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Welcome to Achaea, Dreams of Divine Lands!

This manual is largely a collection of Achaea's help files organized in approximately the same way as the in-game help system. We hope it acts as a useful reference guide for the experience player who may find looking up help files in-game or on the website (<http://www.achaea.com/HelpView.cgi>) undesirable.

Feel free to print it out and make use of it but keep in mind that changes are made frequently in Achaea and thus that this manual is not always up to date.

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1 Introduction

- 1.1 Syntax The syntax that Achaea's help files are in.
- 1.2 Concept The concept behind Achaea.
- 1.3 Achaea What makes Achaea special in this genre.
- 1.4 Environment The structure of Achaea for those unfamiliar with it.
- 1.5 Conduct Appropriate conduct for Achaeans.
- 1.6 Etiquette Etiquette for dealing with young players.
- 1.7 Ansi How to see glorious technicolour within Achaea.
- 1.8 Dictionary A dictionary of Achaea-related terms.
- 1.9 Service How to obtain customer service.

1.1 Syntax

Throughout Achaea's help files, you will often see commands written in all capital letters as examples. When using these commands yourself you do not need to use capital letters.

Sometimes, you will also see things in <>, usually as part of a command syntax. This means that you should ignore the <> and insert an appropriate word or phrase there. For instance: **GET** <item> means that to **GET** a cup you just type **GET CUP**.

1.2 Concept

Achaea is a massively multiplayer online text game. These kinds of games are often referred to as MUDs, or MMOs, or MMORPGs, or other similarly unwieldy acronyms. In it, you take on the role of a male or female of eighteen years of age, of one of a range of races, who has recently left home to begin to seek his or her fortune. Through a myriad of experiences ranging from sojourns into the deepest dungeons to roles of political leadership to, if you prove worthy, Ascension to the ranks of the Gods themselves you will grow as a character in depth and if you desire, in fame.

The first thing to understand about Achaea is that it is not a game as you may be used to if you have not played MUDs before. There is not a single ultimate goal that all players share. Some players may try to reach the highest levels of experience and become a Greater Dragon. Others may choose to aim for political domination or religious influence while still others may only want to live a quiet life in the forest communing with the dryads and treekin. For some, the ultimate goal is achieving greatness in personal combat while to others greatness is measured not by the sword but by the coin. The point is that it's really up to you. Think of it as a virtual life more than a game.

By thoroughly reading the help files that Achaea has (type **HELP** to see a chapter list), you will find out enough to get started, and enough to get some glimpses of what may lie ahead of you. By no means however is everything in Achaea included in the help files. We choose to try to fully document everything that new players will encounter, but we prefer to leave the things more advanced players may deal with for them to discover. Specifically, we have chosen not to include lists or descriptions of the 1000+ individual spells and abilities players may obtain.

If you're completely confused, the best place to start is probably to create a character (to go <http://www.achaea.com/main.html> and click on Play Now) and take the newbie introduction. It will guide you through an approximately hour-long tutorial that will familiarize you with the basic commands while taking you on a little adventure, a shopping trip, and a training session.

1.3 Achaea

There are other MUDs available on the internet. There are, in fact, thousands. Why play Achaea then? What makes it different and why it consistently voted one of the top three MUDs in existence?

To understand that, you have to first understand that the vast majority of MUDs are based on only a handful of "stock" games. Many of them are nearly identical with only superficial differences. It's as if you bought a book, opened it, and found that many of the chapters were absolutely identical to other books you had read. Furthermore, the worlds most of these games are based in are generally disparate collections of unrelated areas. They're pieced together with no overall theme or coherency like some sort of patchwork quilt.

To us, this lack of a cohesive, original world in most MUDs is enough reason not to play them. Therefore, the first thing we did was create a detailed mythology and history for Achaea that is reflected in the world itself.

Our next major complaint with most MUDs is that although they are presented in an environment that is perfect for multi-player use, they are not, in our opinion, truly multi-player. Generally they involve playing against the computer either by yourself or in a team of other players by going out and killing monsters together. There's nothing wrong with this and we have some of this in Achaea too, but the point is that you're still playing against the computer and a computer is not nearly as interesting as a human being.

Thus, the focus of Achaea is on interaction with other players, whether positive or negative. Certainly, there are many things that can be done that do not involve another player, but generally, these things are done in preparation or expectation of interaction with another player. This ethic is reflected everything from the way the various magical and physical abilities work to the way that the various player-run cities are often in conflict.

One important side-effect of this focus on player vs. player interaction is that it can provide for a very intense and emotionally-laden environment. Beating a computer might feel good and being beaten by one doesn't feel great, but how much more powerful will those emotions be when your opponent is a real person and you're fighting (in whatever form) to defend yourself, your city, or your religion against hostile ones?

The basic idea behind Achaea, then, is to provide a canvas upon which the players may paint an interesting history. We try to provide a significant degree of control over your life while balancing this with responsibilities due to various groups you are a part of, such as guild, city, race, and Divine Order. Between the personality conflicts of individual players, and ideological conflicts of political organizations, Achaea's story will live forever.

1.4 Environment

This file is intended mainly for those who are not familiar with the basic way in which text MUDs work.

Imagine a world, complete with continents, mountains, rivers, cities, deserts, forests, and so on. Then, imagine that world divided up into sections of varying size. These sections, called ROOMS, can be of any size, from a nook in a hall to a large section of a desert. Generally, indoor rooms will represent much less space than outdoor rooms but this rule, like most rules, has exceptions.

Imagine yourself standing in a room that is a box canyon. To your west, you can walk back out of this dead-end of a canyon. Or, you spy a small animal trail heading up the side of a precarious, but barely traversable, mountain-side. You could then go either **UP** or **WEST**, simply by typing one of these commands. By typing **LOOK** you will see a description of the room you are in including exits. You will learn more about this sort of thing in later help files.

So then, rooms have exits leading to other rooms. Possible directions are north, northeast, east, southeast, south, southwest, west, northwest, up, down, in, and out. Now, there are also many items and MOBILES (creatures or people controlled by the game) that you can interact with. To see if there are any in the room with you, type **LOOK** and read what is there. If you can use ansi colour, you can type **ANSI ON**. Then, items in a room will be a different colour from the description of the room.

One important thing to understand about items and mobiles (monsters and NPCs) is that they all have a unique identifying number. You may see this number by typing **INFO HERE** (or just **IH**) for things in a room with you, or **INFO INV** (or just **II**) to see things in your **INVENTORY** (see below). This number may be substituted for the name of the item or mobile if you wish to specify a particular vial, or a particular sword, for instance.

Example: a shining steel sword#2034

Finally, you should understand the concept of your inventory. This is basically what you are carrying on your person. Likely as not, you will end up with quite a collection if you play for any length of time. Typing **INVENTORY** (or just **INV**) will show you what you are holding.

1.5 Conduct

When in Achaea it is important to remember that the other characters have human beings behind them. No matter how good of a roleplayer you are if you are a serious player you will have some emotional attachment to your character as will your opponent.

Therefore, please keep in mind that what you do affects other real people in a very real way. Things like sexual harassment are obvious no-nos, but most situations just require you to exercise a little judgement. It's not "just a game" because real people can be emotionally hurt by what happens in the virtual world.

1.6 Etiquette for dealing with new players.

When dealing with new or young players, a different standard of etiquette should apply. Regardless of whether the young player is allied with you or not, he shouldn't be persecuted unless he is overly rude. Killing young players is frowned upon and can result in what some call "bad things." It is best to politely answer their questions and perhaps give them a bit of assistance if they require it.

Remember that new players are the fresh blood of Achaea. Without them, the world grows stale.

1.7 Ansi Colour Support

ANSI (American National Standards Institute) colour is a standard used to transmit codes which indicate colours. With it on, you will see some things in Achaea displayed in colour. Type **ANSI ON** to turn it on, and **ANSI OFF** to turn it off again. If you see strange characters when it is on, it means that whatever client you are using it not Ansi-compliant. In these cases, just turn it off again with ANSI OFF.

You can further configure what colours you will see various types of communication in by typing **CONFIG COLOUR** and following the instructions from there.

1.8 Dictionary

What follows is a list of terms and acronyms that may be unfamiliar to you but that you may encounter while playing Achaea. It is not a comprehensive list but should be enough to get you by.

Abilities

Individual spells or physical skills. They are grouped together in SKILLS.

Admins

The admins -- Meletus, Anytus, Lycon, and Lathis -- are characters played by Achaea's immortals to handle out-of-character issues with players such as requests for help or players displaying inappropriate behavior.

Afflictions

Particularly in combat, your character may be afflicted with a variety of ills, from paranoia to paralysis. Learning to cure these is important and forms one of the core skills in a good combatant.

Balance

Most attacks use either balance or equilibrium. Your actions are much restricted during the (generally short) time you are recovering balance after using an ability that takes balance.

Channels

Channels are a way of speaking to a group of people without being in the same location. See **HELP CHANNELS** for more information.

City

Usually refers to one of the various player-run cities such as Ashtan, Shallam, Hashan, Mhaldor, Cyrene, and Eleusis.

Clan

A player-created organization used for a variety of purposes.

Class

A set of skills that are generally gained by joining a guild. Examples of classes are Druid, Priest, and Monk. As an example, when you join the Priest class, you will initially gain the skills of Spirituality and Healing and will eventually receive a third skill: Devotion.

Credits

A form of in-game currency that may be used to purchase artifacts, convert into lessons in order to raise skills, buy housing credits, and more.

Endurance

A measure of your overall level of physical exhaustion. Not the same as health, which measures wounds.

Equilibrium

Most attacks use either balance or equilibrium. Your actions are much restricted during the (generally short) time you are recovering equilibrium after using it.

Grace

The state of being in which you are both prohibited from doing and protected from aggressive actions. It is gained by dying, and may be rejected by typing **REJECT GRACE**. The command **GRACED** will show you who is on-line and in grace. Grace will last no longer than approximately 15 minutes.

Guides

Romeo and Juliet are characters whose sole purpose in life is to help newbies. They are known as Guides.

Guilds

A guild is a formal organization of players bound together by an ideology and class. Along with this generally comes a guild house for the guildmembers to relax and study in, as well as a hierarchy within the guild. Examples of guilds are the Dawnstriders, the Maldaathi, and the Sentaarimonks.

Health

A measure of your character's physical well-being, expressed as a number from 0 (dead) to a variable maximum based on a number of factors.

Holobombing

The practice of flying magi dropping holocaust globes from the skies.

Honours

Refers to the set of text displayed when one types **HONOURS** <player>.

Humgii (animal)

Cute little animals with voracious appetites. Just give something to a humgii, and it will eat it. It will eat anything and so can be used as a garbage can. Known for their rather gassy dispositions.

IC (In Character)

This means something you have done while you are your character. Everything you do, aside from private talking, is automatically considered to be in-character, even private talking can be considered IC, if one party chooses to do so.

Inventory

The general name for the list of all the items you are holding, wearing, or wielding.

Learning

Learning is the process by which you raise your **SKILLS**. Find a tutor, such as another player who has the skill you wish to raise higher than you, or an NPC such as **EPICURUS** or **AVERROES**. Then, you will **LEARN** <skillname> **FROM**<whomever>. See **HELP LEARNING** for more details.

Lessons

You must have these to learn (see **LEARNING**) and thus raise your **SKILLS**.

Level

A measurement of how much experience you've gotten. Levels go from level1 to level 100, and each has a unique name attached. You'll be informed whenever you go up a level, and you may gain free lessons or Neocredits when you do so.

Logos

A word in classical Greek and neo-Platonic philosophy meaning the cosmic reason giving order, purpose, and intelligibility to the world. As in: Sarapis, the Logos, who is Lord of Creation.

Mana

A measure of your mental well-being and used to power most spells.

Mobiles

Computer-controlled animals, monsters, or characters. Also called NPCs.

MUD (Multi-User Dungeon)

Sometimes used as a generic term for all online persistent worlds or as a term for a certain segment of them.

Neocredits

Like credits but can only be used to convert into lessons. One gains neocredits by gaining levels.

NoT (North of Thera)

A major intersection on the Prelatorian Highway that is south of Ashtan.

NPC (Non-Player Character)

A sentient MOBILE, generally humanoid.

OOC (Out Of Character)

Something that is said as if it is from "you", the player behind the character. Anything public and most things private are considered IC rather than OOC.

Order

A religious Order is a collection of players organized in a formal hierarchy that worships a particular God.

Room

An area of space of varying size. Your character will always be in a room.

RP (Roleplay)

This term, as used in Achaea, means to do things and say things as if you are your character. Speaking of anything your character couldn't know about, or doing anything your character wouldn't do by virtue of his or her personality, is poor roleplaying.

Rurin (person)

A servant of Phaestus whom, for quite a long time, maintained a lucrative monopoly on the sale of many goods in Ashtan, Shallam, and Hashan.

Shrine

A structure constructed by highly-ranked followers of a God. Offerings maybe made at the shrine, strengthening your God, and shrines may be sanctified or defiled to strengthen or weaken them.

Skills

Sets of ABILITIES. Type **SKILLS** to see which ones you have.

Spamming

In the context of Achaea, spamming means sending repeated, unwanted text at someone for the purpose of annoyance. It is not acceptable to spam someone simply because he or she chooses not to respond to you.

Trans

Transcendent. The utmost level of achievement in a skill.

Willpower

A measure of your overall level of mental endurance. It is to Mana as Endurance is to Health.

1.9 Customer service

The method by which one obtains customer service in Achaea is via the **ISSUE** command. By using this command, you report that you have an "issue" that needs attending to. This should not be used for bugs or ideas (those should be filed using the **BUG** or **IDEA** command).

The syntax to use the issue command is:

ISSUE <person> <a description of your issue>.
-or-
ISSUE ME <a description of your issue>.

Note that an issue is always regarding someone, be it someone who is causing your problem or a problem regarding only you. Once your issue is filed, a message is sent to the other involved party (if there is one) requesting a response from him or her. The administration will then see about solving your problem as promptly as possible. If you have an issue filed regarding you (by someone else), you will want to reply and give your explanation of the issue. You may do so by typing:

REPLYISSUE <issue#> <your explanation>

Note that when replying to an issue, you are talking to the administrators, not to the person who filed the issue originally.

Please do not file spurious issues, such as "I was killed by Bob." You must include details in your issue. Someone (generally an Administrator) will deal with your issue as soon as He or She has time.

You may type **ISSUES** to see a list of issues you have filed that have not been dealt with yet.

If you have an issue that absolutely cannot wait (and this constitutes very very few issues), then type **GODS** <your issue>. This will alert all Gods online to your problem.

A summary of the issue related commands:

ISSUE <person> <text>	
ISSUE ME <text>	File an issue either regarding another player or yourself.
REPLYISSUE <issue#> <text>	File a response to an issue that was filed regarding you.
ISSUES	List the pending issues that either you have filed or en filed regarding you.
SHOWISSUE <issue#>	Show the full text of the issue including any response.
DELISSUE <issue#>	If an issue has been already resolved, please delete it. Only the person who filed the issue may do so.



2 Basic commands

- | | | |
|-----|--------------|---|
| 2.1 | Movement | How to move around in Achaea. |
| 2.2 | Obstacles | Obstacles that may impede your movement. |
| 2.3 | Inventory | Looking at things you are holding. |
| 2.4 | Objects | Dealing with objects generally. |
| 2.5 | Looking | Looking at your surroundings. |
| 2.6 | Basecommands | A list of some basic commands. |
| 2.7 | Aliases | About Achaea's internal alias system. |
| 2.8 | Wholist | Information on how to see who is on-line. |
| 2.9 | Quitting | How to change your guild, or just quit. |

2.1 Movement

To move around in Achaea, you will first want to type **LOOK** or **QL** in order to see what the exits from the room you are in are. You'll find the exits at the end of the description, and to see what is beyond an exit, you may type **GLANCE** <direction> or just **GL** <direction>. To move in that direction, you simply type the direction, as seen below:

N, NORTH
NE, NORTHEAST
E, EAST
SE, SOUTHEAST
S, SOUTH
SW, SOUTHWEST
W, WEST
NW, NORTHWEST
U, UP
D, DOWN
IN
OUT

Sometimes, you will encounter doors. A door may be open, shut, locked open, or locked shut. To try to open a door that lies to the north of you, the syntax would be **OPEN DOOR NORTH** or **OPEN DOOR N**. To close a door to the north, you would type **CLOSE DOOR NORTH** or **CLOSE DOOR N**. (As you can see, directions can generally be abbreviated in the ways shown above.)

Naturally, before you can open a locked door, you must unlock it, and before you can close a door that has been locked open (imagine a bolt lock that has been locked while the door is open), you must unlock it. To do so, you must obtain a key for the door, which may or may not be possible, depending on the door. There are other ways to bypass doors, but those are for you to discover. To unlock a door to the north, assuming you are holding the proper key for it, you would do **LOCK DOOR NORTH**. The syntax to unlock a door to the north is **UNLOCK DOOR NORTH**.

There are many ways for insidious players to hinder your movement, and you would be well-advised to learn how to prevent them from doing so.

2.2 Obstacles

As you are moving around Achaea, you will encounter obstacles to your movement. These could range from doors to piles of rubble or even to a Druid in elephant form blocking your path.

In dealing with doors, the following commands are applicable:

OPEN DOOR <direction>	Opens a door if it is unlocked.
CLOSE DOOR <direction>	Closes a door if it is open and unlocked.
LOCK DOOR <direction>	If you have a key for the locks on that door, this will lock them.
UNLOCK DOOR <direction>	This will unlock any locks on that door that you are holding keys for.

Getting past a pile of rubble is easy enough. You just have to walk in that direction and wait a second or so without entering further commands.

Getting past a blocking player can be more troublesome, however. Though some individual guilds have abilities that allow them to do this, everyone can get past most obstacles, aside from doors, using the **TUMBLE** ability in the skill of **SURVIVAL**.

2.3 Inventory

The word **INVENTORY** in Achaea is most commonly used to refer to the items that a player or mobile is carrying, wielding, or wearing. There are two ways to see what is in your inventory.

1. The **INVENTORY** (or just **INV**) command. This will show you a list of what is in your inventory.
2. If you wish to see a more detailed list, including the numbers for each item, type **INFO INV** (or just **II**).
3. If you'd like to see a detailed list of only certain types of items, try **INFO INV <something>**. For instance, **INFO INV SWORD** will show you all the various swords you are carrying. (For those of you who absolutely need backup weaponry.)

There are quite a few ways that other players can make you drop, or can steal items from your inventory. Putting a fist-shaped sigil on that item will ensure that your grip on it will be too tight to lose it with many methods. See **HELP SIGILS** for more information.

2.4 Objects and interaction with them

You will frequently need to want to interact with items and with mobiles (computer controlled characters). The following commands will aid you in gaining information about them and manipulating them.

INFO HERE (IH for short)

This command will show you a list of what items are in the room, along with their numbers. Whenever you interact with an item or a mobile, you can either refer to it by name, such as 'orc', or by number, such as '173', or by a combination of both, such as 'orc173'. If you'd like to see only the items that match a given search term, try **INFO HERE <something>** (or just **IH <something>**).

LOOK/EXAMINE <whatever>

This will show you a description of whatever you examine.

GET <number of> <thing>

This will pick things up from off the ground. You cannot pick up most live mobiles. In order to get an item that is in another item, such as a backpack, you would type **GET <number of> <whatever> FROM <whatever>**. If you wish to merely get one of something, then you may omit the <number of> field.

DROP <number of> <whatever>

This will allow you to drop anything you are holding onto the ground. If you wish to only drop one of something, you may omit the <number of> field.

PROBE <whatever>

This command will show you a variety of information about an item or mobile, along with its description and whatever it is holding, if anything.

GIVE <number of> **TO** <whoever>

This will allow you to give an item or items to someone else. If you wish to only give one item, simply omit the <number of> field.

PUT <number of> <whatever> **IN** <whatever>

This allows you to put items inside another item that is capable of holding items, such as a backpack. If you only wish to put one item, you may omit the <number of> field.

THROW <whatever>

This is a little more complicated, and has its own help file. See **HELP THROWING**.

2.5 Looking and gaining information about your surroundings.

In order to see a description of the room you are in along with what is in the room, whether player, mobile, or item, simply type **LOOK** or just **L**.

If you want to see what is in an adjacent room, type **GLANCE** <direction that the room is in>.

If you see an item or mobile in a room that you wish to look at, you may **EXAMINE** and **PROBE** it. (see also **HELP OBJECTS**).

2.6 A list of basic commands

Information about your Character:

SCORE	Gives you the most basic information about your character.
STATUS	Shows you some information about your current status.
I,INVENTORY,EQ	Lists the equipment you possess.
INFO INV,II	Lists the unique, identifying numbers of your equipment.
DEF,DEFENCES	This will list various defences that you may have.
SKILLS	List what skills you have.
AB <skillname>	See what abilities you have in a skill.
WIELDED	See what you are wielding.
GODFEELINGS	See how the Gods feel about you currently.
CREDITS	See how many credits you have.

Communication commands:

SAY or ' or "	Say something to everyone in your location. Note that there are some other verbs that work similarly to say. For instancesing, whine, mutter, snarl, and scream.
SHOUT	Shout something out for everyone in the land to hear.
YELL	Yell something to everyone in your immediate area.
TELL	Remote communication with another player. This can also be done just by typing a player's name followed by the text you wish to send.
TELLSOFF	Stop listening to tells.
TELLSON	Start listening to tells.
NEWBIE	Speak on the newbie channel.
NEWBIEOFF	Turn the newbie channel off.
NEWBIEON	Turn the newbie channel on.
EMOTE	Send text to everyone in the room.
MSG	Send a message to someone's message file.
MESSAGES	See a summary of your messages.
SHOWMSG	See a message in full detail.
DELMSG	Delete a message.
DELMSG ALL	Delete all your messages.
CMSG	Clear your message file.
SHOUTSOFF	Stop listening to shouts.
SHOUTSON	Resume listening to shouts.
YELLSOFF	Stop listening to yells.
YELLSON	Resume listening to yells.
CHAT	Speak on the chat channel.
CHATOFF	Turn off the chat channel.
CHATON	Turn on the chat channel.
NEWS	Type HELP NEWS to get information about the news.
SNUB <person>	Begin to ignore, or, if you're already ignoring, stop ignoring, a person. Stops messages, tells, and targetted emotes.

Item-related commands:

GET	Gets an item from the ground or from a container. GET 50 MYRRH would get 50 myrrh, while GET MYRRH would just get one myrrh.
DROP	Drops an item. DROP 50 ASH would drop 50 ash, while DROP ASH would just drop one.
GIVE	Give an item to another being. The syntax to give gold to someone is GIVE <amount> GOLD to <whomever> . You may give multiple items at once by doing GIVE 50 MYRRH TO EPICURUS , for example.
PUT	Puts an item in another item. For instance, PUT 33 MYRRH IN BACKPACK . If you just wish to put one myrrh, you may omit specifying how many you wish to put.
EX, EXAMINE P, PROBE	Examine an item to see what it looks like, or to see how hard a creature is. Gain extended information about an item, including what, if anything, is held inside it.
WEAR	Wear an item that you hold.
REMOVE	Remove an item that you are wearing.
WIELD	Wield an item. WIELD LEFT or WIELD RIGHT to wield something in a specific hand.
UNWIELD	Cease wielding an item.
OPEN	To open a door, do OPEN DOOR <direction> . It must be unlocked, of course.
CLOSE	To close a door, do CLOSE DOOR <direction> . It is possible to lock a door open, so it must be unlocked for this command too.
LOCK	In order to lock a door, you must have a key for that door. LOCK DOOR <direction> will lock it.
UNLOCK	To unlock a door, you also must have a key for it. UNLOCK DOOR <direction> will unlock it.
THROW	see HELP THROWING .
POINT	POINT <whatever> AT <whomever/whatever> . You must have the item that you are going to point in your inventory.

Commands to gain information about the world:

LOOK, L	See a full description of the location you are in.
QL	Stands for QuickLook. See an abbreviated description of your location.
INFO HERE, IH	See the unique item numbers of the things in your location.
WHO HERE	See a brief listing of the people in your location.
WHO	See a listing of who is in the game, providing they are visible to you.
BW, QW	BriefWho, QuickWho. See a shorter listing of who is visible to you.
RACEWHO, RWHO	A who list for people of your race.
WARES	See what is for sale in a shop.

Some combat-related commands:

COMPOSE	Purge fear from yourself.
CONCENTRATE	Regain internal equilibrium if you have lost it.
WRITHE	Escape from hindering entanglements.
PUNSCH	Punch something. A weak attack.
KICK	Kick something. Also a weak attack.
DRINK	Drink a liquid, such as a healing elixir.
APPLY	Used to apply salves to your body. For instance, APPLY MENDING SALVE TO ARMS . See HELP HEALINGYOURSELF for extended information on healing.
MEDITATE/MED	Regain mana.
SLEEP	Regain health.
SET WARCRY	Set your warcry.
WARCRY	Scream out your warcry.
STAND	Stand up if you have fallen down.

Some guild-related commands

(You may see the others with **GUILD PRIVS**):

GMEMBERS,GMEM	See the active members in your guild.
GMEMBERS DORMANT	See the inactive members in your guild.
GUILDFAVOUR	Formally honour a fellow guildmember.
GUILDDISFAVOUR	Place a black mark against a fellow guildmember.
QUIT <guildname>	Quits your guild. Currently you will lose your guild-related skills if you quit your guild.
GWHO	See who from your guild is online.
GUILDTELL,GT	Tell something to everyone who is online and in your guild.

Some city-related commands:

CWHO	See who is online from your city.
CITIZENS	See every active member of your city.
CITIZENS DORMANT	See the dormant members of your city.

Some miscellaneous commands:

VERBOSE	Get long descriptions of rooms when moving around.
BRIEF	Get only short descriptions of a room when moving around.
QUIT,QQ	I'm sure you'll have no use for this command!
DATE	See the Achaean date.
TIME	See the real time.
REGISTER	Register your personal details with the system.
DESCRIBE SELF	Add a personal touch to your description.
ENEMY	Declare someone your enemy.
UNENEMY	Remove someone from your enemies list.
ALLY	Declare someone your ally.
UNALLY	Remove someone from your allies list.
PAGELength	Set the max number of lines to be displayed at once when reading long files.
!	Repeat your last command.
PROMPT STATS	(This is also the default prompt.) Make your prompt show you your health and mana and other information.
PROMPT OFF	Give yourself a simple, uninformative prompt.
EAT	Eat a piece of food.
PORTALS	If you are a newbie and have any Godly rescues left, this will teleport you to a room full of portals. (STATUS will tell you if you have any left.)
FLIPCOIN	Flip a coin. Heads or tails, only Hermes, God of rogues and gamblers, knows.
TIMEOUT	Set the number of minutes of idle time before the game kicks you off.
BIRTHDAYS	Shows you who has a birthday today.
HONOURS	Gives you some information about another player.
PASSWORD	Change your password.
CONVERT	Convert credits to lessons (HELP LESSONGAIN)
RANKINGS	See a list of the top-ranked players.
LEARN	Commence a lesson in a skill from a mobile or player. (see HELP LEARNING)
DEPOSIT	Deposit some money in a bank. (see HELP BANKING)
WITHDRAW	Withdraw some money from your account.
SCRUB	When you are particularly smelly, scrubbing yourself in a river or lake is quite effective.
STAREDOWN	Stare down another player, if he or she is of a lower level than you.
RATS ON/OFF	Toggle whether you see or don't see rats.
PLANTS ON/OFF	Toggle whether you see or don't see growing plants in room descriptions.
WEATHER ON/OFF	Toggle whether you see or don't see general weather conditions in room descriptions.
SUICIDE	Permanently destroy your character, if you're not a customer.
REINCARNATE	You may reincarnate your character once during its lifetime. Doing so allows you to choose a new race, and sets your alignment to neutral. You must be dead

	to reincarnate.
	The syntax is REINCARNATE INTO <race>.
NAMECHANGE	Allows you to change your name, provided you have played under 30 hours, and have not changed it before.
SCRUB WALLS	With a full bucket of water, scrub city walls of graffiti.
TOPGUILDS	Gives an idea of the most active guilds last month.
NAME <npc>	Name your loyal NPCs! Costs 1000 gold.

2.7 Achaea's internal alias system

An alias in Achaea is a combination of letters and/or numbers, with no spaces. Linked with this 'word' is a command. When you type the alias, the command will be executed instead.

For example, if your alias was, 'sayhi' and the command associated with it was 'say Hi everyone!' then everytime you entered 'sayhi', the Achaea would turn it into 'say Hi everyone!'.

Within aliases, you may embed what are called targets. Think of targets as an alias within an alias. All targets in an alias must be preceded with a & character.

So, for example, let's make the 'sayhi' alias from above a bit more functional, so that it may be targetted to your guildmaster, whoever that happened to be at the time.

You would first set your 'sayhi' alias to equal 'hi &gm', where 'gm' is the target. You would then set that target to be the name of whoever your guildmaster is. If you set the 'gm' target to be 'Gawain' then 'sayhi &gm' would execute 'hi Gawain'.

It should be pointed out that generally you do NOT need 10 maul (for instance) aliases. Instead of different aliases for 'maul hyena', 'maul rat', etc, all you need to do is use a target. For example:

```
setalias maul ml &tar
settarget tar <whatever>
```

Set up all your attacking aliases to use target, and then when you want to attack a new opponent, simply change the target, and all your attacking aliases will now work on the new target.

You may name your aliases and your targets whatever you want, provided they are 12 or fewer characters long. It is important that you do not name your aliases the same as any commands that you want to use, else the commands will not work for you. When you type in **EAT ASH**, for instance, Achaea will first search to see if you have an alias called "eat". If you do, then it will try to execute that.

Command list:

SETALIAS <alias name> <substituted text>	Makes a new alias.
ALIASLIST/AL	Lists your aliases.
CLEARALIAS <alias name>	Clears an alias.
SETTARGET/ST <target name> <text>	Makes a new target.
TARGETLIST/TARLIST	Lists your targets.
CLEARTARGET <target>	Clears a target.

2.8 The Wholist

We have many commands that let you see who else is in Achaea.

WHO lists everybody that is on the same plane and visible to you. If you have **ANSI** on (**HELP ANSI**) then Guides (**HELP GUIDES**) will be yellow, Celani will be light blue, and Gods will be green.

BW/QW	an abbreviated version of the full WHO list. also try QW <match> and see only names that begin with the same letters - for example, QW RO will show Rocktamer but not Aeyr.
GWHO	guild who - same as WHO , but only for guild members.
CWHO	Same as WHO and GWHO , but only for your city.
RWHO	Same as the others, but only for those of your race.
WHO HERE	Shows who is in the same location with you.

2.9 QUITTING ACHAEA

Quitting from Achaea is accomplished simply by typing **QUIT** or **QQ**. When you quit, your character and equipment is saved. There is no need to explicitly save your character before you quit. When you type quit, there will be a delay of a few seconds. This is to prevent people from quitting as soon as they are attacked, for this is a very frowned-upon action.

You may also use **QUIT** to leave your guild, class, city, clan, or order.

QUITTING YOUR GUILD OR CLASS

If you are a guild novice and quit your guild, you will lose your guildskills and receive approximately the same number of lessons back that you spent to get them.

If you are past your novicehood, but not yet a full member (GR3+), then you will lose your guildskills and receive approximately half of the lessons back that you spent to get them.

If you are a full (GR3+) guild member, then you lose nothing. You are now a 'rogue,' retaining full guildskills without guild membership.

The tricky part comes next. You have several choices:

1. Stay a rogue. This keeps your skills, but you'll have no guild.
2. Join a guild in the same class. This keeps all skills, and you get a guild!
3. Quit class. At this point you lose all your guildskills and you are given approximately half of the lessons back that you spent to get those guildskills.

Now you have two more choices:

- 3a Join a guild with none of the same skills. In this case, nothing further happens. Enjoy your new guild!
- 3b Join a guild with one or more of the same skills. In this case, for all the skills that overlap (meaning, they were guildskills in your old class, and they are guildskills in this new class), your skills will be at about half the level they were in your old guild. This, combined with the lessons you received when quitting class, should mean that you are able to raise your overlapping skills back to where they were in your old guild.

Note: if the third skill in your new guild is one of the overlapping skills, then you won't see that skill appear in your skill list until after you are a full member of the new guild, at which point half of your earlier skill will be recovered.



3 Communication

3.1	Communication	The importance of communication in Achaea.
3.2	Say	Saying things.
3.3	Tells	Telling something to a specific player.
3.4	Shout	Shouting something to the whole land.
3.5	News	Achaea's news system.
3.6	Emoting	Acting out things.
3.7	Channels	Communicating with defined groups of people.
3.8	Emotions	Pre-defined emotions and how to use them.
3.9	Books	Dealing with books.
3.10	Signs	Reading signs posted about the land.
3.11	Messaging	Sending private messages to other players.
3.12	Mail	The city-state's postal system.
3.13	Projects	Organizing projects within organizations.
3.14	Advertisements	Informing people of things you'd like to buy/sell.
3.15	Snubbing	Ignore a particularly annoying person.

3.1 Communication

Communicating with other players in Achaea is one of the most important aspects of the world. As such, there are a myriad of methods for communication, and for forming communities. The other help files in this section will detail all of these.

There are really only a couple things to know about communication generally. First, remember that the people you are talking to are just that: people. Second, always keep all communication over shouting and guildtell in-role. If you want to talk to other players out-of-character, use tells, gather together in a group, or use the chat channel.

See also: **HELP CHANNELS**

3.2 The Say command

The most common way to speak to another player is to use the **SAY** command. The syntax for this command is **SAY** <what you want to say>. For instance you might type, if Sarapis was in the room with you: say Hi there Sarapis. My you're looking particularly stunning today! (This is always a good way to gain brownie points with him.)

The **SAY** command can be abbreviated with a ' or a ". So, for instance, you could simply do: 'Hi there Sarapis. My you're looking particularly stunning today!'

You can also 'ask' or 'exclaim' something by putting an extra question mark or exclamation point on the end of your sentence. Use them to create more dynamic conversations. For example, SAY HI!! will result in everyone seeing:

Aeyr, God of Magic exclaims, "Hi!"
instead of
Aeyr, God of Magic says, "Hi!"

Again, we emphasize that complimenting Sarapis is an excellent and rewarding pastime. Just think of all the fun you can have, coming up with bright and shiny NEW ways to compliment him! Yes indeed, hours of fun!

3.3 The Tell command

Tells are a way to communicate with players who are not in the room with you or to communicate relatively privately with players who are. To speak to someone in this manner, the syntax is: **TELL** <player> <whatever>. For instance: *tell phaestus* Why don't Dwarven women shave more often? They really could use it.

(This, of course, may not elicit quite the friendly response you are looking for from Phaestus, Father of the Dwarves, but it will amuse this writer, at least.)

You may abbreviate tells by simply typing all or part of the player's name, followed by what you wish to tell them. For instance: *phae* Why don't dwarven women shave more often? They really could use it.

If you wish to simply reply to the last person to speak to you, then all you have to do is type **REPLY** <your message>.

If you do not wish to listen to tells at all, type **TELLSOFF**. To begin paying attention to tells again, type **TELLSON**. When you login, your tells will automatically be turned on. You can see a history of the last tells to you during your current session by typing **TELLS**. If the tell as listed is abbreviated due to length, you can type **SHOWTELL** <tell #> to see the full text.

3.4 the Shout command

When you **SHOUT** something, you project your voice across the land to any that can hear it. **SHOUT** <your message> is the syntax, and it is important to remember that generally speaking, only the Gods and some powerful players will know who is shouting.. The other mortals will simply hear something like "A weak and feeble voice shouts, "Aaarrggh! The rats! They're everywhere!!" or, if once you become stronger, something like, "A powerful female voice shouts, "Aaaarrggghh! The dragons! They're everywhere!!"

Generally speaking, if you want to speak to an individual player, it's best to use tells rather than shouts. Further, to reduce unwanted spam from a potentially valuable channel, insulting other players, or gloating over them, is prohibited on shouts. It should further be noted that shouting takes a heavy toll on your endurance.

As you progress in levels, you'll find that your shouts change. Further, once you are ranked in the top 40 players, your shouts will automatically include your name, so that all will know the power of your will.

Syntaxes:

SHOUT <msg>	Shout out a message to those in the land. Heavy endurance cost due to the potential spaminess.
STAT or STATUS	A line towards the bottom will let you see what your shout currently looks like to other people.
SHOUTSOFF	Stop listening to shouts.
SHOUTSON	Begin listening to shouts again.

3.5 the Achaean news system

Achaea's news system is for players to write articles that other players may then read. It is divided into sections, with the main ones being:

Public	Everyone can read it and write in it.
Announce	Everyone can read it. Only Gods may write on it.
Guilds	There is a section for each guild, and you must be in that guild in order to read it or write in it.
Cities	There is a section for each city, and you must be a member of that city in order to read it or write in it.
Orders	For each Divine Order, there is a news section, but you must be a member of that Order to read it or write in it.

You may access the news system in two ways:

1. Read articles via the **READNEWS** command (see below), or
2. Journey to a **NEWS** entry place. These are scattered throughout the land in each major city. Once in one of these places, simply type **NEWS** and wait. Once in the **NEWS** system, you may type **HELP** to get information on how to use the news.

The various news room locations are:

- Solarium of Thought in Shallam
- The literary archives of Hashan in Hashan
- Merrilon approaching Center Street in Cyrene
- Nicator Archives in Ashtan
- Atop the Great Oak in Eleusis
- The news archives of Delos in Delos

While you must be in the news in order to write articles, you may read articles from outside the news. Typing **NSTAT** will show you how many articles there are in each section you can read, and the last number you read.

If you choose to write an article, you will enter the Achaean Composer. This tool allows you to write an article, skip around from line to line, replace lines, delete lines, and so on. Typing **help* from within the Composer will give you help on how to use it.

Something to keep in mind while using the public, guild, order, and city news sections is that these are strictly in-role sections. Repeated out-of-character articles may result in the termination of your writing privileges.

Command summary:

NSTAT	Show you a summary of the news sections you can access.
NEWS	Enter the news system.
READNEWS <section> <article #>	Read a news article from outside the news system. The syntax is, for instance: READNEWS PUBLIC 1000 .
NSUM/NSUMMARY <section> <beginning article#>	See a summary of a range of up to 20 articles, starting at whatever article you choose.

3.6 Emoting and the Emote command

Emoting is a way of making your character act out whatever it is you wish, from the possible to the ridiculous. Using the command is simple. Simply type: **EMOTE** <whatever you wish to do>.

When you emote something, your name is prepended to your actions, so if Mysti did:

EMOTE GIGGLES BRIGHTLY.

then everyone in the room would see:

MYSTI GIGGLES BRIGHTLY.

Many players choose to create permanent and elaborate emotions for themselves that they put on macros, so as to easily use them. We recommend doing this, in order to better personalize your character.

3.7 Channels and using them

A channel is way to communicate with a group - guilds, clans, cities, orders, newbies, and even yelling and shouting. For all channels except clan channels, **HELP LANGUAGERULES** apply.

The first channel for most is **NEWBIE**. Just type **NEWBIE** -message- and everyone listening to the newbie channel will see the message. Other channels are:

Name	Command	For whom?
City	CT	citizens (see HELP CITYCOMMANDS)
Clan	CLT	clan members (see HELP CLANCOMMAND)
Guild	GNT	guild novices (see HELP GUILDTELL)
	GT	apprentices and full members
	GTS	members not on probation
Market	MARKET	buying and selling, for level 11+
Newbie	NEWBIE	levels 1-20, and others helping them
Order	OT	members each
Shout	SHOUT	levels 21+, worldwide, costs endurance
Yell	YELL	anybody, to all in same local area

To turn most channels on, put **ON** after its name. Same with **OFF**.
For example, **GNTON**, **NEWBIEOFF**, etc. Exceptions: **SHOUTSON** and **YELLSON**.

Type **CONFIG COLOUR** to control how the guild messages appear to you.

Staying IN CHARACTER, and Other Restrictions

Always stay in character (IC) on channels - you are playing the role of a person in a magical world called Achaea. Talk about real life, other muds, or your favorite singer - this should all be done outside the game or, if you must, use **TELLS**.

Be most careful with shouts - stay in character, watch language rules. Market channel is only for buying and selling: no chatting please. Newbie channel is for questions and answers about how to play the game: no chatting please. Most other channels have their own rules, but are generally more tolerant of chatting and general conversation.

All channels are subject to **HELP LANGUAGE RULES**, except clan channels.

QUESTS

Quests are special tasks or puzzles in Achaea. When you **GREET** the characters in the game, they may have a quest for you. We expect everyone to solve their own quests. Please, do not discuss quests at all. Solve them on your own: it's more fun that way!

3.8 Emotions

Emotions are a shorthand way of expressing various emotions with one or two words. Generally, these emotions will be seen by everyone in the same location as you. There are hundreds of emotes, and more being added whenever a player suggests a good one. An example of an emote would be **SMILE**, to smile (unsurprisingly) or **SALUTE**. Most emotes may be targeted at someone too. So you could, for instance **POKE MISTRAL** to poke Mistral in the arm. Emotions run the gamut from the mundane to the sometimes silly (try **TIGGER**, for instance) and some players delight in trying to discover new ones.

So if, for instance, Gaia typed **FLUTTER ERIS**, Gaia would see:
You flutter your eyelashes charmingly at Eris.

Eris would see:
Gaia flutters her eyelashes charmingly at you.

and everyone else in the room would see:
Gaia flutters her eyelashes charmingly at Eris.

A partial list of emotions may be found in **HELP EMOTIONLIST**.

3.9 Books

If you find a book, a journal, or something else that perhaps could be read, you can try doing **READ** <whatever>. If it has writing in it, and if you can read whatever language it is written in, you will be able to read it.

3.10 Signs

You occasionally see signs when you type **LOOK** in a room. You may **READ SIGN** to see if there is anything readable by you on them.

3.11 Messaging

Every player in Achaea has his or her own message file, which is much like a simple e-mail box.

Commands:

MESSAGES <optional starting number>	Use this command to see a one-line summary of your messages. <ul style="list-style-type: none"> If you wish to see the full messages rather than a one-line summary with this command, you may simply do MESSAGES FULL, or MESSAGES <starting #> FULL. Any new messages will have a time and date stamp on them. For instance: #115 Napoloen: 10/20/10:19 "I seem to have turned into a goose."The 10/20 signifies that it was sent on the 20th of October, and 10:19 means that it was sent at 10:19 GMT (we are on a 24 hour clock, so that is 10:19 am.) MSG will also work.
SHOWMSG <message number>	See a message in its full, glorious detail. You may also use RMSG or READMSG .
DELMSG <message number>	Delete a message.
DELMSG ALL	Delete <u>all</u> your messages.
MSG <player> <message>	Send another player a message.
SET RETURNMESSAGE <message>	This allows you to set an answering message that people will see whenever they send you a message. Very useful for when you're going to be gone for a few days and wish to let people who message you not to expect an immediate reply.

If you received a message while you were not on-line, you will be told when you log on.

3.12 The postal system

Each of the cities in Achaea has a post office, often located near the bank. While in a post office, the following things can be done:

REQUEST LETTER	This will request a letter from the postal staff. The letters are magical, being able to not only be written on, but being able to hold things improbably large in them. The letters cost 100 gold each, and will decay within a handful of Achaean months. If you want to include items, just PUT <item> IN LETTER before you mail it. You must do this in a postal office.
WRITE LETTER	Compose a letter. A letter can hold a maximum of about 100 lines.
MAIL LETTER TO <whomever>	Address and mail a letter to whomever it is for. You must do this in a postal office.

PRESERVE LETTER

Sometimes, you may receive a letter you wish to keep permanently, out of sentiment, or perhaps as proof of some nefarious plot. Doing this will cost 2000 gold. You must do this in a postal office.

CHAR LETTER

Provided you have a source of fire with you, such as a tinderbox, you can partially char a non-preserved letter, which will cause bits and pieces of it to become unreadable. This can be done multiple times.

3.13 Projects

Sometimes it is difficult to organize the communication and activities between different members of an organization, be it city, guild, clan, etc. People are often not in the realms at the same time or have a hard time knowing what their fellow members are doing. The project system attempts to alleviate some of this difficulty. It aims to provide a way in which the members of an organization can communicate what is going on and who is in charge of it (so people may contact them for more information).

Projects are created by leaders of an organization (or someone with creation permissions) and each project is assigned a 'leader'. This leader is then able to update information regarding the project (such as its name or completion status) as well as add notes so that members know what the project is about. Two people always have access to modify and/or delete a project: The organization leader (can affect ANY project), and the project's leader (can only affect his own project).

*** The following commands are used to view projects

PROJECTS [**BY** <person>] [**IN** <group pattern>] Display a list of projects that are visible to you. Eg. "PROJECTS BY AEYR" or "PROJECTS IN ashtan" or "PROJECTS IN a*". **PROJECTS** by itself displays every project. (The **BY** and **IN** clauses are optional).

PROJECT <id> Display detailed information on a specific project; including the name, status, and description.

*** These are used by organization leaders and project leaders to create/modify/delete a project

PROJECT NEW IN <group> **NAMED** <name> Create a new project in <group> (must be specified, because you can belong to more than one) with the given name. This can only be done by the organization leader. Once it is created, the project leader may be set.

PROJECT <id> **SET** <property> <value> This is used to change information about the project. Available properties are: 'name', 'status', 'info', and 'leader'. Leader is only settable by the organization leader. Name is what is displayed in the project listing. Status is a short description of the current status of the project (such as "Planning", "80% Complete", "Finished", etc). Info is a long description of what the project is about. Basically any information that others need to know. Examples:

PROJECT 1 SET status planning
PROJECT 1 SET leader

PROJECT <id> **EDIT**

This will allow you to edit the 'info' property via the Achaea composer. Use this when you need some special formatting or are setting it to something quite lengthy.

PROJECT DELETE <id>

This will remove the project from all records. Only usable by an organization or individual project's leader.

PROJECT GROUPS

Display a list of the groups you are in and what level of access you have. It is either 'Normal' or '**FULL**'. **FULL** indicates you can create projects in that group.

3.14 Advertisements

There comes a time in any adventurer's life when that dusty old sword isn't really needed anymore and the gold it's worth could better be spent on other things...

Advertisements can be used to list what you have for sale or what you are looking to purchase. They are visible to everyone and exist only to facilitate communication about a particular product or item, they are not involved with the actual purchase of the item (that's left up to the merchant in you!)

The commands to use the Ad system are as follows:

ADS [BY <person>] [FOR <pattern>]	Lists the ads you can see. Be warned though, there may be many. Try limiting your search by using the BY and/or the FOR clause. These help by only displaying ads posted by an individual, eg.: ADS BY AEYR or that match a certain pattern, eg: ADS FOR *sword*
AD <id>	Display more information about a particular ad, including the Poster, the price, and the description of what is for sale/desired.
AD <id> DESCRIBE <text>	Change the description of the item that is for sale/desired. Anything you want potential purchasers to know should go here.
AD <id> PRICE <price>	Set the price of the item you are selling or how much you are willing to spend on a purchase.
AD <id> DELETE	Remove one of your ads.
AD NEW <name>	Create a new ad with the specified name. Be warned, old ads will be automatically deleted after a while. You may only have 10 ads at any given time, so choose wisely. (You can always delete some if you absolutely NEED to sell that ratty old Rajamala blanket.) It costs 100 gold to create a new ad.

3.15 Snubbing

There are times when some people are just too much. For those times, we have the **SNUB** command. Once you have begun snubbing someone, neither of you will be able to use targeted emotes on the other, send tells to the other, or send messages to each other.

Syntax:

SNUB <person>	Starts ignoring someone, or stops ignoring someone if you're already ignoring that person.
SNUB LIST	See a list of people you are snubbing.



4 Your character

4.1	Score	Look at information about your character generally.
4.2	Status	Find out additional information about your character.
4.3	Defences	See a list of defences currently affecting you.
4.4	Learning	Learning your skills.
4.5	Teaching	Teaching skills to others.
4.6	Alignment	Good vs. Evil.
4.7	Equilibrium	Mental equilibrium and physical balance.
4.8	Lessongain	How to gain more lessons to learn with.
4.9	Titles	How to get a prefix or suffix added to your name.
4.10	Marriage	Here comes the bride.
4.11	Children	Nine months later, what have we here?
4.12	Yourdescription	Personalizing your description.
4.13	Prompt	Changing your prompt to display more information.
4.14	Races	The mortal races of Achaea.
4.15	Language	The languages that exist in Achaea.
4.16	Skills	The skill sets that you have.
4.17	Rolepoints	An institutionalized system of rewarding roleplay.
4.18	Honours	View publically available information about another.
4.19	History	Compose a background and ongoing personal history.
4.20	Namechange	The rules for changing your character's name.
4.21	Exploration	Learn about the Fellowship of Explorers.
4.22	Stats	Understanding and changing character statistics.

4.1 Score

The first way to get information about your character is to type **SCORE** or **SC**. This will give you a number of lines of information about the status of your character. Below is an example of the result of this command when performed by a player named Aeschylus.

*Aeschylus (male Mhun)
 You have achieved level 48 (Eminent) and are 27% of the way to the next level.
 Health: 2220/2220 Mana: 2220/2220
 Endurance: 9374/10000 Willpower: 9636/10000
 You are ranked 30th in Achaea.
 You roam the land citizenless.
 You are Master of the South Wind in the Sentaari.
 You are Angelic.
 You are 37 years old, having been born on the 23rd of Glacian, 156 years after the fall of the Selucarian Empire.*

The first line is obviously your characters name, sex, and race. Coming next is what level of experience you have achieved, with the name of the level (in this case it is Eminent) and how far along to the next level you are.

Following that will be two lines showing your current and maximum health, mana, endurance, and willpower. For instance, Aeschylus currently has 2220 health points out of a maximum of 2220, so he is "on full health." But, he has only 9374 endurance points out of his maximum of 10000.

A few words of explanation about what these statistics represent is in order. Health is a measure of your current physical state. If you fall to 0 health you will, in most cases, die. During the course of a battle with another player or a monster, your health will go up and down quite quickly as you take damage and heal it. Mana represents your current mental state. Most magic will use mana, and if you have no mana left, you will not be able to cast any spells.

Healing your health may be done in a number of ways, the most basic of which is to simply type **SLEEP** and wait. Other methods are detailed in **HELP HEALINGYOURSELF**, but it is recommended you wait to read that file, as it is reasonably complicated. Mana may be restored by typing **MEDITATE** and waiting. Again, **HELP HEALINGYOURSELF** will detail other, more effective but more complicated methods.

Endurance and willpower are much like health and mana, respectively, except that they will go up and down much more slowly. These represent how tired your body and mind are. For instance, even though you have no obvious physical wounds, and you are on full health, your endurance could be quite low. Running out of endurance does not mean death, however. It just means that you will have to rest for awhile before doing anything physical. You will gain endurance back automatically by simply sitting still, and more quickly by sleeping. Willpower works the same way, except that when you run out of willpower, it is mental (generally magical) tasks that you will not be able to perform. You will also find yourself more susceptible to psionic attacks when your willpower is low.

The next line shows you what your current rank is in Achaea. A new player will have no rank until you **REGISTER**, however. Rank is based solely on your experience level. Do not be disheartened if you are ranked lowly, as there is definitely not a one-to-one correspondence between success in Achaea and your rank.

The next line shows that Aeschylus has no citizenry. If he were a citizen of one of the great city-states, such as Ashtan or Shallam, it would show this there. Following this line is the line that reads, "You are Master of the South Wind in the Sentaari." This line contains two pieces of information. First, it tells you what guild you are in; in this case, the Sentaari. Second, it tells you what your rank in the guild is; in this case, Master of the South Wind.

Typing **HELP GUILDRANK** will show you all the guildranks below you, and there are 20 guildranks in all.

The next line, which reads "You are Angelic" indicates how good or evil you are. Angelic means that this player is quite 'good'. **HELP ALIGNMENT** will tell you more about alignment.

The final line simply shows your age and when you were born. To see a listing of the months of the year, type **HELP CALENDAR**.

4.2 The status command

The **STATUS** command gives you some further information on the status of your character. Below is a sample output of the status command.

```
Current stats: 12 Str, 13 Dex, 11 Con, 12 Int
You are essentially naked, and utterly satiated.
You do not need sleep.
You are sober and in control.
You are an enemy of: Ashtan.
You have 54 lessons, 117 Credits and 10 NeoCredits.
You have played for a total of 1 day, 12 hours and 11 minutes.
You have 17 Godly rescues left. Type PORTALS to instantly return to a room
full of portals to useful places.
When you shout, others will hear: A spirited male voice shouts, "Blah blah blah."
You have not set a warcry. Type SET WARCRY to see how to set it.
```

The first line simply tells you what your current Strength, Dexterity, Constitution, and Intelligence are. These won't change very often.

The next line tells you both how clothed (and thus protected against the cold) you are, and if you are hungry or not. This poor player, though well-fed, is wandering around completely naked!

The following line tells you how sleepy you are. This player is rested and doesn't need sleep currently.

The next line informs you that you are, thankfully, sober and in control. If you have been partaking of beer, ale, whiskey, wine or the other forms of alcohol available, this line will tell you how drunk you are (see **HELP DRINKING**).

The line that begins, 'You are an enemy of:' informs you which cities, if any, you are an official enemy of.

The next line tells you how many lessons you currently have. Lessons are used to raise your skills and gain new spells and powers. **HELP LESSONS** will tell you about lessons. It also tells you how many Credits and NeoCredits you have, if any. **HELP CREDITS** and **HELP NEOCREDITS** will explain more about these.

The next line is fairly self-explanatory. It shows you how much cumulative, real-time, you have spent in Achaea.

The following line shows you, if you are under level 20, how many Godly rescues you have left. A rescue is a free 'teleport' you can use when lost to return to the **PORTALS**, which has exits to many important locations.

Next, you will notice a line that refers to what your shout sounds like to other people. When you shout, only Gods will see who is shouting. Others will hear whatever that line says. As you grow in power, so will your voice become more impressive.

Finally there is a line referring to your warcry. If you have no warcry, as this player does, then typing **SET WARCRY** <your warcry> will create one. After you've done this, typing **WARCRY** as you rush into battle would be appropriate.

4.3 The defences command

Typing **DEFENCES** or **DEF** will show you a list of what beneficial things are affecting you. Generally there will be one line listed for each defence or effect.

4.4 Learning skills

To raise your skills and thus gain more abilities, you will need to find a tutor and learn from him or her. A tutor could be a player or a computer-controlled character. Once you've done this, typing **LEARN** <# of lessons> <SKILLNAME> **FROM** <TUTORNAME> will begin a lesson. Lessons generally last less than a minute. Recall that you may see how many lesson credits you have by typing **STAT** or **STATUS**.

Now, generally speaking, you will not want to learn without having eaten a ball of myrrh gum. This extremely functional gum of the myrrh bush will cause your lessons to be a bit more effective. As a newbie, you should ask someone for directions to the nearest market, so that you may purchase a ball of myrrh gum.

Alternatively, you can simply ask other players for one or for the money to buy one. If you are completely unable to get some myrrh though, and yearn to learn, don't feel bad about learning some lessons without one. You'll learn hundreds of lessons in your time in Achaea, so losing a few here and there is not a big deal.

There are three types of tutors: General tutors, guild-specific tutors, and players. A general tutor is a mobile who can teach you any skill. Of these, the most famous are Epicurus and Averroes. You may find Epicurus in the eastern part of the city of Ashtan, and Averroes resides in the southern part of the city of Shallam. It is recommended that you learn to find these wise men early on, for their houses are favoured gathering places.

Each guild in Achaea has at least one guild tutor. This is a being of some sort that only members of your guild may learn from. Generally speaking, this tutor will reside in your guild, and you may learn there in relative safety from enemy attacks.

The final method of learning is learning from another player. The player you are learning from must have the same skill that you want to learn, and he must have the skill at a higher level than you. It's worth pointing out that the player you are learning from benefits slightly from teaching you, too.

You may also offer to teach another player a skill by typing **TEACH** <skill> <player>.

4.5 Teaching skills to other players

Sometimes, you may wish to act as the tutor of another player. Doing this will gain the other player the same benefit from a lesson as if he or she learned from a mobile. However, you will slightly benefit also, as teaching is a fine way to perfect your knowledge of something.

TEACH <skillname> <player> will offer to teach someone else a skill.

4.6 Alignment

Alignment represents how 'good' or 'evil' you are in terms of Achaea. Generally speaking, completing quests that are considered good will raise your alignment, and quests that are considered evil will lower it.

Killing things works much the same way, except that if you are good and kill something only a little evil, then your alignment will actually drop slightly, and vice-versa.

Most of the effects of alignment are yet to be implemented, as we want to give the players time to seek their proper alignment.

The alignment ranks, from least evil to most evil are:

- a soul that is truly Seraphic
- Angelic
- Saintlike
- Righteous
- Exemplary
- Well-intentioned

- Neutral
- Dishonest
- Sinful
- Corrupt
- Malevolent
- an Abomination
- a soul as black as Abbadon

4.7 Equilibrium and balance

Many players who come from different backgrounds are not familiar with the way that magic and fighting works in Achaea. Here, the majority of abilities (which, remember, encompasses magic, swordplay, and loads of other things), use either balance or equilibrium. What these represent is physical balance, and mental equilibrium. By physical balance, we do not necessarily mean that without it you are going to fall to the ground, but it is a convenient way of expressing the idea that after doing certain physical things, like swinging a sword, you must recover before you can do another.

For instance, if you throw a punch at someone, you must recover your balance before throwing another punch, or before kicking, or swinging a sword. The same goes for equilibrium. If I cast a fireball at you, or if I use a psionic ability on you, my mind will momentarily reel from the strain, and I must wait until I recover to do this again. Furthermore, in most cases, not having balance prevents you from using an ability that requires equilibrium, and vice versa. There are, however, exceptions to this rule, which you must discover. The game will let you know when you recover balance or equilibrium, so you do not have to guess. And, generally speaking, the time it takes to recover these ranges from about 2 to 5 seconds, depending on the ability. Some very powerful abilities may take longer, however.

In order to know when you have balance and equilibrium, many players find the command **PROMPT STATS** very helpful. **HELP PROMPT** will tell you more about this.

4.8 Gaining lessons

Syntax: **CONVERT** <number> **CREDITS** This will convert X number of credits into X * 6 lessons. You are limited to converting 30 credits/real day.

4.9 Titles

Titles in Achaea refers to the prefixes and suffixes that appear before and after a character's name in some circumstances, such as the 'who' list. You may have up to 30 characters in a prefix and 30 in a suffix.

For instance: The Bakhu, Rider of the Apocalypse. "The" is the prefix, and ", Rider of the Apocalypse" is the suffix, assuming that 'Bakhu' is the name of the character.

In order to gain a title of this sort, you must have your guildmaster or guildsecretary, a high-ranking member of your city, or your Patron do it for you. Changing someone's title costs 50 per suffix or prefix changed, though everybody gets one prefix and one suffix for free.

You can see some of the titles that another player has by typing **HONOURS** <player>.

Some vague rules to think about for your title:

1. A title is just that, a title. It is not a sentence.
2. No acronyms in titles. Having your title be something like Sarapis, of Jaguar Black, is perfectly acceptable. Having OBJ or any acronym like that in your title makes us look like we have a bunch of wanna-be gangsters playing.
3. Overly silly titles (our discretion) are bad.

Examples of good titles would be:

- *Lancelot, the Lion-hearted.*
- *Druid Lancelot Fionuaidh.*
- *Freya Xanne Kaer-Leigh*
- *Lord Buckthorn of Ceylon*

Examples of bad titles would be:

- *The Lancelot Project*
- *Smiling sweetly, Beth the Pouncer*

Generally, shorter is sweeter. Trying to cram all sorts of information into your title just makes you look silly. In any case, most of you have perfectly acceptable titles. It's just a few that don't, and you will likely be hearing from us.

4.10 Marriage

Marriage ceremonies in Achaea can range from a simple exchanging of vows to an elaborate ceremony. The first step in getting married is proposing to your love. **PROPOSE TO** <whoever> **WITH** <whatever> will do it. The **WITH** <whatever> is so that you may propose with an engagement ring, or any valuable bauble that has meaning to both of you.

Once you have proposed, providing the other person agrees, you will be engaged. You may break off the engagement at any time by doing **BREAK ENGAGEMENT**. Once you have been engaged for approximately 2 Achaean years, you will be eligible to actually get married. This mandatory period of engagement is to force you to think about what you are doing. Marriage is not a thing to be taken lightly.

It's probably best to begin planning your wedding ceremony, if you wish one, right away. You must first decide who will perform the ceremony, if you wish someone to perform one for you. You must also obtain the consent of a God, who will officially marry you (much as you must go to a governmental office to obtain a marriage certificate in real life).

How the marriage is performed is entirely up to you and whomever you ask to perform the wedding. You might choose to write your own ceremony, or ask the person performing the wedding to do it for you.

If you desire rings, they are for sale at various shops around the land, particularly at DeBurr's in Shallam. Rings with custom descriptions may also be purchased, but these are 50 credits a piece.

Marriage is not a thing to be entered into lightly. Too many players wish to be married at the first signs of love with another, but it is wise to wait, for divorce is not granted lightly by the Gods. In order to ensure that marriage is not entered into by those not yet wise in the ways of Achaea, we require that you be at least level 30 to be married, and have played at least 75 hours. We realize that, to those in love, this may seem like an eternity to wait, but please remember that the sweetest pleasures in life are worth waiting for, and are made that much more enticing by the wait.

If, as happens all too often, you find that married life does not agree with you, you may **DIVORCE** <spouse>. This costs 10,000 gold, however, and your **HONOURS** description will permanently reveal that you have been divorced.

Commands related to marriage:

PROPOSE TO <whoever> **WITH** <whatever>
BREAK ENGAGEMENT
DIVORCE <spouse>

4.11 Children

For various reasons, centering mainly on the fact that we don't wish to permit people to abuse other people's children, we have no plans to include support for NPC children in Achaea.

4.12 Your personal description

Your personal description is something that you have a great amount of control over. Using the **DESCRIBE SELF** command, you can set your description. However, your description will tell people what sex you are and what race you are, as well as what you are wearing.

Your description will look like: Yourname is a <your race> and is <whatever you set your description to>.

For instance, let's say that Siranae, a human, had set her description to "a large, burly, and exceptionally hairy person." Those examining her would see: Siranae is a human and is a large, burly, and exceptionally hairy person.

Please use good taste when writing your description. Further, please remember that adding clothes to your description will look silly, as they may contradict with what you are, in reality, wearing.

4.13 The prompt

The normal prompt is simply a dash. If you'd like your prompt to display more information, type **CONFIG PROMPT STATS**. Your prompt will then display your health and mana, along with certain information about your current state.

- "e" on it means you have equilibrium.
- "x" means you have balance.
- "b" is blind.
- "d" is deaf.
- "s" shows that you have a coating of sileris.
- "k" indicates that you have ingested a kola nut.
- "c" means that you are protected from summoning by a magical cloak.

Note that using **CONFIG PROMPT STATS** is highly recommended as it allows you to keep constant track of your health, mana, and other important things.

CONFIG PROMPT OFF will return your prompt to just a dash.

4.14 Races in Achaea

When you are born into Achaea, you will be born as one of the mortal races: Dwarf, Human, Mhun, Troll, Tso'aa, Atavian, Horkval, Groom, Rajamala, Xoran, Siren (females only), and Satyrs (males only). You may gain information on the specific races with **HELP <race>**.

Each race has five basic statistics, plus, generally, some advantages or disadvantages to it. **HELP <race>** will show you these.

Strength	Helps determine how much physical damage you can do.
Dexterity	Works with the skill Avoidance to assist you in dodging attacks.
Constitution	Helps determine your maximum endurance and hit points level.
Intelligence	Helps determine your maximum willpower and mana level, as well as how much damage your magical attacks do.
Size	Currently has no effects.

Some disadvantages or advantages that a race have can be one of three levels. For instance, a level 1 resistance to fire is a smaller resistance than a level 3 resistance to fire. Similarly, slow balance, level 3, means your

balance is slower than slow balance, level 1. Again, **HELP** <race> will show you the statistics and advantages/disadvantages for a race.

If you find yourself unhappy with your race, you have available to you, once in your lifetime, a free reincarnation. While dead, you must journey to the Flame of Yggdrasil, and **REINCARNATE INTO** <race>.

In past times, the humans, who built most of modern civilization, refused entry into their society to the non-human races. In the time of Nicator, however, the Empire and the Church both accepted all races, and this tradition of racial tolerance has become standard.

The history of the specific races may be found in the Achaean Mythology and the History of the Mortal Races (on the website and in the help files in the History section). However, a summary of the origins of each race is below:

Humans

Humans are the offspring of the rape of Maya by a being of Chaos. Their inherent combination of chaos and order has led to their dominance in the land of Achaea. Humans are average in every respect and a fine choice for any potential adventurer.

A Human's base statistics are:

Strength 12 Dexterity 12 Constitution 12
Intelligence 12 Size 12



Dwarves

Dwarves are the proverbial salt of the earth. Created by Phaestus and given a soul by Proteus in return for Phaestus's eternal loyalty, they are doughty and loyal humanoids. Though they prefer the relative solitude of the highlands to the hustle and bustle of cities, they are often found in leadership positions as everyone has heard the maxim, "Dependable as a dwarf".

A Dwarves base statistics are:

Strength 13 Dexterity 10 Constitution 15
Intelligence 12 Size 8

Dwarves:

- Have a racial language, Dwarf.
- Have a level 1 resistance to cutting and blunt damage.
- Have a level 2 resistance to magical and poison damage.
- Have a level 1 resistance to fire and cold.
- Have slower balance, level 1.



Tsol'aa

Tsol'aa were the first race of intelligent beings created by Ayar-now-Sarapis. Though the majority of them live a peaceful, isolationist existence in the remote forests, a handful have emerged to interact with the other races. Tsol'aa are violently opposed by their cousins the Tsol'teth, a branch of their race committed to the genocide of all other races. In general, the Tsol'aa are bewildered by the hastiness of humans, but seek to understand why humanity has managed to attain such dominance. Physically, they are lithe beings of approximately human height.

A Tsolaa's base statistics are:

Strength 11 Dexterity 13 Constitution 10
Intelligence 15 Size 11



Tsol'aa:

- Have a racial language, Tsol'aa.
- Regenerate willpower, level 1.

Mhuns

The Mhun are a race of underground dwellers who are distant cousins of humanity. Of human size, they are a bit weaker, but more agile. Moghedu, their ancestral home, is southwest of the great Mojave desert. Their harsh living environment has forced them to be survivors and though they command perhaps less respect than the other races, they are wily, clever opponents. It is said by some that the Mhun as a race seek to someday enter back into the glory in which they once resided. Mhun rarely hold leadership positions, as their first loyalty is generally to their race, rather than to their guild or city.

A Mhun's base statistics are:

Strength 10 Dexterity 15 Constitution 11
Intelligence 12 Size 11

Mhun:

- Have a racial language, Mhun.
- Recover balance more quickly, level 1.

**Trolls**

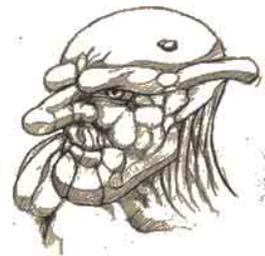
Trolls are large, slender humanoids with great physical prowess. Though their racial home is a closely-guarded secret, it is rumoured that they originate in the swamps north of the Savannah. Physically they have a metabolism completely different from humans generally and are approximately as intelligent. Their dependence on their physical gifts has, however, made them less magically adept than other races. Nevertheless, during the Wars of Succession, troll mercenary legions were said to contain mages, thus disproving the theory held by many that trolls are not intelligent enough to wield magic. In modern times, trolls have often been the generals of armies for their aggressive nature serves them well in war.

A Troll's base statistics are:

Strength 15 Dexterity 10 Constitution 10
Intelligence 8 Size 15

Trolls:

- Have a racial language, Troll.
- Have level 2 resistance to cold.
- Have level 1 resistance to electricity.
- Have level 2 health regeneration.
- Have level 3 susceptibility to fire.
- Have level 1 slower balance and equilibrium.
- Have a level 2 stun advantage.

**Atavians**

Atavians are an offshoot of humans, created by Vastar, the Skylord. Aside from their wings, they are very similar to humans. It's said they reside in Arcadia, a floating city hidden in or above the clouds.

A Atavian's base statistics are:

Strength 12 Dexterity 11 Constitution 12
Intelligence 12 Size 12

Atavian:

- Can fly. (**FLY** and **LAND**)

Horkval

Horkval are powerful, though not particularly intelligent, insect-like humanoids. Used as shocktroops by Aegis, God of War, during the battle on Nishnatoba, they are fearsome allies, who show no fear in battle, and who work together on a level surpassed only by the crystalline Kx'khrah. Their origin is not known, but it is almost certain that they did not originate on the continent of Sapience, and possibly not even on this world.

A Horkval's base statistics are:

Strength 14 Dexterity 16 Constitution 14
Intelligence 7 Size 12

Horkval:

- Has a racial language, Horkvali.
- Has level 3 resistance to physical cutting damage.
- Has level 3 resistance to physical blunt damage.
- Can **LEAP** over obstacles. **LEAP** <direction>



Grook

The most intelligent of the mortal races, the Grook are a race of humanoid amphibians that look a bit like frogs. The Grook seem to be a fairly recent race, perhaps produced via experimentation with powerful magic. They have no memory of their origin in any case.

A Grook's base statistics are:

Strength 9 Dexterity 10 Constitution 9
Intelligence 17 Size 10

Grook:

- Have a racial language, Grook.
- Regain equilibrium faster, level 1.
- Regenerate health and mana while in water, level 2.
- Can automatically swim and tread water without taking damage.
- Are susceptible to fire, level 3.



Rajamala

The Rajamala are a race of proud, fierce tiger-like humanoids from a distant planet. The first that history speaks of them is when they fought with the Triumverate, under the command of the god Agatheis, during the great battle on Nishnatoba. Their origins are not known.

A Rajamala's base statistics are:

Strength 11 Dexterity 16 Constitution 11
Intelligence 14 Size 12

Rajamala:

- Have a racial language, Rajamalan.
- Recover balance more quickly, level 2.



- Are susceptible to fire, level 2.
- Find it harder to wake up, level 2.
- Heal more slowly from elixirs, level 2.
- Take longer to regain herb balance, level 1.

Xoran

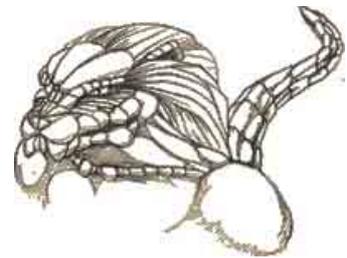
The Xoran are a race of humanoid lizards. Powerful and intelligent, they are from a planet far from here. How they arrived on Sapience is also not known, but by now, they have become a familiar sight.

A Xoran's base statistics are:

Strength 14 Dexterity 10 Constitution 15
Intelligence 13 Size 14

Xoran:

- Have a racial language, Xorani.
- Are resistant to fire, level 2.
- Can breathe fire upon reaching level 50.
BREATHE FIRE AT [target].
Note that this is not a powerful attack, though it does set your enemies on fire. It is mainly there as a role device.
- Are susceptible to cold, level 2.
- Heal more slowly from elixirs, level 2.



Sirens

Sirens are a race of beautiful females. Like Satyrs, the children of a Siren are randomly a Siren, or the race of the father. Sirens are not only seductive and easy on the eyes, but possess the magical ability to seduce men, so that the men will not hurt them.

A Siren's base statistics are:

Strength 11 Dexterity 13 Constitution 11
Intelligence 14 Size 11

Siren:

- Have no racial language.
- Possess the ability to **SEDUCE** men upon reaching level 50.



Satyr

Satyrs are a jovial race composed entirely of males. They possess the upper body of a human man, and powerful goats legs below. Due to some unknown reproductive property inherent to them, when they have children, they may, at random, be satyrs. A love of wild entertainment and women is characteristic of most Satyrs.

A Satyr's base statistics are:

Strength 12 Dexterity 13 Constitution 14
Intelligence 10 Size 12

Satyr:

- Have no racial language.
- May use the **HEADSTOMP** ability upon reaching level 50.



If you are looking for members of your own race, **RACEWHO** (or just **RWHO**) will show you people online, who are visible to you, of your race.

4.15 Language

When you begin Achaea, you will speak Achaean, the common language, and a racial language, unless you are a human. To see what languages you can speak, type **SPEAK** by itself. To speak a new language, **SPEAK** <language> is the command. To see the language you are currently speaking, simply type **LANGUAGE**. Language comes into play in tells, says, and shouts. All other forms of communication are language-independent.

As you progress in Achaea, you will find ways to learn new languages that you may want to take advantage of. After all, you'd do well to remember the proverb, "He who can speak with the natives is less likely to end up as their dinner."

4.16 Skills

Much of your life in Achaea will revolve around your skills. Skills are either sets of abilities or a single ability representing how well you do something (like dodge arrows and sword blows, for instance). Typing **SKILLS** will list which ones you have, and typing **HELP** <skillname> will give you some more information on each skill. Furthermore, many skills have anywhere from 20 to 50 abilities within the skill. An ability could be an individual spell, or something like a particular type of kick or swordstroke.

You'll notice, when you type **SKILLS** that next to the name of each skill will be a word, like Inept. This word indicates your general proficiency in that skill. As your proficiency in that skill increases, you will gain more abilities, in the case of skills which have abilities in them, or you will grow better at whatever that skill represents. For instance, as you increase your Philosophy, you will take less and less damage from attacks on your mind (psionic attacks). The word next to your skill will also change, indicating your increased mastery of that skill. To see a list of skill ranks, type **HELP SKILLRANKS**.

You will notice that when you type **SKILLS**, mention is made of both skills and 'miniskills'. Miniskills differ from skills only in that they take far fewer lessons to master (see **HELP LESSONS**).

Though the general skills that you start off with are useful, it is the guild-specific skills that make up the core of your character. To gain these sets of skills, all of which will have many abilities in them, you will need to join a guild. You may read more about guilds and classes in section 8.0.

In order to see what abilities you have in a skill (if there are, indeed, any abilities in that particular skill), typing **AB** <skillname> will let you see them. After that, typing **AB** <skillname> <ability name> will give you help, generally speaking, on that individual ability.

4.17 Roleplaying Points

As you go about your business in Achaea, you may get messages that your character's strength of personality has decreased. This results from actions that are considered poor roleplaying.

Using **HONOURS** on a player will show you what the strength of their personality is considered to be. This information is found directly under their ranking, and may say something like, "He is of acceptable character" or, "He is a refreshingly credible character."

Having a poor rolepoint ranking will increase the amount of experience you lose from various things, and decrease the amount you get from various things. Having a good rolepoint ranking will do the opposite.

Gaining rolepoints is generally a matter of simply being consistently in-role.

Examples of things that might lose you rolepoints are:

- *Out-of-character shouts or news posts.*
- *Taking on silly titles.*
- *Acting without regard for the history of your character.*

4.18 Honours

Syntax:

VIEW HONOURS <player>

or

HONOURS <player>

By typing **VIEW HONOURS** <player> you may see some publically available information about that player. An example honours file is:

*Lord Meziar vo Therin
He is 46 years old, having been born on the 2nd of Phaestian, 223 years after
the fall of the Selucarian Empire.
He is ranked 53rd in Achaea.
He is an extremely credible character.
He is a citizen of Hashan.
He is the Seneschal of Hashan.
He is a Master of Carnage in the Serpentlords.
He is a Guild Secretary.
He is the Metatron in the Divine Order of Sarapis, the Logos.
He is the clan head of the clan called 'The vo Therins.'
He is a mentor and able to take on proteges.
He is an Elder of Achaea.
His warcry is known to be, 'For the honour of the Black Boar!'
He is considered to be approximately 25% of your might.
He has been engaged to be married to Lady Durelia vo Brador for 3
months.
With great valor, he did slay the Spawn of the Unnamable Horror.*

4.19 Personal histories

Every character in Achaea is given the capability to write a publically-viewable background and to keep his or her personal history up to date by writing regular 'chapters.' This background and the chapters must be written in-role, as they are there to be used as roleplay devices.

In order to promote consistent roleplay, you must remember that once you've written your background, _it cannot be altered_. You can, however, provide updates to your background by way of the aforementioned chapters. Ideally, reading a character's background and then reading the various historical chapters that the character has written will give one a sense of where the character is coming from, where he's been, and where he's going.

Once again we must emphasize that this system is to be used only for writing in-role history of your character. It's not to be used for any other purpose, and those using it for any other purpose will find they cannot use the system anymore.

Syntax summary: (full explanations in the next section)

COMPOSE BACKGROUND (** READ THE INSTRUCTIONS BELOW FIRST **)

COMPOSE HISTORY

COMPOSE HISTORY TITLE <chapter #> <title>

VIEW BACKGROUND <player>

VIEW HISTORY SUMMARY <player>
VIEW HISTORY <chapter #> <player>

SET HISTORY PUBLIC/ALLIES/PRIVATE

Syntaxes:

COMPOSE BACKGROUND

Takes you into the Achaean editor to compose your background.
 You may only write a background ONCE, ever. We recommend writing it off-line in a word processor, spell-checking it, reading it over a few times to make sure it's just how you want it, and then pasting it into the Achaean editor. There's no need to write excessively long backgrounds. What you want to do is give your character some flavour and give yourself a framework to roleplay in. What you do not want to do is write histories that nobody will respect, because they are ridiculous. Don't write that you come from some far off land, as you don't. Don't write that you are the spawn of some demon, because you aren't. Keep it consistent with Achaean history and consistent within itself.

YOU MAY ONLY WRITE A BACKGROUND ONCE AND ONCE SAVED, YOU CAN _NEVER_ ALTER IT! SO BE CAREFUL!

COMPOSE HISTORY

Takes you into the editor to compose a new chapter. Like with backgrounds, you may not edit these once saved. Chapters are to be used only for the telling and explaining of personal history. They are not to be used to write whatever you feel like writing.

COMPOSE HISTORY TITLE <chapter #> <title>

Assigns a title to an chapter. The title may be multiple words long. The title may be changed as many times as you like.

VIEW BACKGROUND <character>

Views a character's background. Omit the character field to view your own background more easily.

VIEW HISTORY SUMMARY <character>

Displays a summary of the chapters a character has written. Omit the character field to view your own summary more easily.

VIEW HISTORY <chapter> <character>

Displays the specified chapter of the specified character. Omit the character field to view your own chapters more easily.

SET HISTORY PUBLIC/ALLIES/PRIVATE

Sets your background and chapters viewable by everyone, only your allies or no one. The only exceptions are that the most powerful Gods, such as Aeyr and Sarapis, can always read them.

4.20 Name changes

In general, changing one's name is frowned upon. The thought that you put into your name should be great enough that changing it is not necessary. However, sometimes a player is simply unhappy with their current choice. To change your name you must have played less than 30 hours (we don't allow well known characters to change their names). And when doing so you may only perform this action ONCE. So choose wisely and appropriately. Do not choose a name you are embarrassed of or wouldn't want recorded in the scrolls of History.

Requirements:

- Played less than 30 hours.
- May only change your name once.
- May change your name with the command **NAMECHANGE** <new name>.

It must be noted however, that should your chosen name be deemed inappropriate, you may be asked to change it by the Powers that Be.

APPROPRIATE NAMES

The VERY BEST names are new, created by you for Achaea. They are not:

- already found in a standard English dictionary (Dreamer, Razor)
- already found in any language (Verloren [german], Perezoso [spanish])
- a name you would likely hear in real life (Roger, Indira, Kim, Ananda)
- trade or protected names (Cocacola, Microsoft, Nabisco)
- a name already used in a book (Poledra, Drizzt, Gollum)
- multiple names spliced together (SilverTear, Evilhomer)
- any of these above with their letters reversed (Tzzird, Remohlive)
- slight changes on the above (Spoledra, Frodox, Drisst)

The VERY WORST names:

- include cursewords, profanity, or racial epithets
- include multiple repeated letters (bobbbb, zzzzeerrrooo)
- are probably unpronounceable (xfsy, asdfghjkl)

Choosing a name in the 'very worst' category will almost certainly result in a name change. Choosing a name in the 'very best' category will be safest and best and, most important of all, it will be the most fun for us all. Anything between those two is a judgment call. The more your name falls short, the greater chance you are taking.

"But plenty of names already in the game aren't in the 'very best' category!" Yep, they were judgement calls, and they made it. Why make things difficult? Create a nice, shiny, custom name and we'll all have more fun.

4.21 The fellowship of explorers

As you make your travels through Achaea, you will slowly rise in rank in the Fellowship of Explorers. However, over time, as new lands are discovered, your rank in the Fellowship may actually decrease. This is because your rank in the Fellowship depends on how much of the known world you have explored. Thus if you do not keep the boots dusty, as the Theran saying goes, your prowess as an explorer will diminish. Your rank may be seen by typing **SCORE**, and others will see it on **HONOURS**.

Note that you exploring while a soul does not affect your rank. Further, walking around on the wilderness map (see **HELP MAP**) will not affect your rank.

The ranks are:

- Sightseer
- Vagabond
- Itinerant
- Rambler
- Nomad
- Wayfarer
- Voyager
- Landstrider
- Forestwalker
- Searcher of Horizons
- Vashnarian Climber

- Penetrator of the Depths
- Desert Roamer
- Hunter of the Lost World
- Continental Wanderer
- Terran Master
- Sapient Explorer
- Questor of the Far Reaches
- Hadionic Seeker
- Achaean Ranger

Commands:

EXPLORERS Will show you a ranked list of the greatest explorers in the land.

4.22 CHARACTER STATISTICS

Characters in Achaea have five stats (or statistics):

Str - Strength - relates to the physical damage you can deal out
Dex - Dexterity - relates to your ability to avoid getting hit in combat
Con - Constitution - relates to your maximum health
Int - Intelligence - affects your maximum mana and magical damage
Siz - Size - no affect at present

(Each of these stats may affect other things besides what is listed.)

To see your current stats, just type STATUS (or STAT). See HELP STATUS for more information.

These stats do not change because you rise in age, experience, or level.

Other things may affect your stats, though. A God may look upon you with Favour, or Disfavour. You may acquire a powerful item, or even an artifact. Someone may use their powers to alter your stats directly for a time.

See also HELP STATUS



5 The state of your character

5.1	Health	The measure of your physical health.
5.2	Mana	The measure of your mental reserves.
5.3	Endurance	A statistic that measures long-term physical fatigue.
5.4	Willpower	A statistic that measures long-term mental fatigue.
5.5	Death	Death will seek ye out, though you be in towers high.
5.6	Praying	Praying for salvation when you are dead.
5.7	Resurrection	Methods of returning to life when dead.
5.8	Bleeding	Bleeding from wounds.
5.9	Hunger	All must eat to survive.
5.10	Scholasticism	Increasing the efficiency of your lessons: Myrrh, Learning, and Scholasticism
5.11	Breathing	Running out of breath and how to prevent it.
5.12	Recovery	Recovering your health and mana in a basic fashion.
5.13	Warcry	The mark of every warrior.
5.14	Rankings	See a list of the top-ranked players, by experience.
5.15	Sleeping	Sleeping, it's not just for cats.
5.16	Aging	Perpetual youth!
5.17	Bloodlines	Record your blood relatives.
5.18	Motto	The mark of the refined Achaean.

5.1 Health

Health represents your physical well-being. When your health (which you can see by typing **SCORE** or by putting **PROMPT STATS** on) reaches 0, you will, barring some special abilities and protections, die.

Later in this section of help files, in **HELP RECOVERY**, you will read about how to recover lost health.

5.2 Mana

Mana represents mental strength. When you are out of mana, you will not be able to perform most mental actions. You will learn about how to recover mana in **HELP RECOVERY**.

5.3 Endurance

Endurance represents how worn down you are by constant activity. It goes up naturally, and goes down as you move or perform other physical actions. When you run out of endurance, you'll be unable to perform many taxing physical actions.

The rate at which your endurance recovers is determined by race and the level of your mini-skill called Fitness.

5.4 Willpower

Willpower represents long-term mental fatigue. It will decrease when you use most mental abilities and increase naturally at a rate determined by your race and the level of your mini-skill called Philosophy.

5.5 Death and dying

Death in Achaea is not a permanent thing. Though it does cause you to lose some of your hard-earned experience, it isn't something to overly panic about. There are multiple methods of returning to life.

When you die, you will immediately lose a small percentage of your total experience. Further, your mana will begin to drain away, and when that is gone, more experience will periodically be drained away. So, it behoves you to attempt to return to life as soon as possible. There are multiple methods of returning to life, but the simplest way is to **PRAY FOR SALVATION**.

The thing to keep in the forefront of your mind when you die is that as long as you know why you died, and as long as you learn something from the death, it was worthwhile. Experience in gaming terms is lost, but it can just be gained back. Knowledge on the other hand, is priceless, and knowledge of your skills and the game is the single most important element to success.

After you have died and prayed for salvation, you will be "walking in the grace of the Gods". Typing **STAT** will show you this, and typing **GRACED** will show you everyone who is online who walks in grace. What this conditions means is that you can neither perform offensive abilities or be hurt by them. When you have gathered yourself together and are ready to embrace life fully again, type **REJECT GRACE**. Fear not though, the Gods will not be upset by this.

When you have finished praying for salvation, you will find yourself at a location called Outside the Cave.

The directions from here back to Ashtan are:

2nw,sw,w,sw,2nw,2w,nw,2w,2nw,3w,nw,n,2ne,2n,2w,n,nw,2n,nw,n,ne,2n.

The directions from here back to Shallam are:

2nw,sw,w,sw,s,se,2s,2se,e,s,se,2e,ne,e,se,e,se,2e,s,2se,2s,se,3s,sw,2s,se,s,3sw,w,sw,6se

5.6 Praying for salvation

When you have died, and have no one to resurrect you, you may pray to Sarapis for resurrection. Typing **PRAY FOR SALVATION** will begin the process to do this. Praying costs you an additional loss of experience on top of that which you lose from dying.

5.7 Resurrection

If you wish to avoid both the experience loss and embarrassment of having to pray to Sarapis for resurrection, you may seek out someone powerful in the Druidic class, or a powerful member of the Church, to resurrect you. Doing so will cost you no experience loss to come back to life.

There is one other way to return to life, and that is having your body immolated in the Flame of Yggdrasil. You may read about this in **HELP FLAME**.

5.8 Bleeding

When you are hit by a cutting weapon in Achaea, you will usually begin to bleed. After you begin bleeding, you'll continue to bleed health points every so often. Your body will gradually clot the blood, but this will take time.

There are other methods available to quicken the clotting of blood. There are certain guild-related abilities, as well as an ability in survival that lets you do it. There is also the moss tattoo, which, when inscribed on your body, will automatically clot your blood for you.

5.9 Hunger

After you have graduated from Achaea's novice introduction, you will gradually start growing hungry. Typing **STATUS** will show you how hungry you are. If you allow yourself to get too hungry, you can get sick, and eventually pass out.

In order to eat, you will need to find yourself a shop that sells food. Generally speaking, the more expensive the food, the more sustenance value it has, though there is not an exact one-to-one correspondence.

5.10 Myrrh, Learning, and Scholasticism

Eat Myrrh to accelerate learning. Myrrh is an herb which, when eaten, increases the benefits of any learning, from player or mobile. The amount of improvement varies with your level in a particular skill. It is in the range of twelve-and-a-half percent to sixteen percent.

The effects of Myrrh last until you die or logout of Achaea.

The effects of Myrrh are sometimes referred to as Scholasticism. If you have these effects, and type **DEF** (or **DEFENCES**), you will see that your mind is racing.

See also: **HELP 4**, **HELP 4.1 (HELP LEARNING)**, and **HELP LESSONS**.

5.11 Breathing

While generally you can move around Achaea very quickly (if you know your way), some afflictions may cause you to quickly run out of breath, and even lose health, if you move about too quickly. When you see messages telling you that you are breathing lightly, breathing heavily, or so on, you will know that you've been afflicted with one of these afflictions, like asthma.

5.12 Recovery of health and mana

There is one basic way to recover health and one to recover mana. Though there are many other methods, this file will not document them. You will find some of them in **HELP HEALINGYOURSELF**.

SLEEPING By typing **SLEEP**, you can put yourself to sleep. While asleep, you will be unable to perform most actions, but will slowly recover health and endurance. **WAKE** will wake you back up again. One major drawback to being asleep is that some abilities will do more damage to you.

MEDITATING: By typing **MEDITATE** or **MED**, you can begin to meditate in order to recover your mana and willpower. While meditating, typing most commands will cause you to cease meditating. However, while meditating, a few abilities will do more damage to you than normal.

5.13 Warcry

Your warcry is a short bit of text that you can specify to go off whenever you type **WARCRY**. For instance, if you did: **SET WARCRY** For the honour of the Black Boar!, then when you typed **WARCRY**, people would see: <Yourname>'s eyes fill with battle rage as he screams out, "For the honour of the Black Boar!"

5.14 Rankings

Your rank in Achaea is solely a function of your experience level. The **RANKINGS** command allows you to list the rankings of other players in the game, and to see what a particular player is ranked, you may type **HONOURS** <player>. Your own ranking will show when you type **SCORE**.

The reason you do not see the level name for people over level 80 (Logosian) is that the names are longer, and do not display well on the rankings output.

5.15 Sleeping

Every Achaean day, you will find yourself getting progressively more tired. Eventually, you will need to sleep. Typing **SLEEP** will accomplish this. While asleep, you will slowly regain any lost health, as well as become more and more rested. You may try to wake yourself at any time by typing **WAKE**, or you may simply wait until you are fully rested and fully healed, at which time you will wake up automatically. You will find that when you type **WAKE**, you will begin to struggle your way out of sleep, and eventually you will wake up. Typing **WAKE** repeatedly will only delay this process, so just do it once, and wait.

You may see how tired you are by typing **STATUS**. When it says, "You are fully rested." you will know that sleep is not something you need in the near future.

There are a number of ways which you may be put to sleep involuntarily, such as the hourglass tattoo, or the delphinium venom. Luckily, some clever Druids have discovered that eating the kola nut will enable you to awake at will while asleep, and eating the cohosh root will give you insomnia. With insomnia, you will find yourself unable to go to sleep, although generally the things that put you to sleep will remove your insomnia, if you have it.

5.16 Aging in Achaea

Although your character's age will increase by one year every Achaean year, this is largely just a method by which you may judge how long ago a character was born. Age has no negative effects whatsoever, either on your character's health or appearance. Just another example of why life in Achaea is better than so-called "real life"!

5.17 Bloodlines

Bloodlines are simply a way to trace your familial relationships in such a way that they are officially recorded by Achaea. To join a bloodline, or begin your own, you must either be recorded as the child of someone, or, record someone as your child.

In order to record someone as a child, the parent and the child must go, together, to the Bloodline Register in Delos, and then must use the 'record' command to officially record the relationship. (Syntax below).

It should go without saying that bloodlines are permanent and irrevocable. After all, you cannot change who your biological mother and father are.

Commands:

BLOODLINE RECORD <child> AS CHILD	Parent and child must both be in the Bloodline Register in Delos. <ul style="list-style-type: none"> • PERMANENT. • The child must be at least 13 years younger than the parent, for obvious reasons. • A child may not be recorded into a bloodline until he or she is 20 years old.
BLOODLINE SHOW <person>	Shows someone's bloodline, going up to three generations back, and three generations forward.

5.18 Motto

Your motto is a short bit of text that you can specify to go off whenever you type **MOTTO**. For instance, if Aeyr typed:

SET MOTTO Magic is fun! BE THE MAGIC!

then when Aeyr types **MOTTO**, people will see:

Aeyr is filled with proud joy as he declaims, "Magic is fun! BE THE MAGIC!"

Use common sense for your motto.



6 Specifics of Achaea

6.1	Invisibility	Read about invisibility and how to deal with it.
6.2	Flying	Soar above the land.
6.3	Trees	Climb into the treetops.
6.4	Groups	How to form groups with other players.
6.5	Allies	How to declare someone an official ally of yours.
6.6	Enemies	How to brand someone an official enemy of yours.
6.7	Elections	Starting and voting in elections and referendums.
6.8	Shops	The commands to deal with shops.
6.9	Reading	Reading things like books, scrolls, and journals.
6.10	Writing	Writing on various things.
6.11	Shopkeeping	Owning a shop and the commands to go with it.
6.12	Drinking	Hoist your flagon and throw back a draught of ale.
6.13	Mentors	Mentoring younger players.
6.14	Grace	Gaining and rejecting the grace of the Gods.
6.15	Banking	Depositing and withdrawing gold from banks.
6.16	Guides	Characters who exist to help newbies.
6.18	Journals	Journals in which to record your adventures.
6.19	Weathe	Achaea's weather system.
6.20	Levels	Levels of experience.
6.21	Permissions	Read about Achaea's system of permissions.
6.22	Landmarks	Potent and mysterious places of power.
6.23	Bardic_contests	Contests of art and literature.
6.24	Church	Commands available to the members of the Church.
6.25	Map	Walk around an ansi-graphical map of Achaea!
6.26	Commshops	NPC-run shops selling the raw materials of the land.
6.27	Logs	Organizational logs.
6.28	Orghelp	Player-written help files for cities and guilds.
6.29	Writs	Retaliation rights for organizations.

6.1 Invisibility

There are a number of types of invisibility in Achaea, and most of them are accomplished with guild abilities which we will not go into here.

6.2 Flying

If you have the ability to fly, whether by virtue of a mount of some sort or magic then you will be able to fly from any outdoor location. The exits in the skies will be the same as the exits on the ground. From the skies, you can **GLANCE DOWN** to see what's on the ground below you.

Naturally, those who are following you when you fly will not be able to follow you into the skies. Furthermore, if you drop an item that cannot fly while in the skies, it will soon fall to the ground, and break if it is breakable.

If you find yourself unwillingly dragged into the sky, and you do not have the ability to fly, you will have but a fleeting amount of time with which to make yourself levitate (through a feather tattoo or a levitation elixir, for instance) or you will be gravely damaged upon hitting the ground.

6.3 Trees

Every location in Achaea of Forest, Jungle, or Garden environment type has trees that can be climbed up in, if you have an ability to let you do it in your guild skills, or the relevant ability in Survival.

While in the trees, you can move around with the same exits as the ground has, but if you move into a location with no trees, you will fall out and perhaps break a limb.

Oftentimes, you will find that those who lurk in the trees above you are spying on you or preparing to do you harm, so be careful and discover ways to see if anyone is in the trees above you.

6.4 Groups and entourages

A **GROUP** is a group of people who are ultimately following the same person. So, if A is following B, and B is following C, then A is ultimately following C. By typing **ENTOURAGE** or **ENT**, you will see who is following you.

By typing **GROUP**, you will see who you are following along with who is following you.

As someone moves around, those in his entourage will follow him, providing they are able to.

In order to follow another player, type **FOLLOW** <player>. In order to stop following someone, do **LOSE** <whoever>. This can also be used to lose those who are following you.

6.5 Allies

By typing **ALLY** <player> you may officially add someone to your list of allies. **ALLIES** will list who your official allies are, and **UNALLY** <player> will remove a player from that list. You may have, at most, 20 officially declared allies. If you wish to unally all of your allies at once, simply do **UNALLY ALL**.

The significance of official allies lies in the way some abilities work and in the way your loyal mobiles, and other mobiles, will treat your allies. We will leave it up to the individual player to discover the particulars of this, however.

See also: **HELP ENEMIES**

6.6 Enemies

By typing **ENEMY** <player>, you will add someone to your official list of enemies. **ENEMIES** will list your enemies, and **UNENEMY** <player> will remove someone from the list. You can have, at most, 20 officially declared enemies. If you wish to unenemy all your enemies at once, simply do **UNENEMY ALL**.

The significance of your enemies list lies in the way various abilities work, and in the way mobiles that are loyal to you treat those on your enemies list. We will leave it up to you to discern exactly how this works.

See also: **HELP ALLIES**

6.7 Elections and referendums

An **ELECTION** in Achaea takes place when someone who does not hold a particular position (such as Guildmaster or Archon/Vizier) decides that he or she wants to challenge someone currently in that position. Of course, the person being challenged must be in the same guild or city (whichever is relevant) to the person doing the challenging. The command to challenge another player's position is **CONTEST** (syntax is listed below).

In order to begin an election in a guild, only one challenger is needed. In order to begin an election in a city, four challengers must be found before an election may take place.

A **REFERENDUM** differs from an election only in that it is not about a particular position of power. It is called by someone in power (be it a God, a Guildmaster or Secretary, or a member of the ruling council of a city) who defines what the referendum is about, how long it will last for, and what the choices in the referendum are.

It should be noted that the command **ELECTION** (or **ELECTIONS**) may be substituted for **REFERENDUM** (or **REFERENDUMS**) where applicable. (In other words, in an election, use **ELECTION** and in a referendum use **REFERENDUM**). Also note that all times relating to elections are in Achaean time.

Commands for the voting populace:

REFERENDUM LIST (or just REFERENDUMS)	Lists the current referendums or elections that are relevant to you.
REFERENDUM <#> SUMMARY	See a summary of a particular referendum or election.
REFERENDUM <#> CHOICES	See a list of the choices in a particular referendum or election.
REFERENDUM <#> VOTE FOR <choice#/choice>	Vote in a referendum or election. There are requirements that must be met in order to vote: <ul style="list-style-type: none"> • <i>City</i>: You must have played at least 50 hours, and be at least level 20. • <i>Guild</i>: You must be at least guild rank 3. • <i>Public</i>: You must have played at least 100 hours. You can change your vote before the election or referendum is over by simply voting again.
REFERENDUM <#> RESULTS	See the results of a referendum or election.
CONTEST <person> as <position> of <city or guild name> -or- CONTEST <person> as head of <clan>	(if the clan is democratic) Challenge someone for a position of power. For instance: CONTEST ODYSSEUS AS VIZIER OF SHALLAM

- You must be at least guild level 5 in your guild to contest a guildmaster.
- Costs 10,000 gold to contest

Commands for those in power:

REFERENDUM CREATE FOR PUBLIC/CITY/GUILD/<clan>	Create a referendum.
REFERENDUM <#> TITLE	Give a referendum a title.
REFERENDUM <#> DESCRIPTION	Give a referendum a description.
REFERENDUM <#> ADD <choice>	Add a voting option to a referendum.
REFERENDUM <#> REMOVE <choice>	Remove a voting option from a referendum.
REFERENDUM <#> OPEN	Open the voting on a referendum.
REFERENDUM <#> CLOSE	Close the voting early on a referendum
REFERENDUM <#> CLOSE IN <x> <days/months/years>	Set the number of days, months, or years before the referendum will end.

6.8 Shops

Once you've made some money, it will undoubtedly be burning a hole in your pocket, and you'll want to invest it in clothing or a backpack, or healing elixirs, or any other of the staples of an adventurer.

In your meanderings through the cities and villages of Achaea, you will find that many fine merchants inhabit the land. When in a location that looks as if it may be a shop (Central Market of Ashtan, for instance), **WARES** will tell you if it is. If it is a shop, it will also show you whom the proprietor of the shop is, and what is for sale.

Sample **WARES** output:

```
Proprietor: Rurin the Crafter
----- (Item) ----- (Description) ----- (Stock) - (Price) -
    pie13485: a lemon pie                2    500gp
    pike61672: a pike                      5    300gp
    rapier20480: an ornate steel rapier    5    2000gp
    vial122778: an elixir of health (blue ceramic vial) 21    1000gp
    myrrh85123: a group of 10 myrrh balls 27    100gp
```

The first field on a line is the named used to purchase the item. The second is a description of what the item is. The third tells how many of the item are currently in stock. The last field is the price of the item in question. It's often the case that many items are stocked in a shop. It's easy to look for precisely what you want. Simply use **WARES <something>** to search the wares list for something. For example **WARES SWORD** will show you the sword-like items, and **WARES TROUSER** will show you what trousers the shopkeeper is offering.

BUY vial122778, for instance, would purchase a blue ceramic vial containing an elixir of health. **BUY 7 PIKE** would purchase 7 pikes.

Also, there are many wandering merchants throughout the lands. If you happen to meet one, try asking them what they may be selling: **ASK <merchant> WARES [<something>]**

See also: **HELP COMMSHOPS**

6.9 Reading

There are a number of different kinds of readable objects in Achaea. Simply typing **READ <object>** will let you read whatever is contained in or on them.

6.10 Writing

Currently, you cannot write on objects, but this will soon change.

6.11 Shopkeeping

In order to purchase a shop, you must find someone willing to sell you one. In order to do this, you could either go to various player-owned shops in the major cities or Delos, and type **WARES**. If the shop is closed, then contact the city government about buying it from them. In the case of Delos, speak to Pentharian about buying a closed shop. If the shop is open, then you must contact the owner of the shop to purchase it from him.

Once you own a shop, you may put items for sale by doing the following:

1. Drop an item on the floor of the storeroom for your shop.
2. Use the **PRICE** command.

Syntax: **PRICE** [**SINGLE**|**ALL**] <item> <gold>

It has slightly different meaning if you use the 'single' or 'all' keyword before the item. If **SINGLE** is used, it will price only the first item it finds, and it will mark that item as being for sale individually (it won't group with like items). The **ALL** keyword will find all matching items and price them the same (this also removes the single-sale flag). To price alike items (except for those marked for individual sale), simply omit both keywords.

Example (say you have 4 longswords):

PRICE ALL LONGSWORD 2000

PRICE SINGLE LONGSWORD1234 3000

PRICE LONGSWORD 2500

Price all longswords at 2000 gold

An exemplary longsword

Price the other 3 a bit higher

- If you wish to share your shop with your friends, you may do **ALLYSHOP** while in your stockroom, in order to allow those on your allies list to use the **PRICE** command in your shop.
- When someone purchases something from your shop, the gold will be deposited on the floor of your storeroom. Thus, it is in your best interest to ensure that only you and those you trust completely have access to your storeroom.
- Your shop will cost the city it is in money to pay for guards to keep thieves and brigands out of your shop. As such, the city may decide to tax your shop. If you type **CITY SHOP INFO** while standing in your shop, you will be able to see what taxes you owe on your shop.
- You may pay your taxes by typing **CITY PAY SHOP TAXES** while standing in your shop, with the gold in your hands.

You may sell your shop to another player by doing:

SELL SHOP TO <player> **FOR** <x> **GOLD**. The player will be asked for confirmation, and if he has the gold, the gold will be transferred to your inventory. Be sure to give the new owner your keys.

SECURITY NOTE:

It is -highly- recommended that you place a monolith, eye, and key sigil in your stockroom. This will prevent people from portaling in (monolith), stop souls from entering (eye), and automatically lock it when you leave the stockroom (key sigil). **HELP SIGILS** for more information.

6.12 Drinking

Consuming alcohol in Achaea can be, much like in real life, either a pleasurable or a rather detrimental experience. Many Achaeans enjoy celebrating a particularly stunning victory with a flute of champagne, or perhaps just knocking back a few flagons of ale with the lads. A few brave souls even take pleasure in doing shots of tequila or whiskey, though what enjoyment can be found in that is beyond this humble writer.

It must be pointed out that the effects of drinking alcohol range from simple slurred speech to serious alcohol poisoning and death. When you type **STAT**, the second line will show you your level of sobriety.

The amount that a given quantity of alcohol will affect you is determined by your tolerance. Tolerance is based on two things: your player level and how much you drink on a regular basis. Among non-drinkers, the player with the higher level will have the higher tolerance, but a low-level player could easily out-drink a high-level player if the low-level player is a regular drinker.

To increase your tolerance, you need to get fairly drunk (however, drinking to the point of vomiting is not necessary) on a regular basis. Every real-time day, your tolerance goes down by a certain amount, but each day that you get fairly drunk, your tolerance will go up by more than that.

6.13 Mentors

The mentoring system in Achaea is a system that is designed to ensure a friendly reception into Achaea by newbies. When an older player (who must have at least 300 hours of playing time, and be at least level 50) offers to become your mentor, you may **AGREE** if you wish to become his protegee, or do nothing to politely refuse.

If you wish to get rid of a mentor, simply type **REJECT MENTOR** <reason for doing so> and it shall be done. Remember however that if you have played more than 50 hours, or bought credits, you will not be able to take a new mentor.

In return for taking on the responsibilities of a mentor, the mentor has a chance to profit, if you become a more serious player. These responsibilities are essentially those of answering any questions you might have, and helping you to help yourself. For instance, while a mentor might give you a bit of gold and some basic equipment, generally they would rather help you to help learn to get the gold yourself, so that you can equip yourself.

A mentor should, unless urgently busy (for instance, involved in a fight with another player), take the time to patiently answer your questions about Achaea, and should be willing to take you to areas of the game that you need to get to, and generally be a source of advice for you. Remember: a mentor is supposed to generally put himself second, and you, the protegee, first.

We take the position of mentor seriously, and if your mentor is not performing his duties, then you should report him or her to a God.

Once you have reached level 50 and have played for at least 300 hours, you may take on proteges. The file **HELP FORMENTORS** will tell you more.

Before you take on proteges, consider the following.

A protege is someone who you are charged to help on a regular basis. Simply helping a newbie now and then is not sufficient. If you just wish to help a newbie occasionally, by all means, do so! But, given that proteges can take up a lot of time, it's probably best not to overextend yourself. Remember, the honor and joy that comes in aiding the young and knowing that you played a crucial and perhaps even pivotal role in the life of a young adventurer that may perhaps, one day change the course of Achaean history! If you wish to mentor - do it. You are informed when new mortals arrive in Achaea for the first time and graduate - seek them out and help them if this is what you truly wish - otherwise, you may need to re-examine your motives for the truth is this -- There are far too many mentors in Achaea who are not taking seriously the great honor that has been bestowed upon them. Their motives lay in the gifts that the Logos so generously offered those who would sacrifice of themselves so. The reward for mentorship lies not in and such vague and amorphous things as "lessons" and "credits" but in a relationship build and a young mind molded to be the best it can be.

Ask yourself these specific questions before applying to become a mentor:

1. Are you dedicated to sharing your knowledge of this realm with the young and inexperienced for the sake of their enlightenment with no thought of ulterior motive?

2. Do you have the heart of a servant and will you loyally commit yourself to the honor and responsibility that comes in taking on a protegee?
3. Have you already sought out the young and done your best to serve them so that the desire spoken of by your lips is already reflected in your life and actions?
4. Do you have a strong working knowledge of those quests and opportunities for advancement that the young are provided with in these lands? Particularly, do you know Minia inside and out?
5. Are you aware of how to recognize and approach those who have freshly and naively arrived in Achaea?

If you can answer all these questions with, "Yes," then congratulations, you have my blessing. Go and be that which you desire.

6.14 Grace

If you have had to resort to praying to Sarapis in order to regain your life, then you will be given what is called Grace. Those who walk in grace will find themselves unable to either harm or be harmed. In order to rid yourself of this protection, you must type **REJECT GRACE**. Though Grace is a gift from the Gods, they will not bear you a grudge for rejecting this grace. Typing **GRACED** will show you a list of those on-line who walk in Grace.

6.15 Banking and banks

Keeping your valuable golden sovereigns in your hands is not always the wisest course of action. Dying or quitting will cause you to lose it (see **HELP GOLD**), and certain abilities possessed by players may cause you to be forced to hand it over to them. Keeping your gold in a backpack is certainly safer, but for true safety, the place to keep your gold is in a bank.

In order to use a bank, you must first find a branch of a bank. Once there, you may **DEPOSIT** <however many golden sovereigns>, provided you are holding that many in your hands. **WITHDRAW** <gold> will withdraw gold from your account. Note that the bank will exact a 2% withdrawal fee everytime you withdraw gold, and that fee will always be at least 1 gold.

If you have wealth rivaling Prospero, you may have spread your accounts among various banks. **BANKACCOUNTS** will show you a listing of your various accounts, and how much gold you have in them.

Locations of major banks:

- The Royal Bank of Ashtan is located north of Northern Parade of Zarathustra.
- The Imperial Shallamese Bank is located east, then north from Scythia Square.
- The People's Bank of Hashan is located northwest of The Crossroads, in Hashan.

6.16 Guides

Guides are characters who exist solely to help newbies. If one is on-line, typing **BW/QW** or **WHO** will display them in bright yellow (provided you have ansi turned on). Currently, Romeo and Juliet are the Guide characters. If you are a newbie, feel free to call on them for help whenever you please, either by speaking on the newbie channel or by asking them directly via tell.

You may speak on the newbie channel by typing **NEWBIE** <your text>.

6.18 Personal journals

Personal journals are magical books in which you may record whatever you like. Lothariel gifts all newbies who complete the novice introduction with one, and they may also be purchased, for a rather hefty price, at many markets throughout the land.

Journals are designed for you to record your journeys in the land, keep notes in, compose poetry, and generally write whatever you please. A journal may only be written in by the owner of it, though it may be read by anyone.

Journals have 50 pages upon which to write. Each page can hold a limited (though still fairly large) amount of text.

Commands:

TITLE <journal> <title>	Gives your journal a title.
BOOKMARK <journal> PAGE <whatever>	Place the journal's bookmark on whatever page you wish. Doing so will cause the READ and WRITE commands to operate on that page, if no specific page number is specified.
READ <journal> PAGE <whatever>	Read page <whatever> in <journal>. If you omit the PAGE <whatever>, then it will read, by default, the page that the bookmark is on.
WRITE <journal> PAGE <whatever>	Write page <whatever> in <journal>. If you omit the PAGE <whatever>, then it will read, by default, the page that the bookmark is on.

6.19 Weather

Weather in Achaea is a simple, and intuitive affair. The only weather-related command to know about is **FORECAST**, which will tell you about the temperature, the wind, and generally about the weather conditions. You will usually find that all the weather in one area is the same. For instance, all of the western ithmia would have the same weather. Unfortunately, this does mean that when moving from one area to another, you could immediately be in a new type of weather.

As you spend time in Achaea, you will encounter a number of possible weather-related effects. These include, but are not limited to, the inability to squint or glance in heavy snow, rain, or fog, finding your conversations drowned out in high winds, being blown about while you are flying in high winds, being blown out of the trees in high winds, losing health due to being too cold, freezing or starting to shiver due to being too cold, and so on.

The most potentially damaging effect, cold, can be fought in a number of ways. The foremost method is by simply using common sense and wearing warm clothes. Just look at a piece of clothing and you should be able to tell how well it protects you from the cold by the type of clothing it is and what it is made of, etc. Further, gaining skill in the Frost miniskill will help protect you from the cold.

It's important to remember that windchill is a factor in Achaea too. It may be about 25 degrees F, but if the wind is blowing strongly, the effective temperature as far as you are concerned is much lower.

6.20 Levels

A 'level' is a measure of experience, which you get from performing quests, or slaying people and animals. When you type **SCORE**, you will see what level you are, as well as a name for that level. There are 100 levels in Achaea, and they get progressively more difficult to achieve as you attain higher and higher levels. Any time you gain a level, you will receive 5 lessons. Anytime you lose one, you will lose 5 lessons. Further, as you progress in the hierarchy of levels, your shouting voice will change and grow more powerful. When you reach level 80, your need for sleep and for food will completely disappear.

Upon reaching level 99, you will gain the ability to change into a Dragon, granting you new powers and extra health.

See also: **HELP LEVELLIST**

6.21 Permissions

Our permissions system, which is, or will be, used in multiple places, allows one to specify exactly who can access something, or who is affected by something. For instance, the housing system (**HELP HOUSING**) uses it to decide who can and cannot open a door in a house.

The permissions are actually called 'boolean expressions', but don't let this scare you - all it means is that they are either true or false. A permission might look like this (capitalization unnecessary): RANK 10 OF PHAESTUS. That permission would mean that people who are rank 10 in the Order of Phaestus pass the permissions test. You can also combine multiple permissions, to, for instance, let in everybody on your allies list, everybody from your guild, and everybody from your city higher than, say, rank 2.

To get even more elaborate, you can also use the 'not' modifier to take the opposite of a permission string, and even the 'except' modifier to specifically exclude certain people or groups of people.

An example of a set of permissions using everything you've learned so far could be:

```
NOT ENEMIES
RANK 10 OF PHAESTUS
SARAPIS
NOT CYRENE
EXCEPT ARCHPRELATE OF CHURCH
EXCEPT NOT RANK 3 OF ASHTAN
EXCEPT AEYR
```

So, in total, the following would pass the permissions test:

- People who aren't your enemies. (Note that this is most people.)
- People who are rank 10 in Phaestus' order.
- Sarapis.
- Everyone who is NOT a member of Cyrene.

It would prevent people from opening the door who are:

- The Archprelate of the Church
- Less than city rank 3 in Ashtan.
- Aeyr.

Obviously this is a bit of a silly set of permissions, but it shows how elaborate you can get. The following are the specific permissions that you can use:

PERSON	A specific person.
ALLY	Your allies.
ENEMY	Your enemies.
MEMBER OF <organization>	A member of an organization, including clans, guilds, orders, cities, Oakstone, the Church, etc.
ENEMY OF <organization>	An enemy of an organization.
COUNCIL_MEMBER/SECRETARY /PRELATE OF <city/guild/Church>	A member of the ruling council of a city, a secretary of a guild, or a Prelate of the Church.
LEADER/ARCHPRELATE/ GUILDMASTER of <org>	A city leader, the Archprelate of the Church, a Guildmaster, or the leader of a clan.
RANK <x> OF <org>	At least rank <x> in cities, guilds, or orders.

NOVICEHEAD OF <guild>	The novicehead of a guild.
<ministry> OF <city>	A minister a city. For instance: AMBASSADOR OF ASHTAN
<ministry> _AIDES of <org>	A minister and his aides. For instance: AMBASSADOR_AIDES OF ASHTAN

6.22 The landmarks

This file now exists only as a monument to the horrible travesty of design that was Landmarks. Below is the last version of **HELP LANDMARKS**. For the record, this system was removed because almost everybody loathed the repetitive actions involved.

The Landmarks of Achaea are eight specially-designated 'landmarks', each with a good and evil aspect to them. For each landmark, there is a unique way of influencing its aspect.

The effect on the game that the Landmarks have is primarily on the gaining of devotion, if you are a Paladin or Priest, and on the gaining of life essence, for Necromancy. The 'balance' of the Landmarks modifies the amount of devotion or life essence received. The balance means how many of the Landmarks are in their 'good' aspect, if you're speaking of devotion, or how many are in their 'evil' aspect, if you're speaking of life essence. The modifiers are as follows:

Landmarks in the correct aspect	Modifier
0	0%
1	25%
2	50%
3	75%
4	100%
5	100%
6	125%
7	150%
8	200%

See **HELP DEVOTION** and **HELP NECROMANCY** for more details on devotion and life essence.

A great philosopher has studied the Landmarks and has noted a strange phenomenon regarding their activity. The Landmarks are on a cycle and only seem to respond to change during the time he calls, Ethian's Crossing, or the first month of every Achaean year. He claims that the cycle is related to the alignment in the heavens, and while his theories have yet to be proven, the time frame appears to be quite accurate.

THE LANDMARKS (listed good/evil)

You may see what aspect each Landmark is in by typing **LANDMARKS**.

1. The Sapphire Sphinx / The Ruby Sphinx
Location: The Mhojave Desert
Method: The Sphinx seeks riddles. Seek out notes with riddles on them and bring them to the Sphinx.
Syntax: **GIVE NOTE TO SPHINX**
2. The Great Oak / Thoth's Bough
Location: The Western Ithmia
Method: Melt either an icicle, to encourage life, or a cube of blackwater, to encourage death.
Syntax: **MELT ICICLE/BLACKWATER ON** <tree/bough>

3. The Angel Mirror / The Demon Mirror
Location: Unknown
Method: Float black or white lilies in the pool
Syntax: **FLOAT** <lily> **IN MIRROR** (or **POOL**)
4. The Garden of Rapture / The Garden of Midnight
Location: Unknown
Method: Capture either morning cloak or funereal duskywing butterflies and release them in the Garden.
Syntax: **CATCH** <butterfly> (must have a butterfly net wielded) **RELEASE BUTTERFLIES**
5. The Living Totem / The Stygian Totem
Location: Unknown
Method: Give stag's horns to either the King Stag or Melkhiour, the forest lich.
Syntax: **GIVE HORN TO STAG/MELKHIOUR**
6. The Radiant Valley / The Valley of the Shadow
Location: Unknown
Method: Collect and offer either dark or light essence.
Syntax: **OFFER** <essence>
7. The Pillars of Maya / Dameron's Fist
Location: Unknown
Method: Pray to either Maya or Dameron. You cannot do anything else while praying to them.
Syntax: **PRAY TO MAYA/DAMERON**
8. The Celestial Falls / The Blood Falls
Location: Unknown
Method: Pour buckets of blood into the waterfall to either sanctify or defile it. Your bucket must have a minimum amount of blood for the blood to be effective.
Syntax: **POUR BLOOD IN WATERFALL TO SANCTIFY/DEFILE**
See also: **HELP BUCKETS**

6.23 Bardic and artisanal contests

Note: Bardic/Artisanal winners can be seen and entries submitted at: <http://www.achaea.com/ArtBard.cgi>

People of Achaea! The Bardic council of the Fellowship of Scarlatti do invite you all to share the power of your creativity and imagination throughout the land! To honour and acclaim your wisdom and artistry, we have decided to encourage the fine arts by holding monthly writing and visual arts contests. The winners of each competition will be ascribed rank within one of the two orders in our Fellowship, as well as receiving a healthy reward of the currency known as Credits.

As mentioned, two orders are there: the Bardic and the Artisan. The Bardic sponsors the written word contests, and the Artisan puts forth the funds to sponsor the visual arts contests.

RULES:

Contest entries must be original works of literature, history, poetry, or philosophy (which encompasses almost any kind of knowledge) based within the Achaean mythology, culture and worldview, in the case of the the written contests and simply something to do with Achaea in the case of the Artisanal contests. One could paint anything from sweeping portraits to scenes from Achaean history, to illustrated maps. Credit is given for excellent writing or artistic quality, and also for the way in which the story or visual artistic piece embraces and enhances Achaean culture. Note that collages are no longer allowed. Every bit of your piece must be original to qualify. In the case of a visual piece, an accompanying written explanation of it may be beneficial.

All contest entries for the Bardic (written) and Artisanal (visual) contests must be submitted through the online forms available from <http://www.achaea.com/arts.htm>. The name of a character must be included in the subject

line. This character is assumed to have created the work in-role. This character will be the one to receive any forthcoming reward.

The contests will be held once a (RL) month. The closing date for each contest will be midnight GMT on the last day of the month (judged according to the time the email is received). Contest results will be announced around a week after the closing date.

FORMATS:

To submit a Bardic work, you must use the online submission page listed earlier (<http://www.achaea.com/arts.htm>). The system requires you to cut and paste your work into the submission form provided. YOU can add appropriate formatting after you have pasted into the form, before clicking on 'Submit.' Remember to fill out all the form fields!

To submit an Artisanal work, you need to use the same submission form. You may submit .jpg, .gif, animated .gif, or Flash formats, though the total size of your submission must not exceed 400K.

In either case, submitting an entry warrants that you were the original creator of the material and that there is no material in your submission that is copyrighted to anyone else. If you submit material that you didn't create yourself, you will be shrubbed. ORIGINAL WORKS ONLY! Submitting someone else's intellectual property is a violation of US and International law.

REWARDS

There are 3 levels of success in each contest. One winner, up to three creditable runners up, and any number of minor merit awards. A character may only enter once per contest. Success in a bardic contest brings with it the following rewards:

Winner	4 points and 200 credits
Runners up	2 points and 100 credits
Merit	1 point and 50 credits

The winning (and runner up) stories will be displayed on the Achaea website shortly after the prizes have been allocated to the characters who won. The names and titles of the winning works will be entered into the Book of Bards in the Hall of Bards in Delos.

Each time you hit increments of 4 points in the Bardic or Artisanal contests, you will gain a new rank in that Order, as well as some credits. That is in addition to the credits you get for being the winner, runner-up, or merit contestant (see above).

There are 7 ranks. Your current rank is displayed in your HONOURS. The rank titles are as follows:

Bardic:

1	Storyteller	100 credits
2	Troubadour	200 credits
3	Minstrel	300 credits
4	Maestro	400 credits
5	Laureate	500 credits
6	Master Bard	600 credits
7	High Bard	700 credits

Artisanal:

1	Sketcher	100 credits
2	Engraver	200 credits
3	Illustrator	300 credits
4	Sculptor	400 credits
5	Painter	500 credits
6	Artisanal Master	600 credits
7	High Master	700 credits

COPYRIGHT NOTICE

All submitted works of whatever nature become the sole property of Iron Realms Entertainment LLC, with all copyright assigned to Iron Realms Entertainment LLC. The reason for this is that we wish to be eternally free to display winning works on our website. If you still have a problem with this, consider that the only works that will win are ones that have something to do with Achaea, and you couldn't sell those anyway. We don't mind you also posting the art or stories on your website however.

6.24 Church

The Church is an organization dedicated to goodness, justice, and the light. Composed of the Paladins, the Priests, and various honorary members, it maintains a delicate internal balance of power. Nestled in the Chrysalis Basilica within the walls of Shallam, it has long been a force for good and a focus point of controversy. The Church has a long History, and the curious reader may find a telling of such in **HELP CHURCH_HISTORY**.

Any non-novice member of either the Paladins or Priests guilds are automatically made members of the Church. Further, the Church leaders (Prelates and the Archprelate) may appoint to the Church honorary members. These individuals gain access to the Church commands, the Church channel, and the Church newsboard. An honorary Church member is someone who is not of the Paladins or Priest guild but has proved his or her loyalty to the Church, and for that loyalty has been given all the privileges of a normal member.

Beware, joining the Church via either the Priest or Paladin guilds requires adherence to the Church ideals, and extreme transgressions can be punished with the legendary Excommunication power which removes an individual's ability to use his or her Devotion.

The Church's hierarchy of power is determined by the Prelates and Patron. For more information see **HELP PRELATES**.

Church Related Commands:

CHWHO,CHURCHWHO	Get a list of online Church members.
CHT,CHURCHTELL <text>	Tell other on-line members of the Church something.
CHURCHTELLOFF/CHURCHTELLON	Turn off or on the church channel.
CHURCH ENEMIES	See a list of current enemies of the Church.
CHURCH FAVOUR/DISFAVOUR <person>	Express your feelings toward another Churchmember. (You may do this only once per day.)
QUIT CHURCH	If you are an honorary member and wish to leave the church.

Prelate or Archprelate Commands:

BANKACCOUNTS CHURCH	See a listing of all deposited funds.
CHURCH ENEMY/UNENEMY <person>	Declare someone an enemy or revoke that status.
CHURCH INDUCT/OUST <person>	Declare or remove someone's honorary member status.
Archprelate only:	
CHURCH PATRON <god>	Choose the patron of the Church

See also: **CHURCH_HISTORY, PRELATES**

6.25 The wilderness map

The wilderness map can be a difficult concept to grasp at first, as it has no real-life counterpart. To understand, first consider movement through normal rooms. Certain exits exist from each room, leading to other rooms. Rooms can't be assumed to be the same physical size, and can be set up in illogical ways.

The wilderness map, on the other hand, is a set of literally millions of rooms that you can move through logically. Every room is the same 'size', and there are exits in all of the cardinal directions from each room. You may be stopped from moving somewhere by high mountains or other factors, but generally, you can move in any direction.

Now comes the cool part: You can see an ansi-colored map of where you are on the wilderness map. Everytime you move, the part of the map you can see will be displayed, with a @ representing where you are. Your range of vision will depend on a number of factors, such as whether or not you're flying, whether you're in an environment such as a forest or mountains, and what time of day it is. The racial infravision ability will allow you to see as well at night as in the daytime.

The potentially confusing aspect to this is that while in the wilderness, you can move over areas with normal rooms, but not interact with those rooms or things or people in them unless they are also on the wilderness map. Thus, I could be at "North of Thera" on the wilderness map, and not see the people who are at North of Thera in the normal rooms. There are, however, places where you can transfer between the 'normal' rooms and the wilderness map. You'll see them represented as a ? on the wilderness map, and you'll see something in the room description of a normal room indicating that you can enter the wilderness map from there.

When you want to enter the wilderness map, and are at a suitable location, you simply type: **ENTER WILDERNESS**. When you are on the wilderness map and at a suitable location to leave, simply type **LEAVE WILDERNESS**.

Differences on the Map

You'll find that there are numerous differences between the map rooms and normal rooms. These differences mainly result from the fact (and apologies for the out-of-character reference here) that most things done in and to the map rooms are temporary, including items in them.

- If you drop items in the map room and wait more than a couple minutes to come back, the items will most likely not be there anymore.
- Certain things simply do not work on the map. These include, for instance, weather and plants. Groves, however, can be established safely there, and will remain permanent.
- Any area or continent-limited ranged abilities (ie almost all of them) will work differently. Instead of working within pre-defined areas, they have ranges. For instance, instead of working in the Western Ithmia (assuming you were standing there), it might have a range of 50-100 rooms away.
- Explorer rank is unaffected by the wilderness map. We're sure you can see why.
- When you type **SURVEY**, you might notice an extra line or two telling you what approximate direction certain well-known places are from you. This is to assist you in case you get lost. Note, this is a low level skill in the survival skillset. Type **AB SURVIVAL** to see if you have this command.
- There isn't a 100% consistent system for representing environment types on the map. For instance, many of the forests look different from each other. This is by design, so as to make the map more interesting to look at.

Why do we have the Map?

This answer is quite simple: so that we can create a true sense of distance. There are literally millions of rooms on the overhead map. Creating that many rooms using traditional methods would both require a fairly ludicrous amount of memory, and an even more ludicrous amount of work. So this is a compromise. With it, we can have a huge world. We will add ships to sail across the vast ocean to other lands, and we can easily add 'normal' areas separated by a lot of land.

The wilderness map does not mean that we will stop development of normal areas. What it does mean is that we won't spend time making big empty areas like the Dardanic Grasslands between other areas. So for instance, if we wanted to implement an area far north of even the Northreach forest, we would not have to create all the totally empty tundra areas in between. We would just make the 'destination' area and attach it to the wilderness map in the appropriate spot. Perhaps you'd start your journey in your home city, enter the wilderness map, trek to the area you wish to adventure in, enter it, and adventure away.

Where can I enter the Map?

Here is a partial list of places to enter and exit the wilderness Map:

- Village Square in Thera
- Entrance to Tomacula
- Bridge to Delos
- Entrance to Shastaan
- Western entrance to Jaru
- Outside the entrance to Moghedu
- Partway along the Cyrene highway
- A few in the Northreach Forest
- A few in the Dardanic Grasslands
- Polyargos, by the ferryman
- Ulangi, by the ferryman
- Outside the entrance to Eleusis
- At the junction of the western, eastern, and northern ithmian forests
- Entrance to Dun Valley
- Outside of el'Jazira
- The Aalen forest
- Junction of the North Road and Road of Eternity

6.26 Commodity shops

Commodity shops are special shops, run by and located in the villages that produce raw materials such as iron, silver, steel, leather, coal, cloth, and so on. These village shops each produce X quantity of commodity every X period of time, and it's generally different for each village and each commodity. No village produces all of the commodities, and you'll find that prices will vary from village to village according to demand: If a particular commodity in a particular shop is sold out, the price will likely get raised when it is restocked. Similarly, if there is a large surplus, the price will likely get lowered. This creates the possibility of stocking up when prices are low, and then selling them via your own shop when prices have gone up.

You will find these shops in Shastaan, Jaru, Thera, Tasur'ke, el'Jazira, Moghedu, the Tsol'aa village in the Aalen, the Ogre fortress of Thalagor, in the village of Cavemen in Dun Valley, and in the Groom village on Ulangi.

See also: **HELP SHOPS**

6.27 Logs

Logs are records made of certain actions. In this context, logs refers to the various organizational logs available. These include: City, Guild, Order, Clan, and Church logs. The syntax for reading these general organizational logs is all the same. The general syntax to read the logs is identical throughout:

READLOG <organization name> [line to begin at] [how many days back]

Note that the last two fields are optional.

Example syntax:

READLOG VALNURANA *This would read today's log for the Order of Valnurana.*

READLOG CYRENE 0 3 *This would read Cyrene's log of 3 days ago, starting at the beginning of it.*

READLOG SORCERERS 50 2 *This would read the Sorcerer's log of 2 days ago, starting at line 50.*

Not everyone in an organization has the power to read the logs in that organization, but the breakdown of who can and cannot is detailed in the various help sections on Clans, Orders, Guilds, and Cities.

6.28 Organizational help files

As much as our help file system documents, it will never even approach fully covering everything there is to know in Achaea, as much of that knowledge is player-created and ever-changing. In order to facilitate the passing of information from older players to younger players, and to assist in the creation of a culture within these organizations, cities, guilds, clans, the Church and Orders can create organizational helpfiles. The commands are as follows:

CITYHELP EDIT <file name>	Can be done by ruling council, and any Minister. Creates or edits a help file with that name.
CITYHELP DELETE <filename>	Can be done by ruling council, and any Minister. Deletes a help file with that name.
CITYHELP INDEX	Shows you an index of city help files.
CITYHELP <file name>	Shows you a particular city help file.

The syntaxes for the other organizations are the same, except the root verb is: **GUILDHELP**, **CHURCHHELP**, **CLANHELP**, **ORDERHELP**, **CHURCHELPH**, or **OAKHELP** (for Oakstone). In guilds, GMs and Secretaries can edit and delete. In the Church, Prelates can do it. In Clans, only the clan head may do it, though in all cases, the organizational Patron can also edit the files. In Orders, only the God or Goddess and those order rank 7 or above may edit or delete the files. In Oakstone, only Hierophants may edit and delete.

6.29 Organizational writs of revenge

Summary

Writs are owned by organizations and pertain to an individual. So, for instance, a city may have three writs against Bob the Evil Overlord for offences against that city. For each writ an organization has against an individual one assassin or champion may be legally hired to kill that individual, in the organization's name. Writs are generated by various acts, detailed below.

Keep in mind that if it's listed here as a 'writable' offence, this system is the only means of retribution open to you. You must obtain a writ for your organization to take revenge.

What is a Writ?

Sometimes, a person may commit certain acts against an organization (such as an Order, a guild, a city, etc.), and the organization needs to be able to strike back without the individuals involved violating the rules in **HELP PK** (PlayerKilling). In order to facilitate this, we've created what are called Writs.

How does an organization get Writs against people?

When an individual commits one of the offences against an organization that the code recognizes, a member of that organization will be given the opportunity to officially bear witness to that crime, generating a writ for the organization against the offender.

What can my organization do with Writs?

Once an organization has a writ against an individual, authorized members of the organization may take out a contract on that individual, from either Assassins or Champions. You may only take out one contract per writ, so an individual will have to have committed multiple offences against an organization in order for that organization to hire a pack of assassins or champions. Further, remember that if an organization hires an assassin or champion to kill someone, that someone may kill the champion or assassin first, nullifying the contract. The organization does not get its writ back in that case.

What specific acts generate Writs?

As this is a fairly novel system, we're not sure how well it will work, so we've only enabled it for one thing as a test: defiling shrines. When someone defiles a shrine, the shrine will announce on the order channel that it is being defiled, though it will not say by whom. An Order member then has 20 seconds to get to that shrine and type **WITNESS SHRINE**. If the member got there in time, a writ will be generated for that organization, against that individual. Note that you can witness -multiple times-. You'll be able to witness once for each separate person that defiled in the last 20 seconds.

Commands for the Order:

ORDER WRITS List who the org has writs against.
 • Must be Order rank 3 or above.

CONTRACTS ORDER Lists what contracts your Order has.
 • Must be Order rank 3 or above.

CONTRACT <assassin> **FOR** <target> **AT** <gold price> **FOR** <org type: order/city/etc>
REQUEST <champion> **AS CHAMPION FOR** <target> **FOR** <org type>

- Hires an assassin or requests a champion to eliminate an individual.
- Your organization must have a writ against that individual.
- Requires Order rank 7 or up.
- Will be logged in the order log.

CANCEL CONTRACT <contract#> Cancels a contract.
 • Must be Order rank 7 or up.

ORDER WRITS FORGIVE <person> Deletes one PK credit against that person.
 • Must be Order rank 7 or up.

SEE ALSO: **HELP PK**, **HELP ASSASSINS**, **HELP PATRONAGE**, **HELP SHRINES**

Our reasoning behind the Writs system

The current PK rules are not suitable for handling player vs. organization conflict. As it stands, if a player defiles a shrine or kills a city guard, whom should we let attack back? If we allow just anyone in the organization to fight back, then the net effect is that committing one crime against an organization, once, results in potentially hundreds of people having PK rights against you, which amounts to a death sentence. If committing a crime against an organization is a death sentence, people know they can't really get away with anything, and so conflict is lessened. Conflict is, however, good.

There is also the problem of determining who actually did defile a shrine. We don't want to let people kill shrine defilers just because someone said someone else defiled a shrine, as a single liar can cause a ton of problems that way, but requiring shrine members to actually be at a shrine that's being defiled in order to take revenge is too difficult, and functionally nearly impossible to do if your order has more than a few shrines.

So can't just let people get away with defiling shrines and not empowering the organization to retaliate in some way. Orders spend a lot of time building up their shrines.

In summary then, we needed a system that:

1. Gives individuals a chance to actually get away with defiling a shrine (or killing a city guard, or exterminating a forest room, or other things we will use this system for if the shrines work out.)
2. Officially keeps track of who the organization has PK rights against.
3. Ensures some sense of proportionality: A single offence can't be a guaranteed death.

We think this system does all of this. #1 is satisfied, because an Order member has only 20 seconds to get to the shrine. We can always fine-tune the amount of time Order members have to get there. #2 is satisfied because the system does keep explicit track of who an organization has PK rights against, and #3 is satisfied because a single offence only allows an organization to hire a single assassin or champion.



7 Items and Mobiles

7.1	Mobiles	Some general information about dealing with mobiles.
7.2	Gold	The syntax for interacting with gold.
7.3	Sigils	Useful, magical symbols.
7.4	Loyalty	Read about making mobiles loyal to you.
7.5	Doors	The syntaxes for interacting with doors.
7.6	Locks	The syntaxes for interacting with locks.
7.7	Keys	Keys and how to copy them.
7.8	Buckets	Sanctify or defile the Falls.
7.9	Questitems	Read how quest items differ from normal items.
7.10	Throwing	Learn how to throw things at or to people.
7.11	Pocketbelts	A very useful item to store quantities of plants.
7.12	Clothing	Information about the variety of clothes in Achaea.
7.13	Groupingitems	Some items can be 'grouped' and treated as one.
7.14	The Rift	A personal, trans-dimensional storage place.
7.15	Refills	Refills from Season
7.16	Inks	Inks and their uses

7.1 Mobiles

Mobiles (also referred to as NPCs (non-player-characters), or CCCs (computer-controlled-characters)) can range from a worm to a dragon to a human being to a talking sword. Their range of response to you could be anything from ignoring you, to having something to say back to you, to attacking you.

Generally, the way you will get a mobile to talk to you is to **GREET** it.

Some mobiles in Achaea will become loyal to you in certain circumstances. If a mobile is loyal to you, you may give it a variety of commands. These are:

- ORDER** <mobile> **PASSIVE** Pacify an upset mobile.
- ORDER** <mobile> **KILL** <player> Order a mobile to attempt to slay someone.
- ORDER** <mobile> **FOLLOW** <player> Order a mobile to follow someone.
- ORDER** <mobile> **CALM** If your mobile is panicking, this will calm it.
- ORDER** <mobile> **DROP** <whatever> Order a mobile to drop something it is holding.

While not currently implemented, there are plans to eventually greatly expand the range of response that a mobile has, as well as give them the ability to initiate things. For instance, certain mobiles that you have really upset, might see that you are online and decide to exact revenge. There you are, relaxing in your house, when there is a light tap on the door. "Excuse me," says an unfamiliar voice, "but could I have a word with you?" Being the gregarious person that you are, you obligingly open the door at which point the ogre whose mother you insulted last week rips your arms off and beats you to death with them. Fun!

7.2 Gold

Gold is the currency of the land. Found in the form of golden sovereigns, it is almost universally accepted as payment for goods and services.

In order to see how much gold you have, type **I** or **INVENTORY**.

Dealing with gold is a bit different from dealing with other items. When giving, dropping, or putting gold, you specify the number of gold directly before the word gold. So, for instance: **GIVE 100 GOLD TO RURIN**

One thing to keep in mind is that any gold in your inventory will fall into the ground upon death or upon quitting. If you do not want this to happen (and who does?), you should store your gold in a backpack, or, if you want more safety, in a bank. (see **HELP BANKING**)

7.3 Sigils

Sigils are small, magical symbols that may be attached to items, or dropped on the ground. They have a variety of effects. For instance, a fist sigil makes an item safe from certain attacks that try to rob you of items. You may obtain sigils from marketplaces in Ashtan and Shallam.

For those sigils which must be attached to something, the syntax is simply

ATTACH <sigil> to <whatever>.

Shape	Effect
Fist	When ATTACHED to an item, it cannot be knocked out of your inventory easily.
Monolith	When on the ground in the location you are in, this will prevent most forms of instant teleportation into the room.
Flame	When ATTACHED to an item, the item will not be able to be

	wielded, picked up, given away, or put anywhere. In other words, you will be able to drop the item, and that will be it. You won't be able to get it afterwards. If you don't drop the item, then it will be safe in your inventory insofar as no one will be able to order you to give it away in any manner, but you won't be able to give it to someone voluntarily either.
Key	The key sigil is a peculiar, and eminently useful sigil. Drop it in a room, and when anyone leaves that room, it will automatically shut and lock the doorway (if there is one) that you passed through. (Note: When lockpicking goes in, the key sigil will also magically protect that lock against being picked for a period of time.)
Mushroom	When ATTACHED to all but the biggest objects, this sigil will cause a magical explosion, annihilating both the sigil and whatever it was attached to.
Orb	When thrown at a chaos entity, it will destroy the entity.
Knife	When on the ground, it will periodically attempt to cut elemental links.
Cube	When on the ground, it will periodically destroy vibrations, unless there is reverberation vibration in the room.
Eye	When on the ground, an eye sigil will prevent souls from entering the room. On the other hand, when thrown at the ground, (i.e. THROW EYE AT GROUND), an eye sigil will disappear in a flash of light and pull all phased people back into phase with reality.

7.4 Loyalty

Mobiles in Achaea may be loyal to players, other mobiles, or organizations like guilds and cities. You may find out who a mobile is loyal to by probing it. There are various abilities that will gain you loyalty of a mobile, but not all classes have access to these abilities.

7.5 Doors

As you move around Achaea, you will encounter doors that bar your way. Doors may be closed or open, locked or unlocked. Although it may seem odd, they may be locked open (imagine a bolt lock that has been locked with the door still open). In order to open or shut a door, all the locks on the door must be unlocked.

The following commands are used to deal with doors:

- OPEN DOOR** <direction> Opens a door in a direction.
CLOSE DOOR <direction> Closes a door in a direction.
UNLOCK DOOR <direction> Unlocks all the locks you are capable of unlocking on the door in that direction.
LOCK DOOR <direction> Locks all the locks you are capable of locking on the door in that direction.

7.6 Locks

Doors may contain up to six locks, and each lock is capable of having a separate key. If you own a structure that has a door, and you would like a lock added to that door, or you would like an existing lock on that door changed, you will need to speak to your Patron.

Containers with lids of some sort may also have a lock.

7.7 Keys

A key is what is used to open locks on doors, chests, or other lockable things. Keys are able to open up to six different locks but generally only a God is able to set which locks a particular key can open. If you have a key

and it has your mark on it, you will be able to take it to a locksmith, such as Schliemann the Unlocker, and ask him to copy it for you.

7.8 Buckets

The reason such a seemingly trivial-item gets its own helpfile, is that buckets have an important historical place in Achaea. In times past, the Church erected Shrines about the land, and there was much war because of it, with each side using endless buckets of blood to sanctify or defile shrines, as they chose.

Now, buckets of blood are used with one of the landmarks: The Celestial Falls / The Blood Falls. (see **HELP LANDMARKS**). In order to gather blood to pour into the falls, you must take dead bodies to a slaughterhouse (found in all the cities). Then you must drop the bucket on the ground, and do **BUTCHER** <whatever>. Some blood will pour into the bucket. In order to have any effect on the falls, the bucket has to have a minimum amount of blood in it, and to have the maximum effect, it should be full. Note that you may butcher multiple bodies into one bucket. The amount of blood that a body gives is a function of how much health it has when fully healed.

7.9 Quest Items

When you quit or die, you will keep most of your personal items, such as clothes, vials, backpacks, weapons, armour, and so on. However, you will drop certain items, such as plants, and all quest-related items. Furthermore, quest-items (including dead mobile bodies) will reset out of your inventory every so often, so be sure to be relatively speedy about completing a quest. The reason this happens is to prevent someone from collecting quest items and just holding on to them, thus preventing anyone from doing the quests.

7.10 Throwing

There are a number of ways to throw items in Achaea.

THROW <item> <direction>	Throws an item in a particular direction.
THROW <item> <direction> TO <player>	Throws an item to a player in an adjacent room.
THROW <weapon> <direction> AT <player>	Throws a weapon at a player in another room.
THROW <item> AT <player>	Throw an item at a player in your room.

7.11 Pocketbelts

Using pocketbelts, you may store a variety of plants and commodities in a safe and orderly manner. A pocketbelt may hold 6 types of items, and a maximum of 250 of each of those types.

To use a pocketbelt, first purchase one (or more) and then use the following:

INB [<amount> ALL] <item>	This will find a pocket containing the given type of item (or an empty one if there is none) and place them in the pocket for safe-keeping. If no amount is specified, it will use the first item found (if a grouping item, then the entire group).
OUTB [<amount> ALL] <item>	This will take a number of the items out of a pocket of one of your pocketbelts (only if you've put some there to begin with). If no amount is specified, the default is take out only a single item.
BELTLIST -or- BL	Take a quick inventory of all your currently held pocketbelts.

You can also specify precisely which belt you would like to use by doing:

INB [<amount>|ALL] <item> **INTO** <pocketbelt>
-or-

OUTB [<amount>|ALL] <item> **FROM** <pocketbelt>

7.12 Clothing

Clothing has importance to all those of Achaea who ever wish to venture into the colder territories, or who simply wish to look good. While cheap clothing is readily available in any major city, considerably finer and more expensive clothing is also available, should you wish to give your fashion sense a spot of exercise.

In every city, and most villages, you will find purveyors of clothing that suit that city or village. For instance, Shallamese merchants tend to sell lighter, looser clothing: the better to stay cool in their hot environment. On the other hand, Ashtan, for instance, will tend to sell heavier clothing, often made of wool, in order that their citizens may stay warmer in their relatively colder climate. Villages tend to sell a small selection of merchandise oriented around a particular theme. For instance, the desert village of el'Jazira deals primarily in a few high-quality leather goods. You are encouraged to explore the land and seek out clothes that may only be purchased in remote villages.

There are two factors involved with clothing to be aware of:

1. Warmth
This is merely a measure of how warm the clothing will keep you. By examining the clothing and reading the description, you will be able to see approximately how warm the clothing will keep you.
2. Quality
This measures the general quality and value of the piece of clothing you are wearing. Though currently meaningless, in the future, some mobiles will react differently to people depending on how well or poorly they are dressed. Some rooms, such as a wedding chapel, will also be barred to the poorly dressed rabble.

On an out of character note, the reason that nice clothing is so expensive, and still wears out frequently, is that players tend to wear the same clothes day in, and day out, which wears clothes out quite quickly. Instead of making you maintain a full wardrobe, we simulate the on-going cost associate with dressing nicely by simply making you buy another set of nice clothes every now and then.

In order to wear clothing, simply type **WEAR** <clothing>.

In order to remove it, type **REMOVE** <clothing>.

Be aware that clothing is divided up by where on your body it is worn, and you generally will only be able to wear a certain number of each type of clothing. For instance, you can only wear one shirt (but you could layer a bra and undershirt underneath, and a vest and robe and overcoat over that).

You will find that if you are wearing a bra or something similar, wearing a shirt will cover up the bra to the eyes of those around you. Similarly, if you are wearing panties, or boxer shorts, or something similar, wearing pants will cover this up.

7.13 "Grouping" items

Some types of items in Achaea can be lumped together and treated as a single item. For instance, if you're carrying 16 red inks, it's nice to group them together so you can manage them easier, and move them around all at once. Once combined, they are treated as one, and giving, dropping, (but not inking obviously), etc manipulate the 'group' as a whole. To create and manage groups, you can use the following commands:

COMBINE <item> **AND** <item>

-or-

COMBINE <item> **[FULLY]**

The first will join a pair of items into a single group (if they are the same type of thing and capable of being grouped of course). The second will combine all of the same type into a single group regardless of how many

you have. Note that this can work both in your inventory and on the ground (but it will check your inventory first).

Example:

COMBINE RED INK *(Combines all of the red ink in your inventory into a single item representing all of them.)*

SPLIT <item> <# of ways> [**WAYS**]

This will split a grouped item into a specified number of groups. It will try to split them evenly, but if it can't then there will be one group that holds the difference. For example, a group of 8 can be split 3 ways, but it will result in two groups of 2 and a single group of 4.

SPLIT <item> <num>/<num>

This will split the grouped item into two groups, with proportions specified by the given fraction. For example, 2/3 or 50/50.

Example (while holding a group of 10 red inks):

SPLIT RED INK 50/50 *(Results in two groups being formed, each with 5 inks.)*

SPLIT <item> **INTO GROUPS OF** <num>

Split the item in to as many groups as possible, each group having a specified number in it. Note, that you can only split into 250 groups at a time this way.

7.14 The "Rift"

The Rift is a bit difficult to comprehend for most. It is a nonexistent place which stores things. Much like the mysterious "inventory" place everyone has.

The Rift stores certain types of objects in a trans-dimensional place that only you can access. It holds "Riftable" items and generally a large number of them. For those familiar with pocketbelts (see **HELP POCKETBELT**), the Rift is much like a "super pocketbelt" in that it is not limited to 6 kinds of items, has a much larger capacity for each item, and cannot be stolen.

The types of items which can be stored in the Rift are generally those which are groupable (see **HELP GROUPING**).

There are special commands used to access and inspect your personal Rift:

INR [<amount>|**ALL**] <item> Put a given number of a single type of item (or all by default) into the Rift. If no amount is given, then the first item found will be used (or the entire first group, if the first item is a grouping item).

OUTR [<amount>|**ALL**] <item> Take a given number of a single type of item (or all by default) out of the Rift. If no amount is specified, then the default is to take out only one item.

IR -or- INFO RIFT Peek into the Rift to take a quick inventory of what is stored there. Note that this information also appears in a compact format in **INV(ENTORY)**.

7.15 Refills from Season

Very near Thera, just south of Ashtan and southwest of "North of Thera" is Season, a very helpful inhabitant of Sapience.

Adventurers visit Seasone's hut for many reasons. One of the big reasons is to get refills for your vials. If you aren't sure how to get Seasone to help you, remember that politely **GREET**ing the inhabitants of Sapience is often a good idea.

Bring a bit of gold and an empty vial, and try **REFILL** <vial> **WITH** <type>.

Seasone's current price list, subject to change without notice, is:

Caloric	800	Mana	300
Epidermal	800	Mending	1000
Health	300	Restoration	1200
Immunity	800	Speed	800

7.16 Inks And Their Uses

Inks come in several colours, including red, blue, yellow, green, purple, and gold, though others may also exist. They are used in tattoos (see **HELP TATTOOS**) and in the sketching of Runes (see **HELP RUNELORE**).

A list of tattoos can be found in the store of *VINCI* in Delos. Type **WARES** to see what Vinci has to offer. For those with Tattooing skill, using **AB TATTOOS** <tattooame> will describe the tattoo and what inks it requires.

Vinci's Tattooing parlor can be reached from the Delos Bridge by going northeast, east, and north. The bridge is southwest from Portals.



8 Classes and Guilds

8.1	Classes	Read about Achaea's system of classes.
8.2	Guild	What is a guild?
8.3	Guildsystem	The Achaean system of Guilds.
8.4	Guildmaster	The position of Guildmaster.
8.5	Guildpatron	The position of Guild Patron.
8.6	Secretary	The position of Secretary.
8.7	Guildnews	The purpose of guild-specific news sections.
8.8	Guildfavour	Rewarding and punishing your fellow guild members.
8.9	Membership	How to see the membership of your guild.
8.10	Probation	Guild probation and its effects.
8.11	Guildtell	Speak to your guild members who are on-line.
8.12	Changingguilds	Switching guilds.
8.13	Classlist	A list of classes within Achaea.
8.14	Guildlogs	A record of all important guild activity.
8.15	Novices	The youngest members of a guild.
8.16	Certimene	The Guild administrator, located in Delos.
8.17	Novicehead	The Head of Novices is responsible for young members.

8.1 What are classes?

A class is a set of skills. These skills are also referred to as guild-skills, because you must join a guild in order to gain a class, although as you will read later on, you may, after a time, have a class without being in the associated guild. Examples of classes are Monk (Sentaari, Kharon, and Ashura guilds), Druid (Druids guild), and Serpent (Serpentlords, Dawnstriders, and Shadowsnakes). You may see what class you have, if any, by typing **SCORE**.

Once you join a guild, you'll automatically gain the class of that guild, but you will notice in **SCORE** that you are only an apprentice in that class. Your apprenticeship will end when you first gain guild rank 3. Once you have finished your apprenticeship, your class is permanent. Even if you are demoted back below guild rank 3, you will stay a full member of the class.

In order to leave a class and gain another, you must first leave your current one, by typing **QUIT CLASS**. Doing this will take your guild-skills away, and give you back approximately half of the lessons you put into them.

See also: **HELP CLASSLIST**

8.2 What is a guild?

A guild is a formal organization of players bound together by an ideology and class. Along with this generally comes a guild house for the guild members to relax and study in, as well as a hierarchy within the guild. Examples of guilds are Occultists, Sentinels, and Paladins. For a list of guilds, type **HELP GUILDS**.

A guild has a number of positions associated with it. These are:

Guildmaster	The elected head of the guild. Appoints the Patron, Secretary, and Head of Novices. (see HELP GUILDMASTER)
Secretary	Appointed by the Guildmaster, a Secretary has almost all the powers of a Guildmaster. (see HELP SECRETARY)
Head of Novices	Appointed by the Guildmaster, the Head of Novices is responsible for ensuring that guild novices get taken care of. He or she may and should appoint a number of aides to help. (see HELP NOVICEHEAD)
Patron	The Patron of the guild is a God, chosen by the Guildmaster. The God's role is to guide the Guild, act as the Guild's representative to the Garden, and perform a couple functions that only the Patron can perform. (see HELP GUILDPATRON)

For a directory of more guild-related help files, type **HELP 8** (for section 8 of the help files). **GUILDSYSTEM** is particularly recommended.

8.3 The Achaean system of guilds

The Guilds of Achaea are powerful organizations with varying motives. You may only join one Guild and many demand a lifetime of allegiance. While it may be possible to break this oath, the cost is often high.

The benefits of joining a guild are mainly:

- a) 3 additional skills, called "guild skills". Each of these skills has many abilities in it.
- b) A community of like-minded individuals to belong to.

Guild Structure

A Guild has a formalized structure to it. There are twenty guild levels, differing in name from guild to guild. Furthermore, there can be but one level twenty player in a Guild. This player, known as the Guildmaster, gains prestige and some extra power. It is a mark of respect and all such worthy masters of their skills should be crossed only with great caution. Further, each Guildmaster may appoint secretaries, who have nearly all the powers of the Guildmaster himself.

HELP GUILDS will list the various guilds of Achaea as well as showing you who the Guildmaster (if any) is. **HELP <guildname>** will show you information on that guild.

Joining a Guild

Once you have found a guild that suits your vision of life here in Achaea, you should seek out Certimene, the Guild administrator in Delos. Certimene works for the guilds as a whole, and has the power to permit you entrance to any guild as a guild novice. See **HELP CERTIMENE** and **HELP NOVICE**.

Once you've joined a guild via Certimene, you will gain two of the three guild skills for that guild. You will also be limited to learning them to the level of Adept until your guild promotes you out of novicehood, at which point you will gain the third guild skill and may learn as you please.

Once in a guild, you may see your rank in the guild (recall that there are twenty guild ranks, plus Novice) under your **SCORE**. **HELP GUILDRANK** will show you a list of guild ranks below and including yours.

GUILD PRIVILEGES will show you a list of guild-related commands that your guild-rank gives you access to.

If, for some reason, you become dissatisfied with your Guild, you may **QUIT GUILD**. If, in **SCORE**, it says that you are still an apprentice in your class, however, then you will `_lose_` your guild skills, gaining back half the lessons you put into them. If you are not an apprentice anymore (by virtue of the fact that you have reached guild level three in your guild), then you will retain all your skills intact.

If you have quit your guild and wish to join a new guild that is associated with a different class, then you need to **QUIT CLASS**. It is important to understand that **QUITTING YOUR CLASS WILL CAUSE YOU TO LOSE YOUR GUILD SKILLS**. As partial compensation, you will gain approximately half of the lessons that you put into those skills.

See also: **HELP 8** (which will give you a list of guild and class-related help files.)

8.4 The position of guildmaster

The Guildmaster of a guild is the political leader and often the most accomplished member of the guild. He or she is chosen by election among all guild members with a guildrank of five or above. You may read about elections in **HELP ELECTIONS**.

As Guildmaster, you will be the sole member of your guild with guildrank twenty, and will have all the powers of the guild. While a guildmaster may appoint secretaries, who have most powers of the guildmaster, possibly the most important power of a guildmaster is choosing the Patron of the guild, which you will read about in help file 8.5 (**HELP GUILDPATRON**).

The responsibilities of the Guildmaster include appointing the Secretaries, Patron, and Head of Novices, settling inter-guild disputes, and conducting or overseeing political relations with other guilds and organizations. While a Guildmaster may, at his or her option, choose to expel a guildmember, the Gods prefer that some leniency is given, especially for young members.

All the powers that the Guildmaster has may be seen using **GUILD PRIVS** (assuming you are guildmaster).

8.5 The position of guild patron

A Guild Patron is a God who has been asked by a guild to watch over them and, if they request, provide guidance to the guild. Further, a guild may need a Patron to protect them from the machinations of Gods of different ideals. The formal choosing of the Guild Patron is the sole province of the guildmaster, though of course the wishes of the guild as a whole shouldn't be ignored by the guildmaster. **HELP GUILDS** or **HELP <guildname>** will show you who the patron for a Guild is.

8.6 The position of guild secretary

In order to assist him or her, a Guildmaster may appoint guild secretaries to assist him. A secretary has nearly all the powers of the Guildmaster, whatever the actual guild rank of the secretary.

8.7 guild news

Each guild has its own news section (see **HELP NEWS**) which is used as much or as little as the guild chooses. Generally, what is discussed on it are matters relating to guild matters. One thing to remember when writing articles on it is that there may be spies in your guild who are there specifically to ferret out any guild secrets. Therefore, it is wise to exercise caution when putting any sensitive information into articles on your guild news.

8.8 Guildfavour and guilddisfavour

Guildfavour and guilddisfavour are the means by which your guild rank are raised and lowered, respectively. Once you have reached guildrank five, you will be able to do both of these commands.

Guildfavour should be used to reward exemplary behavior on the part of one of your guildmates, and should not be used merely for the sake of raising someone's guildrank. It is a reward, not a right.

Likewise, guilddisfavour should be used only to punish actions that bring disrepute to the guild. Simply being guilddisfavoured is not considered a sufficient reason for guilddisfavouring the person who did it to you, unless, perhaps that person did it for truly insufficient reason.

The higher the guild level of the person guildfavouring or guilddisfavouring you, the greater the effect will be.

8.9 Guild membership

There three main commands for getting information on the membership of your guild.

1. **GWHO**. This will show you show else from your guild is on-line and visible to you.
2. **GMEMBERS/GMEM**. This will give you a complete list of active players in your guild.
3. **GMEMBERS DORMANT**. This will show you a complete list of dormant players in your guild.

8.10 Guild probation

Guild probation is a tool used by the leadership of a guild to punish a member without having to kick him or her out. If a guild member is on guild probation, he or she will be able to write on the guild news, but not read it.

In some guilds, you will be put on probation when being admitted to the guild, in order that they may watch you and ensure that your behavior is appropriate for that guild.

8.11 Guildtell

Guildtell is a method by which you can communicate with all of your guildmembers currently online. There are really two kinds of guildtell, with an additional option on one of them.

Regular Guildtell

The command to use it is **GT** <whatever you want to say>. **GTOFF** cause you to stop listening to guildtells, while **GTON** will cause you to begin listening once again.

You may also use **GTS** (for **GTSECRET**) to speak to everyone in the guild who is not a novice and who is not on probation. The title of the channel will show up with <<>> around it to indicate that it is secret.

Note: Neither **GT** or **GTS** can be listened to or spoken on by novices.

Guild Novice Tell

This channel is specifically for guild novices and those in the guild who are working to help the novices. **GNTON** will turn it on. **GNTOFF** will turn it off. **GNT** <what you wish to say> is the command to use it.

This channel will appear as 'Novice' when someone speaks on it, unless the Guild has asked its patron to customize the channel. For instance, the Sentinels' **GNT** channel will show up as 'Cubs' (which is what they call their smallest members).

8.12 Changing guilds

In order to quit a guild, you first should check to see if you are an apprentice in your class or not. Type **SCORE** and see if you "have the class of <class>" or if you are an apprentice in that class. If an apprentice, you will automatically lose your class when you leave your guild, causing you to lose your three guild skills. You will, however, get approximately half the lessons you put into the class skills back. Once you're sure you're ready to quit your guild, simply do **QUIT** <guild name>.

If you have already quit your guild, and wish to join another one, then you must either not have a class, or be in the same class that is associated with that guild. For instance, someone with the monk class could join any monk guild, but someone with the monk class would have to quit his or her class before joining the Paladins' guild.

If you need to quit your class, simply **QUIT CLASS**. But be warned that you will lose your three guild skills, and get back only approximately half the lessons it took to learn them.

To summarize:

- If you quit your guild as a novice, you will lose the two guild skill you have, and get back approximately the number of lessons you put into them.
- If you quit your guild without having gained permanency in your class (which you get at guild rank 3), you will lose your guild skills and get back half the lessons you put into them.
- If you quit your guild after having reached guild rank 3, your skills will be unaffected.
- If you quit your class and you have reached permanency in it, you will lose your guild skills and get half the lessons back.

See also: HELP 8 (to see a list of guild and class related files).

8.13 A list of classes and associated guilds.

What follows is a list of classes, the skills that come with them, and the guilds that can give you that class. You may type **HELP** <guild> for info on any of the guilds, and **HELP** <skill> for info on any of the skills.

Class and Skills	Guilds with that class
Occultist <ul style="list-style-type: none"> • Domination • Tarot • Occultism 	Occultists
Monk <ul style="list-style-type: none"> • Tekura • Telepathy • Kaido 	Sentaari Ashura Kharon Mojushai
Serpentlord <ul style="list-style-type: none"> • Subterfuge • Venoms • Hypnosis 	Shadowsnakes Dawnstriders Serpentlords Naga
Priest <ul style="list-style-type: none"> • Spirituality • Devotion • Healing 	Priests
Paladin <ul style="list-style-type: none"> • Chivalry • Devotion • Forging 	Paladins
Druid <ul style="list-style-type: none"> • Groves • Metamorphosis • Concoctions 	Druids
Sentinel <ul style="list-style-type: none"> • Woodlore • Metamorphosis • Concoctions 	Sentinels
Infernal <ul style="list-style-type: none"> • Chivalry • Necromancy • Forging 	Maldaathi
Magi <ul style="list-style-type: none"> • Crystalism • Elementalism • Enchantment 	Sorcerers Warlocks Magi Arcanists
Shaman <ul style="list-style-type: none"> • Vodun • Curses • Runelore 	Shamans
Runewardens <ul style="list-style-type: none"> • Chivalry • Forging • Runelore 	Runewardens
Jester <ul style="list-style-type: none"> • Puppetry • Pranks • Taror 	Jesters
Apostate <ul style="list-style-type: none"> • Evileye • Necromancy • Apostasy 	Apostates
Sylvan <ul style="list-style-type: none"> • Elementalism • Groves • Concoctions 	Sylvans

8.14 Guild logs

In order to maintain accountability within a guild, logs are kept for a full week (real time) of all important guild actions. These include guildfavouring, guilddisfavouring, outgilding, inguilding, choosing a patron, putting someone on probation, paroling someone, and more.

The syntax to see a log is:

READLOG <your guild name> <line to begin at - optional> <day to read -optional>

If you simply wish to read the current day's log, from the beginning, then all you have to do is **READLOG** <your guild>. If you wish to read other day's logs, then you must include all four fields.

For instance:

READLOG PRIESTS 1 3

would start you reading the Priest's guild log from 3 days ago, starting at line 1.

8.15 Guild novices

Anyone who does not have a class yet may go to Certimene, the Guild administrator, in Delos, and **ASK CERTIMENE JOIN** <guild>. You will be inducted into the guild, and will gain two of the three guild skills of that guild. Until someone with the power to grant entrance to the guild promotes you out of your novicehood, your ability to learn those skills will be limited to the level of Adept, and you will not be able to use any guild-related commands except for guild novice tell (**HELP GUILDTELL**). Further, once inducted, you will automatically gain a prefix and suffix appropriate for your guild, if the guild you are joining wishes its novices to gain said titles.

As a Novice, you may quit or be kicked out of a guild, and you will be refunded approximately the number of lessons that you spent learning the guild skills that you lost. Further, Certimene will only grant you entrance to a particular guild once. If you've left or been kicked out of a guild, you will have to ask a guild member of the guild to induct you.

Directions to Certimene from Minia and Lodi may be found in **HELP CERTIMENE**. You may also read what is expected of you as a novice in a particular guild by doing: **HELP GUILDNOVICES** <guild>.

For reference purposes, the two skills that novices gain are, by class:

Monk	Kaido and Tekura
Occultist	Necromancy and Tarot
Magi	Crystalism and Elementalism
Druids	Metamorphosis and Groves
Sentinels	Metamorphosis and Woodlore
Priests:	Spirituality and Healing
Paladins	Chivalry and Forging
Serpents	Venom and Subterfuge
Shamans	Vodun and Curses
Runewardens	Chivalry and Forging
Jesters	Pranks and Tarot
Maldaathi	Chivalry and Forging
Apostates	Necromancy and Evileye

8.16 Certimene, the guild administrator

Certimene helps young players to join Guilds. **HELP NOVICES** will explain more about that.

Directions to Certimene:

From the **PORTALS**:

sw, se, s

From the Ivy-Covered Archway in Minia:

s, se, e, e, se, se, s, se, s, s, se, se, e, s, se, e, e, ne, e, se, e, se, e,e. You should now be 'Before the bridge to Delos.' From here, go: *e, se, s*.

From Narrow entrance to the Valley of Lodi:

e, n, n, ne, n, n, n, nw, n, n, nw, nw, n. You should now be 'Before the bridge to Delos.' From here, go: *e, se, s*.

Simply **ASK CERTIMENE JOIN** <guild> to join a guild.

See also: **HELP 8** (for a list of section 8 of the help files: Classes and Guilds)

8.17 Head of novices

The guild position of Head of Novices is a very important one to the guild. This person, appointed by the Guildmaster, is responsible for ensuring that the guild novices get attention, and get promoted in a timely fashion, assuming they are ready.

This position may be called different things in different guilds, so do not get confused. For instance, you might see 'Cub Headmistress' or something similar. The Head of Novices may appoint any number of aides within the guild to assist in the duties that come with the position. There are no other powers that are attached to this position, but when those who hold this position or are aided to it are online, **HELP** <guild> will show.

The Novice Head and his or her aides should always try to keep the Guild Novice Tell (**GNT**) on (**HELP GUILDTELL**) so that questions and concerns from novices may be easily addressed.

Remember, this position and its aides are the primary contact for novices wishing to join your guild. Take care of them, and your guild will benefit with increased power and credits.



9 The skills of Achaea

- 9.1 Venom
- 9.2 Hypnosis
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- 9.4 Telepathy
- 9.5 Tarot
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- 9.34 Vodun
- 9.35 Curses
- 9.36 Runelore
- 9.37 Tailoring
- 9.38 Puppetry
- 9.39 Pranks
- 9.40 Occultism
- 9.41 Evileye
- 9.42 Apostasy
- 9.43 Riding

9.1 Venom

Venom is a skill possessed only by the Serpents. It involves the production of various venoms by glands. These glands are remnants of evolution and lay dormant in most humans. To those with the skill though, they can be used to great effect. First, one must **SECRETE** a particular venom. There will be a short pause while your glands produce the chosen toxin. Once the venom has been secreted, it cannot be held in the bloodstream indefinitely. Each venom has a risk factor incorporated into it. The more powerful the venom, the greater the chance of it backfiring and affecting the producer. To get the venom out of the bloodstream, one must either **BITE** another player or **PURGE** the venom from your body.

It should be pointed out that mobiles will be immune to most venoms that do things other than cause damage.

Various types of venoms:

Sumac

This venom causes minor damage, much like the small serpent that wields it, but can still be dangerous.

Xentio

Makes even the most coordinated warrior a clumsy fool.

Oleander

This attacks the visual system, causing the victim's eyes to fail.

Eurypteria

Affecting the decision making ability of the mortal victim, it causes even the most rational mortal to believe himself immortal, often causing him to run into battle recklessly.

Kalmia

Contracts the victim's lungs, making the passage of all air impossible.

Digitalis

Causes the most outgoing person to become a shy, fearful, child and unable to bear the presence of others.

Darkshade

The sun itself becomes your enemy when bitten with this venom, searing the victim's flesh when exposed to sunlight.

Curare

The victim of this venom will find himself unable to move, as his muscles fail to respond to his commands.

Epteth

Attacks the muscle fiber of the upper limbs of the victim, causing them to shrivel up and become useless.

Prefarar

All nerve endings in the victim are heightened, increasing his sensitivity to even the slightest sensation, often to the point of causing pain.

Monkshood

This venom affects the face of its victim, causing horrible disfigurement. Those loyal to the victim are often so disgusted that they turn on him, possibly attacking him.

Euphorbia

The digestive system of the victim is thrown into upheaval, causing spasmodic vomiting.

Colocasia

Exposure to this venom, leaves one robbed of their most vital senses: sight and hearing.

Oculus

Forcibly heals those with shut eyes or blindness.

Camus

By concentrating the venom Sumac, a more potent (and damaging) venom can be produced.

Vernalius

This causes the victim's strength to leave its body, leaving a weak husk of a person in its place.

Epseth

The sister venom of Epteth. It attacks the muscles of the leg, leaving them rotten and withered.

Larkspur

Famous for its vertigo inducing effects.

Slike

This venom causes the victim to lose all desire for food or drink, possibly causing starvation if left unchecked.

Voyria

Said to be the most deadly venom in all of mankind. Even the smallest dose can kill a large bull within a matter of seconds.

Delphinium

By slowing heartrate and synapse activity, this venom eventually results in a peacefully sleeping victim. Often used by 'pacifists' to subdue their attackers.

Vadrax

Mystical in nature, though not very well understood. Feared by those who consume the flesh of mortals because of its essence nullifying qualities.

Loki

This venom is not very well understood. It has been called a potent mix of other venoms as well as a substance originally from the Chaos Plane itself. The effects are random and wide ranging, from sickness to death.

Aconite

The brain of the affected individual ceases to operate correctly, causing them to exist in a state of complete stupor.

Selarnia

The bane of Shapechangers, this venom disrupts the concentration of those with altered physical form, forcing them back into a mortal shape.

Gecko

Adapted from the serpents of old, this venom will cause its victims body to become coated in a very slick slime.

Scytherus

Those infected with this venom find that their venom blood turns against them when any type of foreign substance is introduced into their system.

9.2 Hypnosis

Where a skill like Venom is a naturally developed ability, and a skill like Subterfuge is an ability with many magical elements, Hypnosis is a science. It has long been known that our subconscious mind is a powerful force and that it can be influenced in mysterious ways, but until a forgotten Serpentlord discovered the principles of Hypnosis, there was no way to use it.

With this skill, you will be able to sink someone into a hypnotic trance, possibly even without them realizing it, and implant various subliminal suggestions. You then seal your victim's mind and implant a timer that determines how long after the hypnosis has been triggered until the suggestions start becoming active.

HYPNOTISE <player>

Will start the process.

SUGGEST <player> <suggestion>

Will implant a subconscious suggestion. You may implant as many hypnotic suggestions as you wish while your victim is under your trance.

SEAL <player> <time> Will seal the player off and bring him out of his trance, the time being the amount of time before the first hypnotic effect will be activated after the prompt word has been said.

SNAP <player> Will trigger the hypnosis. Note that **_any_** player can trigger hypnotic suggestions this way.

Starting a new hypnosis on a person will clear out all previous hypnotic suggestions, so be sure to implant all the suggestions you wish a person to have BEFORE sealing them.

Note that only Analyse, Cleanse, and Action have ability help files. The rest are all suggestions, and you simply do **SUGGEST** <player> <ability name>.

9.3 Necromancy

Necromancy is the dark art of death magic. At the lower levels, there is an assortment of rather nefarious abilities. Soon though, the ability of Cannibalism is gained, a skill which has inspired wide-spread fear of those practicing Necromancy. Through cannibalism, a Necromancer increases his life essence, which powers the higher abilities. At the very highest level, a Necromancer gains the power to protect his very soul from death.

9.4 Telepathy

Telepathy is the skill of mental manipulation. The abilities in it may be divided generally into two parts. The first are abilities that can simply be attempted on any player in the room with you. These abilities have a * next to them in the abilities list. Most of these abilities may be used without having balance.

The second kind are abilities that require a mindlock to use. You will find the relevant information on mindlocks under the help for that ability (**AB TELEPATHY LOCK**).

9.5 Tarot

Tarot is the occult skill of inscribing magical cards with various inks in order to create a powerful image. Each of the major arcaana of the Tarot deck is represented here. To use the skill, you must first find some blank tarot cards. Then, you may **INSCRIBE** <card> with <image>. You must have the ability in order to use it. Inscribing takes intense concentration, so you must cease most activities while doing this.

Once you have a card, you must **CHARGE** <card type>. Once it is charged, you **FLING** <card type> at <target>/ground. Some cards require you to fling the card at a target, some at the ground.

Tarot cards are usually stored in decks. Each deck can store up to 6 different kinds of card. You can use **IND/OUTD** <card> to put cards in and take cards out of your deck(s). For example: **OUTD MAGICIAN** will find a deck with that type and take one out (if you have one). Also, to see a listing of all the cards in all your decks, you may use **DECKLIST** (or **DL** for short).

9.6 Kaido

Kaido is a skill with two main parts to it. The first part, comprising the lower abilities, consist of an assortment of defensive abilities that rely on bodily control, such as automatic mana regeneration, healing your limbs by force of will, and so on. The higher abilities relate to the use of Kai energy. After you have built up Kai energy by being near violent actions, you may use the Kai abilities, which are extremely powerful.

9.7 Groves

Groves is the skill of interacting with the great forests of Achaea. It will allow you to establish a private Grove from which you will base your power. Groves absorb and accumulate sunlight, which you use to power the

abilities. Every night, you will lose some of the sunlight, as the Grove must maintain itself even when everything else is sleeping soundly. Further, most abilities in Groves will use up some of this sunlight energy.

Before you can make a Grove of your own, you must use your abilities to discover an unclaimed forest location. Think about it wisely, for this is permanent until you reach great power in this skill.

9.8 Subterfuge

Subterfuge is a diverse skill, encompassing abilities ranging from the secret rattle that those of serpentine ambitions may use to communicate with each other, to archery, the conjuring of illusions, dimensional wormholes, and various stealth and attack abilities.

9.9 Vision

Vision is a selection of abilities all related to your perception of the world around you. A human, dwarf, Tsol'aa, etc all naturally have certain methods of perception and Vision seeks to primarily increase your visual acuity. Starting off with simple tricks of observation, Vision will eventually give you the power of far-seeing, as well as the power to examine your subconscious and profit thereby.

9.10 Devotion

The skill of Devotion is based around two statistics: alignment and devotion. Devotion is a statistic that only those with the skill of Devotion possess. To see how much Devotion you have, you may **PERFORM ENLIGHTENMENT**. Most of the Devotion abilities cost a certain amount of devotion points, and the amount will generally be shown in the help files on the individual abilities.

Gaining Devotion

Gaining more devotion points happens in two ways:

1. Immolating dead players.
 - Whenever you immolate a dead player, you will gain devotion points,
 - with the amount dependent on the level of the person you are saving:
 - the higher the level, the more devotion you get. It is further modified
 - by the Landmarks. The more Landmarks that are in their 'good' aspect,
 - the more devotion one gets.
2. Automatically.
 - Once an Achaean month you will get devotion, with the amount determined
 - by the Landmarks. The more Landmarks that are in their 'good' aspect,
 - the more devotion one gets.

See also: **HELP LANDMARKS**

9.11 Tekura

The art of Tekura was first developed more than 600 years ago, long before the fall of the Selucarian Empire. A sect of monks was being persecuted by some of the legions of the Empire and the monks were not permitted weapons to defend themselves. So, they were forced to train their bodies to martial perfection; their hands and feet becoming deadly weapons in and of themselves.

Most of the tekura abilities are affected by a variety of factors. First, being in a stance modifies the damage and speed of each tekura attack. You will always want to be in some stance or another while using tekura. Second, the higher your tekura, the more likely you are to hit an opponent with a particular attack, and the more damage you will do with that attack.

The advancement system of Tekura is a bit different from the other skills. You may progress to a certain level in the skill, and then you must be tested to see if you are worthy of a new belt. A test consists of successfully

completing a kata, or a series of moves, in front of someone who is either a black belt, or at least three belts above you. To practice the form, you **DEMONSTRATE** <form name>. At first, you will have little chance of completing the kata successfully. With progressive practice however, your skill will improve and your chances of completing the form go up. When you are confident that you can complete the form without the shame of error, you must find a monk with a high enough belt-rank to to **GRADE** you. Your sensei must type **GRADE** <your name> to grade you. It should be noted that most of the Gods are, of course, masters of the highest level in Tekura.

	Belt levels:	Kata
1	White	Jakata
2	Grey	Lisagi
3	Yellow	Rhee
4	Green	Philos
5	Blue	Tykorima
6	Orange	Opha
7	Red	Nexus
8	Purple	Kali
9	Bronze	Do-san
10	Silver	Rhythos
11	Gold	Krull
12	Black	

9.12 Metamorphosis

Metamorphosis is the ability to bond with the spirits of various animals, ranging from the mundane to the fantastic. To begin the process, **MORPH** <animal>. Once you have successfully metamorphosized, you will find it is a strain on you to stay bonded. If you stay in a form for too long, you'll fall out of it and be unable to morph again for a couple minutes. **HUMAN** will bring you out of the form at your command.

9.13 Avoidance

As you train in Avoidance, you will learn the art of controlling your prana-musculature in order to avoid physical attacks (such as a sword) or lessen the damage received from a physical attack by partially dodging it and thus taking the wound in a less damaging place.

9.14 Constitution

Most magical damage is caused by the forces of magical energy to simply pound away at your body in different forms. Constitution will train your body to resist this magical damage.

9.15 Thermology

Thermology is the study of the fire and heat that power life. It seeks to increase the body's natural ability to cool itself and thereby reduce the harmful effects of heat.

9.16 Frost

Frost represents the body's ability to resist extreme cold. At a certain level within the skill, you will gain total immunity to the vagaries of normal weather, and as you increase generally, your resistance to cold-based attacks will increase.

9.17 Antidotes

Many are the foul poisons in the land and the wise player doses himself with small doses of these venoms in order to build resistance to them. This skill will do this; slowly strengthening your body's natural ability to produce antidotes.

9.18 Fitness

The benefit of exercise, whether by single combat or simple running, have long been known in Achaea and Fitness is the skill with which you will strengthen your lungs and increase your endurance. As your fitness increases, you will find yourself recovering endurance more quickly.

9.19 Galvanism

Galvanism is one of the basic defensive skills. It represents the body's resistance to damage by electricity. It might, for example, reduce the damage you'd take from a Druid's lightning strike, or a monk's Kai energy.

9.20 Philosophy

The training of the mind in a logical, orderly manner has been shown to be a very effective way of defending yourself from psychic damage. As you progress in the skill, your resistance to psychic attacks will increase. You'll also notice that your willpower recovers more quickly as your skill in philosophy rises.

9.21 Domination

Domination is without question the most dangerous art within Achaea. It involves the summoning of entities from the Chaos Plane as well as Chaos Lords. You risk your life and your very soul in dealing with them, for they are powerful and not to be trifled with.

To gain the services of a Chaos Entity, you must first discover a way into the Chaos Plane. Once there, search out them out and **DOMINATE** <entity>. If the entity feels you are wasting its time, it may choose to attack you or it may simply ignore you. However, if it feels it can gain something, it will begin a bargaining dialogue with you, asking how you intend to pay it for its services. Answer the questions as you like, but be warned that cheapness can have its own punishment. At any time during the bargaining, you may **ABORT** to end the dialogue. The entity may grow enraged at this, however, or may simply refuse to bargain further with you.

After you have finished your bargaining, you will see, if you type **PACTS**, what pacts you have made with entities. If you have a pact made, you may call upon the aid of that entity by doing **SUMMON** <entity>. In some cases, the entity itself will come, and in some cases it will send its minions to assist you.

When an entity is summoned, it will, in most cases, remain in the land for a full day. There are, however, ways to send it back to its infernal realm prematurely. **BANISH** <entity> will accomplish this if it is your wish, while others may have abilities that allow them to drive the entity off. An entity cannot be killed (though an entity's minions can be). It will only be driven back to the Chaos Plane if it falls into a state that would kill a mortal.

Summary of general Domination-related commands:

DOMINATE <entity>	Begin to dominate a chaos entity.
ABORT	Abort negotiations with the entity.
PACTS	See what pacts you have with entities.
SUMMON <entity>	Summon an entity or one of its servants.
BANISH <entity>	Banish an entity back to the plane of Chaos.

CALL ENTITIES Call your loyal entities to you.

See also **HELP MOBILES** for some other commands to use with your entities.

9.22 Concoctions

Concoctions is the art of combining knowledge of various plants and other ingredients with a bit of earth magic. The result is a series of concoctions with various purposes, ranging from healing, to levitation, to protection against certain types of damage.

Before you can make any concoctions, you must go out and harvest the ingredients or, in a few cases, collect or purchase them. **HARVEST** <plant> will allow you to harvest a particular plant. You will find that there are two types of plants. The first are wildflowers and herbs. These will die when you pick them, though there may be many in a room. The second type are perennials. They never die from being picked, but they can only have a certain amount harvested from them each year.

Initially, you will only be able to make elixirs. To make an elixir, you will first have to obtain an oaken pot. Then, you will collect the proper ingredients for what you are trying to concoct, and **INPOT** <ingredient> **TO** <pot> for each ingredient. You may concoct up to five batches of an elixir at once. Simply multiply the number of each ingredient by the number of batches you want.

Once you have all the ingredients in the oaken pot, put it on the ground and **BOIL** <pot> **FOR** <elixir>. After a couple minutes, the mixture will stop boiling and you will either have a useless mess or an elixir. If it is a useless mess, you will want to **EMPTY** <pot> before putting anything else in it. Probing your pot will give you this information. If you were successful, you may **FILL** <vial> **FROM** <pot>.

There are three factors that determine whether or not you are successful at your concoction. First is the freshness of the ingredients. If you use them within an hour of harvesting them, you will have the best chance. After that, your chance is reduced, and after 3/4 of an Achaean day, the ingredients, if they come from a plant, will disintegrate. Non-organic ingredients are useful forever and their effectiveness does not decrease with time. The second factor is your skill level, and the third is the particular concoction you are trying to make.

9.23 Healing

Healing is a relatively straightforward, though useful, skill. By opening channels to the five Elemental Realms, you will be able to heal various afflictions in yourself and eventually others who are with you. In fact, when you are skillful enough, you will have the ability to heal others from a distance. Furthermore, you are able to combine these elemental channels to bestow blessings upon others.

9.24 Chivalry

Chivalry is a skill that may be thought of as having three distinct parts. The first part, Falconry, involves the raising, training, and use of falcons. To gain a falcon, go to a hatchery (there is one on the Chrysalis Basilica) and type **FALCON REQUEST**. The second part of Chivalry is archery. By gaining the abilities to assess wind direction and speed and use different kinds of bows (longbows, crossbows, darkbows) you may attack from afar, or shoot at a cowardly opponent who has fled to the skies. The final part of Chivalry involves an assortment of aggressive abilities ranging from howling a Battlecry to Disemboweling your unlucky opponent.

9.25 Spirituality

The abilities in Spirituality revolve around two main things: Guardian Angels and Spiritual Maces. When you gain the skill of Spirituality, you will also get a guardian angel, who will stay with you forever. Generally speaking, your angel will only act in a defensive capacity, except when it involves Chaos Entities. Angels and Entities have a long-standing hatred of each other.

Spiritual maces, on the other hand, form the core of a Priest's offensive ability. By using them in different ways, the Priest gains the ability to cause damage, smash limbs, and cause a variety of other effects, including the

feared Judgement, where a Priest stands in Judgement of a player. Failing the judgement means death. This is, of course, an ability that only the most powerful of Priests may perform.

Unless there is a help file on an ability (which there are for all the mace-related abilities), the syntax to use an ability is **ANGEL** <ability name>.

9.26 Tattoos

The skill of Tattoos is an ancient one, having been discovered and perfected by the earliest Tso'laa. Using special dry-powder inks made from berries and roots, the tattoo artist magically inscribes, without a needle, various types of symbols onto a body (his own, or another's).

Each type of tattoo requires a different combination of inks. In order to ink a tattoo, the syntax is: **INK** <tattoo> **ON** <body part> **OF** <player/me>. The available body parts are: head, torso, right arm, left arm, right leg, left leg. Inking a tattoo requires that you have the proper inks in your inventory, and it will take approximately 25 seconds, during which neither the inker nor the inkee may do anything. Usually, one may find ink for sale at the various markets in the land.

You may have but a single tattoo on each body part, until you receive the ability of Superscribing, which will allow you to have two tattoos on each body part. A tattoo may be wiped off your body by doing **WIPE OFF** <tattoo>.

Tattoos come in a number of varieties. Most you will **TOUCH** in order to use, while others will work automatically under certain circumstances. Some tattoos have a limited number of uses, while some have a chance of wearing off after each use.

Typing **TATTOOS** will show you what tattoos you currently bear.

9.27 Survival

Survival is a skill that everyone receives. It deals with outdoors issues as well as general survival issues. Abilities in it include being able to swim, climb trees, attack dimensional wormholes, heal your limbs by force of will alone, and many other useful abilities.

9.28 Weaponry

Weaponry is a skill that everyone acquires. Although anyone may use any weapon in Achaea, those untrained in weaponry, and without proficiency in that weapon, will find it difficult to be effective with it.

Initially, you will have only the ability to learn proficiencies. A proficiency means that you have mastered a particular type of weapon, e.g. longsword, broadsword, halberd, whip, mace, etc.

Each weapon has three statistics that are relevant to how well it works (and these may be seen with the ability **WeaponProbe**): Damage, To-hit, and Speed. The higher a weapon's damage, the more damage it is capable of doing. The higher the to-hit bonus, the easier it is to hit someone with it, and the greater the Speed, the more quickly you will recover your balance after using it.

When actually hitting someone with a weapon though, there are two other factors besides the weapon's statistics that matter. First, as was mentioned earlier, whether or not you are proficient in that weapon. Second, your skill in weaponry. The higher your weaponry skill, the faster you will hit, the more damage you will do (up to a certain point), and the more easily you will hit someone. An opponent, however, will automatically attempt to dodge your blows, with the success rate dependent on your weaponry skill compared to his avoidance skill.

Though there are many ways to use a weapon, ranging from slash, to whip, to bash, each weapon has only particular methods in which it will be effective. You **CAN**, for instance, whip someone with a sword, but you won't have a very good chance of hitting your target, and you will not do much damage if you do hit. In order to see the proper commands to use a particular weapon, simply **PROBE** it.

See also: **HELP WEAPONS**, **HELP THROWING**

9.29 Forging

Forging is the skill of creating a wide assortment of weapons and armour, ranging from the chipped-obsidian throwing dagger to the venerable longsword, to the impressive full plate armour wearable only by the forger himself.

In order to forge something you know how to make (**AB FORGING** will show you what you can make, if you have forging), you must first find a forge. Chances are it will not be burning, in which case you must buy some coal (probably at one of the markets), and put it in the forge. Then, you must **FIRE FORGE** to get it going. If a forge goes too long without anyone forging in it, then it will go out.

Once you have got the forge going, you can try to forge something. Each item has certain commodity requirements. **FORGINGCOMMS** <item> will tell you what you need to have in your inventory in order to make that item. For all forging commands, you should use the exact name of the item that you see when you type **AB FORGING**.

Once you've established that you have the proper ingredients, you may **FORGE FOR** <itemtype>. The commodities will be removed from your inventory and put in the forge, at which point you cannot recover them. You then simply continue to type **FORGE** everytime you regain balance.

After a certain number of "forgings" (which differs for every item), you will have turned your useless mass of commodities into your desired item. However, the weapon or piece of armour will be an inferior product at this point. Continuing to **FORGE** will randomly and slowly raise the stats of your weapon or armour. In the case of weapons, the ones that can be raised are speed, damage, and to-hit. In the case of armour, the stats are protection vs. physical blunt damage and protection vs. physical cutting damage. There is a maximum number of times you can "forge" each item, and when this number is reached, you will be told, and any further forgings will be useless. Note that you CAN remove the item from the forge at anytime after it first becomes formed, but once removed, it cannot be forged again.

It should be noted that refining some weapons with repeated "forgings" after the initial item is formed has great benefit (such as the better weapons and armour) while the benefit gained from refining, say, a club or dagger might not be worth it considering the time it takes. We will leave it to you to experiment and discover what works best. In order to see the statistics on a particular piece of weaponry or armour, you need the **WEAPONPROBE** ability in the Weaponry skill (it is quite low in it).

Summary of Forging:

1. Buy needed commodities for that item and make sure you have coal.
2. Find a forge, and fire the forge, after putting the coal inside.
3. **FORGE FOR** <itemtype>
4. Continuing using **FORGE** until you are satisfied with the item, or until you are informed that the item has reached its maximum level of perfection.
5. Remove the item from the forge and brag to your friends about what a great craftsman you are.

9.30 Enchantment

Enchantment is the skill of either enchantment pre-existing items with magical powers, or creating magical items. Doing either an enchantment or a creation involves three things:

1. The presence of two Ouroboroi.
2. Some commodities.
3. Performing a sequence of ritualistic actions.

Each ability help file for enchantment will show you the syntax for creating and using that item, what commodities are required, and what actions you need to perform.

Once you have obtained the necessary commodities, put them in one of the ouroboros (ouroboros is the singular). If you are enchanting an item (as opposed to creating), then put the item to be enchanted into the other ouroboros.

After doing this, you will need to do either:

BEGIN CREATION OF <whatever>

-or-

BEGIN ENCHANTMENT OF <whatever> **WITH** <enchantment>

The exact syntaxes for each one are in the ab help files.

After this, you simply have to perform the relevant actions in the proper order. Once you've done this, merely type END RITUAL. If you've performed everything properly, you will succeed. If not, you will fail, destroying your commodities and item (if enchanting as opposed to creating) in the process.

In the ab file, you will see an "actions" field. These are the actions you must perform for each item.

The actions are as follow:

1. **RING BELL**
2. **CHANT** <phrase> (different phrase for different products)
3. **BANG DRUM**
4. **SPIN AROUND THRICE**
5. **LIGHT CANDLE**
6. **CLAP HANDS**
7. **BURN THE POLYGON**
8. **POINT SWORD**
9. **BURN INCENSE**
10. **PLAY HORN**
11. **STRUM LUTE**
12. **FLIPCOIN**
13. **ROLL DICE**
14. **WAVE ARMS**
15. **CRUSH KOLA**
16. **WAVE FEATHER**
17. **SQUARE THE CIRCLE**

Key:

10x12,9,3x7 = do #12 (flipcoin) 10 times, do #9 (burn incense) once, and then do #7 (burn the polygon) 3 times.

9.31 Elementalism

Elementalism is a relatively straightforward skill. By opening channels to four of the five Elemental realms (Magi do not use the Spirit realm), you will be able to cast a wide variety of elementally-based offensive and defensive spells. The effects of these spells might range from summoning an efreeti to calling down the might of Vastar, the Skylord, in the Stormhammer, to bringing forth fog or hail.

9.32 Crystalism

Crystalism is a powerful skill involving using magical crystals to create vibrations. These vibrations may be single-use or, more commonly, persistent and room-based.

In order to set up a vibration, you must first obtain crystals from the Master Crystal of your guild, using the **REFINE** ability. Look at the ab help file for the particular ability to determine which crystals you need.

Then, simply **SPIN** <crystal>. A magi may only have one of each type of crystal spinning at once in a room. Once the requisite crystals are spinning, you must **EMBED** <vibration>.

Some vibrations will affect only you, some will affect only your enemies, and some will affect everyone in the room. It is up to you to learn these details, and it is the mark of a Master to be fully aware of them. In order to see how many facets a Master crystal has left, simply do **TOUCH CRYSTAL**.

9.33 Woodlore

Woodlore is a skill composed of four types of abilities:

- Setting traps
- Summoning animal guardians
- Weapon abilities
- Survival abilities

TRAPS

- Each trap is constructed of commodities. When laying a trap, you must have the required commodities (listed in the **AB HELP** files) in your inventory.
- Traps get laid in directions. The general syntax is **LAY** <trap> <direction>.
- Traps are set off only by those on your enemies list. They will be set off when someone either enters or leaves the room by the direction you specified.
- Some traps will stop movement when sprung. For instance, if you are leaving a room with a snare trap in it set to the direction you are leaving, you will set off the snare before you leave the room, and it will prevent you from moving.

ANIMAL GUARDIANS

- The animals you summon may be ordered about with the commands in **HELP MOBILES**.
- If you leave Achaea and do not come back quickly, they will disappear back into the forest.
- You may call your summoned animals to you with **CALL ANIMALS**.

WEAPON ABILITIES

When you gain the skill of woodlore, you are given the axe proficiency and given the choice between the spear and trident proficiency. Spear and trident are exactly the same for the purposes of Woodlore, so choose whichever you prefer. **CHOOSE SPEAR** or **CHOOSE TRIDENT**. The choice is irreversible.

SURVIVAL ABILITIES

- These abilities assist you in surviving out on your own.

9.34 Vodun

The skill of Vodun is a mystical one. By using an empathetic link to imbue a carving of someone with life energy, you can affect that person from afar. Powerful Vodun masters are rumoured to be able to do anything from inebriating people from afar, to leeching life experiences away from them, to slaying them from afar.

If someone obtains a doll of you, then you must either obtain the doll and destroy it, or slay the Vodun master that created it.

9.35 Curses

Curses draws on the dark side of the mystic world for its power. It is a simple, yet powerful and deadly skill, allowing one to reel off curse after curse in quick and deadly succession. The curses available range from epilepsy to vertigo to the voyria plague. The syntax is **CURSE** <player> <curse>. It should be noted that the only curse that will work on mobiles is 'bleed.'

9.36 Runelore

The skill of Runelore revolves around two aspects: Runes and Totems. By sketching various runes on the ground, on yourself, on other people, or on weapons or armour, a variety of beneficial or harmful effects may be achieved. Runes on yourself or another will work automatically, as will runes on weapons and armour. Runes sketched on the ground will either work continuously, once, or when an enemy of yours enters the room. The help file for each ability will specify.

While Runes are a nice supplement to other skills, The true power of Runelore is only unleashed in the Totem. By sketching up to six runes on a Totem, and then either Implanting it, or Standing it, you are able to create a weapon of destruction that can wreak havoc with anyone the Totem is tuned to affect, when that person enters the room.

9.37 Tailoring

The tailor's art is that of transforming regular cloth, leather, and thread into magnificent vestments fit for a sultan, fearsome uniforms of elite fighting units, or modest coverings to warm old bones on frigid nights.

To become a professional tailor, you must be trained by the craft guild of a major city. Go to the craft guild office and **BUY TAILORING PERMIT**. The craft guild assesses a fee of 100 credits for the permit, which does not expire. Once a licensed tailor, you will have basic ability in the Tailoring miniskill. The more you train in this skill, the higher quality your products will be, in durability and prestige.

To produce an item of clothing, simply purchase a clothing pattern and the components required to make the item as indicated by the pattern (usually cloth and/or leather). Then **SEW** <pattern> to construct your garment.

Once you achieve the level of Adept in the tailor's craft, you will gain the coveted ability to design clothing of your own. This process is a bit more involved:

1. Purchase a blank design sketch from the craft guild office in Delos.
2. Acquire a garment pattern of the same type as the garment you wish to design (hat, belt, pants, etc.), then **DESIGN** <sketch> **COPY** <pattern>. This will make a copy of the existing pattern on your blank sketch.
3. Customize your sketch's appearance when worn, when viewed in a room, and when examined closely:
DESIGN <sketch> **APPEARANCE** <description>,
DESIGN <sketch> **DROPPED** <description>,
DESIGN <sketch> **EXAMINED** (this will take you into the Achaean editor).

Keep in mind that your sketch must be the -exact- same thing as the pattern you use. Using a 'shoe' pattern to make 'loafers', for instance, will not work. Nor will making a 'bathrobe' from a 'robe.' We keep lists of common patterns we don't have that people want, and every now and then will put in a bunch of new patterns.

Further, keep in mind that the **DROPPED** description must contain the item type in it. A dropped cloak must not say simply, "There's a pile of cloth on the floor." because players will try to pick up a pile, or cloth, and the cloak will not respond to either of those nouns. Instead, you'd write something about a cloak being on the floor.

Finally, do not use materials that don't exist in Achaea or which could not reasonably be used to make

clothing. These include: denim, zippers, rotting flesh, and so on. You must also not submit patterns that are for 'modern' clothing, such as t-shirts, sneakers, trench coats, and so on.

4. Take your design sketch to a craft guild office and **DESIGN** <sketch> **SUBMIT** it for evaluation. The craft guild will review your sketch and make a garment pattern from it.
5. When the garment pattern is finished, you will be notified by mail that your pattern is ready to pick up. Return to the craft guild office and **DESIGN REQUEST** <pattern>, using the pattern number specified in the letter from the craft guild. The craft guild charges a fee for the creation of the pattern based on the complexity and opulence of your design, but will be a minimum of 4000 gold.

P.S. Try **SHOWOFF** <garment> to display your fabulous clothing to the rest of the world, you gorgeous thing you.

9.38 Puppetry

Puppetry is a skill that lets you create an empathetic link between a puppet and someone else. By making this link stronger through repeated refinements of the puppet, you can affect that person from afar. Powerful Puppetmasters can even slay an enemy from across the continent.

If someone obtains a puppet of you, then you must either get the puppet back and destroy it, or slay the Puppetmaster that created it.

9.39 Pranks

The skill of pranks is an amusing mish-mash of acrobatic abilities, strange-and-amusing abilities involving props like balloons, mice, and jack-in-the-boxes, and the science of bomb-making. Practiced solely by Jesters, these abilities even include some seriously bad jokes, and even the ability to scrawl graffiti on city walls.

9.40 Occultism

Once studied in ancient times by predecessors to the modern Occultists, the skill of Occultism is gained through the study of the Mysteries of the nature of the universe itself. This knowledge, which encompasses manipulating auras, bending of time and reality, and mastering the powers of karma through the study of the Living Book of Eschaton, were all lost ages ago during what the Occultists termed the "Burning Times" when the Church successfully launched a crusade against the then-scattered individuals practicing Occultism. The survivors banded together, but it was too late to save the knowledge of Occultism. The early practitioners turned to the dark art of Necromancy and entered into a long period of gaining their powers through death magic. That is until the modern age, when Occultism was re-discovered and perfected. Led by Shakti, Silverstorm and Saruman, the Occultists gathered and began a ritual which created an anchor to a ritual began in the distant past, thus bridging the two times and completing a Great Occult Working that allowed the return of Occultism. Since then, Occultists have turned their backs on Necromancy and again study the older science of Occultism.

9.41 Evileye

Evileye is a skill that is perhaps related to the Curses skill used by the Shamans, albeit it perhaps less powerful. With it, one may make eye contact with an opponent and give him or her the 'evil eye', imposing a wide variety of afflictions upon the opponent. At the high end of the ability, one learns the craft of giving multiple afflictions simultaneously.

The syntax for all evil eye abilities, unless stated otherwise, is **STARE** <player> <ability>.

9.42 Apostasy

The hallmark skill of the Apostate, Apostasy is the art and science of summoning and dealing with the mighty Baalzadeens and lesser daemons. In it, you will learn to use the sentient daeggers, form a relationship with your loving Baalzadeen, and learn to summon a variety of lesser daemons into a pentagram drawn with blood. Perhaps the most feared ability of the Apostasy skill is that which allows your Baalzadeen to tear the soul from an unwilling victim.

9.43 Riding

Riding is the noble art of mounting and controlling steeds. Beginning with the lowly mule, you will learn to ride increasingly powerful classes of mounts, ranging up to legendary steeds such as giant eagles. Further, as your riding skill increases, you will learn to handle your mount in new ways, from ramming opponents with it to using your mount to help avoid blows in combat to cracking the limbs of a fallen opponent by trampling on him.

If you're looking to purchase a mount, look at the stables in various villages around the land, for that is where mounts are normally sold. Probing the mount before you buy it is advised, as you will be informed what ability you require in riding in order to successfully mount it.

Once you've bought yourself a mount, you're going to need to keep it fed. Every mount has a feedbag on it that you can put food of any kind into. A horse may not like to eat a goose drumstick, but when it's hungry enough, it will! By probing your mount, you'll be able to see about how many Achaean months of food are left in its feedbag, or you will see that it is near to starving (within 3 Achaean months) and needs feeding right away. If you allow your mount to starve, it will die, and while you won't be torn to pieces by an angry mob of horse-lovers for that, perhaps you should be. The syntax to put food in a feedbag is:

FILL <mount> **FEEDBAG WITH** <food>

See also: **HELP MOBILES**



10 City-States

10.1	Citystructure	The political structure of city-states.
10.2	Rulingcouncils	The ruling councils of city-states.
10.3	Cityleaders	The leaders of city-states.
10.4	Ministries	General information on Ministries.
10.4.1	Ambassador	The Ministry of the Ambassador.
10.4.2	War	The Ministry of War.
10.4.3	Security	The Ministry of Security.
10.4.4	Treasurer	The Ministry of the Treasury.
10.4.5	Steward	The Ministry of the Stewardship.
10.4.6	Trade	The Ministry of Trade.
10.4.7	Chancellor	The Ministry of the Chancellory.
10.4.8	Culture	The Ministry of Cultural Affairs.
10.4.9	Development	The Ministry of Development.
10.5	Citycommands	Basic city-related commands.
10.6	Cityranks	Ranks of prestige within a city.
10.7	Guards	City guards that will act to protect you.
10.8	Guardians	Unique and powerful city guardians.
10.9	Sewers	Under the cities of Sapience.
10.10	City List	The Cities of Sapience.

10.1 The political structure of city-states

A city-state is ruled, first and foremost, by a ruling council. These council members can have different names, such as Archon, Vizier, or Regent. **HELP** <city> will show you what the ruling council name for that city is.

In order to become a member of the ruling council (which normally have five members), you must contest an existing member in an election, and triumph in the election. **HELP ELECTIONS** will give you detailed information about elections and referendums.

Out of the ruling council members, one member, who must be approved by every council member but one, becomes the leader of that city. The leader can have various names, such as Overseer in Ashtan, Sultan in Shallam, or Seneshcal in Hashan. That leader then enjoys immunity from electoral challenges from the populace.

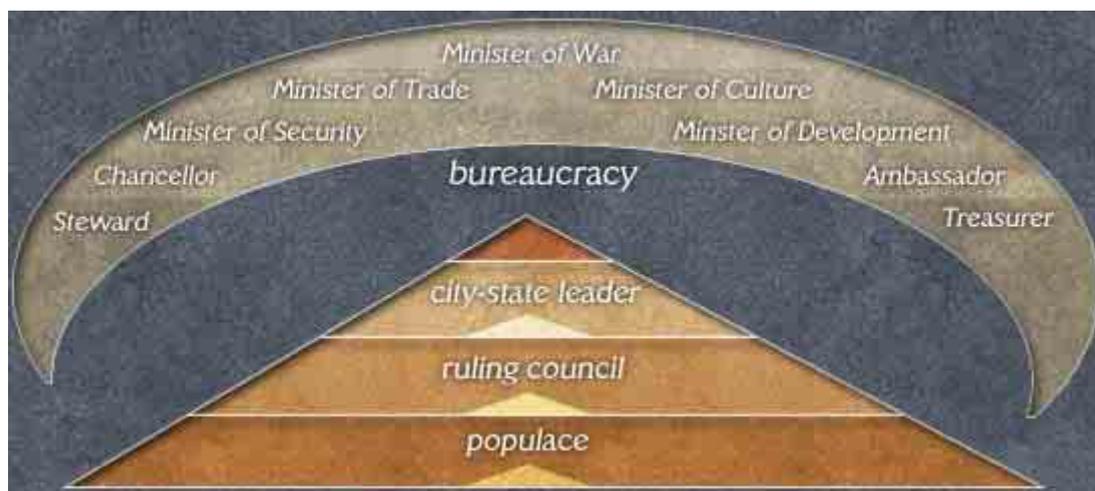
The leader of the ruling council then may appoint people to the heads of seven different ministries, and each of these ministers may appoint aides. These are:

Ministry of the Ambassador	(responsible for newbies)
Ministry of War	(responsible for all military matters)
Ministry of Security	(responsible for internal security)
Ministry of the Treasury	(responsible for the working funds of the city)
Ministry of the Steward	(responsible for the city coffers)
Ministry of Trade	(responsible for trade with villages)
Ministry of the Chancellor	(responsible for various internal economics)
Ministry of Cultural Affairs	(responsible for events and morale)

So, in summary:

The people elect the ruling council. The ruling council selects one of their number to be the leader. The leader appoints people to the seven ministries. The ministers appoint aides.

Further help on the various ministries may be found under section 10.4 (Ministries).



10.2 Ruling council

The ruling council of a city-state is generally composed of five members. These five members are elected by the populace, via the methods described in **HELP ELECTIONS**. **HELP** <city> will show you who the members of a ruling council are.

While the perceived responsibilities of a ruling council may vary in the eyes of each citizen, it can safely be said that the ruling council must take credit and blame for what happens to their city. While the power to actually affect most city-related things lies in the hands of the Ministers and their aides, it is the ruling council who chooses the leader, who appoints the Ministers. If the Ministers or the leader is doing a poor job, it is up to the ruling council to fix the situation.

As a member of a ruling council, you may use the following commands:

CITIZEN <person>	Make someone a citizen of your city.
UNCITIZEN <person>	Kick someone out of your city.
BRAND <person> ENEMY <reason>	Brand someone an official enemy of your city. Due to the time it takes to propagate the order to the guards, this will not take effect until the beginning of the next Achaean month.
BRAND <person> ALLY <reason>	Remove someone's enemy status. Works same as enemy in terms of not taking effect until the next month.
SUPPORT <person>	Throw your support behind a member of the ruling council for leadership of the city.
FUNDS <ministry>	See the funds level for a a selected ministry. Must be in the Council Room for this. Will not work on the Stewardship.
READREVLOG/REVLOG	Same as READLOG in HELP CITYCOMMANDS , but shows you logs for ingoing and outgoing revenue.
READMILLOG/MILLOG	Same as READLOG in HELP CITYCOMMANDS , but shows you logs for ingoing and outgoing revenue.
READENLISTLOG/ENLISTLOG	Same as READLOG in HELP CITYCOMMANDS , but shows you logs for enlistment that day.
WARSTATUS	See the military status for your city.
CITYFAVOUR <person>	Grant your city favour to a person.
CITYDISFAVOUR <person>	Grant your city disfavour to a person.
CITY ECONSTATUS	See some basic economic info on your city.

Open Referendums (see **HELP REFERENDUMS**)

10.3 City leaders

City leaders, known variously as Overseer (Ashtan), Sultan (Shallam), or Seneschal (Hashan) are both the figurehead and most powerful person in a city in political terms. Chosen by the ruling council (**HELP RULINGCOUNCILS**), and by necessity a member of it, the city leader is responsible for choosing the Ministers of a city. The person in this position is also immune to political challenges from the populace. He or she may only be removed after his or her fellow ruling council members have made someone else the leader. A city leader has all the commands of a normal member of the ruling council, with some additions:

The syntax to appoint Ministers is:

APPOINT <ministry> <citizen>

The syntax to liberate a location from your city's military influence is:

LIBERATE HERE

The city leader is the only person, aside from those in the Ministry of the Stewardship, who can see the amount of gold in the city coffers. Simply do:

FUNDS COFFERS

The command to choose the patron of your city is:

CITY PATRON <god>

Valid offices are: Ambassador, War, Security, Treasurer, Steward, Trade, Chancellor, Culture, Development.

10.4 City-state ministries

While the ruling council, and particularly city leader hold the reins of control in a city, it is in the Ministries where the day-to-day control of the operations of a city lie. There are seven Ministries: Ambassador, War, Security, Treasurer, Steward, Trade, and Chancellor.

Each Minister may appoint as many aides as he or she likes. The commands associated with this ability are:

AIDE <person> TO <office>	Add an aide to a Ministry.
UNAIDE <person> FROM <office>	Remove an aide from a Ministry.
AIDES <office>	See the aides for a Ministry.

A help file exists on each of the individual ministries. These are:

- 10.4.1 Ambassador
- 10.4.2 War
- 10.4.3 Security
- 10.4.4 Treasurer
- 10.4.5 Steward
- 10.4.6 Trade
- 10.4.7 Chancellor
- 10.4.8 Culture
- 10.4.9 Development

10.4.1 The ministry of the Ambassador

Newbies are the life blood of a city, for as the old generations die off, strong new leaders must be found. The Ambassador and his aides are responsible for cultivating a favourable atmosphere for newbies within the city, providing them with help, advice, support, and perhaps even equipment.

The Ambassador and his aides have the following powers:

CITIZEN <player>	Make someone a citizen of your city.
CITYNEWBIES	See what newbies are currently on in your city.
CITYWITHDRAW	Withdraw money from the Ministry's account, in order to help a newbie. The syntax is: CITYWITHDRAW AMBASSADOR <amount>

10.4.2 The ministry of War

The Ministry of War is responsible for all military matters within a city. The sole exception is enlistment, which any citizen may perform. It is up to the Minister and his aides to capture territory, and plant the glorious flag of

their homeland upon foreign shores. Expansion means prosperity, while contraction can mean poverty. Of course, a balance has to be struck between ploys to gain territory, and the cost of troops. No nation can afford to fight forever.

Each city has a War Room. Certain military commands must be executed from this room. Each city also has a Barracks, from which certain commands must be formed.

The commands associated with the Ministry of War are as follows:

WARSTATUS	See a basic list of the military status of your city. HELP WARSTATUS will explain more about the output of this command. Must be done from the War Room.
TROOPTYPES <your city>	Will show you a list of your military forces not in the field. This may only be done from the War Room or the Barracks.
TROOPTYPES FIELDDED	Will show you a list of what forces you have deployed in the field. This may only be done from the War Room or the Barracks.
FORM DIVISION OF <X> <troop type>	Forms a division of X number of <troop type>. A division may not have more than 200 members. This must be done from the Barracks.
ORDER <division> MARCH <direction>	Orders a division to march in a direction. Because of the time it takes to get a division moving, you will lose equilibrium for a few seconds.
ORDER <division> ATTACK <division>	Orders a division to attack another division.
ORDER <division> MERGE WITH <division>	Orders a division to merge with another division. If the new division would have more than 200 members, then the new division will have 200 members and the old will have whatever is left over.
ORDER <division> SHED <number>	Orders a division to shed <number> members into a new division.
ORDER <division> CAPTURE HERE	Orders a division to begin capturing a location. It will take approximately two Achaean days to capture somewhere. Only a location that is adjacent to either your city, or another location that you have captured may be captured.
ORDER <division> DISPERSE	Order a division to disperse and head back to the barracks.
TERRITORY <area optional>	Shows you a list of all the territory that has been captured by your city. If you specify an area, such as Dakhota, Vashnar, Western Ithmia, etc, then it will show you a list of what territory you have captured in that area. This must be done from the War Room.
TERRITORY CAPTURING	Shows you a list of all the territory that you are currently trying to capture. This must be done from the War Room.
READMILLOG <city> <start> <months back>	Read the military log for your city. This works exactly the same as reading MILLOG <city> <start> <months back> the general logs. You may omit both the <start> field and <month> field if you wish to see the beginning of the current month's log. However, to see the beginning of

yesterday's log, you must do **READMILLOG ASHTAN 0 2**, for instance, would read the beginning of the log from two months ago. This must be done from the Council Room or the War Room.

READENLISTLOG/ENLISTLOG

Same as **READMILLOG**, but shows a log of enlistments.

FUNDS WAR

See how much money your Ministry has.

LIBERATE HERE

Liberate a location from your city's influence. Only the Minister of War and the city leader may do this.

CAPTURING TERRITORY

The reason capturing territory is important is that your city will gain 100 gold per month per territory. So, if you have captured two hundred locations, your city will be gaining 20,000 gold per Achaean month.

ENLISTING TROOPS

It is important to ensure that there are always funds in the Ministry of War's account, as every time a soldier is enlisted, it costs the Ministry of War 200 gold to equip the youngster.

The more non-graced citizens of your city you have online, the more potential recruits will show up in your city. Thus, it is also important that you regularly scout the city for potential recruits. Recruits will build up only to a fairly small level, and then stop accumulating until some are enlisted. Thus, those cities that maintain vigilance, and keep their young men gainfully occupied are bound to have stronger militaries.

10.4.3 The ministry of Security

The Ministry of Security is responsible for the internal security of the city. Its primary function is the protection of its citizens, and the dispensation of justice to those who have violated the laws of the city.

The funds for the city defences come out of the budget of the Ministry of Security, so it is important that it stay funded. The Ministry of Security may:

FUNDS SECURITY

See how much money your Ministry has. This must be done from the Council Room.

BRAND <player> <enemy/ally> <reason>

Brand a player an enemy or an ally of your city. This will not take effect until the beginning of the next Achaean month.

CITY GUARD TYPES

Will see what kind of city guards you can purchase.

CITY GUARD PURCHASE <guard type #>

Will purchase a guard of that type, move it to the Council Room, and make it follow you. Guards will auto-attack city enemies, and will announce on your city channel when they are first attacked, and when they are dying. You may have a maximum of 75 guards at any one time in your city. Archers will shoot arrows at people in the sky, as well as attack on the ground normally.

CITY GUARD LIST

Lists your city guards and their locations.

- A **(P)** in front of their name indicates that they are **(P)**atrolling.

- A **(G)** in front of their name indicates that they are permanently standing (G)uard.
- If there is neither a **(P)** or **(G)** it means the guard is standing guard, but will respond to calls for help, and will chase those it attacks.

ORDER <guard> **STANDGUARD** [**PERMANENT**] Orders one of your guards to stand guard at a particular spot.

- If called away by **CALL FOR HELP**, the guard will eventually try to return to that spot.
- The **PERMANENT** is optional. Setting this on a guard will cause the guard not to leave his post to track down calls for help, or to track down any enemies it might attack.

ORDER <guard> **PATROL**

Orders a guard to randomly wander around, patrolling your city for criminals.

Default Guard Types:

	Movement	Attack Speed	Strength
Constable	Slow	Slow	Weak
Soldier	Medium	Slow	Medium
Warrior	Medium	Medium	High
Knight	Fast	Medium	Very high
Istani*	Medium	Medium	Very high
Archer	Fast	Medium	High

* Istani is different insofar as they do electric damage and use web tattoos. They are minor acolytes of Aeyr who have no understanding of the magic they use. They know the two spells and that's it.

10.4.4 The ministry of the Treasury

The Ministry of the Treasury is responsible for maintaining the operating budgets of the all the ministries but itself and the Ministry of the Steward.

The commands associated with the Ministry of the Treasury are:

ALLOCATE <amount> **TO** <ministry> Transfers funds from the treasury to a ministry. Must be done from the Council Room.

ALLOCATE <negative amount> **FROM** <ministry> Transfers funds from a ministry back to the treasury. Must be done from the Council Room.

FUNDS TREASURY Shows you how much is in the treasury. Only the city Steward or his aides may transfer more money from the city coffers to the treasury. This must be done from the Council Room.

FUNDS <ministry> See the funds that easy ministry possesses. This must be done from the Council Room.

READREVLOG/REVLOG Works the same as **READLOG** in **HELP CITYCOMMANDS**, except that it is a a log of ingoing and outgoing city revenue. This must be done from the Council Room.

CITY ECONSTATUS See some basic info on your city's economic status.

10.4.5 The ministry of the Stewardship

The Steward of a city is responsible for maintaining the bulk of the city funds. He puts money in to the Treasury, as well as takes receipt of some major revenue sources, such as banks and gambling. It is imperative that the Steward be someone of unquestioned loyalty, for otherwise, the financial health of your city will be in doubt.

The Steward has the following commands:

CONSIGN <amount>	Consign money from the coffers to the Treasury. Must be done from the Council Room. If you choose a negative amount, then it will take it from the Treasury and put it back into the coffers.
FUNDS COFFERS	See how much is in the city coffers. Must be done from Council Room.
FUNDS <ministry>	See how much is in the various ministries (such as the Treasury). Must be done from the Council Room.
APPROPRIATE BANK	Take the withdrawl fees from your city's bank and transfer them into the coffers. Must be done from the Council Room.
READREVLOG/REVLOG	This works exactly like the READLOG command in HELP CITYCOMMANDS , but it is a log of ingoing and outgoing city revenue. This must be done from the Council Room.
CITY ECONSTATUS	See some basic info about your city's economic status.

10.4.6 The ministry of Trade

The Ministry of Trade is responsible for obtaining commodities for use by the city government and for facilitating the transfer of those commodities to the Ministries that will use them. The Ministry has two tools it may use to accomplish this ongoing task:

1. Setting the price at which the city will purchase and sell commodities to the public.
2. Setting the price at which other Ministries may purchase commodities internally, as well as a reserve amount, so that the city doesn't completely run out of commodities.
3. Maintaining 'reserves' of commodities for use by the city proper. Keeping a number of commodities this way will be very important for many city administration tasks.

Commands for the Ministry of Trade:

CITY COMMS CITY COMM SUMMARY	Shows a summary table of the current commodity status of your city.
CITY COMM SET MIN <comm> <amount>	Sets the reserve amount for a particular commodity. Reserved commodities are not available for purchase.
CITY COMM SET INTERN <comm> <amount>	Sets the price which other Ministries will pay for a particular commodity.

CITY COMM BUY <comm> FOR <amount>	Sets the price which the city's commodity-purchasing NPC will pay for commodities.
CITY COMM SELL <comm> FOR <amount>	Sets the public sell price. People can then buy any available stock at this price per unit.
CITY ECONSTATUS	See information on your city's economic status.

10.4.7 The ministry of the Chancellory

The Ministry of the Chancellory is responsible for looking after shops within a city. It is responsible for ensuring that shops are being used as shops, for assessing the value of individual shops, and for setting the annual tax rate for shops.

The commands associated with the Ministry of the Chancellory are:

CITY SHOPS	Lists the player-owned shops in your city.
CITY SHOP INFO <shop name>	Shows further info on a shop.
CITY ASSESS <shopname> <shop value in gold>	Place a value on the shop, for the purposes of property tax.
CITY TAXRATE SHOPS <rate, in percent>	This is annual rate at which shops will be taxed. Each shop will owe, after the new year, (taxrate/100*assessed shop value). Since shops cost the city 5000 gold each year, it behooves the city to tax them to make up for this. If a shop has been closed for 12 continuous Achaean months, then it will cease to be taxed, and cease to cost the city anything.
CITY FORGIVE SHOP TAXES <shop> <optional amount>	This command can be used to forgive the taxes on a shop. If you do not specify an amount, then all the outstanding taxes on the shop will be forgiven.
CITY CLOSE SHOP <shop>	Orders the guards to stop commerce in a shop.
CITY OPEN SHOP <shop>	Orders the guards to re-open commerce in a shop.
CITY LOCK DOOR <direction>	Magically locks a door. No keys will work on it.
CITY UNLOCK DOOR <direction>	Removes a magical lock from a door.
CITY TITLE SHOP/STOCKROOM <shop>	Let's you edit the title of a shop. Costs the city 1000 gold.
CITY EDIT SHOP/STOCKROOM <shop>	Let's you edit the description of a shop. Costs the city 10000 gold.
CITY OWNER SHOP <shop> <new owner>	Transfers ownership of a shop to a new person.
CITY ECONSTATUS	See information on your city's economy.

10.4.8 The ministry of Cultural Affairs

The Ministry of Cultural Affairs is responsible for holding events within the city, and generally keeping the morale of the citizens high. Those holding this office are encouraged to come up with innovative, fun events for citizens. If they are successful, we may support them with custom code.

Aside from unsupported events, this Ministry is responsible for any Arenas that the city owns.

The commands associated with the Ministry of Cultural Affairs are as follows. Note that these commands will only work on an Arena owned by your city.

- ARENA SHOW** <arena> Let's you see information about an Arena. For instance: **ARENA SHOW** HASHAN would show Hashan's Arena, assuming it had one. See the end of this help file for an example **SHOW**.
- ARENA SET** <arena> **FULLNAME** <name of Arena> This lets you rename your Arena's full name. This does not affect the name that is used for these commands, but the long name, e.g. The Matsuhama Arena.
- ARENA SET** <arena> **FEE** <fee> [optional: PER LEVEL] With this, you set the fee that your Arena will charge people. If you do not include the words 'per level' at the end, the fee you set will be a flat fee that will apply equally to everybody. If you include 'per level' then the fee you have will be multiplied by the player's level. You will end up netting 1/3 of the total fees the players pay, as the winner gets 2/3 of the fees paid, at least in the case of Duels.
- ARENA SETUP** <arena> **ALLOW** <organization / player> By default, your Arena will be able to be used by anyone in the case of the various events. Doing this will limit the next event to whichever organizations (cities, orders, clans, guilds) you specify. You may also specify individuals. You can allow as many organizations and individuals as you like. In order to select an Order, use the name of the God.
- ARENA SETUP** <arena> **DISALLOW** <organization / player> If you've already set someone or some organization as allowed, this will reverse it.
- ARENA SETUP** <arena> **MAXLEVEL** <maximum level> Only those whose level is equal to or under the maximum level will be able to participate in the next event.
- ARENA SETUP** <arena> **MINLEVEL** <minimum level> Only those whose level is equal to or greater than the minimum level will be able to participate in the next event.
- ARENA RESET** <arena> Resets an arena. Kicks everybody in it out and clears off any event.
- ARENA WITHDRAW** <arena> <amount> Withdraw gold from an Arena.
- ARENA DEPOSIT** <arena> <amount> Deposit gold in the operating account of an Arena.

INIT <event> <arena>	Initializes an event in an Arena. You will want to do any SETUP commands on the Arena first. Example: INIT FREEFORALL DELOS. All players who can participate in the event will see a message offering them the chance to join. Possible events are, providing your Arena is equipped with them: freeforall, baitgame, freezetag
START <event> <arena>	Begins an event. Example BEGIN BAITGAME DELOS.
END <event> <arena>	Prematurely end an event. This is marginally better to use than ARENA RESET if an event is already started.

Below is an example of what **ARENA SHOW** displays, and what each field in it indicates.

```

--[Arena #1]-----
Name:      delos          Basename:  arena
Fullname:  the Matsuhama Arena
Staging:   ARENA_STAGE   Spectator: SPECTATOR
Gold:      113733        Owner:     none
Lifetime:  32458         Fee:       5 (per level)

Total Events Held:
  Duels: 16  FFAs: 0  Freezes: 0  Baits: 0

Events and Mods:
  Duel  FFA  Freezetag  Baitgame

Game: Free-for-all
Properties:
  Max level: 85  Min level: 40
Players:
  Sarapis Mausolus
-----

```

Name

Indicates what name you have to refer to the Arena by.

Basename

Not relevant for mortals.

Fullname

The proper name of the Arena.

Staging/Spectator

The god names for the rooms that are the Staging and Spectator for the Arena. Not very useful for a mortal but there for the sake of completeness.

Gold

The amount of gold currently in the Arena's account.

Owner

The owner of the Arena.

Lifetime

Lifetime earnings from that Arena.

Fee

The fee to use the Arena. It will specify whether it is a per level fee or a flat fee.

Total Events Held

Keeps track of the total number of events of each type that have been held in that Arena.

Events and Mods (Modifications):

What events that Arena is able to run, and what modifications, if any, it possesses.

Game

The current event.

Properties

Various properties particular to that event.

Players

The players currently in that event.

10.4.9 The ministry of Development

The Ministry of Development is responsible for development of the city's subdivisions, which is where player-owned housing is generally built. Subdivisions much like the Wilderness Map in that you will see a graphical display when walking around in them.

Subdivision locations will be established for cities, and will include one initial room, but from there, it will be up to the cities to expand their subdivisions. By standing in a developed room, a representative of the Ministry of Development is able to extend the subdivision by one room in any of the available directions, and create that room using one of over 35 tiles.

Development Commands:**DEVELOP FUNDS**

Shows you how much gold the Ministry of Development has, as well as how many of each commodity can be bought (based on availability, the current internal purchase price, and the Ministry of Development's current gold stores). You never need to actually purchase the commodities, it is an automatic process and is done for you when you execute a command that requires them.

DEVELOP TYPES [<pattern>]

Shows you the different tiles that you may develop with. The <pattern> is optional, but lets you show just a certain type of tile, based on the name of the tile. For instance, **DEVELOP TYPES ROAD*** would find all tiles that start with 'road'. The * character is called a 'wildcard' and will substitute for any number of characters.

DEVELOP INFO <tile type>

Shows you more information on a type of tile.

DEVELOP [<direction>] **AS** <tile type>

This lets you either create a new bit of land with a given tile type to the north, northeast, east, southeast, south, southwest, west, or northwest. If you do not include the direction (the [] means it is optional), then you will terraform the location you are currently in.

This command only works in subdivisions.

DEVELOP TYPES Shows the cost for each type of tile. Upon creating one or terraforming an existing one, the appropriate amount of gold will be deducted from the Development Ministry's gold reserves, as well as an additional amount of gold that is a function of how many commodities you need to develop that tile and the price the Trade Ministry has set for those commodities.

DEVELOP FUNDS will show you how many of each

commodity the Development Ministry can currently afford.

Subdivision dimensions are 100 by 100, and **SURVEY** will indicate where precisely you currently stand.

DEVELOP PLOT NOSALE/DEFAULT/<plot price> Plots start out as being not for sale, and you must set them for sale if you wish someone to purchase them. The 'default' option means that a default price (see below) will be used for this plot. You can take it off the market with the 'nosale' option.

DEVELOP SET DEFAULT PRICE <price> Sets a default price for plots that you set to use the default price. This price can be seen in **CITY ECONSTATUS**.

DEVELOP SUBDIV LIST List the subdivisions your city has.

DEVELOP SUBDIV TITLE <subdivision name> <title> Set the title of one of your city's subdivisions. People will see this when they **SURVEY** inside a subdivision.

CITY ECONSTATUS See a little bit of information about the status of your city's economy.

10.5 Basic city commands

There are a handful of basic commands that most citizens may use. These are:

CITIZENS Shows will show you a list of your city's active citizens.

CITIZENS DORMANT Shows you a list of your city's dormant citizens.

CWHO Shows you a list of of which of your city's members are online, on the same continent and plane.

CT <blah blah> Talk on the city channel.

CTOFF Turn the city channel off.

CTON Turn the city channel on.

AIDES <ministry> See who the aides to a particular ministry are. **HELP <city>** will show you the Ministers and the Ruling Council.

ENLIST <mobile> You may occasionally encounter shiftless young men roaming about your city. By **ENLIST**ing them, you will sign them up for a glorious life of adventure in the military services. Be all you can be.

CITYENEMIES Will show you a list of your cities official enemies.

DEPOSIT <amount> <city> Donates <amount> to your city. This must be done at your city's bank.

READLOG <city> <starting point> <months back> This command will allow you to read the general log of your city. If you wish to read from the beginning of this month's log, you may omit the last two fields. If you

wish to read from any point in this month's log, you may omit the last field. Months back should be how many months before the current one you want to read. So, two months ago would be 2, last month would be 1, etc. Logs are kept up to 6 months back. Note that these months are Achaean months, which are approximately 25 real hours long.

CONTEST

This command allows you to contest a member of the ruling council for his or her position. **HELP ELECTIONS** will tell you more about this.

10.6 Cityranks

Aside from the formal governmental positions (see **HELP CITYSTRUCTURE**), a citizen in a city-state can have one of six general ranks within a city. These ranks represent your general status within the city, and as you grow in rank, you will have the ability to call upon minor city-related powers.

When you join a city, you will automatically be of the lowest rank. **HELP CITYRANK** will show you a list of the city ranks in your city. In order to move up in rank, you must be cityfavoured by members of the ruling council of your city. The favour of the head of the council is more valuable than the other council members. However, if these same people find that your actions bring shame to the city, they may disfavour you, which can potentially reduce your city rank.

The abilities city rank confers are:

Rank #	Ability
4	The ability to PREFIX and SUFFIX lower-ranked citizens.
5	The ability to CITIZEN people.
6	The ability to CITYFAVOUR and CITYDISFAVOUR people.

More city powers are going to be added, fear not.

10.7 City guards

The Minister of Security and his or her aides in each city have the power to protect the city from enemies, by declaring people official enemies of the city, and by purchasing a variety of guards to both guard specific locations within the city, and patrol it looking for enemies generally.

If you're being attacked within your city and need help, you'll want to **CALL FOR HELP**. Doing so will attract the interest of city guards within shouting range, who will come running to help. But be warned that **CALL FOR HELP** takes equilibrium, and that the guards will -only- attack city enemies. Guards will also act to protect other NPC citizens of your city, coming at their call when these poor civilians are attacked.

See also: **HELP SECURITY**

10.8 City Guardians

During the Great War of the Child, the gods used the artifact called the Eye of Proteus to create relics in each city. Those relics are: the Well of Chaos in Ashtan, the Fontis in Hashan, Daybreak's Mirror in Shallam, the Fissure in Mhaldor, the Cauldron of Infinity in Eleusis, and the Icerune Crater in Cyrene.

When the cities were threatened by wild chaos, the true nature of these relics were revealed, as they came to the defense of their respective cities and formed Guardians to protect each city. Shortly after this, the relics created creatures which formed colonies throughout Sapience.

Each city may purchase one Guardian by the Minister of Security or a Security Aide. Only one Guardian per city may be in existence at any time. When a Guardian dies, the relic in its city is drained of power and must be

refilled before a new Guardian may be purchased. To fill a city relic, kill a creature that was created by another city relic and **PUT** <creature> **IN** <relic>. The creatures that can be used to fill the relics are: things of chaos (Ashtan), lamassu (Hashan), fairies (Shallam), abominations (Mhaldor), flower maidens (Eleusis), and mountain drakes (Cyrene). (**Note:** the city name in parenthesis is where the creatures originated and may NOT be used to fill the relic in that city.)

10.9 Sewers

Most cities in Sapience have sewers. These are dangerous places full of rats and opponents of much greater power - which should be a strong warning to younger adventurers in Sapience!

City governments are pleased to accept the assistance of brave adventurers who attempt to cleanse the sewers of their dangerous denizens.

To enter sewers, your Survival skill must be high enough to give you the ability 'Sewers.' You'll know you have enough skill to enter when you type '**ENTER GRATE**' and it works!

Sewer entries appear similar to: "A sewer grate looms darkly beneath your feet."

10.10 City List of Sapience

Many cities cover the lands of Sapience, but six in particular deserve special attention -

Ashtan	(see HELP 12.2)	Hashan	(see HELP 12.14)
Cyrene	(see HELP 12.46)	Mhaldor	(see HELP 12.48)
Eleusis	(see HELP 12.57)	Shallam	(see HELP 12.3)

For more details, review the other parts of section 12 also.



11 The Deities of Achaea

11.1	Gods	The rulers on high.
11.2	Patronage	The purpose of Divine Patronage.
11.3	Offerings	Offering things to the Gods at holy shrines.
11.4	Temples	The Temples of the Gods.
11.5	Ascension	Ascending from mortality to Divinity.
11.6	Divine favour	Rewards and punishments from the Gods.
11.7	Sarapis	The Logos, Creator of Achaea.
11.8	Daedalus	The Guardian of Balance.
11.9	Aeyr	The God of Magic.
11.10	Phaestus	The God of the Smith.
11.11	Eris	The Goddess of Chaos.
11.12	Pandora	The Goddess of Mischief.
11.13	Valnurana	The Goddess of Dreams.
11.14	Oneiros	The God of Peace.
11.15	Pentharian	The God of Righteousness and Light.
11.16	Twilight	The God of Darkness.
11.17	Demeter	The Green Lady
11.18	Sartan	The Lord of Evil.
11.19	Vastar	The Master of the Skies.
11.20	Lupus	The God of the Beasts.
11.21	Aegis	The God of War.
11.22	Lorielan	The Goddess of Knowledge.
11.23	Celani	Servants of the Gods.
11.24	Prospero	The God of Wealth
11.25	Ourania	The Goddess of the Moon.
11.26	Neraeos	The God of the Sea.
11.27	Agatheis	The Lord of the Elements.
11.28	Tarah	The Goddess of Compassion.
11.29	Indrani	The Demon Queen
11.30	Mithraea	Goddess of the Sun.

11.1 Gods

The Gods in Achaea are powerful, enigmatic beings. Their existence cannot be denied and you are well-advised to pay them the respect they are due. Their purposes and goals are their own and differ dramatically from God to God.

Though all the Gods were created by Sarapis, the Logos, or by processes ultimately set in motion by Him, He imbued them with such power that for all practical purposes, there is no distinction between them in power when viewed from a mortal perspective.

Some of the Gods whom you might encounter in Achaea are:

Sarapis, the Logos
 Daedalus, God of Balance
 Aeyr, God of Magic
 Eris, Goddess of Chaos
 Oneiros, God of Peace
 Twilight, God of Darkness
 Vastar, the Skylord
 Phaestus, the Smith
 Sartan, Lord of Evil
 Lupus, the wild God of the Beasts
 Ourania, Goddess of the Moon
 Tarah, Goddess of Compassion
 Lorielan, Goddess of Knowledge
 Aegis, God of War
 Caspian, God of the Sea
 Pentharian, God of Righteousness and Light
 Valnurana, Goddess of Sleep and Dreams
 Agatheis, the Elemental Lord
 Pandora, Goddess of Mischief
 Demeter, the Green Lady
 Prospero, the God of Wealth
 Indrani, the Demon Queen
 Mithraea, Goddess of the Sun.

11.2 Patronage

The most important and special way in which a mortal may interact with a God is by pledging his or her life to the God. This is done by joining the God's Divine Order. An honour not to be taken lightly, this is accomplished by speaking with the relevant God and establishing a rapport with him or her first. Eventually you may feel that you are worthy of following this God, and ask for acceptance into his or her Order. On the other hand, the God may first decide that you would make a good addition to his or her Order, and invite you in. You are, of course, free to refuse, but understand that everything in life has consequences, be they trivial or large.

Once in a Divine Order, you will find that you begin at the lowest rank in the Order. Each Deity sets His or Her own criteria for promotion within the Order, and enough rank may carry with it certain privileges.

Orders have a few commands associated with them. These are:

DEPOSIT <gold> <god's name>	Anyone may do this, for any order.
WITHDRAW <gold> <patron's name>	You must be at least rank 4 in an Order to do this.
ORDERACCOUNTS	See a listing of the Order's bank accounts. You must be at least order rank 4 to do this.
ORDERLOG <your patron's name> <where to	

start in log> <how many months back togo>

You may omit the last three fields of the command if you just wish to read from the beginning of today's log. <where to start in log> indicates which line you wish to begin reading on. 2 months back would be two months ago, and logs are kept for 6 months.

11.3 Offerings and Shrines

Offerings

Offerings are the major way in which you as a devoted follower may gain your God essence. Many things that a Divinity might do cost He or She essence. In order to offer to your God, you must first find a location in which a shrine to that God has been erected.

Once you have done that, you must choose what to offer. You may offer gold or dead things. Be warned that offering gold will automatically offer all the gold in your hands. Simply type **OFFER** <offering> and you will send your offering winging its way to your beloved patron, who will be notified of your offering.

Shrines

As you wander about the land, you will undoubtedly encounter shrines to various Gods. These shrines have been erected by highly-ranked followers of Gods as testaments to the glory of their God or Goddess, and in order to provide more offering points for followers.

Those who have attained rank eight or higher in an Order may **ERECT SHRINE**. This will take approximately ten seconds, during which you may not do anything else. It will also sap half your willpower. It should be noted that shrines may not be placed closer than four locations away from each other.

If you wish to help strengthen a shrine, you will do **OFFER** <offering> **TO SANCTIFY** while if you wish to harm a shrine, you will **OFFER** <offering> **TO DEFILE**. In both of these cases, the God's essence will not be affected.

Order Powers

As you progress in rank in your Order, you will gain the ability to use various powers. **ORDER PRIVILEGES** (or just **ORDER PRIVS**) will show you your order-related powers.

Many of the Order powers are related to shrines. For these, you must be at ashrine, and do: **BESEECH** <your god> **FOR** <power>.

Most of the shrine-related order powers have a range dependent on the size of the shrine you beseech at. If it is a dormant shrine, you won't be beseech at it. The ranges are:

Dormant None.
Small Same room only.
Medium One room radius.
Large Two room radius.

Note that Worldburn is an exception, as it affects the influenced area of all of your Order's shrines, everywhere.

Please remember that using these shrine-related powers will cost your beloved Deity essence each time you use them.

The various order powers are:

ENEMIES Show a list of current Order enemies.
SUCCOR Shrine power. Heals order member mana.
 Lasts approximately 10 minutes.

HEALING	Shrine power. Heals order member health. Lasts approximately 10 minutes.
WILLPOWER	Shrine power. Replenishes willpower of order members. Lasts approximately 10 minutes.
FAITHROOT	Shrine power. Gives mass while in shrine influence. Lasts approximately 30 minutes.
ENDURANCE	Shrine power. Replenishes endurance of order members. Lasts approximately 10 minutes.
SOULREND	Shrine power. Attacks order enemy mana. Lasts approximately 10 minutes.
CURES	Shrine power. Cures order member afflictions. Lasts approximately 10 minutes.
ORDERBRAND	Brand someone an order enemy or ally. Syntax: Orderbrand <person> <ally/enemy> <reason>
SHRINESIGHT	Shrine power. Shows status of all your Order's shrines on the continent.
ERECT SHRINE	Erect a shrine to your God. This is very expensive in essence for your God.
PAROXYSM	Shrine power. Attacks the health of order enemies. Lasts approximately 10 minutes.
PATRON	Induct someone into your Order. PATRON <player>.
CASTOUT	Cast a heretic out of your Order. CASTOUT <player>.
WORLDBURN	Shrine power. Attacks the souls of all order enemies in all Order shrine influence. Extremely powerful, and goes through grace. This is quite expensive to your God in terms of essence.

11.4 Temples

Many Gods choose to either erect temples by their divine power, or ask their worshippers to build one for them as a sign of devotion. There are really no hard-and-fast rules regarding temples, as they tend to vary from God to God. Some may choose to limit access to followers only, while other temples may be open to all.

11.5 Ascension to the divine

Ascension to the Divine is perhaps the greatest accomplishment possible within Achaea. In this process a mortal is transformed into a God. Thus far in Achaea's history, but three mortals have ever Ascended. Servalan de Vermiis achieved this by summoning the Spawn of the Unnamable Horror, transforming her into Eris, Goddess of Chaos. Elentari Lokelinde-Danial Ascended through the collective will of the pantheon of Gods, who deemed her most worthy. She now lives on as Ourania, Goddess of the Moon. Finally, Maran La'Saen, the Sultan of Shallam, and a Rider of the Black Boar in the Order of The Logos, ascended into Pentharian, the Righteous, while trying to awake the sleeping God Deucalion from His slumber.

While some mortals have, in the past, sacrificed themselves in order to bring a God back to the land, it must be emphasized that this is not the same thing as Ascension. An Ascension represents nothing less than a formal recognition that the person Ascending has reached the pinnacle of achievement within Achaea. He or she has, in some way or another, left his or her indelible stamp upon Achaea forever and his or her name will be forever rememered as one of Achaea's elite.

11.6 Divine favour and disfavour

If you particularly please or anger a God, He or She may choose to grant you favour, or curse you with disfavour, both of which last a limited time.

There are four kinds of favours and disfavours. Each level provides certain benefits, with each level containing all the benefits of the one below it, plus whatever that favour/disfavour level provides.

The command **GODFEELINGS** will show you if you are in the favour or disfavour of any Gods.

The four levels are:

FAVOUR/DISFAVOUR	Adds a point of constitution. This is cumulative. Adds something to your examine description showing that you are favoured or disfavoured. This is cumulative.
STRONGFAVOUR/STRONGDISFAVOUR	Alters your skills, with the amount in each skill dependent on the God doing the favouring or disfavour. This is cumulative. Gives an xp bonus or takes away some xp upon wearing off.
HIGHFAVOUR/HIGHDISFAVOUR	Either makes you not need sleep and food, or doubles your need for them. This is cumulative. Adds a damage shield, cutting damage done to you by about 15%, or makes you take about 15% more damage. This is not cumulative.
TRUEFAVOUR/TRUEDISFAVOUR	Adds one point to all stats (so a total of +2 con, +1 to the others). This is cumulative.

11.7 Sarapis, The Logos

Sarapis, the Logos is the force behind all creation. The inspiration for this was his desire to experience something other than oneness. Before this inspiration, all that was, was Sarapis. To say that this state of affairs went on for a long time would be a misinterpretation, as would saying it went on for a short time. Since time is merely an element of creation, Sarapis transcends Time. He is the ultimate force in reality and though he is generally benevolent, he will swiftly deal with any that threaten his vision of Creation.

Due to the demands of just being the Logos, Sarapis is unable to accept anyone into His Order.

See also: **HELP LOGOS**

11.8 Daedalus, God of Balance

Daedalus is the fulcrum upon which the force of Chaos and Order, Good and Evil, balance. The first Divinity created by Ayar/Sarapis, his goals are much the same. Often invisible and working behind the fabric of reality, he is nevertheless a powerful and pervading influence. During the Chaos Wars, Daedalus fought alongside Proteus and the other Elder Gods to defend orderly Creation from the forces of pure Chaos.

11.9 Aeyr, God Of Magic

Aeyr chooses to have limited interaction with mortals and chooses not to provide any further information about Himself. It is known, however, that He uses his mastery of the very foundation of magic to assist Sarapis in the alteration of the fabric of reality.

11.10 Phaestus, The Smith

Known by many as the Father of Dwarves, having created them originally as intelligent tools and companions, before bartering for a soul for them, He nevertheless watches over all races with near equanimity. Phaestus is especially beloved of craftsmen, artisans and honest labourers, who, perhaps, feel an affinity with His work. To those who do not know Him, He is often taciturn and quick to anger, but to those who do - He is full of humour and tolerant love.

11.11 Eris, Goddess Of Chaos

On the 4th of Scarlatan, 190 years after the fall of the Selucarian Empire, an Occultists known as Servelan de Vermis completed a vastly intricate experiment by summoning forth across time and space the Unnamable Horror, a being of pure Chaos that had died aeons ago. The unexpected result of this experiment was that the Unnamable Horror merged with Servelan finally resulting in the birth of Eris, Goddess of Chaos. As Eris' realm includes all matters of chaos, confusion and discord, others often find her extremely fickle, unpredictable, mischievous and scattered. She delights in intrigue and plots, favouring those who show an uncommon aptitude in disrupting the establishment. Despite her dark beginnings, she is not necessarily a vindictive or evil goddess, though she admits she can be bitchy at times. Her symbol is a golden apple.

11.12 Pandora, Goddess Of Mischief

Born of the seed of Chaos and War, Pandora is the girl-child of twins born to Eris and Aegis after Their marriage, the first in Immortal history. Her twin brother was stolen to another Realm by Lord Slith, of Chaos War fame and Their father, Aegis gave chase, disappearing from the reach of the Gods of Achaea. Pandora has grown up, the golden apple of Her Mother's eye, left to run riot around Achaea. She began to play tricks on the strange mortal creatures who, to Her, seemed frail and amusing. The kind of child who pulls the legs off craneflies to watch them flutter around uselessly, Pandora's capers escalated abruptly, when She took a precious artifact belonging to Sarapis while He was away and ran rife turning people into maggots, cripples and mutes. Her over-use of this artifact caused it to fuse itself into Her hand, making it necessary for Sarapis to amputate Her hand at the wrist on His return.

Angry, but also amused by Her activities, Sarapis branded Pandora with the title 'Goddess of Mischief' so that mortals would know their peril when She was near. Having been severely chastened by losing Her hand, and pulled into check by Her Mother, Pandora is now the patron of all who are fun-loving, enjoy toppling the structures of conformity and can orchestrate a good prank.

Her symbol is a silver hand, modeled on the one constructed for Her by Phaestus.

11.13 Valnurana, The Goddess Of Dreams

The realm of the ancient Goddess Valnurana has been the subject of fascination for many through the ages. Her realm is a conflicting one, with the life sustaining, healing nature of sleep on one hand and the oft savage, always unpredictable nature of dreams on the other. Valnurana, whom it is said is the source of the dreams of all mortalkind, has remained quietly at the center of this paradox since the beginnings of time, granting only a few mortals the chance of a clearer glimpse into the mysterious Dreamworld. Her realm has been pursued by cults, prophets, seers, scholars, and madmen, but those She accepts into Her order must have a unique capacity for insight. In all other aspects, Her followers may vary to extremes. Valnurana is associated with the rare black swan and is said to favour orchid flowers.

11.14 Oneiros, God Of Peace

Created by the Logos 185 years after the Fall of the Selucarian empire, The God of Peace stands as a reminder of the more peaceful way of life in Achaea. Renowned for his patience and understanding, Oneiros challenges violence in the land by accepting followers into his order who abhor violence of any form. Only those pure of spirit and truly repentant of previous violent acts are granted access to his Divine Order. His symbol is a white feather.

11.15 Pentharian, God Of Light And Righteousness

Much like the great platinum dragon that stands as the symbol of the Divine Order of Light and Righteousness, its immortality representing the eternal presence of light within all living things within the realm, while its might personifying the power of Righteousness against those that would profess to infringe on the freedom of life and happiness of others. Such are the teaching of Pentharian and what is expected of those that call him their lord.

Pentharian is known to be very selective of his followers. None understand why some are welcomed into his Divine fold on the mere merit of their actions alone, while others find themselves tested in various ways. One thing that is known to be true about Pentharian is that he treats his followers and their allies as if they were his children, nurturing and guiding them. Though his benevolence towards mortals is unparalleled, the wrath of Lord Pentharian is a terrible thing to behold.

11.16 Twilight, God Of Darkness

"The Principles of Darkness are Seven; he who knows these, understandingly, possesses the Magic Key before whose touch all the Doors of Ti'rith fly open.

1. The Ain Sof is mind; The Multiverse is Mental.
2. As above, so below; as below, so above.
3. Nothing rests; everything moves; everything vibrates.
4. Everything is Dual; everything has poles; everything has its pair of opposites; like and unlike are the same; opposites are identical in nature, but different in degree; extremes meet; all truths are but half-truths; all lies are but half-lies; all paradoxes may be reconciled.
5. Everything flows, out and in; everything has its tides; all things rise and fall; the pendulum-swing manifests in everything; the measure of the swing to the right is the measure of the swing to the left; rhythm compensates.
6. Every Cause has its Effect; every Effect has its Cause; everything happens according to Law; Chance is but a name for Law not recognized; there are many planes of causation, but nothing escapes the Law.
7. Gender is in everything; everything has its Masculine and Feminine Principles; Gender manifests on all planes."

So it is written in the Qadeshai, the holy book that forms the basis of the Order founded by Lord Twilight Trismegistus. This Order does not seek popular approval or numbers of followers. They are indifferent to these things, for they know how few there are in each generation who are ready for the truth, or who would recognize it if it were presented to them. They reserve the strong meat for adults, while they furnish the milk for babes. They reserve their black pearls of wisdom for the few elect, who recognize their value and who wear them in their crowns, instead of casting them before the materialistic vulgar swine, who would trample them in the mud and mix them with their disgusting mental food.

But still these beings have never forgotten or overlooked the original teachings of Twilight, regarding the passing on of the words of truth to those that are ready to receive it. This teaching is stated in the Qadeshai as follows: "Where fall the footsteps of the Chaioth ha Qadesh, the ears of those ready for his Wisdom open wide." And again: "When the ears of the follower are ready to hear, then cometh the lips." But their customary attitude

has always been strictly in accordance with another Darkling aphorism, also in The Qadeshai: "The lips of Wisdom are closed, except to the ears of Understanding."

To penetrate some of the shadows that surround this enigmatic Divine Order, consult the scroll **HELP DARKNESS**. The Divine Emblem of this Order is a pair of glowing red eyes on a field of darkness. The symbolism behind this standard remains unknown to the uninitiated, but it is said to be an arcane reference to an obscure Darkling Axiom: "In its essence, the Ain Sof is unknowable and dark."

11.17 Demeter, The Green Lady

Demeter, Goddess of Groves and the Wildwood, rules over the deep forests and tangled woods of the world. Once the Queen of the Sacred Grove, She was created as a Celani by Gaia to guide and nurture the nine forest spirits. As the creation of the forests progressed, Demeter was nearly a Goddess in Her own right when an elemental imbalance threatened to destroy the forests. Gaia came to Demeter and asked for Her help. The Celani, to protect that which She loved, sacrificed much of Her essence to that of Gaia. With the added strength, Gaia was able to destroy the threat to the forests. What remained of Demeter's essence was just enough to allow Her to sleep, and She drifted off into peaceful slumber to dream of Her former realm.

After the disappearance and departure of the Earthmother, Demeter felt a stirring in her dreams. Through a ritual, those who loved the forests were able to capture Her essence into a silver mist and bind it to the nine forest spirits She once helped to grow. The greater forest spirit, birthed from the nine, was called to Her, and from this union, the forgotten Celani Demeter awakened as a Goddess, to protect and oversee the forests She cherishes.

Demeter lends Her divine power to the defenses which protect the forests; the thorns that attack, the branches that hinder, and the roots that ensnare an enemy. She breathes life into the grove of a Druid, nurturing that bond between the earth and its mortal caretakers. It is Her touch that gifts the Sentinel with bark-like skin, and Her power that allows the summoning of the bedazzling butterfly.

Her interests lie in any who swear their lives to protect the forest that is Her realm. Her symbol, a slender hazel tree surrounded by a circle, represents the wisdom of the cycle of Nature, pure and unbroken since the beginning of time.

11.18 Sartan

The God of Evil is perhaps the most feared being in Achaea. He is cruel, domineering, and liable to end your life merely for speaking in the wrong tone to him. He has made public the Seven Truths of Evil, as he calls them, and they are as follows:

1. What is called evil is simply the drive for advancement, for greatness. We seek, through discipline and pain, to spur the advancement of nothing less than sentient life.
2. Cruelty - the application of pain - is the method by which one weeds out the weak and feeble-minded from the population.
3. Weakness must be eliminated in all its forms: Physical, Mental, and Spiritual.
4. The enemies of strength are those who trumpet the effeminate values of forgiveness, tolerance, and laxity of discipline.
5. The body may be made stronger through combat.
6. The mind may be made stronger through the elimination of conscience. One does this by inflicting pain on others.
7. The spirit may be made stronger by enduring hardships, both self-imposed and externally-imposed.

Those wishing to join Sartan's Order had best be serious about it, and serious about being evil. He generally slays those who He feels are wasting His valuable time. However, He welcomes those few who are brave enough, and willing to face great enough odds in pursuit of greatness, to speak to Him about His Order.

Greatness is the pursuit of dominance over others.

11.19 Vastar, The Skylord

The Sky is vast and boundless. The infinite realm of Vastar, the Skylord, represents the complete freedom for all to pursue their goals, and to fulfill their dreams. He is known for his impartial attitudes towards all beings as they all live under the great Achaean sky. However, only those who are most devoted to their goals and dreams will be accepted into his order.

11.20 Lupus, God Of The Beasts

Lupus, the beating heart of Nature, the spirit of Lupus, can be found in the soul of the wary observer from afar, to the racing mind of a fearful prey eluding the hunter, to the cold, calculating mind of the Predator, Lupus' spirit flows throughout them all.

The essence of Lupus transcends the mere savagery of the wilderness, and permeates through the ritualistic culture of the Hunt. From the intricate, enchanting song during a Lupine offering, to the boisterous escapades of hunters celebrating over a pint, and even woven within the wondrous depths of a Tomaculan tapestry; it is here, in the refinement of mortal culture the Spirit of Lupus dwells, allowing those worthy of His blessing to be lost in the hypnotic pleasure of the Hunt.

The Chosen of Lupus dwell within the mortal realms under the ways of a Wolf pack. Undyingly loyal to their brethren, these wolves tread through the lands not just as an individual, but an extremity of a greater whole. The hearts of the Lupine souls are so woven together that no force within the realms can sever this bond, save the Creator Himself. As the Pack, they live together, love together, and bleed together, such is the way of the Lupine soul. Woe be to the fool who draws the wrath of the Lupine pack upon themselves.

Lupus has been known to appear to mortals in the form of a Great White Wolf, dashing through the underbrush of the lands, on a never-ending hunt through the Ethers. By the right side of the White Wolf walks Grimaldrin, the long time hunting companion of Lupus Himself, forever immortalized in the Hunt for his great deeds as the Captain of Lupus' Werewolf Guardians. Lupus is said to favor the talons of the mighty birds of prey that soar through the heavens above, as his shrines are known to reflect the might of the Lupine Spirit in the beasts of the land.

11.21 Aegis, The God Of War

Aegis is the god of War. One of the elder gods of yore, he embodies the part of mankind which many say is the most irrepresible...the need for war. He is the patron god of many who claim lordship and dominion over those who are weaker than themselves, as well as those who have taken war and made it their art, following warfare as the eternal muse.

Those who call themselves his prophets are the most exalted of his divine order. Whilst the term 'prophet' has come to imply meekness and pacifism to many, to those who follow Aegis, this title is indeed the pinnacle of achievement. Perhaps it was with some touch of humor that Aegis declared that those who were to be held above all others in service to him, those who had risen to the highest esteem in his eyes as warriors, would wear the title of Prophet. Above Warlords do they stand. Above generals. Warlords in the order of Aegis are to be accorded respect second only to the Avatars of the god themselves.

Aegis is said to have been absent from Achaea for many years, and the reasons for this are unknown, a multitude of rumours floating amidst the ranks of man.

Whatever the case, He has returned.

Aegis has put out the call to arms, beckoning those who would follow him to petition. Of all the Gods, his motives for accepting an individual into his order are most easily understood. A love of war and combat are paramount, but the attrition, or washout rate for those petitioners is inclined to be a high one, for Aegis is not merely some brute, unthinking God. He seeks something more within those who would follow him. What this is is a question which will be asked in various forms to every petitioner to his order.

11.22 Lorielan, Goddess Of Knowledge

The former Queen of Proteus and once Jade Empress, Lorielan was recently released from Her crystalline prison to walk among the worlds once more. Her first return introduced a goddess of strict Knowledge and history, Her interest in the simple facts of existence and their endless accumulation. A breath of time and a second respite to the Kx'Khrah plane found the Lady no longer satisfied with the neutrality and moral ambiguity of that realm, and Her focus turned to the use and analysis of the information She once so ardently attained.

Her crimes during the time of the Triumvirate were numerous, and to be forgiven of them, She grew to embrace a deep morality that was the counter to Her once reckless and dominating Self. Her time spent in introspection gave Her both Wisdom and Enlightenment, as well as a desire to ensure that Knowledge was bent towards the benefit of others. This change has suffused through Her current existence, creating a natural alliance with the concepts of Light, Righteousness, and Virtue. She patrons the realms of Knowledge and Wisdom, using them in accordance with those beliefs, yet does not claim them as solely Hers.

Though once again involved in the realm of Achaea, Her attitude is often one of aloofness and apathy when dealing with those with dissimilar ideals. She cares not for material items, mortal vows, or petty bickering, and even shrines are often beneath Her attention. To gain the Lady's notice, one must display both intelligence and a deep devotion to a lifestyle of Good.

11.23 Celani

Celani are immortal servants of the Gods, created after the Gods granted the Aldar that survived the Chaos Wars their wish to simply rest. They assist in maintaining and creating reality, as well as performing other functions, such as chronicling history in Achaea.

11.24 Prospero, The God Of Wealth

As the Lord of Wealth, Prospero shares with His followers an intense passion for the finer things in life. His tastes run the gamut from priceless jewelry to rare and expensive ores, and He stores these acquisitions within His vault on the Isle of Delos. It is said that His treasury outstrips even the hoards of the great dragons of Achaea, but He is well-known for His sumptuous feasts and generous gifts.

Located within Delos is Lord Prospero's Bazaar, a motley assortment of strange and fabulous market stalls bearing exclusive and exotic wares. Rumour has it that nearly anything can be purchased within the cluttered shops of the Bazaar- provided, of course, that the price is right. Prospero's followers can frequently be found gleefully and adeptly haggling with the shopkeepers there, and are generally considered to be the most shrewd businessmen in Sapience. They tend to be hard-working merchants and the heirs of wealthy families, though anyone who answers the siren's song of a well-polished sovereign is familiar with the God of Trade and Wealth. His symbol is a gleaming circlet forged of silver and gold.

11.25 Ourania, Goddess Of The Moon

Ourania is the enigmatic Goddess of the Moon. She bears within Her hands the Holy Lamp of the night sky, and the stars, Her handmaidens, chant Her praises in the heavens. Ourania stands between the Light and the Dark, and it is said by some that She is the fulcrum where they may meet. She is the light that shines, unabashed, amid deepest, darkest night, yet also, betimes, veils her radiance in stygian blackness.

Like the Moon and its phases, Ourania is constant yet ever-changing. Some may call Her fickle, but the truth is deeper. This goddess is sometimes titled Trisagia, the "Thrice-Holy," for She is a triune goddess and may appear to mortals in the form of virginal Maiden, fruitful Matron, or wizened Crone.

Little is truly known of Her, but the loremasters say that hints as to Her nature may be found within the physical aspects of the lunar orb. As the moon rules the tides of sea, so Ourania rules the tides in the fates and fortunes of mortal kind. She sees that which men hope to keep hidden in night, and oftentimes even the day may find Her peering down, unnoticed amidst the glare, upon the acts of the children of the world. At her whim she reveals that which is hidden or hides what should be evident. She may stun with inspiration, or smite with insanity. She is Mistress of Secrets, the Lady of Subterfuge. Like the creatures of night, to whom only the patient and serene moon bears witness, the esoteric, eldritch and arcane arts are within her sway, as are the secrets of dreams and divination.

Let no man or woman tell you that he or she knows the ways of Ourania, for Her faces and aspects are manifold, and are veiled and unveiled at Her pleasure. The Holy Symbol of Ourania is a waxing crescent Moon surrounded by seven Stars, above a Tree of crystal with a white Python wrapped about its trunk. All on a field of black.

11.26 Neraeos, God Of The Sea

The divine child of Caspian, the Elder God of the Seas, and an unknown mother, Neraeos was born a Demi-God early in the history of the world. He was raised in the faraway undersea, among the tritonic empires. Living there, He grew into a scholar, a philosopher and a warrior. He fought with distinction in the Battle of Nishnatoba, having led a legion of tritons under the command of His father. After the War of Power was finished, Neraeos disappeared for the rest of recorded history, living among the peoples of the sea. Upon the fall and death of Caspian, the mantle of Godhood passed to Neraeos, and He has since emerged from the Deep, curious, yet suspicious of the world above.

Neraeos is the God of the Sea, the Keeper of the Lakes, and Master of Flowing Waters. He is at times cold and placid, yet He can be driven to great passions, for good or for ill. The fickle, tempestuous sea reflects His moods, the waters an extension of His will. Neraeos feels that it is the duty of His Order to watch over the waters of Achaea, to nurture and protect them, to make certain that the oceans and the peoples that dwell within them are kept safe both from the foul beasts of the deep, and from the greedy hands of those who walk the land. The virtues espoused by the Lord of the Sea include those of Strength, Passion, Vigilance, and Duty.

The Sea is Eternal, yet always in Flux. Cloaking the vast reaches of Achaea, its waters are the blood of the world, a sustainer of life. At the same time, the Sea is capable of passionate, merciless destruction. A paradox, a riddle, a mystery... The Sea is all of these and more, and but few of the land will ever truly understand it.

11.27 Agatheis, The Elemental Lord

Freed by the benevolent Logos after centuries of imprisonment as a Unicorn for his part in the Triumverate War, Agatheis was the first Immortal to master full control of the elements.

Agatheis maintains a vast library of books, dealing with many aspects of life. He smiles upon engineers, scientists and scholars - He does not waste time with those who are not prepared to dedicate themselves to their profession.

His symbol is a black diamond divided into four smaller segments - Red, yellow, green and blue.

11.28 Tarah

Tarah is the goddess of harmony, mysticism and compassion. Playful and free-spirited in nature, She supports the humble of spirit in their journey towards self-mastery. Her goal is a joyful life for all people, in harmony with each other and with all creation. She works tirelessly to oppose intolerance, hatred and arrogance and replace them with empathy and understanding.

Tarah's appearance is that of a young woman with short flame-red hair. She loves the paradox of water - the way it yields to all and yet always overcomes - and her favoured places can be found near lakes or oceans, where she likes to walk with those who follow Her teachings. Tarah welcomes all into Her order who seek to conquer their pride and find joyous contentment in all that Is, warrior and pacifist alike. She offers a gentle refuge from

attachment to life's turmoil. Her symbol is a silver dolphin leaping against a deep blue background, representing the unbounded joy and contentment of a soul unhindered by selfish pride.

11.29 Indrani

A former general of the Inferno Legions in the Triumverate's war against humanity, Indrani, known to Her enemies as "The Demon Queen," was imprisoned by a secret alliance between Twilight and Aegis and sentenced to eternity within an enchanted kris dagger. She was freed in modern times as a result of Sartan's machinations, draining the son of Eris and Aegis to the brink of dissolution and using his essence, combined with the energy of Mhaldor's fissure, to rise anew.

The Lady of Sin embodies seven principal characteristics inherent in any sentient being- Envy, Gluttony, Avarice, Pride, Lust, Wrath, and Dominion- and favours most those mortals who excel in the arts of subtlety and corruption, utilizing their knowledge of human nature to overcome opposition and gain influence over their peers.

11.30 Mithraea, Goddess of the Sun

A recently arisen star in the Garden, Mithraea was born through the melding of primal fire, extraordinary mortal faith and dedication, and the will of the Logos. She acts as the sentinel of the sun, and is in some fashion, its creator as it was birthed from the same primal fire which is now a part of Her makeup. It is through Her energy and vigilance that the Sun is maintained, yet She gives it and all that comes from it as a gift to the mortals of Achaea. She is a bringer of life, hope, clarity, and healing.

From Her celestial throne, She watches the movements of mortals and divine alike and is especially fascinated by the mortal drive and ability to overcome even the greatest of odds. Though many seemingly insurmountable forces align against them, some still persevere. Mithraea enjoys fostering this trait in mortals and has a great interest in seeing mortalkind as a whole reach its full potential.

She also has a strong affinity to life, and wishes to see it flourish in all its varied forms. This does not mean She has a distaste for death as it is a natural conclusion to life, but She abhors needless destruction and mindless brutality. Her love of life has also inspired Her to be a patron of the healing arts. She has a profound empathy towards those in need of healing and will go to great lengths to ensure they receive it. She also delights in finding ever more effective treatments for afflictions and infirmities.

However benevolent She may be, if pushed Her temper will ignite. This is most often brought about by a flagrant waste of life, stubborn idiocy, and destructive irresponsibility. She is commonly known as Lady Sol, but at times is referred to as the Watcher since there is very little She does not see. The symbols most commonly associated with Her are a mithril sunburst, an unblinking eye, and a couchant lion.



12 Geography

12.1	Sapience	The continent of Sapience.
12.2	Ashtan	The Bastion of the North.
12.3	Shallam	The Jewel of the East.
12.4	Ithmia	The Ithmian forests.
12.5	Savannah	The great grasslands.
12.6	Dakhota	The Dakhota hills.
12.7	Mhojave	The Mhojave desert.
12.8	Moghedu	Moghedu, racial home of the Mhun.
12.9	Pash	The Pash Valley.
12.10	Shamtota	The Shamtota hills.
12.11	Aalen	The Aalen forest, racial home of the Tsol'aa.
12.12	Vashnar	The mighty Vashnar mountains.
12.13	Garden	The Garden of the Gods.
12.14	Hashan	The Crown of the Ithmia.
12.15	Thera	Birthplace of Nicator.
12.16	Shastaan	A peaceful, ocean-side village.
12.17	Tomacula	A village of plainspeople.
12.18	Oceans	The Oceans of Achaea.
12.19	Minia	A magical land created for young people.
12.20	Delos	A haven for all things martial.
12.21	Highways	The highway system of Achaea, built by the Church.
12.22	Cave	The Cave of Sarapis.
12.23	Loom	Loom Island.
12.24	Mannaseh	The Mannaseh swamp.
12.25	Azdun	The Azdun dungeon.
12.26	Yggdrasil	The World Tree.
12.27	Flame	The Flame of Yggdrasil.
12.28	Putoran	The Putoran Hills.
12.29	Lodi	The magical Valley of Lodi, for young people.
12.30	Siroccians	Volcanic mountains populated by orcs.
12.31	Oakstone	The Council of Oakstone.
12.32	Blackforest	The Black Forest.
12.33	Aureliana	The Aureliana Forest.
12.34	Tasurke	The seaside village of Tasur'ke.
12.35	Beastlords	The dungeon of the Beastlords.
12.36	Jaru	The village of Jaru.
12.37	Ulangi	The forest island of Ulangi.
12.38	Polyargos	The Isle of Polyargos.
12.39	Dun	The Dun Valley.
12.40	Gorshire	A gnomish village in Lodi for newbies.
12.41	Jazira	The desert village of el'Jazira.
12.42	Riparium	The underwater kingdom of the merfolk.
12.43	Granitehills	The mineral-rich Granite Hills.
12.44	Dardanic	The flat, open Dardanic prairie.
12.45	Northreach	A far-north coniferous forest.
12.46	Cyrene	The previously lost city.
12.47	Genji	An Atavian village in the Southern Vashnars.
12.48	Mhaldor	The city of Evil.
12.49	Shalajen	The monestary of Shala'jen.
12.50	Kasmarkin	Ancient and abandoned troll city.
12.51	Kamleikan	A northern village near ice floes.

12.52	Aran'riod	The plains village of the Yriluawe people.
12.53	Forestwatch	A buckawn encampment. Beware their zombie slaves!
12.54	Bopalopia	Possibly the strangest place you've ever been.
12.55	Aerinewild	An otherworldly forest.
12.56	Aeraithian	A village of gliding humanoids.
12.57	Eleusis	The forest city in the trees.
12.58	The Tundra	The vast tundra where the wendigos do roam.
12.59	Inbhir	The Inbhir Ness of the Dwarves.
12.60	Saoghal	One of the most mystical places in the world.
12.61	Underworld	The plane of the Undead. Extremely perilous.

12.1 The Continent Of Sapience

Sapience is the main continent of Achaea, and is where all Achaeans begin their lives. It contains many cities, villages, and adventuring areas, set up in a coherent manner.

See also: **HELP MAP**

12.2 The city of Ashtan

Ashtan, Bastion of the North, lies on the northwest shore of the inhabited part of the continent of Sapience. Due to its seaport on the Sapphire Ocean and its proximity to the fertile Sangre Plains, Ashtan has been a dominant power on the continent since the days of legend.

Ashtan has always placed great emphasis on the ability of the individual to affect his own destiny. The single dictum is "freedom." Freedom to be good or evil, freedom to be weak or strong, freedom to choose, for yourself, the life you wish to live. Despite their different ideologies, Ashtanites often assist each other in matters large and small, knowing that a strong and united city gives them the power to pursue their personal goals to their fullest. Ashtan's laws are inscribed upon the Pillars of Ashtan, due north of the city gates. The simplicity of Ashtan's legal code is intentional. The only acceptable laws are ones that protect the well-being of the citizens, rather than yards of legislature dictating morality or alignment.

Historically, Ashtan has been home to some of the greatest warriors, statesmen, and philosophers of Achaea. From the valiant King Tephicles to the wise King Martin; from the resistance fighter Zarathustra to the technical genius Emmett Bowing; from the mighty founder Glanos to the legendary Servelan de Vermiis, Ashtan has produced some of the giants of history. In modern times, Ashtan is home to several guilds: the mysterious Occultists, the subtle Shadowsnakes, the arcane Warlocks, the warlike Ashura monks, and a strong community of people who have rejected their old guilds or cities in favor of Ashtan's offer of freedom.

12.3 The city of Shallam

The city of Shallam is found in the southeastern part of Sapience, situated at the bottom of the verdant Pash valley. Possessed of a legacy stretching thousands of years, Shallam is one of the oldest cities in the realm, sharing that title only with its counterpart, Ashtan. It grew from a small settlement founded by Sahart and his followers into a center of art and culture, housing several guilds, organizations, and the illustrious Church.

The city is notable for its architecture, particularly its gilded domes, which catch and reflect light for miles around to give the city a glowing appearance at sunset or under moonlight. These mother-of-pearl facades have helped it earn the name Jewel of the East, but the title is also symbolic of the spiritual light found throughout its residents.

Shallam is known primarily as the city of Light and Justice, and its guild carry these ideals beyond its walls. The Priests and Paladins reside there in the Chrysalis Basilica, as do the Magi, a group of magic weavers who bend the energy of the arcane to do their bidding. The Sentaari, an ancient guild of benevolent monks, find sanctuary in the Jewel as well, using their mastery over the body to defend her walls. Another ally is found in the Dawn Striders, serpents that have turned from darkness to champion the light of Shallam.

Shallamese society is helmed by ideals of Righteousness, Justice, and Truth, and citizens usually dedicate their lives to these values. Those looking to advance themselves mindlessly instead of the greater good may not find this stricter way of life suitable.

12.4 The Ithmian forests

The Ithmian forests consist of two forests: The Western Ithmia and the Northern Ithmia. Separated by the north-south flowing Zaphar river, they are very different places.

The Western Ithmia is a classic oak and elm temperate forest. It is said that Dryads may be found in the forest, though they can be quite difficult to catch. It is also rumoured that the temple of the Earthmother is somewhere to be found in here.

The Northern Ithmia is a much darker, forbidding place than the Western Ithmia. The mischevious Buckawns, mortal enemies of the Dryads, make their home here, and deep within the heart of the forest is the town of Hashan, a refuge for the unsavoury.

12.5 The Savannah

The Savannah is a large area of plains and grasslands located in the western-central portion of the Sapience continent. Within it, one will find the village of Tomacula, discovered by Haidion, the Wanderer. The Black Boar of Sarapis is said to roam these plains, though you would be well-advised not to trifle with it, for it is beloved of the Logos.

12.6 The Dakhota Hills

The Dakhota hills are a range of hills bounded by the Mhojave desert to the southeast, the Savannah to the north and northeast, and the mighty Vashnar mountains to the west. It is a relatively unpopulated and wild place, and wolves roam it seeking their prey. It is also known that the Azdun dungeon is located somewhere within it.

12.7 The Mhojave Desert

The desert is one of the loneliest places in Achaea. Inhabited mainly by creatures such as lizards and hyenas, it is not a place to linger in, though some of the Serpentlords have been known to enjoy basking in the sun there, and of course the famous and intoxicating cactus weed grows only in the desert.

12.8 Moghedu

Moghedu, the racial home of the Mhun, was "discovered" (we use terms like discovered loosely, for obviously the Mhun living there have always been quite aware of its existence) by Nicator on his way through the Vashar mountains so many centuries ago.

The entrance to Moghedu is located in the southern Vashnar Mountains, at the southwestern edge of the Mhojave desert. It is said that there are many descending levels to Moghedu, and that it is quite populated, though this is difficult to ascertain as the Mhun of Moghedu do not welcome strangers with open arms. Still, it is not a place of overt danger to the traveller, as the Mhun, while not necessarily friendly, are not hostile either.

12.9 Pash Valley

The Pash Valley, created by the Shamtota hills to the West and the Putoran hills to the east is the breadbasket of Shallam, Jaru, and Nimick. A warm, lush place that is fed by the waters of the Pachacacha river, which runs through it, it is also a favoured grazing spot for antelopes and the cheetah that prey upon them.

At the south end of the valley lie the shining city of Shallam and its sister village of Jaru, while at the north end is the village of Nimick.

12.10 The Shamtota Hills

The Shamtota hills are a range of southern, weathered hills. Vegetation in them ranges from oak groves to the olive and orange groves planted by farmers living in the region. Oftentimes, you will hear the cry of a bald eagle circling overhead.

12.11 The Aalen Forest

The Aalen forest, discovered in modern times by Haidion, the Wanderer, lies west of the Vashnar range, which accounts for its relative privacy, given that the cities of the Sapience continent lie on the eastern and northern side of the Vashnar range.

It is a very old redwood forest, containing, along with a wide variety of animals (bears, rabbits, deer, and so on), the racial home of the Tso'aa. Long-separated from the rest of the Sapience continent and the rest of their race, they had been forgotten until Haidion managed to find a route over the always-treacherous Vashnars.

12.12 The Vashnar Mountains

The Vashnar mountain range is the spine of the Sapience continent. It runs along the western coast for a great distance, and then turns east, running until it hits the ocean on the eastern side. Thus, it forms an 'L' shape in which most of the known world is cradled.

The Vashnars are an extremely treacherous place, by virtue of the aggressive animals and people that inhabit it. Many a person has fallen victim to the mountain lions that roam it seeking their dinners.

Perhaps the most striking feature of the vast Vashnars are the Pillars of Heaven. This collection of mountain peaks in the western-central portion of the Vashnars rises as much as fifty percent higher than any peak outside of them. It is rumoured that the Gods themselves dwell in a miraculous Garden atop them, and that they are able to stand so high only by virtue of the support that the massive tree Yggdrasil provides.

12.13 The Garden Of The Gods

Little can be said about the Garden of the Gods, for it is, as rumour would have it, not a place for mortals. It is said to reside at the very top of the Pillars of Heaven in the Vashnar mountains, but other than that, nearly nothing is even rumoured.

12.14 Hashan

Hashan, The Crown of the Ithmia, lies like a hidden gem in the heart of the Northern Ithmia Forest. Once a small near-forgotten village, Hashan attracted the attention of Twilight, God of Darkness, who nurtured her into the glorious city she is today. The City of the Night, so called by her residents, is now Patroned by the Triad of the Night, Twilight, God of Darkness, Ourania, Goddess of the Moon, and Valnurana, Goddess of Sleep and Dreams.

The Great Canon of Hashan, Hashan's Common Law, and the city's unique guild-city charters have no antecedent in all of Sapience. Hashan also lays claim to the continent's first working and statutorily mandated court of law. Hashan's Common Law can be found posted at the Crossroads, and law abiding guests are given the same protection as her citizens.

Hashan is a city with strong ideals, a haven where diverse denizens of Sapience live together in harmony and community, without fear of prejudice, oppression, or bigotry, free to pursue their potential in a continually evolving and finely-tuned balance between the needs of the individual and responsibility to the collective. Hashan is home of the oldest standing serpent guild, the Serpentlords, the mysterious Shamans, the vigilant Kharon monks and the elemental masters, the Sorcerers.

12.15 Thera

The town of Thera's main claim to fame is that it is rumoured to be the birthplace of Nicator. Located south of Ashtan at the northern end of the Black Forest, it is a relatively peaceful place these days, and is well-known for its brandy and the quality of its rope. Many a Shastaan fisherman has lusted after the rope produced here.

12.16 Shastaan

The village of Shastaan is located in the south-eastern part of the continent of Sapience. It is, in the main, a peaceful place, though some are unhappy with the rulership of Shunagis, claiming that he exploits his servants. On the beach near Shastaan is the entrance to the temple of Oneiros, God of Peace.

12.17 Tomacula

Discovered by Haidion, the Wanderer, Tomacula is a village of plainspeople located in the heart of the Savannah.

12.18 Oceans

Information on the Oceans of Achaea is awaiting transcription by the scribes.

12.19 Minia

The land of Minia is a fanciful one with little relation to the rest of the world. It was created by the Gods strictly for use by young players.

There are four main areas within Minia: The Pixie Village, The Ember Tower, the Kobold Dungeon, and the pygmy village of Miba. Within the Pixie Village you will find a community of pixies. The Ember Tower is the dwelling place of the Imps and their hellcat companions, while in the Kobold Dungeon you will find quite a few rather filthy kobolds, as well as some firesprites. The village of Miba contains a pygmy community, and some of their kobold slaves.

While in Minia, a new player is protected from attacks by older players, and older players will, in fact, quickly be ejected by virtue of two very large and very strong ogres who are under orders to keep it safe for new players. Vellis, the butterfly collector (see **HELP BUTTERFLIES**) also makes his home at the entrance to Minia.

If you don't know your way to Minia by foot, and if you have use of the **PORTALS** ability (only for people under level 20. Type **STAT** to see if you have any portal trips left), you may go **SOUTHEAST** from the location that **PORTALS** takes you to. See also: **GORSHIRE, LODI**

12.20 Delos

The island of Delos, which lies in the middle of the mighty Zaphar river, has an interesting history. Originally, it was the home of the Chrysalis Basilica, and thus the Church. A community sprung up on the island to support the Church, and the Church led the island.

In recent times, however, the Church petitioned Sarapis to have the Basilica moved to Shallam, and Sarapis agreed to do so. Since then, Delos has redefined itself as a place devoted, in the main, to the arts of combat. Here you will find the Matsuhama Arena (**HELP ARENA**), a place where any who choose may do battle free of the worry of losing experience. Here you will also find perhaps the best weapons and armour shop in the land, run by Merentesh, as well as a collection of gladiators and weaponsmasters that is equalled nowhere else in the land. Led by Colbey, they represent mastery of many of the weapons to be found in Achaea.

12.21 The Highways

The Highways of Achaea, consisting of the Prelatorian Highway and the Raphaelan Highway, extend from the city of Ashtan in the northwest to the city of Shallam in the southeast. Built by the Church, they are a great boon to mortalkind, for they make travelling the wilderness of Achaea much faster and easier.

It was Raphael, the greatest Archprelate of the Church, who ordered the construction of these wonders of the modern world, and we are all in debt to him for his foresight and wisdom.

12.22 The Cave

The Cave is more than a mystical place; it is connected with Sarapis himself. It is the place where those who have prayed to Sarapis for resurrection find themselves when they are returned to their mortal bodies. None may linger in the Cave, for to do so is to profane the divine power that has granted a second chance.

While none may enter the Cave without their spirit being moved there by Sarapis, many find themselves, at one time or another, Outside the Cave. This place, located in the Western Ithmia forest, is a common meeting place and it would be to your advantage to get to know your way around its environs as soon as possible.

12.23 Loom Island

Loom Island is really only a concern for young people. It is where all people new to Achaea begin, and once you leave it, you generally will not return. On it you will meet Lotharal and Demetrius, the Bartender, as well as other helpful characters.

Floating as it does high above the Sapience mainland, it is assumed to have been created by Divine power, though this has never been confirmed.

12.24 The Mannaseh Swamp

The Mannaseh swamp is a treacherous place that so far, none have really explored, due to the fact that when one enters, one quickly finds oneself turning in circles and ending up where one entered it. It is located at the junction of the Pachacacha and Urubamba rivers.

12.25 Azdun

The Azdun dungeon, located beneath the ruins of a castle in the Dakhota hills, was discovered relatively recently by an intrepid explorer named Azhrarn. Located underground, it is the home of a major goblin mining operation, as well as reputedly being the home of Lachesis, the Spider Queen and other personages famous and infamous. We leave it to you to discover all of its secrets.

12.26 Yggdrasil

Yggdrasil, the World Tree, is a massive 'tree' of unknown origin. Whether it is actually a tree in the sense of an oak tree, or whether the mortal mind merely interprets it as a tree is unknown.

Regardless of what it is, it is known that it is possibly the largest living thing in existence, spanning not only a world (its trunk supports the highest mountains--the Pillars of Heaven--on the Achaean world and its root system spreads through the world), but the Planes of Existence themselves. It is said, in fact, that its roots extend through all the Infernal planes, though this may be merely a rumour spread by those with an excess of imagination.

12.27 The Flame Of Yggdrasil

The fabled Flame of Yggdrasil is said to have the power to resurrect bodies which are placed in it. If you can find the Flame, simply **IMMOLATE** <body/corpse> and life will be returned to the owner of that body.

It is generally considered a good thing to be immolated, as the experience loss a player receives from resurrection this way is considerably less than from praying to Sarapis for resurrection.

It is said that the Flame began its aeon-long burn ages ago when the Elder God Agatheis was experimenting with elemental control. He spent many years inside Yggdrasil, meditating and perfecting his power, and an experiment gone awry one day resulted in a life-giving, seemingly eternal, heatless flame.

Because of the genuinely holy nature of the Flame, it is considered a sign of disrespect to the Gods to linger there.

12.28 The Putoran Hills

The Putoran Hills lie on the east side of the Pash Valley (which is cradled on the west by the Shamtota hills). Low, but fairly craggy, its main feature is the Valley of Lodi. (see **HELP LODI**)

12.29 The Valley Of Lodi

Like the land of Minia, the Valley of Lodi is a special place that exists only for those under level 20. It is perhaps a darker place than Minia, where one may encounter cave bats, wildcats, sheep, and a number of intelligent humanoids who have quests to give. Though all fairly easy and accessible to those new to Achaea, two of the quests do require that you leave Lodi to complete them. It is further rumoured that there is a secret passage in the back of the caves, and you would do well to discover it.

While in Lodi, a new player is protected from attacks by older players, and older players will, in fact, quickly be ejected by virtue of one rather large copper dragon.

If you don't know your way to Lodi by foot, and if you have use of the **PORTALS** ability (only for people under level 20. Type **STAT** to see if you have any portal trips left), you may go **NORTHWEST** from the location that **PORTALS** takes you to.

See also: **GORSHIRE**, **MINIA**

12.30 The Siroccian Mountains

The black Siroccian mountains are a volcanic, albeit it mainly dormant, range of tall, jagged peaks, lying in the east-central part of the continent. To the north is the Western Ithmia, while to the southwest, the Shamtota hills gently fall away, eventually giving way to the Mhojave desert. The Prelatorian Highway passes near to them on the northern side, while it is rumoured that the Raphaelan road has a secret path leading into them.

The Siroccians are known to be populated by Dwarf-hating orcs, who drove out the clan of Dwarven miners who previously dwelled there. The Dwarves scattered, and had to bury the symbol of their claim: a great, jeweled axe, in their flight from the orcish hordes. The Siroccians are also famous for the purity of its ores, and many blacksmiths around the land would reward you for the ores found there.

12.31 The Council Of Oakstone

The Council of Oakstone is an organization that has the sole purpose of protecting and preserving Nature in all its forms, including forests, mountains, valleys, desert, gardens, hills, jungles and plains. Membership in Oakstone is open to all people who have proven their love and dedication to the preservation of the realm of Nature.

Oakstone was created by the Earthmother, Lady Gaia, to aid her in the preservation of Her realm, and She was Oakstone's permanent patron until Her passing some years ago. Oakstone is now dually patroned by Demeter, Goddess of Groves and the Wildwood, and Lupus, the Lord of the Hunt. Together, their dominance over the wild places of the world continues the vision to preserve the realm of Nature.

Oakstone is ruled by five Hierophants who are appointed by Lady Demeter and Lord Lupus. The Hierophants operate on a majority opinion with no one serving as a single leader. As protectors of the Forest guided directly by Nature Herself, the gods have seen fit to empower the Hierophants of Oakstone with the power to turn Her very wrath against those who might harm Her. This power is so awesome and fierce that each Hierophant swears to use these powers only in protection of Nature and in accordance with Oakstone law and policy as set by the patrons of Oakstone. Oakstone is not a city, by its very design. Although Oakstone has a loose city-like structure, it is really an organization dedicated to one purpose: the preservation, nurturing and defense of Nature.

The Charter of Oakstone is set as a guideline for protecting Nature, and as such, it does not have the job of protecting individual members of Oakstone. Therefore, those who are a part of Oakstone are expected to work together as a close-knit unit and protect each other. Division and fighting amongst members do nothing but hinder the job of protecting and nurturing Nature.

Because of Oakstone's unique design, members are expected to hold her oaths to Nature higher than any other oath. Any member who gives priority to anything else above Nature will be quickly cast out of Oakstone as Oakstone has no place for those who are not truly dedicated to her goals.



12.32 The Black Forest

The Black Forest lies in the area south of Thera, and runs southwards to the northern end of the Savannah. Bordered on the west by the Vashnar mountains, and on the east by the Urubamba river, the Black Forest is considered one of the major forests of the Sapience continent. Seasone, the famous Druid who refills elixirs and salves makes her home on the northwestern edge of it, and is also home to the odd animals known as 'jambaali'.

12.33 The Aureliana Forest

The Aureliana forest is often considered the twin of the Black Forest in the same way that the Northern Ithmia is the twin of the Western Ithmia. This is not, however, entirely accurate. Unlike the Ithmian forests, which are separated solely by the river Zaphar, areas of grassland separate the Black and Aureliana forests and they are not, in fact, part of the same overall forest. The Aureliana lies directly east of the Black Forest, on the other side of the Urubamba river. To the southwest of it lies the forbidding Mannaseh swamp, and to the east is beautiful Lake Vundamere.

12.34 The Village Of Tasur'ke

Tasur'ke is a seaside village located northeast of the northern Ithmian forest, on the eastern shore of Sapience. Known for its peace-loving people, it is a generally happy village that boasts public baths free to all those who choose to visit. Its pearl fields, which lie directly off its cliff-backed beach, are famous for producing pearls of the finest quality, and the jeweler Constantine is always eager to pay those who can retrieve them from the oysters there. Tasur'ke may be reached by taking the North Road nearly to its eastern terminus.

12.35 The Dungeon Of The Beastlords

Inside of the Great Rock, east of the road which runs through the Savannah from North of Thera, you will find the dungeon of the Beastlords. Within it are a number of strange creatures, such as the ophidians, a race of nobile snake-men, and the Fortress of the Beast, filled with the cultists and their cerberi. Beware the stirges, and give Herbie the Giant Rhinoceros Beetle a mushroom. He likes that.

12.36 The Village Of Jaru

Jaru is a fishing town located directly west across the Zaphar river from Shallam. Historically strongly aligned with Shallam, it has usually enjoyed Shallam's protection. Its citizens are humble fisherman for the most part, and sell a unique selection of food and clothing.

12.37 Ulangi

Ulangi is an island off south-eastern coast of Sapience. The best way to get there is to go to the village of Shastaan and take the ferry there. Ulangi itself is a large forested mountain with a colony of Horkval on one side and a swamp with a colony of Groom on the other side. The two colonies are reputed to have serious disputes and are extremely hostile to each other. The hostility boils down to the fact that the Groom practice magic and the Horkval hate them for it, being very poor magic-users.

Another important feature of Ulangi is the Landmark (see **HELP LANDMARKS**) that it contains. The Living Totem/Stygian Totem stands in the middle of the forest, while the forest lich Melkhior and the King Stag roam the forests.

12.38 The Isle Of Polyargos

The Isle of Polyargos is a fairly remote island, off the western coast of Sapience near the Aalen forest. The only way to get there is to journey to the Aalen forest, and then trek south through it until you come to a ferryman on the shore. He will take you to Polyargos, for a fee.

Polyargos is a massive dormant volcano that rises up out of the ocean. It's main inhabitants are a colony of lepers living there to avoid persecution from the mainland, and some extremely ill-tempered harpies. Most fearsome, however, is one of Achaea's legendary foes: the red dragon Yudhishtira. Yudhishtira lives somewhere in the heart of the volcano and is one of the last things you'll ever want to trifle with, unless you possess the courage of a lion.

12.39 Dun Valley

Dun Valley is a part of Sapience only discovered relatively recently, through a nearly catastrophic series of events. **HELP DUN_HISTORY** will tell you the story. Physically, Dun Valley is a massive valley in the heart of the western Vashnars, in the shadow of the tall Dun Peak. By some trick of the environment, or, more likely, great magic, part of it remains tropical year-round, and houses a virtual menagerie of beasts.

Within the valley are a tribe of embittered primitive men, upset with the invasion of 'their' valley by the orcs and ogres that inhabit and rule the valley from the massive fortress of Dun. Though Dun was at one time briefly the center of world affairs, during the dark time of control by Zh'risia the Tso'l'teth, Dun has returned to a more placid pace of life.

12.40 Gorshire

The gnomish village of Gorshire is located in the valley of Lodi in the Putoran hills. (see **HELP LODI**). Like Minia and Lodi, it is open only to those level 20 and under. Within it you'll find a village of gnomish citizens, their pet iguanas, and of course, the traditional gnome companion: a pet pig. Be sure to visit Fergil's famous goose farm too! He's the best goose farmer in the land, though he has perpetual weasel problems.

12.41 The Desert Village Of El'jazira

The desert village of el'Jazira, located somewhere in the shifting sands of the great Mhojave desert, is a crude settlement by urban standards, but is nevertheless home to a proud and skilled people. The inhabitants, ruled by Sheik Abd el'Salam, are a swarthy and hearty lot, much skilled in various crafts, especially leatherwork. Famous for their functional but artistic leather products, they have a number of inhabitants devoted to the salting, liming, tanning, dying of hides.

12.42 Riparium

Located off the coast of Sapience, east of Delos, Riparium is the underwater kingdom of the mermen. Populated by a variety of merfolk, underwater creatures, and a very dangerous giant Kraken, the area is generally intended for the same crowd that frequents the Rock. As the area is underwater, you must be sure you have some prickly pear to eat, else you will quickly drown. Little is currently known of the politics of the merfolk, save that they seem to ally themselves generally with good.

12.43 The Granite Hills

These are a range of hills running from the coast north of Ashtan to Belladonna's Keep on the east. Mineral-rich, they are mainly uninhabited.

12.44 The Dardanic Grasslands

The Dardanic Grasslands are a large, empty, flat prairie running from the west coast to the east coast, in the narrowest part of the continent. They lie north of the Granite Hills and South of the Northreach Forest.

12.45 The Northreach Forest

Lying far to the north, this coniferous forest is large and alien. Within its confines lie the Darkenwood forest, home of the Arachnoi, as well as the entrance to the Temple of Darkness.

12.46 Cyrene

Cyrene, Heart of the Vashnars, was a city established before the days of Nicator and Seleucar, but after the founding of Ashtan and Shallam. Like Seleucar, refugees sick of the endless Ashtan/Shallam Wars formed it. The citizens kept its existence a secret, by never venturing back to cities from which they came.

When the 'Other' threatened the existence of Sapience, bringing freezing cold and snow to our entire world; a blue dragon, long thought to be extinct, came out of the highest mountains of the Vashnars and descended upon Cyrene. Ainghaeal began terrorizing the citizens, eating those unfortunate souls that were in his path. Lord Sarapis, when he split Achaea and cast out the 'Other', caused earthquakes so great that the secret tunnels through the Southern Vashnars to Cyrene crumbled. The citizens of Cyrene leading a predominantly passive lifestyle, not knowing what to do, called out for help. Their combined cries being heard by all of Sapience. Quickly warriors formed hunting groups and ran to the source of these pleas for assistance. Ainghaeal was slain by these fearless warriors. Cyrene, now found, had lost its entire governing body and sought a new leader. The citizens quietly approached Lady Czanthria, several of them remembering her from their time in Shallam as a fair, but stoic leader and asked her to be their new Imperiate.

Cyrene was re-founded on the principal of respect of others. There are still those that come to Cyrene to get away from the fighting ways of the other cities. The guild's strongly defend their city and their beliefs. Often considered to sit upon a fence, Cyrene's citizens are free to follow neutral-good paths. Those found to be evil, dark or chaotic are not welcome.

Cyrene is the home of the Runewardens, the city's principal defenders; the Mojushai, a guild of humble monks; and the Arcanists, a close knit group of Magi united in their study of the arcane.

Cyrene is located in a valley deep in the southwestern Vashnars. Lake Muurn bounds its southern border, and a river flows west to the ocean through a cavern inhabited by the monstrosity Khulhedra. It is rumoured there is a secret tunnel to the Aalen in these caverns, if one is bold enough to seek it out.

12.47 The Village Of Genji

The village of Genji is located high in the Southern Vashnar mountains. Home to a community of Atavians that broke from Arcadia, it also contains quite a few manticores.

12.48 Mhaldor

Baelgrim Fortress, which is the heart of the territory of Mhaldor was created by the power of the Lord of Evil on the island off the northern Vashnars in the far west, which was itself created as a side-effect of a battle waged between the Gods against the Malevolent One. Possessing little in terms of natural resources when compared to the other city states, it never the less is worth noting as it is home to some of the most determined and dangerous creatures on sapience, the followers of Sartan.

Populated initially by survivors of the great hunt on Lord Sartan's followers following His defeat at the hands of the seven Gods of the Divine Alliance, the people of Mhaldor tend to be a paranoid and survivalist bunch. The fortress ruling over the territory is led by four Viceroy and a Tyrannus (the most influential of the Eldar) who look after Mhaldor's population in the hopes of some day turning their evil utopia into a full city. Though citizens of Mhaldor are not required to join the Lord of Evil's Order, they are not allowed to join any other Order as just about every other religion is considered to be part of the enemy. A much less comfortable place than the city states, Mhaldorians are allowed in some ways the most and in some ways the least freedom of all people. Outside of the fortress, citizens of Mhaldor are free under city law to fight each other as they please unless a Viceroy, the minister of security or a Maldaathi leader speaks out against it. Non-citizens are not protected by any laws while within the fortress or applicable territories.

Baelgrim Fortress is sometimes best known for being the home base of the Maldaathi, a guild of Knights composed of loyal Infernals who survived the destruction of the Iron Citadel after what they view as their betrayal at the hands of Ashtan.

12.49 The Monestary Of Shala'jen

Shala'jen is an old monestary, nestled in the Pash Valley north of Jaru. Inhabited now mainly by the spirits of the dead monks, rumour tells of the possibility of travelling to the past, when the monestary thrived.

12.50 The Lost City Of Kasmarkin

Kasmarkin, lost city of Trolls, was long thought utterly swallowed by the Mannaseh, and deserted by the Trolls long ago due to a great threat from within the city. Discovered again recently, it is haunted by the spirits of dead Troll senators, and is the home of a legendary quest.

12.51 The Village Of Kamleikan

Kamleikan is one of the northernmost villages on the Sapience super-continent. Built at the edge of an extremely long, narrow inlet, it attracts a large population of wildlife, including penguins and the narwhal, creating an excellent place for a village. The Kamleikans are not merely hunter-gatherers, also keeping a herd of reindeer for sustenance.

12.52 Aran'riod

In the harsh reality of the tundra, the Yriluawe people have built the village of Aran'riod. Basing their society around the principle of human creation and the cycles of the moon, they have lived for centuries, weathering the cold environment.

It is said that the chieftess of the Yriluawe is older than many other residents of Sapience, and the secret of her elongated life is known only to those who seek the answer.

12.53 Forest Watch

Forest Watch was originally perhaps the oldest human settlement outside of Ceylon. Soon after it was established, aeons ago, the dryads, furious that forest had been clear-cut to make way for Forest Watch, attacked, putting the fledgling human settlement in grave danger. Soon however, a small army of buckawns came to the rescue of the imperiled humans, offering their help in the hopes of striking a blow against their eternal enemies, the dryads.

The dryads, being generally peaceful if passionate beings, were soon driven back by the buckawns, who were then cast aside from the scornful human inhabitants. As the buckawns had no use for the humans but to use them to help strike at the dryads, the buckawns took their revenge by turning the humans into their undead zombie slaves.

Located in the Northern Ithmia, Forest Watch was only recently re-discovered, after the decay of the forests following the death of Gaia opened an ancient path that had grown over centuries ago.

12.54 Bopalopia

After plumbing the depths of Minia, Gorshire and Lodi, the intrepid adventurer may next wish to visit the Black Forest and eat one of the strange purple mushrooms with yellow dots that grow there. Legend has it that Eris, Goddess of Chaos once sneezed over the Black Forest, causing these bizarre mushrooms to grow. Once eaten, the adventurer will find him or herself in the enchanted land of Bopalopia, where animals talk and the forests are alive with mushroom people.

Although some claim Bopalopia is nothing but a hallucination, many still travel there since gold may be earned from many sources, not to mention the chance to sharpen one's combat skills against the many strange creatures that live there. Problem-solving, bravehearted heroes may want to try and free Princess Lispethia from the evil clutches of Hildabroom, the Wicked Witch (while some blackhearts may even try to help the witch). And remember, in order to return home, you ought to seek the counsel of one of the cats wearing hats (who are, it is commonly agreed, shy and ticklish creatures). Whatever the reason one travels to Bopalopia, for gold, experience or just to see the sights, most everyone agrees that it's a very silly place indeed.

12.55 The Aerinewild

At the beginning of Time, when the forests were being created, Gaia looked at the job She had to do and created a Celani named Demeter. Demeter was assigned to take the fledgling forests and teach their spirits how to care for their charges. Demeter looked at the task and created a forest in which the nine sister spirits could grow unhindered by the rest of creation. Thus came about the Aerinewild.

When the nine forest spirits were nearly grown, a great elemental imbalance threatened to undo all of the natural world as Gaia had created it. Fearing for the safety of the forest spirits, She came to Demeter and asked for her help in sealing the Aerinewild by a magical spell. This was necessary because the Lord of Elements, Agatheis, had previously been transformed into a unicorn, and was unable to control the growing imbalance in the elemental fields. Demeter, realizing the urgency of the situation, relinquished much of her essence to Gaia, and the spell was cast to bind the entrance of the Aerinewild for eternity.

At the departure of the Earthmother, the magic binding the Aerinewild faltered. Solely supported by the dreams of the sleeping Demeter, the forest had continued to prosper inside the seal. As the seal got weaker and weaker, the forest spirit which the sisters had created was unable to sustain it. Finally, with a great shake, the seal collapsed and the forest was revealed.

When the sleeping Celani was awakened into a Goddess, She brought forth from Her being a spirit to watch over the Aerinewild. Called Eupheme, she was created in the likeness of Demeter and thus able to support the

sacred place where all of the forests stemmed from. The forest remains unspoiled by outsiders, and it is said that the entrance to the ancient temple of Demeter is hidden within its tangled vines and ancient trees.

12.56 The Aeraithian Falls

The Aeraithian Falls is a small village set into the side of the cliffs on the southern side of the Southern Vashnar mountains. Inhabited by a race of humanoids who can glide, but not fly, it was, until recently, unknown to the rest of Sapience, possibly due to the extremely precarious cliffs that guard their domiciles. Little is known of their culture aside from the fact that their architecture and religious objects seem to indicate a worship of the elements of air and water.

12.57 Eleusis

Bound by communal life to the earth, and forsaking the ramparts of traditional brick cities, the Village of Eleusis is home to the forestal guilds. No walls surround it, as the defenders prefer to use and the natural camouflage that comprise it to protect those who call the Village home.

Wandering peddlers supplement the communal life of the village. Bakers, candlemakers, forgers, and glassblowers make the village lively as they hawk their wares to the inhabitants of Eleusis

What fuels Eleusian beliefs is a deep desire to protect the forest and those who love it. Eleusis is a community for all forestfolk; a place where they can relax in safety and comraderie. It is a village which exists solely for those who love the forest to be a bigger part of it.

Sitting in the treetops and stretching under the ground, Eleusis does not impose itself on the forest which surrounds it, but rather, it exists in harmony with its surroundings. It has no wall, no normal guards which patrol it. Instead, the very trees will come alive should its villagers be attacked as the treekin, dryads, and Tso'aa archers who regularly visit respond to offenders.

Within Eleusis, the goals of the individual surrender to the goals of the forest and the greater good of Her villagers as the situation demands. Realizing, however, that it is the power of individuals which gives Eleusis character, all Her villagers recognize that they are first bound to the earth, secondly bound to each other and thirdly bound to themselves.

12.58 The Tundra

The Tundra region lies in the north part of the continent. North of the Northreach, and southwest of the polar village of Kamleikan, vast regions of desolate tundra stretch out to the west. However, one mountain does rise from its otherwise empty reaches and the shelter provided by the mountain creates conditions supporting a variety of wildlife. This wildlife has, in turn, attracted a handful of villagers. Unfortunately for the villagers their presence has attracted large cold-weather predators such as the ice bear, crystal spider, and the feared wendigos. Rumour also tells of a strange ice wizard who has built his abode here.

The prospective adventurer to this area of the world would do well to remember that many of the native creatures are not afraid of you. Indeed, they see you as lunch.

12.59 The Inbhir Ness

The Inbhir Ness is a village of dwarves living apart from their lower Sapience brethren, far to the north and west of the tundra. Though it's been many generations since the village was founded, some still live that remember the troubles with orcs in the Siroccians and which are, indeed, ongoing. Some dwarves felt life would be better in a new place without conflict where they might raise their children, mine their jewels, and raise a flagon of ale in peace. Aside from the residents of the village going about their daily lives one can also encounter rock golems and various livestock raised to serve the dwarves of the Ness.

12.60 The Saoghal Valley

The Saoghal Valley is a peaceful, quiet, and mystical valley located in the same mountain range as the Inbhir Ness. Though none live there, Sarapis has chosen to erect his sole temple in this refuge from civilization.

It is rumoured that beneath the lake of Saoghal lies one of the great unexplained mysteries of the world.

12.61 The Underworld

In the depths of the planar multiverse, pierced by the lowest roots of the world tree Yggdrasil lies the Underworld of myth and legend. Home to the soulbleed, that energy which is lost when a living being dies, it is the dwelling place of the legions of the undead.

Ruled over by King Ugrach and his lieutenants, the five remaining UrVampires, the Underworld is perhaps the most dangerous place in existence for a living being. Nearly every being in this foul plane, from the lowly skeleton warrior to the death knights that guard Lord Ugrach, craves the life energy to which soulbleed is inexorably bound in all living things.

It's rumoured that at least two types of extremely powerful artifacts may be obtained in the Underworld, but given the propensity the living have for dying there, perhaps you would be better off staying away.



13 The principles of battle

- | | | |
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| 13.1 | Combatprinciples | Some basic information about combat. |
| 13.2 | Preparation | Preparing for combat. |
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| 13.16 | Afflictions | Afflictions and what cures them |
| 13.17 | Consider | Can you fight a mobile and survive? |

13.1 Basic principles of Combat in Achaea

Combat in Achaea is handled different for mobile vs. player combat and player vs. player combat. This document will explain, further down in it, why this is. In the meantime, however, it will briefly review how combat in Achaea is resolved.

To read about Player vs. Mobile combat, please read **HELP MOBCOMBAT**.

Player vs. Player Combat

Player combat is an entirely more complicated affair. This is what our combat system is primarily geared to, and few, if any games, can match the intensity and complex nature of our combat.

It can be difficult to fully describe player combat, as there are so many different approaches to it. It is possible to fight with your goal as death of the opponent, crippling of your opponent, re-arrangement of items (for instance, stealing things from him), or even just as a demonstration or lesson.

Generally, the details of your offensive combat manouvers will be covered in the help files for your class-specific skills, as this is where the majority of offensive abilities lie. Some of your defensive abilities (more for some classes, less for others) will also lie in your class-specific skills, but probably the majority of defensive equipment and abilities are available to everyone who has high enough general (ie non-class-specific) skills and enough money to purchase the proper equipment.

Player combat generally involves much more than simply inflicting damage on your opponent. Not only can individual body parts be damaged, with different, harmful effects resulting from enough cumulative damage on a body part, but there are hundreds of afflictions that can be inflicted on an opponent.

If we take the most general goal of combat, which is to kill your opponent, then combat can be said to generally consist of:

1. Locating your opponent and finding him or bringing him to you.
2. Pinning him into place so that he cannot escape.
3. Damaging him until he dies.

This is an over-simplification insofar as only with a very surprised or helpless opponent will you simply execute 1, then 2, then 3. Usually there will be much moving around, healing of the things that pin you, healing of the damage done to you, etc. Combat is therefore a give-and-take process. For many offences, there are defences, and for many defences, there are methods of removing the defences. There are many afflictions (the general term for anything that affects you in a negative way aside from damage), ranging from the classic web spell to paralysis, to anorexia, to the aeon curse, which slows your movement through time.

EFFICIENT USE OF EQUILIBRIUM AND BALANCE

Most of the damage and afflicting-dealing abilities in Achaea, as well as some defensive and movement ones, will require that you have equilibrium and balance and will, after you use the ability, take equilibrium or balance away from you for a certain number of seconds. How many depends entirely on the ability.

Perhaps the single most important factor in mounting a successful attack against another player, and even against a mobile, is the efficient use of equilibrium and balance. When engaged in combat, you always want to be making the most out of every second of combat. If you recover equilibrium and balance, and your opponent is in the room with you, there is no reason not to immediately use another ability that will use these up, unless you wish to flee.

The process of being as efficient as possible in your use of equilibrium and balance is referred to as "chasing equilibrium" or "chasing balance".

PROPER HEALING TECHNIQUE

Just as using most offensive abilities requires equilibrium and/or balance, many healing abilities or equipment have their own type of balance. These are often referred to as "healing balances". For instance, you are limited as to how often a health or mana elixir can be drunk with a beneficial effect. Since they both use the same "balance", you must choose which to heal while in the midst of combat.

THE TYPES OF DAMAGE

There are nine types of damage in Achaea. These are:

Damage type	Example
Cutting physical	A sword's strike
Blunt physical	Someone punching you
Cold	The Necromantic "chill" spell
Fire	The fiery breath of a Wyvern-morphed Druid
Asphyxiation	The garrote ability used by Serpentlords
Electric	Lightning strikes by a Druid
Magic	The "decay" ability in Necromancy
Poison	The camus venom used by Serpentlords
Psychic	The "mind crush" ability used by telepaths

For each type of damage, there exists defences. For instance, the higher your Avoidance skill, the more easily you will avoid physical (both blunt and cutting) attacks, or be able to reduce the damage you take from them. There are mini-skills for defending against all other types of damage.

Furthermore, you may find elixirs or particular defences that help you with a certain kind of damage. We will leave it up to you to discover these, however.

A GENERAL NOTE

As you read the following help files on combat, keep in mind that the only way you will ever learn to attack successfully and defend successful is to practice. Just like in any sport, reading and thinking about it will only get you so far. Reactions must be ingrained through experience, and strategies can only be successfully tested in the field.

Can you expect to ever become good at combat without dying over and over? No. The only path to greatness in combat is through repeated death. It is difficult, but then, all good things are difficult to attain.

See also: **HELP MOBCOMBAT**, **HELP 13**

13.2 Preparation for combat

One of the most important parts of combat is being properly prepared for it. Without some certain basic equipment, you have no hope of succeeding against any competent opponent.

This document will only cover equipment and defences that is not class-specific. Further, though a few offensive aspects of combat will be covered, generally-speaking, your primary offensive abilities are class-specific and are covered in the help files for the skills associated with that class.

A short list of basic equipment that you'll need follows. It isn't complete, but it is a start.

an elixir of health	Heals your health
an elixir of mana	Heals your mana
healing plants	See HELP HEALINGYOURSELF
a shield tattoo	Protects you against many physical attacks
a hammer tattoo	Destroys an opponent's shield

a cloak tattoo	Protects yourself from summoning by a brazier tattoo
immunity elixir	Cures the deadly voyria elixir
starburst tattoo	Resurrects you immediately upon death
tentacle tattoo	Will drag people out of the sky
speed elixir	Increases your ability to avoid some physical attacks
sileris berries	Creates a waxy coating which prevents Serpentlords from biting you
skullcap	A plant that, when smoked, creates an anti-weapon field
armour	What kind to get will depend on your class.
a weapon	Useful for inflicting venoms on people, if you have the envenom ability in the Weaponry skill, and, of course, for dealing out damage.
boar tattoo	Regenerates health
moon tattoo	Regenerates mana

13.3 Defending yourself

In order to defend yourself, it is crucial to:

- a) be properly prepared in terms of defences and equipment
- b) be aware of your surroundings
- c) know your opponents capabilities

A is covered in **HELP PREPARATION**.

In order to achieve B, you should spend a goodly amount of time exploring and committing to memory the areas of Achaea in which you are most likely to spend time and thus most likely to be attacked in. There are few things more frustrating than trying to flee in unfamiliar territory when your opponent knows the layout well enough to follow you with ease.

C can only be achieved with experience. Only after a significant number of battles will you begin to know the capabilities of the various classes. Remember that as long as you have learned something, it is worth dying, for next time you will be that much better equipped to survive.

13.4 weapons

Weapons in Achaea may be crucially important or not-so-important, depending on your class. For instance, those of the monk class fight primarily with their hands and the power of their minds, and a weapon in their hands only inhibits the power of their martial arts skills. A Paladin, on the other hand, depends on his trusty longswords, and to be without them is to be rendered significantly less powerful. Having said this, all classes may benefit from occasional use of a weapon.

What follows is a discussion of weapons in Achaea, and how they work.

Using Weapons

Using a weapon in a basic fashion is easy. Simply **PROBE** the weapon to get a list of commands that may be used with it, wield it, and then use one of the weapon's commands. For instance, if it is a sword, **JAB** <whatever> will work.

In order to wield a weapon, simply type **WIELD** <weapon>. If you want to wield it in a specific hand, do **WIELD RIGHT/LEFT** <weapon>. **UNWIELD** <weapon> will unwield it.

Weapon Statistics

All non-missile weapons in Achaea possess three common factors that distinguish how well they work in combat. These are **DAMAGE**, **SPEED**, and **TO-HIT**. Bows are covered in the individual class-specific ability help files.

The higher the damage number, the more damage you will do. The higher the speed number, the faster you will be at using the weapon, and the higher the to-hit number, the more easily you will hit your opponents.

You may discover the statistics of a weapon once you have gained the **WEAPONPROBE** ability in Weaponry. This ability is fairly low in the skill, so if you intend to use weapons, it may be worth getting this ability as soon as possible.

Now, these are not the only factors that affect how effective you are with a weapon. The other factors are covered in the **HELP WEAPONRY** file.

Weapon Types

Below is a list of some of Achaea's weapons (all do cutting physical damage unless otherwise specified):

Longsword	The standard sword against which all else is measured.
Broadsword	Cousin to the longsword. Some prefer it, some do not.
Shortsword	A smaller, quicker version of the large swords.
Scimitar	A curving sword favoured by those in the east.
Bastard Sword	A long, straight, two-handed sword.
Rapier	More accurate, but less damage than a longsword.
Battleaxe	A one-handed battleaxe.
Handaxe	A weapon designed to be thrown.
Club	The weapon of the very poor. (blunt physical damage)
Dagger	A throwing weapon.
Dirk	A long dagger used to stab with. Fairly fast.
Flail	Similar stats to a longsword. (blunt physical damage)
Mace	Much like a flail. (blunt physical damage)
Javelin	The strongest of the thrown weapons, it is quite slow. (2h)
Halberd	A two-handed polearm with high damage.
Morning Star	Slightly slower than a flail or mace, but with more damage. (blunt physical damage)
Spear	A cheap but effective two-handed weapon.
Warhammer	A massive two-handed hammer. Slow but with good damage. (blunt physical damage)
Trident	Faster than a longsword, with slightly less damage.
Whip	A stylish weapon that is fairly quick.
Bardiche	A polearm, similar to the halberd.

See also: **HELP WEAPONRY**, **HELP THROWING**

13.5 Armour and shields

Normal armour is something you wear that protects you from both types of physical damage (cutting and blunt).

The basic types of armour in Achaea, aside from shields, are, in ascending order of effectiveness:

Armour type	Classes which may wear them
Leather	All, save for Magi and Apostates.
Ringmail	All, save for Monks, Magi, and Apostates.
Scalemail	All, save for Monks, Magi, and Apostates.
Chainmail	Paladins, Druids, Sentinels, Priests, Infernals, Runewardens, and Sylvans
Splintmail	Paladins, Priests, Infernals, Runewardens
Field plate	Paladins, Infernals, Runewardens
* Full plate	Paladins, Infernals, Runewardens

* Full plate armour is a bit different, in that the only characters who may wear it are those who have forged it for themselves.

The types of shields available in Achaea are, in ascending order of effectiveness:

Buckler

Cavalry
Banded
Kite
Tower

There are no class restrictions on shields at this time.

Armour Statistics

Non-magical armour and shields have two armour-specific statistics: protection vs. cutting damage and protection vs. blunt damage. The **WEAPONPROBE** ability in the Weaponry skill will allow you to see these statistics on a piece of armour or on a shield.

13.6 Safe rooms

Occasionally, you will find rooms in Achaea where violence is prohibited. You simply will not be able to execute offensive abilities, and, if you find you are, it is most likely a bug. Examples of such places are the room where the Flame of Yggdrasil resides, and the temple of Oneiros, God of Peace.

13.7 Healing yourself

Healing in Achaea may be accomplished in a number of ways, dependent upon your resources and what it is you wish to heal.

Sleeping and Meditating

Healing of health and endurance may be accomplished by sleeping, while mana and willpower may be healed via meditation. **SLEEP** will put you to sleep, **WAKE** will wake you up, **MEDITATE** will cause you to meditate and any command will cause you to cease meditating. These are the most basic methods of healing, but they are not really sufficient for an experienced adventurer, as they are slow and require that you do not do anything else while performing them.

The other ways of healing are legion. They include abilities in various skills, salves, elixirs, plants, and smoking. Nothing need be said here about the abilities, as suitable help may be found on those within the skills. However, the other methods need some explanation.

Elixirs and Salves

Elixirs are liquids that may heal health, mana, cure afflictions, or set up various defences. Salves are also fluids, though not they are thicker and are able to be spread on your body.

Both elixirs and salves come in the various types of vials found throughout the land, and when full, can be used many times before running out.

You may refer to elixirs and salves by the vial they are in. For example, if you were holding a mahogany vial, you would type **DRINK MAHOGONY VIAL** or **DRINK** <vial#>, etc. Often, you may wish to drink a certain type of fluid contained in one of your vials. You may **DRINK** <fluid type> and have Achaea search for the first vial in your inventory containing that type of fluid (also works with **APPLY** described below). You may also want to learn Vision until you have the "elixlist" ability, which will allow you to list the contents of all the vials you are holding.

One drinks an elixir, but one applies a salve. One may apply a salve to either head, arms, legs, or body. For instance, a salve of mending would cure a broken arm if applied to your arm, and a broken leg if applied to your legs. The syntax would be **APPLY** <vial#> **TO ARMS** or **APPLY MAHOGONY VIAL TO ARMS**. You may also simply do: **APPLY MAHOGONY VIAL**, for instance, and the game will heal the first thing it finds that whatever is in your mahogany vial can heal and that you are afflicted with.

You may purchase elixirs and salves from the marketplaces around Achaea, or you may ask someone of the Druid or Sentinel class for them.

Plants

Plants, in this context, are things that you eat. (Some may be smoked. See the next section.) Eating plants generally cure afflictions, or set up defences for you. You may find both of these for sale in marketplaces around Achaea, or you may contact a Druid or Sentinel to buy them.

Smoking

Some defences, such as an anti-weapon field (created by smoking the skullcap plant), and some cures are effected by smoking plants. To do this, you simply find yourself a nice pipe, **PUT** <whatever> **IN PIPE**, **LIGHT PIPE** (you must have a source of fire, such as a tinderbox in your inventory), and then **SMOKE PIPE**. A lit pipe will eventually go out if you don't smoke it now and then, but you can simply relight it.

You will find a list of some of the elixirs, salves, and useful plants in **HELP HEALINGLIST**.

13.8 A list of elixirs, herbs, and salves, and what they cure

Useful Plants

VALERIAN	Cures the dishonour affliction and the slickness affliction when smoked.
SKULLCAP	Provides an anti-weapon field that lasts until it is taken down by an opponent or until you perform an aggressive action, when smoked. The anti-weapon field will cause the weapons of your opponent to bounce back at him. When eaten, this gives you the deathsting.
SILERIS	A berry that, when you APPLY it, will defend you against those of the Serpentlord class who wish to sink their venom-laden fangs into you.
PRICKLY ASH	When eaten, cures various afflictions relating to your sanity.
GOLDENSEAL	Cures various afflictions that result from a body or mind in disharmony. Eaten.
KELP	This will cure afflictions that have weakened your muscles or your general fitness level. Eaten.
LOBELIA	Cures some afflictions relating mainly to various types of phobias or pathos. Eaten.
GINSENG	Cures many afflictions associated with impurities of the blood or diseases of the skin. Eaten.
BELLWORT	Cures unnatural tendencies to be excessively altruistic. Eaten
SLIPPERY ELM	Cures a variety of very damaging curses and afflictions. Smoked.
MYRRH GUM	Increases your learning efficiency. Eaten.
BLOODROOT	Cures paralysis and slickness. Eaten.
IRID MOSS	Heals some health and mana. Eaten.
KOLA	Allows you to awaken from sleep immediately, at will. Eaten.
COHOSH	Gives you insomnia, which prevents you being put to sleep. Eaten.
HAWTHORN	Gives deafness. Eaten.
BAYBERRY	Gives blindness. Eaten.

Other Types of Elixirs

HEALTH	Replenishes some of your health.
MANA	Replenishes some of your mana.
LEVITATION	Will make you levitate above the ground.
IMMUNITY	Cures the deadly voyria venom.
VENOM	Resistance to damage from some poisons.
SPEED	Increases your ability to dodge some physical attacks.
FROST	Increases your resistance to fire-based damage.

Types of Salves

EPIDERMAL	Cures some afflictions associated with outer organs, like the eyes and ears.
MENDING	Cures broken or shriveled limbs as well as some other things.

CALORIC	Provides a defence against some cold-based attacks, and will also heal some cold-based afflictions.
RESTORATION	Heals damage done to bodyparts. (see HELP BODYPARTDAMAGE)

13.9 Bodypart Damage

There are six body parts for the purposes of damage and combat in Achaea:

Head
Torso/Body
Left Arm
Right Arm
Left Leg
Right Leg

Each of these body parts is able to take individual damage, and generally attacks will tell you which body part they are attacking, if any. If no body part is shown in an attack, then you are just taking general damage.

Attacks vs. body parts do both general damage against your health, and damage vs. that body part. However, generally-speaking, the damage to your health done by an attack vs. a body part will be less than if it wasn't targetted to a body part.

Now, each body part can be at one of three states:

State 0 means that your bodypart is either fully healed, or has taken only minor damage.

State 1 means that your bodypart has sustained some damage but is still functional.

State 2 means that your bodypart has been seriously mutilated.

Below is a chart listing the effects of being at State 1 and State 2.

Bodypart	State 1	State 2
Head	Stupidity	Concussion
Body	Minor bleeding	Serious bleeding
Limbs	Limb breaks	Limb is mutilated and broken and cannot be healed without first applying a restoration salve to it.

Some have been confused in the past by the difference between State 1 and State 2 damage on a limb, and a limb being broken. It should be emphasized that they are not the same thing. To better understand how this works, imagine that when a limb has been damaged, as opposed to broken, the ability of that limb to heal has been affected, so a simple mending salve will not heal it without first applying a restoration salve.

In order to deal out body part damage, which is possible with weapons and with some abilities, you must first obtain the **TARGETTING** ability in the Weaponry skill.

Furthermore, if you have the **PARRYING** ability in Weaponry, you will, if you have a weapon capable of parrying wielded (Probe it to find out), be able to parry attacks to a body part, thus taking no damage.

13.10 Combat tips

1. Know your abilities inside and out. Simply having the abilities does you no good.
2. Always be efficient in your use of equilibrium and balance.

3. Pick your spot for a fight. Do not be goaded into fighting in unfamiliar territory unless you are willing to accept this disadvantage.
4. Keep yourself prepared as far as defences and equipment. Always keep as many defences up as possible, so that you are ready in case you are surprised. Preparation is one of the most important parts of combat, and dying because you were not prepared is just as much your fault as dying due to anything else.
5. Memorize what attacks correspond to what afflictions, and practice curing them quickly.
6. Get yourself a good client, such as Zmud, and set up macros. It is not possible to fight adequately without macros.
7. Try to learn as much as possible about the capabilities of other classes.

13.11 Combat ratings and rankings

Achaea has a system of ranking player vs. player combatants. You are not, however, automatically in the system. You must first reach level 30, and then type **JOIN COMBAT RANKINGS**, to be put in the system.

It should be noted that anyone caught trying to manipulate or abuse the system in a way that is obviously unfair, will be permanently banned from it.

Commands:

JOIN COMBAT RANKINGS	Puts you into the combat rankings system. You are automatically assigned a rank of 100, below which you cannot fall.
COMBAT RANKINGS	Shows the combat rankings list.
COMBAT STATUS <player>	Shows the rating, win/loss record, and fight history of the player.
COMBAT CHALLENGE <player>	This is how you challenge another player to a ranked fight. You must both be standing in the Arena Staging Grounds, and the other person must choose to accept. Each of you will be charged half the combat rating of the other person. You may not challenge anyone whose combat rating differs more than 400 either up or down from yours. Once a fight is initiated, you have 10 minutes to fight it out, or the fight is a draw. In the case of a draw, no rating is altered. Once someone has won, each person's combat rating will be altered appropriately. Further, the winner will get 2/3 of the total gold paid by both participants to use the Arena.

Formula:

For those who are interested, the formula used to rate people is:

$$\text{NewRating} = \text{OldRating} + (K * (W - (1/(10^{(-Dr/400)+1}))))$$

K: A variable. If you've had less than 20 fights, K is 100.

If you've had more than 20 fights:

If your rating < 2100 then K = 32

If your rating >= 2100 and < 2400 then K = 24

If your rating >= 2400 then K = 16

W A variable.

If you won, W = 1.

If you lost, W = 0;

Dr Difference in Rating. It is your rating minus your opponents'.

See Also: **HELP ARENA**

13.12 Assassins and the quisalis mark

The Quisalis Mark is a loose organization of assassins named in honour of the assassins of Thoth that died at Nishnatoba. In order to join the Mark, you must find Callibius of Thera, and **JOIN QUISALIS MARK**. Doing so costs 5000 gold.

Once in the Quisalis Mark, you cannot gain grace, but you can be contracted with for assassinations. The key here is that if you are contracted to assassinate someone, you will not be held responsible for it by the administration. If a complaint is filed, the person who paid you for the assassination will be considered to be the person who did the actual killing.

Syntaxes:

CONTRACT <assassin> **FOR** <target> **AT** <price in gold> This is the syntax to put a hit out on somebody.

For each assassination contract that is taken out, the Quisalis Mark gets a fee. This fee is 300 gold + 7 gold for each level of the target.

The fee that the Quisalis Mark gets should -not- be included in the <price in gold> field above. It will be deducted from you automatically, assuming that the assassin agrees to the contract.

The assassin will receive the fee you specified (NOT the fee that goes to the Quisalis Mark) upon completion of the contract. Further, the victim WILL be informed who paid for the assassination.

CONTRACTS

This will show you what contracts you have taken out on people, and, if you are a member of the Mark, what contracts you've accepted.

CANCEL CONTRACT <contract #>

This will cancel an assassination contract on someone. The assassin will still receive his or her fee, but you will not receive back the fee that you paid to the Quisalis Mark.

QUIT QUISALIS MARK

This will cause you to leave the Quisalis Mark, cancelling any contracts that you've accepted, but refunding no money. You will not receive any fees from unfulfilled assassination contracts in this case.

Rules regarding Assassinations:

1. If an assassin paid by you kills someone, it is as if -you- killed the person in the eyes of the administration. Think of the assassin as a tool that you rent (and of course, any self-respecting assassin demands a reasonable fee to eliminate somebody). What this means, naturally, is that by taking a contract out on somebody, you open yourself to legitimate revenge.
2. Assassins may be PK'd at anytime, by anyone. They can, of course, take revenge on those who attack them -without reason-.
3. Killing an assassin who has a contract on you will negate that contract. The assassin will receive no fee, and the person who took out the contract will receive no refund. Further, it is NOT LEGAL to take

revenge on someone for killing you if they have a contract on you, unless someone else takes a contract out on you (in which case that person should have a good reason to take a contract out on you). The idea here is that if someone kills you in self-defence, because he or she knows you've been paid to kill him or her, you can't use that as an excuse to then go back after that person for revenge. No mixing 'business' and 'personal.'

See also: **HELP CHAMPIONS**

13.13 Champions and the ivory mark

The Ivory Mark is an organization dedicated to helping to avenge those who are unable to do it themselves. In order to join the Mark, you must find Lord Makarta, in Jaru and **JOIN IVORY MARK**. Doing so costs 5000 gold. You will then be a registered Champion.

Once in the Ivory Mark, you cannot gain grace, but you can champion other people. The key here is that only Champions and Assassins are allowed to slay people on behalf of others. If you kill someone while championing someone who contracted you to slay that person, you will be held blameless by the administration. The person who you were championing will be considered to be the person who did the actual killing, from the administrator's point of view.

Syntaxes:

REQUEST <champion> as **CHAMPION FOR** <target> This is the syntax to quest that someone be your Champion.

Each time you contract with someone to Champion you, the Ivory Mark gets a fee. This fee is 300 gold + 7 gold for each level of the target. The fee is paid by the person asking for the Champion.

If the victim slays the Champion, the contract is cancelled, and you will not receive the fee that would go to the Ivory Mark back.

CONTRACTS

This will show you who is Championing, and, if you are a member of the Mark, who you have agreed to be Champion for.

CANCEL CONTRACT <contract #>

This will let you cancel a Championing. You will not receive back the fee you paid to the Ivory Mark, however.

QUIT IVORY MARK

This will cause you to leave the Ivory Mark.

Rules regarding Champions:

1. If a Champion paid by you kills someone, it is as if -you- killed the person in the eyes of the administration. Think of the champion as a tool that you are using to take revenge. What this means, naturally, is that by taking a contract out on somebody, you open yourself to legitimate revenge.
2. Champions may be PK'd at anytime, by anyone. They can, of course, take revenge on those who attack them -without reason-.
3. Killing a champion who has a contract on you will negate that contract. The champion will receive no fee, and the person who took out the contract will receive no refund. Further, it is NOT LEGAL to take revenge on someone for killing you if they have a contract on you, unless someone else takes a contract out on you (in which case that person should have a good reason to take a contract out on you). The

idea here is that if someone kills you in self-defence, because he or she knows you've been paid to kill him or her, you can't use that as an excuse to then go back after that person for revenge. No mixing 'business' and 'personal.'

See also: **HELP ASSASSINS**

13.14 Player vs. mobile combat

When you wish to fight a mobile, you may, generally, initiate combat with it simply by finding it and attacking it with whatever ability you choose to use. However, most abilities that do something other than just cause damage will not work against mobiles. The reason for this requires some understanding of how player vs. player combat works, but for now suffice it to say that creating an artificial intelligence that allowed mobiles to effectively deal with the hundreds of things a player can do to another player would be prohibitively complicated.

Once you have attacked a mobile, it will, in most cases, either attack you back, or run away. Usually a mobile will continue to attack you until either it begins to panic and runs away, or until you or it is dead. Be warned that some mobiles may loot your corpse of an item or two after they have killed you.

Critical hits

As you get to some of the higher experience levels, you will begin to score critical hits more and more often. There are five levels of critical hit, ranging from:

Critical	2x damage
Crushing Critical	4x damage
Obliterating Critical	8x damage
Annihilatingly powerful Critical	16x damage
World-shattering Critical	32x damage

13.15 Cures for various afflictions

See also **HELP CURELIST, HELP HEALINGLIST, HELP HEALINGYOURSELF)**

IN ORDER BY CURE (All are to be eaten, unless otherwise noted)
(* marks those that are COMMANDS, not eaten)

*Compose	*Concentrate	*Writhe
Fear	Get equilibrium	Transfixed
		Webbed/Entangled

Elm (smoke)	Valerian (smoke)	Skullcap (smoke or eat)
Aeon	Disfigurement	Smoke - weapon-rebounding
Curse	Slickness	Eat - deathstight
Deadening		
Hellsight		
Bayberry	Echinacea	Hawthorn
Gives blindness	Gives third eye	Gives deafness
Bellwort	Bloodroot	Ginseng
Generosity	Paralysis	Addiction
Justice	Slickness	Darkshade
Lover's effect		Euphorbia
Pacifism		Haemophilia
Peace		Lethargy

		Scytherus
		Nausea
Goldenseal	Irid moss	Kelp
Stupidity	+health, +mana	Asthma
Larkspur		Clumsiness
Digitalis		Hypochondria
Epilepsy		Sensitivity
Impatience		Vernalius
Dissonance		
Dizziness		
Kola	Pear	Lobelia
Waken quickly	Water breathing	Agoraphobia
		Berserking
		Claustrophobia
		Loneliness
		Masochism
		Recklessness
		Vertigo
Myrrh	Prickly ash	
Improve learning	Confusion	
	Dementia	
	Hallucinations	
	Hypersomnia	
	Paranoia	

13.16 Afflictions and what cures them

See also: **HELP CURES**, **HELP HEALINGLIST**, **HELP HEALINGYOURSELF**

(+health, +mana):	Irid Moss
(improve learning):	Myrrh
Addiction:	Ginseng
Aeon:	(SMOKE) Elm
Agoraphobia:	Lobelia
Asthma:	Kelp
Berserking:	Lobelia
Blindness:	Hawthorn (gives blindness)
Claustrophobia:	Lobelia
Clumsiness:	Kelp
Confusion:	Prickly Ash
Curse:	(SMOKE) Elm
Darkshade:	Ginseng
Deadening:	(SMOKE) Elm
Deafness:	Bayberry (gives deafness)
Deathstight:	Skullcap
Dementia:	Prickly Ash
Digitalis:	Goldenseal
Disfigurement:	(SMOKE) Valerian
Dissonance:	Goldenseal
Dizziness:	Goldenseal
Entangled:	*WRITHE
Epilepsy:	Goldenseal
Euphorbia:	Ginseng
Fear:	*COMPOSE
Generosity:	Bellwort
Hallucinations:	Prickly Ash

Haemophilia:	Ginseng
Hellsight:	(SMOKE) Elm
Hypochondria:	Kelp
Hypersomnia:	Prickly Ash
Impatience:	Goldenseal
Justice:	Bellwort
Larkspur:	Goldenseal
Lethargy:	Ginseng
Loneliness:	Lobelia
Lover's Effect:	Bellwort
Masochism:	Lobelia
Nausea:	Ginseng
Pacifism:	Bellwort
Paralysis:	Bloodroot
Paranoia:	Prickly Ash
Peace:	Bellwort
Recklessness:	Lobelia
Sensitivity:	Kelp
Scytherus:	Ginseng
Sickness:	Bloodroot
Slickness:	(SMOKE) Valerian
Transfixed:	*WRITHE
Vernalius:	Kelp
Vertigo:	Lobelia
Stupidity:	Goldenseal
Waken Quickly:	Kola
Water Breathing:	Pear
Weapons-rebounding:	(SMOKE) Skullcap
Webbed:	*WRITHE

13.17 The Consider Command

Can you fight a mobile (npc) and survive? Use the **CONSIDER** command to help you make an educated guess!

CONSIDER <player> will compare your might, which is a rough comparison of how many lessons you have spent in learning skills.

CONSIDER <mobile> gives a general idea of the power of the mobile. For example, **CONSIDER** rat might say "A rat is quite powerful."

NOTE: this is not how powerful the mobile is relative to you. This is on an absolute scale. The messages you may see when you type the consider command for a mobile, in order from strongest to weakest, are:

- almost glows with nearly god-like power
- does not even register your presence as a threat
- exudes an aura of overwhelming power
- has an air of extreme strength
- looks to be crushingly strong
- appears to be extraordinarily strong*
- is quite powerful
- is not one to be trifled with
- seems strong and confident
- exudes a quiet confidence
- seems to be unafraid
- appears to lack strength
- does not look particularly dangerous

- is a humble-looking creature
- looks relatively helpless
- looks weak and feeble

*with thanks to Kitt



14 Quests

- | | | |
|------|-------------|--|
| 14.1 | Quests | Read general information about quests in Achaea. |
| 14.2 | Ratting | Filthy buggers, rats are. |
| 14.3 | Butterflies | Everyone loves beautiful butterflies. |
| 14.4 | Orphans | Helping or killing the orphans. |

14.1 Quests

In Achaea, there are many types of quests, though they may be broken down into two basic categories. The first, and the more common, are quests that are permanently in the world. These are all automated, and may range from simply finding an item and giving it to a non-player-character(NPC) to quests with many elements that may take days or weeks to complete. There are hundreds of these quests.

There are a number of ways to get clues about these quests, but by far the most common way is to talk to an NPC. To see if a particular NPC has anything to say, you may greet it with a variety of friendly emotes, such as **GREET**, **SMILE**, **HI**, **NOD**, etc. Many times, an NPC will have multiple things to say, so greeting it like this more than once may prove fruitful. Other clues to quests might be found in journals or books or other writings that you can **READ**. And, sometimes you may have to read a room description to get a clue.

If part of a quest involves giving an item to an NPC, you have but to give the item to it, and the NPC will then respond in a manner it deems appropriate. Occasionally, of course, this may not be quite the manner you hoped for, but this might simply be the result of the NPC being a bit grouchy today.

The second type of quest is one that is organized by a God. These 'quests' could be anything from a quiz with prizes to a Tournament of one-on-one combat to playing "hot beret" (our version of hot potato. Don't ask.)

14.2 Ratting

Ratting is the activity of hunting and slaying the rats that infest the major cities and sewer systems of Achaea. This is an ideal way to earn money, as there exist, in every major city, men or women who are paid by the cities to rid the cities of their vermin. Simply slay the rats you find, and **SELL** their dead bodies to the men. You will find the Ratman in Ashtan in the northwest part of the city, near the docks. You will find Crazy Hakhim near the Medina in Shallam. Liirup may be found in Hashan's Old Quarter. Jorj may be found in the entrance to Cyrene's courthouse. Maric may be found on the Circle of Pain in Mhaldor.

Because there are so many rats wandering about the cities and because seeing them enter and exit can become annoying, the command **RATS** will toggle on and off your ability to notice rats. Generally, you will want to turn this off while you are not out ratting.

When you see a rat dart out of its hiding spot, by all means, slay it before it can run away. Once a certain number of rats have been slain in a location, no more rats will appear there until a new Achaean day. Generally, you'll find that a sewer location contains more rats than a normal city street.

There are five types of rats. Ranging from most common to least common (which also corresponds to least valuable to most valuable), they are:

Rat Type	What the ratman will pay
baby rat	7 gold sovereigns
young rat	14 gold sovereigns
rat	21 gold sovereigns
old rat	28 gold sovereigns
black rat	35 gold sovereigns

14.3 Butterflies

As you explore Achaea, particularly Minia, the Savannah, and the Pash valley, you will notice a variety of butterflies flitting to and fro. Though you could kill them, slaying a butterfly is hardly something to be proud of, and in any case, no one will give you anything for a dead butterfly.

There does exist, however, at the entrance to Minia, a man named Vellis. This man has a penchant for butterflies and will be willing to give you gold for live butterflies. To capture these butterflies alive, however, requires a butterfly net. Simply **GREET VELLIS** and accept the butterfly net he offers you. Then, wield the net, find a butterfly, and **CATCH BUTTERFLY**.

When you're ready, go back to Vellis and **GIVE NET TO VELLIS**. He'll review your catch and give you a little reward. Be sure you're done, because he won't give you a new net for at least one Achaean day.

There are six types of butterflies in Achaea. Ranging from most common (and least valuable to Vellis) to rarest (and most valuable to Vellis) they are:

Gold	Name
10	Red admiral butterfly
15	White pearl butterfly
25	Indigo nightfire butterfly
40	Glitterlight butterfly
60	Golden emperor butterfly
80	Summerstorm butterfly

14.4 The Orphans

Wandering around the cities, you will sometimes encounter orphans who have lost their parents. You may either choose to save these children, or you may choose to take them somewhere where they will be butchered for their pineal glands.

In Ashtan, in the de Vermiis Orphanage, you will find some candy that you may give to the orphans in order to make them follow you. In Shallam, in the Chrysalis Basilica, you will find, in the Chamber of Celestial Harmony, some votive candles that you may also give to orphans in order to get them to follow you.

Once an orphan is following you, you may either take them to the enrollment centre of the de Vermiis Orphanage and **ENROLL** <boy/girl>, where they will be slaughtered, or you may take them to the Chamber of Celestial Harmony and do the same thing. In this case, however, the children will be fed and generally taken care of, and will join the choir, where they will wile away their days singing joyfully.

It's rumoured by some that these quests are part of much larger quests, though perhaps these are just the ramblings of drunken sailors.



15 Policies

- 15.1 Polycsummary Summary of Achaea's policies.
- 15.2 Underage What we expect in the way of maturity.
- 15.3 Seconds The rules of second characters.
- 15.4 Multiplaying The rules for multiplaying.
- 15.5 Playerkilling Guidelines for killing other players.
- 15.6 Honour Guidelines for acceptable behavior.
- 15.7 Roleplaying Read about roleplaying in Achaea.
- 15.8 Spamming Rules pertaining to spamming.
- 15.9 Charactersharing Sharing characters is strictly forbidden.
- 15.10 Triggers Our policy on triggers and automation.
- 15.11 Harassment Just say no!
- 15.12 AFK It's not allowed.
- 15.13 Languagerules Don't offend people with obnoxious language.
- 15.14 Thievery Rules about thievery in Achaea

15.1 A summary of Achaea's policies

- a) Second characters are allowed as long as they have separate roles and are not used to help each other either directly or indirectly.
- b) Playing more than one character at once is not allowed.
- c) Sharing your character with anyone else, or giving it to someone else, is prohibited. This means that you are never allowed to let someone else use your character.
- d) Mature behavior is required at all times. Persistent immaturity will result in deletion. We have no patience for it.
- e) Player-killing is allowed, but do not victimize innocent players.
- f) Roleplaying is required in all public forums (shouting, guildtell, the news, etc.)
- g) Spamming is prohibited.
- h) Triggers or any sort of automation may not be used to generate gold or experience.
- i) Being afk is not allowed.

Please see **HELP POLICIES** for an index of more detailed policy help files.

15.2 Underage players

Achaea is a game oriented towards mature players. Any player, regardless of age, is welcome as long as he or she is capable of conducting him or herself with the required level of maturity. Immaturity is not a direct function of age either. However, it is a sad fact that 95% of our 'problem players' (generally those who do not have the emotional maturity necessary to follow the rules and act like a member of a community) are teenagers, particularly ones under 16 years of age. If you happen to be a younger teenage player, don't worry. You will not be discriminated against based on your age. In fact, many young players have conducted themselves with admirable aplomb and have risen to prominent positions within Achaea.

No special treatment will be given to you if you cause problems. This is a role-playing world, and real-life excuses for behavior are irrelevant to us. You will be deleted and will not be put back if you cross what we view as a very easy line to avoid (given that 99% of players never cross that line, it's obviously easy to avoid doing it).

Examples of behavior we have seen regularly from young players that have caused them to be deleted would include persistently ignoring rules about being afk, sexually harassing other players, constantly shouting about OOC things, or, and this is the most common, throwing a temper tantrum at Sarapis or one of the other administrators. We work hard on Achaea, and while we always appreciate input from the players, moaning and bitching annoy us, and if you persist after we've asked you to quit it, you risk crossing the line into deletion territory.

So, in summary, regardless of your real-life age, we expect you to act like mature adults. If you are not capable of doing so, then please go somewhere else. Remember that it is very easy for us to just type the delete command, and ruin the hard work you have put into your character.

15.3 Second characters

Second characters in Achaea are allowed, but a higher standard for roleplaying will generally be imposed upon those who play multiple characters. Furthermore, using one for the purpose of helping the other is not allowed.

See also **HELP MULTIPLAYING**

15.4 Multiplaying

Multiplaying, which is having more than one character logged in at once, in Achaea is strictly forbidden. While we do not mind second characters (see **HELP SECONDS**), having two characters logged in at once is not allowed.

15.5 Player killing

Achaea is a land of drama, and without player-killing the level of drama that can be attained is reduced. Nothing evokes the sort of emotional response that being killed by another player does. With this in mind, player killing in Achaea is an accepted method for the resolution of disputes between players. Below are the rules for engaging in PK in Achaea. The basic principles are: Unless the person somehow consented to your attack, such as attacked you for no reason acceptable to the PK rules or did something to generate a writ against him, don't attack that person.

Just use your common sense and you will be fine, and remember that the Divinities are players too and may choose to take a personal hand in cases they deem extreme.

What follows are some rules regarding Player Killing. If someone complains about your actions against them, remember that the administrators are not stupid and WILL take into account your past actions as they do provide at least some indication of what your present intentions likely are. If you're known as a person who looks for reasons to kill people, you're going to have trouble if you try to find creative excuses for killing someone.

Further, if you have an issue with another player and can solve it yourself, please do so. Issuing constantly is usually a sign of someone who is abusing issues. Remember that nearly every player answers to other players, an organization, or a deity, so diplomatic solutions can sometimes be even more effective than a counterattack. The more spurious issues that get filed, the less time we have to deal with real ones, and the more spurious issues an individual player files, the less likely any of his issues are to be taken seriously in the future.

1. Aside from any exceptions listed below, do NOT attack someone unless that person has done something to -you- OR has assisted someone you are -legitimately- attacking, by healing him or helping him escape, and so on. Note that 'to you' does not include 'to your friend' or 'to your spouse'. If you want to help someone take revenge, we ask that you give him or her money to hire an assassin or Champion. We understand how hard it can be to restrain yourself when you hear about some villain perpetrating a crime against your beloved, but we need you to use the existing assassin or champion systems so that we can more easily resolve PK issues.
2. It's permissible to defend someone who is currently being attacked. Of course, the person you attack may then have a legitimate reason to take revenge later.
3. Free-For-Alls are never a reason to take retribution on someone outside of the FFA.
4. If you are in an enemy city of your own free will (ie you were not kidnapped and forcibly brought there), then it is open season on you while you're there. You are not allowed to take revenge against someone for attacking you while you are in an enemy city. You can, of course, defend yourself from their attacks, but you are not allowed to later use this as a motive for revenge. The same applies to Oakstone and forest enemies.
5. You may never kill someone for the purpose of gaining experience, whether that person is willing or not.
6. If an assassin or Champion slays you, you will be informed who took a contract out on you, and you are permitted to take legitimate revenge on the person who took the contract out on you, assuming the other person did not have a valid reason to have you killed. It is treated the same as if the person who hired the assassin or champion killed you. Assassins and Champions may be slain at any time, without any

excuse. They are, of course, permitted to take revenge on you if you attack them for no valid reason other than being an assassin or Champion.

7. You may **ONLY** kill in relation to Landmarks, when you walk into a Landmark room and someone is there, or if you are in a Landmark room and someone enters. If the person flees, you may pursue, but if he or she gets away, then you no longer have a reason to slay him or her. **THE SIMPLE POSSESSION OF LANDMARKING ITEMS IS NOT AN EXCUSE TO KILL SOMEONE.**
8. You may not take revenge on someone for any actions more than 30 real days old.
9. If you issue someone for something, you may not exact revenge yourself in any way. By issuing you give up all right to retribution, regardless of how the issue is decided.
10. The Admins are not stupid.
11. There are no loopholes in **HELP PK**.

See also: **HELP ASSASSINS**, **HELP CHAMPIONS**, and **HELP WRITS**

15.6 Honour

By honour, we do not mean a rigid code of conduct that you must follow. Within the atmosphere of the game, anything goes, though not without consequence. However, some actions destroy or weaken the powerful illusion of being in an alternate world, and these are not looked upon kindly.

Examples of these actions are: taking advantage of bugs or loopholes, playing multiple characters at the same time, playing multiple characters and assisting one with the other, quitting or going to the newsroom to avoid being attacked.

A word of explanation is in order for what we refer to as "QQing", or quitting or going to the newsroom to avoid combat. This action is very out-of-role, and even if you are being killed by a much larger player for no reason, do not do this. There is simply no acceptable excuse for it. You will gain a reputation as a poor player in the eyes of your peers and, perhaps even more importantly, the Gods themselves. In some cases, you may even be punished for doing this, as it is highly detrimental to the game's atmosphere.

15.7 Roleplaying

To roleplay means to play a role. In the context of Achaea, roleplaying means that you play as if you are your character. As Achaea is a roleplaying game, some level of roleplaying is required.

When in Achaea, roleplaying is required anytime one is using any sort of public forum. These include shouts, the news groups, and guildtell.

Perhaps the best way to roleplay your character is to first create a coherent "life philosophy" for your character, and then follow that with your actions in Achaea. You might even want to write out a summary of your character's psychological makeup in order to make this process easier.

For example, imagine a character named Valtre, who is a young male Mhun Sentaari monk. Valtre was raised a street urchin in Hashan and was bitterly unhappy until he began following the way of the monk, and began to experience moments of inner peace. His primary motivation, currently, is to increase his knowledge and power, but his long-term goals are not those of domination over his fellow mortals. Instead, he seeks to rise to political power in order to help the beleaguered and down-trodden. He chooses not to worship any particular God, and his primary loyalty is to his race. He despises, perhaps irrationally, all Dwarves, due to mistreatment he experienced at their hands as a child. Finally, Valtre has recently discovered poetry and is given, somewhat pompously, to quoting his favourite poets at what others might consider to be inappropriate times, such as the heat of battle.

With just this brief biography of Valtre, we have an interesting character with well-defined motivations and some indication of his psychological status. You would not find Valtre out slaughtering his fellow Mhun in Moghedu, nor would you find him killing most sentients for no reason. He would be extremely interested in practicing his skills in order to master them, and would perhaps, as a hobby, hold poetry readings. Valtre also might be very fond of helping the orphans of the city of Ashtan out by enrolling them in the Halfway House, a place created to help orphans. Perhaps Valtre would even attempt to establish a similar organization in Shallam and other cities and towns. While Valtre is open-minded enough to accept Dwarves in the same guild as him, he definitely would not socialize with them, and would likely be quite terse, though not overly rude, with any Dwarves he was forced to deal with.

See also: **HELP ROLEPOINTS**

15.8 Spamming

Spamming, in the context of Achaea, is the sending of repeated amount of unwanted text to someone for the purposes of harrassment. Doing this can have severe consequences, and the failure of someone to respond to you is never grounds for spamming.

15.9 Sharing of characters

The sharing of characters, or the transferring of a character from one person to another is strictly prohibited. It is terribly out of character and will be punished with deletion.

15.10 Triggers and automation

Currently in Achaea, triggers and automation are allowed, provided they are not designed to a) generate gold, b) generate experience via bashing or doing quests. Using triggers or automation to do either of those things is strictly prohibited.

15.11 Harrassing other players

Out-of-character harrassment of people will not be tolerated. Furthermore, any sexual harrassment whatsoever is banned. If we feel the offence committed is large enough, we will make a point of alerting your ISP, your place of work, your university, etc just what it is you are doing with their resources.

15.12 AFK

Achaea has a simple, easy-to-understand policy on being AFK: It's not allowed. AFK, which stands for Away From Keyboard also includes, to us, a player who may be at his or her keyboard, but who isn't doing anything, or a player who is at his keyboard, but just has an auto-response (also called a trigger) entering commands for himself regularly.

Depending on how we view the situation, you may receive none, one, or multiple warnings before being punished for being afk. Punishments might include zapping, removal of lessons, and, in extreme cases, deletion.

In some cases, if you lose or cut your connection to Achaea, your character might stay on-line. Due to the vagaries of the internet, there is no way for Achaea to always know that your internet connection is no longer up and going. This is, however, not a valid excuse, as the existence of the **TIMEOUT** command can prevent this from ever happening to you.

15.13 Language rules

The rules for using language in Achaea are simple. Do not inflict overly obscene language on people who you do not know are willing to hear it, and do not use racist or homophobic language, period. We don't care what you talk about in tells with friends, but we do not want to see awful or offensive language on any public

channels, any city channels, or any guild or order channels. The head of a clan may dictate what sort of language he or she wishes to allow in his or her clan, subject to the above.

Furthermore, the justifiably despised hacker-speak (l33t h8xr type of nonsense) is completely banned from Achaea. If we see you doing it, you will get one warning, and then be banned. Go play Everquest if you want to hang out with that sort of person.

15.14 Thievery

Stealing from other players is a touchy matter and is governed by rules separate from the PK rules because we don't wish to limit thievery to the same restrictions as the PK rules.

THE THIEVERY RULES

1. You may steal from someone for any reason at any time.
2. When stealing, you may not use any abilities that move, restrain, or afflict a victim unless you also have PK rights on that victim. This means no summoning the victim, no webbing them, etc. Just about the only exceptions are that you may get a mindlock on someone in order to use mind force, you may fashion a puppet or doll in order to use puppet/vodun shake, you may use a soulmaster, you may use a hierophant tarot, and you may hypnotise someone in order to force them to give you things or drop things.
3. In the event the victim fights back it is not legal for your friends to assist you. Further, you do -not- gain PK rights on a victim if he or she fights back and kills you.
4. Theft against anyone under level 30 is not permitted.
5. Thieving while in an Arena is not permitted.

TIPS TO PROTECT AGAINST THIEVERY

1. Run away. Remember, the thief isn't allowed to restrain you.
2. Make sure your important items have fist sigils on them. This will stop puppet and vodun shake.
3. Keep your gold in the bank!
4. Put flame sigils on your pack(s) and keep your important items in your pack.

See also: **HELP PK**



17 Events and special activities

- | | |
|----------------------|--|
| 17.1 Quiz | A fun out-of-character event, generally with prizes. |
| 17.2 Arena | The Matsuhama Arena. |
| 17.3 HotBeret | An amusing, if silly, game. |
| 17.4 FreezeTag | A game of tag played in the Arena. |
| 17.5 Frogbaiting | A weird game involving a giant frog and a dead fly. |
| 17.6 Freeforall | There can be only one. |
| 17.7 Roulette | Make a fortune! Lose a fortune! |
| 17.8 Chess | The noble game of King's Chess. |
| 17.8.1 Chessrules | The rules of King's Chess. |
| 17.9 Lotteries | Buy lots of tickets. It's your turn to win! |
| 17.10 Blackjack | All the cool people are playing it. |
| 17.11 Egghunt | An extremely rare event involving a hunt for eggs. |
| 17.12 Balanceofpower | Live as a Legend. Die as a Legend. |
| 17.13 Tumblerace | Faster than a speeding snail you race hither. |
| 17.14 CTF | Capture the Flag! |
| 17.15 Kinggame | King of the Hill! |

17.1 Quizzes

A Quiz is a formal event that involves a Grand Inquisitor asking questions of all those present, and awarding points to those who answer correct. When a quiz is initiated, all in the land will receive a message, and typing **JOIN QUIZ** will take you to the Inquisition Chamber, where quizzes take place.

Once there, the Grand Inquisitor will add you to the quiz. Typing **QUIZSTATUS** will show you the other quiz participants and how many points each participant has.

Before asking a question, the Inquisitor will set a point value for that question. If you get the answer correct, this is how many points you will receive. Once the Inquisitor asks the question, he will generally set a timer going. When the timer runs out, no more answers may be given. In order to answer, type **AN <your answer>**. If you forget what the question was, typing **WHATQ** will show you.

When the timer has run out, the Inquisitor will look at the answers and determine who is right and who is wrong, awarding the appropriate amount of points to those who are correct. Once the timer is up, you may type **ANSWERS** to see what others have answered.

Summary:

JOIN QUIZ	Sends you to the Inquisition Chamber.
AN/ANSWER <answer>	Gives an answer to a question.
WHATQ/WHATQUESTION	See what the current question is.
ANSWERS	See a list of the answers that people have given.
QUIZSTATUS	See a list of competitors and their scores.

17.2 The Matsuhama Arena

The Matsuhama Arena, so-called in homage to Matsuhama, the God of Battle, is a place where the mortals of Achaea may fight without the normal losses associated with combat. While battling in the Arena, no experience will be lost from death, and salves or elixirs will not be used up. Further, plants that you eat will not disappear, but stay in your inventory, although taking plants out of your pocketbelt will decrease the number of plants in it.

To use the Arena, one must journey to the Isle of Delos, and there find the Arena Staging Ground. Once there, you may **CHALLENGE <player>**. The player you challenge must also be in that room. In order to use the Arena, each of you will have to have five times your level in gold in your inventory. This is the fee that the God charges for the privilege of using his Arena.

The Arena is also used for a number of events, such as Freezetag, Bait-the-Frog, and Free-for-all. While any of these events are going on, **ES**, or **EVENTSTATUS** will give you some information about the event.

Additionally, if you go to the spectator stands in the Arena (located southwest of the Arena staging area), you may **DIAGNOSE** (or just **DIAG**) any player currently participating, in order to see what afflictions he or she has.

Command summary:

CHALLENGE <player>	Challenges a player to a duel
DIAGNOSE <player> Arena.	Diagnose a player's afflictions. Only works on players currently in the Arena.
ES/EVENTSTATUS	Get some information on whatever event (if any) is currently taking place in the Arena.

See also: **HELP COMBAT_RANKINGS**

17.3 Hot Beret

The game of Hot Beret was invented by a mortal named Shard. This rather amusing game is played like the more common game 'Hot Potato.' In this game, which is generally, but not always, supervised by a God, a beret is requisitioned to be the object of the game.

The rules are simple. First, the boundaries of the game are set. For instance, those playing may decide that all action must take place within the village of Hashan. Then, a time limit for the game is set, generally no more than a few minutes. One person starts with the beret, and the goal is simply not to have the beret when time runs out. Generally, you are not allowed to use invisibility, flying, or any other ability that would make you inaccessible to some of the other players.

17.4 Freeze Tag

Freeze tag is a game that is played in the Matsuhama Arena. When a God initializes this event, you may type **JOIN FREEZETAG**. Upon doing so, you will be deposited in a room in the Arena, and given a freeze wand. You will also temporarily lose most of your skills.

The rules of the game are simple: If you are frozen three times, you are out of the game. The last person still in wins. Every thirty seconds or so, you will recover one 'freeze'. Typing **FREEZES** will show you how many times you have been frozen.

In order to freeze someone in your location, simply type **FREEZE <player>**. In order to freeze someone NOT in your location, but within your line-of-sight, type **FREEZE <player> <direction>**. If you are hit by a freezewand, you will lose the use of your wand for a short period of time.

An added twist to freeze tag is that there is a fairy that will chase after the last person to try to freeze someone else. If it catches that person, it will freeze him or her once.

Note that by standing in the spectator stands off of the Arena staging area, you will be able to see when someone freezes someone else.

Summary of commands:

JOIN FREEZETAG	Joins the game.
FREEZE <player>	Freezes a player in your location.
FREEZE <player> <direction>	Freezes a player in the given direction.
FREEZES	See how many times you have been frozen.
ES/EVENTSTATUS	See information on the game's participants.

17.5 The Game Of Frog Baiting

When a God begins a game of Frog Baiting, you will be able to **JOIN BAITGAME** to start playing. Note that once you have done this, you will lose most of your skills until the end of the event. The exceptions are swimming, and squinting. Once everyone who is going to play has joined, the God will give you the opportunity to run around the Arena and find your starting spot. When the game begins, a random participant will receive a large, dead fly, which he will not be able to get rid of in any manner but either giving or throwing it to another player. A giant, awfully hungry toad will be released into the Arena, and it will go after whoever has the fly. Sounds fairly easy? The catch is that you can only move about once per second once the game has begun.

Once the frog catches someone with the fly, it will messily devour the unlucky holder of the fly, in its attempts to taste the juicy goodness of said fly. The unlucky holder will, at that point, be feeling extraordinarily unhappy, due to two facts: 1) He will be in horrendous pain due to the digestive juices of the giant frog, and 2) He will be out of the game. Despite all this though, you will lose no experience or anything else for being eaten by the frog.

The last person to survive the onslaught of the giant frog will win.

EVENTSTATUS, or simply **ES**, will show you who is in the game. Once you are out, or if you merely wish to be a spectator, you may go to the Spectator Stands southwest of the Arena Staging area, and watch the action.

17.6 Free For Alls

Free for alls are a combat-oriented event that takes place in the Arena. The rules are simple: Once the event begins, use any means necessary to destroy everyone else in the Arena. The last player alive, wins.

Like all Arena events, **ES**, or **EVENTSTATUS** will show you the status of the event.

Read **HELP ARENA** for more information on the Arena and related commands.

17.7 Roulette

Roulette is one of the simpler forms of gambling, but many find it enjoyable and addictive nonetheless.

The game itself consists of one device, called a roulette wheel. It's a horizontal wheel, with the top divided into 38 sections. Imagine 38 spokes placed evenly around the wheel, meeting at the centre. The area between each spoke is coloured and numbered. 1-36 are either black, if odd, or red, if even. The final two sections are numbered 0 and 00, and are coloured green.

Playing roulette is easy. Your only decisions are what to bet, how much to bet, and what to bet on. From there, it's all done by the roulette attendant.

You may bet gold or lessons, in whatever amount you like. Once you've decided whether to bet gold or lessons, and how many to bet, you must decide what to bet on. Your choices, and what each pays, is as follows:

Red/even	1-1
Black/odd	1-1
t1 (stands for third 1. Means 1-12)	2-1
t2 (stands for third 2. Means 13-24)	2-1
t3 (stands for third 3. Means 25-36)	2-1
q1 (stands for quarter 1. Means 1-9)	3-1
q2 (stands for quarter 2. Means 10-18)	3-1
q3 (stands for quarter 3. Means 19-27)	3-1
q4 (stands for quarter 4. Means 28-36)	3-1
Green (0 or 00)	17-1
Individual number, 0-36, or 00	35-1

The syntax to bet is:

BET <however many> **GOLD/LESSONS ON** <something from the list above>

There will then be a short delay while the gambling attendant waits to see if anyone else will be betting. He'll spin the wheel, upon which a silver ball rests, and when the wheel stops, the ball will end up in one of the sections. If it is in one of the sections that you bet on, you win!

17.8 King's Chess

The game of King's Chess is a noble one. Invented approximately 1500 years ago by a Sultan of Shallam named Caro-Kann, it has become the favourite game of the intelligensia of Sapience. It is a fairly simple game, and easy to learn, but contains nearly infinite subtleties. It is a test of cunning, intelligence, strategic sensibilities, and experience.

In order to play King's Chess, you must have a chess board, or be in an establishment that has them available, such as the occasional tavern, or library, or gaming parlour.

Since the rules of King's Chess are so well known, they will not be included here, but in the scroll **HELP CHESSRULES**.

The commands that are involved with King's Chess are:

PLAY CHESS WITH <whomever>	Starts a new game of chess, randomly choosing who will play the light pieces and who will play the dark pieces.
MOVE <position> to <position>	Moves a chess piece. You may use either algebraic notation (a1, b3, etc) or descriptive notation (q3, kkt4, etc) to designate squares on the board. HELP CHESSRULES will tell you more about chess notation if you are unfamiliar with it. (Castling is done with MOVE 0-0 for king-side and MOVE 0-0-0 for queen-side.
CHESSLIST	Lists your unfinished chess games. A * before a listing tells you that that is your current game. You may only make moves in your current game.
SWITCHCHESS <id number>	Switches your current game to another of your unfinished games.
CONCEDE <id number>	Concedes defeat in the specified game.
DISPLAY <id number>	Displays the setup of the specified game. You may view other people's games provided you know the id number. If you omit the id number, it will automatically display your current game, if any.
TAKEBACK	With this command, you may reverse the last move of your opponent. This is to be used for the occasion when your opponent has entered an incorrect move and he or she wishes to reverse it, or when your opponent has done something spectacularly stupid, and you wish to allow him or her to rethink.

Achaea's chess game is a near-exact replica of the standard rules for chess. Unfortunately though, it is missing a few bits of functionality. It cannot tell if you are in checkmate, so it must be left up to the person being checkmated to formally concede the game. Upon advancing a pawn to the last rank, it will automatically be promoted to a Queen. Only in very very rare circumstances would you want to promote it to anything other than a Queen (and then, only ever a Knight, as you cannot have more than one King). The ability to choose Queen or Knight will be added in at some point, and the ability to detect checkmate may be added also. Further, both stalemate and draw by virtue of repeating the same position 3 times are not detected.

Note that playing chess with ansi colour turned on is the preferred way to do things for most people.

See also: **HELP CHESSRULES**

17.8.1 How do you play chess?

- 01) How many players take part in a game of chess?
Chess is played by two opponents, one of whom plays the light pieces, and one of whom plays the dark pieces.
- 02) What kind of board is used?
The board used in chess is made up of 64 squares, alternately coloured light and dark. It is a grid of 8 squares by 8 squares, and all the squares are used in play.

- 03) Is there any special way that the board is placed?
Yes. If each player is sitting behind his own pieces, the bottom-right square for each will be light.
- 04) Who makes the first move?
The light-coloured player always makes the first move.
- 05) How do you tell who gets which colour?
When you begin the game, you will be randomly assigned one of the two colours.
- 06) What pieces does each player have at the beginning?
Each player has 16 pieces: 8 pawns, 2 rooks, 2 knights, 2 bishops, 1 queen and 1 king. When you use the **DISPLAY_BOARD** command, you will see that a player's pieces are arranged, from his point of view as such:

Pawn	pawn	pawn	pawn	pawn	pawn	pawn	pawn
Rook	knight	bishop	queen	king	bishop	knight	rook

When setting up a chess board, simply remember that each queen starts on her own colour, and each king starts on the opposite colour. Thus, a player's king will be lined up directly across from his opponent's king.

- 07) What is capturing, and how is it done?
Capturing is a move that involves removing an enemy piece from the board. In chess, all capturing is done by displacement of the captured piece (NOT by leaping over it). When you capture in chess, you remove the enemy piece and place your own capturing piece on the same square. If more than one capture is possible, only one of them can be made on any given move. The King, Queen, Rook, Bishop, and Knight capture in the same way that they move. This means that they can make captures that are within their moving range (which we will discuss later). The Pawn's method of capture differs from its ordinary move, however.
- 08) Can you move a piece to a square that's already occupied by one of your own pieces?
Never.
- 09) Can you by-pass one of your own, or an opponent's piece in a move?
Only the Knight may leap over other pieces (and remember, that does not constitute a capture).
- 10) How does the King move and capture?
The King moves one square in any direction, forwards, backwards, sideways, or diagonally. The King can thus capture an enemy piece which is on an adjacent square.
- 11) How does the Rook move and capture?
The Rook can move any number of squares on a horizontal or vertical line (provided there are no pieces in the way). It can only move EITHER horizontally or vertically at a time though. It captures in the same way that it moves.
- 12) How does the Bishop move and capture?
The Bishop moves only on diagonals. It can move any number of squares along a diagonal, so long as its path is not obstructed. It can only move one direction at a time. It captures in the same way that it moves.
- 13) How does the Queen move and capture?
The Queen's may, in a single turn, make a move that is EITHER like that of a Bishop or like that of a Rook. She captures in the same way. She is the most powerful piece on the board.

14) How does the Knight move and capture?

The Knight's move is different in principle from that of all the other pieces. The move of the Knight is always of the same length: three squares that form an "L". So, for instance, one square forward, and two to either side, or two moves backwards and one to either side. The Knight is the only piece that can leap over friendly or hostile pieces on the intermediate squares of his move. If his destination square is occupied by a hostile piece, then he captures it. If it is occupied by a friendly piece, then he may not move there. One handy rule to keep in mind about the Knight's movement is that he always ends on a square of a different colour from that which he started on.

15) How does a Pawn move?

The Pawn moves forward vertically one square at a time. Light pawns move towards the Dark side, and vice-versa. The exception to this rule is that if a Pawn has not yet been moved, the player has the option of moving it two squares forward on his first move. The Pawn can never move backwards. A Pawn may never capture while moving vertically. It captures diagonally only. (see the next question)

16) How does a Pawn capture?

While the Pawn may only move vertically, it may only capture diagonally. It may capture any hostile piece which is on a square diagonally forward of the Pawn, and immediately adjacent to the Pawn.

17) Can Pawns get any more crazy?

Yes, definitely. There is one further rule with pawns, called "en passant" ("in passing" in translation to English). En passant works as such: If one player (let's say the Dark player) has a pawn that he has not yet moved yet, and the other player (the Light player in this case) has a pawn that is two away from him vertically, and one away horizontally, then if the Dark player exercises his option to move his pawn two forward at once, the Light player may capture the Dark pawn as if it had only moved one forward. In other words, if the Dark player moved his pawn two forward, the Light player could capture his Pawn by moving it onto the same column as the Dark pawn, and one forward, ie where the Dark pawn would have been had it moved one space instead of two. The Dark pawn is thus captured. It should be noted that En Passant is optional.

18) What happens if a Pawn makes it all the way down to the other side?

If a Pawn reaches the other side of the board (or the "last rank"), then it will be promoted automatically to a Queen. This is, obviously, a VERY powerful move to be able to make.

19) Are there any other ways to move?

Yes, there is one final way to move, called Castling. Castling is the only double move allowed in chess. It involves a move both with your King and with one of the Rooks. Both moves count for a single move.

In order to castle, the following conditions must be met:

- 1) Your king must not have moved yet that game.
- 2) The rook you wish to castle with must not have moved yet that game.
- 3) There must be no intervening pieces between your king and the rook you wish to castle with.
- 4) None of the squares that the king moves over or lands on may be threatened by an enemy piece.
- 5) You must not currently be in check.

What castling actually is is moving your king 2 squares towards the rook that you're going to castle with, and then moving that rook next to the king, but on the other side. So, if you castle "king side", you will move your king over two to the right, and move the rook on your right two squares to the left. If you castle "queen side", then you will

move your king two over to the left, and move the rook on your left three squares to the right.

20) Is there a standard system of notation used to indicate moves?

Yes. In order to specify a square on the board, we need to know what FILE (column) it is on, and what RANK (row) it is on. Achaeans use two different methods of notation to do this.

One, called descriptive notation, is based on the names of the pieces and the places that they occupy in the opening position. The other is called algebraic notation. From right to left, (notation is done relative to your side), in descriptive notation, the files (columns) are:

QR QKT QB Q K KB KKT KR
(meaning Queen's rook, Queen's Knight, Queen's Bishop, Queen, King, King's Bishop, King's Knight, King's Rook).

Similarly, from right to left, the files in algebraic notation are:

A B C D E F G H

To indicate which rank the square is on, we merely append a number, 1-8, to it. So, for instance, the left-hand rook begins at QR1 (or A1), while the pawn that starts in front of the knight on the King side is KKT2 (or G2).

It is important to remember that position names are given relative to either the Light or Black side. QR1 (A1) for the Light side is QR8 (H8) for the black side.

So, let's say you want to move the pawn in front of your king two squares forward. You would type **MOVE K2 TO K4**, or **MOVE E2 TO E4**.

If you wish to king-side castle, do **MOVE 0-0**. If you wish to queen-side castle, do **MOVE 0-0-0**.

21) How do you win?

You win by attacking your opponent's King in such a way that no matter what move he makes, his King will still be under attack.

22) What is meant by checkmate?

Checkmate is the situation described in the previous answer: a King is being attacked and there is no way to move out of range of enemy forces.

23) What is meant by check?

Any move that attacks a King is called a "check". If the King can escape (whether by movement or by blocking the attack with another piece, or by capturing the attacking piece), the game goes on.

24) How long can you stay in check?

When you are placed in check, you must move to prevent check on your very next move.

25) Can you move your King INTO check?

Never. You may never move your King into a square that an enemy piece may reach.

26) What are the different kinds of check?

Usually, check results when a piece moves to a square from which it attacks the hostile King. There are, however, two special kinds of check.

Discovered check results from the removal of a piece that has been masking an attack on the hostile King. In other words, the checking piece stands still and another piece ceases to block that attack.

Double check is a form of discovered check. The double check comes about when the unblocking piece also gives check as it opens up a check from its comrade that it has been blocking. Note that the only way to escape double check is to move your King to a safe square.

27) What is meant by stalemate?

Stalemate results when a player whose turn it is to move, and whose King is not in check, has only moves left that would place his King in check. This rule was devised about a thousand years ago, by Nicator, in order to penalize inept play. In a stalemate situation, the game is a draw. Neither side wins. In this situation in chess in Achaea, one side should simply use the **CONCEDE** command to end the game, but neither side actually wins.

28) What is perpetual check?

When one player can check endlessly so that his opponent's King cannot escape the checks, but the player cannot get the opponent's King in checkmate, you have a draw by perpetual check. Again, one of the two players should just use the concede command to end the game, as no one can win.

29) Are there any other types of drawn games?

Yes. When the same position has been repeated twice, with the same player on the move each time, and it is just about to be repeated for the third time, the player whose turn it is to move can claim a draw before making the move that will produce the threefold repetition. Someone should just use the **CONCEDE** command in this circumstance (though again, with the understanding that no one lost or won).

If 50 moves are made without a capture or a Pawn move having been made, the game will be called a draw automatically.

Finally, it is a draw if neither side has sufficient material left to get his opponent in checkmate. (see the next question)

30) What is the minimum amount of material needed to force a checkmate?

Checkmate can be forced with the following minimum material:

- a) King and Queen against King
- b) King and Rook against King
- c) King and two bishops against King
- d) King and Bishop and Knight against King

If you have a King and Pawn against King, you can win in most cases by forcing the advance of the Pawn to the last rank and promoting it to a Queen.

The following circumstances are inadequate to force checkmate:

- a) King and Bishop against King
- b) King and Knight against King
- c) King and two Knights against King

In almost all cases, having an extra pawn will enable you to win with this material by advancing the pawn to the last rank and thus obtaining a new Queen.

17.9 Lotteries

In order to participate in an Achaean lottery, go to the lottery office in Delos, which is north, northeast of the Arena Staging Area. Once there, you may **BUY TICKET IN** <lottery #>.

When a lottery is over, the prize will be awarded, and all the land will know who won.

Commands:

- LOTTERIES** List all lotteries you can participate in. Also lists any tickets you bought in that lottery. Tickets are non-transferrable.
- BUY TICKET IN** <lottery#> Buys a ticket in the specified lottery number for yourself. If you want to buy a ticket for a friend, append **FOR** <friend's name>. Your friend will be notified of your generosity. Note that you can buy as many tickets in a lottery as you can afford.
- LOTTERY INFO** <lottery #> Get information on a lottery.

17.10 Blackjack

Ahhh! Blackjack, the king of table games. The one casino game where skill can play a significant role. In order to play blackjack in Achaea, you must first find a blackjack table (located in all the major cities) and then simply type **PLAY BLACKJACK**. When prompted to bet, simply **BET** <number> <gold/lessons>. You will be prompted for all other necessary input. When you wish to quit, simply type **LEAVE TABLE**.

Specifics of Blackjack in Achaea

If none of these make sense to you, see the Rules of Blackjack, below.

- Minimum bet: 2 gold or 2 lessons.
- Insurance costs half your original bet, and pays 2:1.
- The value of your hand, as reported to you, will always value aces at your best advantage. Keep in mind that if that best advantage is an 11, you still have the option of valuing the ace at 1.
- Dealer stands on soft 17.
- Doubling after a split is allowed.
- There is no surrender option. (Surrender is for the weak!)
- When you **LEAVE TABLE**, you will be presented with a summary of your winnings or losses.
- Dealer wins all ties.

The Rules of Blackjack

Card Values

- The cards from 2 through 9 are valued as indicated.
- The 10, Jack, Queen, and King are all worth 10.
- An Ace can count as either 1 or 11.
- The suits of the cards are irrelevant.

How much a hand is worth (ie its value) is simply the sum of the points each card is worth. For instance, if you had a hand with 8, 3, and 6, it'd be worth 17. If you have an Ace, a 10, and a 5, you **COULD** either have 26 (11+10+5) but it is assumed that you have 16 (1+10+5). Remember, Aces can be either 1 or 11. It's up to you.

If a hand has an Ace in it that can be counted as either 1 or 11 without the total going over 21, it's called a 'soft' total. So, for example, a 7 and an Ace together would be a soft 18.

Dealing the cards

Once all the bets are made, the dealer will deal the cards to the players. He'll deal two cards to each player, both face-up, and then deal himself one card face-down and one card face-up. The face-down card is called the 'hole' card.

Once the cards are dealt, the each player will be asked in turn what he or she wants to do. You can 'hit' (get another card), 'stand' (take no more cards), 'split' (if you have pairs...more on that later), or 'double' (again, more on that later.) Once all players have finished, the dealer will play out his hand. He will first flip up his hole card, and if it gives him less than 16, he will continue to draw cards until he has over 17 or over.

When the dealer is finished, those players who did not already bust (ie go over 21) will win at 1:1 if they have more than the dealer. Having the same as the dealer merely returns your bet, and having less than the dealer means you lose your bet. The exception to this is blackjack. If you get dealt a card worth 10 and an ace, you are said to have 'blackjack' (as opposed to just having 21), and as long as the dealer does not also have blackjack, you will get paid at 3:2 rather than 1:1.

It is important to understand that the dealer makes no decisions. What he does is completely determined by what cards he is dealt.

What a player can do

Hitting and Standing

As discussed before, you can keep hitting (ie getting another card) until you bust (ie go over 21). You stand when you do not want any more cards.

Doubling Down

When a hand only has two cards in it, you can choose to double down. What this means is that you double your bet, but you will receive one and only one more card. You must receive that card too.

Splitting Pairs

If you have two and only two cards in a hand that are worth the same (for instance, all face cards and 10s count as the same), then you may choose to split your pair. What this does is take one of the cards from your existing hand and move it into a new hand. Then each of your two hands are dealt a new card. You also must pony up the same bet for the new hand as the old one. Your hands are then played out separately.

Insurance

If the dealer's original up-card is an ace, you will be offered the chance to buy insurance. Insurance costs half your original bet, but if the dealer has blackjack, then you will get your insurance bet back at 1.5:1. So, unless you also have blackjack, a successful insurance bet means that you lose nothing. If you do have blackjack, a successful insurance bet means that you end up winning 1.5:1 on your original bet.

17.11 Egghunt

The grandest sport known throughout the land! Or perhaps not. But fun nonetheless. The idea of this game is to gather as many special eggs which are scattered about the land in the time limit provided. The person with the highest score at the end of the time period is the winner.

The eggs and their point values (from common to rare):

Points	Egg
8 points	a striped egg
5 points	a yellow egg
3 points	a green egg
2 points	a blue egg
1 point	a white egg

The rules are basically as follows:

- An egg must be in your inventory for it to count towards your score. (Not in a pack or some other container.)
- You will drop any eggs you carry if you die.

- Player killing to get eggs is acceptable ONLY by the choice of the immortal running the event. This will be announced at the start of the event. When run with killing permitted, experience loss for playerkilling deaths will be disabled for the duration of the event.
- Eggs will be in rooms on the main continent of Sapience.
- **EGGHUNT** will show you your current score.

17.12 Balance of Power

Balance of Power is an event in which you take on the persona of one of history's Legends. These Legends may be from Achaea, from earth's history, or from one of earth's myths. When a Balance of Power is announced, you will be able to become one of the following Legends. The syntax is: **JOIN BOP** <arena>. You will be automatically assigned an unused Legend that you will play during the event.

The Legends are:	
Sahart	Founder of Shallam
Servelan de Vermiis	the Orator
Blademaster Matic Ridley	
King Solomon	the Wise
Glanos	Founder of Ashtan
Lord Nicator	the Chosen One
Callisto	the Father
Aleister Crowley	the Beast
Leonardo da Vinci	the Artist
Sir Lancelot du Lac	the Warrior
Madame Blavatsky	the Mystic
Orpheus	the Musician
Sinope	the Mother
King Charlemagne	the Conqueror
Plato	the Philosopher
Paracelsus	the Healer
Baba Yaga	the Witch
King La'ramhis	of the Tso'aa
Joan d'Arc	the Martyr
Pasiphae	the Beloved

Upon becoming a Legend, you will be deposited into the Mahtsuhama Arena, in Delos. Once the Balance of Power has been started, you must try to slay the other Legends, to become the last one standing. The abilities you will have are as follows:

HEAL

Syntax: **HEAL**
Heals some health.

MEDITATE

Syntax: **MEDITATE**
Heals mana.

FLAME BOW

Syntax: **SHOOT** <player> <direction>
Inflicts damage.

WEB TATTOO

TOUCH WEB <target>
Webs someone. Unlike normal web tattoo, it does use mana.
WRITHE to unweb yourself.

SHIELD TATTOO**TOUCH SHIELD**

Puts up a magical shield around you. Uses mana, unlike normally.

HAMMER TATTOO**TOUCH HAMMER** <target>

Destroys someone's magical shield. Uses mana, unlike normally.

LIGHTNING WAND**POINT WAND** <target>

Does more damage than the flame bow.

In addition, you will find that you have the skills of Vision and Survival to do with as you please.

Note that in Balance of Power, almost every action aside from moving and writhing will cost something. You will lose a second of equilibrium for trying to target someone with your lightning wand or flame bow whom you can't hit. Using them successfully takes mana and equilibrium. Even the tattoos use up mana. Essentially, the idea is that you have to much more carefully manage your health and mana than in normal combat, because while you're healing your mana or health, that's all you can do. You can't drink vials of health or mana elixir to heal while also attacking, or while also putting up a magical shield.

17.13 Tumble Racing

Tumble racing is a form of racing in which the participants may only tumble. You race from a point the immortal running the event picks, to another point He or She picks. Points will be awarded by the immortal based on how quickly or what order you arrive.

JOIN TUMBLERACE	Joins a Tumble Race once one has been announced.
TUMBLE <direction>	Lets you tumble in a direction.
TUMBLERACE RESULTS	Shows you who is winning.
QUIT TUMBLERACE	Quit the Tumble Race.

17.14 Capture the Flag

Capture the Flag is a game that pits cities against each other. Upon starting, seven flags will be dropped about the land, emblazoned with the symbol of the Boar. You must bring the flags to the locations listed below, plant them, and then defend them. For every second that a flag that was planted by a member of your city is there, your city gains a point. Only one flag may be planted per plantable location.

During a Capture the Flag event, no one will lose xp from a kill that is credited to another player. Further, no one will gain xp from player-killing. City defences and forest defences will also be off.

Flags will disappear if taken inside, to the Skies or Above the Skies, onto another continent or plane, if held by a mobile or any container, or if held by a graced person.

Locations in which flags may be planted

- "North of Thera"
- "On the Delosian Bridge"
- "At the foot of the Southern Vashnars"
- "The Oasis", in el'Jazira
- "Central Fountain of The Thalassa Market", in Tasur'ke
- "Dirt road north of a forest", north of Hashan on the North Road
- "Mount Sinope" in the Siroccian Mountains

- "At the Shastaan Well" in Shastaan

Commands

CTF STATUS	Shows you the status of the current or latest Capture the Flag game.
CTF FLAGS	Shows you the current location of the flags.
PLANT FLAG	Plants a flag in one of the above locations. You must spend 6 seconds doing nothing but planting.
UPROOT FLAG	Uproots a flag. You must spend 6 seconds doing nothing but uprooting.

17.15 King of the Hill

King of the Hill is an event in which those participating are divided into two teams, the Attackers and the Defenders. The Defending Team will then choose a single room within the Arena to be their "Hill." They must remain in that room and alive for a fifteen minute period in order to win the game. If a Defender leaves their declared hill either by their will or the will of an Attacker, they are removed from the match. The goal of the Attacking team is to dislodge or kill all of the Defenders before the fifteen minute timer has expired.

In order to preserve the spirit of the game, the following abilities may not be used in this Event:

- Jack in the Box
- Telepathic Radiance
- Devotional Deliverance
- Lust
- Grove Summon
- Puppetry Summon
- Mind Throw
- Angel/Demon beckon
- Blackwind
- Brazier
- Fear related abilities.
 - Warding
 - Agoraphobia
 - Claustrophobia
 - etc



18 Miscellaneous

- | | | |
|------|-------------|--|
| 18.1 | Calendar | About Achaea's calendar. |
| 18.2 | Emotionlist | A partial list of Achaea's pre-built emotions. |
| 18.3 | Levellist | A list of the player experience levels. |
| 18.4 | Noviceintro | About Achaea's automated novice introduction. |
| 18.5 | Plants | About the plant-life of Achaea. |
| 18.6 | Dragons | Greater Dragons, and becoming one. |

18.1 The Calendar And Time

The Achaean calendar as we know it predates the rise of Nicator, although of course years are now numbered from the fall of the Selucarian Empire.

An Achaean day is approximately 1 real-life hour. There are 12 months in a year, with each month having 25 days in it. The months are as follows:

- 1) Sarapin (mid-winter)
- 2) Daedalan (late winter)
- 3) Aeguary (early spring)
- 4) Miraman (mid-spring)
- 5) Scarlatan (late spring)
- 6) Ero (early summer)
- 7) Valnuary (mid-summer)
- 8) Lupar (late summer)
- 9) Phaestian (early autumn)
- 10) Chronos (mid-autumn)
- 11) Glacian (late autumn)
- 12) Mayan (early winter)

18.2 A list of some Emotions

What follows is a list of most of the pre-written emotions available in Achaea. Simply type the word, or type the word followed by a person or thing's name.

Emotions			
ack	adulate	ah	aha
ahem	applaud	argh	aroooo
aww	babble	bah	bark
beam	bearhug	beckon	beg
bibble	bird	bleat	blink
blush	boast	boggle	bollocks
boo	boogie	bounce	bow
brag	brandish	bray	brb
brush	bugeye	burp	buzz
bye	cackle	caper	caress
cavort	cheer	chin	chortle
chuckle	clamp-teeth	clap	clear
collapse	comfort	concerned	console
Emotions			
contemplate	contentsigh	convulse	coo
cool	cough	cower	cringe
cry	cuddle	cuff	cupcheek
curious	curse	curtsey	cya
damn	dance	daydream	deepkiss
defy	deny	despair	determined
dismay	doff	doh	dribble
drool	duck	eek	eep
egg	eh	embrace	envy
erk	erm	eww	eye
faint	fart	fidget	flap
flex	flip	flirt	flit
flutter	fondle	frolic	frown
Emotions			
fume	gag	gambol	gan

gape	gasp	gaze	gentlehands
gibber	giggle	glare	glee
gloat	gnash	good	goodnight
goosestep	grab	greet	grimace
grin	gripe	groan	grope
gross	grouch	grouse	grovel
growl	grrrr	grumble	grump
grunt	guffaw	gulp	ha
happygasp	headbang	heckle	heh
hehe	hello	hi	hiccup
hiss	hmmm	hmph	hoho
holdhands	hop	hope	howl
Emotions			
huff	hug	ignore	innocence
innocent	jump	kiss	kneel
laugh	lean	leer	lick
listen	love	lovecomfort	massage
melt	meow	mm	moan
mock	moo	moon	muhaha
mumble	murmur	mutter	nag
narf	narrow	nibble	no
nod	noogie	nose	np
nudge	nuzzle	ogle	oh
oi	oink	ok	okaly
omg	oer	ooooo	oops
orgasm	ouch	ow	pace
Emotions			
pah	panic	pant	pants
paranoia	pardon	pat	peck
peer	pet	phew	picknose
pinch	pity	point	poke
ponder	pose	pounce	pout
praise	prance	pray	pride
prod	puke	punt	purrrr
quack	quake	quiver	raise
rasp	rave	refuse	relief
roar	rofl	roll	romp
rub	salute	scoff	scold
scorn	scowl	scream	serenade
shake	shiver	shock	shoo
Emotions			
shriek	shrug	shudder	shuffle
sigh	simper	sing	sit
skip	slap	slobber	slump
smack	smile	smirk	smooch
smooth	smug	snap	snarl
sneer	sneeze	snicker	sniff
sniffle	snigger	snivel	snog
snort	snuffle	snuggle	sob
soothe	sorry	spank	sparkle
spit	splutter	squeak	squeal
squeeze	squirm	stagger	stare
stars	stomp	stretch	stroke
strokecheek	strum	strut	stumble
Emotions			
suck	sulk	sure	surprise
suspicious	swagger	sway	swear

sweat	swoon	tackle	tango
tantrum	taunt	tease	tenderkiss
thank	thanks	thought	thrash
thump	thwap	tickle	tigger
tired	titter	toast	tralala
tremble	tsk	tut	twiddle
twinkle	twirl	twitch	twitter
ugh	um	urge	victory
voices	vomit	wag	waggle
wahoo	wail	wave	weep
welcome	what	whew	whimper
Emotions			
whine	whinny	whistle	wiggle
wince	wink	woot	worship
wow	yahoo	yawn	yelp
yes	yo	yodel	yuck
yum	zerbert		

Recently added:

Emotions			
pester	bleh	highfive	ohh
bitchnuts	pishposh	sweet	dude
footrub	rubfoot	dude?	dude!
duodenod	winknudge	nice	standdown
wha?	gotohell	gotohelldie	bitchslap
excellent	fret	groom	chuckle
ahoy	evil	keel	evilgrin
idiot	hairball	useless	arr
avast	yarr	goats	snorting
rally	duh	dies	dramaqueen
resent	beat	sowhat	shh
pff	handshake	threaten	headbob
tongue	shifty	wriggle	flop
howcool?	socool	nibblekiss	dudette
grumpy	preen	plough	eskiss
ziplip	leghump	prostrate	poledance
adjustme	earlick		

18.3 A list of experience level names

The following is a list of experience level names, from weakest to strongest:

1-25	26-50	51-75	76-100
Newborn	Remarkable	Mighty	Archmortal
Bold	Vanguard	Brilliant	Paramortal
Bright	Exceptional	Majestic	Transmortal
Trustworthy	Gallant	Dazzling	Metamortal
Achaean	Courageous	Idolized	Logosian
Novice	Distinguished	Epic	5th Circle of Celestial Power
Innocuous	Intrepid	Ascendant	4th Circle of Celestial Power
Harmless	Dauntless	Exalted	3rd Circle of Celestial Power
Apprehensive	Unflinching	Illustrious	2nd Circle of Celestial Power
Simple	Dynamic	Glorious	1st Circle of Celestial Power
Mundane	Prominent	Impregnable	5th Rank of the Infinite
Steady	Prestigious	Canonized	4th Rank of the Infinite
Stout	Superior	Indomitable	3rd Rank of the Infinite
Resolute	Radiant	Supreme	2nd Rank of the Infinite
Stalwart	Grand	Enshrined	1st Rank of the Infinite
Audacious	Salient	Lionized	5th Order of the Hyperphysical
Strong	Heroic	Legendary	4th Order of the Hyperphysical
Spirited	Golden	Invincible	3rd Order of the Hyperphysical
Vital	Valiant	Stellar	2nd Order of the Hyperphysical
Daring	Marvelous	Plenary	1st Order of the Hyperphysical
Vibrant	Luminary	Deified	Master of Sapience
Robust	Shining	Celestial	First Among the Hosts
Notable	Scintillating	Empyrean	Lord of Creation
Effervescent	Eminent	Unearthly	Greater Dragon
Significant	Paragon	Almighty	The Dragon Lord

18.4 Novice introduction

When a character enters Achaea for the first time, he will be put in Loom Island, far above the Sapience mainland. This will begin Achaea's automated novice introduction.

This introduction is intended to give new players some basic information about Achaea, as well as providing a bit of a story for them. The introduction consists of four quests and some additional information about guilds and cities.

A player cannot be inducted into a guild until he or she has finished the newbie introduction. If a newbie becomes lost, be sure to remind him that he may start his current quest over again by typing **ISLAND**.

18.5 Plants

As you walk around Achaea you will find a wide variety of plants growing. To most, these plants are merely pretty or useless (depending on your perspective) but to those with the proper knowledge, namely that of the skill

Concoctions, will find many uses for these plants. **HELP HEALINGLIST** will show you the effects that can be obtained by eating or smoking some of the plants.

18.6 Dragons

There are many goals people in Achaea aim for, from riches to political power, to mastery of combat, but one of the most difficult to achieve is attaining the status of Greater Dragon. Since the day that Aringar became the first mortal in memory to be gifted with the soul of a Dragon by Ashaxei, the White Dragon of Han-Tolneth, many have aspired to this lofty goal.

The Greater Dragons are not the animalistic, ravenous monsters that prey upon unwary travelers - those are the lesser dragons, like Yudhishthira on Polyargos. As you know if you've read Achaea's Mythology, the Greater Dragons bore the Aldar forces to rescue the Gods from destruction at Nishnatoba. They are a noble, and extremely powerful, race of beings who dwell on their own plane of existence, created for them at the end of the Chaos Wars, called the Parthren Gare.

Upon reaching level 99, you will be presented with the opportunity to choose to become one of six types of Greater Dragon: red, black, silver, gold, blue, or green. It should be noted that there are no particular alignments or personality traits associated with the different kinds of Greater Dragon. That sort of simplicity is only found in the lesser dragons. Indeed, the only difference between the colors is that each has a different breath weapon.

Remember that if you ever fall below level 99, the spirit of the Dragon will be lost to you until you reach level 99 once again.

As a Dragon, you have the following additional powers:

DRAGONFORM	Change your form into a Dragon.
LESSERFORM	Change back to your lesser form.
GUT <player>	Gut someone with your talons.
SUMMON <breath weapon type>	Summon your breath weapon. Each type of Dragon has a different breath weapon. The types are as follows: <ul style="list-style-type: none"> • Black Acid • Gold Psi • Green Venom • Blue Ice • Silver Lightning • Red Dragonfire
BLAST <player>	Unleash the fury of your breath weapon. The effects are as follows: <ul style="list-style-type: none"> • Blue Cold damage. Chance of becoming frozen. • Black Acid breath. Unblockable damage. • Gold Psychic damage instead of breath weapon. Chance of eq loss. • Silver Electric damage. High chance of epilepsy. • Green Poison damage. Chance of a random venom affliction. • Red Fire damage. Sets the target on fire also.
DRAGONHEAL	Heal all of your afflictions in one fell swoop.
TAILSWEEP	Try to knock your enemies down with your enormous tail.
DRAGONCURSE	Curse an unlucky victim with a variety of afflictions.
PIERCE THE VEIL	Travel to the Parthren Gare.



19 Out-of-character miscellaneous

19.1	Timeout	Ensure that you do not stay online by accident.
19.2	Registering	Why we ask you to register.
19.3	Clients	About clients and why you need a good one.
19.4	Credits	How to purchase credits.
19.5	Bugs	How to report bugs, ideas, or typos.
19.6	Website	About Achaea's website.
19.7	Lag	Nobody's friend.
19.8	Suicide	Ending your life, permanently.
19.9	System	The hardware and software that Achaea uses.
19.10	Artifacts	Special magic items which may be purchased.
19.11	Admins	Administrative characters there to help you.
19.12	NeoCredits	Almost as good as real credits, and free!
19.13	CreditMarket	Easily sell/buy credits for gold sovereigns

19.1 The Timeout Command

By typing **TIMEOUT** <a number representing minutes>, you will be able to ensure you are not punished for accidentally being afk (Away From Keyboard). If you did **TIMEOUT 5**, for instance, then Achaea would automatically disconnect you and save your character if you went 5 minutes without typing anything.

19.2 Registering

We ask you to register your character in order to be ranked, so that we have an idea of the sort of player demographics we have. Feel free not to fill in the address and phone number information if it bothers you, but please do enter at least your name, e-mail, birthdate, and what country you are from. Thanks!

19.3 Clients

A client is a program you run on your computer that allows you to play Achaea. They can range from the very capable Java client on our web page (www.achaea.com/playnow.htm) to stand-alone programs like Zmud.

19.4 Credits

(The address to send money orders/checks to is at the end of this help file.)

What are they?

There are two kinds of credits: Credits and NeoCredits. Credits can be purchased from other players in Achaea, or can be purchased with real money, either from our website (www.achaea.com/credits.htm) or by sending a money order or check in US dollars to the address below. Credits are strictly non-refundable. NeoCredits are given to you as you gain levels. See **HELP NEOCREDITS** for more information on that.

If you wish to purchase more than 2000 credits or more at once, please see announce news #1025 for a list of discounted prices.

Typing **STATUS** will show you how many Credits and NeoCredits (if any) you have.

What are they used for?

Credits can be used for a number of things, ranging from conversion into lessons to buying artifacts, to even buying your own arena. See **HELP LESSONGAIN** and **HELP ARTIFACTS**. You can also transfer them to other people in exchange for gold, or whatever you wish.

If you wish to transfer credits to another person, you may do so using: **TRANSFER <x> CREDITS TO <person> FOR <x> GOLD**.

If you want to give someone credits for free, then specify 0 gold. If you specify a positive number of gold though, the person will have to be online.

What's the difference between NeoCredits and Credits?

NeoCredits can only be used to convert into lessons. They cannot be transferred, or used to purchase artifacts, pets, houses, or anything else.

How do I buy Credits?

If you are purchasing credits for the first time, and are doing so within 21 days of when you created your character, you will automatically receive 2.4 lessons for each credit you buy, as a bonus. So, buy 200 credits, and get 480 lessons bonus, for example. Once again, this only applies if you are buying credits for the first time, and within 21 days of creating your character. Please also note that the bonus only applies up to and including 1000 credits.

In order to purchase credits, go to our website at: www.achaea.com/credits.htm. Once there, you will be able to purchase them with either Mastercard or Visa. All credit transactions are fully encrypted and secure, and are handled by a third-party, reputable service. After you have purchased credits, they will appear in your character's account within minutes. If, for some reason, you'd rather not use the website, you may mail a cheque drawn on a US bank, or a money order denominated in US dollars.

MAKE ALL CHEQUES OR MONEY ORDERS PAYABLE TO IRON REALMS ENTERTAINMENT LLC.

You may mail cheques or money orders to:

IRON REALMS ENTERTAINMENT LLC
3223 Shelter Bay Avenue
Mill Valley, CA 94941

MAKE ALL CHEQUES OR MONEY ORDERS PAYABLE TO IRON REALMS ENTERTAINMENT LLC.

It's important to remember that you are in a virtual world, and that things may happen to your character in the world that diminish or enhance the real or perceived value of the things you obtain via credits.

Disclaimer:

Achaea is a functioning world, and while we guarantee you will not lose any of the credits you buy, no such guarantee can be provided for what you purchase with the credits themselves. Naturally, we wouldn't be in business very long if this happened frequently, but as it is a world, your actions have consequences, and the actions of others can result in consequences for you. It's this dynamism in the nature of the world that people enjoy about Achaea. Thus, it is possible that the perceived or real value of the things you purchase with credits, or your ability to use those things, may both rise and decline during the course of play.

See also: **HELP NEOCREDITS**, **HELP LESSONGAIN**.

19.5 Bugs, Ideas, and Typos

Inevitably, there will be times when you'll want to speak to the Creators (the administration), in order to report a bug (an error in the game), to ask a specific question, or to give them an idea for the game. If you see them online (Sarapis, Aeyr, and Daedalus), feel free to speak to them, although please understand if they are busy. Barring this, you may also generally speak to any of the other Gods about questions or concerns, and they will be sure to relay that information to the administration. However, this is not the best way to report bugs or file ideas. The ideal way, unless the bug needs immediate attention, or unless the idea is complicated, is to use the **BUG**, **IDEA**, AND **TYPO** commands. The format for all is the same: **BUG/IDEA/TYPO** <the bug, the idea, or the typo>. When using these commands, try to be as detailed as possible.

If you have an issue that is an emergency that needs dealing with, please type **HELP ISSUES** to see how to report it.

19.6 The Achaean Website (<http://www.achaea.com>)

The Achaean website is packed full of information, much of which is not available in the game. You'll find:

- Extensive mythologies and histories off the History link.
- Merchandise that can be purchased off the Community link.
- Maps off the Maps link.
- A Java client to play Achaea from off the Play Now link.
- And much much more.

We strongly recommend you spend some time exploring the site.

19.7 Lag

Lag (also known as latency) is an unfortunate part of all mudding experiences. When you connect to Achaea from your ISP (internet service provider), your connection will be routed by many (perhaps as many as 15 or 20) different computers on different connecting networks. So, unfortunately, if any of those computers on those networks are having problems or are just overloaded, you will experience lag. This isn't a feature of Achaea. This is the way the internet works.

All we can really recommend in the case of internet lag is to suffer through it, or come back later.

19.8 Suicide

If you wish to permanently end your life within Achaea, you may use the SUICIDE command. You will be asked for confirmation that this is, indeed, what you wish to do, and, if the answer is in the affirmative, you will be permanently erased from reality. It is not possible to force someone else to suicide, nor is it possible to commit suicide if you have ever bought credits.

19.9 Achaea's hardware and software

For those interested, Achaea is currently running on a dedicated server (meaning the only thing on it is Achaea) with a 2.8 ghz P4 processor, 512 megs of 1066 mhz RDRAM, and a motherboard with a 566 mhz front-side bus. It is smokingly fast.

To run Achaea, we use our proprietary Rapture engine. This engine handles all the networking issues for us, and provides a C-like scripting language in which the actual game is written.

19.10 Artifacts

Artifacts are special items that can be purchased only with credits. Unless otherwise stated, artifacts can be purchased in Merentesh's series of shops in Delos. They will reset into your inventory on a very regular basis, which means that they cannot be loaned out very long, but that they also cannot be stolen for very long. Some of them will only work for the owner. They'll also never decay. They cannot be changed to reset to anyone else's inventory, so do not buy artifacts of any kind if you intend to sell them.

Note: This file is fairly long and is broken into four sections. First are OFFENSIVE artifacts, then DEFENSIVE artifacts, then STATISTIC-ALTERING artifacts, and then MISCELLANEOUS artifacts.

Offensive Artifacts

Within the Offensive artifact category, we have two sub-categories:

Enhanced weapons

- These are weapons with stats that are superior to the
- statistically average weapon of that type.

Special weapons

- These are offensive artifacts whose advantage is not based in the three weapon statistics (damage, to-hit, and speed).

Enhanced weapons

(Note: Any standard weapon that can be forged can be bought as one of three levels of enhancement. The ones below are just the ones we've created so far.)

For 750 credits, you may add the Asp ability to any artifact edged weapon. The Asp ability causes the weapon to hit with a random venom each time, and 1/3 of the time no specific venom message is given, so triggers will not work against it 1/3 of the time.

	Damage	To-hit	Speed	Cost
Longswords:				
Meteoric longsword	125	168	168	350 credits
Vorpal longsword	131	176	173	800 credits
Logosian longsword	137	184	180	1600 credits
Scimitars:				
Scimitar of Hawks	110	173	176	350 credits
Scimitar of Falcons	115	181	184	800 credits
Scimitar of Eagles	120	188	192	1600 credits
Broadwords:				
Mithril broadsword	145	160	160	350 credits
Vorpal broadsword	151	167	167	800 credits
Logosian broadsword	158	174	174	1600 credits
Rapiers:				
Blackened rapier	83	182	209	350 credits
Eagle's Scream	86	190	219	800 credits
Soulpiercer	90	198	228	1600 credits
Battleaxes:				
Orcsplitter	159	157	149	350 credits
Stonereaver	167	165	155	800 credits
Logosian battleaxe	174	172	162	1600 credits
Bastard swords (two-handed):				
Dawnrender	204	165	136	350 credits
Soulreaver	213	173	143	800 credits
Dreadblade	222	180	149	1600 credits
Warhammers:				
Stonesmith'sMaul	175	142	143	250 credits
Worldforge Hammer	183	148	148	600 credits
Hellforge Hammer	191	155	155	1200 credits
Throwing axes:				
Sylvan Axe	111	198	208	250 credits
Axe of the Hunt	116	207	217	600 credits
Axe of Fury	121	216	227	1200 credits
Spears:				
Spiked steel spear	91	215	165	250 credits
Mithril spear	95	224	173	600 credits
Stormspear	100	234	180	1200 credits

Tridents:

Defender's Trident	91	215	165	250 credits
Devil's Fork	95	224	173	600 credits
Caspian's Fork	100	234	180	1200 credits

Maces: (these particular maces can only be used if you have Spirituality)

Odyssean Mace:	165	220	220	350 credits
Raphaelan Mace:	173	230	230	800 credits
Auroran Mace:	180	240	240	1600 credits

Whips:

Whip of Thorns:	77	187	165	300 credits
Razor Whip:	81	196	173	700 credits
Serpentis Whip:	84	204	180	1400 credits

Blackjacks: (May only be used effectively by Jesters.)

Prankster's Blackjacks:	66	220	220	300 credits
Carnivalis Blackjacks:	69	230	230	600 credits
Pandora Blackjack:	72	240	240	1000 credits

Dirks: (These will increase the speed of dstab, which is not dependent on weapon stats.)

Assassin's Dirk	300 credits	(8% faster)
Buckawn's Spine	700 credits	(15% faster)
Thoth's Fang	1500 credits	(23% faster)

Bows: (these shoot more quickly, do more damage, and hit more easily than a darkbows. The damage and to-hit percentages aren't possible to give because they are only one factor in how well you hit and how much damage you do, but the bows are more accurate and do more damage as they increase in price). **Note:** There are two prices for bows. The first is if you have the darkbow ability. The second is if you don't. Please speak to Sarapis at sarapis@achaea.com to buy a bow.

Ranger's Bow	250 / 350 credits	(7% faster)
Velocity Bow	550 / 800 credits	(14% faster)
Lupine Bow	1000 / 1500 credits	(22% faster)

Special Weapons

Metal Knuckles: (to increase punching damage)

Copper Knuckles	400 credits	+15% (+10% for Metamorphosis maul)
Brass Knuckles	800 credits	+25% (+15% for metamorphosis maul)
Spiked Knuckles	1600 credits	+35% (+20% for metamorphosis maul)

Collars:

These increase damage done to opponents from abilities that are magical. For instance, even if a spell did cold damage, these would increase the damage done, as the spell is of magical origin.

Collar of Ceylon	400 credits	(+10% damage)
Collar of Diablerie	800 credits	(+15% damage)
Collar of Agatheis	1600 credits	(+20% damage)

Boomerangs 450 credits

Throw these at someone in your line of sight (up to 10 rooms away) and the boomerang will try to bring your target to you.

Scorpion's Tail 800 credits

Wear it and then you may sting people with your tail, delivering the Loki venom (which hits the person with a random venom).

Whip of Taming 400 credits

Gives someone the pacification affliction when hit.

Torc of Telepathy 700 credits

Lets you use mind paralyse and mind stupidity on people.

Bracers of Frost 1000 credits

Allows you to 1) Cover the ground in ice. 2) Freeze an opponent. 3) Deepfreeze everybody in the room.

Critical Hit Pendants

These pendants allow you to get extra critical hits when bashing. By way of comparison, a level 50 person will get a critical hit about 1.6% of the time. A level 65 person will get a critical hit about 6.4% of the time, and a level 80 person will get a critical hit about 16.6% of the time.

Fire pendant	200 credits	An extra 2/100 critical hits.
Blood pendant	600 credits	An extra 4/100 critical hits.
Stygian pendant	1200 credits	An extra 6/100 critical hits.

Silver Fangs 600 credits

Makes sumac and camus do 15% extra damage, due to a chemical reaction with the silver.

Armbands of the Fist

These armbands allow Tekura users to hit more often with their punches and kicks. It's difficult to express precisely the effect they have, due to the fact that they affect one part of a complicated formula, but the effect of them is the same as raising the to-hit of a weapon by 10%, 15% and 20%.

Bronze Armband of the Fist	200 credits	Raises to-hit by 10% (see above)
Copper Armband of the Fist	500 credits	Raises to-hit by 15% (see above)
Steel Armband of the Fist	1000 credits	Raises to-hit by 20% (see above)

Defensive Artifacts

Shield of Absorbtion 500 credits

Gives a 15% chance that a physical attack will be completely absorbed. Must be wielded. Stats on the shield are: 20% Physical, 20% Blunt.

Wand of Reflection 800 credits

Causes reflections of yourself to appear. Most attacks made upon you will hit and destroy a reflection, and all reflections must be destroyed before you can be hit. Any aggressive moves by you will destroy all your reflections. These wands are great for when you get jumped, or when you're in battle and need a short breather to catch up on healing afflictions. They can only be used once per Achaean day (once per hour), and give you a handful of reflections each time.

Ring of the Magus 750 credits

Offers protection vs. magical damage. (Approximately 15% protection.)

Gem of Cloaking 400 credits

Removes you from the who and bw/qw lists.

Lasallian Lyre 500 credits

A magical lyre that allows you to summon a prismatic barrier around you. This barrier stops nearly all attacks and cannot be removed by any abilities. What you can do while in one is, however, severely limited.

Dragonscale armour 500 credits

Basically, increased-power scale-mail. Can be worn by anyone who can wear scalemail.

Bracelets (to increase your maxhealth and maxmana. Only one works at at time.)

Mayan bracelet	350 credits	(increases by 5%)
Ceylonese bracelet	700 credits	(increases by 10%)
Logosian bracelet	1400 credits	(increases by 15%)

Rings: (to increase how much a health elixir heals you)

Mayan ring	500 credits	(increases by 10%)
Ceylonese ring	1000 credits	(increases by 20%)
Logosian Ring	2000 credits	(increases by 30%)

Circlet of the Will 300 credits
Increased regeneration of willpower.

Ring of Endurance 250 credits
Increased regeneration of endurance.

Buckawn's Boots OR Buckawn's Amulet 800 credits
Lets you avoid the web tattoo attack from players.

Veil of the Sphinx: 2000 credits

- Hides you from nearly all mortal abilities that can pinpoint your location. One exception is **PUPPET/VODUN SPY**, but it requires they have a puppet of you.
- Owning a Veil (not just borrowing one), allows you to cut past the Veil defence of an opponent when locating him or her. However, this will generally only work for one-time abilities, like 'sense', as opposed to abilities that trace someone on an on-going basis, like angel trace or forest track.
- Does NOT hide you from abilities that do more than simply locate you, such as Metamorphosis tracking.

Regeneration Rings

These rings provide the equivalent of level 1 and level 2 racial regeneration advantages. They are cumulative with racial advantages, and with the runes from Runelore that may provide regeneration, but not with the now-discontinued Trollskin armour. Total regeneration may never exceed level 3.

Ring of Vitality	Level 1 Health Regen	300 credits
Ring of Draconic Vigor	Level 2 Health Regen	850 credits
Ring of Meditation	Level 1 Mana Regen	300 credits
Ring of Lucretian Clarity	Level 2 Mana Regen	850 credits

Statistic-altering artifacts

Gauntlets (to increase strength)

Ogre's Gauntlets	700 credits	(+1 strength)
Gauntlets of the Aldar	2000 credits	(+2 strength)
Logosian Gauntlets	4000 credits	(+3 strength)

Belts (to increase constitution)

Hunter's Belt	400 credits	(+1 constitution)
Girdle of the Titans	1000 credits	(+2 constitution)
Girdle of Aegis	2000 credits	(+3 constitution)

Sashes (to increase intelligence)

Epicurus' Sash	500 credits	(+1 intelligence)
Sash of Wisdom	1250 credits	(+2 intelligence)
Sash of Caymus	2500 credits	(+3 intelligence)

Boots (to increase dexterity)

Pixie's Boots	500 credits	(+1 dexterity)
Boots of Dexterity	1250 credits	(+2 dexterity)
Ethereal Boots	2500 credits	(+3 dexterity)

Miscellaneous Artifacts

Eagle's Wings 800 credits
Lets you fly to 'On the clouds' where there are exits to various parts of the land.

Atavian Wings 2000 credits
Let's you fly to a room above where the eagle's wings take you. It has more exits, and you can get to the eagle's wings rooms from there too.

Rings of Flying 400 credits
Let's you fly like an Atavian.

Earrings of Sinope 800 credits (e-mail sarapis@achaea.com about this one)
A pair of earrings. You wear one, and somebody else wears the other. As long as you are both wearing yours, you can summon each other, provided that you're on the same continent and plane.

Bracelet of Sustenance 550 credits
A bracelet that, while worn, will obviate your need for sleep and food.

Wolverine's Claws 500 credits
Magical claws you wear on your hands which will allow you to burrow like a druid in wolverine morph.

Lupine Plinth 300 credits (e-mail sarapis@achaea.com about this one)
Place in a grove to greatly increase the rate at which you gain sunlight energy. It also increases the max sunlight energy your grove can hold to 18000.

Vibrating stick 800 credits
Let's you warp through wormholes in space-time.

Shadowcloak 800 credits
A cloak that lets you use the occultist/serpentlord shroud ability.

Hammer of Forging 400 credits
A hammer that cuts forging time in half.

Aldar Diadem 850 credits
Reduces the time it takes to recover equilibrium, by about 15%.

Mask of Lifevision 750 credits
Lets you use lifevision to see most hidden people.

Cane of the Quickening 300 credits.
Lets you walk normally with one broken leg. Must be wielded.

Gem of Transmutation 1000 credits
Lets you change race up to once an Achaean month (once per rl day). This will not work for anyone but the owner.

Robes of the Magi 1000 credits
Cuts your mana usage by 1/3.

Wand of Portals 800 credits
Opens up a portal between you and another player. Takes 6 seconds and is stopped by a monolith sigil.

- Magic flowerpot** 200 credits
33% of growing one random flower (out of 17 types) every Achaean day. The flowerpot can hold up to 6 flowers, at which time it will stop producing them until you pick one. Open your own flower business!
- Quill of Engraving** 500 credits
Allows you to engrave on jewelry, armour, and weapons (except for resetting items). Engraving costs 10 gold/letter.
- Embroidering Needle** 500 credits
Allows you to embroider messages on clothing (except for resetting clothing). Embroidering costs 10 gold/letter.
- Staff of Illusion** 500 credits
Cast an illusion in your room. Takes a 2 second equilibrium.
- Anklet of Dashing** 500 credits
Lets you use the **DASH/SPRINT** ability to move through multiple rooms at once.
- Armband of Celerity** 500 credits
Gives you an extra move/second before the "Don't be so hasty" message kicks in.
- Ivory Dice** 50 credits
ROLLDICE will allow you to roll the pair of dice, allowing you to run gambling rings, etc.
- Gemstone vials** 40 credits
For sale in Moghedu, right next to the entrance, in a shop. Choice of diamond, ruby, sapphire, emerald, glass, quartz, amethyst, peridot, tourmaline, garnet, moonstone, and jade.
They never decay, and can hold up to 110 sips instead of the usual 60. They fill up to their maximum holding capacity, in the case of elixirs, while only using the same amount of elixir it would take to fill a normal vial.
- Dragonskin Quivers** 100 credits
For sale in Moghedu, right next to the entrance, in a shop. These quivers never decay.
- Wyrmskin Packs** 100 credits
For sale in Moghedu, right next to the entrance, in a shop. These packs hold 100 items instead of 50, and never decay.
- Dagger of Reincarnation** 100 credits
Lets you reincarnate. **SACRIFICE MYSELF** once you have it, and then you may reincarnate in the Flame as usual. The dagger is destroyed upon sacrificing yourself.
- Gloves of Harvesting** 300 credits
If you can harvest, cuts your balance recovery for harvesting approximately in half.
- Orb of Suppression** 500 credits
Hides your worn artifacts from people examining you. If an artifact isn't being hidden, notify Sarapis.
- Goggles of Whitesight** 150 credits
Lets you see in blizzards.
- Intellect Crown** 500 credits
Cuts mind lock time by 40%.
- Brooch of the Tempest** 150 credits
You will never be blown laterally while flying, or blown out of the trees.
- Collar of Lupus** 250 credits

ATTACH <collar> **TO** <mount that is loyal to you, excluding chimeras and inflatable giraffes, but including falcons and snakes.> Makes the mount reset to you approximately every 18 hours. Can never be killed permanently.

19.11 Admins

There are three Admin (Administration) characters. They are:

- Administrator Meletus
- Administrator Anytus
- Administrator Lycon

They are not Gods, though they have many powers of Gods. Unlike Gods, they have no role and are there entirely to deal with customer service. Should they ask you a question, please answer it.

19.12 Neocredits

NeoCredits are like Credits (see **HELP CREDITS**) except they can -only- be used to convert into lessons. When converting credits into lessons, your NeoCredits will automatically be used up first if you have any.

You get NeoCredits upon gaining certain levels for the first time.

Level	NeoCredits
10	5
15	5
20	5
25	5
30	10
35	10
40	10
45	10
50	10
55	10
60	10
70	10

See also **HELP CREDITS**, **HELP LESSONGAIN**.

19.13 Selling/buying credits for gold

Often people need to buy credits from other players (or sell them) for in-game gold. This can be accomplished using the command:

TRANSFER <x> **CREDITS TO** <person> **FOR** <x> **GOLD**

(See **HELP CREDITS** for more information.) However, often it is inconvenient to arrange a meeting with the other party or you'd rather just see exactly who's offering credits for the best price. The "credit market" allows a player to easily see the current price for credits and automatically buy them for the lowest going rate. You can also set aside some of your own credits for sale at any price you choose, even while you're away from the realm. To use the credit market, use the following commands:

CREDITS

See a summary of your credits. I.e. how many you're selling, and how many you have left.

CREDITS FOR SALE

Display the main board listing how many credits are available to be purchased and at what price.

- CREDITS BUY** <number> **AT** <max gold per credit> This will attempt to buy the specified number of credits, while not spending more than a given amount on each. So, for example, if you do not wish to spend more than 3000 gold per credit but would like to buy up to 10, you could do: **CREDITS BUY 10 AT 3000**. If there are any for sale for less than that number, it will buy those first. NOTE: You must have the gold for purchases in your inventory (not in a pack) and if you run out of gold, you'll only purchase as many as you can afford. Also, when buying credits, it will skip any that you may have for sale (it'd be awfully silly to buy them from yourself wouldn't it?).
- CREDITS SELL** <number> **AT** <gold per credit> Put some credits up for sale. The credits put into the market this way cannot be used for other things. All proceeds from sales will go directly into your inventory. To cancel an offer to sale (and recover the credits for use elsewhere, use **CREDITS SELL NONE**). You can only have one batch of credits for sale at a time, if you change the price, it will nullify your previous sale offer and create a new one at the new price.
- CREDITS SELL NONE** This will remove your offer to sell and make available any remaining credits you have from the sale.



20 Housing

- 20.1 Housing_summary A summary of the housing system.
- 20.2 Subdivisions The standard places to build a house.
- 20.3 Housing How to build yourself a cottage or a castle!
- 20.4 House_upgrades Buff up your house to impress the neighbors.

20.1 Housing summary

Purchasing a dwelling can be a defining moment in your life. It signifies that you've put down roots, and gives you a wonderful opportunity for creative expression. Our housing system is quite involved, and this file is designed to give you an overview. More specific details are found in following help files.

What do you mean by a house?

A house, in this case, from an out-of-character perspective, is a set of rooms totally controlled by the owner of the house. What you turn the 'house' into is up to you. It could be anything from a one room hut to a grand castle fit for an emperor.

How much control do I have over my house?

A great deal of control. Within your house, you can change exits as you please, name the house, add rooms, destroy rooms, hide exits, reveal exits, create doors, destroy doors, set permissions on who can open the doors, and, of course, title and describe the rooms as you wish.

So how do I build one already??

You have to do the following:

1. Go to the Property Office in Delos, and purchase room and door credits. A room credit costs 50 credits, and a door credit costs 10 credits.
2. Go to a subdivision in any of the cities, and find a plot for sale. You'll see which plots are for sale as you move around.
3. Build your house.
4. Add rooms, set exits, create doors, describe the rooms, and so on.

Subdivision? What do you mean exactly?

Well, if you type **HELP** <city> you'll see that one of the city ministries is the Ministry of Development. This office is responsible for building out a subdivision map, using the Wilderness Map system, and is also responsible for initially pricing and selling a plot. Of course, later on, a plot owner may put his or her plot up for sale.

Where can I get more specific information?

HELP DEVELOPMENT	Information on the Ministry of Development.
HELP MAP	Information on the Wilderness Map system.
HELP HOUSING	All the details on housing.
HELP PERMISSIONS	Help on door permissions.

20.2 Subdivisions

Subdivisions are areas of a city, built by the Ministry of Development of that city. When you are in one, you'll see an ansi 'graphical' display of the surrounding rooms. See **HELP MAP** for more information on this "Wilderness Map" system that we use. It's especially important to read the part in **HELP MAP** that

Each room in a subdivision can be placed for sale by the city. Once a room is for sale, you will see that it is just by walking into the room. Type **PLOT INFO** to get more information on it, such as price and who, if anyone, owns it currently.

In order to purchase a plot, on which you may build a house, simply go to a plot that is for sale, and type **PLOT PURCHASE**. From then on, the plot will be yours!

20.3 Housing

See **HELP HOUSING_SUMMARY** for an overview of the housing system. This file contains the details.

While in the Property Office in Delos BUY ROOM

Purchases a room credit, which allows you to create one room. Costs 50 credits.

BUY DOOR

Purchases a door credit, which allows you to create one door. Costs 10 credits.

While anywhere PLOTS OWNED

Shows you a list of plots you own.

While in a subdivision in a city PLOTS

Shows you a list of all plots for sale in that subdivision. It provides the coordinates for a plot, the price, and the seller. Note that if the seller is listed merely as '-' then the seller is the city that owns the subdivision.

PLOT INFO

Shows you how much the plot is going for, and who the seller is. If it is unowned, it means it is a virgin plot, being sold by the city.

PLOT BUY

Purchase the plot for yourself. The price is variable, depending on what the city has set it as.

PLOT PRICE <price in gold>

Puts one of your plots up for sale. Must be standing on the plot.

PLOT TRANSFER <person>

Transfers ownership of your plot to someone else. Must be standing on the plot.

HOUSE CREATE

Creates a house from your location, leading 'in'. The house will have one room, and will be owned by you. You must have one room credit to do this. You will be told what the number of your house is. An 'in' exit will be created to the first room of your house. That exit may not be destroyed.

Manipulating your house HOUSE LIST

Lists your houses, as well as how many room credits and door credits you have.

HOUSE ROOM LIST <house #>

Lists the rooms in a house.

HOUSE SET HOUSE TITLE <title>

Sets the title of the house you're standing in. Costs 1000 gold. Limit of 60 characters.

HOUSE SET ROOM TITLE <title>

Sets room title for room you are in. Costs 1000 gold. Limit of 55 characters.

HOUSE EDIT ROOM DESC/DESCRIPTION

Sends you into editor to edit the description of this room. Costs 1000 gold.

HOUSE CREATE ROOM <direction>

Creates a room in the house you're standing in, to the direction you specify. Costs 1 room credit.

HOUSE DESTROY ROOM <direction>	Destroys a room to the <direction>. You will get half a room credit in return. You cannot destroy a room such that any other rooms would be cut off from the rest of the world. You cannot destroy a room that has any doors in it. Everything in a room that you destroy will be destroyed along with the room.
HOUSE CREATE EXIT <direction> <other room in house>	Create an exit within a house. Costs 100 gold. Use HOUSE ROOM LIST <house> to see a list of rooms in that house.
HOUSE DESTROY EXIT <direction>	Destroys an exit. It will not let you strand rooms such that they're cut off from the rest of the world. Costs 100 gold.
HOUSE HIDE EXIT <direction>	Hides an exit. The SECRETS command will give people a chance of seeing it. Costs 5 credits. When an exit is destroyed, no refund is given, so do not use this willy-nilly.
HOUSE REVEAL EXIT <direction>	Reveals an exit. Reveals a previously hidden exit. This does not give one a refund of the hide price.
HOUSE CREATE DOOR <direction>	Creates a door. Requires one door credit.
HOUSE DESTROY DOOR <direction>	Destroys a door. This gives you back a full door credit.
HOUSE SET DOOR PERMS/PERMISSIONS <dir> <permission>	Sets permissions on who can open the door. If no permissions are set, anyone will be able to open the door. See HELP PERMISSIONS for more information on permissions.
HOUSE LIST DOOR PERMS/ PERMISSIONS <dir>	List the permissions on a door.
HOUSE REMOVE DOOR PERMS/ PERMISSIONS <dir> <permission string>	Removes a specific door permission.
HOUSE CLEAR DOOR PERMS/ PERMISSIONS <dir>	Clears a door's permissions.

See also: **HELP PERMISSIONS**, **HELP DEVELOPMENT**

20.4 House upgrades

Once you've purchased your house there are a number of different upgrades you can purchase for the rooms in your house. These upgrades tend to be fairly expensive compared to rooms as they represent either serious structural changes to your house from a roleplaying sense or powerful magic.

The upgrades you can purchase are as follows. Remember that all costs in houses outside of subdivisions are doubled.

Health regeneration (keyword: health)

- You and your allies will regenerate extra health while in the room.
- 4 room credits.

Mana regeneration (keyword: mana)

- You and your allies will regenerate extra mana while in the room.
- 4 room credits.

Endurance regeneration (keyword: endurance)

- You and your allies will regenerate extra endurance while in the room.
- 6 room credits.

Willpower regeneration (keyword: willpower)

- You and your allies will regenerate extra willpower while in the room.
- 6 room credits.

News access (keyword: news)

- Anyone may access the news from that room.
- 4 room credits.

Outdoors (keyword: outdoors)

- Remove the roof from that room.
- 1 room credit.

Garden environment (keyword: garden)

- Change the environment to a garden environment. Puts trees in the room.
- 2 room credits.



21 Clans

- 21.1 Clans Some basic information about clans.
- 21.2 Clancommands Basic clan commands.
- 21.3 Clanleader Clan commands for the clan head and assistants.

21.1 Clans

What are clans?

Clans are simply generic, player-created and player-run organizations. A clan could be:

- a Noble House with various titles
- a chess club with annual dues
- a death cult
- a group of performers
- a family

Clans are highly customizable, and you are encouraged to use your imagination when forming them.

Basic clan information

Anyone may join a clan, and you may be in up to six clans. A clan is led by one individual, who is the undisputed leader of the clan. He cannot be replaced unless he chooses to be.

In order to form a clan, you must go to Clan Headquarters in Delos, and have 500,000 gold in your inventory. You must know what you wish to call your clan (you can change it later), as well as know what you wish to nickname your clan.

Forming a clan

FORM CLAN NAMED <name1> | <alias>

The first name can be up to 50 characters long and can be multiple words.

- The second name can be only 1 word and no longer than 15 characters. It's more like an alias, so that, for instance, instead of typing CLANHELP THE DIAMANTE FAMILY, players can just do CLANHELP DIAMANTE (if that's what the founder called the clan alias).
- You must separate the clan name and alias with the | character.
- You must have 500,000 gold in your inventory, and be standing in Clan Headquarters, on the isle of Delos. The 500,000 gold will be taken as the fee for clan formation.
- Upon forming the clan, you will automatically be the clan head.

See Also: **CLANCOMMANDS**, **CLANLEADER**

21.2 Basic clan commands

Clan commands for all members

CLAN LIST

Lists the clans you are in and what positions in those clans you hold. This will also list your "current" clan. Nearly all of the commands will work automatically on your current clan.

CLAN SWITCH <clan number or clan alias>

When you list your clans, you will see that each is given a number. Because nearly all of the below commands will work automatically on your current clan, and because you can belong to multiple clans, there must be a way to switch which clan the commands work on. This is it.

**** important hint****

You do not have to use the clan switch command to use most of the clan commands on a clan different from your current clan. Instead, you may simply make the second word of the command the clan alias or clan number.

For instance, say your current clan is clan #1, and you wish to see what clan members are in clan #2. You could either do:

CLAN SWITCH 2

CLAN MEMBERS

or

CLAN 2 MEMBERS (ie see the clan members for clan #2)

CLAN WHO / CLWHO/ CLANWHO	Shows what clan members are online. In a secret clan, only the clan head may use this.
CLAN MEMBERS	Shows all active clan members. Does not work in secret clans except for the clan head.
CLAN MEMBERS DORMANT	Shows all dormant clan members. Does not work in secret clans except for the clan head.
CLANTELL / CLTELL / CLT	Clan tell. In a secret clan, unless you are the clan head, you will just see "someone" instead of the person doing the clantell's name. You can also do CLT <clannumber> to speak on a specific clan # in your clan list. For example, CLT5 Hi guys.
CLANTELL ON/OFF	Turn clan channel on or off.
Clan news:	Each clan will have a newsboard. NSTAT will list it using the clan alias. In a secret clan, the postings will be anonymous.
QUIT <clan name or alias>	Quits your clan.
CLAN PAY DUES	Pay your clan dues. Must have money in hand.
CLAN AUTOPAY DUES	Sets you up to auto-pay your dues to your clan every new year. Will search through your bank accounts and transfer the money from the first one it finds to your clan account.
Clan-related commands for everyone	
DEPOSIT <x> <clan name or alias>	Deposits <x> amount of money in the clan bank account at that bank.
HELP CLANLIST	List all non-private and non-secret clans, as well as the clan head.
CLANHELP <clan name or alias>	Get information on a clan. How much information you get will depend on a number of factors, such as whether the clan is private, whether the clan is secret, and whether you are a clan member.

21.3 Clan Leadership commands

Commands for the Clan Head

CLAN SET NAME <name>	Allows you to change the name of the clan at will.
CLAN SET ALIAS <alias>	Allows you to change the alias of the clan at will.
CLAN NEW_HEAD <clan member>	Replace yourself as clan head.
CLAN CREATE POSITION <name of position>	Creates a new position in a clan. Position names can be up to 30 characters long and be multiple words.
CLAN DESTROY POSITION <name of position, or number of position>	Destroys a position in a clan. By number we mean that each position will be numbered 1-10. It may be easier to refer to the positions by number.
CLAN APPOINT <clanmember> TO <position name, or position #>	Appoints a clan member to a position. There can be multiple people per position.
CLAN DISMISS <clan member> FROM <position>	Dismisses a clan member from a position.
CLAN INVEST <position # or name> WITH <power name>	Invests a clan position with a power. Powers able to be invested are: (you'll find more on these commands in the next section) INDUCT DISCHARGE WITHDRAW BANKACCOUNTS PROBATION LOG (means you can read the clan log, if it's got logging closed) OWED (means you can see what clan members owe what amount...should keep track of how much a clan member owes due to being overdue on paying dues, if any) EXEC_SUMMARY
CLAN STRIP <power> FROM <position # or name>	Can strip the same powers as you can invest.
CLAN SET PRIVATE ON/OFF	Toggles the private flag on or off. A private clan is one that is not listed in HELP CLANLIST .
CLAN SET SECRET ON/OFF	Toggles the secret flag on or off. A secret clan is one in which the membership cannot see each other (except for the clan head) and in which clan news posts and clantells are anonymous.
CLAN DISSOLVE	Destroys a clan.
CLAN EDIT SUMMARY	Each clan can have a summary file (basically a help file) about the clan.
CLAN SET HEAD_NAME <clanhead position name>	Sets the name of the head position in the clan.
CLAN LOGGING OPEN/CLOSED	Toggles the status of clan logging. If it's open, any clan member can read the log. If it's closed, only the clan head and position holders in

positions with the log power invested may read the log.

CLAN SET DUES <amount>

Sets clan dues per year per member.

CLAN SET BANK <HERE | NONE>

Used with **HERE**, it declares your present location has being your clan's official bank. All payed dues will be directly deposited to this bank. You need to be standing in a bank for this command to work. With **NONE**, it declares that your clan does not have an official bank anymore. All payed dues will be directly deposited in your inventory.

CLAN EXEMPT <clan member> <x> **YEARS** or
CLAN EXEMPT <clan member> **PERMANENTLY**

Exempts a clan member from dues for X years, or forever. (note that by year we mean Achaean year)

Investable powers

Clan heads have all of these commands. Any position within the clan may be invested with any of these commands with the **CLAN INVEST** command.

CLAN INDUCT <player>

Asks a player if he wants to join your clan. The player must type **AGREE** after being asked.

CLAN DISCHARGE <player> <optional reason>

Kicks a someone out of your clan. You cannot kick out the clan head.

WITHDRAW <amount> <clan alias> <reason optional>

Withdraws <amount> gold from the clan bank account at that bank.

CLAN PROBATION <player> **ON/OFF**

Turn clan probation on or off on a members. Clan probation means no reading of news and no clan channel.

CLAN BANKACCOUNTS

List the clan's bank accounts.

READLOG <clan alias> <starting point in log> <days back>

Works just like the readlog commands for cities and guilds. The last two fields are optional. If the clan head has made logging open, then anyone in the clan may access this command.

CLAN OWED

See a list of what clan members owe, and how much each owes.

CLAN EXEC_SUMMARY

See an executive summary of your clan.