

## DAEDAL MACABRE FAQ

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**How can I get help while online?**

Your first port of call is the extensive helpfile database. Almost every topic is covered so give it a shot first.

You can also use the *question/answer* channel to call on the help of any player willing to spread the knowledge. *Help channel* for more info. Players with the [ Helper ] flag are dedicated helpers and will jump at the chance to show you around.

And last but not least you can ask the immortals who are there to make your DM experience as fun and easy as possible, or in Acies' case, as erotic and painful as possible.

**I'm new to DM, how can I find my way around town?**

First, learn how to use the 'recall' command. This teleports you to Brengaard if you are of good alignment, New Thalos if you're evil, or a choice of either if you're neutral. Most directions are given from the market squares, which is 3s (three south) from recall in Brengaard or recall in New Thalos.

The map shop in Brengaard is 3s w n. In New Thalos it is 3s w.

**How do I use shops?**

Type *list* in the shop and you'll be shown what's available. *Buy* is a command that speaks for itself.

### **What should I do before heading out to adventure?**

You'll need to get some basic equipment and practice some skills. Read your maps to find food, bags, and basic armor and weaponry.

### **What are *practices* and *trains* and where can I use them?**

Read the help files on them, but also *help gain*. In addition to this info, there is a trainer mob that any class can use in both cities. Brengaard is 2n e u, New Thalos is 4w n u n w s e.

To practice skills and spells, it might be an idea to find ways of increasing your *intelligence*, because the higher your intelligence, the more effective the *practice* becomes. Try the spheres of intelligence you get from the graduation monster in the newbie area to start with. Remember you have to equip them for your intelligence to be increased.

### **I have a really clear picture of how I want my character to be portrayed. How can I translate this to the mud?**

Check the help files for description, title and profile. These are the areas where you set the foundations for your roleplay, which is a requirement of playing DM. Thinking about who your character is, where he/she came from and what they look and sound like can really enrich your gaming experience.

### **Where can I go hunting to start levelling up?**

I suggest staying in the newbie arena until level 5-7, because the monsters there will give you the most experience for the least time taken. After that, you can search for a place to hunt by using a number of resources.

*Roleplay!!* Ask someone! Walk up to them, read their description, observe what they're doing, and ask. This is the perfect opportunity to express yourself in-character.

*Group request* command sends pigeons all over Thera with an invitation to join your hunting party. Hunting in groups can be a lot of fun and much easier than going it alone.

*Area, area <align>* are commands that display a list of areas and the suggested level ranges for that area. You can specify the alignment.

*Help <area>* may give general directions to the area. For example: DWARVEN KINGDOM – South East of Moria.

<http://asuaf.org/~gchristopher/walkdir.html> is a basic directions guide to many of the basic areas. All directions are from market square in Brengaard. You may even want to save this on your hard drive or print it out.

*Good align* should try Nev'Gavor and Elemental Canyon to start out. *Evil align* should try the Chapel and Elemental Canyon, and *neutral align* can try all three. Remember, your alignment affects the experience you gain from your target monster's alignment.

### **Is there any way to tell how hard it is to kill a creature?**

The *consider* command works very well in this manner. Usually, a character can kill a monster who is as hard as '*<mob>* laughs mercilessly at you', but it can be quite a fight.

### **I see the letters PK before the names of other players in the room. What does this mean?**

[PK] indicates that a person is a part of the player killing system, which allows players to fight against one another as a way of resolving their in character (IC) differences. You can join this system between level 5 and level 25 by typing 'loner'. *Help newclanner* for more information.

### **Is there any difference between NPC equipment forging and Player Forging?**

Yes. Player forging tends to be much better on whole, even if it is slightly more expensive. Its necessary to note, though, that some players (such as Richmond) will give free weapons and/or armor to characters level 10 and under.

### **Umm...I died, its my first time. What now?**

After dying, you come back as a ghost. This makes it much easier to retrieve the items from your corpse, as no aggressive monsters will attack you. You will only be able to pick up items from your corpse, and items with the #Y flag. Type *exam self* to find out how long you will remain a ghost, or how long before a public healer like Trevio or Ralmevik can resurrect you. *Help death* for more.

### **What's a twink?**

A twink is someone who kills people without any desire to roleplay before, during or after the event. And they do it a lot.

## **How do I get a dragon?**

You can only start a new hatchling once you've spent some time on the mud.

Be warned, dragons take a long time to make. Although most information about them is not public, for your sake, I tell you now that it will take well over two hundred hours before you even become a fully grown level 51 dragon. Yes, well over.

Pfff! you say! Good! Now you've made a hatchling, you need to learn about maturation. Don't just blindly level as a hatchling. Talk to other dragons, ask around.

You'll mature from hatchling to draconian to drake to dragon to wurm to great wurm. Each maturation requires certain attributes, and to get you started, draconian requires approximately 25 hours, 600 mobkills and 500 quest points. They're not exact figures, but the game will notify you when you're ready to mature. The others you'll have to find out for yourself.

## **What are those races on the wholist that I couldn't choose at creation...**

Those are race restrings. They are the most valuable prize from the quest masters and fetch a handsome price on the open market. They allow you to create your own race with its own color, history, rp and attributes. You can define your race further by using the profile and description functions, or write intense stories using snotes.

## **How do I quest?**

Quests are run by computer-controlled characters (NPCs), of which there are two. Hassan in Brengaard is located 3s d from market square (ms), and Garimeth in New Thalos is located 4n 4w 2n d from ms. *Help quest* for more information.

## **How do I write notes?**

*Help note* tells you everything there is to know, ever, about everything. About notes only.

## **People are using filthy language and talking about things Satan invented**

If you're easily offended, try the *cancel* command to filter out the pus. Also, you can turn channels off completely by typing the channel name without a message, e.g. *ooc*.