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It is the nature of Drakkar that it is constantly changing. There may be changes and additions that this manual does not reflect. But that too is Drakkar, a world to experience and explore.

The section entitled “A Walk Through Nork” is essentially the tutorial for playing this game. For a basic ‘how to’ introduction to the game, read the Drakkar QuickStart Manual available through the Help toolbar in the Drakkar Conference Rooms.

This manual was created to be viewed in page layout format.

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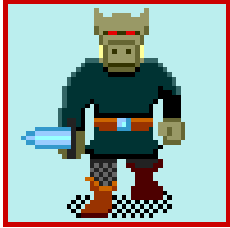
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Confessions of a Drakkar Addict



Introduction

"It's not my fault. Really, it isn't!. There I was peacefully minding my own business when one of the guys called us all into his office to see this great new game. Well...it did look pretty fun.

There he was, swinging away, felling Orcs and Stunners and Thumpers and Mummies like nobody's business. Of course, he'd been playing for a while, which explained why he was so good with that Firebreath Discipline. And the stuff he got as he searched the dead bodies! Diamonds, emerald logs, gold coins, psi gear; it made my mouth water.

Then he took us on a tour through where he was fighting in Drakkar. On the way out of the caves I was amazed at the piles of stuff just waiting to be picked up. After swimming across the channel and fending off a Shark (animated, no less) , we were the city of Nork. He explained that this is where newbie players get started and outfitted before facing the perils in the dungeons beneath Nork. It did seem easy enough, with a point and click interface and crisp, clean graphics.

I was intrigued. It looked easy. It looked fun. I decided to take the plunge. I don't play many computer games, but this one caught my eye. Armed with a credit card, I visited the web page and got my account.

That was 6 months ago. My Ment just joined a party going after the Chipper staff for Ravensclaw. Chipper was hitting us and hitting us hard...luckily we had some big Healers along or we would have been toast. Even with my Mama scales I died twice...about average for the rest of the group. Finally after 45 minutes of fast and furious fighting, we triumphed, and Ravensclaw got his Staff. We retired to the Pub to take a few deep breaths, crow about the victory, and plan the next Lair hunt.

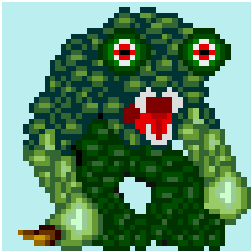
Yeah, I'm hooked. But hey, it keeps me off the streets.

Welcome to the Multi-Player Games Network and The Kingdom of Drakkar!

The Kingdom of Drakkar

The Kingdom of Drakkar(c) is an online **multi-player** adventure game available on MPG-Net(tm). Since it is a multi-player type of game, players from around the world can adventure simultaneously in the same fantasy game.

Multi-player games harness communication networks to bring computer players together in the comfort of their own homes. Players can chat, tackle problems, and journey to distant lands.



The Kingdom of Drakkar spans over 250,000 hexes of playing area. To give you an idea of how vast Drakkar is, the City of Nork and all its dungeons account for perhaps a quarter of game play area. And there are players who have never exhausted even the Norcken dungeons.

These 250, 000 hexes cover a wide variety of cultures, dangerous creatures, and terrain. New areas, game items, and quests are constantly being developed, so Drakkar is an ever-changing and ever-expanding world.

You begin Drakkar with little but the shirt on your back and your fierce heart, but soon you will have acquired weapons, armor, and the skills you need to venture forth in search of creatures to kill, quests to solve, and treasure to acquire.

First, find a trainer in your favorite Profession. Which one? Although advanced classes such as Paladins exist, initially you will dedicate to one of the six basic character Professions; Fighter, Martial Artist, Mentalist, Healer, Thief, or Barbarian. Supply yourself with armor, a weapon, healing potions and now you're ready to venture into the twisting labyrinths that lie below.

Here you'll find challenging monsters such as orcs, troglodites and ogres; treasure such as gems, gold, and jewelry; weapons such as maces, axes, and longswords; all types of armor; and mysterious scrolls, some of which contain valuable clues.



Search out a maze in the dungeons beneath Nork only to find yourself trapped until you defeat the King Minotaur himself. Brave the frozen fields of Frore in search of a deep lake. There a mysterious monster lies in wait, for the brave or the foolhardy.

The open-ended game of Drakkar allows you to set unlimited goals. You will want to gain character experience and hone your skills, therefore becoming strong enough to survive more exciting adventures. And don't forget, much of the fun of Drakkar is in meeting fellow players and forming parties to conquer the untamed lands.

The Kingdom of Drakkar undergoes constant improvement. New weapons, disciplines and play areas are always being developed. For the most current information on the game, be sure to check the version notes on the Help Toolbar.

What is MPG-Net?

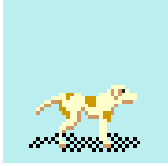
MPG-Net is FUN! Come and play our games with other adventurers like you. Meet with players from around the world. We are the online entertainment network to watch, because we have more for you to see. Our colorful system interface provides a realistic, user-friendly, mouse-based, and completely graphic driven environment. MPG-Net online gaming network is open 24 hours a day, 7 days a week. Convenient!

Our System Access Software (the SAS, your online 'browser') provides one consistent physical environment. Our mouse-based 'point, click, and drag' standard format makes it easy for you to navigate the network. All of our games share the same graphical environment and ease of communication and use, making them fun and simple to play. We are your entertainment choice, bringing you the games that take you into the new world of multi-player on-line gaming.

Laws of the Land



Killing helpless children or



friendly dogs is a sign of poor moral fiber

System Access Software

- Killing other players is strictly forbidden, even the annoying ones*.
- Killing non-hostile creatures is left to your discretion, but be warned that slaughtering innocents will affect your alignment.

*The one exception to this rule concerns thieves. If you notice a thief attempting to steal from you (the game will tell you that you have 'noticed') then all bets are off.

- **Killing hostile creatures is the point of the game!** That's how you build your experience and skill.

Getting Help

Besides this manual, you can get online Help about The Kingdom of Drakkar in the following ways:

- Once within Drakkar, go to the pull down menu and select Options, then Preferences. Click to enable Tooltips. You can also refer to the Help Menu within the game.
- Hang around the Pub, or the lockers, and talk to other players. They're generally a friendly, helpful bunch.
- Read the forums for player comments and advice.

THERE is also a QuickStart Manual which just gives you the basics of playing the game. In the Drakkar pub click on the Help toolbar (Question mark at the bottom of your screen). On the Help toolbar click on the QuickStart Manual button to get you started in the game.

There I am, minding my own business in the Pub and then some guy named Gimli buys the table (including a couple of



characters named Death and @@Kadavar--friendly guys like that) a round of Champagne. "Cool" I think, "I could get to like this".

Where on earth could you be? Nowhere on earth...you're online and in the MPG-Net System Access Software.

The MPG-Net System Access Software (SAS)

The SAS is the interface for MPG-Net games such as the Kingdom of Drakkar and Empire Builder. You can also create an online persona, communicate with other players, and send e-mail.

Logging on for the First Time

To play Drakkar you must access it through the SAS.



The first time you log onto MPG-Net, you begin in the Control Room where you can create an online identity. Your online identity, or persona is how others 'see' you, and consists of both a Face and a Shield.

A persona is your SAS identity, not a game character for Drakkar. In Drakkar you will be asked to create a character specifically for Drakkar. For more information on how to create a Persona, please refer to the online Help.

Creating and Playing the Game

To play Drakkar

- select the Navigation toolbar from the Goldbar at the bottom of the screen. Click on the Lobby button.
- select the Game Room (click on the hand)
- Now click on the Fantasy Games door, and then click within the arch labeled Drakkar.



**Drakkar Conference Room
(the Pub)**

You are now in the Drakkar Conference Room (the Pub).

Once you have entered the Drakkar Pub click on the Drakkar icon to access the Game toolbar.

- Click on the Start Game button (a running shoe) to start Drakkar.



**Start Game
Button**

If this is your first time playing Drakkar, you will be prompted to create a Character.

- Click on the Create Character button (a bust being sculpted)

to create a character for Drakkar (see **Characters in Drakkar**).



**Create
Character
Button**

The Conference Rooms

Affectionately called Pubs, these are areas set aside within each game that allow players to sit down at a table and chat with each other. Also, when you enter any MPG-Net game you will go to it's Pub. If there are other players to communicate with in the Pub, you will see them seated at a table.

- Click on the table to sit down.

The faces in the crystal balls are the personas of the other players seated at the table. To them your face also appears in a crystal ball. Begin typing a message and the message field appears.

- To send your message, press <Enter>,

and it will appear in the middle of the table.

If you want to send a private message, click on the crystal ball of the player you wish to send the message to. Then type and enter your message. To go back to public broadcast mode, click once in the center of the table.

You can use the dragon on the right side of the table to scroll through the table conversation (but only the conversation you've been present for). Click on the tail to scroll back, the head to scroll forward. To access Pub help, summon the Infobot by typing '/help'.

Other Cool Things to do in the Pub

Take off your hat or glasses (if, of course, your persona is wearing them) At the Pub Table type

- :takes off hat <enter>

in the text line to remove your hat or

- :takes off glasses <enter>

to remove any glasses you may be wearing. Use

- :puts on <item> to put your hat or glasses back on.

Buy everyone Champagne or Flowers

At the Pub Table type

- :buys <whomever> champagne.

To buy the entire table champagne

- :buys \$ champagne.

Use the same syntax to send that special person flowers.



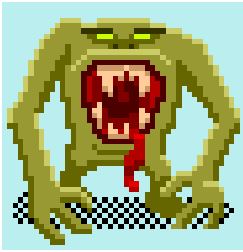
You may also change Personas any time in the SAS, for instance, while at the Pub table. Open your Active Persona box and your Wallet. Drag a business card from your Wallet to your Active Persona box to change to that business card.

There are other ways to communicate with players other than conversations in the Pub.

- For more information about the SAS, read the Help manual by clicking on the Help toolbar button(“?”) at the bottom of your screen on the Goldbar. Click on Help (book icon) on the Help bluebar or toolbar.

The History of the Kingdom of Drakkar

Welcome, bold adventurer, to the Kingdom of Drakkar! The Kingdom teems with treasure-hoarding creatures who attack sometimes with tooth and fang, others with exotic weapons. Beware, still others can unleash the power of the mind with devastating effect.



Fractured into different islands after the last Empress of Drakkar released Evil into the kingdom centuries ago, the remnants of this once united and prosperous land are lonely outcroppings of civilization and the magic portals that connect them. The men and women who live on these islands lead isolated lives, protecting their homes with whatever means they can. Ice fields, deserts, volcanoes, and treacherous oceans keep them from venturing too far. Those who wander, soon discover lands and beasts formerly existing only in the baroque nightmares of Salvador Dali disciples.

Town of Nork



Nork is the most hospitable town. The weather is warm and sunny, and the citizens are usually friendly. Visitors can find food, reasonable lodging, and shops. Lucky people have found fortune within Nork itself. Keep in mind though, Nork and its Dungeons comprise only a small portion of the land of Drakkar.

Nork is not without its dangers, however. Centuries ago, the people of Nork formed an Elite Guard to protect them from the Evil the Empress had loosed. The Guard was housed in dungeons dating back to an even more ancient time, which formed an almost impenetrable Gordian knot beneath the town. The Guard kept a constant watch, ready to defend the town and pursue attackers at a moment's notice. A strong and fierce crew, the Guard consisted of the most highly-skilled warriors ever assembled.

No one knows why the Guard turned against Nork, but soon after the establishment of the Officers' barracks (where rumor claimed the treasure of the Guard was hidden), the Guard launched a ruthless attack from deep within the labyrinth, slashing their way toward the surface, leaving only destruction in their wake.

Confused and terrified by this unexpected turn of events, the people of Nork called upon all the resources of the Land. The most powerful Mentalists, esteemed Healers, and famous Paladins of the land were called into service. Not forgotten either were the skills of the wily and devious Thieves, or the strength of the untamed Barbarian. Just within the reach of victory, the Guard contingents were forced to retreat to the dark shadows of their tunnels, there to remain a menacing, silent threat.

Fearing another assault, the loyal Norcken forces called upon the great Mentalists of the land, led by the mighty Dwarkeneth, skilled in psionic power, to create an unbreakable seal around the Officers barracks and prevent the rebel forces from returning to the surface.

Through the years, the dungeons beneath Nork became home to the myriad evils released by the mighty yet twisted Empress. Orcs, Trolls, Lizardmen and worse, far worse, claim the tunnels of the dungeons as their own, fighting fiercely against any brave enough to venture beneath Nork in search of fame and treasure.

Intrepid adventurers below Nork have recounted tales of strange noises rising up from the sealed barracks, and some claim to have witnessed ghostly apparitions. Many have never returned.

Province of Maeling

Burning with the ambition of youth, seven Martial Artists left Nork long ago seeking adventure. They traveled for many years facing fierce and exotic creatures before finally coming upon a gentle and prosperous valley. There, they built Maeling in honor of their Dojo in Nork.

Inside the fortified walls of the city, the streets are dark but full of small shops and secret gardens. The walled pathway, etched with griffons and brightly colored dragons, follows the edge of the buildings, adding protection against the untamed creatures that roam outside.

After many years the travelers longed for a glimpse of the city of their youth. They called upon the strongest Mentalist in the land to teleport them home to Nork. Wisely, they also requested a way to return home to Maeling. The Mentalist constructed in Nork a Portal so they could return home. Unfortunately, the Portal was flawed and could only be used one way.



Portal to Maeling

Maeling is an exotic city and the shops sell unusual wares. Outside the fortified wall of the city, a forest leans back against mountains, honeycombed with caves. Strange beasts inhabit the Maeling wilderness, where only the very brave and skillful survive.

Volcano Town

Far to the east of Nork, only Volcano Town remains of a once proud and peaceful land. Now its dark spires tower above a hot and sulfurous sea. Volcano Town is numbingly hot and dry, and adventurers, disoriented from the heat, often fall from the cliffs into the sea. A large well in the center of town emits noxious fumes, and the constant threat of volcanic eruption has deterred many merchants from opening shops.

Such an inhospitable town has few residents and even fewer visitors, but for the bold and the brave the rewards can be great. Typically though, the inhospitable Volcano Town is favored by Thieves.

City-State of Frore

Far to the south, as the windswept plains turn into fields of ice, is found a forbidding place, the land of Frore.

Long ago, four mighty warriors took it upon themselves to rid the southernmost lands of all danger and established the City-State of Frore. They destroyed all beasts who threatening their new city, save one. The giant Snow Beast.

The fearsome cry of this monster sliced the air on many a frigid evening. The sound terrified the townspeople into fortifying their city-state with double walls and Golden Dragons. Fear of the Snow Beast made the citizens prisoners within their own homes.

These citizens pleaded with the four warriors who had brought them into this possessed land. The Four, as they had come to be known, agreed. Each sought a way to destroy the vile Snow Beast. One sought the seclusion of the Northern Caves. Another built a fortress west of the city. A third excavated a complex to the south. The last built a castle directly above the city proper.

Characters in Drakkar

The Four became fanatical in their quests, slipping deeper and deeper into madness and despair. One strayed too close to the forces of Evil and became a mere shadow of his former humanity. Another made a fearsome pact with the Queen of Wyrms. The third designed a weapon of such evil that it drove him from the forces of Light. The last went insane.

Now the lands of Frore exist as a shattered kingdom. Its citizens live in fear of the Snow Beast and of the Four who were meant to save them.



Between these vestiges of a once great civilization are vast and dangerous lands inhabited by Griffons, Dragons, Vampires and more. These guard their captured treasures covetously.

You may create up to four characters per MPG-Net account, although you can only play one character at a time. Having multiple characters allows you to play characters with different skills and abilities. For example, one character might be a male City Dweller dedicated as a Fighter, and one might be a female Woodlands Dweller dedicated as a Mentalist.



Male City Dweller

What are Characters?

A character consists of Attributes, Skills, Alignment, and Experience points (Xps).

Attributes

describe the physical and mental aspects of your character. They determine your relative strengths or weaknesses.

Skills

rate your character's current proficiency in a given area such as Martial Arts or Longsword. Your Skills are developed through practice and training.



Female Woodlands Dweller

Alignment

is the relative moral quality of your character; good, neutral, or evil, with some shades of gray.

Experience points (Xps)

are the sum total of the character's life experiences. The more characters do, the more Xps they accrue. With more Xps, they become more powerful, more resistant to psionic attacks and more difficult to kill (and they get to do more cool stuff).

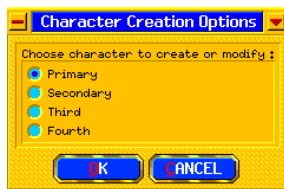
Gender has no effect on your character's attributes, but Race does.

The first time you visit Drakkar, a prompt will suggest that you dedicate to the Fighter Profession, the easiest class to play. Your skill at your chosen Profession; Fighter, Mentalist, Thief, or one of the other professions, will depend in part on your Attributes. Successful Fighters need to be very strong, so it would make sense to choose as a race a City Dweller or a Mountain Dweller, races known for their strength. This increases the chance that your Strength Attribute will be higher, making you a better Fighter.

Creating a Character

If this is your first time playing Drakkar, you must create a character.

- Click on the Create Character button



on the Games Toolbar. After creating a character you will be automatically returned to the Pub.

You will be asked to choose one of the four characters allotted to your MPGN account. Select one (primary, secondary, etc..) and click Okay. The next few screens will walk you through several character choices.



- First select a Gender. (This is easy as there are only two choices.)

The next screen is Race. Remember that Race does have an effect on Attributes, which will have an effect on how successful you are at your chosen Profession.

Races in Drakkar



City Dwellers

City Dwellers are the most common race in the Kingdom of Drakkar. An all-purpose character, human in appearance, they enjoy socializing and the hustle and bustle of city life. City Dwellers are apt to be strong and to have very good luck, which they need given their love for gambling.



Forest Dwellers

Forest Dwellers are tall, slim, humanoids with pointed ears. They are very elegant and delicate in appearance, and speak in a melodious tongue. They tend to be agile and extremely charismatic, with high intelligence. Some say that when their voices lift in song, the trees around them are apt to tremble at their beauty.



Mountain Dwellers

Mountain Dwellers are short, stocky, hardy individuals with leathery skin. They have good constitutions and are very strong. They tend to have terrible luck but start out with more gold pieces than any other race. And their skills as fighters keep their sacks full.



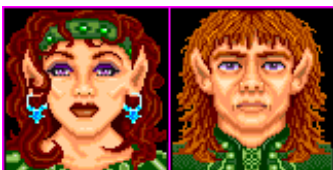
Outcasts

Outcasts, as the name implies, are shunned by most other races. Long ago a mark was placed upon every Outcast's face so that all might know to avoid them, but everyone has mellowed with the passage of time. The legends imply that the reason for this marking goes back to the days when the Drakkar's power was great, and mortal traitors bent to her will. Outcasts' strength and weaknesses have long been hidden due to their secretive and solitary existence, but they are rumored to have great strength but little luck.



Underground Dwellers

Underground Dwellers are extremely short and somewhat childlike in appearance. But don't underestimate them, because they are great fun once you get a few ales down them. In addition, they are extremely agile and have strong constitutions. As with Outcast's Lady Luck rarely smiles on the Underground Dweller.



Woodlands Dwellers

The Woodlands Dweller is a racial blend of City Dweller and Forest Dweller, being neither one nor the other, but something both in between and unique. They tend to have good agility,

intelligence and willpower. Many of the great Mentalists of Drakkar are Woodlands Dwellers.

The Character Roller

This screen displays your character---your chosen race, gender, name, and a list of attributes to the right of the screen with numbers beside them.

Attributes

The computer randomly generates values for each physical and mental attribute based on race. These values are your **statistics (stats)**.

These stats initially range in value from three to eighteen, with eighteen being exceptional and three, well, you don't want any three's. The **reroll button** generates a new set of numbers. You may use the reroll option as many times as you wish until you are satisfied with your stats.



STRENGTH	15	1
INTELLIGENCE	14	
WISDOM	13	
WILLPOWER	18	
CONSTITUTION	16	
AGILITY	17	3
CHARISMA	6	
HEALTH	58	
GOLD	48	
LUCK	4	

The Character Roller

****Hint**** As you are rolling your character, pay attention to the bonuses that are awarded for rolling high numbers in strength and agility. These bonuses (which are shown in boxes next to the attributes of strength and agility) are very important to the life of your character. The bonuses increase your abilities in these areas. The higher the bonus, the better your abilities.

Also, pay special attention to the **Health** of your character. A high Health number indicates a hardy character, one who is likely to survive better damage inflicted during combat. If you have low Hps, you may spend most of your 'life' dying.

You should try to roll a high number for your **Constitution** because your Constitution determines;

- how many times your character can die and be raised back to life
- effects the health point increases that your character will be awarded with each experience level (the higher the constitution, the greater the increase in health points), and.

- determines how resistant your character will be to psionic attacks and stuns.

Once you've rolled up the character you like, click Accept.

Attribute List



Strength

Strength determines how much damage you inflict when you attack with a weapon, and how much weight you can carry without becoming encumbered.

Intelligence

Intelligence determines how much psionic energy points(Eps) a psionic user character initially possesses and how much energy he or she gains at each experience level. (Like constitution and Hps). Intelligence is essential for forming psionic disciplines.

Wisdom

Wisdom measures your character's common sense and is needed to form healing disciplines.

Willpower

Determines your tenacity and ability to resist the effects of psionic disciplines.



Constitution
(see show stats window)

Constitution

Constitution determines the number of Health points you initially possess and the number of Health points you gain per experience level .



Agility

Agility

This stat determines your accuracy to hit and your ability to dodge blows in combat. Agility enhances a thief's ability to steal, mug, and backstab.

Charisma

This determines how well you get along with others. If you are particularly charismatic, you might get better prices from the shopkeepers or have a better chance of forming disciplines that influence creatures.

Health

Your health measures how much physical damage you can sustain before dying. Your Constitution determines your initial health points and modifies the number of Health points you gain as you achieve each experience level. Fighting types tend to have more Hps than practitioners of psionic disciplines.

Gold

This value indicates the number of gold coins in your sack.

Luck

Your luck will influence the outcome of random events. For instance, the higher your luck, the better your chances will be of successfully forming psionic disciplines or setting and disarming traps.

Most stats remain the same throughout a character's life, although you may increase some through potions (you will notice lots of players in the forums looking for **con pots**. These are expensive potions that increase your Constitution).

Your Constitution stat decreases each time you are killed, which is why you want to start with as high a number as possible. Sometimes you lose only one point, sometimes if you really get walloped (stripped or eaten) you may lose more. The lower your Constitution stat, the more damage you suffer in combat, and the more easily you are killed.

Alignment

In addition to Attributes and Skills, Alignment measures your character's morality. All new characters begin life with an alignment of Good, with Good tendencies. Each non-hostile creature that your character kills will move your character one step closer toward Evil.

**Don't kill
Bambi if you
want to stay
good**



Your Alignment will affect your ability to become a Paladin (see Professions) and your ability to wear and use some of the clothing and objects in the game. A character with Evil Alignment also appears as hostile to Paladins in the game.

After Creating a Character

After you have created a character, you will be returned to the Pub. Click on the Game Toolbar button.

- Now select the Start Game button, and you will be transported to the Kingdom of Drakkar.

All new player-characters initially begin as merchants. As you enter the game you will be prompted to choose a profession.

If you already have Created a Character

If you have already created a character on one of your four slots, and you want to reroll on that slot, Drakkar will ask first if you want to erase the character already there.

In addition, after you have finished rolling the character, you will be given the option to cancel the whole process, and whatever character existed when you first entered the character generator will be restored.

This is to safeguard against accidental erasure of your character. It also provides you with a way to experiment with the generator.

If you choose to cancel, you will exit back to the pub, where you can chat with players or enter Drakkar.



This section describes the buttons, windows, and fields of the game screen (also referred to as the interface) where you play Drakkar. Most information is displayed in the main game screen.

You can display other windows in addition to this main screen by clicking on some of the buttons described in the following table. All of the windows on the game screen may be '**dragged**' to any position you desire*.

*to drag items, click and hold down on the item with your left mouse button. Now with your LMB still held down, move the pointer to another location on the screen. Now release the button, moving the item to that location.

If enabled, the **Tooltips** will describe what part of the game screen you are looking at as you move your mouse pointer around the screen.

- To enable the Tooltips go to the Options pull down menu at the top of the game screen, select Preferences and click on Tooltips.

Manual and Game Conventions

Almost everything in Drakkar can be accomplished by pointing and clicking with your mouse: moving from place to place, fighting creatures and searching their corpses for treasure.

Pointing, clicking, and dragging often accomplishes multiple actions. For example, if you drag a gem from your sack to the counter of a merchant, you are actually executing two commands;

- Take gem from sack and
- Drop gem on counter.

You use the **left mouse button click (click)** to accomplish the majority of actions in Drakkar. The **right mouse button click (RMB)** is used in another manner. After you have entered a command in the Command Line, you must send it to activate it. **You may send commands either by pressing <enter>**, clicking the RMB, or selecting the Send Command Line button in the Game window.

Instead of giving each option each time, simply remember that all commands must be sent to be activated. Use the <enter> or RMB option (if you have enabled it), whichever is easiest.

The Game Screen

Menu bar

At the top of the Game Screen are the pull down menus. Scroll your mouse cursor along the top of the screen to activate the menu bar. The menus from left to right are;

File

Quit:

Exits you from the game.

Show

There are several options available under this heading

Locker

Shows the contents of your locker if you are standing on your locker in the Steel Flower Pub. (You must be standing on it to activate it.) The locker is where you can store game items (see also A Walk Through Nork).

Counter

Shows the contents of any Shopkeeper's counter you are standing next to. Shopkeepers are scattered throughout the realm of Drakkar.

Stats

Shows your current statistics, or value, of your abilities you rolled in the character generator.

Skills

Shows your skill level in weapons or disciplines skills. Refer to this after Training to see how your Skills have increased.

Options

These Options allow you to tailor Drakkar to your preferences. As you play Drakkar, you might find some options better suited to your own particular style of play. These Options are explained, along with other game options, in the descriptively entitled "**Game Options**" section.

Preferences.

There are several options to choose from under this menu heading.

- 'Right mouse button sends command line'
- 'tooltips' enabled

are two important default settings. 'RMB sends command line' allows you to process commands with a click. Having the tooltips enabled will help you figure out the screen elements.

Macros

This menu option allows you to create and set Macros. (see Macros)

Help

Look for help in Drakkar

- by topic (contents),
- by index (specific subjects),
- and by word or phrase (find).

Beneath the Menu Bar is the Terrain Window.



Terrain Window

This is your view of your immediate surroundings within the vast Kingdom of Drakkar. This screen updates so that you are always in the center of the screen. If terrain in your vicinity is blocked by walls or other obstructions, it will appear blacked out. Similarly, if a door is closed, you won't be able to see what's on the other side unless you open it.

If there are other characters or creatures nearby, you'll see them in the Terrain Window. They each have little lettered flags attached to them which correspond with their **Identity boxes (ID)** (ID boxes are in the upper right hand corner of the game screen). All characters and creatures of the same type look the same in the Terrain, but you will be able to distinguish them from their ID boxes.



The all important ID box

Surrounding the Terrain Window are command buttons and menus for playing Drakkar.

We have listed here the most basic ones for activity in Drakkar. Please see "Game Options" for a description of every item.



Experience Points Display

The Experience points display shows either your current Xps or current Experience Level.

- Click on the scroll button to the left of the display to toggle between your point total and your level.

As you gamble, drink liquor, or kill creatures (crits) you can watch your Xps increase in this field (or decrease, as the case may be).

Command Line

Most commands in Drakkar are entered from the Command line. For instance, if you click the Drink Button, you will see the command flash momentarily in the command line before it is automatically entered.

- Press the RMB to send commands in the command line.

During combat, attack commands are automatically sent.

- Click on the ID box (name) to place the name of that character or creature on the command line,

after which you can type a message or add a command.(see also A Walk Through Nork).

Command Buffer

Though not shown, commands are stored in the command buffer until the game processes them. If you fill up the buffer, you may lose additional commands that you enter.

Keep this in mind when in combat, it may be a good idea to enter only one command per round.

Communicating with other players is not, however, considered an action. So you can yell for help (@help!) as you drink health potions. (see A Walk Through Nork).

Health Points Display



The Health points display shows your current (left side) and maximum (right side) Health points (Hps), which indicate how much damage you can take before you die. Keep an eye on this display when you are in battle. As you are ‘hit’ you will see your Hps decrease.

You can display your health points as numbers or as a bar gauge.

- To toggle the Health display, click the heart beside the health display field.

Round timer



In Drakkar, the action occurs in rounds, which are five seconds long. For instance, if you have a move rate of three, you can move three paces every round (or five seconds). Beginning characters can hit (attack) crits (critters/creatures) once each round.

When the round timer is green, you can enter commands and take action. When the round timer is red, your last command is still being processed.

Energy Points Display



The Energy display indicates your current and maximum psionic Energy Points (Eps), if your character is a psionic user.



Sack
button

Sack, Pouch and Belt Buttons

You will become very familiar with your Sack, Belt, and Pouch in Drakkar.

- Click on these buttons to display the contents of each window.

Many players leave these windows open as they journey through Drakkar.

Carrying Items

You will find weapons, bottles, scrolls, and other treasure as you adventure in Drakkar. You can carry items in your hands, but since you generally need to keep your weapon in your hand(s) to do battle, carry extra items in your sack, pouch, and belt.

- Click on an item and drag it to your sack, pouch or belt window to carry it.

You must drag to a space on your Sack, Belt or Pouch window, not the button itself. These buttons only open the items. Drag by clicking and holding down the mouse button.



Sack window

Sack and Pouch

Your sack (and your pouch) hold most small and medium-sized items, such as gems, scrolls, succor twigs, bottles, and anything you can wear except armor, cloaks, and robes. Daggers are the only weapon small enough to put in your sack or pouch. Other weapons hang from your belt. Your sack is the only place you can stash coins (other than the bank).

Belt

There is space on your belt for five items. Your belt holds shields and most weapons, except halberds and polearms. Scrolls and twigs are the only non-weapon items that can hang on your belt. Most other items fit in your sack or pouch.

To take items from your Sack, Pouch, and Belt, or to drag items for storage TO these areas, these windows must be open. Again, you cannot drag items to the buttons themselves.

When you start the game each time, be sure to take stock of what you are carrying in your hands, and in your sack, pouch, and belt.



Attack Command buttons

Just under your character's picture are the two Attack Command buttons.

- Click on a button to access the pop up menu. Choose an attack form by selecting it.

If you choose the generic Attack command, you will attack with whatever weapon you happen to be carrying. The two commands allow you to alternate between two types of weapons or different types of attacks like weapons and martial arts.

This is one of the reasons we suggest starting as a Fighter. You can use the generic Attack quite successfully to destroy the creatures in your path.

Initiate Attack button

Click on this button to send the Attack command.

Right and Left hands

Shows what you are carrying in your right and left hands. Right and left for your character is MIRROR IMAGE for you.

Face



This displays your character's portrait. Your expression will change when you are stunned, charmed, dead or any other myriad nasty things that might happen to you in Drakkar.



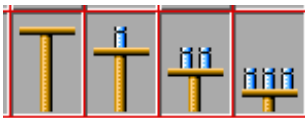
Form Disciplines and Disciplines Buttons

These buttons and menus function like the Initiate Attack and Attack Commands buttons.



Initiate Action and Action Commands

These buttons and menus function like the Initiate Attack and Attack Commands buttons.



Encumbrance

This shows how encumbered you are (from zero to three weights). Loot can get heavy, and when you are more encumbered, you move more slowly (effecting your combat abilities, as well).



Ground button

Click this button to look at the ground (hex) where you are standing.

Drop Twig button

Click this button to drop a succor twig.

Drink Bottle button



Click this button to drink a **healing potion**.

This button only works for healing potions. If you want to drink some of Stan's Pure Grain (Wowza!) you'll have to drag the bottle to your face to drink it.

Inventory, Disciplines and Ground Button



This 3-way toggle button displays your Inventory window, the Disciplines window, and the Ground window.

- Click once to show what you are wearing,
- click again to show what psionic disciplines are active
- and again to show the ground and items on the ground.

Narrative window

Shows information such as the play-by-play during combat, your conversations with other characters (but not your own text), the contents of any scrolls you read, and other game information.

Non Hostile Creature ID box



HOSTILE Creature ID box!

Identity (ID) box

In the upper right portion of your screen an Identity (ID) box appears for each creature and character near you. This box is divided into six different areas showing different information about the characters and creatures around you.

Name box

of the creature. The name box is very important!! Friendly creatures have names that appear in black letters on a white background,. If a creature's name appears in white on a red background, it is HOSTILE to your character.

Flag

The letter on the flag tells you which creature it corresponds to in the terrain window. **The flag disappears when you and a character or creature are on the same hex.**

Right and left hands

Shows what is held in the left and right hands of other players and creatures. Aquerix has a longsword in his right hand.

Armor

This shows what other creatures and players are wearing.

Health display (heart)

The heart is fully red when the creature is undamaged but, as it sustains wounds, blood will drain from the heart.

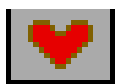
Important! This level indicates how near death-or how relatively undamaged-a creature is.



Flag



Armor



Health Display

If you build it...they will come.

One night, as Soyer was out walking the Kansas cornfields, a slight rustling among the young corn diverted his attention from thoughts of Mary Lou Summox. Slowly he began to make out the words, to make sense of what the whispers were telling him. They promised him glory. They promised him fame...if he would only build them a world. A world of magic and mystery.

In the morning, after milking the cows and feeding the chickens, Soyer went as if in a trance, to the Bank of Sineville to withdraw his meager funds and stockpile a supply of powdered donuts. He had a mission. Feverishly he set to work.

He built a city and called it Nork. He began to fill his city with things adventurers might need. He created Fighter trainers with stout hearts and strong arms. Now Nork rang with hammer and anvil, and the racks of the great Armories. There were Tanners where the hides of exotic creatures could be tanned. And then too, the dabblers of the apothecary art, where all manner of potions could be bought.



Nork grew in the ways of war and toil. Now new trainers appeared. Specialist they were: Healers, Mentalists, Martial Artists and Thieves. And places where weapons could be hardened or encrusted with gems. Out of the mists of time , there appeared a doorway to a once mighty land. A Town Crier spoke of treasure and glory.

Soyer looked with pride at his accomplishment. Consumed by thirst, Soyer created bars such as the Last Chance Saloon where returning heroes could trade their hard gotten gains into the coin of the realm and the Steel Flower Pub where valuable items could be stored. Soon Nork was full of Shopkeepers and Scroll sellers who could provide a weary sojourner with protection or ways ease the travel of weary feet. There seemed to be no limit to what he could accomplish, fueled by caffeine and powdered donuts.

But evil and danger lurked nearby, for dark stairways led to vast dungeons where danger, fame, and fortune awaited the bold.

It was time to begin the game.....

A Walk Through Nork

In this section, let's take your character through the first steps to get you

started in the Kingdom of Drakkar.

First, generate a character with the Character Roller. You like gold, and you have a feeling that your character would also. Mountain Dwellers get a good break on how many gold pieces they get to start with, and they make good first characters, so that's what we'll use in this example.



**Just call me
Arhnold**

Your character is a relatively agile, tough, gold-loving Mountain Dweller with a good constitution -- an ideal Fighter. All characters begin the game as merchants. There are no benefits to being a higher level merchant though, so one of the first things you will want to do is to go to the Fighter Trainer's hut and Dedicate to the Fighter Profession..

When you first enter Drakkar, you'll find your character in the town of Nork. This town is home to many people and creatures. You find yourself in the southern part of the city of Nork. You'll see signs saying 'Weapons' and 'Armor' pointing to the east.

Go to the pull-down help menu, and under Help topics, type in "map" for a **Map of Drakkar**. You may want to print this map to refer to as you walk through Nork.

There are several things that you will need to learn immediately;

- how to move
- how to look around
- and how to talk to other players

Remember the manual conventions. You accomplish actions in Drakkar with either a **left mouse button click (click)**, a **right mouse button click (RMB)**, or by **typing commands in the Command Line**.

After you have entered a command in the Command Line, you must send it to activate it. You send commands either by pressing <enter>, clicking the RMB, or selecting the Send Command Line button in the Game window.

NOTE Instead of giving each option each time, simply remember that you must enter commands to activate them. Some commands are entered automatically.

Remember too that the RMB must be enabled to send commands in the command line. Do this under your Preferences menu.

Moving around in the Game

There are several ways to move or navigate your character in Drakkar.



- Click where you wish to go on the terrain window. You can only move up to three hexes each round. If you click one hex away from your present position, footprints will appear. To move that one hex, RMB.
- Type in the command line the direction you wish to go (N N N for three steps north).
- Use the number keys to enter directions (the Num Lock function must be disabled).



Pile of items in corner

Taking a Look Around

Nork is not always such a tidy place. If you look around, you'll often see something on the ground (often something worth selling--or wearing.) Pick it up! . **Looking at items** on the ground and **taking them** are important skills to learn.

To look at an item on the ground

Stand on the item or pile of items.

- Click the Show Ground button (remember, it looks like an eye).



Items in the Ground Window

The items appear in the Ground Window. The left column is the category column. It shows what categories of items are on the ground. The right column shows the individual items themselves. For instance, you might see a gem icon in the category window, within that category there might be several different types of gems.



To take items from the ground

One of your hands must be empty to pick up items. If the item you want to pick up is in the RIGHT column of the Ground window,

- drag the item to your hand, pouch, sack or belt icons in the Ground Window.

If the item you want to pick up is in the LEFT column of the Ground window,

- click on the item.

This moves it to the right column of the Ground Window. Now you can drag the item to your hand (or pouch, etc.).

To move multiple items of the SAME KIND to your pouch or other area,

- hold down the SHIFT key, click on one item, and then drag the item from the right column.

You will use this often in the dungeons and elsewhere when picking up multiple items like jewels. This is the same manner that you move around other individual and multiple items in the game.

To look at an item in your hand

- Double click on it.

A description of the item appears in the Narrative window.

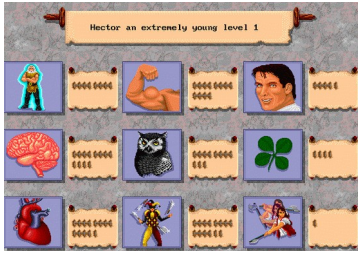
To look at yourself

- type: list self then <enter>

You can get other information about your character by typing:

- list stats, which gives a description of your attributes, and
- list skills, which gives a description of your weapon skill.

Remember that you must enter commands to process them.



Show Stats window

You can also show this information by going to the Show heading of the pull-down menu and

- select Stats or Skills.

This will give you a graphical display of your characters abilities. Next to each category in the Stats or Skills window is your stat or skill number. Click on graphic and number boxes for more information.

To look at others

- Type: look at and then click the Identity box of the character you want to look at.

The character's description appears in the Narrative window.

To look in a direction

- Type look and then type the direction you want to look.

For example, to look one square north, type **look n** or to look two squares north, type **look n n**. A description of the items you can see appears in the Narrative window.

To look at scrolls

To read the scrolls you come across,

- drag them to your face.

The text on the scroll will appear in the Narrative window.

Other Characters and Creatures

The Kingdom is filled with creatures. Some are good, and some are bad. You can distinguish them by looking at the color of the creatures name tag in his or her ID box.

Most of the characters that you will encounter in the city will be **non-player characters (NPCs)**. NPCs are human characters that are generated and controlled by the game itself. Shopkeepers,



scroll vendors, the Town Crier, and all trainers are NPCs. In addition, there are many NPCs who wander around the town as law enforcement for the city.

Since, at the outset, NPCs are probably more powerful and skilled than you are, and since there are stiff penalties for killing non-hostile creatures and characters, it is probably best that you do not molest the wandering NPCs at all, no matter how much you might like to. If you behave yourself, the city of Nork is not a particularly dangerous place.



Hostile and Non-Hostile Creatures

It is important for you to learn early on to distinguish between creatures that are hostile to your character and creatures that are not hostile.

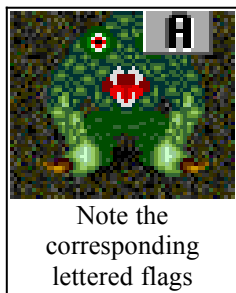
Unless attacked, the NPCs you see in the city of Nork, will not be hostile to your character. The background of their name boxes will be clear or blue. You can talk to many NPCs.



Hostile! Hostile! Hostile!

HOSTILE creatures' names show in their Identity box as white letters on a **red background**. Whenever you see a creature with a red background in the name section of the Identity box, it is **HOSTILE** to you and is likely to attack. This is also known as **'red tagged'**. You will find plenty of hostile creatures in the dungeons beneath and the countryside surrounding Nork.

Remember that if you attack or try to steal from any of the town NPCs, your character will appear as hostile to that NPC. That NPC is going to remember your poor manners for a long time and he will try to attack you whenever he sees you.



Also, he will know the name of your other characters on your account and he will try to attack them, even if they are not the character that took a hostile action against him. It may not be fair, but that's the way things work in Nork. Unless you want to spend a lot of time running away from the town NPCs, it is better not to attack anything unless it is marked with a hostile marker.

Communicating with Other Characters

Of course you'll want to say hello.... it's part of the Drakkar experience.

Other player characters like you have clear name boxes like NPCs, but can usually be differentiated by their terrain window character icon, which looks like the race that they are (Mountain Dweller, Woodlands Dweller, etc.) They are also often wearing items not found among the merchant class.

To talk to other player characters

When you speak in a normal tone, anyone you can see on screen can 'hear' you.

- Type a quotation mark (“), and then type your message.

For example, type: "**Happy hunting!** You do not need to end your message with a quotation mark.

To address an individual player

- Click the character's ID box. Then type your message.

To Greet an individual player

- Click the Action Commands pop-up menu and select Greet.
- Then click the Identity box (ID box) of the character you want to greet.

Watch how clicking on the buttons enters that command in the command line.

To Hug a character or player

Hugging a player character who has accidentally attacked another player character returns the color of the offending character's ID box from red to clear again.

Hugging a character or creature you have accidentally targeted also removes the **bull's-eye** from the ID box. The bulls eye appears when you select an ID box for attack.

- Click the Action Commands pop-up menu and select Hug.
- Then click the Identity box (ID box) of the character you want to greet.

To shout

When you shout, those within five hexes of you can hear you, even if you cannot see them.

- Type @ and then type your message.

For example, if you wander away from your adventuring party, type: @Hey! Where is everyone?



Opening and Closing Doors

As you wander through Nork, you will occasionally have to open doors to enter shops or accomplish other activities.

- You can open or close doors by standing one hex away and double-clicking on the door.

Remember you must RMB to enter a command!.

- You can also stand one hex from the door and type: Open <direction>.

For example, if you wanted to open a door to your east, you would type: **open e**.

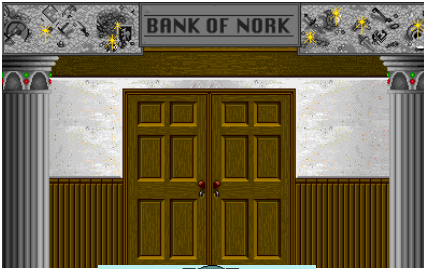
Close works in exactly the same fashion. Closing doors can be important in the dungeons of Nork. Many creatures are not-intelligent enough to figure out the tricky door.

Shops and Trainers

Nork is full of shops where you can buy and sell equipment and supplies. There, you will also find Trainers who will Dedicate and train you in your chosen Profession—for a price.

Let's begin the tour of Nork by heading west towards the Fighter Trainer. The first shop you will come to is the Bank.

The Bank of Nork, West



The southernmost shop in the western portion of the city of Nork is the First National Bank of Nork. All of the banks in all of the cities in the game are part of the Great Bank of Drakkar, and the FNB of Nork is just the first of these.

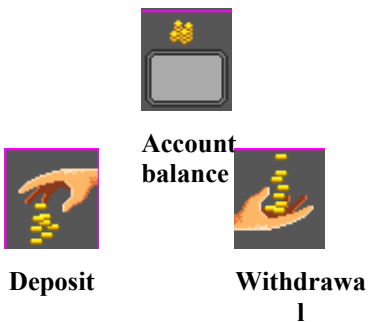
If you deposit your coins in the Nork branch, those funds will be available to you in every city. This makes transferring funds from one city to another both easy and safe. The gold piece is the standard coin throughout the Kingdom of Drakkar.

You don't have enough gold to bother with a deposit yet, but you will one day, so it's useful to know how to conduct transactions. To use the bank, **you must go inside and stand in front of the counter.**

- Click on the ID box of the teller (NPC) behind the counter.

This will bring up the Bank screen.

This is the same way you interact with all NPCs with blue name boxes, like the shopkeepers and trainers. With some NPCs you must stand directly on their hex.



On the Bank screen is a picture of the teller and four buttons: Account Balance, Deposit, Withdrawal, and Exit.

- Click on Deposit, enter the amount of coins you wish to deposit, and click okay.

Withdrawal and Account Balance work in exactly the same manner. Click Exit when you are finished with your transaction.



Exit

The Tanner

As you walk north a few steps from the bank, visit the Tanner's shop. If you wish to have a coat or armor made from the skin of an animal or creature just slain, you must take the body to the Tanner,

- stand directly on his hex and drop the corpse at his feet.
- Type Name, tan



- As in: **Garot, tan.** The Tanner will skin and tailor an item of apparel from the hide of the slain creature. You don't have to tell him what to do; he knows his trade, and he knows why you have carried such a heavy carcass (which you must take quickly, before it rots) all the way to his shop.

The Tanner works quickly.

- Look on the Ground, and see what he has fashioned.

Some creatures' hides do not lend themselves to the manufacture of apparel. Other creatures, however, will yield an attractive vest or coat which, in addition to their fashion value, might confer benefit as armor or protection against Disciplines.

- To wear an item, drag it to your face.

To see where the item is worn,

- click once on the Body, Disciplines, Ground button.

The Fighter Trainer



The adjacent building north of the Tanner's is the headquarters for the Brotherhood of the Fighter. You can do several things in the Fighter Trainer's shop, but first you need to Dedicate to the Fighter Profession.

Stand on the same hex as the trainer and click on his ID box.

Note when you are standing on the same hex as someone else, their lettered ID box flag disappears

This brings up the Fighter trainer screen.

- Click on the **Dedicate button**.

You will receive a message welcoming you to the fighter brotherhood. If you select Show Stats or Show Skills from the pull down menu you will see that you are now a member of the Fighter Brotherhood.

You could get in your first training session while you are here, IF you have chosen to train with the weapon you entered the game with. New characters have some skill in the weapon they begin Drakkar with, but you are not required to fight or train with this weapon.

Around the trainer you will see a selection of weapons. These are the **weapon skill categories** in which you can train.

- Click on the button of the weapon skill you wish to train in.

You do NOT have to have that weapon on you or in your hand.

- Then click Skill Train.

The trainer will ask you how much you wish to spend. Skill training is a good investment. We recommend you spend as much as you can.

- Type in an amount and then click OK.

If you type in more than necessary, the Trainer returns the surplus to you.

Once you have trained up to your current limit, the trainer will tell you to go forth to practice your Skill before he can train you more. You should now see numbers underneath the Skill you chose to train in. They reflect how far you are (percentage-wise) towards the NEXT Skill level.

After each training session, check your Skills. When you are first starting out, you will progress up through the first few Skill levels fairly rapidly. To view your current level of weapon Skill

- select **Show Skills** from the pull-down menus.

This command will list all the weapon skills your character is eligible for. Each skill level is identified by a name and a number. For example, skill level 0 is considered Unskilled. The Fighter Trainer will not train you in a weapon if you are Unskilled. So just use that weapon to bash some heads for a while!

Expect to get what you pay for. If you pay a little, you get a little training; if you pay a lot, you get a lot of training. Training is one

of the most expensive things you can do in the Kingdom. Good training costs.

Since the use of weapons is important to all professions, the Brotherhood of the Fighter has decided to provide training in the use of weapons to ANYONE who can pay for it. Of course, the fighter Brotherhood favors the members of their own Brotherhood over, say, the members of the Brotherhood of Healers. Members of the Fighter's Brotherhood get a discount on their training.

For more on **weapons** and **weapon skill categories** see 'Preparing to Adventure Beneath Nork'.



Alchemist Shop

As you continue north up the path from the Fighter Trainer's hut, you will find the Alchemist Shop. In the Alchemist Shop you can buy potions to aid you in your adventures.

Before you hunt through the dungeons, buy a few **Health potions (health pots)** to heal your combat wounds. Like with every Shopkeeper,

Health Potion



- approach the counter and click on the ID box of the NPC tending the counter. This brings up the shopkeeper window.

In all shops, the prices for the items are listed beneath the item in this window. The Alchemist usually only has a few items for sale, **health pots** and **Instant Health(IH)**.

Instant Health (IH) will heal ALL damage you take in combat, which is why they are priced accordingly at 500 coins. The regular health pots have varying strengths, some might heal 30 points of damage, some might heal 80. Thus in combat, you might have to drink several of the regular health pots.



Instant Health

To drink an IH or health pot

- click on the Drink Bottle button.



Drink Bottle Button

Note that this button only works for IH bottles and health pots. To drink other bottles,

- drag them to your face.

To buy a potion (or any item from a shopkeeper):



- Click on the item and drag it to the sack, pouch, or belt icon at the bottom of the Shopkeeper's window (wherever you want to put it).

You will be asked how many you wish to buy.

- Type in a number and click OK.

Your stash of gold will be debited accordingly. Click on Exit when you are done. Use this format for all of your purchases with Shopkeepers. Scroll Vendors are slightly different.

Remember that the Drink button looks in your sack before your pouch for a health pot.

The Last Chance Saloon

As you turn east from the Alchemist, you will come across the entrance to the Last Chance Saloon. As soon as you enter the Last Chance, you will see the Barkeep behind the counter on your right. If you continue down the hall and to the left, you will see the counters of three small shops inside the Last Chance.

Each of these little shops has a few things for sale, (weapons, armor, health pots, in that order) but their main function is to provide a place for adventurers to sell their treasure as they return from the dungeon.

To sell your treasures for gold

Use this same format with for all shopkeepers.

- Stand in front of the counter and click on the shopkeeper's ID box.
- Drag the items you wish to sell from your pouch, sack, or belt to the shopkeeper's face.

If you wish to sell multiple items,

- hold the shift key down and click on the items.

This 'links' them together.

- Now drag one of the linked items to the shopkeeper's face.

If you want to know how much a shopkeeper will pay you for an item before you sell it, ask for an **appraisal**. Because of the close examination required, items are always appraised one at a time.

To have an item appraised

put the item on the counter. Use the **Show Counter** option from the pull down menu and drag the item to the counter.

- Now type: the name or first three letters of the shopkeeper's name, Appraise (item).

If the shopkeeper's name was Pixja you would type; **Pix, appraise bottle**

The shopkeeper will tell you what he will give you for that particular gem. Why do you want to appraise? Different shopkeepers and (bartenders) will give you different prices for the same items. It might pay to look around.

You might also look at the Counter whenever you are in a shop. Sometimes there are items left from a previous sale.

At the end of the hall, a stairway leads into the first level of Nork's dungeons (-1 Nork). Reading "Preparing to Adventure beneath Nork" and "Adventuring in -1 Nork" is advised before you venture down the stairs.

The Market

When you leave the Last Chance, head south to the central part of town. There you will see a wooden sign that says "Market" and double wooden doors. Inside the Market are Norks' scroll vendors.

Scroll Vendors



Here you'll find a small bazaar where several NPCs sell various scrolls, such as **Succor, Respirate, Protassault* and ProtStun***.

Succor scrolls can be made into **succor twigs**, which allow you to **teleport** to the location where you made the twig. This is a handy escape when you are in the dungeons and in danger of being killed.

Respirate scrolls allow you to cross water at your normal movement rate. You CAN cross water without them, it just takes you longer as you can only move at one step per round.

*Refer to Disciplines for a full description of these disciplines.

To buy a scroll:

- Stand on the hex of the Scroll Vendor and click on their ID box.

This displays the scroll vendor window, which is a little different than the other shopkeeper windows. A message will appear telling you the type and price of the scroll that this particular vendor sells.

- Click on the button with two heads.

If you have the funds, you will now see a scroll in one of your hands (one hand must be empty). Your gold will be debited automatically.



Click on the buy scroll button
(two-heads)

If you have several scrolls in your sack you can 'read' them (drag them to your face) to determine which scroll has which Discipline on it.

To make Succor twigs

To form any Discipline using a scroll,

- hold the scroll in your right hand and select that disc from the disciplines menu.

For example, if you want to make a succor twig hold the succor scroll in your right hand. At this point in your career, you don't have any disciplines, so the only thing showing on your disciplines menu is Succor.

- Click on the Form Disc button.

You should now see the 'form SUCCOR' command in the command line.

- Now, click with your RMB to send the command and voila! you have a twig.

When you throw this twig to the ground or use the Drop Succor Twig button, you will be instantly transported back to this spot where you formed the twig. Store this twig in your belt, since this is the first place the Twig button looks for twigs.

Clicking the Drop Twig button will take the twig from your belt, sack or pouch and drop it. Dropping the twig is what triggers the actual teleportation, whether accidentally or on purpose.

You can even make a transport system with Succor twigs, with one being set back to a safe place in town and another being set to a relatively safe place somewhere in the dungeons, a process known familiarly among player characters as "**twigging**". This bit of planning can save you a lot of time when you want to move between towns and dungeons.

Some places within the Kingdom are magic-sinks, and are "**No Twigging Zones.**" If you suspect you are in one of these spots, be sure to **look** at your Succor twig. If it does not give off a faint amber glow, you are in a "No Twigging Zone".

Though only Succor will produce a twig, other twigs imbued with various Disciplines can be found here and there. When you activate a scroll to form a Discipline, something will happen to your character to indicate that the Discipline worked.

For example, if you form the Discipline of Respirate, the scroll will crumble to dust and small slits will form on your neck.

Respirate enables your character to move at a normal pace (three spaces per round) through water.

Steel Flower Pub

As you exit the Market, turn and continue back north. Follow the path as it meanders to the east. The next building you come to is the Steel Flower Pub.

The Steel Flower is a favorite stopover for adventurers. There, you can buy some drinks or sell treasure. In the eastern section a long hallway leads to several smaller rooms. In the first room to the south is the locker area.



Lockers

All adventurers eventually go to the locker area to store up to twenty items (thieves have some additional storage areas). Almost all items can be stored in lockers.

- To see the contents of your locker, stand directly on or in front of the locker and click Show Locker from the pull down menu.

To transfer items in and out of your locker window,

- click and drag them as you would manipulate all game items.

For instance, drag a stored helm to your Inventory window or store a special longsword by dragging it from your belt to your locker.

The locker is also a good place to store extra equipment that you might lose if you die. Your locker's contents remain safely tucked away, even if you decide to reroll your character. While all the items that your character is wearing or carrying are lost during a reroll, the items in your locker are saved and are available to whatever successor character you might create. Just as you think of your alternate character(s) as your primary character's brother, sister, cousin or roommate, think of successor characters as heirs to your original character. That heir inherits everything you leave, including the gold in the bank. (see **Rerolling** for more information.)

It is rumored that the Merchants of Nork have decorated their shops with carvings of the great lair crits of Drakkar.

Thieves' Guild

Continuing east through the hallway, the hall appears to come to a dead end. This is an illusion. The wall is not actually a wall at all -- it is a door. To pass through an illusionary wall simply move into it. If you walk through this illusionary wall you will find the local Thieves' Guild.

In Nork, the Thieves' Guild is accessible to all character classes. The Thieves' Guild always has bottles of IH for sale. You can also buy twigs here that have Disciplines on them.

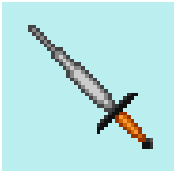
Here you'll also find Thief Trainer. The Thief Trainer works like all other trainers in the game. (See Fighter trainer section.) Of course, the Trainer will only train you if you dedicate to the Thief Profession.

Other Shops

You should by now have learned how to move, speak, and manipulate items in Drakkar, as well as having gained a working knowledge of Nork. The same commands used for looking, buying, and selling work in all areas of Drakkar.

Below is a listing of some of the other shops and there functions in Nork. Refer to Help in Drakkar for additional information.

The Weapons Shop and the Armor Shop



Buy weapons and armor here.

Martial Arts Trainer

In this dojo, Martial Artists come to train in the very specialized forms of hand-to-hand combat that has made won them renown.

Note that all character classes can gain skill in the Martial Arts by simply punching or kicking, but only Martial Artists can buy training from the Martial Arts. While the Martial Arts are difficult to master, a skilled Martial Artist can be a deadly opponent in close combat.

Mentalist Trainer

Here, aspiring Mentalists come to dedicate themselves to the Brotherhood of Mentalists, to train and to learn new **Disciplines** (see Psionic Disciplines). The Trainer will train the Mentalist in all the Disciplines the Trainer deems appropriate for that level.

With each new experience level, a Mentalist should visit the Trainer to train and learn new Disciplines (Discs). When the trainer tells you to use your new Disciplines wisely, type:

- list disciplines

this will display a list of Disciplines that you are now able to form. You will also see how many **Energy Points (Eps)** it takes to form each Discipline. For example, if your Mentalist has just reached the 3rd skill level, and you look at your Discipline list, you would see:

enmiss (5) detect (10) sense (10)

This means at the 3rd skill level, your Mentalist is capable of forming Enmiss (Energy Missile), Detect and Sense. You can form any of these Disciplines as many times as you wish, as long as your Eps do not fall below the amount it takes to form the Discipline.

For example, if you have only 9 Eps you cannot form either Detect or Sense. You must wait until your Eps have regenerated to 10 or above. Your Energy Points regenerate automatically over time. Your **mentalist skill level** determines Ep regeneration rate and the power level of that spell.

Once your Mentalist has learned new disciplines, you may pay for additional mentalist training in these disciplines until the Mentalist Trainer tells you to go out and practice what you have already learned.

Healer Trainer

A Healer is also a psionist like a Mentalist. A Healer must buy new Disciplines as he advances in skill just as a Mentalist does. Healers buy training from the Healer Trainer. The Healer trainer will advise you to use your new Disciplines wisely and will send you off adventuring when you are trained to your current limit.

Healers, unlike mentalist, only gain Eps back when they are undamaged. Thus it is important for a healer to stay fully healed.

The Healer Trainer has a small alchemist shop just inside the door.

Portal to Maeling

To the west of the Healer's kiosk stands a small building with a recessed doorway. Inside this building, an ominous black portal will teleport you to the Oriental City of Maeling. To operate the portal, step into the doorway. You will be immediately teleported to Maeling.

DANGER!! The portal is one-way; if you go through the portal to Maeling you will discover there is no portal back to the city of Nork. Use of this portal automatically erases all your Succor twigs, so you cannot go through the portal and twig back to Nork.

You can swim back from Maeling, but it is a long and dangerous journey. Until your character has grown a bit, it is probably not a good idea for you to venture into Maeling.

The Gambler

On the far eastern outskirts of the city of Nork, you should find a building with double doors. This is the Casino, which is run by the Gambler.

To gamble,

- drop your bet at his feet by dragging your gold from your sack to the ground.

The gambler will prompt you to enter the amount you wish to bet; the rest is returned to your sack. Then type:

< name > Gamble on <number>

where number is the number (1-10) you are betting on. For example: **Ari, gamble on 2**

The Gambler will spin his wheel, and if the wheel lands on the number you have picked, he will pay out as much as you bet. In addition, since you are betting your hard-earned treasure, your character will gain one Experience Point per coin. If you pick the

Preparing to Adventure Beneath Nork

wrong number, you lose your coins but you still gain your Xps for the hard lessons learned gambling.

Warehouse

A few steps southeast of the Mentalist Trainer's shop you will find a dilapidated warehouse with a trap door in the floor. This opens to a stairway that leads down to the basement. Sometimes you'll find weak creatures rummaging through the debris.

Jeweler

A Jeweler has recently set up shop on the eastern edge of town. He can **encrust** jewels onto items. For example, he can combine a plain gold ring with a small red gem so that the description of the new ring reads, "**a gold ring set with a small red gem.**" To use his services,

- hold the item to be encrusted in your right hand and the gem in your left
- Then click on his ID box, and then click on the two heads button.

Once an item has been encrusted with gems, the gems become permanent and cannot be removed. **Some magical weapons are ruined by setting them with gems.**

This ends A Walk Through Nork. Now do some exploring of your own.

Before venturing into the dank and dangerous dungeons you'll want to make a few preparations. This section covers those preparations.

As you've learned in a Walk Through Nork, the first thing you should do is dedicate to a Profession. Though we suggested



starting with a Fighter character, other professions are available. For more information about each Profession, see the section on “Professions”.

After **Choosing a Profession**, keep an eye out for better clothing, **Armor**, and **Weapons**. They might be lying on the ground or offered in one of the shops.

As a newbie player, you won't have much money to buy the best Armor or Weapons, but as you take gold off slain creatures, you'll soon have the necessary funds to make purchases. You can also try selling some of the weapons and clothing. This will also increase your cash flow.

When starting off, buy all the **Health Potions** you can afford. You might also buy a Succor scroll so that you can make a **Twig**.

After returning from your first ventures into the dungeons beneath Nork, you'll begin to **Develop Your Character**. Make sure to develop your Skill by **Training**. This makes you more effective in battle.

Choosing Professions

Once you've rolled up a character and entered the game, you must find the trainer for your chosen Profession and dedicate yourself to that Profession. Thus, if you've rolled up a City Dweller and want him to be a Mentalist, go to the Mentalist Trainer and dedicate.

New players begin as merchants, and since merchants make for poor adventurers, find a new Profession quickly. From your Walk Through Nork, you should now know the location of several Trainers. Choose your Profession wisely. Once dedicated, your character will pursue that Profession for life.

You might get a message to Rest before you have dedicated. Always dedicate to a Profession before you Rest (see Developing Your Character), or your character will gain none of the benefits of higher rank

- See A Walk Through Nork for how to Dedicate and Train.

Chain mail



Armor, Protective Gear and Jewelry

In Drakkar, players may wear one suit of armor at a time. All players begin the game with one of the following basic armor forms: leather, studded, and chain (in ascending order of protection). Generally, the higher the cost, the better the item.

You should also wear other protective items. You can buy or find garments to protect you from physical and psionic attack.

The tanned skins, furs, feathers, and scales of several creatures make armor or beautiful cloaks that can protect you from heat, ice and the powerful hits of the more dangerous creatures.



To see what you are wearing

- click the Inventory button.

To wear gear or jewelry

- Drag the item to your face or body.

If you already have one of these items, consider storing a few extras in your locker. Or, you can always sell them. The following details the types of wearable items in the game.

Amulets

While some amulets are purely ornamental, others will protect you against psionic attacks, or have other abilities. You can wear only one amulet at a time

Armor

Armor protects you against physical attacks. You can purchase armor at the armor shops throughout the kingdom, or you can find it as treasure.

You can wear only one suit of armor at a time. There are four basic types of armor--leather, studded, chainmail, and plate armor. You can also have the tanner make armor from the skin, fur, feathers, or scales of some creature that you have killed.



Plate armor

Boots

While most boots protect you against physical attacks, others will also protect you against psionic attacks or are psionically imbued. You can wear only one pair of boots.



The hide of the beastly Yeti is rumoured to make a great cloak

Bracers

Some bracers are purely ornamental, but others protect against physical or psionic attacks. You can wear only one set of bracers.

Cloaks

Cloaks protect you against physical attacks, and some cloaks also protect against psionic attacks. In addition to your armor, you can wear two cloaks, or a cloak and a robe. Some of the creatures that you kill and tan will provide you with cloaks.

Gauntlets

Gauntlets protect you from physical attacks and improve your ability to attack with your hands. You can wear only one set of gauntlets.

Helms

Helms protect you against physical attacks. Some also protect you against psionic attacks or are psionically imbued. You can wear one helm.

Rings

Some rings are purely ornamental, some protect against physical or psionic attacks, and some are psionically imbued. You can wear only one ring on each hand.

Robes

Robes protect you against physical attacks, and some will protect against psionic attacks. In addition to your armor, you can wear two robes, or a robe and a cloak.



Sashes

Some sashes are purely ornamental. Others protect you against physical attacks or improve your ability to attack in combat. You can wear only one sash.

More on wearing items

Characters may wear one suit of armor beneath two cloaks. The armor must be worn before the character puts on any cloaks. Since cloaks are worn in order, you have to remove the outermost cloak before you can remove the innermost cloak. Also, you have to remove your cloaks, if any, before you can remove armor. If you wear a robe and a cloak, the robe will always go on over the cloak. Many items **'tie'** to their owner.

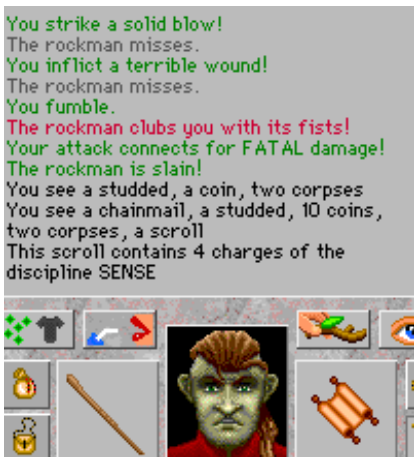
Tied or Attuned Items

Many items in Drakkar 'tie' or 'attune' to their owner, meaning that they can't be worn by anyone else. This is particularly true of tanned gear. So...if you want a Yeti cloak, you'll have to go and kill one yourself.

You know that an item has 'tied' to you if you put it on and receive the message, **“You feel a twinge at the base of your neck”**. If you pick up an item and read a **“you feel an electric shock”** message, it probably belongs to someone else.

Sensing Items

As we mentioned earlier, you will see an abundance of Armor and protective clothing strewn about Nork and its dungeons. Some items are purely ornamental, while others have **special abilities**. You can determine if an item has magical qualities in the following ways:



Double click on the scroll to see a description in the narrative window.

You might happen across a Sense scroll.

This is one of the reasons why it is worth the time to read the scrolls that you come across.

- Use a Sense scroll by holding it in your left hand and the object you want to Sense in your right (remember that left and right are mirror image of your own).
- Click on the Form Discipline button.

The text window will describe the item in your hand. There are a limited number of uses on a Sense scroll.

If you are a Mentalist or a Thief, you will learn the Sense Discipline as you increase in Experience Levels. How much you

can discover about an item is based on how skilled you are in that discipline.

You can hold the item in your hand and double click on it. This will give you a brief description of what you are holding as in, " a Longsword with a faint golden glow." This indicates that it is magical, but not necessarily what it's special qualities are. Using Sense will give you more specific information as in what combat bonuses the weapon might possess.

Another helpful player might either know of the item or volunteer to help you with Sense.

Crossbow



Weapons

Any Profession can train with Weapons. Each character class begins with a weapon and a small amount of skill in that weapon. You may use that weapon or change to another. Once you have decided upon a weapon to develop skill in, go to a trainer.

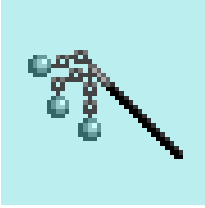
It's generally advised to choose one weapon and build your skill as high as possible in the use of that weapon, instead of building a little skill in multiple weapons.

With most weapons, you must stand on the same hex as the creature you are attacking. **Pole-arms** can attack creatures on adjacent hexes. **Bows** fire from several hexes away. Remember to carry your weapon in your right hand.

Note that damage potential should not be your only consideration. While a wooden staff might not do as much damage as a greatsword, it generally blocks better. If you are a Healer, blocking is important because you can't regain your energy points (necessary for casting disciplines) unless you are unwounded. And although a Thief can use the greatsword for Backstab, the size of the weapon affects his ability to Hide, and he must be hidden to backstab. So there are many complex reasons for making a weapons choice.

The following **general weapon list** is arranged from least damaging to hardest hitting (approximately). And, there are special weapons in each class that outshine all the rest.

Flail



General Weapon List

C= close combat (must be used while standing on same hex)

E= extended combat (can be used from one hex away)

L= long range (can be used from anywhere on the screen)

dagger	C and L
staff	C
gauntlets	C
shortsword	C
shortbow	C
mace	C
flail	C
hammer	C
longbow	L
broadsword	C
crossbow	L
pole-arm	E
axe	C
greatsword	C

All weapons may be thrown, but only magical daggers will return to you. You can also use bows as close-combat weapons.

Weapon Skill Categories

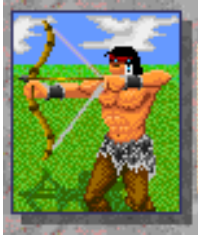
There are many more weapons than these to find and use, but all weapons will fall under one of the above weapons categories. Remember though that weapons categories are different than **weapon SKILL categories**. Weapon skill categories are the categories that you train in. For example, to use a greatsword effectively, you would build Skill in the Two-Handed Skill category, as it takes two-handed skill to wield the mighty greatsword.

Skill categories

Axe

Weapon types: all axes. Some of the great axes of Drakkar are also throwing weapons.

Bow



Weapon types: all bows; longbow, crossbow, and shortbow. You can use a bow to attack from a distance and on the same hex. You must hold the bow in your right hand, and your left hand must be empty to draw the bow.

Dagger

Weapon types: all daggers. Magical daggers are also throwing weapons, and return to the user.

Longsword

Weapon types: longswords and broadswords.

Mace

Weapon types: all maces, flails and hammers. Some hammers may also be thrown.



Martial Arts

Weapon types: gauntlets. Although Martial Arts is its own skill category, the gauntlet is a martial arts weapon.

Pole-arm

Weapon types: all pole-arms and halberds. These weapons can be used from one hex away. To inflict maximum combat damage using a halberd or polearm, your left hand must be empty. You cannot put a halberd or polearm on your belt.

Shortsword

Weapon types: all shortswords.

Staff

Weapon types: all staffs and spears.

Thrown

Weapon types: grenades, daggers. All weapons and other items may be thrown in Drakkar (you could pick up a corpse and throw it, for instance). Grenades can only be thrown.



Two-handed

Weapon types: greatswords, bisentos. These weapons specifically take two hands to wield.

Health Potions

Even with the best Armor and Weapons in Drakkar, you're still going to get hit. Getting hit depletes your Health Points, and when they are completely depleted, you **die**. Health potions restore your Health Points.

There are two types of health pots, the weaker of the two, costs an average of eighty gold pieces per bottle and will only heal a part of your damage. The strength of the potion and therefore the amount of damage it will heal varies from bottle to bottle.

The second potion is called "**Instant Health.**" These bottles sell for at least 500 gold pieces but will cure you of all damage. Buy health potions from the Alchemist in the northwest corner of Nork.

To buy from any shopkeeper

- Stand in front of the counter.
- Click the shopkeeper's Identity box. The shopkeeper appears. The items for sale are displayed on the shelves. The cost of each item is beneath the item.
- Drag the item you want to buy to your hand, sack, belt, or pouch.
- Type the number of items you want to buy, or click Maximum.

Twigs



Scroll vendors stand in the busy areas of the kingdom and shout what they sell and how much they charge. Scroll vendors sell a variety of scrolls imbued with psionic disciplines such as ProtAssault, Succor, Respirate, and ProtStun. Succor scrolls can be turned into Twigs.

Succor twigs are very important because, with them, you have the ability to teleport yourself immediately back to the place where you first formed the Succor discipline. For example, if you are in the dungeons, and you found yourself about to die, drop that Succor twig as a "panic button" to get out fast.

To create a succor twig from a succor scroll

Professions

- Stand in the location you want to return to when you use the succor twig.
- Hold the succor scroll in your right hand.
- Click the Disciplines pop-up menu, and then point to Succor.
- Click the Form Discipline button. The succor scroll crumbles to dust, and a succor twig appears in your right hand.

You have dedicated to a Profession, you have armor, a weapon, health pots, a twig (if you can afford it), and a desire for adventure. You're ready for the first Dungeon beneath Nork, Nork -1.

Drakkar has several Professions to choose from. Among them are **Fighter, Mentalist, Healer, Martial Artist, Barbarian and Thief**. Basically, Fighters, Martial Artists and Barbarians use physical attacks with weapons to subdue foes, while the Mentalist and Healer classes generally favor psionic disciplines.

Thieves use a combination of psionics and physical attacks augmenting them with stealth and trickery. Of course, there is no rule that says your Healer cannot use a longsword to dispatch foes. As you gain game experience in the various classes you will, no doubt, develop your own techniques and strategies to use against the forces of darkness.

The following is a synopsis of what attributes your character will need to excel in each Profession.

Look in the section "**More on Game Play**" for more information on professions, like advanced character skills and gains such as disciplines. All Disciplines you gain are based on your character's Skill Level. The "More on Game Play" section also provides a complete list of techniques and abilities you attain for each Experience Level.



Fighter trainer

Fighters

A Fighter is probably the best choice for a beginning player. Fighters don't usually worry too much about tactics; they just wade into melee swinging their weapons. Strength is probably the most

important attribute for fighters because that determines how hard they will hit.

As with all classes, Constitution is very important for a Fighter because Constitution modifies your Health Points. Fighters need high Health Points (Hps) to be able to weather the physical punishment they often suffer. Fighters get higher Hps gains as they advance through experience levels. Agility is also important for fighters, because that determines how well they can dodge and avoid attacks.

The goal of most Fighters is to become a Paladin. Fighters can dedicate to the Paladin Brotherhood after reaching 8th level.



MA trainer

Martial Artists

A Martial Artist (MA) uses hand-to-hand combat, in the form of martial arts, to attack enemies. Since Martial Artists also use physical combat to advance, Strength and Constitution are important.

Probably the most important attribute for the Martial Artist is Agility. Martial Artists depend on their skill in martial arts both to avoid and block attacks as well as deal out damage. Their ability to move quickly and with agility in close quarters is crucial to their survival.

As Martial Artists progress in Skill, they will usually abandon armor (since heavy armor is an encumbrance) and rely solely on their skill and agility to avoid physical damage. Martial Artists also get good Hp gains as they advance in Experience, because they will spend most of their time in close quarters combat with little armor or weaponry.

Martial Artists have profession specific commands, two are **Sweep** and **Jumpkick**. Sweep allows the Martial Artist to attack multiple opponents in his square. Jumpkick allows the Martial Artist to leap through the air and strike a creature some distance away.



Mentalist
trainer

Mentalists

A Mentalist (Ment) devotes all energy toward the perfection of Psionic Disciplines (discs). Since Mentalists concentrate on

developing the powers of the mind, Intelligence is most important to them.

The Mentalist's Intelligence determines the beginning psionic or mental Energy level (Eps). In addition, high Intelligence will grant the Mentalist more Energy Points bonuses with each succeeding experience level, like with Constitution and Hps.

The forming of Psionic Disciplines (which is how Mentalists protect themselves and attack) take a great deal of concentration, and each Discipline that is formed depletes the Mentalist's energy. The more EPs a Mentalist has, the more Disciplines a Ment can form without having to replenish. Energy points regenerate automatically with the passage of time.

Mentalists get fewer Health Point gains than any other character class. Ideally, Mentalists should try to avoid close combat and instead concentrate on developing psionics. However, Constitution grants Hp bonuses to Mentalists just as it does with other characters.



Healer trainer

Healers

Healers are a kind of a hybrid of Fighters and Mentalists. Healers get some of the same Disciplines that Mentalists use, but they also learn their own unique Disciplines.

A Healer has the special ability to heal damage and at high skill, Healers can even restore life to the body of a fallen comrade.

Healers rely mainly on psionics to prosper in the Kingdom of Drakkar, but Healers should also be adept in the use of weapons. A Healer's offensive Disciplines usually take more Energy Points to form than do the offensive Disciplines of Mentalists. Therefore, if your Healer forms several Disciplines during one battle, it is entirely possible that his energy will be depleted to the point that he will be unable to form any more psionic attacks. In that case, he had better be skilled with some type of weapon, or his life may be forfeit.

Wisdom is a very important statistic for Healers. The Healer's Wisdom will determine initial Energy Points, and Wisdom also has a bearing on Eps gain as a healer advances in Experience. But, Healers need to be fairly strong and agile, with a good constitution, since they will often have to fall back on physical

attacks during combat. Healers tend to have higher Health Point bonuses than Mentalists, but not as robust as Fighters and Martial Artists.

Generally, the difference between Mentalists and Healers is Mentalists use discs to attack, Healers use discs in a more supportive manner.

Barbarians



**Barbarian
trainer**

A Barbarian (Barb or Barbie) is a berserker fighter that fights extremely well. Barbarians distrust all forms of psionics and are especially resistant to psionic attacks. However, because of this distrust of psionics in all forms, they have trouble using any type of psionic Discipline, even those psionically-imbued items that are commonly used by almost all characters, such as Succor scrolls and Sense rings. While it isn't exactly impossible for a Barbarian to use a psionically-imbued item, he just isn't very good at it, and the Discipline might fail several times before he finally gets it to work.

Since Barbs are basically berserker fighters, the same attributes that are important to Fighters will be crucial to Barbarians. Barbarians receive the highest Health Point increases per Experience Level of any class. High level Barbarians are very aggressive indeed. In fact, they get Xps for breaking items.

To dedicate to the Barbarian brotherhood you must take a dangerous journey past the mountains to the east of Nork. The Barbarian trainer lives in a cabin in the wilderness. If this is your first visit, you might ask a more experienced player for the safety of escort. But then, you want to be a barbarian, and safety shouldn't rank high on your list.



Thief trainer

Thieves

Thieves prefer to hide in shadows and ambush their foes rather than getting mixed up in a close-quarters brawl. Thieves have the unique ability to know particularly vulnerable points along the backs of many creatures and are able to strike at these points with their deadly Backstab. Thieves, as their name implies, are inherently more skilled than other character classes in the knowledge of lock-picking, hiding in shadows, and picking pockets.

Strength and Agility are very important for Thieves. The higher a Thief's Agility, the greater success he will have in hiding, picking pockets, avoiding attacks and setting and disarming traps. A Thief can Backstab from hiding, which can dramatically increase the amount of damage of the attack.

Higher level Thieves also gain the use of certain Disciplines like Mug and Trap. Unlike the Healer and Mentalist, the Thief draws on his health points (Hps) every time he forms a discipline. Please see "More on Game Play" for more information on these topics.

Other Classes

In addition to the six basic Professions mentioned above, your character may join a specialist class later in life. There are rumored to be other mysterious trainers that will teach your character even more potent skills and abilities, but these trainers are hidden in remote places within the Kingdom and your character will have to discover these trainers during his travels in the Kingdom of Drakkar.

The Last Chance



Your own footfalls echo eerily as you take the long walk toward destiny down the hall of the Last Chance Saloon. You see the staircase winding down into the gloom of the dungeons of Nork. You wonder for how many has this walk been a one-way ticket. You enter a silent prayer to Saint Clint as you step off into the unknown.

Okay, you reach the bottom of the stairs and...oh, ye gods! It's a Goblin; it's a Rockman! It's--aiiiieeeeeee!--another Rockman! They're pounding you with their fists! The Goblin slashes you with his sword! You panic. You forget everything that you've read, all the advice you've heard. You even forget to attack with the sword you have in your hand. You remain rooted to the floor in disbelief, forgetting to run, even as you watch your health points drop with every hit. Not a thought of the twig you have in your belt that could transport you to safety crosses your mind. Finally you gather yourself together and strike out at a foe. What?! It has no effect?

Adventuring in Nork -1

You realize with a sinking heart that, "Being dead, that can't be done".

When you are ready to start your adventure, enter the Last Chance Saloon, in the northwest corner of Nork. Go down the hall and through the doors to the left at the end of the hall.

```
east is a huge iron door. From time to time
you hear the muffled shuffling of feet from
the darkness below.
You descend the stairs
You are standing near a stairway leading up.
You are standing on open ground.
The orc misses.
You miss.
The orc hits with a shortbow!
The orc hits with a shortbow!
The orc misses.
The orc misses.
The orc hits with a shortbow!
```

A blow by blow of events appears in the narrative window

Continue past several shopkeepers and you'll reach a circular staircase leading down. Before you descend, make sure you have a weapon in your right hand. **Remember!** If you are carrying a two-handed weapon such as a bow, your left hand must be empty.

To descend (or ascend) stairs

Stand on the stairs. Click the stairs and <RMB>. This moves your character to the bottom of the stairs. If you were at the bottom, this moves you up.

Keep moving carefully through the passageways, and keep an eye out for danger! When you are ready to return to Nork, backtrack to the stairs and ascend them.

Facing the Enemy

Important! Creatures and characters with red name tags are hostile! Fight first, ask questions later.



Hostile figures have red name backgrounds!

To attack a hostile creature

- Select Attack from the Commands list and
- Click on the ID box of the creature you want to attack

Remember!! with most weapons you must be on the creatures hex!!



Notice the crosshairs on your opponent. The flag is gone because this creature is standing on your hex.

This will put crosshairs on your opponents ID box, targeting them for your attack. Every time you click on their ID box, you attack them again. **You do not need to select Attack again.**

You can only attack once each round. Wait for the Round Timer at the bottom center of the terrain screen to turn green, before attacking again. The creatures ID box will be greyed out if you can't attack.

You'll probably have to strike several times to defeat your enemy (watch the heart in the ID box for signs of damage). Meanwhile, your enemy will try to do the same to you. Keep an eye on your health points to make sure you are not sustaining too much damage. It is better to run away and live to fight another day.

Attack and Fight are synonymous. They allow you to attack a creature using whatever item is in your right hand. If you are not carrying a weapon, you will strike with an empty hand using Martial Arts skill.

Why am I in the middle of a dust cloud?

If you have disappeared in the middle of a whirling mass of activity on your terrain window, YOU ARE UNDER ATTACK! Fight or run!

Searching a Corpse



If you survive and slay your opponent, well, now you're having fun. Notice that your Xps increase each time you slay an opponent. Search the corpse and take any gold, gems, valuable weapons and garments, or other treasure your opponent was carrying. Gems and other items can be traded in for cash at your friendly Shopkeepers.

To search a corpse

- Stand on the corpse and click the Ground button

This brings up the ground window which has two columns and your pouch, sack and belt icons. The left column shows the NUMBER of items in each category. The right column shows the INDIVIDUAL items in the category.



You can drag the 7 coins in the right column to your sack or pouch

- while pressing and holding down the SHIFT key click on the corpse in the left column of the Ground window.

If the corpse is in a pile, all corpses are searched and all of their possessions now appear in left column of the Ground window. A list also appears in the Narrative Window.

- to see the individual items in a category, click on it. This moves the category to the right column.

To take an item from a corpse pile

You can only take the items from the **right column**.

- click on an item in the left column.

This moves it to the right column. If there is more than one type of the object, all objects will appear in the right column. For instance, you might see a ruby in the left column, it might have a diamond or emerald log hidden underneath it. **Once in the right column**

- drag the item to your pouch, belt or sack icon on the Ground window.

To take multiple items of the same type

- hold the Shift key down and click on the item
- then drag one the item to your sack

Okay, now you've got stuff. Continue adventuring, or go back to Nork and sell your loot for money so that you may train. Be sure to read the section "**Developing your Character**" so that you may make the most of your Experience Point gains.

I think I'm about to Die

You have four choices if you think you're about to be killed. You can:

- run away
- drink a health potion
- hope that you kill the creature before it kills you
- twig out of there.

Run Away

This is generally a pretty good option. Your health points will regenerate in a short time if you can get out, and stay out, of danger. You can also drink a health potion to speed up your healing.

Health Potions

If you have purchased a health potion, now would be the time to drink it. Use the Drink Bottle button on the Game Screen. **Remember!** One hand must be empty to drink a potion.

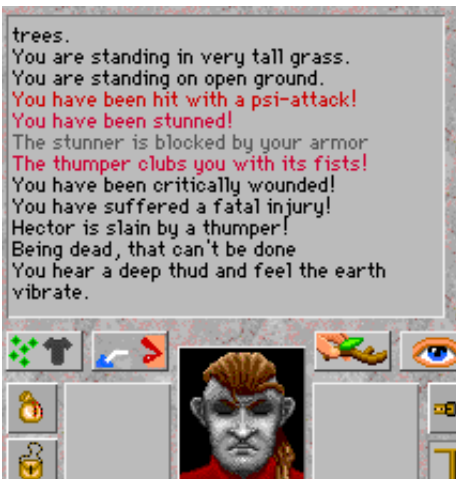
Kill that Critter!

How badly have you damaged that creature? Look at its heart on the ID box. Is it alone, or does it have friends nearby? How badly is it hitting you? Can you kill it before it kills you?

Twigging

Twigging is a good option when you are in a 'zoo' (surrounded by critters), are running out of health pots, have dropped and lost your weapon, or are facing some other disaster. Use the Twig button to transport yourself back to where you formed the twig. (See 'succor twigs' for more information.)

Being dead, that can't be done.....



If your health points drop to zero, you are dead. When you die, you hover above your bloody corpse. You can yell for help but can do nothing else. However, death in Drakkar is a relative thing. With a little bit of typing or some help from your friends, you can rise from the dead.

There are penalties to dying, however. You can lose constitution points each time you die, depending upon how you are raised from the dead. You also drop whatever you may have in your hand, and some creatures (in higher level areas) may strip you of all your possessions after they slay you.

Returning from the Dead

CritCure

The healthiest way to return from the dead is to have a healer raise you or to have someone else use a CritCure scroll on you. If someone raises you from the dead by forming CritCure on you, you will not lose Con points. If you are carrying a CritCure scroll on your dead body, other players can search your corpse and take it off of you.

In Drakkar, you can speak, and **yell**, when you're dead. If you have died near other players,

- Yell for help using the @ key. As in: **@help me I'm dead.**

Get taken to a Healer Trainer

Another player can pick up your dead carcass and take you to the nearest Healer Trainer. If someone raises you from the dead by taking you to a healer, you won't lose not Con points. All the player needs to do is to drop your dead body on the hex of the Healer. It might take a few moments, but they will eventually heal you.

Restore

If there are no friendly Healers or players around, to return from the dead type restore in the command line. This restores you to the recall area in Nork. Using this method you lose Con.

Recall

You might wish to use the recall function if you are hunting (and dying) in areas other than Nork. Recall allows you to restore to any Healer trainer in Drakkar, rather than the default Healer in Nork.

To choose a new Healer trainer to restore to:

- stand on the Healer's hex
- type the Healer's name followed by a comma and then
- type recall me.

For example, to have a Healer named Dru recall you, type **Dru, recall me**. If you have done this correctly, he will acknowledge you. If you are killed and type restore you are recalled to this healer.

More On Combat

Some other issues to consider when in combat. Physical combat commands cannot be combined with other commands. However, you can attack and speak (or yell for help) to other players at the same time, as in:

- @hey tabaroo, where are you? I'm dying over here!

The command Form, being a **mental** activity, can be combined other commands:

- e e e:form <discipline>

is a legal command, but it greatly reduced your chance of forming a discipline. Also keep in mind that any encumbrance will hinder your fighting ability.

Rest

After you have acquired enough Xps to advance to the next experience level, you will receive a notice in the Narrative window to Rest when uninjured. When you are at full Hps type:

- rest

This will advance you to the next Xp level. If you do not Rest, you will not advance. You will always be prompted to Rest when you are ready to move on to the next level. Remember, you must be healthy (unwounded) to move up a level.

Always Dedicate to a Profession before you Rest.

Always Dedicate to a Profession before you Rest.

Always Dedicate to a Profession before you Rest.

See 'Developing Your Character' for more information on **Rest**.

Creatures In Drakkar

This section contains is a partial list of the creatures you will encounter in

Drakkar.

Alligator

Alligators, an unprotected species in Drakkar, live in water or marshy areas around the kingdom. They shred their enemies with a nasty bite.

Bear

There are many types of bears in the woods. Some are hostile, some are not. You'll occasionally happen upon a bear having deer for dinner. Hostile Bears have massive claws which they use to rake their prey.

Fiend

The lumbering Fiends are said to make the earth tremble with every footfall. They are known to stare adventurers down with their glowing eyes before shearing your flesh with their claws.



Gargoyle

Not your Notre Dame blend! Gargoyles have huge wings and attain great speeds before they hurl themselves upon you and rake you with their viciously sharp claws.

Goblin

Goblins are the weakest creatures you will encounter, yet they can be quite dangerous in larger gangs. The Goblin Lord is a challenging opponent locked deep away in Nork.

Griffon

Griffons attack you with their powerful beaks and razor sharp talons. The fabled silver Griffon spits freezing liquid that chills characters to the bone. If you kill a Griffon, the tanner can make its feathers into strong armor.



Hobgoblin

Hobgoblins are taller, more muscular, and more challenging opponents than goblins. Unfortunately, they aren't any better looking though.

Hostile Fighter

Hostile fighters are highly-skilled weapons masters who use their abilities to spread mayhem throughout Drakkar.

Hostile psionicist

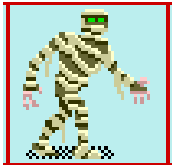
Hostile psionicists are highly-skilled Mentalists. Many were once on the side of humanity, but now they use their powers to further the advance of the evil creatures of Drakkar.

Lizardman

Lizardmen are known for their hissing, muffled speech and deadly fire breath. Although an unruly bunch, the Lizard King rules his legions with an iron fist.

Lurker

An attractive creature to venture across, Lurkers drool, drag their knuckles on the ground, and bite you. They can also envelop you in darkness.



Mummy

Mummies shuffle along, waiting to rake you with their wizened and gnarled claws. Their scent of the spices and the mysteries of the orient, wafts behind their ancient bodies.

Ogre

Ogres are brutes of great strength. The Ogre Lord is known for his fashion sense.

Orc

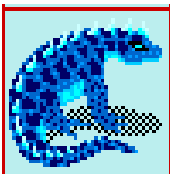
Orcs are squat, with piggish snouts. They are fond of rallying battle cries, such as "Crush the human!"

Rakshasa

Rakshasa are well-muscled, with tiger-like faces and wild hair. They are well-known for their psionic abilities. Maybe it is their thick pelt that protects them.

Rockman

Rockmen make loud grinding noises and pound their opponents with their massive fists. They are not known for their intellectual prowess.



Sanquin

Sanquins giant blue lizards that attack with sharp claws and an icy breath of pounding hail and bitter cold. Some scholars believe them to be weak cousins of the dragon. Perhaps their scales are what protects them from their own icy breath.

Shark

Sharks prowl the water ways with a ravenous appetite. They are

always on the lookout for new victims.



Thumper

Beware the Thumpers, who will club you mercilessly with their ham-like fists.

Troglodyte

Troglodytes are fairly civilized for a non human breed. They till the underground soil and make a wicked mushroom brew form their crops. Troglodytes attack with weapons.

Troll

Trolls are strong and tend to attack with large weapons.

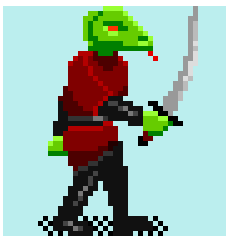
Wolf

Wolves tend to hunt in packs and have a fierce bite. Some wolves are non-hostile.

Yeti

Yetis are vicious snow beasts who swipe at their opponents with their sharp claws. Yetis have thick fur and are hard to kill. They are tough creatures which is maybe why the fur of a dead yeti makes strong armor.

*In search of...The
Lizard King*



I've mastered the GoblinLord and sent Pelagis sniveling on home. I've dedicated and begun my path as a Paladin. It's time to start building my future, and for that, I need gold. I hear tales that the Lizard King has it. So I join the multitudes on the crusade for the Lizard King. The town crier rambles about a fellow knight, Haldan, who wanders in disgrace. Now, more than gold drives my quest, Haldan tells me an even more compelling reason for hunting down the wretched tormentor of the Lady Annalee.

I'm going to have to venture into some new and dangerous territory, filled with the Lizard King's henchmen: pumped up trolls, sanguines and the fearsome stunner. I'm brave, but not stupid. I go prepared. I've got on all the fire and ice prot I can muster, my best weapon, twigs and plenty of health pots.

Developing your Character(s)

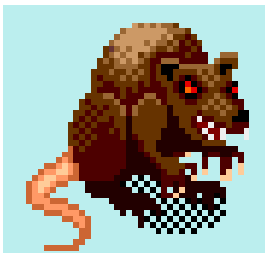
I head off into, for me, uncharted territory. I see a stunner. My mouth drops, "hey!..." I begin to exclaim. I die. I restore to the healer on Nork. Suitably chastened now, I begin my adventure anew. I see a stunner, I run. And run. And run. No stunner now, but I am now hopelessly lost? Luckily I have my twig back to Nork. No matter, it's not like I know where the Lizard King is or anything. I'll just keep searching until I find him.

I continue my search. Along the way I hack my way through multitudes of Lizardmen and Ogres. Well at least a few at a time. I see six flags flashing and I am outta there. Finally I come to an entrance in the rock wall? Could this be it, I wonder? Does anyone get out of here alive? Heart pounding I stride boldly into the cave. It's clear that I'm going to need the protection bestowed upon me by the Lady Annalee. Immediately we leap into the fray. I'm not doing much damage, and he hits hard. I'm popping health pots like candy and still my hp's stay in the red. That's it, I'm out of health pots, I'm history. I twig back to Nork, fill up and head back down. This time I vow to set a twig at the cave entrance. These boots weren't made for that much walking.

Much twigging, many health pots and sweaty palms later I finally emerge victorious. I take a deep breath, pray that none of his henchman appear while I am in this weakened state, and begin to loot the lair of the vanquished Lizard King.

First round's on me tonight.

Developing your character(s) is the main goal of playing Drakkar (along with general socializing and having a good time). You develop your character by gaining Experience Points and building your Skill appropriate to your profession; weapons for a Fighter, Disciplines for Ments, and so forth.



When you kill a hostile creature, you gain experience, build Skill, and acquire gold or other marketable items which enable you to pay for more Training. So killing hostile characters is GOOD. But a few more comments:

Generally, as in life, no pain, no gain. Older players will tempt you with their wondrous items-but remember this, if you have armor or weapons beyond your actual capabilities, you won't build your Skill as fast as you would if you didn't.

Think about it like building a house. If you build it yourself you have gained a new skill. If someone else builds it for you, well, you have a house, but no skill. So how would you get your next one? If you had skill, you could build it yourself.

Another important concept. As you work your way from say, studded armor, to say, sanquin scales you gain in PLAYER skill. Meaning, you begin to learn when to run, when to twig, when to take a health pot in relation to how easily you can kill different kinds of crits. Why is this important? Someday you will meet a crit against whom your armor is not that good. If you haven't gained PLAYER skill, you could end up dead, and without your spiffy armor or the ability to replace it.

Experiment as you grow. Go to the tanner, and see what different kinds of armor the creatures you slay makes. Initially, stick with one or two combat forms. It's better to develop a lot of skill in a few areas than a little skill in many areas.



Items in Drakkar have different and often unique abilities. For instance, the staff is the best blocking weapon, and the halberd can hit a hex away and has good proning ability. There are reasons for using each weapon; each has qualities to recommend it for use, and no one type is perfect for all situations. With weapon and shield, you will enjoy shield blocks at the expense of having two hands full. Thus, you will be slower when it comes to item manipulation such as drinking health potions or searching corpses.

So, when you have gained some Experience Points and gold from adventuring beneath Nork, you'll want to go to a Trainer to work on your **Skills**. The skills that you choose to hone will depend upon what Profession you have chosen.

Experience Points (Xps)

Experience points are a numerical approximation of the sum total of your character's life experiences. They reflect the idea that as a

your character grows older, he or she becomes more powerful and as a result more resistant to psionic attacks and more difficult to kill.

As you gain Experience points (Xps) you move up in Experience Levels. Your character receives better psionic resistance, more health points, and increased combat ability in the form of extra attacks (this is different from improving your Skills). If your character can wield psionic disciplines, your character will also receive more Energy Points (Eps).

See the **Experience Levels Chart** for the amount of Xps necessary to advance to each new level.

Characters gain Xps by killing creatures, by training, by carousing, or by Gambling (not necessarily the best experience to get since you aren't developing your skills at the same time but it's a good way to spend your extra cash).

Rest

Rest in Drakkar has two functions, **Healing** and **Advancing in Experience Levels**.

Healing

Though time heals all wounds, resting restores missing health points at a faster rate.

Advancing in Experience Levels

When you have earned enough Xps to advance to the next Experience level, a message in the text window will prompt you to

- type: **rest**

when you are fully healed to advance to the next level. If you do not stop and 'rest' for a game round your character not will not advance to the next level!

You receive certain benefits of your new Experience Level immediately, such as increased Health Points (Hps), psionic resistance, and Energy Points (EPs) if applicable.

To receive other benefits such as increased combat ability, you have to **CLASS train** with the trainer of your profession. Always Class Train after advancing to a new level. Also, at the thirteenth experience level, your character may exchange gold for Health points from a trainer in a far off land.

Skills

Skill determines your character's chances of successfully performing a Skill-dependent task such as combat, stealing, or forming a Discipline. Martial Artists depend on Skill for hand-to-hand combat. For psionic users, Skill level determines the all important Disciplines you can form. How proficient you are in these abilities is also measured by your Skill level.

Remember that you can look at your Skills by selecting the **List Skills** option from the pull down menu.

Skill Levels

Not all Professions develop Skill in Weapons alone. Below also are the **skill level charts** for Ments, Healers and other character classes.



Weapons Skill Levels

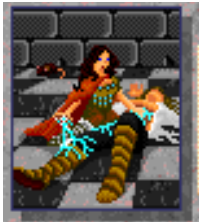
Any Profession can train with Weapons. While there are many weapons in the game, they all fall under one of the Skill categories that you can be trained in. For example, the Mace Skill category includes war hammers and flails. (See the Weapons section of 'Preparing to Adventure' for more on this subject.)

As you train, you build the Skill level in the weapon skill category you have chosen. If you have chosen the Longsword as your weapon, when you train you build skill in THAT category, moving from Unskilled to Clumsy to Familiar as you become more proficient.

The syntax is very specific concerning weapons! If you train in Longsword you will not gain Skill in Shortsword.

Weapon Skill Levels

Level	Skill Name	Level	Skill Name
0	Unskilled	16	High Master
1	Clumsy	17	Grand Master
2	Familiar	18	Warrior
3	Student	19	High Warrior
4	Practiced	20	Specialist
5	Dedicated	21	Beholder of the Art
6	Skilled	22	Initiate of Stance
7	Experienced	23	Student of Stance
8	Proficient	24	Master of Stance
9	Practitioner	25	Initiate of Form
10	Expert	26	Student of Form
11	Prodigy	27	Master of Form
12	Brilliant	28	Initiate of Style
13	Incredible	29	Student of Style
14	Astounding	30	Master of Style
15	Master		



Healing Skill Levels

Healers are one of three classes that use psionic force. Here are some of the progress levels for Healer Skill:

Level	Skill Name	Level	Skill Name
0	Unskilled	10	Revealer of Paths
1	Mender of Wounds	11	Inflictor of Poison
2	Paramedic	12	Former of Lightning
3	Inflictor of Wounds	13	Protector of the Mind
4	Student	14	Protector of Conscious
5	Curer of Poison	15	Healer of the Ways
6	Restorer of Vision	16	Shaker of the World
7	Healer	17	Stealer of the Mind
8	Healer of Wounds		
9	Taker of Consciousness		



Martial Arts Skill Levels

Martial Arts Skill is used when your character strikes out with his hand or foot. Here are the progress levels for Martial Arts Skill:

Level	Skill Name	Level	Skill Name
0	Unskilled	16	Black Belt, 7th degree
1	Initiate	17	Black Belt, 8th degree
2	White Belt	18	Black Belt, ninth dgr
3	Yellow Belt	19	Master
4	Green Belt	20	Grand Master
5	Blue Belt	21	Beholder of the Art
6	Red Belt	22	Seeker of the Sash
7	Brown Belt	23	Bronze Sash
8	Brown Belt, 2nd dgr	24	Bronze Sash, 2nd dgr
9	Brown Belt, 3rd dgr	25	Bronze Sash, 3rd dgr
10	Black Belt	26	Bronze Sash, 4th dgr
11	Black Belt, 2nd dgr	27	Bronze Sash, 5th dgr
12	Black Belt, 3rd degree	28	Bronze Sash, 6th dgr
13	Black Belt, 4th degree	29	Bronze Sash, 7th dgr
14	Black Belt, 5th degree	30	Bronze Sash, 8th dgr
15	Black Belt, 6th degree	31	Silver Sash

Any character can Train and develop Skill in Martial Arts Skill. But a Fighter who trains in Martial Arts is not in the Martial Arts Profession. That is something distinct unto itself, and Martial Artists get special abilities which are not available to other Professions.

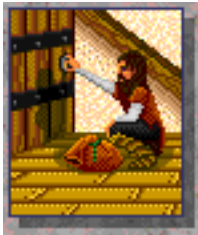


Mentalist Skill Levels

Mentalists are one of three professions that actively use psionic force. Here are some of the progress levels for Mentalist Skill:

Level	Skill Name	Level	Skill Name
0	Unskilled	3	Jester
1	Beginner	4	Student
2	Trainee	5	Mentalist

6	Forger of Fire	14	Worker of Force
7	Defender from Ice	15	Defier of Gravity
8	Forger of Ice	16	Master of Earth
9	Controller of Fire	17	Defier of Vision
10	Concealer of Paths	18	Wizard
11	Maker of Paths	19	Master of Dimensions
12	Enchanter	20	Master of Time
13	Controller of Ice		



Thieving Skill Levels

Envious of the psi users, long ago Thieves 'stole' some disciplines from the psi classes. However, it costs thieves health points instead of energy points to use these disciplines. A Thieves proficiency in thief -specific commands like 'trap' are also dependent upon these Skill levels.

Level	Skill Name	Level	Skill Name
0	Unskilled	10	Swift
1	Humorous	11	Expert
2	Amusing	12	Shadow Seeker
3	Drunkard	13	Dark Striker
4	Clumsy	14	Shadow Thief
5	Pickpocket	15	Master Thief
6	Thief	16	Shadow Knight
7	Dexterous	17	Shadow Mage
8	Adept	18	Shadow Lord
9	Agile		



**Kill me.....if you
can**

Developing Your Character...A Final Word

In summary, to build your character this is what you need to do in Drakkar,

- Dedicate
- Fight and Kill Crits
- Search Corpses and take items
- Return to Nork and sell items
- Train

Fight and Kill Crits

Search Corpses and take items
Return to Nork and sell items
Train

did we mention Train?

And when you reach the next Experience Level:

- Rest
- Class Train

Trainer of Forgotten Skills

Sometimes a character can become a member of more than one class. To do this, you must seek out a Trainer of Forgotten Skills. These trainers are hard to find, and they do not take on pupils readily.

Higher Skill Levels

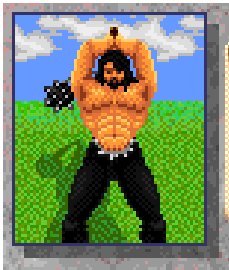
Progress levels for the various Skills advance beyond those listed, but you will have to discover them for yourself.

Remember to regularly visit your Trainer for training!!

Training will dramatically increase your advancement through the various Skill levels, and it is an effective way to spend your gold.

Training

Skill Training



Skill training helps you attain higher Skill levels more quickly than you would by simply slaying opponents. You can ask a trainer to assess your skills. This shows you how far you have come (in percentage points) toward the next skill level.

Note that a greyed out skill category means the trainer cannot train you in that area. If the trainer thinks you are ready to receive more training, he or she will comply. However, the trainer may send you out to gain more experience in combat before you train further. Go to the Trainer of your Profession for the best rates on training.

To have a trainer assess your skill

- Stand on the trainer's hex.
- Click the trainer's Identity box. The trainer appears. (Around him are the many Skill categories you can train in.)
- Click the skill you want the trainer to assess.
- Click Assess Skill.

The trainer takes 50 coins from your sack and displays your percentage of achievement toward the next Skill level.

To receive skill training

- Stand on the trainer and click the trainer's Identity box. The trainer appears.
- Click the Skill category you want to train in.
- Click Skill Train.
- Type the number of coins you want to spend.

The more coins you spend, the more training you receive. The trainer will only take the amount of coins you receive training for, so if you give him more than necessary, he will return the rest*. The trainer takes the coins from your sack, increases your skill points according to the amount you spent, and displays your percentage of achievement toward the next skill level.

*Most trainers are trustworthy....there have been rumors about the Thief Trainer, however.
--

Class Training

Class training is how you receive the psionic Disciplines or increased number of attacks per round. You should always Class train when you advance to the next Experience Level.

To Class Train

- Click the trainer's Identity box. The trainer appears.
- Click Class Train.

Death Piles, Getting Eaten and Getting Stripped



Death Piles

When you are killed by a crit in Drakkar, you drop what you are carrying. This is left in a neat little pile commonly referred to as a Death Pile (DP). When you die, try to note exactly where you are. That will make it easier for you or some other helpful player to return and get that +4 longsword or special shield you would just hate to lose.

Getting Stripped

Sometimes you'll not only lose the gear you are carrying, but the gear you are wearing as well. This is known as getting 'stripped' and now you really want the contents of that death pile back. There are rumours of enchantments however to protect adventurers from just such an awful experience.

Getting Eaten

And sometimes you get EATEN. Getting eaten means you lose what you're carrying, wearing, in addition to some experience and Skill.

Quests

There are quests for players of all levels in Drakkar. Many begin in Nork.

Generally you find hints for quests in two ways: from the torn fragments of the scrolls your , and from NPCs.

Talking to NPCs

To speak with an NPC, use the convention: Name, keyword. Thus, to say hello to Abner, type

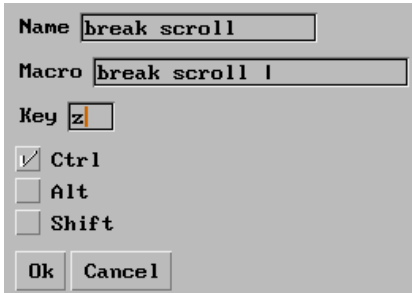
- Abner, hello

Sometimes you can prompt NPCs tell you their life story. To do this of Genetta, type:

- Genetta, discuss life

Often, NPCs have many things to say, so pay attention and ask them about other topics they talk about. For instance, after speaking with Sir Haldan for a while, you may be curious about the oath he keeps talking about. Type:

- Sir Haldan, oath



Macros

You've been charging along in -2 Nork all day now, and you're tired of picking up what seems to be the SAME scroll over and over again. So you start typing:

- Break Scroll <enter>

until you're heartily sick of that too. So what do you do? You create a Macro.

A Macro is a set of commands (or keystrokes) that you can assign to one single command. It's a way to create your own customized shortcuts for things that you do over and over again.

Drakkar already has created Macros for the most basic actions. For example the Drink Bottle Button actually sends a series of commands;

- take bottle from sack
- open bottle
- drink bottle
- drop bottle
- break bottle

But Drakkar has created a Macro for this sequence, so you automatically complete all five commands with one click of a button.

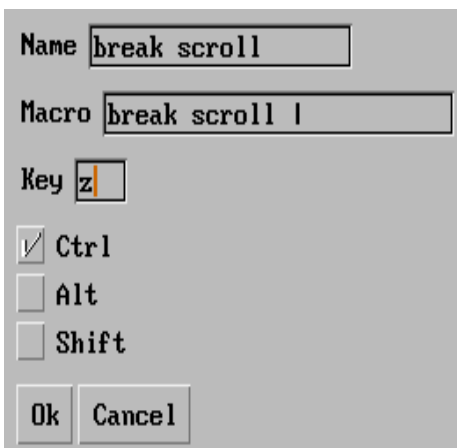
Creating your own Macros.

Select the Macro option from the pull down menu at the top of your screen. Click on Set Macro. This brings up you Macro List (like a file list) which at this point is completely blank. Click ok. You are now in the Create Macro screen.

The Create Macro screen is composed of fields where you enter your Macro information.

- The first field is the **Name** field. Enter the name of your macro here.
- The second field, the **Macro** field, is where you enter the commands of your macro.
- The **Key** field is the shortcut key you assign to the macro. You can assign the F1-F12 keys at the top of your keyboard to macros, or, you can use any keyboard key as long as you preface the key with the **Control**, Shift, or Alt key.
- When you are done, click **OK**.

Let's create a macro for ***Break Scroll*** as an example. Say you are a Healer. During battle, you don't want to keep changing the attack command to Mend to heal yourself and back again to attack. So you create a macro for Mend.



Go to the Create Macro screen. In the name field, enter:

- Break Scroll

In the Macro field enter the command that you want to shortcut

- Break Scroll |

At this point, your macro would only put this command in the command line. You need to add the <enter> command to your macro so that the command is automatically entered from the command line and processed.

- use the 'pipe' | symbol as the <enter> command.

This symbol is the two vertical slashes on the same key as your \ command. So your entry in the Macro field would look like

- Break Scroll |
- Next assign a shortcut key. You decide to use the Z key. Since it is a keyboard key you must preface it with the control, shift or alt key. You decide to use CTRL so click in the box next to it.

Now click OK and test your macro!

When you want to create another macro, you must delete over the last macro information. Though it may appear that you are deleting the previous macro, you're not. You can return and edit your Macros at any time.

Visiting the Paladin Trainer

I've been in Drakkar for awhile now. I've mastered the basics. I've sent my fair share of orcs, goblins, and such-like to an early grave. I've gotten some good gear. I've helped Gennetta with her quest. I'm ready for more. It's time for me to make some decisions on what I want to be when I grow up.

I talk to my buddy Tabaroo, who's a Paladin. His arguments are convincing; a Paladin I will be. Tabaroo offers to take me to the Paladin trainer, where I will dedicate myself to the cause. The Paladin trainer is far to the south of Nork, across a broad stretch of water. We debate, resperate spells or helmets? Tabaroo, ever the impetuous, lobbies hard for spells. He wants to go NOW. Me, Dell'olio, ever the cautious, whines for resperate helmets. Whining, foot stomping, and my other charms are enough to sway Tabaroo. So we take a day or two battling in the dungeons beneath Nork, until we have both found helmets. We're ready.

The day we decide to visit the Paladin trainer dawns bright and clear. A rare southeasterly breeze gently rifts our hair. Well, at least the part sticking out from our helms. We set off across the water. We have on our very best gear, not knowing the perils we may face. We have been told the island of the Paladin trainer lies to the south, south east of Nork. S, S, S, we go. E, S,E,E,E,S.

"Uh Tabaroo," I venture, "don't you think we're heading too far east?"

"I know what I'm doing!!" he cries. "I've been here, well, once. But I know where I'm going, okay."

S, S, E,E, S,E...I lose track. We go on FOREVER. I begin to suspect Tabaroo has no idea where he is. We have gone way too far east.

More on Game Play

"Are you sure you know where you're going?" I try again.

"Just get off my back! Of course I know where I'm going!"

I begin making snide comments about men who refuse to ask for directions. They are ignored. Finally, FINALLY we sight land. We don't really know what we're getting into, but it appears to be a peaceful cove. Cautiously, we approach the shore. So far, so good. We see nothing. I think I notice a brief flash at the top of my screen, but I'm too busy looking around to be really sure.

"Uh, Dell'olio" says Tabaroo "why are you lying on the ground like that?"

"Whattaya mean? What, WHAT? Am I dead? What's happening?" I type and think desperately at the same time.

"Hey!" shouts a surprised Tabaroo. And then nothing. Radio silence. We have both been hit, killed, and served for dinner so fast we didn't even know it was happening. I still maintain that they were invisible vampires or gargoyles or something. I gather my wits and, shaking with laughter, type 'restore'. I get back to Drakkar and head to the pub to try to find out what happened, and to laugh with Tabaroo over the incident.

Taba appears a short while later. It seems that he took too long trying to figure out what was going on, and failed to type restore in a timely manner. All his gear including his +4 Halberd is gone, and he is an unhappy boy. Immediately, the Taba DP (deathpile) search is organized and older, wiser, and STRONGER players head off to where they think we were in search of Tabaroo's gear.

No one ever did find Taba's gear. And we're not planning to head east out of Nork anytime soon.

Adventuring in a Party

In Drakkar, you have the option to Party with other player characters. Parties are fun, and are an especially good idea for areas too dangerous for you to hunt alone. Parties allow you to venture into areas you might otherwise not see for awhile.

When you explore the kingdom in parties, you share Xps and skill gains. For example, if one member of a party slays a sanquin, each member of the party gets a portion of the experience points. The highest level character in the party get more Xps. Each member of the party also gets part of the skill gain.

To reap the benefits of adventuring in a party, you must not be invisible, and you must stay within yelling distance of the party creator. If you stray too far from the party creator, your experience is not contributed to the party; instead, you alone receive it.

Parties of four or more receive a skill-gain bonus. The larger the party, the greater the skill-gain bonus.

To create a party

Type party create and the name of the party (3 to 14 letters in length). For example, to create a party called Slayers, type:

- party create slayers

To join a party

Type party join and the name of the party. For example, to join a party called Slayers, type:

- party join slayers

To list the party members

- Type party list

To leave a party

- Type party leave

To eject a party member

You must be the creator of the party to eject a member.

- Type party eject and the name of the character.

For example, to eject a character named Halifax, type **party eject Halifax**

To break up a party

You must be the creator of the party to break it up.

- Type party break

Since Skill and Xp are divided among party members, the gains for each kill are not as great as solo gains. However parties can go after more dangerous creatures (which grant more Xps), and besides, adventuring with other players is fun!

Aging

In the course of the game your character in Drakkar will age as allegedly we will in real life. As a new character, if you 'look' at yourself, your description will read, "...a very young...." This will change with time.

Unlike real life, you can extend your character's life with **Youth potions**.

Rerolling Your Character

You may want to play another character class or try for better **stats**.

Rerolling gives you the option of keeping the items you have acquired. If you plan to reroll, take off your gear and store it in your locker. Rerolling loses any items you are wearing or carrying, but items stored in your locker are safe. Note that if you die permanently, your items will be lost for good.

When you reroll, half of your Xps are transferred to your new character. Basically, your new character is one Xp level lower than your old. Your skills roll back to zero (or unskilled), but you get a 'credit' for the skill you have paid for. This means that you don't have to pay for the skill you have gained twice, but you will have to practice and train again to acquire your previous (and

Professional Development

Always dedicate FIRST before typing 'rest'! There are no advantages to being a higher level merchant!

additional) levels. Acquiring Skill in this manner is like traveling down a road. Paid training is like a paved road, you go down it quicker and faster.

When you reroll, you may dedicate to another profession.

Major and Minor Constitution Bottles

Major and Minor Constitution Bottles are types of potions that restore or add to your Constitution. By this time you should understand how important that is.

Major cons

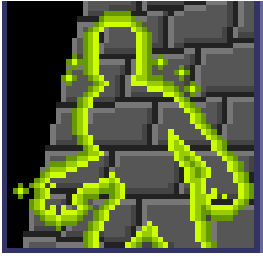
Major cons will raise your Constitution by 2, up to the maximum of 18. In addition, they will raise your Hps by two, if they are below 130. Major cons are found most often in Maeling -3, but can also be found in -5 and -6 Nork.

Minor cons

Minor cons raise your Con by 1, up to a varying maximum, and will not give you any Hp increase. Minor cons can sometimes be found on -1 Nork. (Look for the 3 birds and 2 birds bottles). They can also be purchased in Ratburrow.

There are many other potions to be found in Drakkar. Some affect strength, agility or willpower. Some can even affect your **FATE**. These might look exactly like a con pot, so be sure to Sense pots before you drink or buy them!!

This section contains the psionic disciplines or other special abilities your profession gains with experience of skill level advances.



Psionic Disciplines

Psionic disciplines allow characters to harness the power of their minds and unleash effects that defy the laws of nature. All characters can wield psionic disciplines to some degree by using items already imbued with psionic powers, such as rings and scrolls. Healers, Mentalists, and Thieves, however, may use psi discs without relying on magical items.

Psionic Energy

Mentalists and Healers use Psionic Energy (Eps), the power of their minds, to form disciplines. Thieves rely on their health points to cast their stolen discs. Each discipline formed costs a certain amount of energy. For example, forming EnMiss costs five psionic energy points. Each time you form EnMiss your Eps diminish 5 points. Psi Energy points regenerate in time, the speed of which is determined by your skill level. A special amulet can also increase this rate. The number of Eps you gain with each Experience Level is based upon your Intelligence, (like Constitution and Hp gains).

Forming Disciplines

To form a Discipline, click on the Discipline pop-up menu. The Discipline displayed in the pop-up window is the one that will be entered into the command line when you click on the Form Discipline button. Some disciplines can be formed on yourself and others. Some disciplines affect a single target, and some affect a larger area. Be careful when you form disciplines that affect larger areas, because you may inflict damage on non-hostile creatures, your allies or yourself.

The general conventions are:

- form <discipline>
- form <discipline> at <name>
- form <discipline> <path>

where discipline refers to the complete name of the psionic Discipline that you wish to form, name is the creature at which the Discipline is directed, and path is the list of squares the Discipline should pass through.

To use your mouse to execute disciplines

- select disc from list

- target creature
- click Form Discipline button

Some examples;

- form Respire

would form the Respire Discipline on yourself, allowing you to walk across water at a normal movement rate

- form EnMiss at dragon

causes bolts of energy to leap from the your fingertips and strike the dragon. (See Energy Missile.)

- form Fireball ne ne ne

will send a fireball to travel to a spot three squares northeast of your position before detonating.

All Disciplines that require a path specification may also be directed at a creature. You can target a specific creature when forming a path Discipline so that if the creature does move, the Discipline will 'follow' the creature and take affect in the creature's new location. However, the creature can also move onto your hex (affecting you also!).

Discipline Costs

Associated with each Discipline is an **Energy Point** cost, a **Stress factor**, and possible **side effects**. If the Discipline is formed from a magical item, the psionist does need not expend any psionic energy or be subjected to Stress factors. However, if the Discipline has a side effect, that side effect will still occur, and any penalties will be suffered by the psionist. If a psionist is using an innate ability to form a Discipline, all three of these components must be reckoned with. Stress factor indicates the amount of aging a given discipline causes the caster.

Psionic disciplines have a limited duration depending on the skill level of the psionist forming the discipline. Damage-inflicting disciplines usually cause increasing amounts of damage according to how high the psionist's skill level is.

Note that there are always more Disciplines being created. You may also find scrolls that contain Disciplines not on the list below, so check the Version Notes frequently in the Forum section. These list changes and improvements to the game.

The following charts list the Disciplines as they are achieved at each Skill Level for Healers, Mentalists, and Thieves. These Disciplines are listed alphabetically in the **Command Summary** section. For a complete explanation of each discipline, refer to that section.

Healer Skill Level Gains



The following chart lists the Disciplines achieved at each Skill Level for Healers from levels 1 through 17. For descriptions and Psi Energy Cost, Stress Factor and obvious effects, please review the alphabetized Discipline list in the back.

Healers also gain one extra attack per round every 8 Experience Levels--8, 16, 24, etc..

LVL	Discipline	Ep Cost			
1	Mend	5		Firestorm	25
2	Detect	10	12	Lightning	15
3	Assault10		13	ProtAssault	40
4	Blind	10	14	ProtStun	30
5	Detox	10		Push	20
	ProtFire	10	15	Atone	35
6	Vision	10		Autoheal	50
7	CritCure*	30	16	Stone To Flesh	100
	ProtIce	25		Earthcrush	100
8	Heal	20	17	AntiStun	
9	Stun	15		Psi-Crush	
	Succor	15		Charm	30
10	Light	10	18	Powerword	100
11	Poison	20	18	Aid	

Through the years,

adventurers who travel to the depths of the Nork have often told stories of strange noises rising up from the sealed barracks. Some have claimed to have witnessed ghostly apparitions near the great barrier, but these rumors have gone largely unconfirmed ...until now. Recently, a stalwart

young adventurer had just entered the fifth dungeon level when she noticed strange sounds emanating from a nearby wall. After fumbling through a series of grenade attempts; the adventurer discovered a secret tunnel; leading to a series of mine shafts. Here she witnessed a variety of strange beasts porting equipment and minerals down a large opening in the floor. Lobbing her remaining grenade towards the creatures, a slip of the wrist instead forced the device down the crevice; the explosion sending an odd smell of ozone throughout the corridor. A voice nearby screamed in pain .. A voice below rose in jubilation. "The seal, the seal" it said. The thunder of many footsteps filled the corridor .. Leila decided it was time to leave; and did.

Mentalist Skill Level Gains

The following chart lists the Disciplines ments learn at Skill levels 1 through 18. For a complete description and (Psi) Energy Cost, Stress Factor and effect see the alphabetized Discipline list in the Command Summary section.



Since Mentalists specialize in psionics, they never gain any extra attacks per round.

LVL	Discipline	Ep Cost		
1	EnMiss	5	Enchant	30
2	Detect	10	Find Friendly	30
3	Sense	10	Energy Shield	20
4	Respirate	20	13 Ice Breath	55
5	ProtFire	10	14 Energy Spear	35
6	Fireball	10	Absorption	20
7	Illusion	25	15 Confusion	25
	ProtIce	25	Scry	25
8	IceStorm	15	Feather Fall	30
9	Firebreath	50	16 Earth Crush	16
	Door	10	17 LimInv	
10	Darkness	10	10	
	Transmute	10	Depletion	
11	Infravision	25	18 Psi Mirror	
	Blast	40	Shock Wave	
	Disintegrate	10	Pass Wall	20
12	Imbue	30	19 Teleport	50



Barbarian Experience Level Gains

The following section list some of the Experience Level gains for Barbarians.

*The barbarian brotherhood met at a great gathering where strong ale and hearty song spilled forth as never before. They regaled each other with war stories, showed their battle scars, and then listened, transfixed, as the Great Chieftain spoke of the **Berskerkers**...*

It is rumored that each stage of rage that a barbarian enters makes him more dangerous, to friend and foe alike. While barbarians, issuing guttural roars, have been known to strike more than once in combat, they have often been know to lose complete control while Berserk. If no enemy is found, innocent bystanders may be designated. Barbarians use these commands at their own risk, and are completely responsible for their actions during these states.

In one recent meeting that two barbarians realized that by foregoing even more of their human nature in combat, they could divert what little remaining mental energy they had into physical prowess. This enabled them to break psionic items like never before, and gain increases not only to their life experience, but also many of their weapons skills. This new revelation is said to have made them enemies amongst the trainer's guild. They found ways (while berserk) to increase strength, swings per attack, agility, toughness and number of attacks per round.

All Xp levels

Berserk

Type the word Berserk 4 times. The first time it says "you feel fidgety." The second, "you feel anxious" The third, "you are wild," and the fourth "you lose control." As with all things, the higher level you are, the better you are.

Xp Level Gain

16 Strength improvements with berserk

With each increase in berserk level, the Barbarian is able to transfer more mental energy to their physical strength.

18 Health improvements with berserk

With each increase in berserk level, the Barbarian is able to transfer more mental energy to their physical well being.

19 Immune to SCARE at maximum berserk

20 Increase in swings per attack with berserk

With each increase in berserk level, the Barbarian is able to transfer more mental energy to combat speed.

21 Immune to the normal STUN discipline

At highest berserk the simple stun discipline is unable to affect the dim-witted barbarian.

22 Agility improvements with berserk

With each increase in berserk level, the Barbarian is able to transfer more mental energy to physical agility.

Immune to most powerword stuns at highest berserk

At this point, not even powerword stuns effects the twilight-brained behemoths.

23 Immune to most MINDWIPE stuns

At highest berserk not even the powerful MINDWIPE discipline can penetrate the rock skulled cavern resting upon the shoulders of the Barbarian.

Immune to SCARE at any berserk

At this point, to SCARE infers ability to be afraid, which infers conscious thought. Neither are present here.

24 Additional swings per round while berserk

At this point, the Barbarian can swing repeatedly without thinking. Which he is good at.

25 The Thoughtless Mind

At this level, the barbarian is so thoughtless that a section of his unused brain can coordinate an upstroke attack to a blow. This attack allows for another full series of combat swings.

If this occurs while at the highest level of berserk, the barbarian receives an ADDITIONAL thrusting blow which allows yet ANOTHER full series of swings.

The Transfer of Health

From here forward, attacks made by a barbarian transfer a portion of the damage done to a creature to the barbarian's health. If a mentalist is being attacked, the transfer ratio is higher.

27 The Empty Cavern

You can't stun a rock.

Attacks Per Round

Barbarians also get increased attacks per round quicker than other characters;

level	attack per round
3	2
6	3
9	4

So by Experience Level 12 they have a whopping 5 attacks per round. Barbarians, like the Fighter and Paladin class, also get a weapons specialization at Xp levels 15, 17, and 20.



Martial Artists Skill Gains

The following lists some of the specific Skill Level gains for the Martial Artist Profession.

Martial Artists, like Fighters and Paladins, gain one attack per round at every 5 Experience Levels (5, 10, 15, etc..)

In addition, the Martial Artist Profession has the following special abilities.

Level Ability

6 Jumpkick

A Jumpkick is a Martial Arts foot strike that begins with a great leap. Your character can cover several squares with a Jumpkick, depending on skill level. Jumpkick has an even greater chance of knocking creatures down than does a simple kick.

- To launch a Jumpkick, select the Jumpkick option from the pop-up menu and click on the creature:

7 Sweep

Sweep is a Martial Arts command that allows your Martial Artist to attack multiple creatures in his square. Although the Sweep command inflicts less damage than Fight, Kick, or Jumpkick, the multiple strike capability may allow you to kill large numbers of weaker creatures more quickly than with one of the more conventional attack commands.

- To use a sweep attack on the creatures in your character's square, select the Sweep option from the pop-up menu and click on a creature:

Your character's chance of successfully using this command is dependent upon your skill level.

The True Martial Artist

The pure Martial Artist summons inner strength (or CHI) during combat to perform the great combat feats which have gained them their reputation. Recent studies of ancient manuscripts have brought to light long forgotten practices which are now available to the learned student.

Level Chi Ability

19 Chi Sweep

Martial Artists who attain the martial skill level of Master can summon their energy away from defense to overcome darkness, blindness, or invisibility to attack opponents. **Type chi sweep.** This syntax is essentially the same for all Chi commands.

20 Chi Minorshield

Martial Artists who attain the martial skill level of Grand Master can summon their energy to produce a shield of protection against psionic and physical damage. Chi Minorshield requires concentration. Type chi minorshield.

21 Chi Wallbreak

Martial Artists who attain the martial skill level of Beholder of the Art can summon their energy in a particular direction to break down walls. Chi Wallbreak is very stressful. Type chi wallbreak

and then type the direction of the wall. For example, to break a wall to the north, type chi wallbreak n

22 Chi Ironfist

Martial Artists who attain the martial skill level of Seeker of the Sash can summon a portion of their defensive energy into a single powerful blow, which often penetrates armor more effectively than normal combat strikes. Type chi ironfist and then click the Identity box of your opponent.

23 Chi Minorpool

Martial Artists who attain the martial skill level of Bronze Sash can slip into a trance that pools their internal energy into temporary health points that temporarily raise the Martial Artist to a level 50 percent above their maximum health points. Type chi minorpool

24 Chi Jumpstrike

Martial Artists who attain the martial skill level of Bronze Sash, second degree, can summon their energy from defense to jumpstrike an opponent. Jumpstrike is an awesome ability that propels the MA through the air, kicks and then issues a powerful punch at an opponent. Type chi jumpstrike and then click the Identity box of your opponent.

25 Chi Shield

Martial Artists who attain the martial skill level of Bronze Sash, third degree, can summon their energy into a more powerful version of the Minorshield command that produces a solid damage shield around the Martial Artist, and which resists physical and psionic damage. The concentration time to produce this effect is nearly five rounds. The channeling of internal energy into an external force in this way causes great physical stress upon the Martial Artist. Type chi shield

26 Chi Powersweep

Martial Artists who attain the martial skill level of Bronze Sash, fourth degree, can summon their energy into a devastating attack on multiple targets in the immediate area of the Martial Artist. The targets need not be seen to be effected. Type chi powersweep

27 Chi Pool

Martial Artists who attain the martial skill level of Bronze Sash, fifth degree, can summon their energy to temporarily boost their health points to twice their maximum health. Type chi pool

28 Chi Rapidpunch

Martial Artists who attain the martial skill level of Bronze Sash, sixth degree, can summon their energy into a fury of successive punches targeted against a single opponent. Each punch is a separate attack. Type chi rapidpunch and then click the Identity box of your opponent.

29 Chi Majorshield

Martial Artists who attain the martial skill level of Bronze Sash, seventh degree, can summon their energy into the ultimate in personal shields, which provides 60 points of protection against each psionic or physical attack. The concentration time required to produce a majorshield is often more than seven rounds. The energy directed away from the Martial Artist's life force into the shield is substantial. Type chi majorshield

30 Chi Majorpool

Martial Artists who attain the martial skill level of Bronze Sash, eighth degree, can slip into a trance that upon completion produces a temporary health value three times that of the Martial Artist's maximum health points. These temporary Hps are not restored when removed through damage. The concentration time for this effect is often as high as 12 rounds. Type chi majorpool

Paladin Skill Gains

The goal of most Fighters is to become a Paladin. A Fighter who is of Good alignment with Good tendencies can become a Paladin after reaching the eighth Experience Level. Players begin the game with Good alignment and Good tendencies, though some are led astray.



If you wish to become a Paladin, you must seek out the Paladin Trainer and re-dedicate to that order. Any special training the Paladin requires thereafter must be done with the Paladin Trainer, though you may obtain regular skill training with the Fighter Trainer in town. The Paladin Trainer is located on a small island directly south from the eastern tip of Nork.

Paladins enjoy greater psionic resistance and combat ability than ordinary Fighters, as long as they remain faithful to the Forces of Good. If a Paladin slays a non-hostile creature, (i.e. don't kill the dog walking around Nork) the Paladin loses his Paladinhood and will not regain it until he or she Atones for those misdeeds.

Player characters of evil alignment appear red-flagged to the good Paladin, yet Paladins are still forbidden to kill their fellow man. Unless of course, a thief is foolish enough to attempt to steal from the mighty warrior, and is caught.

Both Fighters and Paladins gain a specialization bonus in a class of weapon at 15th, 17th, and 20th experience levels.

Fighters and Paladins also gain one attack per round at Experience Levels 5, 10, 15, 20 etc.. Paladins get an additional attack per round when they become Paladins at Experience Level 8.

Each specialization will increase both the effective skill level and combat penetration power of the chosen weapon . The Barbarian brotherhood are also eligible for this knowledge (although it took some time to convince them not to eat the study material).

The following lists some of the skills and Skill Level gains for the Paladin Profession.

Level Command

15 Charge

Warriors who have mastered a weapons class (Skill rank Master or higher) may also Charge opponents. This command will move the warrior towards the creature and let loose with a full combat swing. The maximum distance available through a Charge is directly related to the skill level of the warrior.

- To Charge, select Charge from the attack menu and click on the ID box of the creature:

*The Fighter/Paladin relies on the strength of law and self-control to direct combat. In addition to the benefits currently enjoyed by the class, recent advances in **focused combat** have added the following techniques to their repertoire. Each technique is activated through focusing the paladin's energies, and often place great stress on the warrior.*

19 Focus Strike

Paladins who attain the weapon skill level of High Warrior can focus their energy away from defense and into a single powerful blow, which often penetrates armor more effectively than normal

combat strikes. Type focus strike and then click the Identity box of your opponent.

20 Focus Blindstrike

Paladins who attain the weapon skill level of Specialist can focus their energy when vision fails, either through blindness or a dark room, to strike a random opponent in the Paladin's hex. Highly-skilled Paladins can strike a specific opponents.

- select focus blindstrike to focus a random blindstrike.
- select focus blindstrike and then click the Identity box of your opponent to focus a specific blindstrike.

21 Focus Multistrike

Paladins who reach the weapon skill level of Beholder of the Art can focus their energy to strike multiple creatures at the same time. The number of creatures hit depends on the Paladin's number of attacks. Type focus multistrike.

21 Focus Parry

Paladins with a weapon skill level of Beholder of the Art can focus their energy into Parry, in which the Paladin focuses solely on fending off blows. The defensive position is maintained until you use another command. Type focus parry.

22 Focus Boost

Paladins who attain the weapon skill level of Initiate of Stance can slip into a trance that boosts their strength and agility by two points. Type focus boost.

23 Focus Powerstrike

Paladins who attain the weapon skill level of Student of Stance can focus their energy away from defense and into a single devastating blow. Type focus powerstrike and then click the Identity box of your opponent.

24 Focus Defend

Paladins who attain the weapon skill level of Master of Stance can focus their own defensive energy toward the defense of another character. A singularly noble action, this decreases the Paladin's own defenses and may cause him or her to fall prey to the same opponent. Type focus defend and then click the Identity box of the character to defend.

25 Focus Superboost

Paladins who attain the weapon skill level of Initiate of Form can slip into a trance that boosts their strength and agility by five points and increases their move rate by one step. Focus Superboost is stressful and requires concentration time. Type focus superboost.

26 Focus Armorstrike

Paladins who attain the weapon skill level of Student of Form can focus their energy into a combat strike that damages the opponent's armor and weapon. Type focus armorstrike and then click the Identity box of your opponent.

27 Focus Ultraboost

Paladins who attain the weapon skill level of Master of Form can slip into a trance that boosts their strength and agility by eight points and increases their move rate by two steps. Focus Ultraboost is very stressful and requires much concentration. Type focus ultraboost.

28 Focus Maxstrike

Paladins who attain the weapon skill level of Initiate of Style can focus their energy away from defense to a great combat blow inflicting maximum damage. Type focus maxstrike and then click the Identity box of your opponent.

29 Focus Disarm

Paladins who attain the weapon skill level of Student of Style can focus their energy to tear the weapon from an opponent's hands and throw it to the ground. Disarming is very difficult and may require several attempts. Type focus disarm and then click the Identity box of your opponent.

30 Focus Pierce

Paladins who attain the weapon skill level of Master of Style can focus their energy away from defense and into the ultimate in armor piercing attacks. This attack form directs all of the Paladin's energies into a single thrust that often pierces armor or other physical protection and causes severe damage to an opponent. Type focus pierce and then click the Identity box of your opponent.

Thief Skill Gains



The favored weapon of the Thief are the shortbow, shortsword, crossbow, and dagger. The Profession gains an attack at the 8th Experience Level. Thieves also gain the use of certain disciplines. Unlike the healer and mentalist, the thief draws on his health points every time he forms a discipline.

The following lists some of the Skill Level gains for the Thief Profession. Thieves must train for their special Disciplines through the Volcano Town trainer.

Level Command or Discipline

1 Disarm

The Disarm command is used to attempt to disarm a trap not placed by the thief. All character classes may attempt to disarm a trap though some thievery skill is necessary. The higher the character's thieving skill, the better the chance of disarming the trap.

- To attempt to remove a trap from a location select disarm and type a direction.

Valid directions are North, South, East, West, Northeast, Northwest, Southeast and Southwest (one space limit).

Note that failures will sometimes activate the mechanism.

1 Sense (See Disciplines)

1 Hide

Thieves love to conceal themselves in shadows. You must be adjacent to a wall or some other concealing terrain to hide. Hide is dependent on thieving skill and further modified by the size of the items in you hand. The higher your thieving skill, the closer you can stand to another creature without being seen.

- To Hide, move your character to a suitable location and select or type: hide

It may take more than one try to find a good shadow, depending on your character's skill and agility. Also note that it is more difficult to hide the more injured you are. If you are successful, you will receive a message stating "you move into a nearby shadow."

2 Detect

3 Respirate

8 Backstab

Backstab is also a Thief command. The Thief character uses stealth to hide from an opponent, hoping to ambush with a sneak attack. You must attain the adept thief skill level (level 8) before you can attempt to backstab, and in order for it to have a chance of working, you must be hidden. A successful Backstab does more damage than a normal attack.

- To Backstab, select backstab and click on the creature.

8 Door

10 Mug

At the swift thieving skill level (level 10) you can move and steal in the same combat round through the use of the Mug command. This ability enables you to rough up a target and go for a quick pilfer in a single round.

- To Mug a character, select mug and click on the target

Note that the distance a thief can move during this process is directly proportional to the thievery skill of the mugger.

10 Transmute

12 Infravision Poison

14 Traps

The nefarious thief can Set and Remove traps. Traps of various strengths may be purchased from both the thieves guild and various shady merchants in the kingdom.

But gold is not enough! You need the right thieving skill for a particular trap. The salesman will not sell you a trap you do not have the skill to set.

To place a trap, you must first purchase the desired type of trap, and then choose a location where the trap will be set.

- To set a trap, type: trap [power] [direction] [flags]

Examples:

- trap 10 north

will set an experience level ten trap to the north of the thief's location. A thief can disguise the trap to make it appear as another type of item by placing the item he wishes to mimic in his left hand before issuing the trap commands.

Trap commands

Additionally, the thief may specify certain conditions under which the trap will activate. The [flags] field of the command may be any one of the desired conditions:

Carrying

The trap is activated by any creature carrying an item that matches the description of the trap (the item held in the left hand when the trap was activated).

Notcarrying

The trap is activated by any creature not carrying an item that matches the description of the trap (the item held in the left hand when the trap was activated).

Wearing

The trap is activated by any creature wearing an item that matches the description of the trap (the item held in the left hand when the trap was activated).

Notwearing

The trap is activated by any creature not wearing an item that matches the description of the trap (the item held in the left hand when the trap was activated).

The power level of a trap may be any level up to the thief's skill level.

Trap examples:

- trap east

Places a trap east of the thief

- trap 8 west

Places a power 8 trap west of the thief

- trap north carrying

Places a full power trap north of the thief which will only activate when a creature carrying an item that matches the description of the trap moves into the space of the trap.

- trap north wearing

Places a full power trap north of the thief which will only activate when a creature wearing an item that matches the description of the trap moves into the space of the trap.

- trap north notwearing

Places a full power trap north of the thief which will only activate when a creature not wearing an item that matches the description of the trap moves into the space of the trap.

A thief never sets off his own traps, and is free to pick them up and reset them to a new location. A trap which is dropped without being set is instantly destroyed.

Note that a thief is responsible for the results of any trap he places; and will receive full alignment penalties for any good creature slain due to his trap. The thief will also gain experience points if he is online when the trap is activated and a creature is slain. Remember that the killing of player characters is prohibited!

15 Reveal

To come out from hide you need to either step away from the wall or use the reveal command. Simply select or type reveal

There are two additional disciplines have been added to the psionic selection of true thieves:

Form REVEAL

Full Name: Reveal Objects

Commands Summary

Through the use of this discipline the thief is able to view objects through most any form of natural cover (forest, water, ice). Objects will be displayed as if they rested upon open ground. The format for this discipline is



- Form Reveal or
- Form Reveal at <target>

Form TRAPSACK

Full Name: Poison Trap a Sack

Using this discipline the thief forms an energy barrier around the target sack which will deter many thieves from attempting to "borrow" items and coins from the protected player. The odds of the discipline affecting a potential pilferer are proportional to the difference between the power of the discipline and the thievery skill level of the pilferer. The format for this discipline is

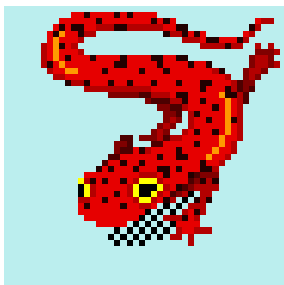
- Form Trapsack at <target>

*Great Weapons of the
Kingdom of Drakkar*

Huddled at night around fiercely burning bonfires. The folk of Nork whisper tales of the mythical weapons of Drakkar. Only the exceptionally skilled and brave know the truth for sure. The lands and magic of Drakkar are continually changing.

Command List

Following is a summary of commands for the game of Drakkar. Some commands, like Attack, any player can use. Other commands, like Backstab, are Profession specific. Commands are different than Disciplines in that they don't cost Eps or Hps to use. Following this list are descriptions of each command.



Attack	Drink
Backstab	Fill
Climb	Form
Close	Gamble
Combat	Hide
Disarm	Hug
Down	Kick

List skills	Reveal
List stats	Shoot
List disciplines	Stab
List self	Steal
Look <direction>	Swap
Look at <object>	Sweep
Look at <player>	Tan
Mug	Throw
Rest	Traps
Restore	Up

Attack

You can attack using any weapon in your right hand. If you are not holding a weapon, you attack with your bare hands using martial skill. To attack with your hands and most weapons, you and your opponent must be standing in the same spot. Pole-arms can attack opponents in adjacent squares, and bows can attack anything in the line of sight.

- From the Attack Commands popup, point to Attack, then click the Identity box of the opponent you want to attack.

Backstab

Thieves who attain the thievery skill level of Adept can Hide in the shadows and surprise an opponent with a stab in the back. Thieves must be in hiding to attempt to backstab. A successful backstab inflicts more damage than a normal attack because the element of surprise adds to a creature's vulnerability.

Character Commands

Character commands give you information about your character, such as:

- List skills
- List stats
- List disciplines
- List self

Some of these commands are also available from the pull down menus.

Climb

Characters wishing to scale a scaleable surface, such as a cliff, may use this command. Valid directions are UP and DOWN.

- Type climb up or climb down

Close

Characters may use this command to close a door. Valid directions are N, S, E, and W. Type close n.

Combat

Physical combat commands cannot be combined with other commands. Form, being a mental activity, may be used in conjunction with movement.

- e e e:form stun at Bob

is a valid command, but it will GREATLY reduce your chances of forming a discipline (; can be used instead of 'and').

Communicating with Players

- To talk to a player, prefix your message with a quote mark;

As in, "taba, are you sure we're headed in the right direction?"

You can also yell:

- @help me, I'm dead.

For more on communicating, see A Walk Through Nork.

Disarm

All characters with some degree of Thievery Skill, not just Thieves, can attempt to disarm a trap. Thieves need not disarm their own traps; they can simply pick them up.

Type disarm followed by the direction of the trap. For example, to disarm a trap one step north of where you are standing,

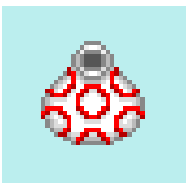
- type disarm n.

Valid directions are N, S, E, W, NE, NW, SE, and SW. An unsuccessful attempt to disarm a trap may activate it.

Down

Characters may use this command to descend stairs.

Drink



All characters may use this command to quaff the contents of an open bottle in one of their hands.

- Type drink bottle or other object.

Fill

Any character with an empty vessel in their hand may use this command to fill the vessel. Characters must be standing in a terrain type with fluid, such as a stream, pond or ocean.

- Type fill bottle or other vessel.

Form

Mentalists and Healers can use this command to form the specified discipline. For a list of disciplines available to the mentalist or healer, type list disciplines, or look at the discipline pop-up menu. If a mentalist wishes to fire an energy missile (EnMiss) at a targeted opponent, choose the desired discipline from the discipline pop-up menu and click the form discipline button.

Gamble

Characters who wish to test their luck at the gambling tables may use this command in the gambling hall to bet coins, gain Xps, and perhaps increase their wealth.

- Drop you gold coins at the feet of the gambler, and type the amount you wish to bet.
- Click on the Dealer's Identity box, then type gamble on [number].

Hide

Thieves hide in concealing terrain or in the shadows next to walls so they can backstab an opponent. Success depends on thievery skill and the size of items in hand. Thieves carrying large weapons, such as halberds and polearms or hammers find hiding difficult. Thieves with high thievery skill can stand closer to creatures without being seen. Thieves who are wounded often have difficulty finding a good shadow. Thieves Reveal themselves to come out of hiding.

- To hide, stand next to a wall or other concealing terrain, and from the Attack Commands pop-up menu, select Hide.

Hug

This command is often used when you or another player have inadvertently walloped each other during combat, 'red-flagging', or

making you appear hostile to you to each other (remember that killing other players is illegal in Drakkar). Hug neatly takes care of this.

- Click on the ID box of the red flagged player, then select Hug from the Action commands pop up menu, then RMB to enter.

They may also have to Hug you back. Experiment with the other Role Playing commands on the Action command menu.

Jumpkick

Martial Artists who attain the skill level of Red Belt can leap toward their opponents and kick them. The distance of a jumpkick depends on the Martial Artist's skill level.

Kick

All characters can kick. The amount of damage caused by kicking depends on your martial arts skill. To kick your opponent, you both must be standing in the same spot.

List

List allows you to see information on the following items: Belt, Disciplines, Locker, Pouch, Rings, Sack, Self, and Stats. List and Show can be used interchangeably.

Look

There are a plethora of commands for getting information about the world around you;

- Look <direction>
- Look at <object>
- Look at <player>

Please see A Walk Through Nork for more information.

Mug

Thieves who attain the Thievery skill level of Swift can move toward, scuffle with, and steal from an opponent in a single round by mugging them. Thieves must hide before they can mug a creature or character.

- Type mug and then click the Identity box of the victim

Open

Characters may use this command to open a door. Valid directions are N, S, E, and W. Type open n.

Non-Player Characters (NPCs)

To talk with NPCs, begin by specifying the character's name. You don't have to use the full name, usually three letters are enough. In general though, use this format:

- Name, message

as in, Gen, discuss life.

You don't need to preface your message with quotation marks, they are only for speaking to players. Most interactions with NPCs follow this format.

Rest

Characters may use this command to rest and recover Hps or Eps, or to advance a level when they receive the message "Type REST to advance to X level."

Restore

If you die and no helpful person is nearby to take your corpse to a healer for resurrection you may use the Restore command to return your body to the healer in Nork. Warning: The penalty for using this command is more severe than that imposed for dying and being taken to a healer.

Reveal

Thieves reveal themselves when they want to come out of hiding. Thieves who attain the thievery skill level of Master Thief can use the Reveal command to bring other thieves out of hiding.

Shoot

Shoot a bow by holding the bow in your right hand and leaving your left hand empty. You can also shoot a bow using the Attack command.

Stab

You can stab using any weapon in your right hand. If you are not holding a weapon, you attack with your bare hands using martial skill. In order to attack with your hands and most weapons, you and your opponent must be standing in the same square.

Steal

- To steal something, select Steal from Attack Commands pop-up menu, then click the Identity box of the victim.

To steal a particular item from a character, type the name of the item and then the character's name. For example, to steal a gem from Halifax,

- type: steal gem from Halifax.

Swap

Moves the item in the character's left hand to the right hand, and vice versa.

Sweep

Martial Artists with skill level of Brown Belt can sweep multiple opponents who are standing in their square. The Sweep command inflicts less damage than the Attack, Kick, or Jumpkick commands, but it may kill a number of weak creatures more quickly than if you attacked them individually. The number of opponents wounded or slain depends on the character's skill level. Sweeping attacks everyone in the character's location, even allies. Martial Artists who attain the martial skill level of Black Belt, sixth degree, have a greater chance of striking every creature in their location.



Although attractive, regular rat cloaks aren't really good for much. The Giant Rat is another matter, though.

Tan

If you bring a corpse to the tanner, you may have him make armor from the hide. Not all corpses, however, provide useful armor.

- Deposit the corpse on the tanner's space and type Name, tan.

Throw right or left

You can throw any weapon or item at an opponent. To throw the weapon in your right hand, from the Attack Commands popup, point to Throw Right At, then click the Identity box of your opponent. To throw from your left hand, use Throw Left At.

Traps

Thieves set and disarm traps. You gain experience points if your trap activates and slays a creature while you are online. You are responsible for any traps you place, and killing non-hostile creatures with traps reflects on your alignment. See "Thief Profession" for more information.

Up

Characters may use this command to ascend stairs.

Nestled among the stories that parents tell their children, are tales of the legendary lair creatures of Nork. Who knows what fearsome creatures lie outside its boundaries.

Nork

Goblin Lord

The Goblin Lord has something that Gennetta, wants back. Make her happy and you will be greatly rewarded.

Lizard King

From his lair in the dungeons beneath Nork, the Lizard King practices his dark arts, tormenting the Lady Annalie and her kin. His ring is coveted by all.

Griffins

These beasts are well protected by the rocky heights where they make their lairs. Special gear is required to reach the peaks where they nest. There are two griffins; the smaller has valuable feathers and the larger, who 'eats' you if you are killed, provides good ice prot armor.

Naga

A creature of the dark, the Naga hits hard but yields a good set of scales. A poisonous beast, it is well protected by a whirlpool, which can only be crossed by acquiring a special figurine.

Small Red Dragon

This Dragon hides behind a fire pool in the dungeons of Nork. Long ago, he used to roam Nork, but the great adventurer Mancalore defeated him and banished him to lurk beneath Nork. The greatest artist in Nork, Artemesia Gentileschi, painted a mural which told of how Mancalore defeated the dread beast. Like all Dragons, he hits hard, burns hot and hordes great wealth.

Adventure and find other Lair crits in Nork and the treacherous lands beyond. Ancient whispers tell of Mummies with valuable robes and Cloud Giants with special boots.

Disciplines

The following is an alphabetical listing of all Disciplines.



The syntax is the same for all disciplines.

- To form a discipline on one's self, select the discipline from the discipline pop up menu and click the form disc button
- To form the Discipline on another character select the discipline, click on the ID box of the creature or character, and click the form disc button
- To form a discipline along a path select the disc, click the form disc button and type in a path like n n n,. Use this form also to center the effect of a disc at a certain point.

Absorption

Abbreviation absorption
Energy Cost 20
Stress Factor 10
Side Effect none known

This discipline creates a barrier around the recipient that reduces damage from psionic attacks. The strength of Absorption depends upon the skill level of the psionicist.

Acid Breath

Abbreviation acidbreath
Energy Cost 10
Stress Factor 10
Side Effect none known

This Discipline spews a cloud of corrosive acid from the psionicist's mouth toward a specific location or targeted creature. The dimensions of the acid cloud can reach up to 30' x 30', but usually the cloud is smaller due to terrain restrictions such as walls or closed doors. Acid Breath will cause about 12 points of damage per skill level of the psionicist to any creature caught in the cloud. Target a creature or center along the endpoint of a path.

Note that if you do not specify a path or target, the acid cloud will center on you.

Assault

Abbreviation assault
Energy Cost 10
Stress Factor 20
Side Effect none known

This Discipline assaults the brain of a creature, disrupting neural pathways and wreaking general havoc upon its nervous system. Assault will cause about 12 points of damage per skill level of the psionist. Form this on a target.

Atone

Abbreviation atone
Energy Cost 35
Stress Factor 30
Side Effect permanent damage

This Discipline attempts to move the recipient one step closer to an alignment of true Good. Only extremely skilled practitioners have been able to purify characters enough to pursue Paladinhood. The psionist who forms this Discipline must exert extreme energy to alter the thinking of the recipient, and therefore will always suffer some permanent damage in the process. Form this on yourself or others.



Automatic Healing

Abbreviation autoheal
Energy Cost 50
Stress Factor 500
Side Effect none known

This is a Healers' Discipline which imbues the body of the recipient with latent psionic healing energy.

For the duration of the Discipline, a wound that would drop the recipient below one-fifth of his maximum health points will result in the Autoheal being discharged. This Discipline will only activate if the character survives the blow. For example, if the character has 100 Health Points and suffers 81 points of damage, the Automatic Healing Discipline goes into effect immediately. If, however, this character suffers 120 points of damage, the Automatic Healing cannot go into effect. Form this on yourself or others.

Blind

Abbreviation blind

Energy Cost 10
Stress Factor 10
Side Effect none known

This Discipline attempts to cause a targeted creature to go blind. The chance of success is dependent upon the skill level of the psionist and the experience level of the target. Form this on a target.

Charm

Abbreviation charm
Energy Cost 30
Stress Factor 45
Side Effect none known

This Discipline attempts to cause a targeted creature to become an automaton under the psionist's control. Both the chance of success and duration depend upon the skill level of the psionist and the experience level of the creature. Form this on a target.

For the duration of this Discipline, the creature will obey simple commands directed at it. For example, a charmed orc will obey the psionist. To command the orc to fight a nearby troll, type: orc, fight troll. Or to have the orc pick up a bottle, type: orc, take bottle

Confusion

Abbreviation confusion
Energy Cost 25
Stress Factor 10
Side Effect none known

This Discipline attempts to cause a group of creatures to become so enraged that they direct their attacks at random targets, including their companions. The number of creatures affected is based on the skill level of the psionist who forms the Discipline and the experience level of the target group. In a given group some members may be affected, while others are not. Select form confusion.

Create Phase Door

Abbreviation door
Energy Cost 10
Stress Factor 45
Side Effect none known

This Discipline is used to create a temporary door in wood or stone walls and some varieties of bedrock. Creatures or characters can move freely through the Phase Door for the duration of the Discipline. The amount of time that the Phase Door remains in effect is dependent upon the skill level of the psionicist. To create a Phase Door, select: form door <path>.

Cure Critically

Abbreviation critcure
Energy Cost 30
Stress Factor 200
Side Effect extremely stressful

This Healer Discipline attempts to bring a slain character back to life. The exertion of forming Cure Critically often damages the Healer who forms the Discipline. To resurrect a dead character, you must stand in the same square as the corpse and select: form critcure.

The chances of success are dependent upon the skill level of the Healer forming the Cure Critically Discipline.

Darkness

Abbreviation darkness
Energy Cost 10
Stress Factor 20
Side Effect none known

Darkness prevents the incursion of light into a 30' x 30' area. The Discipline may be centered at a specific location or upon a targeted creature. Darkness will counteract the effects of the Light Discipline. Form this at a target or along a path.



Detect

Abbreviation detect
Energy Cost 10
Stress Factor 10
Side Effect none known

Detect places a glowing halo around all illusionary walls within the casters view. The discipline's duration is based on the skill level of the caster. Select: form detect.

Detoxify Poison

Abbreviation detox
Energy Cost 10

Stress Factor 10
Side Effect none known

This Healer Discipline neutralizes any poison in the recipient. Form this on yourself or others.

Earth Crush

Abbreviation earthcrush
Energy Cost 100
Stress Factor 5000
Side Effect very stressful

With the power of the mind, the psionicist causes the earth itself to rise up in a cresting wave and smash all creatures, friend and foe alike, in a one square area. Use this Discipline with caution. To form this Discipline you must specify a path.

Energy Blast

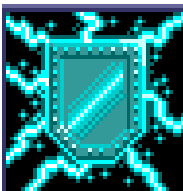
Abbreviation blast
Energy Cost 20
Stress Factor 20
Side Effect none known

Energy Blast creates a sphere of concussive force centered in a specified location and extending 30' outward in each direction. Energy Blast will destroy non-reinforced walls, damage flesh, and shatter small objects on the ground. Select: form blast <path>.

Energy Missile

Abbreviation enmiss
Energy Cost 5
Stress Factor 10
Side Effect none known

This Discipline creates a small arrow of energy that can be directed at any visible target. The damage done by this Discipline is an average of eight points per skill level of the Mentalist. Form this at a target.



Energy Shield

Abbreviation energysield
Energy Cost 20
Stress Factor 10
Side Effect none known

This Discipline creates an invisible barrier around the recipient that reduces the damage from any physical attack such as a punch or sword blow. The strength of the Energy Shield is proportional to the skill level of the psionist. Form this on yourself or others.

Energy Spear

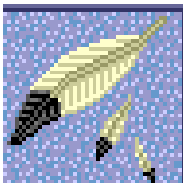
Abbreviation energyspear
Energy Cost 35
Stress Factor 50
Side Effect none known

This Discipline launches a piercing shaft of psionic force from the fingertips of the psionist. The damage caused by this Discipline is based upon the skill level of the psionist. This Discipline may stun the victim in addition to doing physical damage. Form this at a target.

Enchant Weapon

Abbreviation enchant
Energy Cost 30
Stress Factor 30
Side Effect stressful

This Discipline attempts to increase the combat efficiency of a weapon by psionically removing its flaws. Each use of this Discipline increases the combat bonus of a weapon by one, up to a normal maximum of three. There are rumors that powerful psionist's are able to exceed this limit. The chance of success is proportional to the skill level of the individual forming the Discipline. To enchant a weapon, hold it in your right hand and then select: form enchant.



Feather Fall

Abbreviation featherfall
Energy Cost 30
Stress Factor 15
Side Effect none known

This Discipline enables the recipient to fall great distances without physical harm. The duration of the Discipline depends on the skill level of the psionist. Form this on yourself or others.

Find Friendly Creature

Abbreviation findfriendly
Energy Cost 30

Stress Factor 50
Side Effect none known

This Discipline searches out the nearest friendly creature and then teleports it to your square. The creature does not obey your every command, but it will fight alongside you. Highly-skilled psionics can beckon more powerful creatures. The length of time the creature remains to fight depends on the psionics skill. To form this Discipline, select: form findfriendly

Fireball

Abbreviation fireball
Energy Cost 30
Stress Factor 15
Side Effect none known

This Discipline creates a searing blast around the target. On average, this does twelve points of damage per skill level in a 30' x 30' area. Form this on a target or along a path.

Fire Breath

Abbreviation firebreath
Energy Cost 50
Stress Factor 20
Side Effect none known

This Discipline allows the psionics to spew forth a burning cloud of flame at a target in a 90' x 90' area. Fire Breath causes an average of 18 points of damage per skill level of the psionics. Form this at a target or along a path.

Fire Storm

Abbreviation firestorm
Energy Cost 25
Stress Factor 25
Side Effect none known

Fire Storm causes an area to explode. The area of effect is only one square, but the heat is very concentrated. This Discipline is so devastating that standard forms of fire protection have little or no effect against it. Fire Storm causes an average of twelve points of damage per skill level of the psionics. Form this at a target or along a path.



Haste Person

Abbreviation haste

Energy Cost 25
Stress Factor 5000
Side Effect very stressful

Haste Person doubles the speed of the recipient, effectively giving him two rounds of action for every round of normal time. A Hasted person can also move at double speed.

Note that some actions such as resting and talking to shopkeepers will still take place at their normal speed due to their time-based nature. The duration of this Discipline depends upon the skill level of the psionicist. Form this on yourself or others.

Heal Heavy Wounds

Abbreviation heal
Energy Cost 20
Stress Factor 20
Side Effect none known

This Healer Discipline removes almost all damage on the recipient of the Discipline, depending on the skill level of the Healer. Form this on yourself or others.

Ice Breath

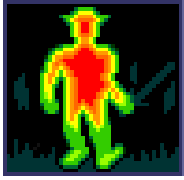
Abbreviation icebreath
Energy Cost 55
Stress Factor 20
Side Effect none known

With Ice Breath the psionicist exhales a cloud of freezing vapor at a targeted area of 90' x 90'. Ice Breath causes an average of 18 points of damage per skill level of the psionicist. Form this at a target or along a path.

Icestorm

Abbreviation icestorm
Energy Cost 15
Stress Factor 25
Side Effect none known

This Discipline causes freezing rain and hail to pelt the targeted creature or location in a 30' x 30' area. Icestorm will cause an average of twelve points of damage per skill level of the psionicist against protected creatures and even more damage against unprotected creatures. Form this at a target or along a path.



Infravision

Abbreviation infravision
Energy Cost 25
Stress Factor 20
Side Effect none known

This Discipline allows the recipient to see in dark. Form this on yourself or others.

Note: If you don't cast Infravision, be aware that only @shout! works to communicate in darkness.

Illusion

Abbreviation illusion
Energy Cost 25
Stress Factor 30
Side Effect none known

This Discipline creates an Illusion of terrain so vivid that it takes on all of the qualities of the specified terrain as if it were actually there. The duration of this Discipline is dependent upon the skill level of the psionist. You can create Illusions of water, ice, fire, wall, empty, path, or bridge. To form this Discipline, select: form illusion <kind> <path>.

For example, to create a wall to the north, form illusion wall n

Imbue

Abbreviation imbue
Energy Cost 30
Stress Factor 30
Side Effect none known

This Discipline attempts to recharge a magical item. Though the power of the recharge depends on the skill level of the psionist, the Energy Cost remains the same whether the item contains a full charge or is nearly depleted of energy. The number of charges that can be imbued into an item depends on the quality of the item and the your skill level. Only disciplines gained at half of your current skill level can be imbued in items. To recharge an item hold it in your right hand and select: form imbue

Mentalists who attain the psionic skill level of Defier of Vision can imbue wooden twigs of exceptional quality with new disciplines.

Wooden twigs of this quality are available from the Healer's Guild in the Healer Trainer's shop in Nork.

To imbue a twig with a discipline, select form imbue, and then type the name of the discipline to imbue. For example, to imbue a twig with the Firestorm discipline, hold the twig in your right hand and type form imbue firestorm.

Light

Abbreviation light
Energy Cost 10
Stress Factor 20
Side Effect none known

This Discipline causes the illumination of an area 30' x 30', centered at a specified location or target creature. This Discipline will counter-act the Darkness Discipline and may reveal hidden Thieves. To form this Discipline, center it on a creature or player or along a path.

Lightning

Abbreviation lightning
Energy Cost 15
Stress Factor 10
Side Effect none known

This Discipline causes a bolt of Lightning to strike a location or specified creature. Terrain type and atmospheric conditions often affect the power of this Discipline. The damage done by this Discipline is based upon the skill level of the psionicist. Form this at a target or along a path.



Limited Invisibility

Abbreviation liminv
Energy Cost 10
Stress Factor 20
Side Effect none known

This Discipline renders the recipient completely Invisible to most creatures. Invisibility is not broken when damage is taken by the recipient, but it is broken when the recipient takes a hostile action. Form this on yourself or others.

Mend Minor Wounds

Abbreviation mend
Energy Cost 5

Stress Factor 5
Side Effect none known

This Discipline cures minor damage. The healing power of this Discipline is based upon the skill level of the psionicist. Form this on yourself or others.

Molecular Disintegration

Abbreviation disintegrate
Energy Cost 10
Stress Factor 100
Side Effect stressful

This Discipline will Destroy any object that is on the ground and all walls in view of the character. Form this along a path.



Passwall

Abbreviation passwall
Energy Cost 20
Stress Factor 50
Side Effect none known

This Discipline allows the recipient to move through normal walls and some forms of stone. The duration of this Discipline depends on the skill level of the psionicist who forms the Discipline. This Discipline is only intended to allow quick passage through stone, not existence there. Take care to be out of the wall at the end of the duration! Form this on yourself or others.

Poison

Abbreviation poison
Energy Cost 20
Stress Factor 20
Side Effect none known

This Discipline attempts to create a toxic poison in the bloodstream of the target creature. The toxicity and duration of the poison depend on the skill level of the psionicist who forms the Discipline. Form this at a target.

Poison Trap a Sack

Abbreviation trapsack
Energy Cost 50
Stress Factor variable

Side Effect none known

This Thief discipline forms an energy barrier around a player character's sack, which will deter many thieves from 'borrowing' belongings from the protected player. The odds of the discipline affecting a potential pilferer depend on the difference between the power of the Discipline and the Thievery skill level of the pilferer. Form this on your own sack or others.

Powerword

Abbreviation powerword
Energy Cost Base 100
Stress Factor 1000
Side Effect very stressful

This Discipline enables the psionicist to focus all available mental energy into a singularly powerful effect. This 'word' may take the following forms:

- form powerword heal

Powerword Heal will instantly Heal all visible allies of poison, blindness and physical wounds.

- form powerword stun

Powerword Stun will instantly Stun all hostile creatures visible to the psionicist.. Allied and non-hostile creatures are unaffected.

- form powerword death

Powerword Death will instantly inflict a base of thirty points of damage per skill level of the psionicist to every visible hostile creature. Allied and non-hostile creatures are unaffected.



Protection From Assault Discipline

Abbreviation protassault
Energy Cost 40
Stress Factor 10
Side Effect none known

This Discipline forms a protective shield around the recipient's mind that will absorb damage done by the Assault Discipline. The amount of protection bestowed is based on the skill level of the psionicist who forms the Discipline. Form this on yourself or others.

Protection From Fire Discipline

Abbreviation protfire
Energy Cost 10
Stress Factor 5
Side Effect none known

This Discipline forms a protective barrier around the recipient that will resist most fire damage. The amount of Protection bestowed is based on the skill level of the psionist who forms the Discipline. Form this on yourself or others.

Protection From Ice Discipline

Abbreviation protice
Energy Cost 25
Stress Factor 20
Side Effect none known

This Discipline forms a protective barrier around the recipient that will resist most cold damage. The amount of protection bestowed is based on the skill level of the psionist who forms the Discipline. Form this on yourself or others.

Protection From Stun Discipline

Abbreviation protstun
Energy Cost 30
Stress Factor 10
Side Effect none known

This Discipline forms a protective shield around the recipient's mind that will decrease the probability that a Stun Discipline will affect the character. The amount of protection bestowed is based on the skill level of the Healer who forms the Discipline. Form this on yourself or others.

Push

Abbreviation push
Energy Cost 20
Stress Factor 20
Side Effect none known

This Discipline attempts to move a creature a space or two in a random direction. It is possible to Push opponents off cliffs or to move stunned allies away from danger. Form this at a target.

Respirate

Abbreviation `respirate`
Energy Cost 20
Stress Factor 10
Side Effect none known

Respirate enables the recipient to maneuver easily in water for the duration of the Discipline. The duration is based on the skill level of the psionicist who forms the Discipline. Form this on yourself or others.



Reveal Objects

Abbreviation `reveal`
Energy Cost 10
Stress Factor 10
Side Effect none known

Through this discipline, a thief can view objects that would otherwise be hidden by natural cover (forest, water, ice). Objects will be displayed as if they rested upon open ground. Select: form reveal.

Scry

Abbreviation `scry`
Energy Cost 25
Stress Factor 5
Side Effect none known

This Discipline allows the psionicist to momentarily see through the eyes of another player character. The target need not be on the screen with the psionicist. Form this at a target.

Sense

Abbreviation `sense`
Energy Cost 10
Stress Factor 10
Side Effect none known

This Discipline enables the psionicist to determine which Disciplines, if any, are imbued in an item, and/or how much energy the item has. High-level psionicists can also determine the aura of an Imbued item, the number of charges, and even the location a succor twig returns to. To form this Discipline, hold the object in your right hand and select:form sense

Stun

Abbreviation `stun`

Energy Cost 15
Stress Factor 10
Side Effect none known

Stun attacks the mind, attempting to daze the target so that it is incapable of taking action. A few creatures are immune to this effect. The chance of the Stun Discipline succeeding is based on the skill level of the psionist and the experience level of the target. Form this at a target.

Succor

Abbreviation succor
Energy Cost 15
Stress Factor 10
Side Effect none known

This Discipline enables the character to record his present location into a small twig. The twig is generated in the character's right hand when Succor is formed. To form this Discipline, empty your right hand and select: form succor.

The twig will form and you may then place it in your sack or on your belt.

Teleport

Abbreviation teleport
Energy Cost 50
Stress Factor 500
Side Effect stressful

Teleport discharges a powerful bolt of energy that transports the psionist to a previously designated place. To form this Discipline, the Mentalist must first have memorized a location through the Memorize command select: memorize <location>.

"Location" can be any name the psionist wants up to ten letters long. The psionist can memorize twenty separate locations. Teleportation requires a great deal of effort and may take several uninterrupted rounds. Then, when desired, select: form teleport <location>.

The energy cost is incurred when the Teleport Discipline is formed. As several locations may be memorized, different location names are needed to identify each. Note that some teleporting devices and portals may confuse or even erase Memorized

locations. For this reason most high-level psionicists use Disciplines instead of relying on established portals.

Transmute

Abbreviation Transmute
Energy Cost 10
Stress Factor 10
Side Effect none known

This Discipline causes most items in a square to wink out of existence and be transformed into gold. Those items held or carried by a living creature are unaffected by this Discipline. Due to the nature of some items, a high skill level may be necessary to affect them. Select form transmute.

Vision

Abbreviation vision
Energy Cost 10
Stress Factor 10
Side Effect none known

This Discipline restores sight to the blind. Form this on yourself or others.

Experience Levels Chart

The chart below details the number of Experience Points necessary to achieve each Experience Level.

Level	EPs
1	800
2	1,600
3	3,200
4	6,400
5	12,800
6	25,600
7	51,200
8	102,400
9	204,800
10	409,600
11	819,200

12	1,638,400
13	3,276,800
14	6,553,600
15	13,107,200
16	26,214,400
17	52,428,800
18	104,857,600

from level 18 on up, the number of experience points needed to advance to the next level varies.

Game Items

As you advance in Drakkar, you'll want to replace your beginning armor with better and better protective gear. There are magic helms and amulets with special powers. Find robes, cloaks and armor that offer special protection. There are potions to give you strength and sustain you in the fight against evil. Like other aspects of the game, game items and their availability are constantly changing.

Acid bracers (both black, provide lightning and acid protection respectively)

Game Options

The following section includes expanded information and greater detail about game elements.

The Game Screen

Pull Down Menus

Auto carriage return:

Allows you to send any command in the command line during combat without having to press enter. This allows you to attack a creature in two steps instead of three (select and attack vs. select, attack, and send). The default is enabled.

Auto append:

Allows you to shout any text in the command line when attacking an opponent. As in, @help, I'm dying over here!. The default is enabled.

Abridged combat messages:

Allows you to turn off combat messages that indicate misses or blocks.

Sound effects and Music:

Toggles these options on and off.

Right mouse button sends command line:

toggles on and off the ability to use your right mouse button to send commands from the command line.

Tooltips:

Toggles Tooltips on and off.

Thin menu:

Toggles the size of your pull down menus.

Animations:

Toggles whether you see animation in the terrain window.

Clean up windows:

Rearranges your windows to the default positions.

Command line

Most commands in Drakkar are entered from the Command line, even, for instance, clicking on a command button like the Drink Bottle button. You will see the command flash momentarily in the command line before it is automatically entered.

Type a command in the command line, and then press <ENTER> to send the command. You can also send commands using the RMB, if that option is enabled (see Preferences). During combat, combat commands are automatically entered if you have that option selected (send command line).

For actions, enter the command in the command line and then the name of the character or creature you wish to affect. Like

- Hug Alice
- Attack Orc

Speaking is different. Click on the ID box (name) to place the name of that character or creature on the command line. Then you can type and send them a message (see A Walk Through Nork).

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You can also use the And, Clear Command, Repeat Command, and Send Command Line buttons with the command line.

Repeat Command

Repeats the last command you entered in the command line.

Clear command line

Clears the command line (you may also hit escape).

And

Adds the word 'and' between commands on the command line.

Send Command Line

Sends commands in the command line.

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