

## **Welcome to Kingdom of Drakkar**

Kingdom of Drakkar is a game of adventure and camaraderie. You explore the lands of the kingdom, building your skills as a Fighter, Paladin, Barbarian, Martial Artist, Mentalist, Healer, or Thief. You can adventure alone or with other players as you battle deadly creatures, engage in quests, and find treasure to help you survive in the many lands of the kingdom.

## **Laws of the land**

- Killing player characters is strictly forbidden.
- Killing hostile creatures and non-player characters is crucial to your survival. This is primarily how you build your experience level and your skill level.
- Killing non-hostile creatures is left to your discretion, but be warned that slaughtering innocents will affect your alignment.

## Getting Help

You can get Help about Kingdom of Drakkar in the following ways:

- Display Tooltips for the areas of the user interface by pausing the mouse pointer over the area.
- Click What Is? on the Help menu, and then click the area of the game interface you want help with.
- Display or print the [map of Nork](#).
- Open or print the online document (DRAKKAR.DOC) in your MPG-Net\Games\Drakkar folder.
- [Ask other players](#)

---

{button ,AL("TooltipInfo")} [Related Topics](#)

## **Kingdom of Drakkar**

You are a bold one to enter the Kingdom of Drakkar, where dangerous creatures defend their treasures with exotic weapons and the power of their minds. Try to find fellow characters to aid you in your quest and, as your character gains power, new challenges will arise: Portals connect forbidden cities, and lands exist that no one has yet discovered.

The Town of Nork, Volcano Town, the Province of Maeling, and the City-State of Frore are the only known cities that remain within the Kingdom of Drakkar. Fractured into different islands after the Empress released Evil into the Kingdom centuries ago, the only remnants of their shared history are the portals that connect them. The men and women who live on these islands lead isolated lives and protect 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 that have only been dreamed of.

## **Town of Nork**

Nork is the most hospitable town. The weather is warm and sunny, the citizens are usually friendly, and strangers can find food, lodging, and shops that will sell them most anything they need for their quests. A lucky person could find fortune and fame without ever venturing past the town limits. However, Nork is not without its dangers.

Centuries ago, the people of Nork formed an Elite Guard to protect them from the Evil the Empress had loosed. The Guard built barracks deep under the town and 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.

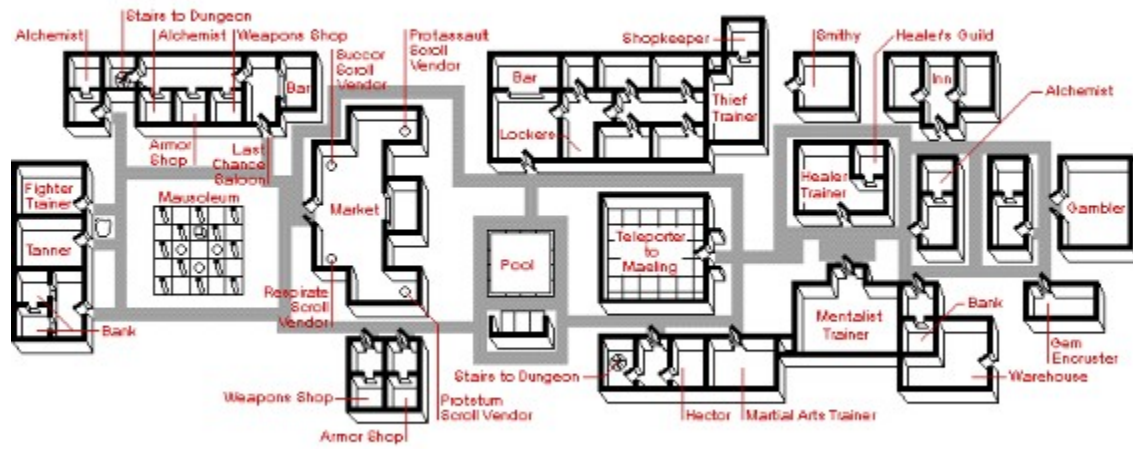
No one knows why the Guard turned against Nork, but soon after the establishment of the Officers' Barracks, the Guard began a ruthless attack from deep within the labyrinth below Nork, slashing their way toward the surface, leaving only destruction in their wake. Just within the reach of victory, the Guard mysteriously retreated to the dark shadows of their labyrinthine stronghold, there to remain a menacing, silent threat.

Fearing another assault, the loyal Norken forces called upon the great Mentalists of the land, skilled in psionic power, to create an unbreakable seal around the barracks and prevent the rebel forces from returning to the surface. Through the years, sojourners who travel to the dungeons beneath Nork have told stories of strange noises rising up from the sealed barracks, and some have witnessed ghostly apparitions. Many have never returned.

---

{button ,AL("NorkInfo")} [Related Topics](#)

# Map of Nork



## **Province of Maeling**

Seven Martial Artists left Nork and traveled for years before coming to a valley. There, they built Maeling in honor of the Dojo who trained them. Inside the fortified walls of the city, the streets are ominous and full of small shops and secret gardens. A walled pathway, etched with griffons and brightly colored dragons, follows the edge of the buildings, adding protection against the untamed creatures that roam outside.

For the traveler, Maeling is a difficult city to understand. The inhabitants use an uncommon dialect, indigenous to Maeling, and the shops sell exotic wares. Outside the city, a forest leans back against the mountains, which are honeycombed with caves. Strange beasts inhabit the Maeling wilderness, where only the very brave and skillful survive.

## **Volcano Town**

Far to the north, Volcano Town rises from the sea. It is exceedingly hot and dry, and travelers, disoriented from the heat, often fall from the cliffs and tumble into the sea. A large well in the center of town emits sulfurous fumes, and the constant threat of volcanic eruption has deterred many merchants from opening shops.



## **City-State of Frore**

Below the Equator, the grassy veldts turn into fields of ice, where is found the land of Frore, a forbidding place. Armed with strength and cunning, four mighty warriors took it upon themselves long ago to rid the southernmost lands of all threats and established the City-State of Frore. They destroyed all beasts who threatened their new city, save one: the giant Snow Beast.

The fearsome cry of this monster sliced through 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 had 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 to "divide and conquer" -- each one seeking 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.

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 whose citizens live in fear of the Snow Beast and of the Four who were meant to save them.

## **Your characters**

You can create four characters on your MPG-Net account, although you can only play one character at a time. Having multiple characters lets you play characters with different skills and abilities. For example, one of your characters might be a male City Dweller dedicated as a Fighter, and one of your characters might be a female Outcast dedicated as a Martial Artist.

## **Rerolling a character**

If you reroll an existing character, you wipe out the character's abilities, experience, skills, disciplines, and any items the character is wearing or carrying. However, any items in the character's locker and any coins in the character's bank account will be retained for the new character. You should put any items you want to pass on to the new character in your locker before you reroll the existing character.

The new character also inherits some of the previous character's experience and skill by being able to achieve half the previous character's experience and skill level more quickly than usual.

## **Sharing attuned items**

Some items in the kingdom attune to you when you pick them up or have them specially made. For example, if you take a creature's skin to the Tanner to be made into armor, only you and other characters on your MPG-Net account can wear the armor the Tanner makes.

**To choose your character's sex**

- ▶ Click the Female icon or the Male icon.

## **Choosing your character's race**

Each race has different strengths and weaknesses.

- [City Dwellers](#)
- [Forest Dwellers](#)
- [Mountain Dwellers](#)
- [Outcasts](#)
- [Underground Dwellers](#)
- [Woodlands Dwellers](#)

### **To choose your character's race**

- Click the large picture. The small picture shows how a character of each race looks in the kingdom.

**City Dwellers**

City Dwellers are strong and extremely lucky.

**Forest Dwellers**

Forest Dwellers are agile and extremely charismatic.



**Mountain Dwellers**

Mountain Dwellers are strong and have strong constitutions.

**Outcasts**

Outcasts are rumored to have great strength but little luck.

**Underground Dwellers**

Underground Dwellers are agile and have strong constitutions.

**Woodlands Dwellers**

Woodlands Dwellers are intelligent and have strong willpower.

**To name your character**

- Type a name of 3 to 14 letters.

## **Rolling your character's abilities**

Your character's abilities range from a low of 3 to a high of 18. Most abilities remain the same throughout a character's life, although some increase or decrease.

- Strength
- Intelligence
- Wisdom
- Willpower
- Constitution
- Agility
- Charisma
- Health
- Gold
- Luck

### **To roll your character's abilities**

- Click Reroll until you are satisfied with your character's abilities, and then click Accept.

**Strength**

Strength is essential for physical combat. It determines how much damage you inflict when you attack with a weapon, and how much weight you can carry without becoming encumbered.

**Intelligence**

Intelligence is essential for forming psionic disciplines. Intelligence determines how much psionic energy a character initially possesses and how much energy he or she gains at each experience level.



**Wisdom**

Wisdom is essential for forming healing disciplines.

**Willpower**

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

**Constitution**

Constitution determines the number of health points you initially possess and the number of health points you gain at each experience level. A strong constitution prevents you from being stunned in combat, and it also determines the number of times you can be raised from the dead.

**Agility**

Agility determines how accurately you hit and how quickly you dodge blows in combat.

**Charisma**

Charisma 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**

Health determines how much physical damage you can sustain before dying. Your constitution determines your initial health and the number of health points you gain at each experience level.

**Gold**

Gold indicates how many gold coins are in your sack when you arrive in the kingdom.

**Luck**

Luck influences the outcome of random events. The higher your luck, the better your chances of successfully forming psionic disciplines and setting and disarming traps, among other things.



## Identity box



An Identity box appears for each creature and character near you. The Identity box shows the character or creature's name, flag, contents of right and left hands, armor, and health heart.

- **Name**

Hostile creatures and characters have red name boxes. Trainers, shopkeepers, and questors have blue name boxes. Non-hostile creatures and characters have gray name boxes.

- **Flag**

The flag in the upper-left corner of the Identity box corresponds to a character or creature in the Terrain window. If an Identity box does not have a flag, the character or creature is standing on you. If it's a hostile creature, you'd better be swinging at it!

- **Health heart**

The heart in the upper-right corner of the Identity box indicates a character or creature's health. If the character or creature is in full health, the heart is completely red. If the character or creature is wounded, the heart is only partially red according to how severely the character or creature is wounded. If the character or creature is poisoned, the heart is green. If the character or creature is stunned, the heart has a halo of stars.

- **Right and left hands**

The right and left squares of the Identity box display the items a creature or character is holding.

- **Armor**

The center square of the Identity box shows the armor a creature or character is wearing. A bull's-eye appears over the armor of the creature or character you last attacked.

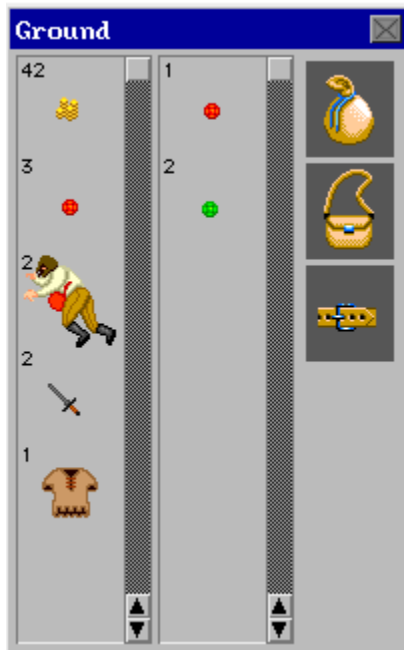
## **Terrain window**

The Terrain window shows where you are standing in the kingdom.

## **Narrative window**

The Narrative window shows information such as the play-by-play during combat, your conversations with other characters, and the contents of any scrolls you read.

## Ground window



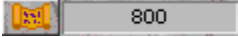
The Ground window shows the ground where you are standing.

The left column of the Ground window shows how many items of a particular type are on the ground. For example, if a pile includes three gems, the column on the left shows one gem (whichever is on top of the pile) and the number 3 to indicate that there are three gems in the pile. To see what kind of gems are in the pile, click the gem in the left column; the different gems then appear in the right column.

## **Experience points**

You gain experience points by killing opponents. As your experience points increase, your experience level increases. When you accumulate enough experience points to advance to the next experience level, a message appears in the Narrative window telling you to Rest when you are fully healed.

## Experience display



The Experience Display indicates your experience points and experience level.

### To toggle the Experience display

- Click the [Experience Display button](#).

## **Health points**

You gain health points at each experience level. You lose health points when you are wounded in combat, but they regenerate with time. The better your constitution, the faster your health points regenerate. You can speed the regeneration of health points by resting, drinking a healing potion, or having a Healer form the Mend discipline or the Heal discipline on you.

## Health display



The Health Display indicates your maximum and current health points. You can display your health points as numbers or as a bar gauge.

### To toggle the Health display

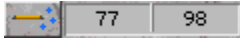
- Click the [Health Display button](#).



## **Psionic energy points**

Psionic energy is the power of your mind. Mentalists, Healers, and Thieves use psionic energy to form psionic disciplines. If you are a psionist, each discipline you form costs a certain amount of energy. For example, forming the EnMiss (energy missile) discipline costs five psionic energy points, so each time you form EnMiss, your psionic energy decreases by five points. If you try to form a discipline that costs more psionic energy points than you have, you will not be able to concentrate enough to form the discipline, and you must wait until your psionic energy regenerates. Psionic energy points regenerate with time, and the speed at which they regenerate is determined by your skill level. Unlike health points, you cannot accelerate regeneration by Resting; however, you might find potions that restore psionic energy.

## Psionic Energy display



The Psionic Energy Display indicates your maximum and current psionic energy points. You can display your psionic energy points as numbers or as a bar gauge.

### To toggle the Psionic Energy display

- Click the [Energy Display button](#).

## **Sack**

There is space in your sack for 30 items and one million gold coins -- once you find them. 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.)

### **To open your sack**

- Click the Sack button.

## **Pouch**

There is space in your pouch for five items. Your pouch (and your [sack](#)) 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 weapons small enough to put in your pouch or sack. Other weapons hang from your [belt](#).

### **To open your pouch**

- Click the [Pouch button](#).

## **Belt**

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

### **To display your belt**

- Click the Belt button.

## **Locker**

There is space in your locker for 20 items of any size, except twigs, coins and corpses. Your locker is a good place to stash spare or valuable items that you do not want to risk losing if you die in combat and are stripped of your possessions. Only you can open your locker. If you reroll a character, the new character inherits the contents of the locker. In Nork, your locker is in the Steel Flower Tavern.

### **To open your locker**

- 1 Go to the Steel Flower Tavern.
- 2 Stand in front of the locker, and then stand on the locker to trip the pressure plate in the floor that opens your locker.
- 3 On the Show menu, click Locker. The contents of your locker appear.

## Encumbrance display

The Encumbrance display indicates how much weight you are carrying. If you are encumbered, even lightly, you move slower.



Lightly encumbered.

▪ Moderately encumbered.



Heavily encumbered.

## Returning from the dead

When 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.

### To return from the dead

- Type **restore**

If your character's constitution is strong enough to stand the shock of resurrection, you appear in the recall area for the land you are adventuring in. You lose one constitution point each time you die, and some creatures may strip you of your possessions after they slay you.

### To choose a Healer trainer to return to

- 1 Stand on the Healer trainer.
- 2 Type the Healer's name, followed by a comma, and then type **recall me**  
For example, to have a Healer named Ewok recall you, type **Ewok, recall me**



## Alignment

Your alignment indicates whether you have good, neutral, or evil tendencies. All characters enter the kingdom with an alignment that is good with good tendencies. However, your alignment reflects your actions in the kingdom, so if you kill innocent creatures, your alignment will eventually change from good to neutral to evil in the following increments:

- good with good tendencies
- good with neutral tendencies
- neutral with neutral tendencies
- neutral with evil tendencies
- evil with evil tendencies

### To display your alignment

- Type **list stats**

Your alignment appears in the [Narrative window](#).

## **Dedicating to a profession**

New characters arrive in the kingdom as members of the merchant brotherhood. Merchants are welcome to explore the kingdom, but most pursue a profession as a [Fighter](#), [Paladin](#), [Barbarian](#), [Martial Artist](#), [Mentalist](#), [Healer](#), or [Thief](#).

When you decide which profession to pursue, you must find the appropriate trainer and dedicate your life to the pursuit of that profession.

### **To dedicate to a trainer**

- 1 Stand on the trainer.
- 2 Click the trainer's [Identity box](#). The trainer appears.
- 3 If you want to know what profession the trainer is licensed by, pause your mouse pointer over the trainer, or click What Is? on the Help menu, and then click the trainer.
- 4 If you want to become a member of that profession, click Dedicate.

When you dedicate to a profession, you receive credit toward your first training session.

## **Fighter**

Fighters are masters of weapons who Attack, Shoot, or Stab their opponents.

Fighters need particular abilities to survive in the kingdom. They must have sufficient strength to damage their opponents in combat, sufficient agility to hit accurately and parry blows, and a strong constitution to withstand injuries from physical combat.

Fighters who attain the 8th experience level with an alignment of good with good tendencies can become Paladins.

Fighters who attain the 15th, 17th, and 20th experience levels can specialize in a weapon and thus receive greater skill gains and inflict increased damage in combat.

---

{button ,AL("FighterInfo")} Related Topics

## Paladin

Paladins are noble Fighters who have attained the 8th experience level with an alignment of good with good tendencies. Fighters can become Paladins by dedicating to the Paladin trainer. Paladins can continue to receive weapons training from the Fighter trainer, but they must go to the Paladin trainer for specialization training.

Paladins have greater combat abilities than Fighters and are more resistant to psionic attack. However, Paladins must remain faithful to the forces of good. If they slay a non-hostile creature, even accidentally, they are stripped of their Paladinhood and must seek atonement in order to regain it.

Paladins who attain the 15th, 17th, and 20th experience levels can specialize in a weapon and thus receive greater skill gains and inflict increased damage in combat.

---

{button ,AL("PaladinInfo")} Related Topics

## Barbarian

Barbarians are fierce warriors who thrive on chaos and are able to carry great amounts of weight without becoming encumbered. Their distrust of psionics makes them resistant to psionic attack; however, it also makes it difficult for them to use psionically-imbued items. They like to break powerful items and sometimes go berserk in combat.

Barbarians need particular abilities to survive in the kingdom. They must have sufficient strength to damage their opponents in combat, sufficient agility to hit accurately and parry blows, and a strong constitution to withstand injuries from physical combat.

Barbarians who attain the 15th, 17th, and 20th experience levels can specialize in a weapon and thus receive greater skill gains and inflict increased damage in combat.

**Note** The Barbarian trainer is on a remote and dangerous island east of Nork. If you are a beginning player, it would be wise to dedicate to one of the other professions until you are familiar with the kingdom.

---

{button ,AL("BarbarianInfo")} Related Topics

## Martial Artist

Martial Artists Attack or Kick their opponents with their hands or feet rather than using weapons. As they advance in skill level, Martial Artists can also Jumpkick, Sweep, and attack their opponents using the Chi art forms. Highly skilled Martial Artists eventually abandon armor and rely solely on their agility to avoid physical damage.

Martial Artists need particular abilities to survive in the kingdom. They must have sufficient agility to kick, jump, block and parry blows, and move quickly in close quarters. They must also have sufficient strength to damage their opponents and a strong constitution to withstand injuries from physical combat.

---

{button ,AL("MartialArtistInfo")} Related Topics

## **Mentalist**

Mentalists focus the power of their minds into psionic energy. They must be intelligent so that they do not exhaust their psionic energy and have to resort to physical combat. They can slay their foes quickly and from a distance, without dirtying their hands in physical combat. However, Mentalists must concentrate and make each psionic attack count to avoid wastefully depleting their psionic energy.

Mentalists need particular abilities to survive in the kingdom. They must have sufficient intelligence to form psionic disciplines. Intelligence also determines how much psionic energy Mentalists initially possess and how many psionic energy points they gain at each experience level.

True Mentalists who attain the psionics skill level of Wizard begin to regain their psionic energy at an accelerated rate.

## Healer

Healers are skilled in the use of both weapons and psionics. Although they rely primarily on psionics, Healers should also be adept with weapons. A Healer uses more psionic energy to form an offensive psionic discipline than a Mentalist uses, so when Healers are in heavy combat, they might deplete their psionic energy and have to fall back on physical combat. Also, Healers, unlike Mentalists, only regain psionic energy points over time if they are undamaged, so they must stay fully healed.

Healers need particular abilities to survive in the kingdom. They must have sufficient wisdom to form psionic disciplines and sufficient strength to wield weapons. Wisdom also determines how much psionic energy Healers initially possess and how many psionic energy points they gain at each experience level.

Healers use some of the same disciplines as Mentalists and have some disciplines of their own. Healers have the special ability to use the Heal discipline to heal damage to themselves and others. A good Healer is always aware of the health of others and is willing to lay a healing hand upon the wounded. Healers who attain the healing skill level of Healer can restore life to a corpse using the CritCure discipline.



## Thief

Thieves prefer hiding in the shadows and backstabbing their foes in surprise attacks rather than engaging in prolonged physical combat. They also enjoy picking locks and pilfering the possessions of other characters by stealing, mugging, and using traps. Thieves are also able to form psionic disciplines; however, they draw on their health points each time they form a discipline.

Thieves need particular abilities to survive in the kingdom. They must have sufficient agility to set and disarm traps, sufficient strength to backstab, and sufficient intelligence to form disciplines.

---

{button ,AL("ThiefInfo")} Related Topics

## Walking

You can walk one step or multiple steps at a time.

### To walk multiple steps

- In the Terrain window, click a location that is multiple steps from where you are standing. You move to the location (or as far in that direction as your move rate allows).

### To walk one step

- 1 In the Terrain window, click a location that is one step (horizontally, vertically, or diagonally) from where you are standing. A pair of footsteps appears in the location.
- 2 Press ENTER to move to the location of the footsteps. Or click the Send Command Line button or click the right mouse button.

### To walk along a path

**Note** This is useful for walking around traps.

- 1 In the Terrain window, click a location that is one step (horizontally, vertically, or diagonally) from where you are standing. A pair of footsteps appears in the location.
- 2 Click a second location that is one step from where you are standing. A second pair of footsteps appears in the location.
- 3 Click a third location that is one step from where you are standing. A third pair of footsteps appears in the location.
- 4 Press ENTER. You move to the location of the last set of footsteps. Or click the Send Command Line button or click the right mouse button.

## **Opening, closing, and unlocking doors**

### **To open a door**

- 1 Stand in front of the door.
- 2 Double-click the door.
- 3 Press ENTER. Or click the Send Command Line button or click the right mouse button. If the door is unlocked, it will open.

### **To close a door**

- 1 Stand in front of the door.
- 2 Double-click the door.
- 3 Press ENTER. Or click the Send Command Line button or click the right mouse button.

### **To unlock a door**

- 1 Hold the key (or other item) in one of your hands.
- 2 Stand in front of the door, and then double-click it. If you have the key or item that fits the lock, the door opens.

## **Ascending and descending stairs**

### **To ascend or descend stairs**

- 1 Stand on the stairs.
- 2 Click the stairs.
- 3 Press ENTER. Or click the Send Command Line button or click the right mouse button.

If you were at the bottom of the stairs, you move to the top of the stairs. If you were at the top of the stairs, you move to the bottom of the stairs.

## **Climbing**

Some of the rocks in the kingdom are suitable for climbing.

### **To climb up**

- 1 Click the Action Commands pop-up menu, and then point to Climb up.
- 2 Click the Initiate Action button.
- 3 Press ENTER. Or click the Send Command Line button or click the right mouse button.

### **To climb down**

- 1 Click the Action Commands pop-up menu, and then point to Climb down.
- 2 Click the Initiate Action button.
- 3 Press ENTER. Or click the Send Command Line button or click the right mouse button.

## **Riding and dismounting an animal**

Some of the animals in the kingdom can be ridden.

### **To ride an animal**

**Note** You must have a harness in your left hand to ride an animal.

- 1 Click the [Action Commands pop-up menu](#), and then point to Ride.
- 2 Click the [Initiate Action button](#).
- 3 Click the [Identity box](#) of the animal you want to ride.

### **To dismount an animal**

- 1 Click the [Action Commands pop-up menu](#), and then point to Dismount.
- 2 Click the [Initiate Action button](#).
- 3 Press ENTER. Or click the [Send Command Line button](#) or click the [right mouse button](#).

## Chasing a character

Chasing is a good way to follow another character over a distance without taking a wrong turn. Chasing moves you to where a character is standing, or to where a moving character most recently stood.

### To chase a character

- Type **chase** and then click the Identity box of the character you want to chase.

**Note** You must repeat the command each time the character moves.

## Resting

When you are wounded, resting restores missing health points faster than they would naturally be restored over time. When you have accumulated enough experience points and are fully healed, resting advances you to the next experience level.

### To rest

- 1 Click the Action Commands pop-up menu, and then point to Rest.
- 2 Click the Initiate Action button.
- 3 Press ENTER. Or click the Send Command Line button or click the right mouse button.



**To look at yourself**

- Type **list self**

Your description appears in the Narrative window.

**To display your statistics**

- Click the Show menu, and then point to Stats. The Statistics dialog box appears.

**To display your skills**

- Click the Show menu, and then point to Skills. The Skills dialog box appears.

**To look at an item on the ground**

- 1 Stand on the item.
- 2 Click the Ground button. The items appear in the Ground window.

**To take items from the ground**

One of your hands must be empty to pick up items.

- 1 Stand on the item.
- 2 Click the Ground button. The items appear in the Ground window.
- 3 If the item you want to pick up is in the right column of the Ground window, drag the item to its new location.  
If the item you want to pick up is in the left column of the Ground window, click the item to move it to the right column, and then drag the item to its new location.  
To move multiple items, press SHIFT and drag the items from the right column to the new location.

**To look at an item in your hand**

- 1 Hold the item in one of your hands.
- 2 Type **look at** and then type the name of the item in your hand. For example, if you are holding a shortsword, type **look at shortsword**

A description of the item appears in the [Narrative window](#).

**Note** You must be specific about what an item is called. For example, if you are holding a sword, you must specify whether it is a shortsword, longsword, or other kind of sword.

**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](#). You can look up to four squares away in the following directions: n, s, e, w, ne, nw, se, and sw.



## **Class training**

Class training is how you receive the psionic disciplines or increased number of attacks you may have earned since you last trained. You should always class train when you advance to a new skill level.

### **To receive class training**

- 1 Stand on the trainer licensed by the profession you dedicated to.
- 2 Click the trainer's Identity box. The trainer appears.
- 3 Click Class Train.

## **Skill training**

Skill training helps you attain higher skill levels more quickly than you could by slaying opponents.

### **To receive skill training**

- 1 Stand on the trainer.
- 2 Click the trainer's Identity box. The trainer appears.
- 3 Click the skill you want training in.
- 4 Click Skill Train.
- 5 Type the number of coins you want to spend. The more coins you spend, the more training you receive.  
The trainer takes the coins from your sack, increases your experience points according to the amount you spent, and displays your percentage of achievement toward the next skill level.

## **Assessing a skill**

Assessing a skill shows your percentage of advancement toward the next skill level.

### **To have a trainer assess your skill**

- 1 Stand on the trainer.
- 2 Click the trainer's Identity box. The trainer appears.
- 3 Click the skill you want the trainer to assess.
- 4 Click Assess Skill.

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

## Talking to player characters

### To talk in a normal tone

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

- 1 Type a double quotation mark, and then type your message. For example, type “**Happy hunting!**”  
You do not need to end your message with a double quotation mark.
- 2 To send the message, press ENTER. Or click the [Send Command Line button](#) or click the [right mouse button](#).

### To address a character privately

When you address a character privately, only that character can hear you.

- 1 Type the character's name, followed by a comma, and then type your message. For example, **Halifax, do you have any succor scrolls?**
- 2 To send the message, press ENTER. Or click the [Send Command Line button](#) or click the [right mouse button](#).

### To shout

When you shout, anyone within five steps of you can hear you, even if you cannot see them.

- 1 Type @ and then type your message. For example, if you wander away from your adventuring party, type **@Hey! Where is everyone?**
- 2 To send the message, press ENTER. Or click the [Send Command Line button](#) or click the [right mouse button](#).

## Talking to non-player characters

Some of the non-player characters in the kingdom may have clues to adventuring in the kingdom.

### To talk to a non-player character

- Click the character's Identity box, and then type your message. For example, to say hello, click a character's Identity box, and then type **hello**

## **Greeting characters**

You can greet player characters and non-player characters.

### **To greet a character**

- 1 Click the Action Commands pop-up menu, and then point to Greet.
- 2 Click the Initiate Action button.
- 3 Click the Identity box of the character you want to greet. The character receives a greeting message.

## Hugging characters

Hugging a player character who has accidentally attacked another player character returns the color of the offending character's Identity box from red to gray. Hugging a character or creature you have accidentally targeted also removes the bull's-eye from the character or creature's Identity box.

### To hug a character

- 1 Click the Action Commands pop-up menu, and then point to Hug.
- 2 Click the Initiate Action button.
- 3 Click the Identity box of the character you want to hug. The character receives a hug message.

## **Singing, dancing, and rolling on the floor with laughter**

You can use the following commands to express yourself:

agree	jostle	ROFL*	think
dance	kiss	scratch	tickle
disagree	laugh	scream	wink
growl	mock	sing	yell
grumble	pinch	sneeze	
holler	prod	spit	

\*roll on the floor laughing

### **To use a command on yourself**

- Type **I** and then type the command. For example, to roll on the floor laughing, type **I ROFL**

### **To direct a command toward a character**

- 1 Type **I** and then type the command. For example, to roll on the floor laughing, type **I ROFL**
- 2 Click the character's [Identity box](#) .



## Adventuring in a party

Characters who explore the kingdom in parties share experience points and skill gains. For example, if one member of a party slays a [sanguin](#), each member of the party gets experience points. The highest-skilled characters in the party get most of the experience. Each member of the party also gets part of the skill gain toward their most-recently used skill.

Thieves who are members of adventuring parties contribute all their weapon experience to the party, but receive thieving skill for half of their skill gain from [Backstabbing](#).

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

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.

### To create a party

- Type **party create** and the name of the party. For example, to create a party called Slayers, type **party create slayers**

The party name can contain 3 to 14 letters or numbers.

### 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

**Note** 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

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

- Type **party break**

## Paging a player character

Paging is done from the conference room. When you are in the conference room, you can page a player character in Kingdom of Drakkar, and if you are in the kingdom you can receive a page.

### To page a player

- On the File menu, point to Quit to go to the conference room, and then use the Theater Help from the gold toolbar.

### To respond to a page

- On the File menu, point to Quit to go to the conference room, and then use the Theater Help from the gold toolbar.

---

{button ,AL("PagerInfo")} [Related Topics](#)

## Turning the pager on and off

When you are in Drakkar, players in the conference room can page you. By default, the pager is enabled so that other players can get in touch with you while you are in the kingdom. If you do not want to receive pages while you are in the kingdom, disable the pager.

### To turn on the pager

- 1 Click the [Action Commands pop-up menu](#), and then point to Page enable.
- 2 Click the [Initiate Action button](#).
- 3 Press ENTER. Or click the [Send Command Line button](#) or click the [right mouse button](#).

### To turn off the pager

- 1 Click the [Action Commands pop-up menu](#), and then point to Page disable.
- 2 Click the [Initiate Action button](#).
- 3 Press ENTER. Or click the [Send Command Line button](#) or click the [right mouse button](#).

---

{button ,AL("PagerInfo")} [Related Topics](#)

## Types of Traders

There are three types of traders in the kingdom:

- **Shopkeepers**  
Shopkeepers have established businesses with doors and counters. There are a variety of shops, such as weapons shops, armor shops, alchemists, and drinking establishments. Merchandise (and prices) vary from shop to shop, and you should be able to buy almost anything you need.
- **Scroll Vendors**  
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.
- **Questors**  
Questors sometimes rent shops and sometimes wander about the kingdom. They usually carry a valuable item in one of their hands that they will trade you for what they request.

---

{button ,AL("TraderInfo")} [Related Topics](#)

### **To buy from a shopkeeper**

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

If you click Maximum, the shopkeeper sells you as many items as will fit in the location you dragged the item to (and have enough coins to buy). For example, if your sack is empty, the shopkeeper will sell you as many bottles as will fit in your sack.

**To sell to a shopkeeper**

- 1 Stand in front of the counter.
- 2 Click the shopkeeper's Identity box. The shopkeeper appears.
- 3 Drag the item you want to sell to the shopkeeper's face. The shopkeeper places the appropriate amount of gold in your sack.

**Note** To sell multiple items, press SHIFT, click on the items you want to sell, and then drag the last item to the shopkeeper's face.

## Having an item appraised

Having an item appraised might give you some idea of its worth, even if you don't know what it is used for. For example, if you find an interesting [helm](#) and don't know whether you should sell it, you can have it appraised. If it is worth more coins than a typical helm, it might have special powers.

### To have an item appraised

- 1 Stand in front of the counter.
- 2 Click the shopkeeper's [Identity box](#). The shopkeeper appears.
- 3 Click the Show menu, and then point to Counter.
- 4 Drag the item you want to appraise to the Counter window.
- 5 Type the shopkeeper's name, followed by a comma, and then type **appraise** and the item you want appraised. For example, to have a shopkeeper named Ewok appraise a gem, type **Ewok, appraise gem**

### Notes

- You can abbreviate the shopkeeper's name to the first three letters.
- You must be specific about what an item is called. If you are holding a sword, you must specify whether it is a shortsword, longsword, or other kind of sword.

## **Interacting with a questor**

### **To interact with a questor**

- 1 Stand on the questor.
- 2 Click the questor's Identity box. The questor appears.
- 3 Click the Discuss button. The questor tells you what to do.



### **To buy a scroll from a scroll vendor**

- 1 Stand on the scroll vendor.
- 2 Click the scroll vendor's [Identity box](#). The scroll vendor appears.
- 3 Click the [Discuss button](#). The scroll vendor places the scroll in your hand and removes the appropriate number of coins from your sack.

---

{button ,AL("SuccorInfo;TraderInfo")} [Related Topics](#)

## Creating a succor twig

A succor twig quickly transports you from one location to another.

### To create a succor twig from a succor scroll

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

---

{button ,AL("SuccorInfo")} [Related Topics](#)

**To use a succor twig**

- Drag the succor twig to the [Terrain window](#). You will be whisked away to the location where you created the succor twig.

---

{button ,AL("SuccorInfo")} [Related Topics](#)

## Using the bank

You can access your account from any of the many bank branches located throughout the kingdom.

### To deposit coins into the bank

- 1 Stand in front of the counter.
- 2 Click the banker's Identity box. The banker appears, and your account balance is shown.
- 3 Click the Deposit button.
- 4 Type the number of coins you want to deposit. The coins automatically move from your sack to your account.
- 5 To leave the bank, click Exit.

### To withdraw coins from the bank

- 1 Stand in front of the counter.
- 2 Click the banker's Identity box. The banker appears, and your account balance is shown.
- 3 Click the Withdraw button.
- 4 Type the number of coins you want to withdraw. The coins automatically move from your account to your sack.
- 5 To leave the bank, click Exit.

## **Making armor from a creature's carcass**

The fur, feathers, and skin of some creatures can be made into strong armor if you take the creature's carcass to the tanner. The tanner is in west Nork. Not all creature carcasses can be made into armor, and you must participate in killing the creature in order to make armor from its carcass.

### **To make armor from a creature's carcass**

- 1 Stand on the tanner.
- 2 Drop the corpse on the ground.
- 3 Type the tanner's name, followed by a comma, and then type **make armor**

If the corpse can be made into a robe or a vest, the tanner tells you when he has made your armor, and drops it on the ground for you to pick up.

## Having a gem encrusted in an item

You might have a gem encrusted into two similar items so that you can tell them apart. For example, if you have two longswords that look exactly alike but one is enchanted, you might have a gem encrusted into the enchanted longsword. The gem encruster is in southeast Nork.

### To have a gem encrusted in an item

- 1 Stand on the gem encrusted.
- 2 Click the gem encruster's [Identity box](#). The gem encruster appears.
- 3 Click the [Discuss button](#).

**Note** When an item is encrusted with a gem, you must hold the item in your hand and [look](#) at it to see the gem.

## Placing a bet with the gambler

You can wager for experience points by placing a bet with the gambler. The gambler is in east Nork.

### To place a bet with the gambler

- 1 Stand on the gambler.
- 2 Drop the coins you want to wager onto the ground.
- 3 Click the gambler's Identity box, and then type **gamble** and a number from 1 to 10. For example, to bet on the number five, type **gamble 5**

The gambler spins the wheel, and if it lands on the number you picked, you receive one experience point for each coin you wagered, and you get to keep your coins. If the gambler doesn't spin your number, you still get the experience points, but you lose your coins.

## **Swapping the items in your hands**

Swap hands when you want to quickly move an item from one hand to the other without first moving one of them to another location, such as your belt, pouch, or sack.

### **To swap the items in your hands**

- Type **swap**



## **Wearing garments and jewelry**

### **To see what you are wearing**

- Click the Body, Disciplines, Ground button.

### **To wear garments and jewelry**

- Drag the item to your face or body.

### **To remove garments and jewelry**

- 1 Click the Body, Disciplines, Ground button.
- 2 Drag the item to a new location.

## **Searching a corpse**

After you slay an opponent, you should search the corpse and take any gold, gems, weapons, garments, or other treasure your opponent was carrying.

### **To search a corpse**

- 1 Stand on the corpse.
- 2 Click the Ground button.
- 3 Press SHIFT, and then click the corpse in the left column of the Ground window. All corpses are searched and their possessions appear in the Ground window.

## Reading a scroll

One of your hands must be empty to read a scroll.

- Drag the scroll to your face.

The scroll appears in your hand and the contents of the scroll appear in the Narrative window. If the scroll is imbued with a psionic discipline, the discipline appears in the Disciplines pop-up menu.

## **Drinking from a bottle or the terrain**

### **To drink from a bottle**

One of your hands must be empty to drink from a bottle.

- Drag the bottle to your face.

If the bottle contained only one ounce of fluid, it disappears after you drink from it.

### **To drink the first healing potion in your sack**

- Click the [Drink Healing Potion button](#).

If you have a healing potion in your [sack](#), you drink it. If there is not a healing potion in your sack, you drink the first healing potion in your [pouch](#).

### **To drink from the terrain**

- Stand in the water, and then type **drink**

## **Opening or closing a bottle**

### **To open a bottle**

- Hold the bottle in one of your hands, and then type **open bottle**  
Open bottles spill if you neglect to close them before moving them to your sack, pouch, or other location.

### **To close a bottle**

- Hold the bottle in one of your hands, and then type **close bottle**

## **Filling or emptying a bottle**

### **To fill a bottle**

**Note** A bottle must be empty before you can fill it.

- 1 Hold the bottle in one of your hands.
- 2 Stand in the water.
- 3 Click the [Action Commands pop-up menu](#), and then point to Fill bottle.
- 4 Click the [Initiate Action button](#).
- 5 Press ENTER. Or click the [Send Command Line button](#) or click the [right mouse button](#).

### **To empty a bottle**

**Note** A bottle must be open before you can empty it.

- 1 Hold the bottle in one of your hands.
- 2 Click the [Action Commands pop-up menu](#), and then point to Empty bottle.
- 3 Click the [Initiate Action button](#).
- 4 Press ENTER. Or click the [Send Command Line button](#) or click the [right mouse button](#).

**To break an item**

- 1 Hold the item in one of your hands.
- 2 Type **break** and the name of the item you want to break. For example, to break a bottle, type **break bottle**

## Memorizing a teleport location

You memorize a location you want to return to when you use the [Teleport](#) discipline. The name of the location can be up to 10 letters long, and you can memorize up to 20 locations.

### To memorize a teleport location

- 1 Stand in the location you want to return to when you use the [Teleport](#) discipline.
- 2 Click the [Action Commands pop-up menu](#), and then point to Memorize.
- 3 Click the [Initiate Action button](#). The word "memorize" appears on the command line.
- 4 On the command line, after the word "memorize," type a location name. For example, to memorize a location on Yeti Island, you might type **yetiisland**



## Forgetting a teleport location

You forget a teleport location you have remembered using the Memorize command.

### To forget a teleport location

- 1 Click the Action Commands pop-up menu, and then point to Forget.
- 2 Click the Initiate Action button. The word "forget" appears on the command line.
- 3 On the command line, after the word "forget," type a memorized location name. For example, to forget a location on Yeti Island, you might type **yetiisland**

**To repeat the previous command**

- Click the Repeat Command button.

## Setting Macros

### To set a new macro

- 1 Click the Macros menu, and then point to Set Macro.
- 2 In the dialog box, click an empty space, and then click OK.
- 3 In the Name text box, type a name for the macro. For example, to set a macro for the Swap command, type **swap**
- 4 In the Macro text box, type the command to assign to the macro. For example, to use the Swap command, type **swap**
- 5 In the Key text box, type the letter you want to assign to the macro. For example, if you are setting a macro for the Swap command, you might type the letter **s**
- 6 Click the check box of the key (CTRL, ALT, or SHIFT) that you want to assign to the macro.

### To use a macro

- Press the key combination you assigned to the macro, and then press ENTER. Or click the Send Command Line button or click the right mouse button.

For example, if you set a macro of CTRL+S for the Swap command, press CTRL and S to display the word "Swap" on the command line, and then press ENTER.

### To edit a macro

- 1 Click the Macros menu, and then point to Set Macro.
- 2 In the dialog box, click a macro name, and then click OK.
- 3 Edit the name, macro, or key combination of the macro.

**To turn auto carriage return on and off**

- 1 On the Options menu, click Preferences.
- 2 Click the check box to turn auto carriage return on and off.

If there is a check in the box, the contents of the command line are automatically sent during combat. If there is not a check in the box, you must press ENTER to send the contents of the command line during combat.

**To turn auto append on and off**

- 1 On the Options menu, click Preferences.
- 2 Click the check box to turn auto append on and off.

If there is a check in the box, you shout any text that is on the command line when you attack an opponent. For example, if you are typing a message to another character and you attack an opponent, you attack and shout your message.

**To turn abridged combat messages on and off**

- 1 On the Options menu, click Preferences.
- 2 Click the check box to turn abridged combat messages on and off.

If there is a check in the box, combat messages that indicated misses or blocks do not appear in the Narrative window. If there is not a check in the box, full combat messages appear in the Narrative window.

**To turn sound effects on and off**

- 1 On the Options menu, click Preferences.
- 2 Click the check box to turn sound effects on and off.

If there is a check in the box, sound effects are turned on. If there is not a check in the box, sound effects are turned off.

**Note** Sound effects can warn you of danger.

**To turn music on and off**

- 1 On the Options menu, click Preferences.
- 2 Click the check box to turn music on and off.

If there is a check in the box, music is turned on. If there is not a check in the box, music is not turned on.



**To use the right mouse button to send commands**

- 1 On the Options menu, click Preferences.
- 2 Click the check box to turn the right mouse button on and off.

If there is a check in the box, you can send commands by clicking the right mouse button rather than pressing ENTER. If there is not a check in the box, the right mouse button does nothing.

**To turn Tooltips on and off**

- 1 On the Options menu, click Preferences.
- 2 Click the check box to turn Tooltips on and off.

If there is a check in the box, Tooltips display for the areas of the user interface. If there is not a check in the box, Tooltips do not display.

**To clean up open windows**

- On the Options menu, click Clean up windows.

The Ground window, Sack window, Pouch window, Belt window, Locker window, Counter window, Body window, and Disciplines window return to their default positions.

## **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. In order to attack with your hands and most weapons, you and your opponent must be standing in the same spot.

### **To attack**

- 1 Click the Attack Commands pop-up menu, and then point to Attack. The name of the command appears on the button.
- 2 Click the Identity box of the opponent you want to attack.

## Shoot

You can shoot 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 spot.

You 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.

### To shoot

- 1 If you are shooting a bow, hold the bow in your right hand. Your left hand must be empty to draw the bow.
- 2 Click the Attack Commands pop-up menu, and then point to Shoot. The name of the command appears on the button.
- 3 Click the Identity box of the opponent to shoot.

## **Throw right or left**

You can throw any weapon or item at an opponent.

### **To throw the weapon in your right hand**

- 1 In your right hand, hold the weapon you want to throw.
- 2 Click the [Attack Commands pop-up menu](#), and then point to Throw Right At. The name of the command appears on the button.
- 3 Click the [Identity box](#) of the opponent you want to throw the weapon at.

### **To throw the weapon in your left hand**

- 1 In your left hand, hold the weapon you want to throw.
- 2 Click the [Attack Commands pop-up menu](#), and then point to Throw Left At. The name of the command appears on the button.
- 3 Click the [Identity box](#) of the opponent you want to throw the weapon at.

## **Kick**

All characters can kick. The amount of damage caused by kicking depends on your martial skill. In order to kick, you and your opponent must be standing in the same spot.

### **To kick**

- 1 Click the Attack Commands pop-up menu, and then point to Kick. The name of the command appears on the button.
- 2 Click the Identity box of the opponent you want to kick.

## **Jumpkick**

Martial Artists who attain the marital 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.

### **To jumpkick**

- 1 Click the Attack Commands pop-up menu, and then point to Jumpkick. The name of the command appears on the button.
- 2 Click the Identity box of the opponent you want to jumpkick.



## **Sweep**

Martial Artists who attain the marital skill level of Brown Belt can sweep multiple opponents who are standing in their location. 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 martial skill level. Sweeping attacks everything in the character's location, even allies. Martial Artists who attain the marital skill level of Black Belt, sixth degree, have a greater chance of striking every creature in their location.

### **To sweep**

- 1 Click the Attack Commands pop-up menu, and then point to Sweep. The name of the command appears on the button.
- 2 Click the Initiate Attack button.

## **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 spot.

### **To stab**

- 1 Click the Attack Commands pop-up menu, and then point to Stab. The name of the command appears on the button.
- 2 Click the Identity box of the opponent you want to stab.

## **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.

### **To backstab**

- 1 Click the Attack Commands pop-up menu, and then point to Backstab. The name of the command appears on the button.
- 2 Click the Identity box of the opponent you want to backstab.

## Steal from

### To steal from a character

- 1 Click the Attack Commands pop-up menu, and then point to Steal from. The name of the command appears on the button.
- 2 Click the Identity box of the opponent you want to steal from.

### To steal a particular item from a character

- Type **steal** and then type the name of the item you want to steal followed by the name of the character. For example, to steal a gem from Halifax, type **steal gem from Halifax**

## Hide

Thieves hide in concealing terrain or the shadows next to walls so they can Backstab an opponent. How successfully Thieves hide depends on their thievery skill and the size of the items in their hands. Thieves carrying large weapons, such as halberds and polearms or hammers are often unable to hide. 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

- 1 Stand next to a wall or other concealing terrain.
- 2 Click the Action Commands pop-up menu, and then point to Hide.
- 3 Click the Initiate Action button.
- 4 Press ENTER. Or click the Send Command Line button or click the right mouse button.

## **Mug**

True Thieves who attain the thievery skill level of Swift can move toward, scuffle with, and steal an item or coins from an opponent in a single motion by mugging them. Thieves must Hide before they can Mug a creature or character.

### **To mug**

- 1 Click the Attack Commands pop-up menu, and then point to Mug. The name of the command appears on the button.
- 2 Click the Identity box of the opponent you want to mug.

## **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.

### **To reveal**

- Type **reveal**

## Traps

True Thieves can set and disarm traps. You gain experience points if your trap activates and slays a creature when you are online. You are responsible for any traps you place, and killing non-hostile creatures with traps is reflected in your alignment.

Traps of various strengths are for sale in the Thieves' Guild and from some shady merchants in the kingdom.

If you drop a trap that has not been set, the trap is destroyed. However, Thieves do not set off their own traps, so you can pick them up and set them in a new location without worry.

### To disguise a trap

- Hold the item you want to disguise the trap as in your left hand before you set the trap. For example, to disguise a trap as a gem, hold a gem in your left hand.

### To set a trap

- Type **trap** and then type the power and direction and parameters of the trap.

For example, to set a trap north of where you are standing, type **trap n**

To set a power 10 trap north of where you are standing, type **trap 10 n**

To set a power 10 trap that is north of where you are standing and that is tripped by a character or creature carrying a gem, type **trap 10 n carrying**



**Power**

The trap can be any power up to your thievery skill level. If you do not specify a power, the trap is full-power (equivalent to your thievery skill level).

**Direction**

The trap can be set in the following directions: n, s, e, and w.

## Parameters

- Carrying  
The trap is activated by any character or creature carrying the item the trap is disguised as. For example, if the trap is disguised as a gem, any character or creature carrying a gem activates the trap.
- Not Carrying  
The trap is activated by any character or creature not carrying the item the trap is disguised as. For example, if the trap is disguised as a scroll, any character or creature not carrying a scroll activates the trap.
- Wearing  
The trap is activated by any character or creature wearing the item the trap is disguised as. To use this parameter, the item must be a helm, necklace, armor, cloak, or boots. For example, if the trap is disguised as a helm, any character or creature wearing a helm activates the trap.
- Not Wearing  
The trap is activated by any character or creature not wearing the item the trap is disguised as. To use this parameter, the item must be a helm, necklace, armor, cloak, or boots. For example, if the trap is disguised as a cloak, any character or creature not wearing a cloak activates the trap.

## **Disarm**

All characters with some degree of thievery skill, not just Thieves, can attempt to disarm a trap. Thieves do not need to disarm their own traps; they can simply pick them up.

### **To attempt to disarm a trap**

- Type **disarm** and then type 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.

**Note** An unsuccessful attempt to disarm a trap may activate it.

## **Charge**

Fighters, Paladins, and Barbarians who attain the weapon skill level of Adept can move toward and attack an opponent in a single motion. The distance of the charge depends on the character's skill level. You must have a weapon in your right hand to charge.

### **To charge**

- 1 Click the Attack Commands pop-up menu, and then point to Charge. The name of the command appears on the button.
- 2 Click the Identity box of the opponent you want to charge.

## **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.

### **To focus strike**

- Type **focus strike** and then click the Identity box of your opponent.

## Focus Blindstrike

Paladins who attain the weapon skill level of Specialist can focus their energy when blinded or unable to see in the darkness to strike a random opponent where the Paladin is standing. Highly skilled Paladins can strike a specific opponent.

### To focus a random blindstrike

- Type **focus blindstrike**

### To focus a specific blindstrike

- Type **focus blindstrike** and then click the Identity box of your opponent.

## **Focus Multistrike**

Paladins who attain 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.

### **To focus multistrike**

- Type **focus multistrike**



## **Focus Parry**

Paladins who attain the weapon skill level of Beholder of the Art can focus their energy into a complete defense to fend off blows. The defensive position is maintained until you use another command.

### **To focus parry**

- Type **focus parry**

## **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.

### **To focus boost**

- Type **focus boost**

## **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.

### **To focus powerstrike**

- Type **focus powerstrike** and then click the Identity box of your opponent.

## **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. This decreases the Paladin's own defenses and may cause him or her to fall prey to the same opponent.

### **To focus defend**

- Type **focus defend** and then click the Identity box of the character to defend.

## **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 may require concentration time.

### **To focus superboost**

- Type **focus superboost**

## **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.

### **To focus armorstrike**

- Type **focus armorstrike** and then click the Identity box of your opponent.

## **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 may require much concentration.

### **To focus ultraboost**

- Type **focus ultraboost**

## **Focus Maxstrike**

Paladins who attain the weapon skill level of Initiate of Style can focus their energy away from defense and toward a single awe-inspiring blow that often inflicts the maximum amount of damage a weapon can cause.

### **To focus maxstrike**

- Type **focus maxstrike** and then click the Identity box of your opponent.



## **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 an opponent is very difficult and may require several attempts.

### **To focus disarm**

- Type **focus disarm** and then click the Identity box of your opponent.

## **Focus Pierce**

Paladins who attain the weapon skill level of Master of Style can focus their energy away from defense and into a single thrust that pierces armor and other physical protection and causes severe damage to an opponent.

### **To focus pierce**

- Type **focus pierce** and then click the Identity box of your opponent.

## **Chi Sweep**

Martial Artists who attain the marital skill level of Master can summon their energy away from defense to overcome darkness, blindness, or invisibility to attack opponents.

### **To chi sweep**

- Type **chi sweep**

## **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.

### **To chi minorshield**

- Type **chi minorshield**

## **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.

### **To chi wallbreak**

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

## **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.

### **To chi ironfist**

- Type **chi ironfist** and then click the Identity box of your opponent.

## **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.

### **To chi minorpool**

- Type **chi minorpool**

## **Chi Jumpstrike**

Martial Artists who attain the martial skill level of Bronze Sash, second degree, can summon their energy from defense to propel themselves through the air and punch an opponent.

### **To chi jumpstrike**

- Type **chi jumpstrike** and then click the Identity box of your opponent.



## **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.

### **To chi shield**

- Type **chi shield**

## **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 affected.

### **To chi powersweep**

- Type **chi powersweep**

## **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.

### **To chi pool**

- Type **chi pool**

## **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.

### **To chi rapidpunch**

- Type **chi rapidpunch** and then click the Identity box of your opponent.

## **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.

### **To chi majorshield**

- Type **chi majorshield**

## **Chi Majorpool**

Martial Artists who attain the martial skill level of Bronze Sash, eighth degree, can slip into a trance that produces a temporary health value three times that of the Martial Artist's maximum health points. The concentration time for this effect is often as high as 12 rounds.

### **To chi majorpool**

- Type **chi majorpool**

## Chi Deathtouch

Martial Artists who attain the martial skill level of Silver Sash can summon their energy into the most-feared Chi art form in which the Martial Artist forgoes one permanent point of constitution in a chilling death attack on the specified target. Creatures with less than half the skill level of the Martial Artist are slain outright, and others suffer from one-third to three times their maximum health in damage. Creatures with levels higher than the skill level of the Martial Artist are subjected to a powerful form of the Ironfist discipline. There are no aging effects to this discipline.

### To chi deathtouch

- Type **chi deathtouch** and then click the Identity box of your opponent.

## About psionic disciplines

A psionic discipline is a concentration of mental energy that produces an effect, such as inflicting damage, providing protection, healing wounds, or providing special abilities. All characters are capable of forming psionic disciplines from psionically imbued items such as scrolls and rings. However, Mentalists, Healers, and Thieves are capable of using their mental energy to form psionic disciplines without having to use psionically imbued items.

Each psionic discipline has an associated Psionic Energy Cost, Stress Factor, and a possible Side Effect. Psionicists who use their innate ability to form a discipline must deal with all three components of the discipline. If you form a discipline from an item, you do not expend any psionic energy or experience any stress. However, you do experience any side effect that is associated with the discipline.

Psionic disciplines have a limited duration depending on the skill level of the psionicist forming the discipline. Damage-inflicting disciplines usually cause increasing amounts of damage according to how high the psionicist's skill level is. Some disciplines can be formed on yourself and others. Some disciplines strike or 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.

---

{button ,AL("DspInfo")} Related Topics



### **To form a psionic discipline on yourself**

If you are forming the discipline from a psionically imbued item, hold it in either one of your hands.

- 1 Click the Disciplines pop-up menu, and then point to the discipline you want to form. The discipline then appears on the button. For example, to form the Resperate discipline, point to Resperate, and the word "Resperate" appears on the button.
- 2 Click the Form Discipline button. The word "Form" and the name of the discipline appear on the command line. For example, if you are forming the Resperate discipline, "Form Resperate" appears on the command line.
- 3 Press ENTER. Or click the Send Command Line button or click the right mouse button. The discipline forms on you.

### **To form a psionic discipline on others**

If you are forming the discipline from a psionically imbued item, hold it in either one of your hands.

- 1 Click the Disciplines pop-up menu, and then point to the discipline you want to form. The discipline then appears on the button. For example, to form the Resperate discipline, point to Resperate and the word "Resperate" appears on the button.
- 2 Click the Identity box of the character you want to form the discipline on. For example, to form the Resperate discipline on Halifax, click Halifax's Identity box.

## Absorption discipline

Psionic Energy Cost: 20

Stress Factor: Low

Protects against psionic attacks by absorbing psionic energy. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **AcidBreath discipline**

Psionic Energy Cost: 10

Stress Factor: Low

Creates a cloud of highly corrosive acid around a creature or in a location.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **Assault discipline**

Psionic Energy Cost: 10

Stress Factor: Low

Short-circuits a creature's brain and nervous system, inflicting considerable damage according to the skill level of the psionist.

---

{button ,AL("DspInfo;ProtAssault")} [Related Topics](#)

## Atone discipline

Psionic Energy Cost: 35

Stress Factor: Moderate

Side Effect: Permanent health damage

Attempts to draw a character one degree closer to an alignment of true good. Only highly skilled psionists are able to purify characters, such as Paladins, who want to pursue other professions. The psionist forming this discipline suffers permanent damage, as it requires a great deal of concentration to reorient another character's moral compass.

---

{button ,AL("DsplInfo")} Related Topics

## **AutoHeal discipline**

Psionic Energy Cost: 50

Stress Factor: High

Automatically forms the Heal discipline on a character whose current health points are less than one-fifth of maximum health points. For example, if your maximum health points are 100 and you suffer 81 points of damage, the AutoHeal discipline goes into effect. However, if you have 100 health points and suffer 120 points of damage, you are dead and AutoHeal does not work. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **Blast discipline**

Psionic Energy Cost: 20

Stress Factor: Low

Creates an explosion that burns flesh, shatters small objects, and destroys non-reinforced walls in an area.

---

{button ,AL("DspInfo")} [Related Topics](#)



## **Blind discipline**

Psionic Energy Cost: 10

Stress Factor: Low

Temporarily blinds a creature.

---

{button ,AL("DspInfo;Vision")} [Related Topics](#)

## Charm discipline

Psionic Energy Cost: 30

Stress Factor: Moderate

Causes a creature to temporarily function under the psionist's control.

### To form the Charm discipline

If you are forming the discipline from a psionically imbued item, hold it in either one of your hands.

- 1 Click the Disciplines pop-up menu, and then point to Charm. The discipline then appears on the button.
- 2 Click the Identity box of the opponent you want to form the discipline on.
- 3 When the creature is charmed, click the creature's Identity box, and then type the action you want the creature to take. For example, type **fight orc** to make a creature fight an orc, or type **take bottle** to make a creature pick up a bottle.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **Confusion discipline**

Psionic Energy Cost: 25

Stress Factor: Low

Causes a group of hostile creatures to fly into a rage and attack random targets and one another. The number of creatures afflicted depends on the skill level of the psionicist and the experience level of the creatures.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **CritCure (critical cure) discipline**

Psionic Energy Cost: 30

Stress Factor: High

Side Effect: Permanent health damage

Restores a dead character to life. The exertion of forming the CritCure discipline often damages the Healer forming the discipline.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **Darkness discipline**

Psionic Energy Cost: 10

Stress Factor: Low

Temporarily creates darkness in an area around a creature or location.

---

{button ,AL("DspInfo;Light")} [Related Topics](#)

## **Detect discipline**

Psionic Energy Cost: 10

Stress Factor: Low

Creates a glowing outline around all secret doors within the character's view. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **Detox discipline**

Psionic Energy Cost: 10

Stress Factor: Low

Neutralizes poison. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo;Poison")} [Related Topics](#)

## **Disintegrate discipline**

Psionic Energy Cost: 10

Stress Factor: High

Destroys all walls and all items on the ground within the character's view.

---

{button ,AL("DspInfo")} [Related Topics](#)



## **Door discipline**

Psionic Energy Cost: 10

Stress Factor: Moderate

Creates a door in wood and stone walls and in some types of rock.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **EarthCrush discipline**

Psionic Energy Cost: 100

Stress Factor: Very High

Causes the earth to crest like a wave and crash down upon all creatures in a small area.

---

{button ,AL("DspInfo")} [Related Topics](#)

## Enchant discipline

Psionic Energy Cost: 30

Stress Factor: Moderate

Psionically removes any flaws from a weapon and increases its combat bonus by one each time the discipline is formed. The discipline can usually only be formed up to three times on a weapon, but highly skilled psionists may exceed this limit.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **EnMiss (energy missile) discipline**

Psionic Energy Cost: 5

Stress Factor: Low

Electrifies a creature with a powerful jolt of psionic energy.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **EnergyShield discipline**

Psionic Energy Cost: 20

Stress Factor: Low

Creates a temporary psionic shield around a character that provides protection from psionic attack. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **EnergySpear discipline**

Psionic Energy Cost: 35

Stress Factor: Moderate

Creates a piercing shaft of psionic energy that may stun as well as damage a creature.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **FeatherFall discipline**

Psionic Energy Cost: 30

Stress Factor: Low

Allows a character to fall a great distance without damage. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **FindFriendly discipline**

Psionic Energy Cost: 30

Stress Factor: Moderate

Teleports the nearest friendly creature to where you are standing. The creature does not obey your every command, but fights alongside you. Highly skilled psionics can beckon more powerful creatures. The length of time the creature remains to fight also depends on the psionics's skill level.

---

{button ,AL("DspInfo")} [Related Topics](#)



## **FireBall discipline**

Psionic Energy Cost: 10

Stress Factor: Low

Creates a ball of fire that causes considerable damage to a targeted area.

---

{button ,AL("DspInfo;ProtFire")} [Related Topics](#)

## **FireBreath discipline**

Psionic Energy Cost: 50

Stress Factor: Low

Creates a flame that causes significant damage in a large area.

---

{button ,AL("DspInfo;ProtFire")} [Related Topics](#)

## **FireStorm discipline**

Psionic Energy Cost: 25

Stress Factor: Moderate

Causes a small area to spontaneously combust, creating a devastating fire against which most forms of fire protection have little effect.

---

{button ,AL("DspInfo;ProtFire")} [Related Topics](#)

## Haste discipline

Psionic Energy Cost: 25

Stress Factor: Very High

Side Effect: Permanent health damage

Doubles a character's move rate and number of attacks. Some actions, such as resting or trading with shopkeepers, still occur at normal speed. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} Related Topics

## Heal discipline

Psionic Energy Cost: 20

Stress Factor: Low

Heals a character of almost all damage. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo;AutoHeal")} [Related Topics](#)

## IceBreath discipline

Psionic Energy Cost: 55

Stress Factor: Low

Creates a cloud of icy vapor that causes severe damage to any creature in a large area.

---

{button ,AL("DspInfo;ProtIce")} [Related Topics](#)

## IceStorm discipline

Psionic Energy Cost: 15

Stress Factor: Moderate

Creates a storm of hail and freezing rain that causes significant damage to any creature in an area.

---

{button ,AL("DspInfo;ProtIce")} [Related Topics](#)

## **InfraVision (infrared vision) discipline**

Psionic Energy Cost: 25

Stress Factor: Low

Allows a character to see in even the darkest conditions by displaying most creatures and terrain in the infrared spectrum. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} [Related Topics](#)



## Illusion discipline

Psionic Energy Cost: 25

Stress Factor: Moderate

Creates the illusion that the terrain in a small area has the qualities of water, ice, fire, a wall, a path, a bridge, or emptiness.

### To form an illusion

- Type **form illusion** and then type the effect you want to create, and the direction from where you are standing that you want it to happen. For example, to create a wall to the north, type **form illusion wall n**

---

{button ,AL("DsplInfo")} [Related Topics](#)

## Imbue discipline

Psionic Energy Cost: 30

Stress Factor: Moderate

Recharges a psionically imbued item with psionic energy proportional to the skill level of the psionicist. The psionic energy cost to imbue an item is the same whether the item is fully charged or mostly depleted of energy. The number of charges that can be imbued into an item depends on the quality of the item and the psionicist's skill level. Only disciplines gained at half of the psionicist's current skill level can be imbued in items.

### To recharge an imbued item

- Hold the item in your right hand, and then type **form imbue**

### To imbue a twig with a discipline

Mentalists who attain the psionics skill level of Defier of Vision can imbue wooden twigs of exceptional quality with new disciplines. Wooden twigs of this caliber are available from the Healer's Guild in the Healer Trainer's shop in Nork.

- Type **form imbue** and then type the name of the discipline to imbue. For example, to imbue a twig with the Firestorm discipline, type **form imbue firestorm**

---

{button ,AL("DsplInfo")} [Related Topics](#)

## **Light discipline**

Psionic Energy Cost: 10

Stress Factor: Low

Illuminates an area. Counteracts the Darkness discipline and may break the Hide discipline of nearby Thieves.

---

{button ,AL("DspInfo;Darkness")} [Related Topics](#)

## **Lightning discipline**

Psionic Energy Cost: 15

Stress Factor: Low

Creates a bolt of lightning.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **LimInv (limited invisibility) discipline**

Psionic Energy Cost: 10

Stress Factor: Low

Makes a character invisible to most creatures, even if the character takes damage. However, the character becomes immediately visible if he or she inflicts damage. You can form this discipline on yourself or others. The duration of this discipline is proportional to the psionist's skill level if formed on others, and unlimited if formed on yourself.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **Mend discipline**

Psionic Energy Cost: 5

Stress Factor: Low

Cures minor damage. The amount of damage mended is proportional to the psionist's skill level. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} [Related Topics](#)

## PassWall discipline

Psionic Energy Cost: 20

Stress Factor: Moderate

Allows a character to pass through walls and some types of rock. The duration of the discipline is proportional to the psionist's skill level. Be careful that you are not inside something solid when the discipline depletes. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} [Related Topics](#)

## Poison discipline

Psionic Energy Cost: 20

Stress Factor: Low

Turns a creature's blood to poison. The toxicity and duration of the poison depend on the psionist's skill level.

---

{button ,AL("DspInfo;Detox")} [Related Topics](#)



## **PowerWord Death discipline**

Psionic Energy Cost:      Base 100

Stress Factor:              Very High

Allows psionicists to funnel their psionic energy into a powerful one-word vocal assault that inflicts grave damage, according to the skill level of the psionicist, upon all visible hostile creatures. Allies and friendly creatures are not affected.

---

{button ,AL("DspInfo")} Related Topics

## **PowerWord Heal discipline**

Psionic Energy Cost:      Base 100

Stress Factor:              Very High

Allows psionics to funnel their psionic energy into a powerful one-word command that heals the psionics and all visible allies afflicted with poison, blindness, or physical damage.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **PowerWord Stun discipline**

Psionic Energy Cost:      Base 100

Stress Factor:              Very High

Allows psionics to funnel their psionic energy into a powerful one-word vocal assault that stuns all visible hostile creatures. Allies and friendly creatures are not affected.

---

{button ,AL("DspInfo")} Related Topics

## **ProtAssault (protection from assault) discipline**

Psionic Energy Cost: 40

Stress Factor: Low

Creates an energy shield around a character's mind to protect it against damage from the Assault discipline. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo;Assault")} [Related Topics](#)

## **ProtFire (protection from fire) discipline**

Psionic Energy Cost: 10

Stress Factor: Low

Creates a fire-resistant shield around a character. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo;FireBall;FireBreath;FireStorm")} [Related Topics](#)

## **ProtIce (protection from ice) discipline**

Psionic Energy Cost: 25

Stress Factor: Low

Creates an ice-resistant shield around a character. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo;IceBreath;IceStorm")} [Related Topics](#)

## **ProtStun (protection from stun) discipline**

Psionic Energy Cost: 30

Stress Factor: Low

Creates a stun-resistant shield around a character. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo;Stun")} [Related Topics](#)

## **Push discipline**

Psionic Energy Cost: 20

Stress Factor: Low

Moves a creature a step or two in a random direction. Useful for pushing hostile creatures over cliffs or for pushing stunned allies out of danger.

---

{button ,AL("DspInfo")} [Related Topics](#)



## **Resperate discipline**

Psionic Energy Cost: 20

Stress Factor: Low

Allows you to walk across water at your normal move rate, rather than one step at a time. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} Related Topics

## Reveal discipline

Psionic Energy Cost: 10

Stress Factor: Low

Allows a character to view items through most types of natural cover, such as forest, water, and ice. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} [Related Topics](#)

## **Scry discipline**

Psionic Energy Cost: 25

Stress Factor: Low

Allows a character to see through the eyes of another player character. The character whose vision is being borrowed does not need to be visible to the character forming the discipline.

---

{button ,AL("DspInfo")} [Related Topics](#)

## Sense discipline

Psionic Energy Cost: 10

Stress Factor: Low

Allows a character to sense the special properties of an item. High-level psionicists are able to tell whether an item has been psionically imbued with the imbue discipline, as well as which discipline an item is imbued with, how many charges it contains, and even the location a succor twig returns to.

---

{button ,AL("DspInfo")} Related Topics

## **Stun discipline**

Psionic Energy Cost: 15

Stress Factor: Low

Temporarily stuns a creature and prevents it from taking any action. A few creatures are immune to this discipline. Stuns cannot be extended through additional stuns.

---

{button ,AL("DspInfo;ProtStun")} [Related Topics](#)

## Succor discipline

Psionic Energy Cost: 15

Stress Factor: Low

Creates a succor twig that, when dropped, transports a character back to the location where the succor twig was created.

---

{button ,AL("DspInfo;SuccorInfo")} Related Topics

## Teleport discipline

Psionic Energy Cost: 50

Stress Factor: High

Teleports a character to a location he or she has memorized using the Memorize command. Teleportation requires a great deal of effort and may take several uninterrupted rounds. The energy cost is charged when the Teleport discipline is formed, not when the location is memorized. Be aware that some teleporting devices and portals may confuse or erase memorized locations. For this reason, most high-level Mentalists use disciplines rather than relying on established portals.

### To teleport

- After memorizing a location, type **form teleport** and then type the location you memorized. For example, to teleport to a location called griffonlair, type **form teleport griffonlair**

---

{button ,AL("DspInfo")} Related Topics

## **Transmute discipline**

Psionic Energy Cost: 10

Stress Factor: Low

Changes an item on the ground into gold coins. Items held by living characters and creatures are not transmuted. High skill may be required to transmute powerful items.

---

{button ,AL("DspInfo")} [Related Topics](#)



## TrapSack discipline

Psionic Energy Cost: 50

Stress Factor: Moderate

Envelops a character's sack in a protective energy barrier that prevents thieves from Stealing items and coins. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo")} Related Topics

## Vision discipline

Psionic Energy Cost: 10

Stress Factor: Low

Restores the vision of a character afflicted by the Blind discipline. You can form this discipline on yourself or others.

---

{button ,AL("DspInfo;Blind")} Related Topics

**Player character**

A player character represents a player.

**Non-player character**

A non-player character permanently inhabits the kingdom.

**Hostile**

A hostile character or creature will try to kill you.

**Non-hostile**

A non-hostile creature or character will not threaten you unless you attack first.

**Psionicist**

A psionicist can use mental energy to form psionic disciplines. Mentalists, Healers, and Thieves are psionicists.

**Psionically imbued**

A psionically imbued item is charged with a psionic discipline, which you can form as if you were a psionist.



**True**

A true member of a profession develops only those skills related to a dedicated profession. For example, a true Mentalist survives in the kingdom using only psionics.

### **Move rate**

Your move rate indicates how many steps you can take at once. For example, if your move rate is three and you click a location six steps from where you are standing, you will move three steps in the direction you clicked. To display your move rate, type **list stats**

**Number of attacks**

Your number of attacks indicates how many times you can strike at an opponent in a single round. For example, if your number of attacks is two, you can strike an opponent twice in a single round.

**Attune**

Some items attune to your character when you pick them up or wear them. If you feel a tingling from an item, it has probably attuned to you. Once an item has attuned to you, other characters cannot use or wear the item, except the other characters on your MPG-Net account.

**Psionic energy cost**

Psionic energy cost is the amount of psionic energy required to form a discipline.

**Stress factor**

Stress factor is the amount of stress you incur from forming a discipline.

**Side effect**

Side effect is a secondary result of forming a discipline.

**Chi**

True Martial Artists can summon their inner energy (or Chi) to perform great feats during combat.





**And button**



**Repeat Command button**



**Belt button**



**Body, Disciplines, Ground button**



**Send Command Line button**



**Clear Command Line button**



**Drink Healing Potion button**



**Drop Succor Twig button**



**Disciplines pop-up menu**

The Disciplines pop-up menu is below your left hand.



**Energy Display button**



**Experience Display button**



**Form Discipline button**



**Ground button**



**Health Display button**



**Initiate Action button**

**Action Commands pop-up menu**

The Action Commands pop-up menu is below the Disciplines pop-up menu beneath your left hand.





**Initiate Attack button**



**Initiate Attack button**

**Attack Commands pop-up menu**

The Attack Commands pop-up menu is below your right hand.



**Pouch button**



**Sack button**

## ▪ Encumbrance Display



**Discuss button**



**Deposit button**





**Withdraw button**



**Succor twig**

**Weapon skill levels**

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

**Longsword skill levels**

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

**Thrown weapon skill levels**

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

**Mace skill levels**

0	Unskilled	11	Prodigy	22	Initiate of Stance
---	-----------	----	---------	----	--------------------

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

#### Staff skill levels

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

#### Two-handed weapon skill levels

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

#### Polearm skill levels

0	Unskilled	11	Prodigy	22	Initiate of Stance
1	Clumsy	12	Brilliant	23	Student of Stance
2	Familiar	13	Incredible	24	Master of Stance

3	Student	14	Astounding	25	Initiate of Form
4	Practiced	15	Master	26	Student of Form
5	Dedicated	16	High Master	27	Master of Form
6	Skilled	17	Grand Master	28	Initiate of Style
7	Experienced	18	Warrior	29	Student of Style
8	Proficient	19	High Warrior	30	Master of Style
9	Practitioner	20	Specialist		
10	Expert	21	Beholder of the Art		

### Dagger skill levels

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

### Axe skill levels

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

### Shortsword skill levels

0	Unskilled	11	Prodigy	22	Initiate of Stance
1	Clumsy	12	Brilliant	23	Student of Stance
2	Familiar	13	Incredible	24	Master of Stance
3	Student	14	Astounding	25	Initiate of Form
4	Practiced	15	Master	26	Student of Form

5	Dedicated	16	High Master	27	Master of Form
6	Skilled	17	Grand Master	28	Initiate of Style
7	Experienced	18	Warrior	29	Student of Style
8	Proficient	19	High Warrior	30	Master of Style
9	Practitioner	20	Specialist		
10	Expert	21	Beholder of the Art		

#### **Bow skill levels**

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

#### **Climbing skill levels**

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

#### **Streetwise skill levels**

0	Unskilled	11	Hustler
1	Simpleton	12	Con Artist
2	Totally Lost	13	Street Talker
3	Easily Confused	14	Street Hustler
4	Easily Worried	15	Street Wise
5	Easily Robbed	16	Revealer of Thieves
6	Easily Lost	17	Hustler of Thieves

7	Bar Hopper	18	Master Hustler
8	Bar Talker	19	Master Talker
9	Smooth Talker	20	Student of Glibness
10	Fast Talker	21	Professor of Glibness

### Martial skill levels

0	Unskilled	11	Black Belt, second degree	22	Seeker of the Sash
1	Initiate	12	Black Belt, third degree	23	Bronze Sash
2	White Belt	13	Black Belt, fourth degree	24	Bronze Sash, second degree
3	Yellow Belt	14	Black Belt, fifth degree	25	Bronze Sash, third degree
4	Green Belt	15	Black Belt, sixth degree	26	Bronze Sash, fourth degree
5	Blue Belt	16	Black Belt, seventh degree	27	Bronze Sash, fifth degree
6	Red Belt	17	Black Belt, eighth degree	28	Bronze Sash, sixth degree
7	Brown Belt	18	Black Belt, ninth degree	29	Bronze Sash, seventh degree
8	Brown Belt, second degree	19	Master	30	Bronze Sash, eighth degree
9	Brown Belt, third degree	20	Grand Master	31	Silver Sash
10	Black Belt	21	Beholder of the Art		

### Thievery skill levels

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		

### Psionic skill levels

0	Unskilled	11	Maker of Paths
1	Beginner	12	Enchanter
2	Trainee	13	Controller of Ice
3	Jester	14	Worker of Force
4	Student	15	Defier of Gravity
5	Mentalist	16	Master of Earth
6	Forger of Fire	17	Defier of Vision
7	Defender from Ice	18	Wizard

8	Forger of Ice	19	Master of Dimensions
9	Controller of Fire	20	Master of Time
10	Concealer of Paths		

### Healing skill levels

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

### Steel Flower Tavern

The Steel Flower Tavern is in northeast Nork. It boasts a fine drinking establishment, the lockers, and the Thieves' Guild.



## **Thieves' Guild**

The Thieves' Guild is in the Steel Flower Tavern, past the lockers, and at the end of the long hall, through the secret door.

## 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 only wear one suit of armor at a time. There are four basic types of armor:



leather armor



studded armor



chain armor



plate armor

You can also have the tanner make armor from the skin, fur, feathers, or scales of some creatures.

---

{button ,AL("ArmorInfo")} [Related Topics](#)

## Cloaks



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

## Robes



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

## Boots



Boots protect you against physical attacks, and some boots protect against psionic attacks or are psionically imbued. You can only wear one pair of boots.

## Helms



Helms protect you against physical attacks, and some helms protect you against psionic attacks or are psionically imbued. You can wear one helm.

## **Bracers**



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

## Gauntlets



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



## Sashes



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

## Rings



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

## Amulets



Some amulets are purely ornamental, and some protect you against psionic attacks. You can only wear one amulet.

## **Gems**



There are a variety of gems in the kingdom. Some gems unlock doors, and some can be traded to questors for enchanted items. All gems can be encrusted into an item or sold.

## Scrolls



Some scrolls provide clues about adventuring in the kingdom, and some are psionically imbued.

## Bottles



Bottles contain a variety of fluids, including healing potions and poison potions. Bottles are rarely labeled, so be careful what you drink. Most bottles contain one ounce of fluid, enough for one drink. You can buy bottles of potion at the Alchemist shops, or you can find them as treasure.

---

{button ,AL("BottleInfo")} [Related Topics](#)

## **Shields**



Shields protect you from physical attacks. For maximum blocking protection, you must hold a shield in your left hand. If you hold it in your right hand, it blocks only as well as a weapon.

## **Axe**



To attack with an axe, you and your opponent must be standing in the same spot.



## **Crossbow**



You can use a crossbow to attack an opponent from a distance. You must hold the bow in your right hand, and your left hand must be empty to draw the bow.

## **Dagger**



To attack with a dagger, you and your opponent must be standing in the same spot.

## **Grenade**



You can throw a grenade at an opponent or along a path.

## **Halberd and polearm**



Halberds and polearms are long-handled weapons that you use to attack opponents who are standing near you. 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.

## Hammer



To attack with a hammer, you and your opponent must be standing in the same spot.

## **Longbow**



You can use a longbow to attack an opponent from a distance. You must hold the bow in your right hand, and your left hand must be empty to draw the bow.

## Longsword



To attack with a longsword, you and your opponent must be standing in the same spot.

## Mace



To attack with a mace, you and your opponent must be standing in the same spot.



## **Shortbow**



You can use a shortbow to attack an opponent from a distance. You must hold the bow in your right hand, and your left hand must be empty to draw the bow.

## Shortsword



To attack with a shortsword, you and your opponent must be standing in the same spot.

## Alligator



Alligators live in water or marshy areas around the kingdom and have a nasty bite.

## Bear



Bears have massive claws. Some bears are non-hostile.

## Fiend



Fiends are heavy-footed and vibrate the earth before they stare you down with their glowing green eyes and shear your flesh with their claws.

## **Gargoyle**



Gargoyles have huge wings and viciously sharp claws.

## **Goblin**



Goblins are the weakest creatures you will encounter. The Goblin Lord, of course, is a much more challenging opponent.

## Griffon



Griffons attack you with their powerful beaks and raking 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.

---

{button ,AL("ArmorInfo")} [Related Topics](#)



## Hobgoblin



Hobgoblins are taller, more muscular, and more challenging opponents than goblins.

## Hostile Fighter



Hostile fighters are highly skilled weapons masters.

## Hostile Psionicist



Hostile psionicists are highly skilled Mentalists.

## Lizardman



Lizardmen are known for their hissing, muffled speech and fire breath. The Lizard King, of course, is a much more challenging opponent.

## Lurker



Lurkers drool, drag their knuckles on the ground, and bite you.

## Mummy



Mummies shuffle along, waiting to attack you.

## Ogre



Ogres are brutes of great strength who dress like samurai warriors.

## Orc



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



## Rakshasa



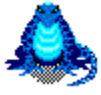
Rakshasas are well-muscled, with tiger-like faces and wild hair. They are often preceded by a hint of pipe smoke.

## Rockman



Rockmen make loud grinding noises and pound their opponents with their massive fists.

## Sanquin



Sanquins are covered with icy blue scales and attack with sharp claws and an icy breath of pounding hail and bitter cold.

## **Shark**



Sharks swim in any body of water and have a nasty bite.

## Thumper



Thumpers club you with their fists.

## Troglodyte



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 snow beasts who swipe at their opponents with their sharp claws. Yetis have thick fur and are hard to kill. The fur of a dead yeti makes strong armor.

---

{button ,AL("ArmorInfo")} [Related Topics](#)

**Body, Disciplines, Ground button**

Click this button to display what you are wearing. Click it a second time to display the psionic disciplines you are under the influence of. Click it a third time to open or close the Ground window.

**Drop Succor Twig button**

Click this button to drop a succor twig that you are holding in your hand, carrying on your belt, carrying in your pouch, or carrying in your sack.

If you are holding a succor twig in one of your hands, that is the twig you drop. If you are not holding a succor twig in your hands, you drop the first succor twig on your belt (from left to right). If you are not carrying a succor twig on your belt, you drop the first succor twig in your pouch (from left to right). If you are not carrying a succor twig in your pouch, you drop the first succor twig in your sack (from left to right).

**Drink Healing Potion button**

Click this button to drink a healing potion that you are holding in your hand, carrying in your sack, or carrying in your pouch.

If you are holding a healing potion in one of your hands, that is the potion you drink. If you are not holding any healing potions in your hands, you drink the first healing potion in your sack (from left to right). If you are not carrying any healing potions in your sack, you drink the first healing potion in your pouch (from left to right).

**Show Ground button**

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

**Initiate Attack button**

Click this button to make the command shown on the Attack Commands pop-up menu appear on the command line.

**Form Discipline button**

Click this button to make the discipline shown on the Disciplines pop-up menu appear on the command line.

**Initiate Attack button**

Click this button to make the command shown on the Attack Commands pop-up menu appear on the command line.



**Initiate Action button**

Click this button to make the command shown on the Action Commands pop-up menu appear on the command line.

**Send Command Line button**

Click this button to send the contents of the command line. You can also do this by pressing ENTER.

**And button**

Click this button to enter the word "and" on the command line between multiple commands.

**Clear Command Line button**

Click this button to clear the contents of the command line. You can also do this by pressing ESC.

**Identity box**

An Identity box appears for each creature and character near you. It shows the character or creature's name, flag, contents of right and left hands, armor, and health display.

**Repeat Command button**

Click this button to repeat the previous command.

**Sack button**

Click this button to display the contents of your sack.

**Pouch button**

Click this button to display the contents of your pouch.



**Belt button**

Click this button to display the contents of your belt.

**Narrative window**

Displays information about your actions, location, combat, and conversations.

**Attack Commands pop-up menu**

Click this button to display a list of combat commands.

**Attack Commands pop-up menu**

Click this button to display a list of combat commands.

**Disciplines pop-up menu**

Click this button to display a list of the psionic disciplines you can form.

**Action Commands pop-up menu**

Click this button to display a list of action commands.

**Health display**

Click this button to display your health points as numbers or as a bar gauge.

**Energy display**

Click this button to display your energy points as numbers or as a bar gauge.



**Experience display**

Click this button to display your experience points or your experience level.

**Face**

Displays your expression, which is usually normal. But it can change if you are injured in some way, for example, if you are stunned, poisoned, or dead.

**Left Hand**

Displays what you are holding in your left hand.

**Right Hand**

Displays what you are holding in your right hand.

**Encumbrance display**

Indicates how much weight you are carrying. If you are encumbered, even lightly, you move slower.

- No weights appear on the scale if you are unencumbered.
- One weight appears on the scale if you are lightly encumbered.
- Two weights appear on the scale if you are moderately encumbered.
- Three weights appear on the scale if you are heavily encumbered.

**Command line**

Type commands and messages on the command line.

**Round timer**

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

**Terrain window**

Displays your surroundings.



**Fighter trainer**

The Fighter trainer provides weapons skill training to members of any profession; however, Fighters receive preferential pricing.

**Mentalist trainer**

The Mentalist trainer provides psionics skill training to members of any profession; however, Mentalists receive preferential pricing.

**Martial Arts trainer**

The Martial trainer provides martial arts skill training to members of any profession; however, Martial Artists receive preferential pricing.

**Healer trainer**

The Healer trainer provides healing skill training to members of any profession; however, Healers receive preferential pricing.

**Thief trainer**

The Thief trainer provides thievery skill training to members of any profession; however, Thieves receive preferential pricing.

**Paladin trainer**

The Paladin trainer provides weapons skill training to members of any profession; however, Paladins receive preferential pricing.

**Barbarian trainer**

The Barbarian trainer provides weapons skill training to members of any profession; however, Barbarians receive preferential pricing.

**Assess Skill button**

Assessing a skill shows your percentage of advancement toward the next skill level.

To have the trainer assess your skill, click the skill you want to assess, and then click this button.



**Skill Train button**

Skill training helps you advance to higher skill levels more quickly than you could by slaying opponents.

To receive skill training, click the skill you want to train in, and then click this button.

**Dedicate button**

Click this button to dedicate your life to the pursuit of the profession the trainer represents. You can only dedicate to one profession, so consider which profession best suits your abilities before you dedicate.

**Class Train button**

Click this button to receive the psionic disciplines or increased number of attacks that you may have earned by advancing to a higher skill level. You should always class train after you advance to a higher skill level.

**Female icon**

[Click here to create a female character.](#)

**Male icon**

[Click here to create a male character.](#)

**Items for sale and prices**

Displays the items a shopkeeper sells. Prices are shown beneath each item.

**Coins in sack**

Displays the number of coins in your sack.

**Sack icon**

Drag an item here to put it in your sack.



**Belt icon**

Drag an item here to put it on your belt.

**Pouch icon**

Drag an item here to put it in your pouch.

**Account Balance**

Displays the balance of your bank account.

**Deposit button**

Click this button to deposit coins into your bank account.

**Withdraw button**

Click this button to withdraw coins from your bank account.

**Name**

Displays your character's name.

**Race**

Displays your character's race.

