more and more restricted game areas in the world of Domi, which they are able to explore and complete objectives to obtain specific NFTs items, titles, or even rare guild houses.

- **Payments:**

As the native platform currency, \$DOMI will be used to purchase in-game assets such as houses, gear, collectibles and consumables.

- **Play to earn:**

Players/guilds which play the game, complete quests, and hunt high level monsters will receive a variety of rewards such as \$DOMI, rare gear or NFTs



## THE MARKET

Although the game can be played to earn, in the form of players and guilds hunting high level monsters or other guilds for profit, looting rare gear NFTs, the game can not be pay to win, in order to succeed. That is why levelling and skill levelling should not be impacted by any form of purchase, but must come from time spent hunting monsters or training skill level with other players.

Greater gear grants a lot of attack power, but is rendered useless if it's not backed up by high skill levels. The same goes for levels, as levels are the only factor determining your health and mana pool, while gear only provides an upgrade to damage and armor or a passive effect such as a minor mana regeneration bonus or a minor illumination passive buff.

The game can be played and enjoyed by everyone, and it's up to each individual player whether or not they want to commit to a house for a better experience, or trade their NFTs for profit, or if they simply want to trade their items for in-game currency to buy consumables from NPCs to hunt more and level up at a faster pace.

## GAME MECHANICS

Players live in the massive world of Domi with all the other players on the server. There are several big hunting grounds located all around the world, and each enemy has a chance of dropping food, gold/silver/copper, and potentially gear. As mana regenerates slowly (by eating food), and magic level is trained by consuming mana, many sorceresses and priests may choose to stand by a river and fish while making consumables they can sell to other players, or use for hunting bigger monsters when they've reached their desi-

Warriors may train their sword or axe skill level by killing low level enemies such as wolves or hyenas and eating their meat to regain life and mana and in turn also train their magic level.

Amazons rely on their arrows or chaos arrows to fight, which can be conjured for a low amount of mana, or bought at the Amazon trainer NPC, and will likely spend some time early on also grinding lower level enemies and create a good amount of projectiles for bigger hunts.

Each class skill up differently in order to make each class most effective with their natural weapon. This is to avoid Warriors with a high health pool running around kiting dragons or other high tier enemies and using offensive consumable items that do high damage with high magic level for instance.

# DOMI ONLINE

## GAME MECHANICS (ENEMIES)

Name	Type	HP	Armor	Experience	Spawns	Loot
Gecko	Melee	35	1	15	Forest north of Domi Capital	Meat (50%)
Wolf	Melee	40	2	15	Forest north of Domi Capital	25-50 copper, ham (50%)
Hyena	Melee	65	2	20	Forest north of Domi Capital	Ham (50%)
Nomad	Melee	50	3	25	Forest north of Domi Capital	25-50 copper, fish (15%), Nomad Boots (25%), Nomand Band (25%)
Domi Out-cast	Melee	75	4	30	Forest north of Domi Capital	25-50 copper, meat (15%), Domi Blade (15%), Domi Armor (20%), Domi Helmet (15%), Domi Shield (5%)
Thief	Melee	75	5	45	Forest north of Domi Capital	25-90 copper, Thief's Leggings, Thief's Bow
Mana Spirit	Ranged	200	6	75	Forest south of Dwarf Village	Mana Shard (20%), Wisp's Wand
Goblin	Melee	65	3	25	Forest south of Dwarf Village	25-50 copper, fish (15%)
Goblin Archer	Ranged	65	4	45	Forest south of Dwarf Village	25-50 copper, 1-10 arrows
Rock Golem	Melee and Ranged	125	5	65	Forest south of Dwarf Village	Pyrite (5%), 25-90 copper, ham (30%)
Minotaur	Melee	125	10	50	Minotaur Camp	Minotaur Horn (15%), 1-3 silver, ham (15%), Minotaur Backpack (0.5%)
Minotaur Archer	Ranged	250	5	100	Minotaur Camp	Minotaur Camp 25 arrows (5%), Minotaur Bow (2%), 1-3 silver, fish (2%)

# DOMI ONLINE

## GAME MECHANICS (ENEMIES)

Name	Type	HP	Armor	Experience	Spawns	Loot
Minotaur Spell-caster	Ranged	300	7	150	Minotaur Camp	Minotaur Horn (15%), 3-6 silver, Minotaur Hide Backpack (3%)
Minotaur Champion	Melee	750	15	250	Minotaur Camp	Minotaur Cleaver (3%), 3-12 silver, Minotaur Hide Backpack (1%)
The Minotaur King	Melee	1500	20	350	Minotaur Camp	The Zulfiqar (0.5%), 5-15 silver, Aegis (0.5%), Minotaur Horn (50%), ham (50%)
Yeti	Melee	75	5	50	Yeti Island	Meat (10% drop chance) Fish (30% drop chance), 2-5 silver (20% drop chance), Glacial Shield (5%), Yeti fur (10% chance)
Yeti Warrior	Melee	150	10	150	Yeti Island	Glacial Armor (10% drop chance), Yeti boots (1% drop chance) Yeti fur (15% chance), 2-5 silver (20% chance)
Yeti Wizard	Ranged	225	5	225	Yeti Island	Boots of Swiftnes (0.2% chance), Meat (10% drop chance) Fish (30% drop chance), Mana Potion (3% chance)

# DOMI ONLINE

## GAME MECHANICS (ENEMIES)

Name	Type	HP	Armor	Experience	Spawns	Loot
Yeti Warchief	Melee	500	15	275	Yeti Island	Yeti Blade (0.3% drop chance), 10-25 silver (20% chance)
Mana Apparition	Melee	500	15	200	Forest north and south of MillaVille	No loot
Forest Ban-shee	Ranged	350	12	150	Forest north and south of MillaVille	Banshee Soul (30%), 15-33 silver
Lost Pariah	Melee	400	20	95	Forest north and south of MillaVille	Pariah Band (5%), 15-33 silver
Pixie	Melee	100	4	50	Elf Camp	2-10 silver, ham (20%), Elven Blade (10%)
Pixie Warrior	Melee	200	4	75	Elf Camp	Pixie Amulet (3%), 2-10 silver
Pixie Spearman	Ranged	100	3	90	Elf Camp	fish (15%), 1-10 silver
Leprechaun	Ranged	100	6	20	Elf Camp	1-60 silver
The Elf Queen	Melee and Ranged	1250	9	250	Elf Camp	Elven Bow (5%), 4-20 silver, Elven Blade (20%)
Dwarf	Melee	100	4	50	Dwarf Village	Dwarven Artifact (10%), 5-20 silver, Dwarven Ring (5%)
Dwarf Executioner	Melee	200	4	80	Dwarf Village	Dwarven Artifact (10%), 5-20 silver
Dwarf Mercenary	Ranged	300	3	150	Dwarf Village	Dwarven Artifact (10%), 5-20 silver

# DOMI ONLINE

## GAME MECHANICS (ENEMIES)

Name	Type	HP	Armor	Experience	Spawns	Loot
Dwarf Gladiator	Melee	500	8	250	Dwarf Village	Dwarven Artifact (10%), 5-20 silver, Dwarven Axe (5%), Dwarf Leggings (5%)
Orc	Melee	300	6	150	Orc Camp	1-3 gold, ham (20%), Dayenaen Helmet (2%), Dayenaen Armor (2%), Dayenaen Legs (2%), Dayenaen Ring (2%), Dayenaen Amulet (2%)
Orc Occultist	Ranged	350	5	300	Orc Camp	1-3 gold, ham (20%), Occultist Wand (5%), Dayenaen Helmet (2%), Dayenaen Armor (2%), Dayenaen Legs (2%), Dayenaen Ring (2%), Dayenaen Amulet (2%)
Orc Seer	Ranged	350	8	300	Orc Camp	1-3 gold, ham (20%), Dayenaen Helmet (2%), Dayenaen Armor (2%), Dayenaen Legs (2%), Dayenaen Ring (2%), Dayenaen Amulet (2%)

# DOMI ONLINE

## GAME MECHANICS (ENEMIES)

Name	Type	HP	Armor	Experience	Spawns	Loot
Orc Clairvoyant	Ranged	650	12	500	Orc Camp	2-6 gold, ham (20%), Clairvoyant's Wand (1%), Dayenaen Helmet (2%), Dayenaen Armor (2%), Dayenaen Legs (2%), Dayenaen Ring (2%), Dayenaen Amulet (2%)
Dragon	Melee and Ranged	2000	17	750	Dragon Mountain	1-5 gold, dragon meat (50%), 1-3 chaos arrows, Dragon Scale Cuirass (0.5%), Dragon's Dao (0.5%), The Great Wall (0.5%)
Raging Dragon	Melee and Ranged	2500	19	1000	Dragon Mountain	1-5 gold, dragon meat (50%), 2-7 chaos arrows, Dragon Scale Cuirass (0.5%), Dragon's Dao (0.5%)
Mudra	Ranged	1500	20	750	City of the Gatekeepers	Mudra Ka (1%), CG Coin (20%), Scrap Metal (10%), 10-50 gold
Hiro	Melee	1500	20	750	City of the Gatekeepers	Manahammer (0.5%), Hiro's Leggings (1%), CG Coin (20%), Scrap Metal (10%), 10-50 gold

# DOMI ONLINE

## GAME MECHANICS (ENEMIES)

Name	Type	HP	Armor	Experience	Spawns	Loot
Seth	Ranged	1500	20	750	City of the Gatekeepers	Mask of the Gatekeepers (1%), CG Coin (20%), Scrap Metal (10%), 10-50 gold
Bitsee	Melee	1500	20	750	City of the Gatekeepers	Gatekeepers Amulet (1%), CG Coin (20%), Scrap Metal (10%), 10-50 gold
Water Elemental	Ranged	400	10	350	Elemental Plains	Water Pact (0.5%), Elemental Shard (25%)
Fire Elemental	Ranged	400	10	350	Elemental Plains	Fire Pact (0.5%), Elemental Shard (25%)
Earth Elemental	Ranged	400	10	350	Elemental Plains	Earth Pact (0.5%), Elemental Shard (25%)
Leviathan	Melee and Ranged	2000	18	500	Leviathan Island	2-7 Gold, Leviathan Ham (50%), Leviathan Scale Helmet (0.5%), Leviathan Hide Boots (0.5%)
Mummy	Melee	1250	18	500	Mummy Desert	2-7 Gold, Ramesses Blade (0.5%), Ramesses Robe (0.5%), Ramesses Helmet (0.5%), Ramesses Ring (0.5%),



# DOMI ONLINE

## GAME MECHANICS (ENEMIES)

Name	Type	HP	Armor	Experience	Spawns	Loot
Lost Soul	Ranged	700	18	500	Mummy Desert	2-7 Gold, Ramesses Blade (0.5%), Ramesses Robe (0.5%), Ramesses Helmet (0.5%), Ramesses Ring (0.5%), Ramesses Amulet (0.5%), Ramesses Legs (0.5%), Ramesses Boots (0.5%), Ramesses Shield (0.5%), Ramesses Wand (0.5%)
Ghost	Melee	1000	18	500	Mummy Desert	2-7 Gold, Ramesses Blade (0.5%), Ramesses Robe (0.5%), Ramesses Helmet (0.5%), Ramesses Ring (0.5%), Ramesses Amulet (0.5%), Ramesses Legs (0.5%), Ramesses Boots (0.5%), Ramesses Shield (0.5%), Ramesses Wand (0.5%)
Tutankhamun	Melee and Ranged	5000	30	1500	Mummy Desert	2-7 Gold, Ramesses Blade (0.5%), Ramesses Robe (0.5%), Ramesses Helmet (0.5%), Ramesses Ring (0.5%), Ramesses Amulet (0.5%), Ramesses Legs (0.5%), Ramesses Boots (0.5%), Ramesses Shield (0.5%), Ramesses Wand (0.5%)

# DOMI ONLINE

## GAME MECHANICS (ENEMIES)

Name	Type	HP	Armor	Experience	Spawns	Loot
Troll	Melee	1000	18	750	Troll Camp	1-15 gold, ham (20%), fish (10%)
Troll Spectre	Melee	1250	15	750	Troll Camp	1-15, ham (20%), fish (10%), Axe of the Seven Fjords (0.5%)
Troll Shaman	Ranged	1250	18	750	Troll Camp	1-15, ham (20%), fish (10%)
Troll Overlord	Melee	1500	22	850	Troll Camp	1-15, ham (20%), fish (10%), Axe of the Seven Fjords (1%)
Pangolin	Melee	35	1	10	Batang Forest	ham (20%)
Gorilla	Melee	500	10	250	Batang Forest	Coconut (30%), Batang Relic (1%)
Batang Rogue	Melee	3000	25	1500	Batang Forest	1-20 Gold, Coconut (5%), Batang Bow (0.5%), Bag of the Wilds (2%), Ancient Axe (1%), Batang Relic (5%)
Batang Assassin	Melee	2500	25	1500	Batang Forest	1-20 Gold, Coconut (5%), Batang Bow (0.5%), Bag of the Wilds (2%), Ancient Axe (1%), Batang Relic (5%)
Recluse Spider	Melee	1000	18	650	Araneae Jungle	Fish (10%), Rugged Silk (20%), Exceptional Silk (10%), Flawless Silk (5%)

# DOMI ONLINE

## GAME MECHANICS (ENEMIES)

Name	Type	HP	Armor	Experience	Spawns	Loot
Wolf Spider	Melee	1000	18	750	Araneae Jungle	Fish (10%), Rugged Silk (20%), Exceptional Silk (10%), Flawless Silk (5%)
Black Widow	Melee	1000	18	850	Araneae Jungle	Fish (10%), Rugged Silk (20%), Exceptional Silk (10%), Flawless Silk (5%), Widow Brand (0.5%)
Red Widow	Melee	1000	18	850	Araneae Jungle	Fish (10%), Rugged Silk (20%), Exceptional Silk (10%), Flawless Silk (5%), Widow Brand (0.5%)
Restless Butterfly	Does not attack	5	0	0	Theonata Island	No loot
Koala	Does not attack	5	0	0	Theonata Island	1-3 meat (20%)
Gorilla	Melee	500	10	250	Batang Forest	Coconut (30%), Batang Relic (1%)
Quokka	Does not attack	5	0	0	Theonata Island	1 ham (20%)
Phantom	Ranged	2500	25	1000	Cemetary and Ruins of Daalanar	1-50 Gold, Phantom Steel (0.5%), Essence of Death (20%), Essence of the Undead (10%)
Succubus	Melee	1250	20	500	Cemetary and Ruins of Daalanar	1-50 Gold, Essence of Death (10%), Essence of the Undead (5%)

# DOMI ONLINE

## GAME MECHANICS (ENEMIES)

Name	Type	HP	Armor	Experience	Spawns	Loot
Spectre	Ranged	1250	20	500	Cemetery and Ruins of Daalanar	1-50 Gold, Essence of Death (10%), Essence of the Undead (15%)
Freebooter	Melee	400	16	95	Hillrum Island	1-5 Gold, Pirate Armor (3%), Pirate Boots (3%), Cutlass (3%), Pirate Buckler (3%)
Marauder	Melee	400	16	95	Hillrum Island	1-5 Gold, Pirate Armor (3%), Pirate Boots (3%), Cutlass (3%), Pirate Buckler (3%)
Raider	Melee	400	16	95	Hillrum Island	1-5 Gold, Pirate Hat (3%), Pirate Breeches (3%), Jack's Longbow (1%)
Buccaneer	Ranged	650	20	175	Hillrum Island	1-5 Gold, Pirate Armor (3%), Pirate Boots (3%), Cutlass (3%), Pirate Buckler (3%), Pirate Hat (3%), Pirate Breeches (3%), Jack's Longbow (1%)

# DOMI ONLINE

## GAME MECHANICS (ENEMIES)

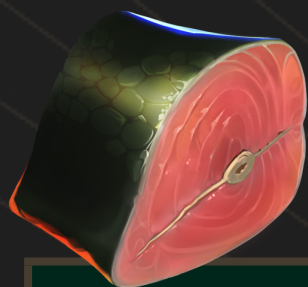
Name	Type	HP	Armor	Experience	Spawns	Loot
Reaper	Melee	5000	45	2500	Reaper Forest	25-150 Gold, 5-30 Ultimate Chaos Arrow (5%), 1-3 Stone of Destruction (5%), Divinity Vice (0.1%), Divinity Spurs (0.1%), Divinity Plate (0.1%), Divinity Greaves (0.1%), Reaper's Collect (0.5%)
Heartless	Melee and Ranged	7500	50	3250	Hidden Reaper Forest Cave	25-150 Gold, 5-30 Ultimate Chaos Arrow (5%), 1-3 Stone of Destruction (5%), Deathless (0.1%), Soul Reaper (0.1%), Death's Ancile (0.1%), The Arch Angel (0.1%), The Parashu (0.1%), Heartless Halo (0.1%)



# DOMI ONLINE

## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Consumables</b>					
Meat	Dropped by several creatures/monsters throughout the world	Regenerates 200 health/200 mana over time. (20% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	10 oz	Not sold by vendors	1 silver
Ham	Dropped by several creatures/monsters throughout the world	Regenerates 350 health/350 mana over time. (35% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	20 oz	Not sold by vendors	2 silver
Fish	Fished in the sea (% depends on Fishing Skill), also dropped by yeti's and yeti wizards	Regenerates 100 health/100 mana over time. (10% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	5 oz	Not sold by vendors	3 silver



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Consumables</b>					
Coconut	Dropped by Gorillas, Batang Rogue, Batang Assassin	Regenerates 200 health/200 mana over time. (20% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	25 oz	Not sold by vendors	3 silver
Leviathan Ham	Dropped by Leviathan	Regenerates 500 health/150 mana over time. (50% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	30 oz	Not sold by vendors	5 silver
Dragon Meat	Dropped by all Dragon types	Regenerates 500 health/150 mana over time. (50% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	30 oz	Not sold by vendors	25 silver



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Consumables</b>					
Chicken meat	Dropped by chickens (100%)	Regenerates 150 health/150 mana over time. (15% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	5 oz	Not sold by vendors	5 silver
Sheep meat	Dropped by sheep (50%)	Regenerates 200 health/200 mana over time. (20% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	10 oz	Not sold by vendors	5 silver
Carbonara	Sold by Duppy (vendor in Domi City)	Regenerates 1000 health/1000 mana over time. (100% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	5 oz	1 gold	50 silver





## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Consumables</b>					
Pavan Soup	Sold by Hassan (vendor in Domi City)	Regenerates 1000 health/1000 mana over time. (100% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	5 oz	1 gold	50 silver
Chicken and Broccoli Stew	Sold by Pelle (vendor in Domi City)	Regenerates 1000 health/1000 mana over time. (100% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	5 oz	1 gold	50 silver
Rabbit Stew	Sold by Mi'Lage (vendor in MillaVille)	Regenerates 1000 health/1000 mana over time. (100% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	5 oz	1 gold	50 silver



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Consumables</b>					
Donkey Casserole	Sold by Dush'ana (vendor in MillaVille)	Regenerates 1000 health/1000 mana over time. (100% of max food you can eat before you are full) Regeneration of health and mana differs for each class as warriors and amazons generally regenerate HP faster and mana slower, and priests and wizards generate mana faster but HP slower	5 oz	1 gold	50 silver
Stone of Destruction	1 Stone of Destruction can be conjured by Wizards at level 40, after learning "Conjure Stone of Health" at their respective class trainers. Also drops from Reapers and Heartless	Offensive damage consumable	2 oz	Not sold by vendors	Can not be sold to vendor
Stone of Health	1 Stone of Health can be conjured by priests at level 25, or by Warriors at level 70 after learning "Conjure Stone of Health" at their respective class trainers	Heals 50% of max HP + an additional "5xMagic Level" healed. (Stacks in 20). See Classes tab for details	2 oz	Not sold by vendors	Can not be sold to vendor
Invisibility Stone	1 Invisibility Stone can be conjured by priests at level 50 after learning "Conjure Invisibility Stone" at the priest class trainer	Makes the user invisible to enemies (not players) for 2 minutes	2 oz	Not sold by vendors	Can not be sold to vendor



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Consumables</b>					
Arrow	Vendors and Amazon Trainers	Enables shooting of arrows with a bow. Damage does not depend on arrow but on the bow damage and the archery skill	0.25 oz	25 copper for one 25 stack	Can not be sold to vendor
Chaos Arrow	A 25 stack of Chaos Arrows can be conjured by Amazons after learning "Conjure Chaos Arrow" from the Amazon Trainer at level 25. Also Dropped by Dragons	Same damage as normal arrows, but ignores opponent's armor	0.25 oz	Not sold by vendors	Can not be sold to vendor
Healing Potion	Sold by all vendors except Jaf	Instantly heals 75 hitpoints	2 oz	10 gold	2 gold, 50 silver
Mana Potion	Sold by all vendors except Jaf, also dropped by Yeti Wizards (3%)	Instantly recovers 50 mana	2 oz	25 gold	2 gold, 50 silver



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Amulets (6 total)</b>					
Phoenix Amulet	Sold by Jaf (vendor in MillaVille)	You do not lose any experience or items when you die if you wear this amulet. You simply end up back at the temple with all your items and backpack with all skills, items and	5 oz	1 gold	50 silver
Gatekeepers Amulet	Dropped by Bitsee (1%)	Arm 3. Dmg 3.	5 oz	Not sold by vendors	50 gold
Pixie Amulet	Dropped by Pixie Warrior (3%)	Arm 1, Dmg 1	5 oz	Not sold by vendors	50 gold
Dayenaen Amulet	Dropped by all Orc types (2%)	Arm 1, Dmg 2	5 oz	Not sold by vendors	45 gold
Ramesses Amulet	Dropped by Mummy, Lost Soul, Ghost, Tutankhamun	Arm 3. Dmg 2.	10 oz	Not sold by vendors	100 gold
Pirate Amulet	Dropped by all Hillrum Island enemies (3%)	Arm 2, Dmg 1	5 oz	Not sold by vendors	50 gold



# DOMI ONLINE

## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Boots (9 total)</b>					
Leather Boots	Dropped by Nomads (25%)	1 armor	30 oz	Not sold by vendors	Can not be sold to vendor
Nomad Boots	Dropped by Nomads (25%)	2 armor	30 oz	Not sold by vendors	1 gold, 50 silver
Yeti Boots	Dropped by Yeti Warriors (1%)	4 armor	40 oz	Not sold by vendors	5 gold
Boots of Swiftness	Dropped by Yeti Wizards (0.2%)	Increases run speed by 15 levels.	20 oz	Not sold by vendors	10 gold
Dragon Boots	Dropped by Dragon Lords (0.5%)	Increases run speed by 15 levels. 7 armor. 5 dmg	35 oz	Not sold by vendors	250 gold
Leviathan Hide Boots	Dropped by Leviathan (0.5%)	Increases run speed by 10 levels. 4 armor. 3 dmg	35 oz	Not sold by vendors	15 gold
Ramesses Boots	Dropped by Mummy, Lost Soul, Ghost, Tutankhamun	Increases run speed by 10 levels. 3 armor. 3 dmg	45 oz	Not sold by vendors	35 gold
Pirate Boots	Dropped by all Hillrum Island enemies (3%)	5 armor. 1 dmg	40 oz	Not sold by vendors	15 gold
Divinity Spurs	Dropped by Reapers (0.1%)	Increases run speed by 25 levels. 10 armor. 5 dmg.	25 oz	Not sold by vendors	500 gold



# DOMI ONLINE

## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Armors (8 total)</b>					
Leather Armor	This is the armor you start with at level 1	2 armor	50 oz	Not sold by vendors	Can not be sold to vendor
Domi Armor	Dropped by Domi Outcasts (20%)	4 armor	60 oz	Not sold by vendors	2 gold, 50 silver
Glacial Armor	Dropped by Yeti Warriors (10%)	5 armor	60 oz	Not sold by vendors	3 gold, 50 silver
Dayenaen Armor	Dropped by all Orc Types (2%)	7 armor	65 oz	Not sold by vendors	10 gold
Dragon Scale Cuirass	Dropped by Dragons	15 armor	65 oz	Not sold by vendors	250 gold
Ramesses Robe	Dropped by Mummy, Lost Soul, Ghost, Tutankhamun(0.5%)(0.5%)	12 armor	80 oz	Not sold by vendors	25 gold
Pirate Armor	Dropped by all Hillrum Island enemies (3%)	7 armor	65 oz	Not sold by vendors	15 gold
Divinity Plate	Dropped by Reapers (0.1%)	20 armor	60 oz	Not sold by vendors	500 gold



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Swords (11 total)</b>					
Rusty Sword	This is the Warrior starter sword	7 dmg	30 oz	Not sold by vendors	Can not be sold to vendor
Domi Blade	Dropped by Domi Outcasts (15%)	12 dmg	40 oz	Not sold by vendors	2 gold, 50 silver
Elven Blade	Dropped by Pixie (15%) and The Elf Queen (20%)	15 dmg	30 oz	Not sold by vendors	10 gold
Yeti Blade	Dropped by Yeti Warchiefs (0.3%)	30 dmg	40 oz	Not sold by vendors	25 gold
The Zulfiqar	Dropped by the Minotaur King	33 dmg	45 oz	Not sold by vendors	35 gold
Dragon's Dao	Dropped by all Dragon types (0.5%)	40 dmg	45 oz	Not sold by vendors	150 gold



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Swords (11 total)</b>					
Ramesses Blade	Dropped by Mummy (0.5%), Lost Soul (0.5%), Ghost (0.5%), Tutankhamun (0.5%)	37 dmg	45 oz	Not sold by vendors	50 gold
Widow Brand	Dropped by Black Widow (0.5%), Red Widow (0.5%)	40 dmg.	45 oz	Not sold by vendors	75 gold
Phantom Steel	Dropped by Phantom (0.5%)	43 dmg.	55 oz	Not sold by vendors	85 gold
Cutlass	Dropped by all Hillrum Island enemies (3%)	29 dmg	35 oz	Not sold by vendors	25 gold
Soul Reaper	Dropped by Heartless (0.1%)	45 dmg. 10% of damage gained as life per hit	35 oz	Not sold by vendors	500 gold





## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Helmets (8 total)</b>					
Moth-eaten hat	This is the helmet you start with at level 1	1 armor	30 oz	Not sold by vendors	Can not be sold to vendor
Domi Helmet	Dropped by Domi Outcasts	3 armor	30 oz	Not sold by vendors	3 gold, 50 silver
Dayenaen Helmet	Dropped by all Orc Types (2%)	6 armor	35 oz	Not sold by vendors	150 gold
Mask of the Gatekeepers	Dropped by Seth (1%)	12 armor. 3 dmg.	30 oz	Not sold by vendors	50 gold
Leviathan Scale Helmet	Dropped by Leviathan (0.5%)	10 armor. 3 dmg.	50 oz	Not sold by vendors	5000 gold
Ramesses Helmet	Dropped by Mummy, Lost Soul, Ghost, Tutankhamun	9 armor. 2 dmg.	50 oz	Not sold by vendors	25 gold
Buccaneer Tricorne	Dropped by all Hillrum Island enemies (3%)	6 armor	35 oz	Not sold by vendors	25 gold
Divinity Vice	Dropped by Reapers (0.1%)	17 armor. 7 dmg.	50 oz	Not sold by vendors	500 gold

## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Wands (7 total)</b>					
Rosewood Wand	This is the Wizard starter wand	5 dmg	30 oz	Not sold by vendors	Can not be sold to vendor
Wisp's Wand	Dropped by Mana Spirits (10%)	9 dmg	30 oz	Not sold by vendors	5 gold
Occultist Wand	Dropped by Orc Occultist (5%)	15 dmg	30 oz	Not sold by vendors	7 gold
Clairvoyant's Wand	Dropped by Orc Clairvoyant (1%)	25 dmg	25 oz	Not sold by vendors	35 gold
Mudra Ka	Dropped by Mudra (1%)	35 dmg	25 oz	Not sold by vendors	75 gold
Ramesses Wand	Dropped by Mummy, Lost Soul, Ghost, Tutankhamun	30 dmg	35 oz	Not sold by vendors	50 gold
Deathless	Dropped by Heartless (0.1%)	40 dmg	45 oz	Not sold by vendors	500 gold

## GAME MECHANICS (ITEMS)



Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Bows (7 total)</b>					
Wooden Bow	This is the Amazon starter bow	7 dmg	30 oz	Not sold by vendors	Can not be sold to vendor
Thief's Bow	Dropped by Thiefs (10%)	11 dmg	50 oz	Not sold by vendors	3 gold
Minotaur Bow	Dropped by Minotaur Archers (2%)	17 dmg	40 oz	Not sold by vendors	10 gold
Elven Bow	Dropped by the Elf Queen (5%)	25 dmg	35 oz	Not sold by vendors	25 gold
Batang Bow	Dropped by Batang Rogue (0.5%), Batang Assassin (0.5%)	35 dmg	45 oz	Not sold by vendors	75 gold
Jack's Longbow	Dropped by all Hillrum Island enemies (1%)	22 dmg	40 oz	Not sold by vendors	20 gold
The Arch Angel	Dropped by Heartless (0.1%)	38 dmg	40 oz	Not sold by vendors	500 gold



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Axes - Two handed weapon (6 total)</b>					
Minotaur Cleaver	Dropped by Minotaur Champions (3%)	20 dmg	70 oz	Not sold by vendors	5 gold
Dwarven Axe	Dropped by Dwarf Gladiators (5%)	27 dmg	100 oz	Not sold by vendors	10 gold
Manahammer	Dropped by Hiro	36 dmg, drains 15 mana per hit	70 oz	Not sold by vendors	50 gold
Axe of the Seven Fjords	Dropped by Trolls (0.5%), Troll Overlords (1%)	39 dmg	60 oz	Not sold by vendors	35 gold
Ancient Axe	Dropped by Batang Rogue (1%), Batang Assassin (1%)	42 dmg	60 oz	Not sold by vendors	75 gold
The Parashu	Dropped by Heartless (0.1%)	50 dmg	80 oz	Not sold by vendors	500 gold



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Rings (11 total)</b>					
Ring of the Cryptoverse	Dropped by Bitsee (1%)	5 dmg. 5 armor. Grants Passive Illuminate	10 oz	Not sold by vendors	25 gold
Dwarven Ring	Dropped by Dwarfs (3%)	Grants Passive Illuminate	20 oz	Not sold by vendors	3 gold
Nomad Band	Dropped by Nomads (25%)	1 dmg. 1 armor	25 oz	Not sold by vendors	1 gold
Dayenaen Ring	Dropped by all Orc types (2%)	2 dmg. 1 armor	20 oz	Not sold by vendors	15 gold
Pariah Band	Dropped by Lost Pariahs (5%)	3 dmg. 2 armor.	10 oz	Not sold by vendors	35 gold
Dragon Soul	Dropped by Dragon Lords (0.1%)	10 dmg. 5 armor. Grants Passive Illuminate	20 oz	Not sold by vendors	150 gold



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Rings (11 total)</b>					
Fire Pact	Dropped by Fire Elementals (1%)	3 dmg	20 oz	Not sold by vendors	50 gold
Water Pact	Dropped by Water Elementals (0.5%)	Increases mana regeneration by 10%	10 oz	Not sold by vendors	10 gold
Earth Pact	Dropped by Earth Elementals (1%)	3 armor	20 oz	Not sold by vendors	25 gold
Ramesses Ring	Dropped by Mummy, Lost Soul, Ghost, Tutankhamun (0.5%)	5 dmg. 5 armor.	20 oz	Not sold by vendors	75 gold
Heartless Halo	Dropped by Heartless (0.1%)	12 dmg. 7 armor. Grants Passive Ultimate Illuminate	20 oz	Not sold by vendors	500 gold



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Pants (7 total)</b>					
Thief's Leggings	Dropped by Thiefs (10%)	2 armor	35 oz	Not sold by vendors	2 gold, 50 silver
Dwarf Leggings	Dropped by Dwarf Gladiators (5%)	6 armor	60 oz	Not sold by vendors	10 gold
Dayenaen Legs	Dropped by all Orc Types (2%)	6 armor	35 oz	Not sold by vendors	10 gold
Hiro's Leggings	Dropped by Hiro (3%)	13 armor	35 oz	Not sold by vendors	35 gold
Ramesses Legs	Dropped by Mummy, Lost Soul, Ghost, Tutankhamun (0.5%)	9 armor	35 oz	Not sold by vendors	25 gold
Pirate Breeches	Dropped by all Hillrum Island enemies (3%)	6 armor	35 oz	Not sold by vendors	20 gold
Divinity Greaves	Dropped by Reapers (0.1%)	17 armor	40 oz	Not sold by vendors	500 gold



## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Vendor Trash (15 total)</b>					
Yeti Fur	Dropped by Yeti's (10%) and Yeti Warriors (15%)	Vendor Trash (Item has no use)	2 oz	Not sold by vendors	2 gold
CG Coin	Dropped by Mudra's (10%) and Seth's (20%)	Vendor Trash (Item has no use)	2 oz	Not sold by vendors	10 gold
Scrap Metal	Dropped by Mudra's (10%) and Seth's (20%)	Vendor Trash (Item has no use)	2 oz	Not sold by vendors	5 gold
Minotaur Horn	Dropped by Minotaurs and Minotaur Spellcasters	Vendor Trash (Item has no use)	2 oz	Not sold by vendors	2 gold
Mana Shard	Dropped by Mana Spirits	Vendor Trash (Item has no use)	5 oz	Not sold by vendors	5 gold
Pyrite	Dropped by Rock Golems	Vendor Trash (Item has no use)	20 oz	Not sold by vendors	2 gold
Banshee Soul	Dropped by Forest Banshees	Vendor Trash (Item has no use)	5 oz	Not sold by vendors	5 gold





## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Vendor Trash (15 total)</b>					
Dwarven Artifact	Dropped by all Dwarf types (10%)	Vendor Trash (Item has no use)	2 oz	Not sold by vendors	2 gold
Elemental Shard	Dropped by Fire, Water and Earth Elementals	Vendor Trash (Item has no use)	5 oz	Not sold by vendors	4 gold
Batang Relic	Dropped by Gorillas, Batang Rogue, Batang Assassin	Vendor Trash (Item has no use)	10 oz	Not sold by vendors	5 gold
Rugged Silk	Dropped by all Spider and Widow types (20%)	Vendor Trash (Item has no use)	5 oz	Not sold by vendors	5 gold
Exceptional Silk	Dropped by all Spider and Widow types (10%)	Vendor Trash (Item has no use)	5 oz	Not sold by vendors	7 gold, 50 silver
Flawless Silk	Dropped by all Spider and Widow types (5%)	Vendor Trash (Item has no use)	5 oz	Not sold by vendors	10 gold
Essence of Death	Dropped by Succubus, Phantom and Spectre	Vendor Trash (Item has no use)	10 oz	Not sold by vendors	10 gold
Essence of the Undead	Dropped by Succubus, Phantom and Spectre	Vendor Trash (Item has no use)	10 oz	Not sold by vendors	10 gold

## GAME MECHANICS (ITEMS)

Item Class	Obtainable from	Item effect/dmg/armor	Weight	Vendor price	Selling price
<b>Backpacks (9 total)</b>					
Adventurers Backpack	This is the starter backpack for all classes	A Backpack that has 18 inventory slots	20 oz	Not sold by vendors	
Black Adventurers Backpack	Sold by Duppy (vendor in Domi City)	A Backpack that has 24 inventory slots	20 oz	5 silver	2 silver, 50 copper
Red Adventurers Backpack	Sold by Mi'Lage (vendor in Domi City)	A Backpack that has 24 inventory slots	20 oz	5 silver	2 silver, 50 copper
White Adventurers Backpack	Sold by Pelle (vendor in Domi City)	A Backpack that has 24 inventory slots	20 oz	5 silver	2 silver, 50 copper
Green Adventurers Backpack	Sold by Elandria (vendor in MillaVille)	A Backpack that has 24 inventory slots	20 oz	5 silver	2 silver, 50 copper
Yellow Adventurers Backpack	Sold by Dush'ana (vendor in MillaVille)	A Backpack that has 24 inventory slots	20 oz	5 silver	2 silver, 50 copper
Minotaur Hide Backpack	Dropped by Minotaur Spellcasters (3%)	A Backpack that has 28 inventory slots	25 oz	Not sold by vendors	5 gold
Bag of the Wilds	Dropped by Batang Rogue (1%), Batang Assassin (1%)	A Backpack that has 32 inventory slots	20 oz	Not sold by vendors	25 gold
Reaper's Collect	Dropped by Reapers (0.1%)	A Backpack that has 36 inventory slots	25 oz	Not sold by vendors	50 gold

## GAME MECHANICS (MAJOR ZONES)

Zone name	Type	Enemies in zone	Recommended level for hunting in zone
Domi Capital	City	No enemies	Not a hunting zone
MillaVille	City	No enemies	Not a hunting zone
Forest north of Domi Capital	Forest/No specific zone	Nomad, Gecko, Hyena, Domi Outcast, Thief, Wolf	1+
Forest south of Dwarf Village	Forest/No specific zone	Goblin, Goblin Archer, Rock Golem, Mana Spirit	5+
Yeti Island	Island Grinding zone	Yeti, Yeti Wizard, Yeti Warrior, Yeti Warchief	3-40 (depending on which floor you are at)
Minotaur Camp	Camp/Grinding zone	Minotaur, Minotaur Spellcaster, Minotaur Champion, Minotaur Archer, The Minotaur King (single spawn on last floor)	3-50 (depending on which floor you are at)
Elf Camp	Camp/Grinding zone	Pixie, Pixie Warrior, Pixie Spearman, Leprechaun, The Elf Queen (single spawn on last floor)	3-40 (depending on which floor you are at)
Dwarf Village	Camp/Grinding zone	Dwarf, Dwarf Executioner, Dwarf Mercenary, Dwarf Gladiator	15-50 (depending on which floor you are at)

## GAME MECHANICS (MAJOR ZONES)

Zone name	Type	Enemies in zone	Recommended level for hunting in zone
Orc Camp	Camp/Grinding zone	Orc, Orc Occultist, Orc Seer, Orc Magus, Orc Clairvoyant	20-50 (depending on which floor you are at)
Forest north and south of MillaVille	Forest/No specific zone	Mana Apparition, Forest Banshee, Lost Pariah	30+
City of the Gatekeepers	City type (no vendors available, only enemies)	Mudra, Seth, Hiro, Bitsee	40+
Dragon Mountain	Camp/Grinding zone	Dragon, Raging Dragon, Dragon Lord	50-100 (depending on which floor you are at)
Elemental Plains	Forest/No specific zone	Water Elemental, Fire Elemental, Earth Elemental	25+
Leviathan Island	Island Grinding zone	Leviathan	50+
Mummy Desert	Forest/No specific zone	Mummy, Lost Soul, Ghost, Tutankhamun (single spawn on last floor)	50+
Troll Camp	Forest/No specific zone	Troll, Troll Spectre, Troll Shaman, Troll Overlord	50+
Batang Forest	Forest/No specific zone	Pangolin, Gorilla, Batang Rogue, Batang Assassin	60+
Aranae Jungle	Forest/No specific zone	Recluse Spider, Wolf Spider, Black Widow, Red Widow	60+

## GAME MECHANICS (MAJOR ZONES)

Zone name	Type	Enemies in zone	Recommended level for hunting in zone
Theonata Island	Island Grinding zone	Restless Butterfly, Koala, Quokka	5+ (Just a path to the Reaper Forest)
Reaper Forest	Island Grinding zone	Reaper	80+
Hidden Reaper Forest Cave	Island Grinding zone	Heartless (single spawn)	90+
Hillrum Island	Island Grinding zone	Freebooter, Marauder, Raider, Buccaneer	30+
Ruins of Daalanar	Island Grinding zone	Mummy, Lost Soul, Ghost, Phantom	50+
Wolf Camp	Forest/No specific zone	Wolf, Rock Golem, Mana Spirit, Gecko, Hyena	5+
Cemetery	Island Grinding zone	Skeleton, Spectre, Phantom	60+

# DOMI ONLINE

## GAME MECHANICS (MAJOR ZONES)



## GAME MECHANICS - CLASSE SPEC

### WARRIOR

Warrior (starts with 125 life, 50 mana at level 1).

Warriors rely on melee auto attacks with swords or axes, and shields for defense. They rely on potions early game and Stones of Health mid and late game for healing.

Warriors can not use wands or bows

Character assets (3D model, animations+): Work in progress. TB finished before end of september

Life regen(per second): 1

Mana regen (per second): 0.33

Starts with 10 Sword Fighting Skill,  
10 Axe Fighting Skill, 0 Wand Skill,  
0 Bow Skill, and Magic Level 1

Starts with run speed 100

Starts with 350 capacity (amount  
of weight player can carry)

Max life increased per level: 20

Max mana increased per level: 5

Run speed increase per level: 1

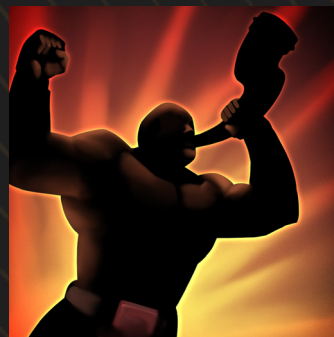
Capacity increase per level: 15

Spell Name	What it does
Heal	Heals 50 life. (Not 50%. Just 50 life)
Illuminate	Lights up the screen in a small circle around the player to see during night/ in caves. Fades out after 5 minutes
Thorns	Reduces 10% of damage taken to attacker. Lasts 60 seconds
Ultimate Illumination	Lights up the screen in a big circle around the player to see during night/in caves. Fades out after 10 minutes
Rend	Melee attack that slows down the enemy's movement speed by 50% for 10 seconds and causes 50 damage over 10 seconds
Charge	Rushes towards target from a distance. Stuns enemy for 2 seconds and does 2x auto attack damage

## GAME MECHANICS - CLASSE SPEC

### WARRIOR

Spell Name	What it does
Battlecry	Screams and buffs all damage player and players in party do by 20%. Lasts for 1 hour. [BUFF: While active, shows the spell icon at the top of the screen next to the map]
Create Stone of Health	Creates a consumable item (Stone of Health) which heals 50% of max HP + an additional "5xMagic Level" healed. (Stacks in 20)
Ancient Warcry	Screams and reduces all damage player and players in party takes by 20%. Lasts for 1 hour [BUFF: While active, shows the spell icon at the top of the screen next to the map]
Immortality	Renders the warrior immune to damage for 15 seconds. 60 minute cooldown. [BUFF: While active, shows the spell icon at the top of the screen next to the map]





## GAME MECHANICS - CLASSE SPEC

### SORCERESS

Wizards rely on ranged wand auto attacks, spells and shields and mana shield for defense. Their magic level levels up fast and Stone of Destruction is very effective vs difficult enemies. Wizards can not use Swords, Axes or Bows.  
Character assets (3D model, animations+): Work in progress. TB finished before end of september

Life regen (per second): 0.5

(Must eat food to regenerate)

Mana regen (per second): 1

(Must eat food to regenerate)

Starts with 0 Sword Fighting Skill, 0

Axe Fighting Skill, 10 Wand Skill, 0

Bow Skill and Magic Level 5

Starts with run speed 100

Starts with 250 capacity (amount of weight player can carry)

Max life increased per level: 10

Max mana increased per level: 20

Run speed increase per level: 1

Capacity increase per level: 5

Spell Name	What it does
Heal	Heals 50 life. (Not 50%. Just 50 life)
Illuminate	Lights up the screen in a small circle around the player to see during night/ in caves. Fades out after 5 minutes
Fireball	Deals (10 damage minus opponents armor) + (10xMagic Level) damage to opponent
Ultimate Illumination	Lights up the screen in a big circle around the player to see during night/in caves. Fades out after 10 minutes
Hex	Turns the enemy into a frog that walks around in a circle and can not attack. While hexed the enemy regains 25 life per second. Hex breaks after 10 seconds or by damage
Moonbeam	3 second charge before cast. Deals (50 damage minus opponents armor) + (10xMagic Level) in additional damage to opponent, and slows enemy by 25% for 1 seconds

## GAME MECHANICS - CLASSE SPEC

### SORCERESS

Spell Name	What it does
Mana shield	Damage taken from mana pool instead of health pool. Lasts until de-activated. When activated it lights up it's slot on the action bar and creates a blue dome around the player [BUFF]
Rain of Fire	Rains down 6 fireballs in a large area. Each fireball does the same damage as a normal fireball
Create Stone of Destruction	Creates a consumable item (Stone of Destruction) which does (150 damage) + (10xMagic Level) to opponent
Blizzard	Rains down 6 ice spikes in a large area. Each ice spike slows the enemy by 25% for 5 seconds and does damage equivalent of Rain of Fire
Ultimate End	Creates a massive arcane explosion in a very large circle around the player doing damage equal to Stone of Destruction to all enemies within range
Summon Faerie Charm	Summons a pink fairy that flies next to the player increasing mana regeneration for all players in party by 50%. Lasts 1 hour [BUFF]
Summon Naava Charm	Summons a white fairy that shoots lightning bolts on enemies (not enemy players) every 5 seconds. Damage calculation same as fireball [BUFF]



## GAME MECHANICS - CLASSE SPEC

### PRIEST

Priest (starts with 75 life, 100 mana at level 1).

Priests rely on ranged wand auto attacks, spells and shields and mana shield for defense. Their magic level levels up fast and Stone of Destruction is very effective vs difficult enemies They can use Stone of Destruction, Stone of Health and Invisibility Stones.

Priests can not use Swords, Axes or Bows

Character assets (3D model, animations+): Work in progress. TB finished before end of september

Life regen(per second): 0.5 (Must eat food to regenerate)

Mana regen (per second): 1 (Must eat food to regenerate)

Starts with 0 Sword Fighting Skill, 0 Axe Fighting Skill, 10 Wand Skill, 0 Bow Skill and Magic Level 5

Starts with run speed 100

Starts with 250 capacity (amount of weight player can carry)

Max life increased per level: 10

Max mana increased per level: 20

Run speed increase per level: 1

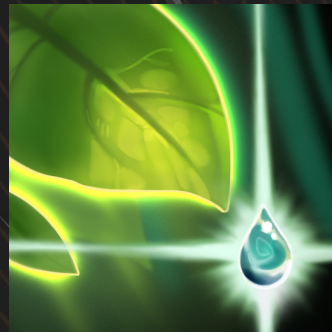
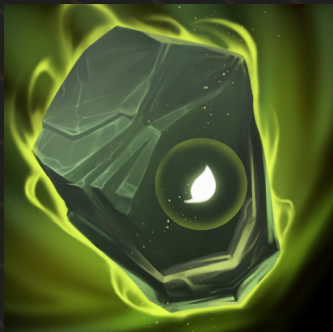
Capacity increase per level: 5

Spell Name	What it does
Healing Incantation	Heals 75 life
Illuminate	Lights up the screen in a small circle around the player to see during night/ in caves. Fades out after 5 minutes
Regen	Heals 1 life per second for 2 minutes. Can be used on self or other players. [BUFF: While active, shows the spell icon at the top of the screen next to the map]
Ultimate Illumination	Lights up the screen in a big circle around the player to see during night/in caves. Fades out after 10 minutes
Mana shield	Damage taken from mana pool instead of health pool. Lasts until de-activated. When activated it lights up it's slot on the action bar and creates a blue dome around the player [BUFF]
Discipline	Damages one target. 25% of damage dealt is returned in life. Same damage calculation as Fireball

## GAME MECHANICS - CLASSE SPEC

### PRIEST

Spell Name	What it does
Create Stone of Health	Creates a consumable item (Stone of Health) which heals 50% of max HP + an additional "5xMagic Level" healed. (Stacks in 20)
Discipline II	Damages all target surrounding the priest. 10% of damage dealt is returned in life. Same damage calculation as Fireball per target
Ultimate Healing	Heals all players on screen back to full life
Light's Blessing	Increases armor by 15 and run speed with 35. Also lights up the screen like Ultimate Illumination. Lasts 1 hour. [BUFF]
Solace	Strikes an enemy for same damage as Stone of Destruction. Enemy is stunned for 3 seconds. 5 Minute cooldown
Create Stone of Invisibility	Creates a Consumable item usable by all classes. Item, when used, turns the user invisible until they deal or take damage. That effect lasts 5 minutes.
Halo	Creates a glowing halo that increases all damage done by 25% and all healing received by 25% [BUFF: While active, shows the spell icon at the top of the screen next to the map]



## GAME MECHANICS - CLASSE SPEC

### AMAZON

Amazons rely on bow attacks and always needs to bring arrows with them to attack enemies. Their magic level levels up fast and Stone of Destruction is very effective vs difficult enemies They can use Stone of Destruction, Stone of Health and Invisibility Stones. Amazons can not use Swords, Axes or Wands  
Character assets (3D model, animations+): Work in progress. TB finished before end of september

Life regeneration (per second): 0.5  
(Must eat food to regenerate)  
Mana regeneration (per second):  
0.5 (Must eat food to regenerate)  
Starts with 1 Sword Fighting Skill, 1  
Axe Fighting Skill, 1 Wand Skill, 10  
Bow Skill and Magic Level 1  
Starts with run speed 100  
Starts with 300 capacity (amount  
of weight player can carry)

Max life increased per level: 15  
Max mana increased per level: 10  
Run speed increase per level: 1  
Capacity increase per level: 10

Spell Name	What it does
Heal	Heals 50 life. (Not 50%. Just 50 life)
Illuminate	Lights up the screen in a small circle around the player to see during night/ in caves. Fades out after 5 minutes
Conjure Arrows	Creates a stack of 25 arrows
Ultimate Illumination	Lights up the screen in a big circle around the player to see during night/in caves. Fades out after 10 minutes
Trick Shot	Shoots an arrow that slows enemy movement speed by 50%
Haste	Increases run speed by 25. Lasts 5 minutes. 5 minute cooldown [BUFF: While active, shows the spell icon at the top of the screen next to the map]

## GAME MECHANICS - CLASSE SPEC

### AMAZON

Spell Name	What it does
Stealth	Makes the player invisible for 30 seconds. While active: Player has 50% reduced run speed. 10 min cooldown [BUFF]
Conjure Chaos Arrows	Creates a stack of 5 chaos arrows. Chaos arrows deal damage like normal arrows, but ignore opponents armor
Ultimate Haste	Increases run speed by 50. Lasts 2 minutes. 10 minute cooldown
Conjure Ultimate Chaos Arrows	Creates a stack of 5 ultimate chaos arrows. Each ultimate chaos arrow shoots 5 chaos arrows towards enemies hitting up to 5 targets
Naatana's Touch	Bufs the player to increase run speed by 25 and increases maximum life by 150. Lasts 1 hour. [BUFF: While active, shows the spell icon at the top of the screen next to the map]
Spirit of Shen Yi	Bufs the player to increase attack speed by 25%. Lasts 1 hour. [BUFF: While active, shows the spell icon at the top of the screen next to the map]



## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
1	30	5	8	7-9	15	15
2	30	5	11	10-12	35	50
3	30	5	14	13-15	50	100
4	30	5	17	15-19	65	165
5	30	5	20	18-22	75	240
6	30	5	23	21-25	80	320
7	30	5	26	23-29	90	410
8	30	5	29	26-32	95	505
9	30	5	32	29-35	110	615
10	30	5	35	32-39	120	735
11	30	5	38	34-42	130	865
12	30	5	41	37-45	140	1005
13	30	5	44	40-48	155	1160
14	30	5	47	42-52	170	1330
15	30	5	50	45-55	180	1510

## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
16	30	5	53	48-58	200	1710
17	30	5	56	50-62	230	1940
18	30	5	59	53-65	250	2190
19	30	5	62	56-68	275	2465
20	30	5	65	59-72	300	2765
21	30	5	68	61-75	325	3090
22	30	5	71	64-78	350	3440
23	30	5	74	67-81	375	3815
24	30	5	77	69-85	400	4215
25	30	5	80	72-88	425	4640
26	30	5	83	75-91	450	5090
27	30	5	86	77-95	475	5565
28	30	5	89	80-98	500	6065
29	30	5	92	83-101	525	6590
30	30	5	95	86-105	550	7140



## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
31	30	5	98	88-108	575	7715
32	30	5	101	91-111	600	8315
33	30	5	104	94-114	650	8965
34	30	5	107	96-118	700	9665
35	30	5	110	99-121	750	10415
36	30	5	113	102-124	800	11215
37	30	5	116	104-128	850	12065
38	30	5	119	107-131	900	12965
39	30	5	122	110-134	1000	13965
40	30	5	125	113-138	1100	15065
41	30	5	128	115-141	1200	16265
42	30	5	131	118-144	1300	17565
43	30	5	134	121-147	1400	18965
44	30	5	137	123-151	1550	20515
45	30	5	140	126-154	1700	22215

## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
46	30	5	143	129-157	1850	24065
47	30	5	146	131-161	2000	26065
48	30	5	149	134-164	2250	28315
49	30	5	152	137-167	2500	30815
50	30	5	155	140-171	2750	33565
51	30	5	158	142-174	3000	36565
52	30	5	161	145-177	3500	40065
53	30	5	164	148-180	4000	44065
54	30	5	167	150-184	4500	48565
55	30	5	170	153-187	5000	53565
56	30	5	173	156-190	5500	59065
57	30	5	176	158-194	6000	65065
58	30	5	179	161-197	6500	71565
59	30	5	182	164-200	7000	78565
60	30	5	185	167-204	7500	86065

## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
61	30	5	188	169-207	8000	94065
62	30	5	191	172-210	9000	103065
63	30	5	194	175-213	10000	113065
64	30	5	197	177-217	11000	124065
65	30	5	200	180-220	12000	136065
66	30	5	203	183-223	13000	149065
67	30	5	206	185-227	14000	163065
68	30	5	209	188-230	15000	178065
69	30	5	212	191-233	16000	194065
70	30	5	215	194-237	17000	211065
71	30	5	218	196-240	18000	229065
72	30	5	221	199-243	19000	248065
73	30	5	224	202-246	20000	268065
74	30	5	227	204-250	22000	290065
75	30	5	230	207-253	24000	314065

## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
76	30	5	233	210-256	26000	340065
77	30	5	236	212-260	28000	368065
78	30	5	239	215-263	30000	398065
79	30	5	242	218-266	32000	430065
80	30	5	245	221-270	34000	464065
81	30	5	248	223-273	36000	500065
82	30	5	251	226-276	38000	538065
83	30	5	254	229-279	40000	578065
84	30	5	257	231-283	42000	620065
85	30	5	260	234-286	44000	664065
86	30	5	263	237-289	46000	710065
87	30	5	266	239-293	48000	758065
88	30	5	269	242-296	50000	808065
89	30	5	272	245-299	55000	863065
90	30	5	275	248-303	60000	923065

## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
91	30	5	278	250-306	70000	993065
92	30	5	281	253-309	75000	1068065
93	30	5	284	256-312	80000	1148065
94	30	5	287	258-316	85000	1233065
95	30	5	290	261-319	90000	1323065
96	30	5	293	264-322	95000	1418065
97	30	5	296	266-326	100000	1518065
98	30	5	299	269-329	110000	1628065
99	30	5	302	272-332	120000	1748065
100	30	5	305	275-336	130000	1878065
101	30	5	308	277-339	140000	2018065
102	30	5	311	280-342	150000	2168065
103	30	5	314	283-345	160000	2328065
104	30	5	317	285-349	170000	2498065
105	30	5	320	288-352	180000	2678065

## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
106	30	5	323	291-355	190000	2868065
107	30	5	326	293-359	200000	3068065
108	30	5	329	296-362	210000	3278065
109	30	5	332	299-365	220000	3498065
110	30	5	335	302-369	230000	3728065
111	30	5	338	304-372	240000	3968065
112	30	5	341	307-375	250000	4218065
113	30	5	344	310-378	260000	4478065
114	30	5	347	312-382	270000	4748065
115	30	5	350	315-385	280000	5028065
116	30	5	353	318-388	290000	5318065
117	30	5	356	320-392	300000	5618065
118	30	5	359	323-395	310000	5928065
119	30	5	362	326-398	320000	6248065
120	30	5	365	329-402	330000	6578065

## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
121	30	5	368	331-405	340000	6918065
122	30	5	371	334-408	350000	7268065
123	30	5	374	337-411	360000	7628065
124	30	5	377	339-415	370000	7998065
125	30	5	380	342-418	380000	8378065
126	30	5	383	345-421	390000	8768065
127	30	5	386	347-425	400000	9168065
128	30	5	389	350-428	410000	9578065
129	30	5	392	353-431	420000	9998065
130	30	5	395	356-435	430000	10428065
131	30	5	398	358-438	440000	10868065
132	30	5	401	361-441	450000	11318065
133	30	5	404	364-444	460000	11778065
134	30	5	407	366-448	470000	12248065
135	30	5	410	369-451	480000	12728065

## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
136	30	5	413	372-454	490000	13218065
137	30	5	416	374-458	500000	13718065
138	30	5	419	377-461	510000	14228065
139	30	5	422	380-464	520000	14748065
140	30	5	425	383-468	530000	15278065
141	30	5	428	385-471	540000	15818065
142	30	5	431	388-474	550000	16368065
143	30	5	434	391-477	560000	16928065
144	30	5	437	393-481	570000	17498065
145	30	5	440	396-484	580000	18078065
146	30	5	443	399-487	590000	18668065
147	30	5	446	401-491	600000	19268065
148	30	5	449	404-494	610000	19878065
149	30	5	452	407-497	620000	20498065
150	30	5	455	410-501	630000	21128065



## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
151	30	5	458	412-504	640000	21768065
152	30	5	461	415-507	650000	22418065
153	30	5	464	418-510	660000	23078065
154	30	5	467	420-514	670000	23748065
155	30	5	470	423-517	680000	24428065
156	30	5	473	426-520	690000	25118065
157	30	5	476	428-524	700000	25818065
158	30	5	479	431-527	710000	26528065
159	30	5	482	434-530	720000	27248065
160	30	5	485	437-534	730000	27978065
161	30	5	488	439-537	740000	28718065
162	30	5	491	442-540	750000	29468065
163	30	5	494	445-543	760000	30228065
164	30	5	497	447-547	770000	30998065
165	30	5	500	450-550	780000	31778065

## GAME MECHANICS (SKILL LEVELING MECHANICS)

Sword/Axe/ Bow/Wand skill level	Weapon Damage	Enemy armor	Total damage	Damage Roll (including -10% to +10% RNG)	Amount of hits on enemy per skill to skill up	Total amount of all time hits on enemy to reach specific skill level
166	30	5	503	453-553	790000	32568065
167	30	5	506	455-557	800000	33368065
168	30	5	509	458-560	810000	34178065
169	30	5	512	461-563	820000	34998065
170	30	5	515	464-567	830000	35828065
171	30	5	518	466-570	840000	36668065
172	30	5	521	469-573	850000	37518065
173	30	5	524	472-576	860000	38378065
174	30	5	527	474-580	870000	39248065
175	30	5	530	477-583	880000	40128065

Example damage based on a Warrior using a Yeti Blade with 30 damage.

## GAME MECHANICS (MAGIC LEVELING MECHANICS)

Magic Level	Amount of mana to spend per skill for Wizards, Priests, Amazons	To reach specific skill level for Wizards, Priests and Amazons
1	(Wizards, Priests and Amazons start at Magic Level 5)	-
2	(Wizards, Priests and Amazons start at Magic Level 5)	-
3	(Wizards, Priests and Amazons start at Magic Level 5)	-
4	(Wizards, Priests and Amazons start at Magic Level 5)	-
5	(Wizards, Priests and Amazons start at Magic Level 5)	-
6	1600	1600
7	1800	3400
8	2000	5400
9	2500	7900
10	2750	10650
11	3000	13650
12	3250	16900
13	3500	20400
14	3750	24150
15	4000	28150

## GAME MECHANICS (MAGIC LEVELING MECHANICS)

Magic Level	Amount of mana to spend per skill for Wizards, Priests, Amazons	To reach specific skill level for Wizards, Priests and Amazons
16	4500	32650
17	5000	37650
18	5500	43150
19	6000	49150
20	6500	55650
21	7000	62650
22	8000	70650
23	9000	79650
24	10000	89650
25	11000	100650
26	12000	112650
27	13000	125650
28	14000	139650
29	15000	154650
30	17000	171650

## GAME MECHANICS (MAGIC LEVELING MECHANICS)

Magic Level	Amount of mana to spend per skill for Wizards, Priests, Amazons	To reach specific skill level for Wizards, Priests and Amazons
31	19000	190650
32	21000	211650
33	23000	234650
34	25000	259650
35	30000	289650
36	35000	324650
37	40000	364650
38	45000	409650
39	50000	459650
40	55000	514650
41	60000	574650
42	65000	639650
43	70000	709650
44	80000	789650
45	90000	879650

## GAME MECHANICS (MAGIC LEVELING MECHANICS)

Magic Level	Amount of mana to spend per skill for Wizards, Priests, Amazons	To reach specific skill level for Wizards, Priests and Amazons
46	100000	979650
47	110000	1089650
48	120000	1209650
49	130000	1339650
50	140000	1479650
51	150000	1629650
52	175000	1804650
53	200000	2004650
54	225000	2229650
55	250000	2479650
56	275000	2754650
57	300000	3054650
58	325000	3379650
59	350000	3729650
60	375000	4104650

## GAME MECHANICS (MAGIC LEVELING MECHANICS)

Magic Level	Amount of mana to spend per skill for Wizards, Priests, Amazons	To reach specific skill level for Wizards, Priests and Amazons
61	400000	4504650
62	425000	4929650
63	450000	5379650
64	475000	5854650
65	500000	6354650
66	550000	6904650
67	600000	7504650
68	650000	8154650
69	700000	8854650
70	800000	9654650
71	900000	10554650
72	1000000	11554650
73	1100000	12654650
74	1300000	13954650
75	1400000	15354650

## GAME MECHANICS (MAGIC LEVELING MECHANICS)

Magic Level	Amount of mana to spend per skill for Wizards, Priests, Amazons	To reach specific skill level for Wizards, Priests and Amazons
76	1500000	16854650
77	1600000	18454650
78	1700000	20154650
79	1800000	21954650
80	2000000	23954650
81	2250000	26204650
82	2500000	28704650
83	2750000	31454650
84	3000000	34454650
85	3250000	37704650
86	3500000	41204650
87	4000000	45204650
88	5000000	50204650
89	6000000	56204650
90	7000000	63204650





## GAME MECHANICS (MAGIC LEVELING MECHANICS)

Magic Level	Amount of mana to spend per skill for Wizards, Priests, Amazons	To reach specific skill level for Wizards, Priests and Amazons
91	8000000	71204650
92	9000000	80204650
93	10000000 90204650	20154650
94	11000000 101204650	21954650
95	12000000 113204650	23954650
96	13000000 126204650	26204650
97	14000000 140204650	28704650
98	15000000 155204650	31454650
99	16000000 171204650	34454650
100	20000000 191204650	63204650

## GAME MECHANICS (MAGIC LEVELING MECHANICS)

Magic Level	Per skill to skill up for Warriors	To reach specific skill level for Warriors
1	1500	1500
2	2500	4000
3	4000	8000
4	15000	23000
5	50000	73000
6	75000	148000
7	125000	273000
8	150000	423000
9	200000	623000
10	250000	873000
11	300000	1173000
12	400000	1573000
13	500000	2073000
14	600000	2673000
15	700000	3373000

## GAME MECHANICS (MAGIC LEVELING MECHANICS)

Magic Level	Per skill to skill up for Warriors	To reach specific skill level for Warriors
16	800000	4173000
17	900000	5073000
18	1000000	6073000
19	2000000	8073000
20	3000000	11073000
21	4000000	15073000
22	5000000	20073000
23	6000000	26073000
24	7000000	33073000
25	10000000 43073000	873000
26	20000000 63073000	3373000

## EXPANSIONS AND MAJOR PATCHES

Around 6-8 months after release, we expect we'll start seeing a small amount of players (power gamers) reach high enough levels to consistently go out and hunt some of the most dangerous creatures in the game, like Reapers and Heartless. As the player base grows, the demand for houses will likely increase as well.

Therefore we plan on releasing a major patch or expansion pack around this time, introducing a new boat connection to a new continent where even more difficult challenges await, and where players can buy new and different houses with new properties designed for active high level players.

The details of new properties related to both houses and enemies will be a collective process between the DOMI development team and the \$DOMI token holders and NFT holders.

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