

## Crossroads Of The Elements

Global Commands \ Commands  
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High: Lists who the top players are is a good source of information. Lists the Top Fighter and Sorcerer.

Stats: Character statistics if full. Fighter/Mage levels. Hit/Spell points.

Hits: Hit and Spell points current/maximum.

I: Inventory. Lists what a characters is carrying, armed with, and wearing. Lists amount of current gold. Max gold: 65k

Ex: Lists all available exits from a square.

Look: Lists a description of the square a player is in.

Brief: Will list a brief description when moving from place to place.

=cc: Changes channels and allows free flow talking.

Hit: Used to attack a monster or player.

Cast: Used to cast a spell. cast <spell name> / cast <character name/ monster>

Invoke: Invoke. Used to invoke the powers of and item. invoke <item>

Research: Researches a spell in the Old Library. research <spell name>

O/Offer: Used to offer gold at any altar. For every gold given one hit or spell point is given, with hit points being given first.

Sell: Used to sell an item at a store. sell <item>

Buy: Buys an item at a store. buy <item>

2 - 121  
 3 - 301  
 4 - 587  
 5 - 1082  
 6 - 1866  
 7 - 3180  
 8 - 5251  
 9 - 8674  
 10 - 14,042  
 11 - 22,826  
 12 - 36,551  
 13 - 58,772  
 14 - 93,324  
 15 - 148,854  
 16 - 234,910  
 17 - 372,322  
 18 - 585,686  
 19 - 921,970  
 20 - 1,441,931  
 21 - 2,264,012  
 22 - 3,528,732  
 23 - 5,520,666  
 24 - 8,579,686  
 25 - 13,381,636  
 26 - 20,744,626  
 27 - 32,269,282  
 28 - 49,916,387  
 29 - 77,467,454  
 30 - 119,604,354

Lvl	Earth monsters	Lvl	Air monsters	Lvl	Water monsters
3	rat	3	bat	3	water snake
4	ram	4	owl	4	water skipper
6	cougar	6	harpy	5	crocodile
7	bear	7	wind walker	6	nixie
8	skeleton	8	eagle	7	sea otter
9	orc	9	banshee	8	seal
9	zombie	9	gargoyle	8	sperm whale
10	bugbear	10	storm giant	9	lionfish
11	ghoul	11	wyvern	9	sea lion
12	troll	11	wraith	9	jellyfish
13	cobra	12	spectre	10	octopus
14	ogre	14	ghost	12	ropeworm
14	giant grasshopper	15	griffon	13	eel
15	giant beetle	17	pegasus	14	reef shark
15	giant centipede	19	couatl	15	sister
16	xorn	21	star lion	15	dolphin
17	giant ant	22	bull	16	giant squid
18	umber hulk	23	cloud dragon	17	tangler
19	centaur	24	chimera	18	nymph
20	ettin	25	sorcerer	20	mermaid
22	golem	26	star dragon	22	merman
23	sphinx	26	archer giant	24	seahorse
25	lich	27	roc	26	triton
25	giant earthworm	28	aerial servant	28	killer whale
27	gorgon	29	Zeus	29	tiger shark
27	gold dragon	30	djinni	30	marid
29	Gotik				
30	dao				

Lvl	Fire monsters	Lvl	Neutral monsters
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3	sidewinder	1	slug
5	scorpion	1	pixie
6	camel	1	jackal
7	tiger	1	gremlin
8	imp	1	wild dog
8	initiate	1	gold mouse
10	fire lizard	2	wolf
11	flame giant	2	mirage
12	shade	2	brigand
13	hell hound	2	flame bat
14	salamander	2	green slime
16	basilisk	3	firesnake
18	nightmare	3	snakevine
20	magman	5	giant spider
20	succubus	6	giant toad
22	incubus	6	sea stalker
24	devil	7	minotaur
26	red dragon	7	ethereal warrior
29	hydra	9	wight
30	efreeti		

Brigand <town>	14-16
Flame Bat <town>	14-16
Gold Mouse <town>	14-16
Green Slime <town>	14-16
Gremlin <town>	14-16
Jackal <town>	14-16
Mirage <town>	14-16
Pixie <town>	14-16
Slug <town>	14-16
Wild Dog <town>	14-16
Wolf <town>	14-16
Bat <Air>	17-19
Sidewinder <Fire>	17-19
Snakevine <town>	17-19
Firesnake <Fire>	17-19
Water snake <Water>	17-19
Rat <Earth>	17-19
Owl <Air>	20-24
Ram <Earth>	20-24
Water Skipper <Water>	20-24
Crocodile <Water>	24-28
Giant Spider <town>	24-28
Imp <Fire>	24-28
Scorpion <Fire>	24-28
Camel <Fire>	28-34
Cougar <Earth>	28-34
Giant Toad <town>	28-34
Harpy <Air>	28-34
Nixie <Water>	28-34
Sea Stalker <Water>	28-34
Ethereal Warrior <town>	34-40
Bear <Earth>	34-40
Sea Otter <Water>	34-40
Tiger <Fire>	34-40
Minotaur <town>	34-40
Wind Walker <Air>	34-40
Seal <Water>	40-48
Sea Turtle <Water>	40-48

Skeleton <Earth>	40-48
Initiate <Fire>	40-48
Eagle <Air>	48-56
Jellyfish <Water>	48-56
Sea Lion <Water>	48-56
Wight <Air>	48-56
Banshee <Air>	50-58
Gargoyle <Air>	50-58
Lionfish <Water>	50-58
Orc <Earth>	50-58
Zombie <Earth>	50-58
Bugbear <Earth>	58-69
Fire Lizard <Fire>	58-69
Octopus <Water>	58-69
Storm Giant <Air>	58-69
Flame Giant <Fire>	71-84
Ghoul <Earth>	71-84
Wraith <Air>	71-84
Wyvern <Air>	71-84
Ray <Water>	83-100
Ropeworm <Water>	83-100
Shade <Fire>	83-100
Specter <Air>	83-100
Sperm Whale <Water>	83-100
Troll <Earth>	83-100
Monk <Fire>	83-100
Cobra <Earth>	100-122
Eel <Water>	100-122
Hell Hound <Fire>	100-122
Ogre <Earth>	100-122
Giant Grasshopper <Earth>	124-145
Ghost <Air>	124-145
Reef Shark <Water>	124-145
Salamander <Fire>	124-145
Giant Beetle <Earth>	146-176
Giant Centipede <Earth>	146-176
Griffon <Air>	146-176
Dolphin <Water>	146-176
Sister <Water>	146-176
Basilisk <Fire>	177-209
Giant Squid <Water>	177-209
Xorn <Earth>	177-209
Giant Ant <Earth>	210-255
Pegasus <Air>	210-255
Tangler <Water>	210-255
Nightmare <Fire>	256-304
Nymph <Water>	256-304
Umber Hulk <Earth>	256-304
Centaur <Earth>	305-359
Coulta <Air>	305-359
Ettin <Earth>	360-437
Magman <Fire>	360-437
Mermaid <Water>	360-437
Succubus <Fire>	360-437
Star Lion <Air>	438-520
Bull <Air>	521-591
Golem <Earth>	521-591
Incubus <Fire>	521-591
Merman <Water>	521-591
Cloud Dragon <Air>	628-753
Sphinx <Earth>	628-753
Chimera <Air>	771-908
Devil <Fire>	771-908

Seahorse <Water>	771-908
Giant Earthworm <Earth>	909-1081
Sorcerer <Air>	909-1081
Archer Giant <Air>	1082-1301
Red Dragon <Fire>	1082-1301
Star Dragon <Air>	1082-1301
Triton <Water>	1082-1301
Gold Dragon <Earth>	1302-1547
Gorgon <Earth>	1302-1547
Roc <Air>	1302-1547
Killer Whale <Water>	1548-1859
Gotik <Earth>	1927-2163
Hydra <Fire>	1927-2163
Tiger Shark <Water>	1927-2163
Zeus <Air>	1927-2163
Efreeti <Earth>	2425-2718
Djinni <Air>	2425-2718
Dao <Fire>	2425-2718
Marid <Water>	2425-2718
Giant Snake <Fire>	????-????
Demon Lord <Fire>	????-????

#### Weapons and Armor

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##### Normal Weapons / Levels

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Dagger 1	Morning Star 6
Mace 1	Amulet 7
Sword 1	Broadsword 9
Axe 1	Halbred 12
Flail 3	

##### Things to Wear vs Physical Attack

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Cloth Armor 1
Leather Armor 1
Fire Armor 1
Scale Mail 5
Studded Leather 7
Chain Mail 10
Plate Armor 15
Mithril Armor 20
Adamantine Mail 25

##### Things to Wear vs Magical Attack

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Luckring 1
Tunic 1
Cloak 5
Amulet 7
Bracer 10
Robe 15
Circlet 20
Spirit Armor 25

##### Elemental Weapons / Levels

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Air/Earth/Fire/Water Dagger 1
Air/Earth/Fire/Water Mace 1
Air/Earth/Fire/Water Sword 1
Air/Earth/Fire/Water Axe 1

(Air)	6	Silver Whip	
(Air)	10	Thundersword	
(Air)	15	Vorpal Broadsword	
(Air)	20	Prismatic Scimitar	
(Air)	25	Roc Talon	
(Air)	30	Lightning Bolt	*{Zeus}*
(Earth)	6	Oak Club	
(Earth)	10	Staff of Orcs	
(Earth)	15	Oak Scepter < vs Undead >	
(Earth)	15	Giant Bone	
(Earth)	20	Adamantine Hammer	
(Earth)	25	Berserker's Fist	
(Earth)	30	Golden Battle Axe	*{Gotik}*
(Fire)	6	Flamesticks	
(Fire)	10	Flamelance	
(Fire)	15	Firebow	
(Fire)	20	Hellcat	
(Fire)	25	Sunsword	
(Fire)	30	Fury	*{Hydra}*
(Water)	6	Ice spear	
(Water)	10	Waterglove	
(Water)	15	Crystal Sword	
(Water)	20	Tidal Hammer	
(Water)	25	Sharkblade	
(Water)	30	Coral Trident	*{Tiger Shark}*

#### Potions and Restorative Powers

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Spell Points	Hit Points
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Cyan 10	White 10
Indigo 50	Pink 10
Azure 100	Maroon 25
Cobalt 400	Vermillion 75
	Scarlet 150
	Crimson 700

#### Unique spells

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Air: goodbye, anchor, recall, scatter, summon, aeroslay  
Earth: healthsee, itemsmash, cure, alltodust, paranoia  
Fire: arm, mundane, disarm, divest  
Water: scry, nullify, enhance, influx, transform, reflect

#### Spells similar in nature, or the same:

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##### Air and Earth

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befuddle/leprosy  
invisible/seewind

## Air and Fire

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 disperse/raze  
 flash&blind/dustdevil

## Air and Water

-----  
 whisper/fetch  
 confusion/drunk  
 aid/aid

## Earth and Fire

-----  
 cage&prison/firetrap  
 wormcall/banish  
 petrify/cremate

## Earth and Water

-----  
 mine/swindle

## Fire and Water

-----  
 heatwave/frost  
 fast/strong

## Equivalents

-----  
 Air/Earth/Fire/Water

-----  
 whip/hammer/flamestrike/tentacle  
 gale/smash/melt/snowstrike  
 shriek/pulverize/immolate/icestrike  
 gust/rumble/inferno/flood  
 suffocate/poison/torch/immerse  
 breezebend/soften/fail/scorn  
 starsteel/bronze/luck/favor  
 cloudkiss/erode/wither/rust  
 windwrap/harden/temper/guard  
 twister/quake/firestorm/snowstorm  
 hurricane/avalanche/fireball/icecone

Three of these spells per element:

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 airshield/stoneshield/flameshield/aquashield

All elements have these spells:

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 heal  
 fury  
 enchant  
 beastcall/fiendcall/demoncall

## Air Spells

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## Whip 1

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.

Form: Cast whip <monster/player>

## Gust 2

Notes: Used to display power, does no damage.

Form: Cast gust

## Whisper 3

Notes: Used as an anonymous communication to another player currently in the game.

Form: Cast whisper <player>

## Goodbye 4

Notes: Used to randomly transport a player to another part of the game.

Form: Cast goodbye <player>

## Anchor 4

Notes: Used in combination with recall. Recall or a moonstone will send a player back to where he/she was anchored. If anchored in a city, character is transported randomly in the realms.

Forms: Cast anchor / cast anchor <player>

## Suffocate 5

Notes: Inflicts damage to a player periodically. Can be countered by purchasing a cure at the monk, or having an Earth mage cast cure on the subject.

Form: Cast suffocate <player>

## Twister 6

Notes: Used to decimate a room and all in it, monsters and players alike. The mage casting this spell receives damage as well.

Form: Cast twister

## Heal 7

Notes: Used to heal damage to a player. Amount healed increases with every level.

Form: Cast heal / cast heal <player>

## Enchant 7

Notes: Used to enchant a dagger, mace, sword, axe, or leather armor. Harpy feather is the needed component. Will not affect any other items. To enchant an item it must be readied, or if armor, nothing readied and armor worn. May be cast on othes with the same requirements.

Forms: Cast enchant / cast enchant <player>

## Recall 8

Notes: Used to transport a player back to their anchor. Without an anchor, randomly teleported.

Forms: Cast recall / cast recall <player>

## Flameshield 9

Notes: Reduces the amount of damage taken from Fire monsters. Sulfur is the material component needed. Warning: A player under the influence of this spell receives increased damage in the water realm.

Forms: Cast flameshield / cast flameshield <player>

## Aquashield 9

Notes: Reduces the amount of damage taken from Water monsters. A pearl is the material component needed. Warning: A player under the influence of this spell receives increased damage in the Fire realm.

Forms: Cast aquashield / cast aquashield <player>

## Gale 10

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.

Forms: Cast gale <monster/player>

## Fury 11

Notes: Inflicts damage in an area periodically to any player located there.

Form: Cast fury

## Disperse 12

Notes: Clears an area of all items.

Form: Cast disperse

## Breezebend 13

Notes: Used to curse a weapon a player is currently using. This cause the weapon to miss an opponent more often. Can be countered with starsteel. When spell fizzles the weapon has reached it's maximum.

Forms: Cast breezebend / cast breezebend <player>

## Starsteel 13

Notes: Used to bless a weapon a player is currently using. This causes the weapon to hit an opponent more often. Can be countered with breezebend.

When spell fizzles the weapon has reached it's maximum.

Forms: Cast starsteel / cast starsteel <player>

## Beastcall 14

Notes: Summons a bat or harpy. The material component is a eagle claw.

Form: Cast beastcall

## Stoneshield 15

Notes: Reduces the amount of damage taken from Earth monsters. An acorn is the material component needed. Warning: A player under the influence of this spell receives increased damage in the Air realm.

Forms: Cast stoneshield / cast stoneshield <player>

## Hurricane 16

Notes: Used to decimate a room and all in it monsters and players under the 10th level. The caster receives no damage.

Form: Cast hurricane

## Cloudkiss 17

Notes: Used to curse armor a player is currently wearing. This cause the armor to absorb less damage and deflect blows less often. Can be countered with windwrap. When spell fizzles the armor has reached it's maximum.

Forms: Cast cloudkiss / cast cloudkiss <player>

## Windwrap 17

Notes: Used to bless armor a player is currently using. This causes the armor to absorb more damage and deflect blows more often. Can be countered with cloudkiss. When spell fizzles the armor has reached it's maximum.

Forms: Cast windwrap / cast windwrap <player>

## Fiendcall 18

Notes: Used to summon a spector or ghost. Material component is an eagle claw.

Form: Cast fiendcall

## Vacuum 19

Notes: Inflicts damage to a player periodically. Can be countered by purchasing a cure at the monk, or having an Earth mage cast cure on the subject.

Form: Cast vacuum <player>

## Shriek 20

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.

Forms: Cast shriek <monster/player>

## Invisible 21

Notes: Used to make a player invisible which can be countered by Seewind, an Earth spell. Does not fool major monsters.

Forms: Cast invisible / cast invisible <player>

## Scatter 22

Notes: Used to randomly teleport monsters to other parts of the realms. Uneffective on major monsters.

Form: Cast scatter

## Statuette 23

Notes: Used to make a statuette that can be used by anyone to invoke a bat, owl, harpy, eagle. Material component needed is a amethyst.

Form: Cast statuette

## Aid 24

Notes: Used to transfer spell points to another player. It does this by draining casters hit and spell points.

Form: Cast aid <player>

## Confusion 25

Notes: Used to make a player move in random directions.

Form: Cast confusion <player>

## Demoncall 26

Notes: Used to summon a pegasus, coustal, or star lion. Material component needed is an eagle claw.

Form: Cast demoncall

## Dustdevil 27

Notes: Causes a player to go blind for a few minutes. Can be countered by a cure spell, or the monk.

Form: Cast dustdevil <player>

## Summon 28

Notes: Caster may summon another player to him. Player being summon must be in the wilderness. Caster can be anywhere.

Form: Cast summon <player>

## Befuddle 29

Notes: Used to drain spell levels from another player. Can only be removed by the monk. The material component needed is a silver feather.

Form: Cast befuddle <player>

## Aeroslay 30

Notes: Used to attack other players regardless of their location by summoning an aerial servant to the other players location. A description of this creature reads: ...The aerial servant looks vaguely human in shape, but moves like an animal; a dead animal. Huge, leathery wings sweep out of its powerful back, three inch long gleaming fangs line its wide mouth, and lethal talons tip every finger. It lives for nothing but to slay for its master, a servant of Air, and it looks as if it can do it's job exceedingly well. It has 2500 hit points approximately and the fighting abilities of a talisman guardian.

Form: Cast aeroslay <player>

## Fire Spells

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## Flamestrike 1

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.

Form: Cast flamestrike <monster/player>

## Inferno 1

Notes: Used to display power, does no damage.

Form: Cast inferno

## Flash 2

Note: Blinds all players in the square this spell is cast. Can be cured by the monk, or an earth mage with cure.

Form: Cast flash

## Raze 3

Notes: Clears an area of all items.

Form: Cast raze

## Enchant 4

Notes: Used to enchant a dagger, mace, sword, axe, or leather armor. Sulfur is the needed component. Will not affect any other items. To enchant an item it must be readied, or if armor, nothing readied and armor worn. May be cast on others with the same requirements.

Forms: Cast enchant / cast enchant <player>

## Torch 5

Notes: Inflicts damage to a player periodically. Can be countered by purchasing a cure at the monk, or having an Earth mage cast cure on the subject.

Form: Cast torch <player>

## Arm 6

Note: This spell makes flamesticks. The required component is obsidian.

Form: Cast arm

## Firestorm 7

Notes: Used to decimate a room and all in it, monsters and players alike. The mage casting this spell receives damage as well.

Form: Cast firestorm

## Heal 8

Notes: Used to heal damage to a player. Amount healed increases with every level.

Form: Cast heal / cast heal <player>

## Fury 9

Notes: Inflicts damage in an area periodically to any player located there.  
Form: Cast fury

## Melt 10

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.  
Forms: Cast melt <monster/player>

## Stoneshield 11

Notes: Reduces the amount of damage taken from Earth monsters. An acorn is the material component needed. Warning: A player under the influence of this spell receives increased damage in the Air realm.  
Forms: Cast stoneshield / cast stoneshield <player>

## Airshield 11

Notes: Reduces the amount of damage taken from Air monsters. A harpy feather is the material component needed. Warning: A player under the influence of this spell receives increased damage in the Earth realm.  
Forms: Cast airshield / cast airshield <player>

## Fail 12

Notes: Used to curse a weapon a player is currently using. This cause the weapon to miss an opponent more often. Can be countered with luck. When spell fizzles the weapon has reached it's maximum.  
Forms: Cast fail / cast fail <player>

## Luck 12

Notes: Used to bless a weapon a player is currently using. This causes the weapon to hit an opponent more often. Can be countered with fail. When spell fizzles the weapon has reached it's maximum.

Forms: Cast luck / cast luck <player>

## Beastcall 13

Notes: Summons a sidewinder, scorpion, or tiger. The material component is incense.  
Form: Cast beastcall

## Mundane 14

Note: Removes the enchantment off of a weapon or armor.  
Forms: Cast mundane / cast mundane <player>

## Disarm 15

Note: Destroy a weapon currently armed.  
Form: Cast disarm <player>

## Fireball 16

Notes: Used to decimate a room and all in it monsters and players under the 10th level. The caster receives no damage.  
Form: Cast fireball

## Aquashield 17

Notes: Reduces the amount of damage taken from Water monsters. A pearl is the material component needed. Warning: A player under the influence of this spell receives increased damage in the Fire realm.  
Forms: Cast aquashield / cast aquashield <player>

## Ignite 18

Notes: Inflicts damage to a player periodically. Can be countered by purchasing a cure at the monk, or having an Earth mage cast cure on the subject.  
Form: Cast ignite <player>

## Statuette 19

Notes: Used to make a statuette that can be used by anyone to invoke a sidewinder, scorpion, or a tiger. Material component needed is a garnet.  
Form: Cast statuette

## Immolate 20

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.  
Forms: Cast immolate <monster/player>

## Wither 21

Notes: Used to curse armor a player is currently wearing. This cause the armor to absorb less damage and deflect blows less often. Can be countered with temper. When spell fizzles the armor has reached it's maximum.  
Forms: Cast wither / cast wither <player>

## Temper 21

Notes: Used to bless armor a player is currently using. This causes the armor to absorb more damage and deflect blows more often. Can be countered with wither. When spell fizzles the armor has reached it's maximum.  
Forms: Cast temper / cast temper <player>

## Fiendcall 22

Notes: Used to summon a shade, hell hound, or salamander. Material component is an incense.  
Form: Cast fiendcall

## Firetrap 23

Notes: Used to imprison another player to one square. The spell lasts a few minutes.  
Form: Cast firetrap <player>

## Divest 24

Notes: Destroys a players armor that they have on.  
Form: Cast divest <player>

## Fast 25

Notes: Makes the subject of this spell to gain 10 points in speed, dexterity, and intellegence.  
Forms: Cast fast / cast fast <player>

## Demoncall 26

Notes: Used to summon a nightmare, magman, or devil. Material component needed is an incense.  
Form: Cast demoncall

## Blind 27

Note: Blinds all players in the square this spell is cast. This lasts longer than flash. Can be cured by the monk, or an earth mage with cure.  
Form: Cast blind

## Banish 28

Note: This casts the subject to be transported in the city of Acheron.  
Form: Cast banish <player>

## Heatwave 29

Notes: Causes the subject of this spell to lose 10 points in strength and ego.  
Form: Cast heatwave <player>

## Cremate 30

Notes: Does a tremendous amount of damage to monsters and players. The component for the spell is a skull.

Form: Cast cremate <monster/player>

## Water Spells

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## Tentacle 1

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.

Form: Cast tentacle <monster/player>

## Flood 1

Notes: Used to display power, does no damage.

Form: Cast gust

## Scry 2

Notes: Used to see the current square another player is in.

Form: Cast scry <player>

## Fetch 3

Notes: Used to beep another player.

Form: Cast fetch <player>

## Heal 4

Notes: Used to heal damage to a player. Amount healed increases with every level.

Form: Cast heal / cast heal <player>

## Immerse 5

Notes: Inflicts damage to a player periodically. Can be countered by purchasing a cure at the monk, or having an Earth mage cast cure on the subject.

Form: Cast immerse <player>

## Drunk 6

Notes: Used to make a player move in random directions.

Form: Cast drunk <player>

## Snowstorm 7

Notes: Used to decimate a room and all in it, monsters and players alike. The mage casting this spell receives damage as well.

Form: Cast snowstorm

## Stoneshield 8

Notes: Reduces the amount of damage taken from Earth monsters. An acorn is the material component needed. Warning: A player under the influence of this spell receives increased damage in the Air realm.

Forms: Cast stoneshield / cast stoneshield <player>

## Airshield 8

Notes: Reduces the amount of damage taken from Air monsters.

A harpy feather is the material component needed. Warning: A player under the influence of this spell receives increased damage in the Earth realm.

Forms: Cast aquashield / cast aquashield <player>

## Beastcall 9

Notes: Summons a crocodile, nixie, or a water snake. The material component is a conch.

Form: Cast beastcall

## Snowstrike 10

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.

Form: Cast snowstrike <monster/player>

## Enchant 11

Notes: Used to enchant a dagger, mace, sword, axe, or leather armor. ??? is the needed component. Will not affect any other items. To enchant an item it must be readied, or if armor, nothing readied and armor worn. May be cast on others with the same requirements.

Forms: Cast enchant / cast enchant <player>

## Fury 12

Notes: Inflicts damage in an area periodically to any player located there.

Form: Cast fury

## Flameshield 13

Notes: Reduces the amount of damage taken from Fire monsters. Sulfur is the material component needed. Warning: A player under the influence of this spell receives increased damage in the water realm.

Forms: Cast flameshield / cast flameshield <player>

## Rust 14

Notes: Used to curse armor a player is currently wearing. This cause the armor to absorb less damage and deflect blows less often. Can be countered with guard. When spell fizzles the armor has reached it's maximum.

Forms: Cast rust / cast rust <player>

## Guard 14

Notes: Used to bless armor a player is currently using. This causes the armor to absorb more damage and deflect blows more often. Can be countered with rust. When spell fizzles the armor has reached it's maximum.

Forms: Cast guard / cast guard <player>

## Nullify 15

Notes: Used to remove elemental shields.

Forms: Cast nullify / cast nullify <player>

## Icecone 16

Notes: Used to decimate a room and all in it monsters and players under the 10th level. The caster receives no damage.

Form: Cast icecone

## Aid 17

Notes: Used to transfer spell points to another player. It does this by draining casters hit and spell points.

Form: Cast aid <player>

## Drown 18

Notes: Inflicts damage to a player periodically. Can be countered by purchasing a cure at the monk, or having an Earth mage cast cure on the subject.

Form: Cast drown <player>

## Statuette 19

Notes: Used to make a statuette that can be used by anyone to invoke a crocodile, nixie, or a water snake. Material component needed is a conch.

Form: Cast statuette

## Icestrike 20

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.

Forms: Cast icestrike <monster/player>

## Fiendcall 21

Notes: Used to summon an octopus, sea lion, or a sister. Material component is an conch.

Form: Cast fiendcall

## Scorn 22

Notes: Used to curse a weapon a player is currently using. This cause the weapon to miss an opponent more often. Can be countered with favor. When spell fizzles the weapon has reached it's maximum.

Forms: Cast scorn / cast scorn <player>

## Favor 22

Notes: Used to bless a weapon a player is currently using. This causes the weapon to hit an opponent more often. Can be countered with scorn. When spell fizzles the weapon has reached it's maximum.

Forms: Cast favor / cast favor <player>

## Frost 23

Notes: Lowers another players dexterity, intellegence, and speed by 10 points.

Forms: Cast frost <player>

## Enhance 24

Notes: Used to extend the life of shields, blessings, and curses.

Forms: Cast enhance / cast enhance <player>

## Swindle 25

Notes: Used to take an item from a monster and replace it with something in your own inventory.

Form: Cast swindle <monster>

## Strong 26

Notes: Increases strength and ego by 10 points.

Forms: Cast strong / cast strong <player>

## Demoncall 27

Notes: Used to summon a nymph, tangler or triton. Material component needed is an conch.

Form: Cast demoncall

## Influx 28

Notes: Used to increase spell point restoration to five points at a time and hit point restoration to two points at a time.

Forms: Cast influx / cast influx <player>

## Transform 29

Notes: Used to change monsters into lower creatures of Water (Water Snake, Crocodile or Nixie), and therefore easy to kill.

Forms: Cast transform <monster>

## Reflect 30

Notes: Used to reflect spells back at the player/monsters that cast spells at the subject of this spell. The material component used is a turtle shell.

Forms: Cast reflect / cast reflect <player>

## Earth Spells

-----

## Hammer 1

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.

Form: Cast hammer <monster/player>

## Rumble 2

Notes: Used to display power, does no damage.

Form: Cast rumble

## Heal 2

Notes: Used to heal damage to a player. Amount healed increases with every level.

Form: Cast heal <player/self>

## Healthsee 3

Notes: Used to display the hit points of a monster/player

Form: Cast healthsee <monster/player>

## Seewind 4

Notes: Used to see a invisible player. All that is seen is The Wind.

Forms: Cast seewind / cast seewind <player>

## Poison 5

Notes: Inflicts damage to a player periodically. Can be countered by purchasing a cure at the monk, or having an Earth mage cast cure on the subject.

Form: Cast poison <player>

## Itemsmash 6

Notes: Used to destroy an item in another players inventory. This spell is not considered an attack.

Form: Cast itemsmash <player>

## Quake 7

Notes: Used to decimate a room and all in it, monsters and players alike. The mage casting this spell receives damage as well. It either works on a monster or doesn't.

Form: Cast quake

## Cure 8

Notes: Used to undue curses. Will not work against level draining spells.

Forms: Cast cure / cast cure <player>

## Aquashield 9

Notes: Reduces the amount of damage taken from Water monsters. A pearl is the material component needed. Warning: A player under the influence of this spell receives increased damage in the Fire realm.

Forms: Cast aquashield / cast aquashield <player>

## Flameshield 9

Notes: Reduces the amount of damage taken from Fire monsters. Sulfur is the material component needed. Warning: A player under the influence of this spell receives increased damage in the water realm.

Forms: Cast flameshield / cast flameshield <player>

## Smash 10

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.

Form: Cast hammer <monster/player>

## Fury 11

Notes: Inflicts damage in an area periodically to any player located there.  
Form: Cast fury

## Mine 12

Notes: Used to take an item from another players inventory. This is not an attack.  
Form: Cast mine <player>

## Enchant 13

Notes: Used to enchant a dagger, mace, sword, axe, or leather armor. Mandrake is the needed component. Will not affect any other items. To enchant an item it must be readied, or if armor, nothing readied and armor worn. May be cast on others with the same requirements.  
Forms: Cast enchant / cast enchant <player>

## Cage 14

Notes: Used to imprison another player to one square. The spell lasts a few minutes.  
Form: Cast cage <player>

## Beastcall 14

Notes: Summons a ram or bear. The material component is a mandrake.  
Form: Cast beastcall

## Airshield 15

Notes: Reduces the amount of damage taken from Air monsters. A harpy feather is the material component needed. Warning: A player under the influence of this spell receives increased damage in the Earth realm.  
Forms: Cast airshield / cast airshield <player>

## Avalanche 16

Notes: Used to decimate a room and all in it monsters and players under the 10th level. The caster receives no damage.  
Form: Cast avalanche

## Noxious 17

Notes: Inflicts damage to a player periodically. Can be countered by purchasing a cure at the monk, or having an Earth mage cast cure on the subject.  
Form: Cast vacuum <player>

## Soften 18

Notes: Used to curse a weapon a player is currently using. This cause the weapon to miss an opponent more often. Can be countered with bronze. When spell fizzles the weapon has reached it's maximum.  
Forms: Cast soften / cast soften <player>

## Bronze 18

Notes: Used to bless a weapon a player is currently using. This causes the weapon to hit an opponent more often. Can be countered with soften. When spell fizzles the weapon has reached it's maximum.  
Forms: Cast bronze / cast bronze <player>

## Fiendcall 19

Notes: Used to summon a giant grasshopper, giant beetle, or giant centipede. Material component is mandrake.  
Form: Cast fiendcall

## Statuette 20

Notes: Used to make a statuette that can be used by anyone to invoke a ram, cougar, or bear. Material component needed is agate.  
Form: Cast statuette

## Pulverize 21

Notes: Used to inflict damage on both monsters and players. Damage done increases with every 5 levels.

Forms: Cast pulverize <monster/player>

## Erode 22

Notes: Used to curse armor a player is currently wearing. This cause the armor to absorb less damage and deflect blows less often. Can be countered with harden. When spell fizzles the armor has reached it's maximum.

Forms: Cast erode / cast erode <player>

## Harden 23

Notes: Used to bless armor a player is currently using. This causes the armor to absorb more damage and deflect blows more often. Can be countered with erode. When spell fizzles the armor has reached it's maximum.

Forms: Cast harden / cast harden <player>

## Alltodust 24

Notes: Used to destroy all the items a character is currently holding, but not what they have armed.

Form: Cast alltodust <player>

## Paranoia 25

Notes: When cast on another player, that player gets messages that they are being attacked physically by all other players/monsters that they encounter until it wears off. This spell can not be cured.

Form: Cast paranoia <player>

## Demoncall 26

Notes: Used to summon a centaur, ettin, or golem. Material component needed is mandrake.

Form: Cast demoncall

## Prison 27

Notes: Used to imprison all other players in the same square. The spell lasts longer than cage.

Form: Cast prison

## Wormcall 28

Notes: Used to summon a giant worm that grabs a player in the same square and drag him to the worm tunnel in Earth. The giant worm then attacks the subject.

Form: Cast wormcall <player>

## Leprosy 29

Notes: Used to drain physical levels from another player. Can only be removed by the monk. The material component needed is a cobra tooth.

Form: Cast leprosy <player>

## Petrify 30

Notes: Used to inflict damage on both monsters and players. This is the maximum damage an Earth mage can do.

Forms: Cast petrify <monster/player>

## Strategies, Advice, and Traps

When first starting decide what you wish to be, a mage or a fighter. The game allows you to be a combination of both, but this leads to a weaker then of a pure character. The highest maximum number of levels a character can achieve is a combined total ok 31 levels. The higher on one side <physical/magical> a character is, the better. A completely new player may wish to experiment first with a character that is evenly divided, there by getting a better feel for both types of character.

Also when first starting, get a higher level player to get you an element armor, such as fire armor. This armor will better protect a player from attack. Also if you are planning to be a fighter, have them get you an element ax. It is the most powerful weapon a level 1-2 fighter can use. Look up the weapon and armor list for more information.

Next a player should stick to the forest until they reach level 4 at a minimum before entering a realm. Characters reflect and receive 1/2 damage in their own realms, 2 times in their opposite realms, and one times in the forest, and mid-realms. A character may find out one day that he has used up all of his potions, but failed to destroy the monster in front of them. To restore hit and spell points a player can exit the game, reenter for five seconds, exit... and continue this until they have restored enough points to get out. This is effective because when you exit and reenter the monsters reset the amount of time before they attack on their own. This is not true of hit and spell points, and a poison or level draining spell. Always carry a nightstone or moonstone <with anchor spell>. Always ask for help.

Its usually best to try to get away, not run away, from a monster with the same or equal hit points as you..

Make your macros before you enter a fight, especially if you're a mage

Never go down at the mausoleum in Earth. Everything in your inventory will disapear, and there is a lich there that will leave every once in a while.. so check every few minutes!

Dont attack the giant snake. If you do it will kill you. It will always let you pass, it's asleep.

If you enter Zoth's hut with a brew he will trade it for a firelance.

The way to get Blessed Adamantine Mail Or Blessed Spirit Armor is to offer the eight gemstones in this order: Diamond, Ruby, Emerald, Sapphire, Aquamarine, Gold Nugget, Fire Opal, Moonstone. You must offer them at the altar in the Small Clearing, North East of town. You must be a level 25+ mage to use the Spirit Armor, or a level 25+ fighter to use the Adamantine Mail. If you are a fighter, no physical monster will be able to hurt you (IE, Marid, Dao... etc.)

There is a crystal ball in the shop North of the "West End of Tempest Street" screen in Air. If you rub it, a genie will appear. This genie will usually do somehting mean like drain you a level or two, but once in a while it will do something good like give you advice. I don't suggest you try it as the advice usually isn't worth the risk of losing those few levels, especially if you're just on the verge of making your next one.

There is a collapsed side-tunnel in the mines in Earth. If you try to go south, you will be unable to claw your way through the rubble, unless you are carrying a pick-axe in your inventory. Do not attempt to enter unless you are level 25 or more.

Beneath Gotik's throne, there is a garden. In this garden are all the giant insects listed above. Gotik will let you pass if you are an Earth player, otherwise he will attack. When in the garden, do not go more then 2 east unless you are capable of defeating

giant earthworms or ettins.

When in the tree city, do not go down from the "Hole In The Tree" screen, as you will fall into a garbage dump, with no means of escape. The only way to get out is to convince a player to go to the "Sticky Part Of The Tree" screen, and press the knot that is there. When they do, the game will dump you into a cavern that is the hunting ground of golems, gorgons, and giant earthworms. If you are incapable of defeating these creatures, invoke your nightstone, moonstone, or immediately cast your recall spell.

In the south west part of the area surrounding the town is an abandoned building. Upstairs, there are broken wine bottles, and a strange black fabric covering the east wall. Drinking the wine is the same as having the Earth "poison" spell cast on you. The material is spelled to teleport people to random areas of the game. When you see "Suddenly, the east wall flashes brilliantly, bathing the room in a bright blue light!

\*\*\*

A portal has just appeared in the east wall!" it means that the portal has opened, and that you may freely pass through. Be warned, however, that it is a one-way portal.

\*\*\*\*

Suddenly, the portal in the east wall vanishes!" means the portal has closed again.

Do not sit on Zeus' Throne, as it will cause you to immediately die.

#### Invoking Items

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Emerald (Earth) - Same as Earth spells "cage" and "prison" or Fire spell "firetrap" except it works on all players in your square.

Cornucopia (Water) - Same as Water spell "Nullify" except it works on all players in your square

Sapphire (Water) - Temporarily raises your Intelligence and Ego by 10

Crystal Orb (Water) - Same as Water "drunk" spell except it works on all players in your square.

Nightstone (town) - Will return you to your chamber of <Element>, but drains all your magic points, and only leaves you one hit point. HEAL IMMEDIATELY. May kill you if you have a "suffocate", "vacuum", "torch", "ignite" "immerse", "drown", "poison", or "noxious" spell on you unless you heal quickly enough.

Moonstone (Air) - Returns you to your anchor spot, or if not anchored, will place you randomly in the game. Does not drain spell or hit points.

Ruby (Fire) - Same as Fire "blind" spell, except it works on all players in your square.

Marble Chip (Air) - Same as Air "anchor" spell and only works on invoker.

Chalice (Fire) - Temporarily raises Strength, Dexterity, and Speed by 10

Staff of Undead (Earth) - Summons a zombie to your square. May do this three times with one Staff.

Earring (Fire) - Summons a Nightmare.

Granite Staff (Earth) - Clears all items in your square.

#### Titles

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To better identify others in the game and ascertain their true height of power, use the following listing to help in your identification of others in the game. To see your own title type stat to list it.

#### Magic-user Titles (physical levels/spell levels)

-----  
 ...<Name> has chosen to be a <Element> elemental, but as yet has no rank. Still experimenting with weaponry or perhaps magic, he/she wanders cautiously around the Realms. Weak and unfamiliar with the area and the way of life in these parts, he/she could probably use some help. After all, the one thing this man/woman does have is potential, and he/she could be the next Lord/Lady or Wizard of Air. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (1-4/1-4)

...You can tell by the star-shaped symbol on <Name>'s brow, that he/she is a practitioner of magic, but judging by his/her awkward stance and young age you guess that he/she only ranks a Conjuror. Magic users of this level are typically inept, easy to anger, and usually do not survive very long, but the ones that do can hold a grudge a long, long time. The color of his/her hair and eyes mark him/her as one of <Element>. He/She is carrying <Items>. He/She is armed with an <Weapon>, and is wearing <Armor>. (1-4/5-9)

...<Name> is a young Journeyman, somewhat skilled in both magic and weapons. He/She makes for a passable fighter, and is only slightly better at magic, but the combination of his/her two talents has caught many opponents off guard. Under his/her sleeves he/she keeps his/her Warrior's Guild tattoo hidden for that very reason. Still young and relatively fresh to battle, however, this <Element> elemental has much room for improvement with both means of combat. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (5-9/5-9 with magic being higher.)

...<Name> is a Sorcerer of <Element>. He/She stands a little too straight, and seems overflowing with pride. Although largely untrained in the ways of magic, and certainly lacking any subtlety, Sorcerers still command considerable power. Most are recent adults, though, and they have something of a sophomoric mentality about them. It is usually best to give them a wide berth, simply because they have enough power to be really annoying. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (1-4/10-14)

...As a Rogue, <Name> lives by the skin of his/her teeth. Familiar with many weapons, but lacking in any discipline of style, he/she wins most of his/her fights through sheer enthusiasm. Also a dabbler in <Element> magic, the Rogue often gets himself/herself in situations he/she has difficulty getting out of. Still, his/her spellcasting ability has saved his/her neck more than once. Although not exactly the most trusted man/woman of the Realm, he/she may be the one having the most fun, as long as Lady Luck continues to smile upon him/her. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (5-14/10-14 with magic being higher.)

...<Name> seems a changed man/woman. It wasn't too long ago that you saw him/her wandering around acting as if he/she owned the whole Realm, but now his/her manner is courteous and deferential. A troublesome expression often crosses his/her face, as if he/she is struggling with a puzzle he/she can not quite figure out. His/Her rank is that of a Mage of <Element>, a position of quite some respect, but he/she does not seem to enjoy his/her station now as much as he/she once would have. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (1-4/15-19)

...<Name> is a man/woman of mixed talents. A Bard, from the Realm of <Element>, he/she is primarily a spellcaster, but still has some fighting ability. A handy combination for one such as the Bard, who wanders all over the Realm, he/she is able to keep small monsters at bay with his/her weapons and handle tougher opponents with his/her magical abilities. He/She is also a man/woman of music, favoring historical songs of <Element>. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (5-19/15-19 with magic being higher.)

...<Name> has a focused, serious gaze. An Enchanter, he/she is a magic user of high caliber. The elemental energies of <Element> have left their mark on this man/woman. His/Her presence is a tangible thing, and both his/her stance and movements speak of disciplined power. His/Her eyes sometimes lose their sharp focus and drift for a moment as if seeing something far in the distance, but then with a small sigh he/she snaps back to the present. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (1-4/20-24)

...<Name> is very well versed in magic and knowledge, earning him/her the title of Sage. In the lands of <Element>, this man/woman is treated with the respect granted to a Knight or Adept. Somewhat familiar as well with weapons, the Sage is able to help beginners of every sort. When not occupied with his/her own development, he/she sometimes assumes the role of teacher, and can offer unique insights into combat where it is fighter against magic user. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (5-11/20-24)

...<Name> is an Adept of <Element>. A long time scholar of magic, now middle-aged, he/she is fast approaching complete mastery of his/her element, as well as his/her skill in magic. He/She has become reed thin as the forces he/she has unleashed have robbed his/her body of energy, but his/her small frame has remained strong. Magic users of his/her level are quick, and have nearly total understanding of the energies which flow through the Realm. The power and stamina of Adepts is such that even a dragon will think twice about engaging them. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (1-4/25-29)

...An extremely talented spellcaster, <Name> was either unwilling or unable to attain the final level of a magic user. He/She wears the golden bracelets which mark him/her as a Mediator. Men of this rank often learn to rely on weapons early on in life, before assuming their major magical training, and lose some of their magical potential in the world of the mundane. On the plus side, he/she is a hardy sort, able to use simple weapons and thus conserve valuable magical energy. A just and honest man/woman, he/she is also often called upon to settle minor disputes in his/her homeland of <Element>. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (5-6/25-26)

...Power surrounds this man/woman like a cloak. <Name> bears the mark of a silver star on his/her brow, marking him/her as a Wizard of <Element>. The paragon of spellcasters, this grey haired man/woman is a complete expert in the use of the magic of his/her element. He/She is a joint protector of the people and talisman of his/her Realm, and he/she lives to serve the greater glory of <Element>. Although a serious man/woman, and a dangerous one at that, his/her countenance is untroubled, and his/her calm, easy-going manner does little to hint at the power contained within. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (1/30)

#### Fighter Titles (physical levels/spell levels)

-----  
 ...<Name> has chosen to be a <Element> elemental, but as yet has no rank. Still experimenting with weaponry or perhaps magic, he/she wanders cautiously around the Realms. Weak and unfamiliar with the area and the way of life in these parts, he/she could probably use some help. After all, the one thing this man/woman does have is potential, and he/she could be the next Lord/Lady or Wizard of Air. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (1-4/1-4)

...<Name> is a young boy/girl, but his/her walk is cocky and he/she seems to be looking for a fight. A Barbarian, he/she is a new member of the Warrior's Guild and bears the black tattoo proudly on his/her right arm, marking that as his/her weapon hand. Still largely unproven in battle, and nearly as weak as a magic user, Barbarians are eager to build an image of strength and power. More frequently, however, they manage to stumble over their own shoelaces. His/Her hair and eye color announce him/her as a native of <Element>. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (5-9/1-4)

...<Name> is Mercenary of <Element>. An all purpose warrior, he/she is often paid to fight for varying causes. His/Her somewhat conversant abilities in both magic and weapons enable him/her and other Mercenaries to handle many unexpected situations in wartime. On the flip side, his/her skills in both areas are relatively minor and as a result, many of the young men in his/her profession do not live to see old age. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (5-9/5-9 with physical higher.)

...<Name> is a Soldier of <Element>. Loud and boisterous, he/she can often be seen among his/her friends trading stories of his/her latest battles. He/She is no longer the runt he/she once was, and has grown into a good looking young man/woman. Tall and fit, his/her few years of combat have seen his/her body and muscles become toned and strong. Still mostly untrained in fighting, he/she is just now beginning to develop the skills and experience which will introduce him/her to the finesse of battle. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (10-14/1-4)

...<Name> is a Gypsy of <Element>. A practitioner of considerable magic skill, he/she also has a talent for fighting. Perhaps the most versatile warrior in the Realm, the Gypsy roams the land largely free of worry. Well known for their wit and cunning, Gypsies are generally liked in the Realm, although not necessarily trusted. Like most of his/her breed, this man/woman is gregarious and clannish, and no doubt has many friends and relatives always willing to help in a pinch. It is said that if you contend with one Gypsy, you contend with them all. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (10-14/5-14 with physical being higher.)

...<Name> is a strong, healthy man/woman. A Swordsman, his/her constant fighting has made his/her skin leathery and given him/her a husky frame. He/She has become highly proficient in the uses of all mundane weapons, and has even become adroit enough to use some of the magical ones of <Element>. Little like the loud, carousing young man/woman he/she used to be, he/she seems to spend more time watching and listening. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (15-19/1-4)

...<Name> is something of a wildcard. As a Ranger, he/she is able to use all mundane weapons, and a good chunk of the magical ones in <Element>. His/Her fighting has made him/her a strong, healthy man/woman, able to put up quite a fight. The catch is with his/her magical abilities. Rangers may only be able to cast spells of Conjuror level, but some are quite able to perform Mage level casting. Guess wrong as to his/her strengths, and it could prove deadly. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (15-19/5-16 with physical being higher.)

...A highly competent warrior, <Name> has attained the status of Gladiator. He/She seems a very serious man/woman, intent on his/her profession. He/She can often be seen in the Pawnshop with a huge load of treasure, and he/she has no doubt explored a great deal of <Element> and indeed the entire Realm. He/She is constantly on the move, never staying in one place too long, his/her focus entirely on his/her skills. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (20-24/1)

...<Name> is a Champion of <Element>. He/She stands in front of you, a good six feet in height, and looks solid as a rock. His/Her boldness and vigor are somewhat disarming, and you can tell he/she loves to fight. An accomplished fighter and a magic user on the side, this man/woman has won many battles on behalf of his/her Realm. Tried and tested regularly in combat, he/she has an enormous amount of experience to draw upon in a fight. He/She is carrying a <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (20-24/5-11)

...<Name> is a Knight of <Element>. This man/woman is charged with keeping the peace in the Realm of <Element>, and is very capable of doing so. His/Her powerful muscles and nearly total knowledge of weaponry will quickly decide most fights in his/her favor. Balance, discipline, and strength are his/her specialties, and with his/her stamina and speed, he/she has ample time to make use of them. Even the most feared monsters of all the Realms will hesitate before battling a Knight. Noted for honesty and bravery, you could do much worse than to make this man/woman your friend. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (25-29/1-4)

...<Name> wears the black panther signet which announces him/her as a Destroyer. Very nearly a Lord/Lady, this man/woman was either unable or unwilling to spend the many years of training to attain the higher rank. Confident enough of his/her weaponry and physical skills, he/she turned his/her hand to <Element> magic, and acquired some minor talents there. Versed in both major arts of battle, he/she has an insight into mage and fighter combat which enables him/her to hold his/her own against even a Wizard or a Lord/Lady. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (25-26/5-6)

...A single headband of silver denotes <Name> as a Lord/Lady of <Element>. Only another Lord/Lady can equal this man/woman in weapon to weapon combat, and no one can best him/her. His/Her grey hair is deceiving, for this man/woman has none of the ailments of old age. He/She moves almost absentmindedly with a feline grace, and what seem startling feats of skill are second nature to him/her. He/She makes complete use of every facet of fighting, and so rarely finds a good fight that he/she must spar against other Lords/Ladies. A sworn protector of <Element>, he/she lives to insure the dominance of his/her element, or at least the safety of it. He/She is carrying <Items>. He/She is armed with a <Weapon>, and is wearing <Armor>. (30/1)

#### Strategies, Advice, and Traps

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When first starting decide what you wish to be, a mage or a fighter. The game allows you to be a combination of both, but this leads to a weaker character than that of a pure character. The highest maximum number of levels a character can achieve is a combined total of 31 levels. The higher on one side (physical/magical) a character is, the better. A completely new player may wish to experiment first with a character that is evenly divided, there by getting a better feel for both types of characters.

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Next a player should stick to the forest until they reach level 4 at the minimum before entering a realm. Characters inflict and receive 1/2 damage in their own realms, 2 times in their opposite realms, and one times in the forest, and mid-realms.

A character may find one day that he has used up all of his potions, but failed to destroy the monster in front of them. To restore hit and spell points a player can exit the game, reenter for five seconds, exit... and continue this until they have restored enough points to get out. This is effective because when you exit and then reenter the monsters reset the amount of time before they attack on their own. This is not true of hit or spell points, and a poison or level draining spell.

Another strategy used by players that get in over their heads is to immediately exit the game, look around for a high level player, and ask for assistance. To help the high level players better give them a description of the room, the monsters located there, items on the floor, and what realm you are located in. Use the above strategy to get this information.

Nightstones are used to return to a chamber of <element>. These can be quite dangerous as they strip a character of all of their hit points to fuel the item's powers. If a character is poisoned and uses a nightstone, they will be down to one hit point and the poison can kill them. Also at higher levels, nightstones are not as reliable and several may be needed before they work. Though it seems they can be used in areas where a moonstone or a spell can't work. To use this item type "invoke nightstone".

One trick used by mages is to arm a nightstone or potion instead of a weapon. This allows them to carry one extra item as mages do not use weapons.

Moonstones are a more powerful version of a nightstone. But many of you don't see it this way as you are teleported randomly. To get the full use out of a moonstone have an Air Mage use the anchor spell on you (cast anchor <character name>). Another way to be anchored is to have another player invoke a marble chip (found in Air) while with you where you wish to be anchored. From then on you will be transported to the place you were anchored at when using a moonstone. This item is used the same way, "invoke moonstone". Characters cannot be anchored inside any cities. Also, the moonstone will not work in any of the cities, in the tree trunk in Earth, in the sperm whale in Fire, or any of the areas near the four talismen.

The square room located in the forest is used to teleport midway into a realm. The items used to teleport and where they teleport are:  
Bloodstone = Fire, Pearl = Water, Amber = Earth, and Opal = Air.

To activate the altar in the small clearing the following must be offered (this is not the proper order): Gold nugget, Emerald, Diamond, Moonstone, Fire Opal, Ruby, Sapphire, Aquamarine.

There are four possible shield spells; airshield, aquashield, flameshield, and stoneshield. These spells can be both beneficial and detrimental. This is best explained with an example. I am an Air Mage. I cast aquashield. I am now less vulnerable to attack in the Water and more vulnerable in the Fire area. Now if I were to enter Fire with Aquashield on, it's equivalent to as if I were a Water character. This can be very dangerous if you don't know what spell you have on or off. Please keep this in mind as it may get you killed.

Avoid invoking items around other players, as some items are used for an attack. These items then build a negative karma that may lead to your god killing you. Also attacking other players also may lead to negative karma. A god killing you leads to a loss of seven levels. This is the set of events described:

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The god <Air = Aerkos, Earth = Kormoc, Fire = Kalok, Water = Palani > appears before you! Enclothed in shimmering robes and surrounded by a shifting cloud of raw energy, his presence awes you and brings you to your knees.

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"You have upset the balance of combat one too many times. For this, you must be punished," he says gravely and aims his open palm at you.

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A brilliant beam leaps from his palm, incinerating you!

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Suddenly, everything goes black! You feel the elemental forces of <Element> ebb within you and you nearly expire from the fading energies. Slowly, your vision returns...

...You're in the Chamber of <Element>. This red room flickers and glows from some internal source, causing shadows to jump randomly around the room. There is also a barely audible roaring sound that seems to come from all around you. You can leave to the <direction>.

Dying causes a character to lose levels according to their total levels. Level 1-9 loses 1 level; 10-19 loses 2 levels; 20-29 loses 3 levels; and 30 loses 4 levels.

There is only one way into the graveyard in the forest, and two ways out. One way is to have another character open the gate for you from the outside and the other involves a dangerous gauntlet of monsters that may be too much for a low level character, but is a diversion for a higher level character.

In the tower in the forest, there is a jail cell that can be locked from the outside. A prankster friend could lock you up this way. Also there is a semi-powerful monster that only a character of level seven or higher should attack.

There is an abandoned shack in the forest. In the loft can be found a variety of poisonous bottles of bad wine. If a character is poisoned and uses a nightstone, they will be down to one hit point and the poison can kill them. This room also contains a wall that will teleport a player randomly into one of the four realms if a player walks through. Placing is similar to that of the square room.

There is a trunk with a hole in the tree city in the Earth realms. If you enter it you will be stuck in a room with no escape (nightstones and moonstones do not work here). To get out, you must have someone "push knot" on the tree that has a knot. This opens a trap door that drops you into the Earth underground.

A sperm whale if not killed with the first hit may swallow you. Stay in the throat of the whale. Eventually it will sneeze and you will be spewed out. This is rather dangerous as what ever may be outside waiting will try to eat you immediately. Another way out is to get a high level character to kill the sperm whale that swallowed you. For this to work, you must be in the game when the sperm whale is killed.

If you rub the genie's crystal ball north of tempest street in the Air realm, you'll find a genie that may restore all your spell points, give you an item, or various other things (like draining levels if you do it a lot).

If you pray at the Shrine of Aerkos located in the graveyard, then you get transported to the room with Zeus. Few can defeat him.

Don't look at the ballisk as it can turn you to stone. If it doesn't, you may be given a sunsword. To defeat the Demon Lord you must kill all the imps, allow room in your inventory for one more item and then hit the Demon Lord. You will receive a hellcat and be allowed free passage.

Don't attack the giant snake as it can't be killed. One hit from this giant snake can kill even a Lord/Lady or Wizard.

## The Story of the Crossroads

This is the story of the war between Air and Earth which was collected from a number of places in the game and then rearranged here.

You are at the top of the west tower of Castle Gotik. The air is cool and stale, and from the dust on the floor, you would guess that few people come up this way. There is a map board here, with the map of a small etched into it. Through the tower windows you can see the raw forces of Earth raging in the west. A narrow flight of steps leads down the tower.

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The map outlines the buildings in a small city, apparently built on a cloud. You can see a magic shop, a tall building that is apparently a library, and several other buildings that are not labeled. From the notes and figures on the map, it was apparently used for an invasion of the city by whatever forces used this castle.

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There is a stone pillar here at the edge of the island, where the road ends in empty space. To your west, the dirt road winds its way into a small, deserted village ... The pillar is about three feet tall, and about a foot in diameter. The top of the pillar is flat, and there is an inscription carved into it that reads:

City of Lyceum  
For the study of magic, the mind,  
and the whole of the Realm of Air  
Welcome, Traveller

And below the inscription, written in an odd, archaic script, is carved:

Graveyard of Lyceum,  
gateway of the damned  
Leave now, or stay forever

...You are walking across a cloud battlefield. Shapes swirl around you with staggering speed and power. You watch in amazement as the last battle of Earth and Air is reenacted again and again. You see Gotik the Earth King conspiring with Air to take over Earth, Air invading the realm of Earth, and the forces of Earth rising up to repel the invasion. Both realms are laid to waste, taking millennia to recover. The last image is of Gotik being claimed by the powers of Earth to pay for his treason. You shudder to think at what his punishment might have been for such a crime; Earth is merciless. The shifting clouds extend off to the west and south, and a short distance above you hovers a small cloud.

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                                GA  DF--DF--DF
                                |  |  |  |
                                WI--DF--SC--DF--DF
                                |  |  |  |
                                SW--SW->SW->SW--SW--SW--WI--VC--VC--VC--DF
                                |  |  |  |  |  |  |  |
                                WC  SW--SW      MF--MF--DU--FV--FV  ***--DF--DF--to under-
                                |  |  |  |  |  |  |  |                          world
minotaur  SW--SW--MF--MF--MF--DU--TH--TH--FV--VC--DF
cave      |  |  |  |  |  |  |  |
          SW  MF--MF      CS      HT  TH  FV--VC--DF
          |  |  |  |  |  |  |  |
          SW  MF--MF      CS      SW  TH--FV--VC--DF
          |  |  |  |  |  |  |  |
GF--SR--SR--DU--DU--HS--HS--TS--OS--OS--WR--WR--WR--WR--GW
|  |  |  |  |  |  |  |
WD--CA--TH--TH      IS      OF--OF--MF
|  |  |  |  |  |  |  |
WD--DE--TH--TH      IS      OF--OF--MF
|  |  |  |  |  |  |  |
WD--WD--AB  TH--TH--TH--TH--DU--OF--OF--OF--HT--***--**
|  |  |  |  |  |  |  |  |  |  |  |  |  |
CD--WD--DE--DE  TH--TH--DF--DU--OF--TH--OF--WF--FS--**
|  |  |  |  |  |  |  |  |  |  |  |  |
CD--CD  DE--DE--SF--SF--RR--OF--OF--OF      **
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CD--CD  SQ  SF--SF--RR
|  |  |  |  |  |  |  |
CD--CD--DE      GE

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<u>Room</u>	<u>Room #</u>
Town Square -	5050
Hanrod's armory -	5051
Zells Pawn shop -	5052
Jeweler's shop (Orias) -	5053
Izlaigs's Magic Shop -	5054
Old Library -	5055
Town bar and grille -	5056
House of Healing (Monks) -	5057
Abandoned shop -	5058
The Bar's loft -	5059
Sprawled out on a shop floor -	5061
Behind huge tree -	5062
small drainage pipe -	5063
quarantine healing shop -	5064
Shop under construction -	5065
Hudge graveyard -	5100
Near a huge tree -	5200
Warm cave -	5300
Abandoned building -	5400
Giant Tree -	5600
Small clearing -	5700
Square room -	5800
Shrine of Air -	700 (Pray :)
Zeus' Throne -	653
Huge Mural -	650
Gateway to Air -	600
Constellation of the Dragon -	638
Constellation of the Giant Archer-	639
Gateway to water -	400
Entrance to Acheron -	305
Citadel of Fire -	315

Fire Talisman -

319