



The Everwar Player Guide **Contents:**

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Player Creation

When you are creating a character, there are several things you will want to consider:

1. Your personal playing style.
 2. What alignment best suits you.
 3. The type of character that best suits you.
 4. The pros and cons of each race.
 5. The profession(s) you wish to play now or in the future.
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1. Your playing style- You should carefully consider your playing style before selecting a race. If you prefer to stay in a fight longer versus doing more damage, it will greatly alter your selection. Also, several races are designed to be really good at only one or two things, so if you get bored with doing the same things over and over, you will likely want to skip one of those races. You may also like the idea of “turning traitor” on your alignment, in which case you should consider rolling one of the Human races who have the ability to convert.
 2. Alignment considerations- In emlen MUDs, trend suggests that the good alignment is more open to helping newer players. Our staff endeavors to create a newbie-friendly environment on both sides, however the good alignment’s homeland is much easier to navigate than its evil counterpart. If this is your first MUD, we strongly suggest you roll good or “whitie”.
 3. Pros and Cons of each race- Each race has a list of stat points that will be available for you to review when you roll. After you pick an alignment, review each race on that alignment to check their “bonuses and disadvantages”. Each race on a given alignment is mirrored on the opposite alignment, so one should only need to review half of the races to pick the race for them. Information on what each stat does is listed below. Please note that each stat affects how easy it is to learn specific spells and skills. Also note that the easiest races to start off as are: Stone-Giant, Gargoyle, Treant and Troll because they have the most hitpoints.
 - a. Strength: Strength determines how many items you can wear/carry (weight you can hold) as well as your “attack power bonus” which affects how hard you can hit. If you are rolling: Warrior, Thief, Assassin, Monk, Templar, Swashbuckler or Mercenary, you will want to be sure you roll this stat to 20 or higher.



- b. Intelligence: Intelligence determines how fast you can learn spells and skills, factors into your basic mana and your natural casting level. If you plan to play: Sorcerer, Cleric, Necromancer, Assassin, Alchemist, Druid or Warlock, you will likely want to max this stat during the rolling process.
- c. Wisdom: Wisdom determines the number of practices you get per level. It also factors into your basic mana and natural casting level. If you plan to play: Cleric, Monk, Sorcerer, Necromancer, Druid or Templar, you will likely want to max this stat during the rolling process. **We strongly recommend that all races roll a minimum of 16 wis.** This will ensure you get a healthy number of practices per level.
- d. Dexterity: Dexterity determines your ability to flee, it also determines your moves. If you plan to play Thief, Assassin, Mercenary or Swashbuckler, you will want to max this stat during the rolling process. This stat is vital to thieves and assassins especially.
- e. Constitution: Constitution affects your max hit points and hit points per level. **We strongly suggest that all races start with their max allowable Constitution.**
4. Professions: To aid you in the rolling process, I have included the information on the stats most important to each profession here. Please note that if you pick the race that is the absolute best at one profession, it may limit your abilities to change. If you would like selection versatility, we suggest you pick a more versatile “jack of many trades race” such as: Human, Azer, Efreet, Centaur, Minotaur, Dwarf, Drider, Solaris, Kenku, Wildelf, Halfling, Orc etc. Also keep in mind that there are roughly 11 essential spells and 3 essential skills that all professions will need. A race with natural abilities will reduce those numbers. Some caster professions also have prerequisites that include some the essential spells. Keep in mind that the easiest profession to start out with is Warrior.
- a. Cleric: Wisdom; 27 spells, 7 skills
 - b. Thief: Dexterity and Strength; 0 spells, 17 skills
 - c. Warrior: Strength and Constitution; 0 spells, 23 skills
 - d. Assassin: Dexterity and Intelligence; 0 spells, 20 skills
 - e. Druid: Intelligence and Wisdom; 31 spells, 6 skills
 - f. Swashbuckler: Strength and Dexterity; 0 spells, 22 skills
 - g. Alchemist: Intelligence; 28 spells, 5 skills
 - h. Templar: Strength and Wisdom; 16 spells, 17 skills
 - i. Monk: Dexterity, Wisdom and Strength; 14 spells, 9 skills
 - j. Necromancer: Intelligence; 38 spells, 3 skills
 - k. Warlock: Intelligence and Strength; 23 spells, 8 skills
 - l. Sorcerer: Intelligence; 40 spells, 3 skills
 - m. Mercenary: Strength and Dexterity; 0 spells, 26 skills



Selecting a Profession

It is very important to consider your play style when selecting a profession.

1. Best Scouting Profs: Mercenary, Thief, Assassin, Sorcerer, Necromancer
2. Best Solo Profs: Thief, Assassin
3. Easiest to Obtain Group XP: Cleric, Warrior, Thief, Assassin
4. Best Leading profs: Templar, Mercenary,
5. Best Profs in Even Group PK: Warrior, Sorcerer, Necromancer, Alchemist, Cleric (only at or after Mass healing level)
6. Easiest Fleeing: Thief, Assassin (hide), Cleric (healing), Sorcerer, Necromancer (invisible),
7. Best defensive spells: Cleric, Alchemist, Monk, Necromancer
8. Best offensive spells: Sorcerer, Druid, Necromancer, Alchemist
9. Best spell/skill affects: Warlock, Assassin,
10. Best profession when outnumbered in PK: Swashbuckler
11. Profs with immobilization skills: Warrior, Templar, Mercenary
12. Best Melee damage: Warrior, Assassin
13. Easiest profs to learn to play with: Warrior, Cleric
14. Relatively easy solo xp profs: Thief, Assassin, Sorcerer, Warlock

You should also consider what professions work best for your race. Review the Profession Stat requisites for help. For example: if you have chosen a Stone-Giant, it is not advisable to play a cleric or sorcerer due to the low intelligence and wisdom inherent in that race.



Newbie Zone

When you roll a character, you start your journey in a portal. Enter that portal and find the basic spell and skill teacher in your respective castle. Try to learn a spell or skill to get started, wear your equipment, and locate the newbie zone. Evil players will find their newbie zone 2 west and north of the portal. The Good players' newbie zone is east, south, west, south of portal.

Be sure to kill the "dummy" mobs on the entrance path first, as they will put up the least amount of fighting for the most xp. You will also want to check out the newbie channel (type newbie <message here> to talk on it) and see if anyone would like to group with you.

Newbie zone is easy to solo and will provide you with some cash to get started. You will advance through it much faster by joining forces with remorters and other newbies.

In the newbie zone you are safe from aggressive mobs and the opposite alignment. From time to time, you will need to leave to obtain important spells and skills that will aid in your advancement. It is a good idea to use chat to ask other members of your alignment if your castle and homelands is safe before attempting to leave the newbie zone.

If you choose to stay in the newbie zone, at a certain level, you will be automatically transferred out of the newbie zone. This transfer will place you back in the portal, which is also safe from mobs and the opposite alignment. If you leave newbie zone to level in unsafe areas, you will be denied re-entrance to the zone after obtaining a certain level.

Please note that if you try to "cheat the system" and you die in the newbie zone after obtaining the appropriate level, you will not be permitted to re-enter the zone to retrieve your corpse. You will either have to make do with nothing, or have a friend that is still newbie level go in to retrieve your corpse.

Please also note that it is bad manners to kill a mob that another newbie is attempting to kill unless you are in the same group. Doing this is very likely to land you in trouble with the immortals and potentially your alignment as well.



Map Tips

If you are new to the map, you should level to 22, learn refresh and word of recall, review help map, and attempt to explore the map as a 0 mort newbie. Making an attempt to learn the map will make your alignment a lot more hospitable towards you. Map knowledge is also invaluable in being able to flee from a hunt group, find xp, and just generally function well as a player. Taking this step as a 0 mort at level 22 is a great idea because if you die, you lose very little. It is also a good idea because if you end up dying to a hunt group, you will be worth very little war points. (This will also lead to your alignment liking you better for dying a couple of times as a newbie as opposed to several times when you are worth good war points, but die because you are not familiar with the map.)

Help map will give you a rough idea of where the most important zones are located. A link to a more detailed map can be found on our website: www.everwar.net.

If you find it hard to get the hang of a specific area, try mapping it out on graph paper as you move around. This will give you a physical picture of the area that you can refer to later when you are confused.

If you enter an area that you do not know alone, feel free to ask on chat if there is anything that you should be wary of in that area. Some areas contain mean mobs that attack without warning. Most of these areas have warning signs, but a little precautionary measure, can take you a long way.

If you enter an area that you do not know and you are with a group, **DO NOT DEPEND ON YOUR GROUP LEADER** to get you out safely. Always be sure to ask your group leader when you enter the area "Which way is out?" so that if you get separated from your group, you can still find your way to safety.

Please note that the map is full of hidden doors and portals. It is helpful to review room descriptions to find these portals and hidden doors. Another way to find hidden doors is to practice the Searching skill. Once Searching is talented or better, you will have a chance of "detecting" a hidden door when you enter the room.

If a mob is chasing you, try to leave the zone that the mob is located in. Typically, mobs will not chase you outside of their respective zones. Another good thing to keep in mind is to run to an open space. Mobs that track fast could potentially trap you in an enclosed area and kill you. You are much safer in an open area. Also, try not to sleep when you know the mob that is chasing you is near. When you sleep and someone attacks you, they do a lot more damage than they would do if you were awake. Also, some mobs get angry when you sleep in the room with them, you will want to keep this in mind when exploring.



Members of the Opposite Alignment

Members of the opposite alignment can be anywhere except: inside newbie zone and inside your portal. Members of the opposite alignment are denoted by +*'s. A member of the opposite alignment can also be shown as "Someone" because many professions have spells and skills to hide themselves from normal view. You will need detect hidden and detect invisible up at all times in order to see the opposite alignment in their normal +* Race *+ state.

When you counter members of the opposite alignment as a new player, you should run. Once you feel you are safe, or once you have died to members of the opposite alignment, you should tell your alignment immediately. You should either chat or raid (aka war talk) the location (area) you saw them and how many were there. The typical communication looks something like this: X chats '6 whities Darkan' or Y chats, '4 darkies Eris'.

Here are some tips to help you get away from the opposite alignment:

1. Be sure you have learned cure blind as soon as possible.
2. Utilize your num pad by setting up directional keys so that you do not have to worry about mistyping directions.
3. If possible, run to an open area.
4. If you see "Someone begins to utter..." move rooms or flee.
5. If in an area with 1 exit, it is not always smart to run to the door. They will likely anticipate that move and may even have someone there to lock you in. It is a better idea to run around and try to recall.
6. If you are running from a thief/assassin and do not have dh... do not stop moving except to cast refresh once... then move more spaces and cast again.
7. If you are running from a thief/assassin and do have dh, spam "Kill enemy" and "scan" while you are stopped.
8. Try to avoid running in straight lines
9. Try to avoid running through tight areas such as roads where it is possible for people who know the map better to easily catch up.
10. Try to avoid running to boats. One of their scouts is likely to camp there and wait for you.
11. Try to keep all of your important spells up at all times. The suggested list includes: Infravision, Levitation, Detect Hidden, Detect Invisible and any "protection spells" you may have such as: Barrier, Protection, Sanctuary, Holy/Unholy Ward, etc.
12. Try to stay above 80 moves at all times.
13. Try to avoid running to water unless flying and bleeding, then try to avoid staying on water.
14. If you ever need to stop, keep scanning to see if they are coming for you.
15. Try to stay with your group at all times.



Obtaining Skills and Spells

Your early skill and spell locations can be found by using slist. Type slist <skill or spell name> and it will give you the name and location of the mob that teaches that specific spell or skill.

Most of the rest of the skills and spells you will need will already be found by other members of your alignment. Feel free to ask them on chat where a specific skill or spell is and how to get to it.

If your alignment does not know the location, try exploring the map and typing learn at every unique mob you come across. Unique mobs are mobs that only appear once in a specific area.

Please note that your skill and spell teachers may be hidden, invisible or behind guards and locked doors. Each profession will need the help of a decent-sized group to bust at least one of their skills or spells.

Please remember to be nice when asking for assistance. You are much more likely to receive help when you ask nicely.



Leveling Outside of Newbie Zone

Keep in mind that once you leave newbie zone, you are vulnerable to members of the opposite alignment and therefore should pay very close attention to your surroundings. Here are some tips for gaining experience once you leave newbie zone.

1. Try to group up with some people.
 - a. Chat to see if anyone in range has room or is interested in starting a group
 - b. Do not be afraid to lead your own exp. There are many advantages to being the leader of your xp group. As leader, you are typically the most likely person to survive an attack from the opposite alignment.
2. Always keep your basic spells up while exping.
 - a. Try to at least keep Infravision, Levitation, Detect Hidden and Detect Invisible up.
3. Stay aware of your surroundings
 - a. Keep a scan up while you are exping. Many areas contain aggressive (aggro) mobs. This will also give you advanced warning if members of the opposite alignment scout you or are planning to hit you.
 - b. Scan as you move rooms, this will help you detect scouts and prevent accidents such as walking into the room with 4 aggro mobs that kill half of your group.
 - c. Always know the basic directions to an exit.
 - d. It may be helpful to arrange a “regroup” location in advance in case you get hit. Be sure to give directions to that location.
4. Keep in mind that it may not always be wise to xp in the “best xp zone”
 - a. The best xp zones get checked very frequently by hunt groups. You should consider this when selecting your zone.
5. Be courteous to other members of your alignment by asking where everyone is xping so that you do not accidentally “steal” their zone.
6. ALWAYS check the zone you are xping in for other players. If you start right into exping there and run into an xp group of the opposite alignment, you could endanger your entire group.
7. Try to avoid taking frequently-traveled paths to your xp zones when possible. This will decrease your chances of being hit by a hunt group.



8. Try to build your group as efficiently as possible. If you have 2 clerics a thief and a warrior and another group has a warrior and 3 sorcerers, try to trade one of your clerics for the sorcerer so that both groups can enjoy faster, more efficient xp.

9. Try to include new players in your xp groups as often as possible; the newbie you help today could be the player that can help you tomorrow.

10. Try to avoid xping in frequently checked zones when there are pk battles going on. Exping in Valley, Killing Fields or Darkan while there is a battle in Ashbourne is likely to get you killed. If you die to a hunt group in one of these zones or zones near the battle, you will likely land yourself in big trouble with your alignment.

11. If you are eventually interested in leading hunt groups, you should start by leading exp groups. It will give you a much better feel for the map and allow you to grasp the basics of leadership.



Questing

Questing is a fun new aspect of the game. You have 2 options when requesting a quest: a solo quest, or a crusade. Both options provide you with greater than normal experience and quest points. You can use your quest points to purchase various valuable items and to tier. Tiering rewards your entire alignment with bonus experience and provides you with a rare piece of equipment.

Solo questing is a great way to learn the map and gain experience when grouping up may not be possible. You must go to a bounty hunter and request a quest, then find the mob in the area the hunter tells you and kill it. Once you have killed the mob, you can return to the bounty hunter to complete the quest. You will not be allowed to follow anyone, nor will anyone be allowed to follow you while you are questing.

Crusading is another quest option. To crusade, you must bring a group of 3 to the bounty hunter. He will give you 10 marks to kill together, one at a time. Each mark will be progressively harder than the last. Crusades reward you with more quest points, but are also much harder and more time consuming.

When questing or crusading, you will want to be wary of hunt groups because you are leaving tracks all over the map. Please refer to the suggestions for xping outside of newbies for tips on how to quest in the safest way possible.



PK/Hunting

PK or player killing occurs when members of one alignment attempt to kill members of another alignment. Below are some basic tips on how to handle yourself in pk situations and hunt groups.

1. Scouting-
 - a. If you are wandering the map solo and scan/see a group of players of the opposite alignment, you are now considered a “scout”.
 - b. When you see a group as a scout, it is very important to make every attempt not to be seen.
 - c. It is very important for scouts to communicate with their alignment or their respective hunt groups as frequently as possible and give them as much information as possible. The most frequently requested information is: Number of whities/darkies, Location, potential members of the group (typically determined by tracking), Sizes and Colors (type help scan for detailed information on Sizes and Colors)

2. Group Pkill-
 - a. If you are pking with a group, it is very important to listen to your leader.
 - b. Keep your basic spells up at all times: Infravision, Levitation, Detect Invisible and Detect Hidden.
 - c. Keep your moves above 80 at all times. If you are about to run out of moves and are out of refresh mana, tell your group.
 - d. When you are fighting another big group, pay attention to what your leader says. If your leader calls “out” flee immediately.
 - e. Learn the location of your relocation spots before you need them. If your leader calls a relocation spot you are not familiar with, ask for directions immediately.
 - f. While fighting other groups, it is helpful to type “gr” and “look” frequently. This will give you a basic understanding of how well your group is doing. Some people are bad at communicating the status of the fight. You should use “gr” and “look” to help determine when you should leave.
 - g. Also, try to keep a scan up during your fights. The opposition can be tricky and have more than one group in waiting; the more aware you are of your surroundings, the greater your chances of survival.

Please note that it is tradition to split any “loot” you obtain from killing opposing players by leaders and levels. Type ‘help splitorder’ for more information.



Loads

Whenever a mob wears an item, it is considered a “load”. If you find a load by yourself, you should communicate it over the trade channel, so that if that load is popped you have a better chance of winning it. If you are in an xp group and the xp mob loads, you should not communicate the load outside of your group. The group leader will determine what method to use to decide who wins the load.

There are 2 traditional means of deciding the winners of a load: 0 high and dicing. With 0-high, once you kill the load mob, you examine the last number of your exp to level: 1 is lowest, 0 is highest; whichever person has the highest end number wins the load. In case of a tie, the second to last number will decide between tied players. Dicing involves rolling a set of dice to decide which player wins the load. Most dicing scenarios either go to the first player to win the dice, or the first player to win 3. Type “help dice” for more information.



Helpful Commands

Here is a list of commands you may find helpful in getting started. To find out what each command does, type "help (command name)".

1. Help Newbie
2. Help Rules
3. Help Scan
4. Help Map
5. slist
6. Remort Level
7. Remort Cost
8. Level
9. world
10. player
11. reboot
12. battle
13. prereq

