

Version 1

Maya: Welcome to **Oaklore Keep**, home to the Knights of the Pactogonal Table and members of The Rose.... Oh my, is it really you, <Character>?

• Official Keep Quests

Maya: These Knights are at their stations throughout the Keep - all of them have different places to guard, and may need your help!

• Falstaff

Maya: Falstaff, of The Rose, is organising training for all the Knights in the mess hall. Maybe you'd like to go and teach *him* a lesson?

• Sir Vivor

Maya: Can you check on Sir Vivor and Sir Casm? They are probably *still* talking about **The Ruins** and working on the catapult.

• Sir Pernatural

Maya: Sir Pernatural knows everything about ghosts and goblins. You should ask him to tell you a ghost story.

• Sir Prize

Maya: Sir Prize... **sigh** He's been so down since The Rose came here. Can you make sure he is not getting himself into any more trouble?

• Sir Junn

Maya: Sir Junn is our medic. His infirmary is full of patients. Can you see what is going on?

• Sir Valance

Maya: Sir Valance is standing right next to me. He is the Keep's authority on **Sneevils!**

• Rolith's Message

If you're below Level 3:

Maya: **Whisper** It's... it's hard to talk outside...Did you, um, run into **anyone else you knew** in the woods?

Hint: Maya will be more likely to be able to talk if you are level 3 or higher. Time to level up!

If you're at or above Level 3:

Maya: WHAT?!

Maya: Ahem. I mean... **whispers** Whaaaaaaaaat? You actually saw **Captain Rolith?**

Maya: I'm so glad he's ok! He left when... when King Alteon ordered him to garrison **The Rose** members here.

Maya: Patrols have been coming back since then with... headaches... I thought that might have been him!

Maya: He told me to stay in case other heroes came looking... Do you remember anything that happened?

Maya: If not, you can use your **Book of Lore** to read about your pre-frozen adventures!

Maya: I tried to be as accurate as possible when writing the Books about your past heroism!

Maya: Looking at the **Book of Lore** should be like reliving your adventures!

Maya: You can use the **Book of Lore** to keep up with all the latest news in the Kingdom too!

• Talk

Maya: I am **Maya**, official Loremaster here at the Keep.

Maya: The Keep stands here to protect all the subjects of good **King Alteon**.

Maya: There are several constant threats to the kingdom and its people. We do our best to keep these threats at bay.

Maya: You seem very able. Please, lend a hand to any of the knights that you can.

• Questions

Maya: What would you like to know?

• What is a Dragon Amulet?

Maya: A **Dragon Amulet** is an item of great power. It allows you to use the strongest weapons, most powerful items and enter special areas.

Maya: Eventually a **Dragon Amulet** will unlock **special classes**, and allow you to raise and control **YOUR OWN**

DRAGON!

Maya: There is only one place to get your **Dragon Amulet**.

- DragonFable.com

• What are Dragon Coins?

Maya: These coins will allow you to buy items and in-game extras from special shops to give you an edge in our toughest dungeons!

• Where can I spend Dragon Coins?

Maya: Cysero's Superstore is in the town of Falconreach. You will find merchants that will take Dragon Coins all over Lore though.

• Where can I find/upgrade my stats?

Maya: As you level up you'll gain more stat points. Choosing the **Train Stats** option while talking with me will let you use them!

Maya: There is also a stat trainer in the town of Falconreach, in the mayor's office.

• How do I gain different attacks?

Maya: As you level to 18, your base class will get more abilities. Other classes will require quests to level up skills!

• How do I gain EXP/gold?

Maya: Defeating monsters and enemies will reward you both experience and gold!

• Where can I spend my gold?

Maya: There are shop keepers all over Lore selling weapons, accessories and other items!

• Set Home Town

Maya: Would you like to make **Oaklore Keep** your new hometown?

• Yes

Maya: **Oaklore Keep** is now your new hometown.

• No

• **Heal** - *fully replenishes HP, MP, and potions.*

• **Train Stats** - *opens Stat Trainer window.*

Version 2

Maya: Welcome to **Oaklore Keep**, home to the Knights of the Pactogonal Table and members of The Rose.... Oh my, is it really you, <Character>?

• How to Play

Maya: You were frozen for so long! What can I help you remember?

• What is a Dragon Amulet?

Maya: A **Dragon Amulet** is an item of great power. It allows you to use the strongest weapons, most powerful items and enter special areas.

Maya: A **Dragon Amulet** will unlock **special classes**, and allow you to raise and control **your own dragon!**

Maya: There is only one place to get your **Dragon Amulet**. (This button will open a new tab in your browser)

- DragonFable.com

• What are Dragon Coins?

Maya: Dragon Coins will allow you to buy items and in-game extras from special shops to give you an edge in our toughest dungeons!

Maya: Cysero's Superstore is in the town of Falconreach. You will find merchants that will take Dragon Coins all over Lore though.

Maya: There are often special offers in your Book of Lore too. Check the game Design Notes often for news!

- **Where can I find/upgrade my stats?**

Maya: As you level up, you'll gain more stat points. Choosing the **Train Stats** option while talking with me will let you use them!

Maya: There is also a stat trainer in the town of Falconreach, in the mayor's office.

Maya: You can view your stats by clicking on your character's name below the experience bar.

- **How do I learn different attacks?**

Maya: As you level to 18, your base class will get more abilities. Other classes may require quests to level up skills.

- **How do I gain experience/gold?**

Maya: Defeating enemies will reward you both experience and gold. Completing quests or leveling up will save your hard earned rewards.

Maya: You can sell and buy items in shops all over Lore to make and spend gold.

- **What is the Book of Lore?**

Maya: The Book of Lore tells the story of you, the Hero! You can use it to revisit the past and play through all of your past exploits at any time.

- **Where can I learn more about DragonFable?**

Maya: If you want to learn more, or just talk to other players, you can join our online forums! (This will open a new tab in your browser)

- [To the Forums!](#)

- **Talk**

Maya: I am **Maya**, official Loremaster here at the Keep.

Maya: The Keep stands here to protect all the subjects of good **King Alteon**.

Maya: There are several constant threats to the kingdom and its people. We do our best to keep these threats at bay.

Maya: You seem very able. Please, lend a hand to any of the knights that you can.

- **Rolith's Message**

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Hint: Maya will be more likely to be able to talk if you are level 3 or higher. Time to level up!

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Maya: WHAT?!

Maya: Ahem. I mean... **whispers* Whaaaaaaat? You actually saw **Captain Rolith**?*

Maya: *I'm so glad he's ok! He left when... when King Alteon ordered him to garrison **The Rose** members here.*

Maya: *Patrols have been coming back since then with... headaches... I thought that might have been him!*

Maya: *He told me to stay in case other heroes came looking... Do you remember anything that happened?*

Maya: *If not, you can use your **Book of Lore** to read about your pre-frozen adventures!*

Maya: *I tried to be as accurate as possible when writing the Books about your past heroism!*

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- **Train Stats** - opens Stat Trainer window.

- **Set Home Town**

Maya: Would you like to make **Oaklore Keep** your new hometown?

- **Yes**

Maya: **Oaklore Keep** is now your new hometown.

- **No**

- **Oaklore Keep Quests**

Maya: These Knights are at their stations throughout the Keep. Things have calmed down recently with the Rose though.

- **Sir Valance**

Maya: Sir Valance is across the courtyard by the weapon shop. He is the Keep's authority on **Sneevils!**

- **Falstaff**

Maya: **Falstaff**, of The Rose, is organising training for all the Knights in the mess hall. Maybe you'd like to go and teach *him* a lesson?

- **Sir Vivor**

Maya: Can you check on Sir Vivor and Sir Casm? They are probably *still* talking about **The Ruins** and working on the catapult.

- **Sir Pernatural**

Maya: Sir Pernatural knows everything about ghosts and goblins. You should ask him to tell you a ghost story.

- **Eastern Bridge**

Maya: One of our knights is posted near the Eastern bridge to Falconreach. He knows the way to the old **Sea Serpent's Lair!**

Maya: Be careful though, I've heard a few knights went missing out there a while back.

- **Sir Junn**

Maya: Sir Junn is our medic. His infirmary is full of patients. Can you see what is going on?

- **Sir Prize**

Maya: Sir Prize... **sigh** He's been so down since The Rose came here. Can you make sure he is not getting himself into any more trouble?

- **Pactogonal-tastic**

Maya: Have you ever wondered what a prospective Pactogonal Knight must go through to join their ranks?

- **See for yourself!** - begins [Pac-toginal-tastic](#) quest.

- **No thanks.**