

TITAN QUEST

IMMORTAL THRONE



INSTRUCTION
MANUAL

<http://www.replacementdocs.com>

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Introduction

The wise claim that all endings are also beginnings. In fact, new and old, good and evil, ripple through the world like so many pebbles dropped in a mountain pool. Who can say what consequences our actions will bring?

Our new tale begins fast on the heels of your triumphant victory on Mount Olympus. Foreseeing much that you do not, Zeus has placed you in the Temple of Apollo, in the island city of Rhodes. It will take only a few steps to learn that although you have set things right **above**, mysterious new troubles have broken out **below**. What new challenges, what powerful allies and strange new lands will this adventure lead you to? What shadowy threat awaits you, watching with a malevolent gaze, brooding from atop the dread Immortal Throne?

Thank you for purchasing *Immortal Throne*, an expansion pack for *Titan Quest*. To play *Immortal Throne*, you will need to have *Titan Quest* installed on the same computer.

Immortal Throne takes *Titan Quest* into a bold new world of adventure, with new monsters to battle, new quests to embark upon, and a host of improvements that'll enhance and improve your experience in this land of ancient myth.

Importing Characters

After you first install and run *Immortal Throne*, all of your characters from the original *Titan Quest* will automatically be imported into *Immortal Throne*. If you have several characters, this may take a few minutes.

If you need to import a character into *Immortal Throne* later on, you'll be able to do so using the Import feature in the character creation menu. At this point, you can rename the character if you wish.

Once imported into *Immortal Throne*, a character cannot be ported back to *Titan Quest*. The trip to the *Immortal Throne* is a one-way ride.

New Features

Inside *Immortal Throne*, you'll find a number of changes that will dramatically improve the original game, as well as a brand-new world for you to explore. Even if you've slain every monster, delved into every dungeon, saved every endangered citizen, and earned the thanks of both the people and the gods themselves, there are surprises and challenges waiting for you in *Immortal Throne*.

What You'll Find in *Immortal Throne*

Returning *Titan Quest* players have a few new toys to play with. Since your last visit to ancient Greece, new merchants have opened their doors; new items have been invented or discovered; and there are entirely new magical fields for you to discover, learn, and exploit.

You won't simply be going over the same territory again, however, as *Immortal Throne* adds an entirely new world onto the expansive mythological realm of *Titan Quest*. The extra adventure will take more than ten hours to complete, and features more than twenty new monsters, more than five hundred new pieces of equipment, and a lot more. This is an entirely new chapter for *Titan Quest*, and there's a lot for you to do.

You may have already explored the possibilities of the various Mastery combinations in *Titan Quest*, but now you can wield the power of reality itself by learning to harness Dreams. At the same time, you can rediscover ancient powers by unearthing special Arcane Formulae, and use them to craft unique and powerful Artifacts.

Your adventuring career will be made easier than ever before by two new merchants who've set up shop throughout both the new and the existing world. Caravan drivers will repay you for your heroism by keeping an eye on your extra items, and delivering them to you no matter where you happen to be, and enchanters can both build Artifacts for you or separate relics from your weapons and armor.

We've also improved the AI and control you have over your loyal pets; added new types of side quests to keep you busy; enhanced the monsters' AI to provide you with an even greater challenge than what you had before; and made several of the adjustments that you requested be made to our popular multiplayer game, such as adding extra features to the lobby that will make it easier to find the game you want.



Arcane Formulae

Long ago, so long ago that even the gods don't quite remember it, ancient scribes found a way to tap into the primal power of language itself. To name an object, after all, is to define it; to create a language is to create a world. They created a

language so dangerous that no one scribe was allowed to learn more than half a dozen words in it, and together, teams of scribes set down carefully arranged runes. Today, only a select few know how to interpret these Arcane Formulae. These few are Enchanters, the last of a vanishingly rare breed.

When you find an Arcane Formula, whether it's sewn into the shirt of a dead monster or towards the bottom of some dusty treasure chest, bring it to the closest Enchanter to learn what you've found. Each Arcane Formula teaches the user how to manufacture one of the rarest and most powerful magical items in the world: an Artifact.

Every Arcane Formula will require three Reagents as ingredients. These Reagents may be completed Relics, Scrolls, Monster Charms, or even other Artifacts. When you find the three Reagents, bring them and a sizable quantity of gold to an Enchanter, and he'll bring the Arcane Formula to fruition.



Artifacts

There are legends, even now, in a time of legends. Some are monsters, the horrifying result of a god's wrath or a human's mortal error; others are heroes, extraordinary men and women who have gone beyond what is ordinarily considered possible.

Still others are items. In a world where simple magics — a flaming sword, or a potion that instantly cures all ills — are so commonplace as to almost be mundane, there are items of such remarkable strength and power that to possess one is to hold the fate of the world in your hand. These are Artifacts, the specialized creations of a long-bygone age.

Each Artifact is only a physical object in the loosest possible sense. They are, in fact, almost pure energy given a physical form. An Artifact is a sort of magical junction point, forming a link between our dimension and the next. When you hold one in your hand, it may vibrate, or become strangely warm, or make sounds like those of voices from a distant room.

No one knows what powers govern the Artifacts. They can simply wield them, and hope that these powers are, if not friendly, simply indifferent to humankind.

Titan Quest veterans will notice the presence of a new equipment slot on their character screen. This slot is for specialized Artifacts, powerful and unique magical items that you cannot find anywhere in Greece. Artifacts are not bought or found; they're made.

As noted above, an Artifact is the end result of the process detailed in an Arcane Formula. To create an Artifact, you must first find an Arcane Formula, then find an Enchanter and discover what three Reagents are required. When you've found all three, return to the Enchanter and pay him whatever he asks. An Artifact will be your reward.

There are three types of Artifacts in *Immortal Throne*: Lesser, Greater, and Divine. An Artifact, when equipped (and all Artifacts must be equipped to confer their effects upon their owner), grants one or more bonuses or powers, which are more impressive than those which are conferred by most mundane equipment.

Lesser Artifacts will confer an impressive variety of buffs upon the user, while Greater Artifacts provide a mixture of passive skill and more powerful bonuses. Divine Artifacts, which you cannot lay hands on until you're ready to take on Epic or Legendary mode, will provide you with a stunning array of passive skills and other powers. If you have a divine Artifact, consider yourself a rival of the gods themselves.



Scrolls

While no modern sorcerer has managed to recapture the raw power of Arcane Formulae, they have relearned some of the ancients' tricks. There is another arcane language, known to archmages across the ancient world, and it allows the user to wield great power.

Problematically, it does not allow the user to contain that power. If a mage were to cast a spell using the modern language, he would simply burn out and explode, like a log in a bonfire. Clever mages have found a way around this by sealing the power of this language in parchments, containing some of the mightiest spells on the face of the Earth within a simple cage of paper.

These Scrolls are a recent innovation, but have become quite widespread in recent months. All one must do to unleash their power is utter a single word, destroying the parchment and freeing the spell trapped within.

Both Arcanists and Traders in *Immortal Throne* are now selling powerful Scrolls, which are found in the same store menu as potions, rings, and dyes. Each Scroll features a powerful and unique magical effect, allowing you to summon allies, heal yourself, or cut loose with dangerous new spells.

These Scrolls can be equipped and used like potions and skills by assigning them to one of your Quick-slots. Like potions, Scrolls will be consumed after a single use, and like potions, Scrolls that provide similar effects — i.e. passive buffs or direct damage spells — will stack together in your inventory and the same Quick-slot.



Tombstones

Even the greatest heroes occasionally make mistakes. When you fall in battle in *Immortal Throne*, instead of simply fading away, your corpse will be replaced by a Tombstone. The Tombstone will appear on your in-game minimap.

When you reappear at the last Rebirth Fountain you activated, you can go back and find your Tombstone. When you touch it, you'll gain back some of the XP you lost by dying, and the Tombstone will disappear.

If you should die again before you touch that Tombstone, the first Tombstone will disappear, and be replaced by a new one detailing your most recent death. (You should really be more careful.)

Dream Mastery



New characters in *Immortal Throne* will be able to select a new *Mastery*, allowing them to learn to manipulate the power of dreams.

Fools have been known to mock the masters of Dream. Most of those fools are dead now. Not only is a Seer capable of conjuring creatures of nightmare to haunt, distract, and ultimately destroy his enemies, but his powers form the basis of a strong argument that all of reality is, in fact, a dream. If so, then to master dreams is to master reality itself...



Sands of Sleep *Active*

Puts enemies to sleep, rendering them immobile for a duration or until awakened by an attack.



Psionic Touch *Active Primary Attack*

Psionic energies focused within your melee weapons will create a bone-shattering resonance when they contact your enemies.



Psionic Burn

Psionic energy within the target ignites and explodes outward, burning through their material being and inflicting severe damage to adjacent targets.



Distortion Wave *Active*

A wave of force is projected outward that forms chaotic ripples in the fabric of reality and delivers devastating damage to the body and mind of enemies.



Chaotic Resonance

Amplifies the physical distortion effect, causing it to shatter armor and break bones and adds cool-down reduction.



Psionic Immolation

Psionic energies ignite into a surge of electrical power that causes horrific burning over a short duration.



Trance of Empathy *Active Aura*

Force enemies to share the damage they inflict upon you by forming a telepathic link to their minds that conveys only pain and siphons life in retribution.



Trance of Convalescence *Active Aura*

A restful state of mind causes increased life recovery for the player and allies.



Trance of Wrath *Active Aura*

Waves of negative psionic energy emanate from the player, disrupting enemy thoughts and burning through their physical being. (Note: Only one trance can be active at a time.)



Lucid Dream *Passive*

Increased conscious control over your dream state, enhances abilities that derive power from the dream world.



Premonition

A precognitive sense of the imminent future allows you to stay one step ahead of your enemies in combat.



Temporal Flux

A subtle acceleration of time around the player allows them to move more quickly, anticipate attacks, and negate the slowing effects of enemy skills.



Phantom Strike *Active*

Vanish from the waking world and reappear before a target enemy to deliver a monstrous attack.



Dream Stealer

Devastate your enemies and steal their power by ripping the very dreams from their minds.



Summon Nightmare *Active Summon*

Calls forth a nightmarish phantasm from the dream world to serve as your familiar.



Hypnotic Gaze

The mesmerizing stare of the Nightmare is able to dominate lesser minds and throw them into a state of confusion, causing them to wander aimlessly and attack phantom images.



Master Mind

The Nightmare is able to speak to the minds of your other minions and coordinate their attacks, making them more effective in combat.



Distortion Field *Passive Buff*

A field of psionic power bends the fabric of reality around the player, negating some of the damage from enemy attacks and dealing retaliatory damage to enemies that strike you.



Distort Reality *Active*

Sends out a powerful ripple of distortion around the player that tears the fabric of reality, causing severe damage to enemies caught within it.



Temporal Rift

Enhances the power of the distortion ripple, unleashing a surge of psionic energy that causes massive damage to enemies and temporarily freezes them in time.

Mastery Combinations

As with the other classes in *Titan Quest*, your character's title is derived from what combination of Masteries you've chosen.

- Dream only — Seer
- Warfare/Dream — Harbinger
- Defense/Dream — Templar
- Earth/Dream — Evoker
- Storm/Dream — Prophet
- Hunting/Dream — Haruspex
- Rogue/Dream — Dreamkiller
- Nature/Dream — Ritualist
- Spirit/Dream — Diviner

Care and Feeding

Those of you who got pets in the original *Titan Quest* will find yourselves with more options than ever before in *Immortal Throne*. The controls governing your pets are new and improved, giving you more options as to your pets' behavior than before.

You can now select all of your pets with the touch of a button, making it easier to buff or heal them, as well as set your pets' actions to hotkeys.

Press F2 through F6 to select pets one through five. Press F7 to select all your pets at once.

At the same time, you can set your pet's behavior level by right-clicking on your pet's portrait and choosing one of three options.

Aggressive

Your pets will range far and wide, actively seeking out and attacking enemies in the area.

Normal

Your pet will stay close to you, and will generally attack if you attack.

Defensive

Your pet will hang back near you, and will only attack if they're attacked first.

New Merchants

Like everything else in *Immortal Throne*, the world of business has moved forward. Several people have seen a need for certain services, and have stepped forward to provide them, making your adventuring career that much easier.

Caravan Drivers



As you fight your way across the monster-infested countryside, you're clearing the way for others to follow in your path. Caravan drivers are among the people who are out there, taking advantage of the roads you've cleared, and when you enter large towns, they'll be there to repay the favor.

You can store your extra items in a caravan driver's wagon, and they'll be there whenever you need them, wherever you happen to be. If you store an item in a caravan driver's wagon in Helos, then teleport to Megara, you'll be able to get your item from the caravan driver there (caravans are much faster than you'd think). This makes it *much* easier to hold onto valuable items like parts of a matched set of armor, or relics that you don't intend to use just yet.

The caravan driver provides some storage to you free of charge. If you need more space in his wagon, however, you'll need to pay a one-time fee. Every time you expand the amount of space available in the wagon, you'll pay another fee.

You can also store items in the caravan driver's wagon in order to transfer them between games. If you place items in the "Transfer Area" of the wagon, they'll be available for all of the characters you've imported into *Immortal Throne*, allowing you to trade items and equipment among your characters painlessly. If you've ever found the perfect item for a character that you aren't actually using at the moment, this is the feature you've been waiting for.

Enchanters



These rare and versatile spellcasters aren't really the sort to go out on incredibly dangerous adventures. Instead, they're loremasters and linguists, devoting their time to the mastery of Arcane Formulae and the use of Relics.

Enchanters offer two services for you. One is the removal of Relics from weapons and armor. If you've used Relics to enhance your equipment, you can visit an enchanter and have them removed, for a small but reasonable fee. However, removing a Relic from an item *permanently destroys* either the item or the Relic. Think carefully before you choose!

An enchanter's other service is only available if you've happened upon an Arcane Formula. If you have, the enchanter can interpret the Arcane Formula for you, and when you bring him the appropriate Reagents (see Artifacts, pg. 4), he'll be able to use the Formula to create an Artifact. This is not a task for any but the most well-heeled adventurers, so save your gold.

New Multiplayer Features

The original *Titan Quest's* multiplayer is a popular part of the game. For *Immortal Throne*, we've listened to players' comments, requests, and criticisms, and made a few changes to reflect that. Finding a party to adventure with is now much easier than ever before.

The Improved Lobby

The most obvious improvement you'll see in *Immortal Throne* is in the lobby system. A lot of the guesswork has been taken out of selecting a game to join.

When you select a game, you'll be able to see ahead of time what characters are already active in the game; what language is spoken on the server; whether or not the game is set up for player-vs-player; and whether or not the game is set up so all new players automatically join the host's party (i.e. autoparty is on). *Immortal Throne* has made it easier than ever to jump straight into the game.



1. Password
2. PVP enabled games
3. Difficulty Level
4. Auto-Party Enabled
5. Game Language
6. Character Portrait Windows display characters of players currently in the game. Mouse over text has been added to each character showing the region in which each particular player is located within the game world. Clicking on the portrait will enlarge the image and allow for the user to see the character class and level of each player in the game.
7. Advance Search allows users to search for games with pings below a specified value and games with a specified max number of players. Advanced search will also allow users to show or hide results based upon full games, locked games, PVP games, Auto-Party games, and languages.

Player-vs-Player (PVP)

A host can opt to make his custom *Immortal Throne* multiplayer game play in PVP mode by enabling that option. (PVP is now supported for custom games only.) Instead of cooperating to defeat the monsters, players must now survive not only the normal dangers of the game, but also one another.

Autoparty

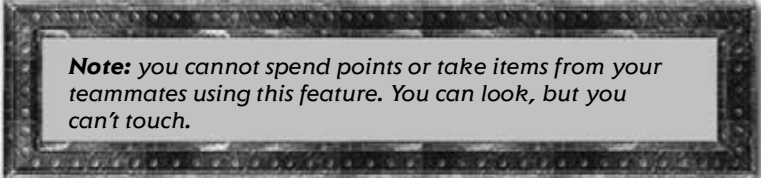
In the original game's multiplayer mode, you jumped into a game, and only became a member of a party if the player hosting the game sent you an invitation.

In *Immortal Throne*, the host can opt to turn on the Autoparty option, which automatically makes all players who join the game a member of the active party.

Know Your Teammates

In the original *Titan Quest*, you could put your cursor over your teammates to learn their level and class, but that was it. You had no idea what weapons they were wielding, what skills they knew, or how many potions they had left. It made some strategies harder than they had to be.

In *Immortal Throne*, you can mouse over your party members in the Party Window to find their current locations. Right-click on their character portraits to see their character screens and inventories.



Note: you cannot spend points or take items from your teammates using this feature. You can look, but you can't touch.

Other New Features

There are a number of other, lesser changes that you should also be aware of.

Inventory Sort Button

To help you keep your items organized, a couple of sort buttons have been added to your character screen. One sort button is present above your main inventory, as well as above every extra pack you manage to acquire.

Lock Item Pickup

As in *Titan Quest*, you can view all, non-broken, and only magical loot on the ground using the Z, Alt and X keys. Now when you have Lock Item Pickup checked under the General Options menu, you cannot pick up a filtered-out item at all, so you'll never accidentally grab a broken sword again. You will also *only* be able to pick up items while pressing a filter key.

Attribute Undo

If you make an error while assigning attribute points, you can now undo the changes you've made up until such time as you close your character window.

Additional Quick Slots

During gameplay, you can press B to open up another row of empty quick slots, which can be filled in just the same way as the original ten could. You can alternate between quick slot rows at will, much as you can alternate between weapons with the W key.

Display HP/Energy

Click on the HP/Energy bars to display your current hit points and energy as numbers instead of a simple red or blue bar.

New Map Icons

With new map features, there are new map icons. The mini-map is now much easier to follow, and comes complete with a full legend at the bottom.

Audio Options

You can now set your audio for headphones or Dolby 4.1 and 5.1 stereo systems. Smashing a skeleton with a mace has never sounded more crisp.

Difficulty Indicator

We've added an icon on the Character Screen that indicates what difficulty level you're currently playing on.

Equip With Right-Click

You can now right-click weapons, armor, and jewelry to equip them.

Clock

If you mouse-over the upper-left-hand corner of the HUD, by your character's portrait, a real-world clock will appear, to help you keep track of time.

Adjusted Experience Bar

The experience bar at the bottom of the screen will now glow and fill slowly as you earn XP, to help you see just how much experience each slain monster and completed quest is worth.

Gamma Slider

If the lighting in the game isn't dark and gloomy enough for you, or if it's a little *too* dark and gloomy, you can set the game's brightness with the new gamma slider. You can find it under the Video Options menu.

Disable Screenshake

If the shaking screen makes you queasy, you can now disable it in the Video Options menu.

Triple Buffering

When Vertical Sync is enabled, turning this option on can smooth out framerate. Try it if you are getting some framerate choppiness from Vertical Sync.

Detail Objects

Enables new small detail enhancements, like footprints and ocean waves.

Advanced Effects

Enables new graphical enhancements, such as bloom.

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General	
1-9, 0	Skill Quickbar Slots
Y	Swap Quickbars
R	Health Potion
E	Energy Potion
W	Weapon Swap
L	Use Portal Stone
C, I	Character Window
Q	Quest Window
S	Skill Window
M	Map Window
G, Esc	Game Menu
H	Tutorial Help
Spacebar	Pause
Up Arrow	Next Skill
Down Arrow	Previous Skill
Ctrl	Target Pet (hold key and click)
F2-F6	Select Pet 1-5
F7	Select All Pets
Items	
Alt	Show Items on Ground (non broken)
Z	Show Items (all)
X	Show Items (non common)
D	Drop Item (must be selected)
View	
Mousewheel	Zoom In and Out
NumKey 1	Max Zoom In
NumKey 2	Default Zoom
NumKey 3	Max Zoom Out
NumKey 0	Center (Map Window)
Multiplayer	
P	Party Window
T	Chat ("Talk") Window



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