



The Official Everwar MUD Players Guide

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Draft

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PROLOGUE

(Written by Pestilence)

Welcome to the world of Everwar. Our world is set in time where good and evil are caught in an eternal battle for the mortal plane. In our world, good and evil players are separated. Public channels or other normal mud commands such as the tell command, can't be used to players of the opposite alignment. The world itself is divided with two primary areas in the world, called homelands that each army (light and dark) can call home. Whitie and darkie homelands are different in design, but very similar in function. When you first step into the world, you will begin inside your homeland.

So, what do you want to play? One of the most important choices you can make when you start the game is that of your race. Race is one of the only player attributes you can't change during the life of your character. Many races have been designed for specific professions, so it will become important to determine the right race based on the type of character you want to play. Sound confusing? Well, don't let it... One approach is to make an initial guess on race and spend a few hours on the game learning commands, reading help files, and discussing your options with a helpful player or two. You can always 'delete character forever' and rebuild something that may better suit your needs.

Before we get into the basics, let me give you a few warnings. First, please remember, this is a multi-user dimension....there are many different people from all parts of the world that play this game, and chances are that you won't agree with all of them, and you may come to dislike a few. Nothing unexpected, but when you learn to work with these people, it will make your stay much easier, and a hell of a lot more fun. Always treat others the way you would wish to be treated.

Finally, in the end, Everwar is just a game. Making the right choices with your race, or profession, or remort choices is important, but it's not earth-shattering. Underlying everything is your ability to enjoy your stay, make new friends, and kill a few people along the way...

With that, let's get to it.

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1.0 ROLLING A CHARACTER

Telnet into the site (everwar.net 4242), and start by “create <name>”. Use some discretion on the name, please...immortals tolerance only goes so far, and using an inappropriate name or various other colorful metaphors won't fly. After that, enter the password. Make sure it has a combination of letters and numbers, as well as something you'll remember.

After you go through the basics, you'll be greeted with a race select screen. There are 12 races on each side, and most pair off with another. Pick the side of light or dark, find a race that looks interesting, and give it a shot. When you choose a race, it will give you a preview screen with maximum stats, as well as racial bonuses and weaknesses. One key thing to remember: 30 is a maximum for any race. Chances are, those races with a “30” have a weakness somewhere, those that don't have a 30 are more balanced but do not have the power of attributes with higher scores, so do your research based on what you desire to play. Also, read further in the guide before you roll, as I'll spell out a few tips and strategies depending on what profession you'd like to play. Here are some thoughts:

The Army of Light								
Race	Str	Int	Wis	Dex	Con	Skills	Spells	Suggested Professions
Azer	28	27	21	22	26	18	34	Warlock, Alchemist
Centaur	27	19	24	25	29	22	20	Mercenary, Warrior
Dryad	20	30	28	27	19	6	51	Sorcerer, Necromancer
Dwarf	28	20	27	21	28	21	23	Templar, Warrior
Svirfneblin	22	25	30	23	24	9	36	Cleric, Druid
Moon-Elf	20	28	28	26	22	8	43	Druid, Sorcerer
Solaris	25	25	26	21	27	22	30	Cleric, Monk
Rakshasa	25	24	19	30	26	19	23	Thief, Assassin
Stone-Giant	27	21	22	24	30	24	12	Swashbuckler, Warrior
Storm-Giant	30	22	21	24	27	24	11	Warrior, Mercenary
Wild-Elf	25	26	20	28	25	20	28	Assassin, Warlock
Human	25	25	25	25	25	19	33	Monk, Any
The Army of Darkness								
Race	Str	Int	Wis	Dex	Con	Skills	Spells	Example Professions
Ogre-Magi	28	27	19	23	27	17	32	Warlock, Alchemist
Drider	26	23	20	26	29	20	19	Assassin, Warrior
Illithid	21	30	28	26	19	7	52	Sorcerer, Necromancer
Minotaur	28	19	27	22	28	20	24	Templar, Warrior
Lich	21	27	30	22	24	9	38	Cleric, Monk
Drow	21	28	27	26	22	8	43	Necromancer, Druid
Kenku	25	26	26	21	26	19	29	Templar, Alchemist
Skaven	25	25	19	30	25	20	22	Thief, Assassin
Swamp-Troll	27	21	22	24	30	24	12	Swashbuckler, Warrior
Cave-Troll	30	22	21	24	27	24	11	Warrior, Mercenary
Orc	26	24	19	28	27	21	19	Thief, Warrior
Human	25	25	25	25	25	19	33	Monk, Any

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Once you've selected a race, now comes the tough part: distributing your points. All characters start with 60 points base, 12 in each of 5 statistics (Strength, Constitution, Dexterity, Intelligence and Wisdom). Each race may or may not have a modifier that will raise or lower these statistics accordingly. For example, humans receive no bonuses or penalties, while another may have higher intelligence and lower constitution, like an illithid. The key to rolling is to watch your UNMODIFIED number, and here's why: For every point you go over 20 unmodified, the points start costing more. 20 to 21 unmodified will cost you 2 points, 21 to 22 costs 3, and so forth. Personal advice here: why waste points that you could have in other statistics? Don't put ANY unmodified stat over 20. You'll thank me later. Also it's not recommended to have any statistic below 15.

Here are a few examples of some "cookie cutter" rolls for certain races:

Race	Suggested Attributes
Stone-Giant	21str/21con/18dex/15int/15wis
Cave-Troll	21str/21con/18dex/15int/15wis
Rakshasa	19str/19con/22dex/15int/15wis
Lich	15str/19con/16dex/18int/22wis

Remember, these are examples, so feel free to roll your character however you like. Ask some of the other players on for advice on perhaps what they've rolled. Most of us have no issue telling you if you could have rolled your character better or not.

Here are some additional tips on rolling a character:

- Please, check out <http://everwar.chemlab.org/professions.html> before you do anything. Take a look at the professions, as each of them has a "Primary Statistic" listing that should help you in your decision to choose a race.
- Some races have special affects and/or weaknesses. See what is offered in a few various races. I'm partial to free infravision (seeing and scanning in the dark), iron-skin (reduction of melee damage), and any of the "protection" options.
- I'll reiterate it again...DO NOT GO OVER 20 IN ANY STAT UNMODIFIED! You're wasting points that you want to have at the start. Simple as that.
- Casters. Casters are perhaps the most targeted people in the game, due to a lack of hitpoints. Be warned...if you decide to play a caster race and profession, plan on being targeted frequently, if not all the time. It's a fact of the game: you have the greatest potential to do high damage in a single combat action. People don't like eating your spells, and will aim to prevent you from doing so.
- The "typical roll". If you want a character that will have little to no issues at the beginning of the game, I advise you to put every statistic at 15 MODIFIED first, then use the rest of your points. 15's are pretty baseline as far as learning the most basic of skills and spells. Anything lower, and you may run into issues faster than you think.

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Some key things to know about attributes include:

Attribute	Things Affected (many others not listed)
Strength	Melee Damage, Carrying Capacity
Intelligence	Total Mana, Natural Casting Level, Amount Learned Per Practice Point
Wisdom	Total Mana, Natural Casting Level, Number of Practice Points Per Level
Dexterity	Chance to Flee, Hitroll for Melee Weapons, Movement Gains Per Level
Constitution	Hitpoint Gains Per Level, Saving Versus Poison

So, you've finished. Keep the character. Until you're validated you will not have access to the "who" command or be able to leave the homeland. Each homeland area has a tower (black and white) and each tower has a newbie area. Your first quest, should be to explore the tower (type enter portal) and find the "Underground Marketplace." The Underground Marketplace is an excellent place to learn about skills and spells, and some of the more intricate pieces about the lands of Everwar.

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2.0 COMMAND STRUCTURE – WHAT THE HELL DO I DO?

Now that you are logged into the game with your freshly rerolled character, you will see yourself standing in the portal, with a display of hitpoints, moves, and other various things. Let's figure out what you're seeing. The typical prompt contains this information:

1081hp 323mv 87m Stn:13.5 [B-HAND][BAG] (256061070) >

Broken down, it looks like this: hitpoints, moves, mana, weight, primary and secondary hands, and experience to level.

Prompt	Definition	Description
hp	Hitpoints	How long you live. When you get below 0, chances are you're dead.
mv	Moves	How far you can move. Sleeping, resting, and not moving replenish this.
m	Mana	Spellcasting. Every spell has a cost, and this is how much you have.
Stn	Stone Weight	10 Pebbles = 1 Stone
B-HAND	Primary Hand	This displays a little bit about what your holding in your primary hand. In this case your primary hand is not holding anything (bare handed).
BAG	Secondary Hand	Shown to the right of the primary hand is secondary hand. To illustrate this point, in this example the player is holding a bag in their secondary hand.
(x)	Exp to Level	How long before you advance in the game. The maximum level is 70, and this number will go up as your levels grow.

You can also create your own prompt if you wish, and you can find more on that in the "help prompt" and "help title" sections of the game for prompt options and colors.

Next? Basic commands everyone should know include:

- *Quit*: Simple. Gets you out of the game. The only exception where you won't be able to quit instantly is in the case of player-killing, and that will be explained later.
- *Score*: Probably the most detailed layout of your character as far as its statistics are concerned. Most of these items will be discussed later.
- *Sc*: Short score. Shows the things that you might need at a glance and few other things that wouldn't fit on score, like regenerations, guilds, profession, and so forth.

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- *Wimpy*: Big key here. Wimpy can be set as high as 1/3 of your maximum hitpoints. If you ever get low enough to hit that number, the game will automatically attempt to make your character flee. Extremely handy throughout the game.
- *Aff*: A very important command. This command shows any affects on your character, as well as the affects remaining duration. For example, if your character was affected by poison, issuing this command would show you that you are affected by poison and give you a textual description that describes how much longer before the poison is out of your system.
- *Flee*: Hopefully this one is self explanatory, but do not underestimate it's significance, you will be required to flee often throughout you're lifetime.
- "*Get all from corpse*": Everyone dies. If you are a new player, you are bound to die while you learning the game. When you do, you will be transported back to the portal you started in, and will have to go retrieve your corpse. To get all your items out of your corpse, type this command in, and make sure your hands are empty... You can only grab as many items from a corpse as you have empty hands.
- *Scan*: Shows anything visible to you in a 3 block radius in all directions. Some mobiles are hidden and/or invisible and you won't be able to see till later in the game.
- *Cast*: This command is used in order to cast spells. Casting and the mana system on Everwar is somewhat unique in comparison with most MUDs. Casting is fully described later in this manual.
- *Group*: Shows the current members in your group, as well as some basic statistics relating to hitpoints, moves, etc.
- *Kill*: The easiest way to attack a mob, or a player. Immediately puts you into melee against that target.
- *Help*: The help command is rather extensive and offers lots of information on the skills and abilities in Everwar.
- *Slist*: The slist command can be used to see all spells, skills, potions, or poisons in the game. Additionally it also is used to see detailed information on a spell or a skill.

That "should" cover most of the basics. If I missed anything, feel free to ask any immortal...it's what we're here for; many players are helpful to ask questions if you are confused or lost. Be courteous of asking too many questions of other mortals... it's always a good rule of thumb to ask someone if they have a few minutes to spare before bombarding them with questions. Every immortal is here to listen and respond to new players, never be concerned that you have asked too many questions of an immortal, it simply means you are enjoying the game and have a strong desire to learn more. We can't give away hints or "spoilers" but we can instruct you on getting your feet on the ground.

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3.0 EXPERIENCE – IT MAKES THE WORLD GO ROUND...

The land of Everwar has been designed to be a “team-sport”. Generally speaking, the more people you can find to work with you, the easier things will be. This creates initial challenges for new players who do not know a lot of others. The most efficient way to work your way into the game is make a few friends. Talk with people, get to know them, invite them to join you. The maximum limit for group members is six (unless the group is being led by a templar).

The methodology behind gaining experience is rather simple...kill something (player or mobile) and you will gain experience points. Get enough of these experience points and you go up a level. When you level, you will be granted additional hitpoints, moves, mana, and the capability to learn better skills and spells. Additionally, by raising your character levels you will also eventually have the ability to remort. Remorting is described later in this document.

As you move through the world, you walk through different areas designed by various world file builders. Typing ‘areas’ will display a list of all open areas. The area in which you stand is shown with a red asterisk. It will also show you a column of information entitled “proximity”. Proximity describes how close the area is from either homeland. “Very Distant” areas are considered to be the furthest away from either homeland. When you kill things (players or mobiles), you will gain bonus xp and cash the further the area is from a homeland.

Always remember to use the CONSIDER command before you attempt to fight. If it gives you no response, try again; sometimes you can't judge a battle correctly the first time through it in your mind... GCONSIDER works as well. These commands still need a little work for accuracy, however still provide you helpful information. At low levels, there is little penalty for dying, and at level 1 there is almost no penalty. Therefore, feel free to get to know the mud... exploring is the only way.

During xp, a well rounded group is best. Usually made up of a thief/assassin (or 2 – for circle), a warrior (for bash), a cleric (for healing), and some firepower – sorcerers, necromancers, mercenaries, druids etc,... in the back. The best groups are templar led, since with the right gemstone they are capable of increasing the number of people that can participate in xp (through the use of crusade).

During xp what should you do? Generally, you should listen to your group leader. The best group leaders make use of the gjob command. Gjob, stands for groupjob, and empowers leaders to set tasks to group members. This is helpful because gjob's are displayed for each player in the group command an example of which is displayed below:

+Rnk-Lvl-Rmt+	--Name--	+Hps%-Mvs%+	--=- Gjob -=-	=-Exp2Lvl=-
1. [4-110-10]	Pestilence	100 100	'.....bugfixin!'	(-159246)

The best xp areas are nowhere near your homelands, so go out, explore, and see what you can find. Of course, exploring wilderness by yourself or in small groups often times leads to the next topic...

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4.0 PLAYERKILLING – BLOOD, GLORY, AND GREED...

Now we get to the fun stuff, player killing...otherwise known as PK. In your travels of the mud, or perhaps listening to the various channels (gossip, newbie, etc.) you'll hear about or see something like:

+* An Enemy *+ walks in from the south.

That +* designation means you've found someone of the opposite alignment. When you encounter someone from the opposite alignment, you can do one of three things:

1. Run.
2. Fight
3. They run, you chase and kill them.

Now you have other issues to deal with, like spellcasting, tackling, chasing, and other various tactics that usually involve more than one player. If you are lucky or skillful enough to kill another player, four things happen:

1. *Trophies*: Type trophy, if you were in a group, and your group delivered the killing blow with you in the room, congratulations, you now have a trophy of that person and their level.
2. *Warpoints*: Warpoints will be discussed later, but they are a sign of prestige (type topten), as well as ranking in your current profession (also discussed later).
3. *Blicks*: Remember this command: blick corpse. A rather gruesome part of Everwar, you are given the opportunity to rip the head off a corpse and sacrifice it to your church (I'll talk about all of this later), gaining deity warpoints and the opportunity to use a holy item.
4. *Loot*: Loot! One of the best parts of the game...you get to take all that loot from the corpse and split it amongst your group members, or if you were solo, be greedy and keep it all for yourself. Check out the "splitorder" command.

During player killing, the group leader has a lot of responsibility. They take command of the group, and often bark orders to people within the unit. Common things you are likely to hear include:

- "**Spam**": This means type "kill evil/good" over and over, in case the leader runs into someone.
- "**Target Billybob**": This means the leader wants you targeting Billybob during the fight.
- "**Flee**": It's only four letters, I hope this one doesn't confuse you...
- "**Stop Jaden from casting**": This means do some damage to break his concentration.
- "**Loot me**": This means things didn't go as planned...

There isn't a better adrenaline rush than to have a good playerkill. Some people are more of a challenge than others, so don't let it get to you if a kill is a cakewalk...there are better ones to come. Ok, so we've covered xp, pk, basic commands, rolling a character...let's get into the special objectives as well as some finer points.

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5.0 BUILDING YOUR CHARACTER – WHAT ARE MY OPTIONS?

All right, so you've seen the fundamentals of the game...let's get to specialization. There are a total of 13 different professions, 4 different churches and 10 different guilds in the game, and all are open for you to join. Basic commandments are this...one profession at a time, one church at a time, any combination of three guilds. Here they are, in no particular order:

Churches:

Churches are actually easy to summarize. There are four churches in the world, each devoted to one aspect of the game. Each church has three different items that you are allowed to commune for upon joining the church, yet only one of these three has a bonus to your attributes.

Churches and Religion		
Deity	Faith	Attribute Item
Sevumas	God of War	Strength
Miredrind	Goddess of Arcane	Intelligence
Yilil	Goddess of Mysticism	Wisdom
Droarid	God of Darkness	Dexterity

Communing for an item is quite simple. You join a church at any point in the game (it's free!), go out and gain a few warpoints, and then check with your church. Typing "deity tablet" will give you a list of the top 20 people in your church, based on the warpoints they have gained since they joined the church. Think of that as a picking order, if you will. The higher you sit on that tablet, the better the chance for you getting an item. The tablet boards are "wiped-clean" once a month or so by immortals so that new faces have equal chances at all items.

Example: If you're sitting in 7th place, and commune say, for Sevumas gauntlets and get them...if anyone above your spot decides they want an item from your church, they can steal it away from you. You will receive a message when that item is yanked from your grasp and bestowed on the player with greater "faith" (read warpoints) in the church.

Let's get "how do I get warpoints for my church" out of the way. Two easy methods...one is to kill someone of the opposite alignment while you are a member of that church...easy as that. The second method I had mentioned earlier has to do with that corpse. By blicking the corpse, you now have a head of that person that you can sacrifice at the altar of your church. Do that, and you will get bonus deity warpoints and climb in notoriety in the eyes of your deity.





Note: Just because you're a warrior does NOT mean you have to or should join Sevumas. The same goes for other professions and their respective churches. Do some research before joining a church, and maybe find out what each item does, as well as which would benefit you most before you choose.

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Professions:

There are 13 professions available to the players of Everwar. When a player first creates their character there are only five (5) which make good sense to play. Short of a warrior, a cleric, a thief or assassin, and a sorcerer, the other professions require higher statistics to learn their better skills and spells and are not recommended until you have increased your statistics from remorting. (See the remorting section).








Suggested starting professions:

Profession	Description
Warrior 	Warriors are probably the largest powerhouse in the entire game. A lot of their profession revolves around one skill: bash. Bash is probably the most valuable skill in the game, due to its use in xp and pk. They receive a various assortment of skills to improve their weaponry, and have absolutely no focus on spells whatsoever. Many people will be warriors to start, because they make xp easier.
Cleric 	Clerics function primarily as the healer of their party. Their offensive capabilities are limited, but they more then make up for it with the healing and defensive spells at their command. Clerics are always in high demand, probably more so even then warriors. Their most useful spells, and the ones everyone will want you around for come in the form of Sanctuary and Stoneskin. They make a great, useful profession for new players to learn the MUD because people will always want you around.
Thief/Assassin 	Designed more as a solo profession, thieves and assassins excel in the solo arts. Their xp capabilities lie in two skills: backstab and circle. PK'ing with them is rather easy, because of the hide skill. Early in the game, not many will have access to the detect hidden spell, which plays to your advantage. Their only downfall is that they require high dexterity to be efficient, which usually means a remort or two is in order.
Sorcerer 	There isn't a better source of spellcasting firepower in the game than a sorcerer. At game start, their high intelligence and wisdom will allow them to do decent damage without a weapon or a gem. They receive some of the best attack spells in the game, as well as one of the better defensive spells in blink.

So, those are the basic professions.....here are the remaining professions:

Profession	Description
Alchemist 	Probably the most underestimated profession in the game, alchemists lack the pure firepower of a sorcerer or necromancer, yet make up for it in four ways. Searing Orb, a single-target damage and blindness spell....Prismatic Spray, its area-affect accomplice....Spellshield, a defensive aura that absorbs spells cast at you, and various mixable potions. A batch of potions given to the right members of a group can change the way xp goes, or turn the tide of a pk battle. Quite a challenge if you decide to undertake one, yet most rewarding.

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Profession	Description
<p style="text-align: center;">Druid</p> 	<p>Druids are a very unique casting race, utilizing their firepower mainly outdoors. Weather does affect some of their spells, yet because of their healing/wizard nature, they benefit from both mystic, and arcane. A profession that requires high intelligence, wisdom, and other statistics to play effectively, I wouldn't touch a druid for at least a few remorts.</p>
<p style="text-align: center;">Mercenary</p> 	<p>They have melee skills to rival a warrior, an immobilizer in trip, a spell-like damage ability with a bow (sling, or cross-bow), and perhaps the strongest weapons in the game in polearms. Don't underestimate their power...you may not see many in the game, but the ones that exist will be a force to be reckoned with.</p>
<p style="text-align: center;">Monk</p> 	<p>Think of monks like a bare-handed version of a warrior. Their strength lies in their punching, yet they also receive a pair of attack spells and an immobilizer in Stun. Unfortunately, their weakness lies in attacking anyone with armor. Fortunately, between their xp capabilities, their abilities to string multiple hits together, attacking unarmored targets, and their offensive spellcasting, they are a diverse class.</p>
<p style="text-align: center;">Necromancer</p> 	<p>Think of a necromancer much like a sorcerer, yet with more focus on status-type affects. From poisoning, causing fear, subtracting intelligence or wisdom, they lack a bit of offensive firepower, yet make up for it in pk. A few well-placed affects on a target, and you can be assured they won't be running far, if at all. A good choice if you like to cause problems to other players indiscreetly.</p>
<p style="text-align: center;">Swashbuckler</p> 	<p>One of the more entertaining of professions, a swashbuckler thrives on uneven odds in pk. The more uneven they get, the better they hit. Comparable to a warrior by nature, they do lack any form of immobilization (bash, stun, etc.), which makes finishing off a pk a bit harder, yet not impossible. If you love to go out solo and get into trouble, this is a profession you want to consider.</p>
<p style="text-align: center;">Templar</p> 	<p>While templar's lack the focus of a warrior or cleric, they are an interesting blend of both. Keeping some of the fighting aspects of a warrior, with a bit of spellcasting of a cleric, a templar's main focus is to make those around him better, which shows in Leadership, Tactics of War, as well as the spell Crusade or Summon. If you want to try your hand at leading, this is a profession to look at as the game progresses.</p>
<p style="text-align: center;">Warlock</p> 	<p>Warlocks are perhaps one of the best professions in the game, hands down. Although their melee is somewhat limited to whips, they still can do damage with the various skills they are given. Their spell tree focuses primarily on fire, which removes the need for more than one color of gem. They have the option to do damage via weapon, spell, or the best status-affect spell in the game in Black Mantle. Being so versatile, they do require good strength, constitution, dexterity and intelligence, which delegates them to yet another multi-remort profession.</p>

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To join a profession you must find the apprentice for your profession. Apprentices are hidden in, or nearby each homeland. If you type 'areas' you will notice many areas in the game, those flagged as homelands are generally where each alignment hangs out. It would be unwise for example, for you to wander into the opposite alignments homeland without being prepared. At any rate, if you find the token seller, a fairly inexpensive token can be purchased to gain access to each profession.

The 'help map' command will show the general lay of the land, and approximately where each profession master is located. Simply find your profession master and 'prof join' in order to join a profession. Once a member, you will need to seek out your spells and skills for your profession.

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Guilds:

Guilds are organizations of professionals which share common knowledge about certain trade secrets and lore about the world. When you join a guild, you gain certain advantages for joining depending upon the guild you choose. Guilds are open to people of all alignments and races. Some spells and skills are dependent upon particular guilds in order to be used effectively. Guilds include:

Bards – Great for swashbucklers
Assassins – Necessity for assassins and thieves
Fighters – Great for melee-types
Thieves – See Assassins
Mages – Great for offensive spellcasting
Healers – Great for clerics and healers
Merchants – Cuts repair costs down
Morticians – Necessity for warlocks and necromancers
Rangers – Great for melee-types, improves tracking ability
Herbalists – Necessity for assassins/thieves and alchemists

Many spells and skills require the use of a guild when they compute their damage. Typically the `slist` command (`slist 'spellname'`) will describe which specific guilds are required for your spells and skills. I suggest you spend some time researching the spells and skills of your chosen profession before you decide upon a guild.

Here are a few suggestions for guilds for each profession:

Warrior: Fighter/Ranger/Healer (Fighting, self-healing bonuses – great if you don't intend to pommel)
Warrior: Merchants/Ranger/Healer (Fighting, self-healing bonuses – great if you intend to pommel)
Thief: Thieves/Assassins/Pick 1 (Pure backstab and circle bonuses)
Assassin: Thieves/Assassins/Herbalists (Same as a thief with poisons added)
Cleric: Healers/Pick 2 (Healing bonus)
Sorcerer: Mages/Morticians/Pick 1 (Offensive spellcasting bonuses)
Druid: Mages/Healers/Rangers (All 3 focus on Druids)
Swashbuckler: Fighter/Ranger/Bards (Fighting and Pageantry bonuses)
Alchemist: Mages/Morticians/Herbalists (Sorcerer + potions)
Templar: Fighter/Ranger/Healer (All 3 focus are a Templar focus)
Monk: Fighter/Ranger/Healer (Same as above)
Necromancer: Mages/Morticians/Pick 1 (See Sorcerer)
Warlock: Fighter/Ranger/Mortician OR Fighter/Mortician/Wizard (Pick fighting or casting focus)
Mercenary: Fighter/Ranger/Pick 1 (Same as Warrior)

Remember, this is just my opinion, but this should reflect what most people see as the important ones to join. There are many choices, and variables to choose from. Needless to say, when your on-line “help prof, help guild, help church” will give you a short explanation as to what each of these will do.

Now that you've got a feel for what the game has to offer...let's fine-tune your way of thinking, and explain what you can expect at game start...

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6.0 LEGIONS – WHY BE A LEGIONNAIRE?

Legions are elite groups of soldiers who have formed a military unit. Players can accumulate warpoints and cash in order to purchase the right to create a special alliance with certain members of her alignment. In order to start a legion:

- ↗ You must have 6 other members on-line who want to join.
- ↗ You must be level 65 and not currently in another legion.
- ↗ You must have an appropriate name for the legion and it must contain the word "Legion".
- ↗ You must have demonstrated leadership and not be a "problem player."
- ↗ You must have 1500 Warpoints, which are not lost when starting the legion.
- ↗ Pay 100,000 copper.
- ↗ You must agree to never LEGIONADD someone without their direct permission.
- ↗ Prioritize and select three potential map locations (yes it will need to be approved).
- ↗ You need 10 room descriptions including, a vault, armorer, weaponsmith and tailor.
- ↗ You need 5 mob descriptions including legion guards, vault guard, armorer, weaponsmith, and tailor(tailors give you the legion item).

Benefits include:

Command/Benefit	Description
Legion Standard	This command allows you to use the legion tailor to make a standard.
Legion List	This command allows you to view a list of all legions. (legion not required)
Legion	This command gives you a list of your legion setup.
Legiontalk	This is a communication channel that transmits to your legion only.
Legionquit	This command allows you to quit a legion.
Who Legion	This command allows you to see a who list of legionnaires.
Store	This command allows you to store an item in a legion's vault.
Unstore	This command allows you to unstore an item from a legion's vault.
Council Seat	One representative from the legion will sit on the alignments council.
The legion item	The legion standard (an object - a banner) that signifies being legionnaire.
Standard Upgrades	Each legion can purchase additional affects on the legion standard.

Legions are fairly expensive, and are best sought after with a group of friends who wish to fill the common cause. It is unrealistic to think that you can purchase one on your own, besides, legions require at least six people, and are limited to twenty.

Most importantly however, being a member of a legion is NOT necessary to play Everwar. In fact, they are available only to add flavor, and give die hard players something to do besides the same old thing, day after day...

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7.0 THE ROAD TO POWER – HELP! IT’S A TOUCH CONFUSING!

Remorting:

Players can remort in order to increase their power. In order to remort you need to satisfy the basic requirements of remorting. The requirement table is based on xp, and can be summarized as follows:

Remort	Cost
Remort 1	Level Required: 50
Remort 2	Level Required: 55
Remort 3	Level Required: 60
Remort 4	Level Required: 65
Remort 5 and up	Level Required: 70

So you’ve made it to a remort level...congratulations. Now what? Well, let’s take a look. Punch up “help remort”, and take a peek at this:

Using the word 'level' after remort will show a table of the requirements in order for you to remort. Remort without an argument will display all of the remort options you have chosen in the past. Remort with the word 'costs' as an argument will display a myriad of things you can purchase when you remort. If you use any other argument when you issue the remort command the game will assume you wish to attempt to remort. Remort without arguments will show your current remort bonuses.

In the world of the Everwar players may decide to 'remort'. This option is much like becoming reborn. You are reduced to level 1 and every level costs slightly more than your previous remort. However, when you remort you are able to purchase additional skills and abilities to become more powerful.

Remorts 1-3 will provide 40 remort points to spend. After 3, remort points decrease by 5. This stops at remort 7, thus 7 and up provide 20 remort points. You can use a maximum of 20 letters during any single remort. Your experience table will increase with each additional remort. There is a maximum of 16 remorts.

Example: REMORT AAAAFFF (5 points of Strength and 3 skill slots).

Keep in mind:

- Arcane - Each point of arcane will increase spell damage of arcane based spells.
- Mystic - Each point of mystic will increase spell damage of mystic based spells.
- Mfactor - Each point of mfactor will decrease the damage taken from offensive magic.
- Pfactor - Each point of pfactor will reduce the damage taken from melee.
- Backstab - Each point of backstab will increase damage with the backstab skill.
- Circle - Each point of circle will increase damage with the circle skill.

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When you remort you have 40 points to spend on the following:

Letter	Bonus	Cost
A	1 Point of Strength	5 rps, 5 max per mort, to racial max
B	1 Point of Intelligence	5 rps, 5 max per mort, to racial max
C	1 Point of Wisdom	5 rps, 5 max per mort, to racial max
D	1 Point of Dexterity	5 rps, 5 max per mort, to racial max
E	1 Point of Constitution	5 rps, 5 max per mort, to racial max
F	1 Skill Slot	5 rps, 20 max total
G	1 Spell Slot	5 rps, 20 max total
H	1 Point of Arcane	9 rps, 6 max total
I	1 Point of Mystic	8 rps, 6 max total
J	1 Point of Mfactor	7 rps, 10 max total
K	1 Point of Pfactor	9 rps, 3 max total
L	1 Point of Backstab	9 rps, 5 max total
M	1 Point of Circle	9 rps, 5 max total
N	1 Point of Kick	6 rps, 5 max total
O	1 Point of Saves	3 rps, 10 max total
P	1 Point of Damage	10 rps, 6 max total
Q	1 Point of Offensive Bonus	4 rps, 10 max total
R	Redo Remort Choices	15 rps
S	4 Additional Hitpoints	1 rp, max 160 max total (or 40)
T	2 Additional Moves	1 rp, max 50 max total (or 25)
U	1 Pommel Bonus	5 rps, 5 max total
V	No Hunger	6 rps
W	No Thirst	6 rps
X	1 Point of Mana Regen	5 rps, 5 max total
Y	1 Point of Hitpoint Regen	3 rps, 5 max total
Z	1 Point of Move Regen	4 rps, 5 max total
?	Convert Alignment	0 rps, a minimum of 2 remorts and being Human is required

A lot of information there, isn't there? Pretty well explained, except for what specifically each of those options do. The best way to learn which of these you would like spend your remort points on, is to ask players their opinions and mold your character to your own playing style. You can add a total of 40 points worth of those options to your character for the first three remorts...then it cascades downwards from there. This is an opportunity to improve your character, but at the price of being reset down to level one and forced to level up all over again.

The many remort choices allow a diversity of characters to exist in the world. Some people believe that outright damage (through APB) is a good move for a tank, and offensively they would of course be correct, however, there are implications and benefits to all choices. For example, the effectiveness of troll regeneration is based on the maximum hitpoints of the troll at any given level. Therefore, if the troll has remorted for bonus hitpoints, they are actually increasing the effectiveness of their innate regeneration. Many bonuses like this one exist, but we treat this as one of the challenges to Everwar, explore and find the options that best suit you, and your style of game play...

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Ranking:

The other half of this section has to do with ranking. When you first join a profession, you start as rank one (1), and get this nifty aura that you can wear. As you progress in the game, and make kills on the opposite alignment, your warpoint total will grow. When it reaches a certain point (500 for rank 2), you can now go back to your profession and increase your rank. You want to do this for two reasons:

1. Your aura is now upgraded. They get better as you get higher.
2. Your ranks have a lot to do with certain spells and skills, including durations, damage, and other various things.

The price is relatively cheap (10 gold per rank), but the requirements do go up (500 warpoints for rank 2, 1000 for rank 3 and so forth.) Kind of an incentive to be involved in player killing, isn't it?

Typing the "rank" will display something like:

You fight for the Army of Light as an Assassin.
You are rank (4) and are referred to as an Executioner [1678 wps].

You hold the following ranks in non-active professions:

[+]-----[+]
[675 wps] You're ranked as (2) a Priest among Clerics.
[1550 wps] You're ranked as (4) an Initiate of the 4th Circle among Druids.
[650 wps] You're ranked as (2) a Novice Brewsman among Alchemists.
[1900 wps] You're ranked as (4) the Guardian among Templars.

This shows me what my current alignment is, and my current profession. It also shows me my current professions rank, and how many warpoints I have as that profession. When I leave a profession, the game stores the warpoints I have accumulated under past professions. These are called "inactive professions". Spells or skills that are affected by "total ranks" will become more powerful the more of these that I have... Each profession has 8 ranks, each uniquely named. The 8th position reserved for one person from each alignment, called grandmaster.

When you rank you are given an aura to signify your current military rank. The statistics on these items get increasingly better as you move up in rank. The true bonus of the rank however is NOT the item. Most spells and skill functionality (and damage) is affected by rank. Therefore each rank you earn makes you significantly stronger.

I think you know enough now to make it well into the game on your own. Let's move on to some tidbits we have provided...

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8.0 TRIALS, TRIBULATIONS, AND TIDBITS – A FEW WORDS OF ADVICE.

Playing a caster (a profession that is based on spells) is a tough challenge to say the least, but well worth the experience. We will cover three things in this section, and they include gemstones, mana level, and aliases.

Gemstones

Let's face it. You want to be able to cast those larger spells. You want to be invisible, or drop a meteor storm on a group of enemies. The only way you'll be able to accomplish this is through the use of gemstones. Gems load in various places and various mobs throughout the game, but they are simplified into two types: single and dual color. You'll notice the difference immediately, as the dual color gems have two colors to them when you look at it. An example:



[A]	[L18]	[M 60]	a rough agate gemstone
[W	[L18]	[M 60]	a rough blue amethyst gemstone
[F	[L18]	[M 60]	a rough carnelian gemstone
[E	[L18]	[M 60]	a rough malachite gemstone
[A]	[L32]	[M 60]	a rough diamond gemstone
[E	[L32]	[M 60]	a rough emerald gemstone
[F	[L32]	[M 60]	a rough ruby gemstone
[W	[L32]	[M 60]	a rough sapphire gemstone
[A F]	[L30]	[M 40]	a rough jacinth gemstone
[A W]	[L30]	[M 40]	a rough moonstone gemstone
[AE]	[L30]	[M 40]	a rough smokey quartz gemstone
[EF]	[L30]	[M 40]	a rough sunstone gemstone
[E W	[L30]	[M 40]	a rough turquoise gemstone
[A]	[L56]	[M 90]	a sparkling faceted agate crystal
[W	[L56]	[M 90]	a sparkling faceted blue amethyst crystal
[F	[L56]	[M 90]	a sparkling faceted carnelian crystal
[E	[L56]	[M 90]	a sparkling faceted malachite crystal
[E W	[L47]	[M 70]	a sparkling faceted aquamarine crystal
[EF	[L47]	[M 70]	a sparkling faceted garnet crystal
[A W]	[L47]	[M 70]	a sparkling faceted smokey quartz crystal
[A F]	[L47]	[M 70]	a sparkling faceted rose quartz crystal
[A F]	[L62]	[M 70]	a sparkling faceted jacinth crystal
[A W]	[L62]	[M 70]	a sparkling faceted moonstone crystal
[EF	[L62]	[M 70]	a sparkling faceted sunstone crystal
[E W	[L62]	[M 70]	a sparkling faceted turquoise crystal
[A]	[L70]	[M105]	a sparkling faceted diamond crystal
[E	[L70]	[M105]	a sparkling faceted emerald crystal
[F	[L70]	[M105]	a sparkling faceted ruby crystal
[W	[L70]	[M105]	a sparkling faceted sapphire crystal

Notice that some gemstones have A, E, F, or W. This means that this gem offers one of four types of mana; air, earth, fire or water. Most spells draw from your mana pool, and require mana from a specific color. It works like this:

Natural casting level = (Intelligence + Wisdom) / 2

My character has 18 in both, my casting level is therefore 18.

I attempt to cast invisision which is a 19th level fire spell. It will fail because naturally the highest level spell I can cast is 18. However if I was to hold a rough ruby gemstone, my fire mana casting level would increase to 30. Thus allowing me to cast the spell. Additionally my max mana now includes the gem's mana bonus described in the screen shot from above.

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The above scenario looks like this without holding the ruby, when I type “mana”:

```
Fire mana available is      : [ 87] (Max spell level 18).
Air mana available is       : [ 87] (Max spell level 18).
Water mana available is     : [ 87] (Max spell level 18).
Earth mana available is     : [ 87] (Max spell level 18).
```

After holding the rough ruby gemstone and typing “mana” I would see:

```
Fire mana available is      : [147] (Max spell level 32).
Air mana available is       : [ 87] (Max spell level 18).
Water mana available is     : [ 87] (Max spell level 18).
Earth mana available is     : [ 87] (Max spell level 18).
```

Ah, look at that. I now have 147 mana to use, and my spell level has risen in the fire category to 32. Now I can cast the likes of Detect Invisibility and so forth. Pretty good deal! Arguably the two most valuable gemstones in the early game are a rough diamond and a rough ruby gemstone. The reason is quite simple: those two gems unlock the basis for most of your utility spells, including infravision, detect hidden, detect invisible (all fire based), and the key spell levitation (air based). If you get ahold of these gems, you want to hold onto them. They do make your life much easier in the game, and oh...you can cast some pretty decent attack spells with them also.

Aliases:

Aliases make everyone’s life easier. You get 30 of them in the game, and you can assign them to do anything you want. Here’s are a couple of examples:

```
[ 1] --> dis   Expansion: "disengage*meditate"
[ 2] --> steeroke  Expansion: "smile munky*stoke munky*say fancy meeting you here."
```

This first alias is helpful for spellcasters, but let me explain the * in the middle. That * separates commands, so an alias could execute more than 1 command at once. Here’s another example:

```
[ 3] --> 4   Expansion: "remove skin from backpack*drink skin*fill skin*put skin in backpack"
```

It’s longer and does more things, but hey, would YOU want to type that all in? I thought not. Let’s focus on how these aliases can help you in the world of spells.

Spells are fairly easy to cast. You cast them, designate a target, or yourself, and you’re off and running. For example:

```
c refresh = casts refresh on yourself
c refresh bob = casts refresh on Bob.
```

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Looks easy enough, but ah, here comes the fun part. What about those spells with more than one word to them? Check this out:

```
c magic missile bob = WRONG. The game will try to cast "magic" on "missile".
```

In order to use those longer spells, you need to use the single quotation mark to separate the spell from the target. So how do we correct the previous example? Simple.

```
c 'magic missile' bob = casts magic missile on Bob.
```

Now, typing all of that is kinda long, isn't it? Especially when you're in the heat of a pkill fight. Let's try simplifying that a bit.

```
alias mm cast 'magic missile'
```

The result of this prior command?

```
[ 3 ] --> mm Expansion: "cast 'magic missile'"
```

Guess what? You just simplified that entire command down to "mm". How much easier is it to type mm bob rather than that long old thing? Lemme list a few more helpful examples:

```
alias gac get all from corpse  
alias cmm cast 'magic missile'  
alias cr cast refresh  
alias cdd cast 'dust devil'
```

Remember, make them however you want, but they are there to help you.

Still Stuck Choosing a Profession?

At first glance, with so many professions and so many skills and spells, it is hard to make a decision. Even veterans have problems deciding what they would like to play. Let's look at a few specialty things that may help you make up your mind.

1. Cleric. Clerics get the best defensive spells in the game in Sanctuary and Stoneskin. Along with their healing powers, they get area versions of the same spells in Mass Refresh and Mass Healing. Everyone loves a cleric in their group.
2. Thief. Besides Backstab and Circle, thieves get one of the more entertaining skills in Steal. It allows you to steal money, or an item from a player of the opposite alignment. Peek allows you to see what they have, and Hide makes sure (hopefully) that you aren't seen.

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3. Warrior. Being on the wrong side of a warrior hurts badly, and Sharpen makes it even worse. Exactly like it sounds, this skill turns up the +hit and +damage on a weapon for a limited timeframe, making that weapon even deadlier.
4. Assassin. Assassins can be summed up in one word: Poisons. Punch up “help lore” when you get a chance, and take a look at some of the nasty effects that they can cause to people. Combine the right two or three, and you can all but guarantee yourself a pkill.
5. Druid. Druids get the most unique spell effect in the game in Chain Lightning and Finger of Death. These spells have a small chance of changing the properties of a gemstone that it hits, for better or worse. The randomness of it is what makes it that much more enticing.
6. Swashbuckler. Pageantry...enough said. I loved my time as a swashbuckler, and being able to do incredible hits on people in extreme situations.
7. Alchemist. Punch up “help lore” again, and look at the various potions they can mix for their group members. Helpful, and devastating in pkill thanks to the blinding Searing Orb and area-effect Prismatic Spray.
8. Templar. Leadership. When 6 people just will NOT do, leadership will allow you as the game progresses to lead 7 and more people (up to 10). Much easier than coordinating two groups.
9. Monk. Personal favorite of a monk is System Purge. The fastest heal spell in the game, you can heal faster than you receive damage. It’s a high level spell, but well worth the look into the profession.
10. Necromancer. Legion of the Spectre. It’s mass invisibility. That’s handy anytime, and anywhere.
11. Warlock. So many nifty spells in Vampiric Touch, Fireshield, Black Mantle, and Black Tentacles. Let’s not forget Ignite Weapon, the spell equal of sharpen for warriors.
12. Sorcerer. Invisibility....Blink....Sphere of Destruction. One helps you remain unseen, another helps you dodge, the last....well, don’t be on the receiving end of it.
13. Mercenary. Ranged Weapons. Think of spell-type damage without the need for a gem. Grab a bow and arrow, and off you go.

Random Thoughts:

1. Ask if you have questions.
2. Be polite, especially to players playing longer then you have.
3. Type out your words, correct your typo's, use good grammar.
4. Don't use all-caps sentences.
5. When you're starting, flee early so you don't get the “this-guy-dies-all-the-time stamp”.
6. Don't chat a lot when you're a starting player.
7. Live a long and happy mudding life!

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9.0 THE COMMANDMENTS OF EVERWAR – GAME RULES

At Everwar, we try to keep rules to a minimum. Most of the rules are hard-coded in, and cannot be broken due to software prevention. However, you should be aware of the seven (7) commandments to avoid character deletion:

Commandment 1. Thou shall not multi-play.

We define multi-playing in a broad sense. You are allowed one character at any time on Everwar. If you log into another character, at anytime, regardless of the alignment, before deleting your first character, you are breaking this commandment. If we find you guilty of multi-playing we reserve the right to delete you.

Commandment 2. Thou shall not abuse bugs.

All bugs must be reported. If we find out you exploited a bug that is used to crash the mud or cheat, and you do not report it, you risk being deleted and site-banned. This is a commandment we are very strict about, in order to make sure everyone has an enjoyable, fair, fun place to be.

Commandment 3. Thou shall not script.

Trigger to your heart's content, but NEVER leave your computer, even to pee, while your character functions without you. If you are caught scripting we deserve the right to delete you.

Commandment 4. Thou shall not spy or assist the opposite alignment.

Spying or assisting the opposite alignment is defined to mean providing any assistance to the other side. This includes smuggling equipment, cash, providing warpoin, or even just information. The opposite alignment is your enemy, period, end of story. If we find you guilty of breaking this Commandment we reserve the right to delete you.

Commandment 5. Thou shall not swap characters.

You must roll your own character. At any time if we prove you are not the original owner of a character you are in, we reserve the right to delete both characters.

Commandment 6. Public channels and titles.

We will be strict regarding public channel usage and titles. As a rule, if you are unhappy with the game, complaining about dying, frustrated with a spell or skill, or frustrated with another player, you should NOT broadcast on a public channel. Additionally, spamming (entering the same line more than once) on a public channel is extremely frowned upon. If you become a frequent abuser of this rule, we reserve the right to delete you.

Commandment 7. The infamous 'all else' commandment.

Many other things are a detriment to game play and could be grounds for deletion. I'm not going to spell out every law. Suffice to say, if you hear a warning from an immortal listen to it. We reserve the right to delete you if we feel you are a detriment to our game.

Consequences:

We have only one consequence; deletion. Second offenses or problem players will result in a site-ban.

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10.0 FREQUENTLY ASKED QUESTIONS – I GET A LOT OF EM...

FAQ: "There is hardly any gold or equipment I can get! This sucks!"

Response: This unfortunately frustrates many new players. The best way to get started is to make some friends and group. Grouping is for experience for the most part, but also to get decent equipment. Some professions are VERY hard to play solo (such as cleric), so think about this when choosing your profession. This mud was designed so that item over bloating would not get totally out of hand, and it DOES take a while to store up any decent amount of money. Everyone is in the same boat as you, so don't worry... you aren't the only one with a short sword! :)

FAQ: "How do I turn GOSSIP and AUCTION and stuff off? It's annoying!"

Response: Type CHANNEL to view all your channel configurations. To turn gossip off, for instance, you would type: CHANNEL -GOSSIP Same thing goes for the other channels, and a + turns the option back on.

FAQ: "Can I ignore people who bother me?"

Response: The answer is yes. Learn about the friends, ignore, and tells toggle (in the channels command).

FAQ: "Can I get a reimbursement for something I did wrong, or lost?"

Response: No never. Here's why... It's not a good policy to start since it creates far too much administrative overhead to determine who may be fibbing, stretching the truth, or outright lying. We will never reimburse over the loss of anything that isn't a direct result of something an immortal did.

FAQ: "Crashes and reboots! How annoying! Can't you stop them?"

Response: I will try to refrain as much as possible from rebooting, although it may sometimes be necessary. In the event of a reboot, I will provide warning by a global echo three minutes in advance. It is your responsibility to get to safety and cease the battle you may be fighting in that amount of time. When I reboot accept it, it's not within your control.

Crashes happen unpredictably, and I have no control over them. I have, and will continue to do my best to remove all bugs, but there may be a few that pop up. If you find a bug, please use the bulletin board BUG thread reached from the website (help www). Corpses SAVE over reboot (if NOTHING was taken from it), so when you log in again, your corpse is recreated at the place of death. Please note that corpses do not reappear after reboot; they appear when the character that died logs in again. Losing an item you just got or losing experience happens often when the mud crashes, and once again I want to stress that there will be NO reimburses. Therefore, if you get a good item, I recommend typing 'save'. :)

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FAQ: “Bah, I died, it’s time I let everyone know how unhappy I am, right?”

Response: If you have just been killed, are pissed off (for whatever reason), or feel some great injustice has been done, do not spam or use public channels to complain (unless you are positive you never want to play the mud again). My suggestion is go get a beer and take a breather. Come back when you’re cooled down and get some other people to go kick his butt... or even better, remember it's just a game, and it still may be fun without having your perfect equipment.

Remember, you WILL get killed, and one person's fun is another’s misery. It works like this, and you can't be on the winning end all the time. Keep this in mind, and think how happy you just made the darkie/whitie who killed you, remember their name and get the sucker next time :)

FAQ: “I play thousands of hours, so I have a right to complain when I think the code should be changed, don’t I?”

Response: I am very, very open and willing to discuss the current code base and improvements on it. In my 10 years plus of mudding, I have never met an immortal that took as much time as I do to gather feedback and make the game function the way players want...

If you have a complaint, I suggest tact in how you bring it up with me. Treat me with the same level of respect that I treat each of you with... If anyone deserves any kudos for putting up with frustration, it’s my woman. She’s the only one I’d let run at the mouth if she had a beef. Simply said, you’re more than welcome to talk with immortals about things you find problematic, **but always remember:**

1. We owe you nothing.
2. Don’t demand anything; be kind and mindful of how busy immortals are...
3. We will simply disregard, delete, or remove any email, post, or message from someone who isn’t respectful, tactful, and kind in discussing any problem mud related.

FAQ: “I want to be a world builder for Everwar, is this allowed?”

Response: No. I have had less than adequate results from people quitting, putting together poor zones, or just trying to sneak a peek at things. I will selectively ask a few people from time to time to help with making new zones, but at this time, we are not taking any new world file builders. Sorry!

FAQ: “I want to be an administrative immortal for Everwar, is this allowed?”

Response: No, never.

FAQ: “Can I get the source code for this Mud?”

Response: Not ever.

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FAQ: “Isn’t this Emlen base code? You couldn’t have changed that much...”

Response: We have added the new rank system, religion system, legion system, profession system, hundreds of complex spells and skills, splitorder, new group commands, new score command, new short score command, completely overhauled fighting code, casting code, character position states are now counters, added poisons, added potions, added thirteen new item effects, changed the battleground system substantially, changed the arena system substantially, redid all of the immortal commands for clarity and simplicity, completely rewrote the online creation code, added over twenty new sector types, added new toggles for weather etc., simplified storage in legion vaults, revamped LoC’s banking system for legions, vastly improved the playerbase files (to include immortal statistics on lifetime and last month figures as well as race and profession choices – to monitor what is and is not chosen by players), revamped security code, installed strong passwords, redid immortal notification system so it’s cleaner and more helpful, rewrote the validation system, rewrote the character generation system, added proximity for areas to encourage movement away from homelands, revamped pkstat commands, added the blick system, added ingredient and extraction systems, added a weight command, revamped the prereq command to accept profession arguments to simplify player decisions, created 24 exciting races, revamped all room, item, and object flags, cleaned up the power.dat file tremendously, completely rewrote the remorting system, wrote the new missile weapon system, completely redesigned the who command, useable magic objects, revamped the immortal mapping commands, sorted spells and skills alphabetically, and the list could go on for pages more...

Oh yes, we started with one room, one zone (The Immortal Zone), and a handful of items. The rest we deleted completely. I personally wrote nearly 10k rooms and accompanying mobiles, our entire map was redone. Use the areas command to see which builder assisted with each open zone. Not to mention that fantastic web-site and bulletin board systems which others helped out tremendously...

This is at the heart Emlen base code, which means at the very heart it is Diku, Merc, and Nimud. Although I thank Orin, and everyone who originally worked on these mud bases. It’s important you understand however, this mud is VERY different from ANY of our predecessors.

FAQ: What are your goals for the mud?

Response:

1. To be the best, most detail rich, exciting player killing mud on the net.
2. To have over 100 players regularly online.
3. To stay focused on mud balance.
4. To be new player friendly.
5. To be a challenge for experienced players.
6. To see all bugs squashed into tiny stains of someone else’s blood.
7. To provide players with a fair, well run, exciting world to be a part of.
8. To be respectful of every player.