

- Tips** - A few tips to help you get started.
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### Commands

**Movement:** N to move North, E to move East, S to move South, W to move West, NE to move Northeast, SE to move Southeast, SW to move Southwest, NW to move Northwest, U to move Up, D to move Down, Sneak, Hide, Drag <Char Name>, Go <Location>

**Info:** Look, Look <Direction>, Status, Inventory, Bank, Topten, Statline, Search, Health, Brief, Verbose, Map, Profile, Track <User>

**Combat:** A to Attack, AA or Bash for All-out Attack, Punch, Kick, Jumpkick, BS to Backstab, Break, Aid

**Items:** Wear or Equip, Remove, Use, Get, Light, Drop, Stash, Give

**Shops:** List, Buy, Sell, Appraise

**Communicate:** %c<Message>(Talking), %c<Message>(Yelling)

**Party:** Invite, Join, Follow, Party

**Spells:** Spells, Cast <Spellname>, Invoke <Kai Power>, Powers

**Profile:** Statline On/Off/Full/Custom, Brief, Verbose, Talk fast, Talk Slow

**Misc:** Suicide, Reroll, Train, Train Stats, Greet, Ask

### Commands Help Topic

- .<TEXT>** - Allows you to communicate to others in the same room as yourself (Ie... .Hey Dakor, how's life?)
- ``<TEXT>** - Allows you to be heard in adjacent rooms, as well as the one you are currently in.
- /Username <TEXT>** - Allows you to telepath to someone. He/She will be the only one to hear your words.
- /p bbs login <TEXT>** - to page a player not in the bbs menu and not in game.
- Ask <NPC> <MESSAGE>** - To solve certain quests, etc... you will sometimes have to seek out information from various NPCs (Non-Player Characters). For example, if have heard that Jack the bartender knows a certain something about, say, the Holy Sword, you would type Ask Jack Holy Sword.
- Say <MESSAGE>** - Some areas in the game require you to say certain words

or sentences. For example, if the password to the Thieves Guild was ORANGE you would stand before the entrance and type **Say Orange**.

- Gossip <MESSAGE>** - Everything that you say in gossip will be heard by all who have their gossip flag turned on. You may toggle it on or off by simply typing "Gossip".
- Auction <MESSAGE>** - Exactly the same as gossip. Mostly used as a channel to trade or sell items to other adventurers.
- Forget <Player>** -Typing this once will cause any telepaths from the player to be ignored. Typing this the second time with the same player specified will allow you to see their telepaths. Typing "Forget" by itself will show all users you are not receiving telepaths from.

## COMBAT

**Attack <OPPONENT>** - Quick command is A - Basic attack command. Will attack with whatever weapon is readied. If you are unarmed, you will punch.

**Bash <OPPONENT>** - Quick command is AA - More powerful attack. Does more damage, but harder to land. Also good for knocking down doors.

**Backstab <OPPONENT>** - Quick command BS - Only allowed if you are successfully hiding or sneaking Easier to land, and does very high damage at higher levels.

**Punch <OPPONENT>** - Quick command pu - Basic Mystic attack command.

**Kick <OPPONENT>** - Quick command ki - Slower and less accurate than a punch, but will cause more damage. (Mystics only)

**Jumpkick <OPPONENT>** -Quick command ju - The most devastating martial arts attack. Can be used from the backrank very effectively. Mystics only.

**Break** - Will break off autocombat.

**Races** -There are currently 13 races to choose from, more details are available later in this document.

**Classes** -There are currently 15 classes to choose from, more details are available later in this document.

## Class Powers

**HP/level:** The number of Hit Points a class gains when going up a level, plus or minus the Health adjustment.

**Magic:** The type and level of magic use the character has. The type of magic 'Mage, Druid, etc...' is self-explanatory. A magic level of 1 indicates minor magical abilities 'ie. Priest-1'. A magic level of 2 is average magical skill, and a magic level of 3 shows excellent magical powers. Kai powers are a Mystic's mental powers, and a Mystic will gain new ones as he gets more experienced.

**Combat:** This is a measure of the combat effectiveness of the class. A combat of 1 is Poor, 2 is Fair, 3 is Average, 4 is Good, and 5 is Excellent. This affects accuracy and speed of attacks.

**Weapons:** This shows what weapons a character may use. 1-handed means any

one-handed weapon, Any means, of course, any weapon. Blunt means only blunt weapons may be used (mace, etc...) and Staff means only the staff and dagger may be used.

**Armour:** Like weaponry, this indicates what armour a class may use. Plate means up to and including plate. Scale means up to and including scale Chain means up to and including chainmail, Leather means up to and including Studded Leather. Any class may wear robes.

### Class Skills

**Bash:** This is the ability to deal a heavy, inaccurate blow  
Any class may Bash, but character classes with weak combat will rarely hit. Bash is also a way to open many doors that do not require keys.

**Stealth:** This is the skill of sneaking and concealment. A character with this skill can lurk in wait, concealed in the shadows of the room by typing HIDE. This can be used for a backstab. Also, you can sneak into a room by typing SNEAK and then moving. If you are lucky, no-one will see you, and then you can try to HIDE immediately or backstab some unfortunate person.

**Traps:** Anyone with the Traps skill is proficient in finding and disarming traps. Normally anyone can find a trap by searching, but someone with the Traps skill has a much higher chance. Also, a traps expert can attempt to disarm any trap he finds.

**Lockpicking:** This is the skill of unlocking locked doors. Some doors cannot be picked, and some are harder to pick than others. Once a door is successfully unlocked with this skill, it may be opened quite easily (unless there is a trap also!). Most locks are specially enchanted so that they will re-lock after a certain amount of time, so don't get yourself stuck anywhere.

**Thievery:** Robbing someone is a difficult skill, especially if the foe is not just another mark. Thievery is the ability to steal cash or items (non-equipped) from a character. A successful Thievery attempt will either gain you one item, or a substantial amount of cash from the target's money pouch. This is only available if PVP is enabled.

**Tracking:** Everyone leaves a trail behind them while travelling around, even while sneaking. With this skill, it is possible to track someone wherever he goes. It is quite useful in setting up ambushes, to see if the target has passed nearby recently.

**Dodge:** This is the ability a character has to dodge attacks and missiles by acrobatically leaping and rolling. This ability increases as the character gets more experienced.

**Martial Arts:** This is the skill Mystics use in their unarmed combat. This ability allows you to attack with Punches, Kicks, and Jumpkicks as opposed to only Punches from an ordinary unarmed foe. The damage these attacks do increases with level, as does the chance of a critical hit.

**No Magic Items:** As a result of their vows, WitchHunter can not, and would not use any magical item or potion.

### General Info

**Look** - Will display all the current details of the room you are in. You may look into adjacent rooms by typing Look <Direction>.

**Status** - Will display your character's statistics, abilities, etc... For

those familiar to role-playing games, this would be called a character sheet.

- Inventory** - Displays your current possessions, including wealth on-hand, and which items you have equipped.
- Map** - Displays a map of Silvermere.
- Bank** - Will display how much money you have stored in the bank.
- Who** - Displays all the current users in the Realm.
- Top <#>** - Will display the top number adventurers in the game by experience.
- Top <#> Lev** - Will display the top number adventurers in the game by level.
- Search** - Will search the room for any hidden items, locations, etc... You may also search specific objects by typing search <Object> (Ie... Search Cabinet)
- Track** - Allows you to pick up the trail of a certain user. You must have the Track skill to use this ability.
- Cast <Spellname>** - Will cast a spell accordingly, if you have enough mana points available. You may also simply use just the short name of the spell. For combat spells, type Cast <Spellname> <Target> or just shortname <target>. C or Cast by itself will re-initiate combat if appropriate.
- Invoke <Kai Power>** - Will invoke the appropriate Kai power, or simply use the shortname of the power if you are a Mystic and have enough Kai points to use it.
- Read <Scroll name>** - If you are of the appropriate class and level to cast the spell in question, you will memorize the spell and the scroll will disappear
- Spells** - Will display all the spells currently known.
- Powers** - Will display all the Kai powers currently known.
- Health** - Displays your current Health and Mana Points. Useful if you are not using the Statline option.
- Break** - Will break off casting of auto-combat spells.

### Shops

- List** - Displays the public items that are currently available in the current room. This will display all the necessary information on are available.
- Buy <Item>** - Will attempt to purchase an item at the best price possible (based on your charm).
- Sell <Item>** - Will attempt to sell an item at the best price possible (Again this is based on your charm).
- Appraise** - Informs you on the selling price you will receive for the item that you are appraising.

### Movement/travel

- N, E, S W, NE, SE, SW, NW, Up, Down** - General movement commands (North, East, South, West, etc...) To get to special locations, you may have to type a corresponding action command. (Ie... Go Hole, or Climb Tree). You should experiment with various commands.
- Hide** - If your class permits it, you will be able to hide amongst the shadows.
- Sneak** - If class permits, you will be able to effectively walk from room to room without being seen moving.

### Party

- Invite <USERNAME>** - Will invite someone into your adventuring group.
- Uninvite <USERNAME>** - Will kick someone out of your adventuring group.
- Join <USERNAME>** - Allows you to join another user, but ONLY if he/she has already invited you.

- Leave** - Pretty straightforward.
- Party** - Will display who is in your adventuring group, and what ranks they are in.
- Backrank** - If you are in someone's adventuring group, this will put you into the back rank. You will be harder to hit in combat, but will also have a harder time hitting opponents with close combat attacks. Great for magic users casting ranged spells, or players with missile weapons.
- Frontrank** - Will place you into the frontrank, if a spot is currently available. You will have an easier time hitting opponents, but will get hit easier as well.
- Midrank** - Will put you in the middle with no added defense and no added accuracy.

### **Training room advancement**

To train to the next level, you must find the appropriate training room for your class. Once you have found it, you may purchase training if you have adequate experience.

After you have been trained, you may use the TRAIN STATS command to redistribute your new CP among your stats.

### **Reputation System**

Your reputation follows you wherever you travel in the realm, for good or evil. If you are in the latter category, your stay in the realm may be cut short, in more ways than one. There are two main criminal acts in the Realm. Attacking "innocents" (The town doesn't care if you slay a hated person), or stealing from others. Although the latter is more tolerated of course. People will be classified in the following titles, so watch who you trust.

- Saint** - A true saint, in society and in heart, only bestowed by a sysop.
- Good** - Someone with a noteworthy reputation of lawfulness.
- Neutral** - An average citizen, you will be treated fairly within the realm.
- Seedy** - The dregs of society. Bad deeds done to you will be ignored.
- Outlaw** - Guards will attack you on sight, but will spare your life.
- Criminal** - Same as Outlaw, except that Guards will SLAY you on sight.
- Villain** - Same as Criminal, except that the "Gods" may sometimes intervene.
- Fiend** - The utmost in evil. Don't count on living too long in this state. anyone can attack you with no repercussions.

Currently, the only way to become a more "respected" citizen is to wait it off. It has been known for an infamous villain to become a well respected townsman after a long enough period of time of doing no evil deeds.

Here are some helpful "hints" or advice to get you started...

1. Read all of the help files, or at least glance through them. This will save you a lot of time and effort overall.
2. Pick a class that you feel comfortable with. We have tried to make ALL of the classes equal in efficiency, but each one has its own unique features.
2. Once you have your character made, check out all of the stores in Newhaven and equip yourself with weaponry, armour, and spells (if you are a spellcaster). Don't go down into the arena until you are armed and ready.
3. To familiarize yourself with the combat system, go to the Newhaven Arena. Here you will be able to earn experience for your next level, and gold to purchase better weaponry and armour. Once you have enough experience to obtain your next level, go to the guild and train.

4. Now that you have completed these steps, you could try adventuring in the dungeon past the north door in the Newhaven Arena. Type "bash north" or "picklock north" (If you have the skill) to open the lock/door.

### Items

- Wear <Item>** - Equips any item that must be readied to use. Ie.. armour, weapons, etc... Optional words are Arm, Wear, Wield, etc...
- Remove <Item>** - Will remove an equipped item.
- Use <Item>** - If an item has a specific use (Ie... A potion), the most common command to activate it would be USE. Some items require you to use a different action word (Ie... LIGHT torch, or RUB Lamp), so experiment.
- Look <OBJECT>** - Displays the visible info on an object, creature, or item.
- Get <Item>** - Will pick up a visable item, if you can carry it.
- Drop <Item>** - Will drop an item on the ground.
- Give <Item><Player>** - Will give an item to the according user.
- Inventory** - Displays what items, money that you own, and if they are equipped or not.
- Bank** - Will display your current bank rating and balance.
- Stash/Hide <Item>** - Will hide an item in a room, which can only be found again if someone successfully searches that room.

- Profile** - Will display your current profile settings
- Statline On/Off/Full** - Will set your statline Prompt. On will display your current Hit Points at mana at every prompt, Off will display your standard BBS prompt, and Full acts the same as On, except that everytime you hit Enter, the brief description of your current room will be displayed. Look for help on CUSTOM for the custom statline. NOTE: Sneaking players will not show up when you hit Enter. You must type look.
- Brief** - Will put on brief room descriptions
- Verbose** - Displays the full room description everytime that you enter a room.
- Talk Fast** - Turning this mode on will make it so that everything that you type, BESIDES commands, will show up as if you had spoken it. There will be no need to type . before every sentence if you wish to converse with others.
- Talk Slow** - If this option is used, the only way that you will be able to talk openly is by typing . before your message.
- Page** - Typing page will toggle on/off the ability for other users on the system to page you while you are in the game.
- Set Receive On/Off** - Will toggle on your ability to receive items from other players when they use the give command.

### Banking

- Deposit <n>** will deposit n copper into your account
- Withdraw <n>** will withdraw n copper from your account
- Bankbook** will display your current bank balance.

### Experience

- Exp** will show the current experience and the amount needed to the next level  
? **Exp** will show the experience needed for the next 10 levels.

## Primary Statistics

Every character has six basic attributes, which govern the strengths and weaknesses of each particular character. The six stats are Strength, Agility, Health, Intellect, Willpower and Charm. Each race starts out with a **base** value and a **maximum** value in each of the six stats. A character cannot have a stat lower than the Base value, and cannot increase a stat beyond the Maximum value. For example, Elves are slim but graceful, and for **Agility** have a base value of 50 and a maximum value of 160. In the **help** files, the base value in each stat is coloured red, and the maximum is coloured green. **Humans** form the "benchmark" for all other races, and have a base value of 45 and a maximum value of 145 in every stat. A value of **50** indicates an average value, giving no bonuses or penalties, while values above and below 50 give penalties or bonuses as applicable.

Stats can be changed by spending **CP** (character points) in character creation or after Training. Since every character receives CP after increasing in level, it is generally a wise idea to use these gained CP in a **Training Hall**, by typing '**TRAIN STATS**'. This will place you in the character editor

The cost to increase stats is as follows:

The first 1 to 10 points above your race's base stat: 1 CP each.

The second 1 to 10 points above your race's base stat: 2 CP each.

The third 1 to 10 points above your race's base stat: 3 CP each.

... and so on. This means that to increase a stat **40** points above its base level, say, **Agility 40** to **Agility 80** (a BIG leap!), you would have to spend 10 CP's for the first 10 Agil, 20 CP's for the second 10 Agil, 30 CP's for the third 10 Agil, and 40 CP's for the fourth set of 10 Agility. This adds up to a grand total of 10 CP + 20 CP + 30 CP + 40 CP = **100 CP!** Very expensive, as you can see, and not very wise: even though your character would be incredibly agile, he would be weak, fragile, stupid, etc... and that makes a big difference. Having a one-dimensional character may be fun for a while, but your character probably would not last very long. In the end a more balanced character would be more enjoyable and would survive longer.

Note that 'high' or 'low' stats are stats above or below 50, respectively. Each stat has a different use.

### **STRENGTH (STR)**

Strength is a measure not just of your raw muscle mass, but also how well you can use that strength. Good Strength adds to how easily you attack something in combat, as well as the damage you do when you hit. Some weapons need a high Strength to use effectively. Conversely, low strength reduces how well you hit something, and the damage you do. A Halfling warrior may be extremely quick, but he will do fairly poor damage when compared to a Dwarf! Strength also governs how much weight you can carry without being encumbered. Strength is a necessary stat for any fighting class, but is useful for magic-using classes as well, because no-one has an unlimited supply of magic! It is used when bashing down doors and in some instances for moving heavy objects.

### **AGILITY (AGI)**

Agility is basically how quick and accurate you are in your movements. It involves not only speed, but total body coordination as well. A character with high Agility attacks faster and more accurately, and a high Agility helps defend against physical attacks. Low Agility, of course, makes you slower and less accurate. An Elf will hit far more often than a Half-Ogre, though a Half-Ogre's incredible crushing blows may compensate. Agility is a component of most skills, and is extremely useful for a thief. A thief with high agility

will have very good skills! Again, Agility is a necessary stat for any fighting class.

Agility is important for the following character skills: **Stealth, Thievery, Traps and Picklocks**. It contributes heavily to your **Accuracy** and **Critical Hit Chance** as well. Characters with above-average Agility will gain a substantial **Dodge** chance

#### **INTELLECT (INT)**

Intellect is a combination of raw intelligence, creativity, reasoning and basic awareness. Intellect is useful for all classes in respect to their Perception, which is a skill that helps notice hidden and concealed items (and people!). A character with a low Intellect may not notice things very often, such as people sneaking around, robbing them, etc. Intellect is a main component in many skills, and is useful to a thief, but it is vital to a mage! Mages use Intellect as the main stat for their spells. A Mage with low Intellect will be at a severe disadvantage with spells when compared to a mage with higher Intellect. Druids use both Intellect and Wisdom for their spells, so they need to have good levels in both stats. Warrior-types can usually get along without much Intellect, and historically many have done so -- but Intellect is also a component of Critical Hits, so a canny fighter will do heavy blows more often than a dull-witted opponent.

Intellect directly affects the following skills and abilities: **Stealth, Thievery, Traps, Picklocks, Tracking, Perception, Magic Resistance, Spellcasting,** and **Critical Hit Chance.** }

#### **WILLPOWER (WIL)**

This stat is a measure of the character's cool-headedness, determination, mental focus and strength of faith. It is a must for any Priestly character, as this is the stat they use for their spell-casting. Druids use both Willpower and Intellect, so they need to have good levels in both stats. Willpower is the prime component in Magic Resistance, so anyone needing to resist spells had better have a good value in this stat. A Witchhunter with high WIL would have a formidable MagicRes! As for Intellect, a Warrior-type could probably get along with a low Wisdom, but would then be much more vulnerable to magic spells.

Willpower directly affects the following skills and abilities: **Spellcasting, Tracking, Perception** and **Magic Resistance.** }

#### **HEALTH (HEA)**

Health is a character's vitality, toughness, and general physical well-being. Health governs how many Hit Points a character starts with, as well as how many are gained each time a new Level is reached. Poison is less effective on a healthier person. Where Willpower is the toughness of the mind, Health is the toughness of the body. Health is a prime stat for any fighting classes, but is very useful for all characters, as everyone will sustain damage at some point in their perilous careers.

Having a high Health increases the rate at which you naturally heal, and the rate at which you gain HP through resting. It may also confer an increased resistance to some poisons and diseases. Characters with above- or below-average Health will notice a change in their Hit Points, which will vary depending on your Level and your Health. Health no longer has "stat breaks" where you must have a certain level of Health to obtain the increases (in the past, you needed to have 65, 80 or 95 Health for the bonuses), and now works as a gradual process that increases your HP as both your Health and Level increase. Therefore, it is possible that even a one-point increase in Health could increase your total HP.



## **CHARM (CHA)**

Charm is a hard stat to pin down -- it is not an actual measure of a person's good looks, but people with high charm are quite attractive to others. It helps with interpersonal relations, such as buying items from store-owners, as a charming person can lower the price of an item substantially. Charm helps in combat, because people are more likely to attack an offensive person than someone with a disarming smile. Charm is a component in some skills, as Charm is not only a measure of a character's charm, but a person with good Charm leads a Charmed life, so to speak, and in general is much luckier than other characters. Such a one would find himself miraculously dodging out of the way of some attacks, where others would have been hit. Charm is the main stat for use in Bard spells, and a Bard with low Charm will be a very poor Bard indeed. All characters can use a good dose of Charm.

Charm directly affects the following skills and abilities: **Stealth, Traps, Tracking, Critical Hit Chance** and **Perception**. }

## **Miscellaneous Commands**

- Suicide** - Suicides \*1\* of your lives. This will have the exact same effects as if you had died normally. Handy command if you are trapped, stuck, or don't want to give another player the pleasure of killing you.
- Reroll** - Will reroll your current character, and ALL his lives. This will take you to the MajorMUD main menu, and the next time that you enter the game, you will have to create a new character.
- Train** - Will train you to the next level, provided that you have enough experience. You must be in an appropriate training hall to do this. Remember, you get 10 or more extra character points (CPs) every time that you train. (Max of 20 CP/level after level 20)
- Train Stats** - Will put you into the stat editor, where you can allocate unspent character points, change your physical description, etc... (**ANSI RECOMMENDED**)
- Greet/Ask** - Used for communicating with NPCs
- Rest** - Puts you in rest mode. You will regenerate hit points at a faster rate. You may only perform certain commands or rest mode will be broken.
- STASH/HIDE** - used when you want to hide an item in a room out of visible sight. To recover these items later on, you will have to SEARCH for them prior to GETting them.
- HIDE** -is also used to hide in the shadows. If you are successful at hiding, nobody will see you until you do a noticeable action, or until they SEARCH and find you.

## **Gangs/Guilds**

- Create Gang <gang name>** - Requires **100000** experience  
[ Max name length of 19 characters ]
- Invite Member <user name>** - Only the gang leader can invite members unless a member has been promoted to captain or lieutenant, in which case they can also invite new members.
- Uninvite Member <user name>** - Only the gang leader can uninvite members
- Promote <member name>** - promote once to lieutenant and twice to captain.

- Broadgang \_or\_ BG [<text>]** - Broadcast will echo to all online gangmembers
- Topten Gangs/Top <n> Gangs** - A listing of the most noteworthy gangs
- Disband Gang** - Only the gang leader can disband the gang
- **Note that after a gang is disbanded, the name may not be used until the day after all ex gang members have entered the game**
- Leave Gang** - Leave your gang

The **SET** command is used to change a number of your profile options:

- Set Receive** - on/off will allow or prevent other players from giving you items.
- Set Warn** - On/off will allow or prevent you from performing evil/unlawful actions
- Set talk** - [Fast/Slow] Setting this option to slow will require you to use the appointed character before your message to speak ("."). If you leave this option as "Fast", anything that you type which is not a command or action will be said by yourself to everyone in the room.

### **Broadcasting and broadgang**

There are several different ways to broadcast to a group of players.

One is to type JOIN <n> where n is a number between 1 and 99999. This will set your broadcast channel. To broadcast to all members on this channel, just type BROADCAST <whatever> If you have not already got another global command using the - symbol, you can type - <whatever> as well. BROADCAST (or BR) by itself will give you a list of all the current people on your broadcast channel.

Once you have formed a gang, you may also use the BROADGANG (BG) command to broadcast to all members of your gang. BG by itself will display a list of all the people in your gang, telling you which ones are online currently.

### **Drag**

If another user is unconscious, you may drag them from room to room. This can be used to drag them away from attacking monsters and closer to healers.

There are two ways to begin dragging someone:

- 1) Type DRAG USER. You will go into drag mode for the user. Each time you move after that, you will be dragging the user.
- 2) Type DRAG USER <direction>. You will drag the user through the exit to <direction>. You will also go into drag mode after which all moves will drag the user along with you.

Note that you may move slower than normal while dragging someone.

Backstab bs

If you have the ability, BACKSTAB may be used while hiding or sneaking to get a chance at a hit which does a lot more damage than normal.

### **Practice Arena colliseum**

If you are in the practice arena, you may fight with other players with no fear of evil points or loss of life. If you are killed in the arena you will revive in the Halls Of The Dead with as many HP as you had the last time you entered the arena.

### **WEAPONS AND ARMOUR**

The realm is a dangerous place, and no character will survive long without protection. Most character will need a good weapon-- usually the more expensive, the better, but try out many different ones until you find one that seems right for you. One factor you must keep in mind is that all weapons have a minimum strength, and anyone with a lower strength will suffer from slower attacks. When you ready the weapon, if it says "This weapon feels heavy in your hands.", then you need more strength to wield it effectively.

Armour is important for everyone. The best armours are the heavier ones, but often force your **encumbrance** up to uncomfortable levels. You should never neglect to wear armour, and make sure you are wearing a piece of armour on every location you can! Your AC/DR stat is a measure of how protected you are: AC stands for Armour Class, and DR stands for Damage Reduction. AC makes you harder to hit, as your armour deflects blows. DR absorbs the damage of the attack when you do get hit. If you have high DR, the attack may do no damage at all! Note that your AC and DR do not affect the damage you take from spells-- increase your **Magic Resistance** for that!

### **Look read scrolls**

The look command may be used to look at a variety of things. Just type LOOK followed by what you want to look at. The following are a few of the things which you may look at:

- Rooms
- Users
- Monsters
- NPCs
- Weapons
- Armour
- Spells
- Scrolls
- Items

### **HIT POINTS (HP)**

Hit points are a measure of how much physical punishment you can take. Every time you are hit in combat with a weapon or damage spell, your hit points will drop. Naturally, you will want to have the most hit points possible! Once you reach 0 HP, you will drop to the ground, mortally wounded, and slowly lose further as you bleed. Once your HP reaches a certain negative number, usually -15, you will die. Another character may **aid** you to prevent further loss of blood and allow you to begin to slowly regain HP until you reach 1 HP once more.

HP may be regained through magical healing, or by natural healing which everyone has to some degree. Using the **rest** command will increase your natural healing, but only while you remain still and out of combat.

## **Follow Mode**

To join a party, first you must be invited by the leader (with the INVITE command). Once you have been invited, you may type FOLLOW <username> to start following that person. While following you will move where they move and will show up in their PARTY command.

To stop following, you may type LEAVE, your leader may type UNINVITE <you>, or you may exit the game.

## **Reroll and Suicide**

When you type REROLL, your current character will die and you will return to the main MMUD menu.

The SUICIDE command will kill your current character and you will lose 1 life. If this is your last life, then it will be the same as typing REROLL.

## **Title**

Your title will depend on a combination of your level and your class. As you progress through the game you will learn the meanings of each title. When you reach level 100 a special title is revealed.

## **Forgive**

If you are attacked by accident, you may use the forgive command to counter the evil points which they gained when attacking you. You have approximately 5 minutes in which to do this.

Syntax:

FORGIVE <user>

## **Join**

The JOIN command does one of three things: Join a broadcast group, Join a party, or join a gang.

To join a broadcast group, type JOIN <n> where <n> is a number between 1 and 99999. (You can type JOIN 0 to go back to the default broadcast group)

To join a party, wait until you are invited, and type JOIN <username>.

To join a gang, wait until you are invited and type JOIN GANG <gangname>.

## **Drink eat**

Some items in the game need to be either eaten or drunk. To do so, use the commands EAT and DRINK.

Stealth sneaking hiding

## **STEALTH**

The art of stealth manifests itself in many forms, providing additional offensive and defensive options the stealthy character. Using the sneak and hide commands, a character is able to move unseen throughout the realm. A

sneaking character will not be seen when entering a room (provided he makes his stealth check), but may be seen by anyone actively looking around. It is harder to sneak into a well-lit or heavily populated room. A hiding character lurks in the shadows, and cannot be seen at all provided a stealth check is passed. Only when someone uses the **search** command will the hider be found. Neither sneak nor hide may be used while in combat. These two commands provide effective ways to avoid combat, but when used in conjunction with the **backstab** command, allow the stealthy character to attempt devastating surprise attacks. Backstabs may be attempted after a successful sneak roll, or while hidden, and if successful will do massive damage to the target. Not all weapons may be used to backstab with, as some are either too big or heavy, or both. A target with high **perception** or **AC** will prove to be a difficult target.

## **THIEVERY**

Characters with this ability may attempt to rob other users of their hard-earned items and currency. Evil points are added for each attempt and pvp must be enabled in order for this to be allowed. The following commands may be used:

**ROB <user>**  
or  
**ROB <user> OF <item/currency>**

## **TRACKING**

This useful skill allows you to follow the trail of another character. When used, the tracking skill will tell you whether or not the character has passed through the room you are in, and what direction he was headed-- useful if you are hunting someone, or to find out where someone has been so you can run in the opposite direction!

## **LIVES**

Each player starts the game with 9 lives. Every time your train to the next level, you will gain as many as 5 additional lives, up to the maximum. Each time you die, you will lose one life and be re-incarnated somewhere in the realm.

When you run out of lives, your character will die permanently-- it is a wise idea to keep careful track of how many lives you have left!

## **Currency**

The currency of the realm consists of copper, silver, gold, and platinum coins. Every once in a while you will encounter a runic coin as well.

Go to one of the banks in the land to find the conversion rates between each of the currencies.

## **Gossip**

Use the GOSSIP command to send messages to everyone in the game. You can turn off the receipt of GOSSIP messages by either typing

```
SET GOSSIP OFF
```

or by typing

```
SET GOSSIP (to toggle it on/off) or  
GOSSIP (by itself, to toggle it on and off)
```

You may turn on the receipt of gossip messages with

SET GOSSIP ON

### **Auction**

Use the AUCTION command to send messages to everyone in the game

### **ENCUMBRANCE**

Every character has a certain amount of weight that he can carry, based on his strength. The number shown on your inventory sheet is the absolute maximum that you can carry-- most people will not have this much stuff in their possession! Encumbrance affects weapon swings, melee accuracy and movement speed with every point having a small effect.

### **PICKLOCKS**

This useful ability allows you to pick the lock on a door or gate. Though some locked doors may be bashed open, picking the lock will always be much easier, and some doors may ONLY be picked. Be aware that occasionally locks are trapped as well!

### **TRAINING**

Characters may train to increase their levels when they have the appropriate amount of experience (by typing Train), or to adjust their primary stats (by typing Train Stats), when in a Training Room

### **MAGIC RESISTANCE (MagicRes)**

Every character has a certain level of Magic Resistance. It affects your chance of resisting offensive spells, and reduces the damage you take from combat spells significantly. Having a low value in this stat will result in you getting whumped by spellcasters! Having a high Willpower will greatly increase this stat, while Intellect will also increase it a little. Though many Warrior-types neglect to increase these stats, they often regret it later.

### **CHARACTER POINTS (CP)**

Each race starts with a certain amount of CPs (character points) which may be assigned to your stats. Use these wisely because they will define the way your character performs in the game.

When you train, you will receive additional CPs to assign to your stats. To do so, type TRAIN STATS in your training hall

Note that you do not have to assign all of your CPs to create a character. If you wish, you may wait until you have entered the game and talked to other people before typing TRAIN STATS in your training hall to allocate your CPs.

Typing X will start the process of exiting MajorMUD. You will have to wait for 5 seconds prior to leaving the Realm.

Your character will automatically be saved when you exit.

### **Abilities**

#### **Rest/Meditate**

The REST command will increase your rate of HP regeneration. You must remain resting for at least 20 seconds for the increase to take effect.

The MEDITATE command will increase your rate of Mana regeneration. You must remain meditating for at least 20 seconds for the increase

to take effect.

If you move, attack, or are attacked during this period, your restful/meditative state will be terminated and you will get no bonus.

### **Critical hits**

A critical hit is a hit which lands on a vulnerable part of the defender, doing up to four times the damage of a normal hit.

Most characters have only a small chance of getting a critical hit, although Mystics and Ninjas receive the proper training to increase their chance of getting a critical hit.

### **Quests**

Throughout the land, and over time, there are numerous quests in GreaterMUD. These include killing evil monsters, finding magical items, finding secret doors and exits, and other things.

### **Leave**

The leave command does a number of things depending on its use:

You can leave a party which you are following by typing LEAVE.

You can leave your broadcast group and switch to group 0 (no group) by typing LEAVE when you are not in a party.

You can leave a gang by typing LEAVE GANG.

### **Ansi**

ANSI is a set of codes which allow your terminal to display colours and to move the cursor around on your screen. Most terminal programs provide support for ANSI colours and we recommend that you enable ANSI while you are playing GreaterMUD.

### **Spell Level**

Each spell has a specific level which you must attain before you may cast it. This is because the spell is too powerful for you to control until you reach that level.

### **Apprentice**

An apprentice is a user who is just starting in the world of GreaterMUD

### **Aid**

You can aid a fallen player by typing AID <username>

This will stop their bleeding and give them a chance to heal instead of bleed to death.

## Share

The SHARE command is used to share a certain amount of a currency with either the members of your party or everyone in the room. The syntax of the command is:

```
SHARE <amount> <currency> [WITH <ROOM/PARTY>]
```

If you do not specify WITH ROOM or WITH PARTY, then PARTY is assumed.

If the amount you are sharing does not divide evenly among the people in the room/party, then you will be left with the remainder. In other words, if you SHARE 5 GOLD and there are only 2 people other than yourself in your party, each will receive 2 gold and you will be left with 1.

If you attempt to SHARE with anyone who is hidden or has their RECEIVE set off, then they will not be included in the receipts of your sharing.

## set statline

The custom statline is set by typing SET STATLINE CUSTOM xxx or SET STATLINE FULL CUSTOM xxx. If you choose the FULL option then pressing Enter will display the same room information as the FULL statline.

The xxx can be up to 60 characters long and may include spaces, etc.

You may include the following variables in xxx:

- %%h - current hit points
- %%H - max hit points
- %%m - current mana
- %%M - max mana
- %%c - current wealth on hand
- %%x - current experience
- %%X - experience to next level
- %%r - resting flag " (Resting) " when resting
- %%fn - set foreground colour (n = 0-7)
- %%bn - set background colour (n = 0-7)
- %%B - bold
- %%N - normal
- %%U - underline
- %%L - blink
- %%R - reverse
- %%d - use default colours
- %%n - line-break
- %%w - warning flag

## SPELLCASTING (SC)

"The" stat to have for all spellcasters, Spellcasting is a measure of your knowledge and skill in casting spells. It is affected by the Magery level of your class-- Mages will have a better Spellcasting than Warlocks. For Mage-types, Intellect is the main stat that increases SC, while Willpower helps somewhat. For Priest-types, Willpower is the main stat, with Intellect helping a bit. Druid-types use both Intellect and Willpower equally, while Bards use only Charm for their spellcasting. As an added bonus Spellcasting increases spell damage 1% for every 50 above 100. Mystics do not use any stat at all-- their Kai powers automatically succeed when used.

## PERCEPTION

This secondary stat is quite useful, in a variety of ways. Its most common function is used while searching for secret doors and traps, and while searching rooms for concealed items. It also affects your chances of surviving a backstab attempt-- characters with high Perception have a much greater



probability of foiling an ambusher's surprise attack.

## **TRAPS**

Although many characters do not commonly encounter traps, this skill can be very useful, as many traps are simply deadly. Characters with the Traps skill can attempt to disarm a trap after it is found with the **search** command, by using **DISARM TRAP <direction>**.

## **MANA**

Mana is the energy force that exists in all things, and very strongly so in living, sentient beings. All living beings have Mana, but only a certain, trained few can tap that power to cast spells. Every spell cast has a Mana cost, which is deducted from your current total-- when your Mana reaches 0, you cannot cast any more spells. Fortunately, everyone regenerates it naturally over time, though a heavily Mana-depleted Mage may have to wait for some time.

## **Purge**

The purge command is used to remove a spell or power from your spellbook. Once you have purged the spell it is gone - the only way to get it back is in the same manner in which you originally got it (i.e. purchase it or train for it in the case of powers)

## **Stock/Unstock**

The Stock command is used to stock items in a House Shop, to stock an item you must be the owner of that House Shop or a Captain in the gang that owns it, by Stocking you add that item to the list of available items to buy.

**Stock <item>**

**Ex: Stock hatchet**

The Unstock command is used to unstock items from a House Shop, to unstock an item you must be the owner of that House Shop or a Captain in the gang that owns it, by Unstocking you remove that item from the list of available items to buy.

**Unstock <item>**

**Ex: Unstock club**

## **Promote Demote**

**Promote** and **Demote** are only usable by the gangleader on their gangmembers.

Promote is used to promote a member to **Lieutenant or a Captain**. They are able to invite and uninvite gangmembers when the gangleader is not online to do it. This is useful to recruit more members without gangleader supervision, or to kick the player that is too rowdy out of the gang.

Demote is used to demote a **Captain or Lieutenant** to member, this is used if the gangleader sees that the member isn't doing their job!

## **Ganghouse/Guildhouse**

**Ganghouses** or **Guildhouses** are buildings that can be purchased by the leader of a gang at the **Deed Shoppe**.

Every sundown **tax** is collected on the ganghouse, as is described in the **deed agreement**. If the **deed holder does not contain sufficient funds in their Silvermere bank account**, the house is possessed along with any items held within. All ganghouses contain guardians charged with keeping non-members outside of the house walls. Some ganghouses, depending on the type, have

shops, healers, and such. The more expensive a house is the more dangerous the guardians will be and the quantity a house can have is also based on house quality. There are 2 tiers of guardians, elite guardians cost more but will stay where you summon them and fight to the death protecting your property. All houses have rubbish rooms for sanitary disposal and gang shops to sell your extra items.

With each gang house comes a limit one item called a captain's star that when used can create emblems and keys for the house entrance door in the gang leaders absence. The leader will receive this item the first time the deed is used and can bestow it on the most favored Captain.