

Online Games Company

# Legends of Terris

Game Manual

Game Operations  
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**T**ERRIS is a wondrous land built away from the trials and strain of the normal world. It is a land populated by strange and dangerous beasts, where legends can be made and fortunes won. You have the chance to experience a full grown world as it evolves around you. It is a land full of magic and mystery where the strongest and bravest can create their own legacy.

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## 1. Introduction

First, welcome to the Legends of Terris. You will find the game fairly easy to learn with a friendly base of players and staff. If at any point you are stuck, type **WISH <message>** like "**WISH Help me please!**" and any online staff will assist you as soon as possible. When you issue the **WISH** command, you will be told how many staff heard your request. If the number is 0 (*meaning no staff were online*) then the wish will remain in queue until a staff member logs in. You can also use the **CHAT <message>** command to ask for help from other players "**CHAT Help me please**". *Chats are only available for premium players.*

In the lands of Terris you will start your adventure on the main continent of Norland. During your creation period you will be asked to select a class class (*profession*) and race. Each class and race has different qualities, statistics, and abilities that they start with.

As you progress through the game, you will complete quests, slay creatures and perform other deeds which amass you experience points. When you achieve a certain experience point threshold, you will be automatically promoted to the next rank (*next level*). At any time you can use the **EXP** command to see where you currently are in your experience progression.

As you advance in levels, your character will gain additional Hit Points and Spell Points (*up to level 50*); which will allow you to survive longer and cast more power spells more quickly. Each time you level you will also gain additional *Build Points (also known as skill points)*; which can be used to increase your knowledge. You can learn new skills and spells from a shop (*using build points*) or completing quests. Once a skill has been learned you can also increase your skill level by studying from another player (*costs an additional Build Point*).

Skills will give you many abilities, such as the ability to slay creatures in different types of combat, the ability to cast powerful spells, the ability to pick locks, or the ability to hide and strike from the shadows. As you get stronger in your skills you will find that parts of the land once too challenging for you will be within your skill set. Thus, as you continue to explore and gain more skills, you will find the world opening up, allowing you to adventure further than ever before.

In addition to achieving rewards directly from the game (*for example when you complete a quest or slay a creature*), Immortals and Heroes and even other players have an influence on your character and the way you can interact with the lands.

Immortals, Heroes, and Legends can send you on elaborate quests and then can reward you for your heroic actions and excellent role playing, or penalize you for harassing other players or acting out of character. Treat these individuals as important players, because they can have a dramatic effect on your character.

## Basic Hints

From the starting location in Devardec you should travel **NORTH** and explore the Adventurers' Guild. This guild has been created to assist new players learn the basic commands of Terris.

First, you should explore the guild and look for the quest being offered by Arthur Leadbrow. Once you complete this quest, you will become a member of the Adventurers' Guild. After you join the guild, you should explore the guild itself. While there you will find many

places that have been designed to teach you about the commands and how general quests work.

You should start by learning skills that are taught within the guild. Use the **SHOW SKILLS** command to see the skills being taught at a particular location and the **LEARN <skill number>** command to learn a skill.

When ready, you should find the Combat Area and Dark Cellar. These are hunting areas that have been created to help new players learn how to fight.

Devardec City Gates
**First Quest**

South-east  
South-east  
South  
South  
South

<--- The Bright Yellow Flower will appear here.

Get the flower (Command: **GET FLOWER**)  
Once you have the flower go:  
**N N N N N NW NW N N N E E**

Type **OFFER FLOWER** to complete the quest (ensure that the flower is in your right hand).

**Table 1: Useful Commands for New Players**

In Game Command	Description
RECALL	Instantly teleports you back to your city ( <i>up to level 10</i> ).
DEATHS	Shows the list of people who died recently.
KL/KILLLIST	Shows the list of creatures you have killed.
AWARDS	Shows awards that you have earned.
EXP/EXPERIENCE	Show you how close you are to your next experience level.
STATS	Lists your attribute scores.
WHO	Shows you a list of people online.
DESCRIPTION <1/2/3/4>	Changes your character's description ( <i>up to four lines</i> ).
SHOW QUESTS	Shows you a quest if one is available in the location.
SHOW ITEMS	Shows you the items being sold in a shop.
SHOW SKILLS/SPELLS	Shows you the skills or spells being taught in a shop.
OFFER <item>	Offers an item to complete a quest.
PACK/UNPACK <item>	Puts something in your backpack or removes it.
I/INVENTORY	Lists what you are carrying.

## Death

Death is an aspect of life that will eventually come to all adventurers. When it happens, you will find that you have joined the spirit world as a ghost. You will be unable to do very *much* (such are the restrictions of *being a ghost*). Your bond is so strong with your body that you will be unable to move from your death location.

While you are a ghost, you will be able to omit a ghostly wail that can be heard throughout the land. When you want to start your trip to rebirth, you must signal the waiting spirits of the dead lands: this is done by typing **DIE**. After you have died you will be taken to the Plane of Rebirth where you can once again enter the mortal plane. **Note:** Death is quite distressing and causes any excess experience and half of your gold to be lost.

There are ways around visiting the Planes of Rebirth, such as finding a powerful spell-caster to resurrect you. You will find that these can also be expensive depending upon the person you find to cast the spell.

In Game Command	Description
WAIL	All members of the land will hear this.
DIE	You will visit the Immortal Naria on the Plane of Rebirth.
WISH	This will allow you to speak with an Immortal, Hero, or Legend.

## 2. World Overview

### Professional Classes

When you first join the world of Terris, you choose a profession/class for your character. This profession can be one of the below:

**FIGHTER** – These are hardy folk that are renowned for their ability to fight with melee weapons. Unlike other races they are known for rushing in and bashing a monster; this allows them to wield sword and axes of many sizes and strengths.

**WIZARD** – These are some of the rarest people within the lands. While deeply involved in spell-casting, they do not specialize in either offensive or healing spells.

**THIEF** – These are the jack-of-all trades and while not the best at combat or magic they have an ability that makes them just as deadly: assassination. It is this profession that has excelled at the art of assassination. Thieves are also known to be great herbalists when it comes to creating poisons that can be applied to weapons. When a door needs to be opened or trap disarmed it is a thief that is called.

**MONK** – These are the best in the lands at hand-to-hand combat. While they do have some weapons, most of their ability lies in learning martial arts. They tend to use their bodies more than other classes to help in both offensive combat and defensive abilities. Many of this type also find it wise to learn some of the healing arts.

**SHAMAN** – These people learn from the school of magic that covers healing. Naturalism powers are the skills they find easiest to learn. Born with the knowledge of arcana, a shaman can begin to craft magical items at an early age. While there is nothing to stop one of them from learning offensive spells, they will never be the best at them.

**SORCERER** – These are the best in the lands at offensive spells. Many of them lead an aggressive life filled with blood and power. Some of the most powerful and famous adventurers have come from this class.

**BERSERKER** – These are the strongest and slowest of any in the lands. Berserkers are awesome fighters, but their lack of speed and intelligence often puts them

more in balance with regular fighters. They live fast and die often, as they are rarely willing to retreat.

**RANGER** – These are the best at using ranged weapons such as slings, crossbows, and bows. They also have the ability to use herb lore and some of the naturalism spells. While unable to forge large weapons, they are able to craft some of the most powerful long range weapons.

**BATTLEMAGE** – These are neither the strongest in physical ability or in mental ability. They have the ability to use weapons and learn magic which better prepares them to be able to fight alone. While never the strongest in either of the arts, they are able to become proficient with both.

## Races

When you first join the world of Terris, you choose a race for your character. This race can be one of the below:

**CATLINE** – Part cat, part humanoid, this race of creature is rare in the lands. What catline lack in strength, they make up for with their enhanced dodging ability as well as their accuracy and dexterity.

**CENTAUR** – Half horse, half human, this beast lacks the ability to wear the same types of armor as other races. Centaurs are generally slower and less dexterous than many others. However, they make up for their lack of speed with enhanced strength and resistance to some magical spells.

**DARK ELF** – The dark elves may start with a reduced strength, however they make up for it with additional mysticism and speed. They are naturally talented with ranged weaponry and the ability to cast magical spells.

**DRAGON KIN** – This dragon-like creature lacks the ability to wear the armor of any other race. Eventually gaining the ability to fly, dragon kin are born with the knowledge to fight using the martial arts style.

**DWARF** – Naturally resistant to poison, dwarves have the ability to use two-handed weapons. Short in stature but robust and strong, dwarves quickly recover any hit points that they may lose in battle.

**ELF** – Often referred to as the most noble and wise of races, Elves have the natural ability to use ranged weapons. Born as quick beings, they have the ability to use magical spells from their first moment in the lands.

**GNOME** – Quick and resilient to entanglement spells, these short creatures are born with the knowledge of assassination. Though they have some ability with the mystical elements that exist, they are born very weak.

**HALF GIANT** – Half giants are born incredibly strong, but lack much mystical ability and are very slow. Unlike many other races, they have the ability to tolerate physical blows to their bodies more naturally than any

other race. It is rumored that half giants are highly resistant to entanglement spells.

**HALF OGRE** – Naturally resistant to fire, cold, and electric spells; half ogres are also born with the ability to regenerate hit points quickly and use two-handed weapons. Though their strength is an asset, they are also incredibly slow.

**HALF ORC** – Very rare to see, half Orc are naturally weak, though have the ability to hold their alcohol better than most.

**HALF ELF** – Half elves are part human and part elf. They are naturally able to see their surrounding area better than any other race.

**HALFLING** – Though slow, halfling are the most dexterous and accurate of the races. Born with the ability to use ranged weapons, they are able to dodge their attackers and to find openings in their opponent's defense. Usually they are able to avoid being hit by entanglement spells.

**HUMAN** – Normal in almost every way, their primary natural trait is the ability to fight without holding any weapons at all.

**LIZARD MAN** – The rarest of any of the races, lizard men are born with a reduced strength. Their benefit comes from their ability to resist poisonous spells and absorb some of the damage done if hit by their enemies in battle.

**MINOTAUR** – Resistant to fire, cold, and electric spells, Minotaur can quickly regain hit points lost in battle. Born with the ability to use two-handed weapons, they are somewhat slow, which balances out their incredible strength.

**SPRITE** – Tiny sprites are the weakest of any race. Though they may find it difficult to wear many pieces of armor, sprites are quick and naturally resistant to entanglement spells.

## Guilds

The guild system in Terris helps to bind common people together. Each guild has a main guildhall; these are special locations that only guild members can enter. Some guilds also have outposts that have been built around the lands. Every guild has its own

group of tutors and guild leaders that see to the education and expansion of the guild. These guild leaders are mortal players that run the guild and are overseen by those in the heavens called Patrons. Membership in a guild may require the completion of a quest, finding an item, killing a monster, or passing an interview.

<u>Devardec</u>	<u>Tranos</u>	<u>Frostfall</u>	<u>Other</u>
Knights	Brotherhood	Barbarians	Assassins (Twilight)
Monks	Thieves	Battlemages	Druids (Forest)
Wizards	Warlocks	Enchanters	Rangers (Forest)
	Warriors		Rogues (Goldcroft)

**ASSASSINS' GUILD** – This guild spends most of their time taking contracts and killing others. Unlike the rest of the shadow dwelling guilds, the Assassins do not steal and have strict rules on who and when they can kill. Located in the dark city of Twilight, the Assassins like to remain in the shadows.

Druids are able to call upon the mighty power of the green to aid and protect them in times of trouble. Druids wield a mighty totem that provides them with much of their power. Their vows make it unacceptable to take another life, even in the face of danger.

**BARBARIANS' GUILD** – This guild is known for their savagery when dealing with enemies. Forsaking any metal weapons and armor, they exist only to kill and slaughter. Trolls, ogres, giants, and the largest beasts of the land have frequently been hunted as these barbarians band together for their mindless slaughter. Those barbarians that progress to the highest level can tame a wild polar bear and wield their guild's strongest axe.

**ENCHANTERS' GUILD** – This guild works toward the betterment of the arcane. While wielding powerful spells, their main purpose is to study the skill of enchanting. Since their guild's founding, the highest honor is to tame a gargoyle

**BATTELMAGES' GUILD** – This guild is for those that wish to master the art of both weaponry and magic. Not the strongest in either of those aspects, Battlemages have trained to gain the strength to master both arts to use in combat. Often seen as the defenders of the rift, some of their members have become the most famous protectors of the land from the foes beyond the void.

**KNIGHTS' GUILD** – This is one of the oldest guilds in Devardec. Knights are the proud and true upholders of the law and righteousness. A knight gives his very soul to the order and the art. People who look to this road are usually honest, strong-hearted people that want to protect others before themselves.

**BROTHERHOOD GUILD** – This exists as a band of adventurers that seek to better themselves by learning through the arts of pain and suffering. Spending most of their fighting time using their hands or simple weapons, those in the Brotherhood guild do not wear heavy armor or wield large axes. This is not an order for those that want items or to look wealthy.

**MONKS' GUILD** – This is a peaceful place of worship. That is not to say that they never fight, alas the world is in such a state that even Monks have had to learn combat. Often a powerful force, monks have the ability to attack quickly using their hands, feet, and even their heads. Some have even learned how to call upon the natural forces around them to aid in their work. Located in Devardec, the Monks' Guild has hidden shrines throughout the lands.

**DRUIDS' GUILD** – This guild is unlike any other within the lands. Druids believe in the spirit, balance, and harmony of the land. They are prone to spending much of their time in the woodlands of the world.

**RANGERS' GUILD** – This guild welcomes membership to anyone that can find their way there. Located in the treetops of Dirimloth Forest, the Rangers' Guild teaches its members how to manipulate nature and the wildlife to aid them in their journey. Rangers that have reached the highest level have

earned the right to wield the mighty Sacred Redwood Bows.

**ROGUES' GUILD** – This guild has members that want to defend the people as well as those that want to be left alone in the shadows. With outposts in many of the cities members of the Rogues' Guild have their shadowy hands in much that occurs. The main guildhall is located in Goldcroft, but may move between their outposts. Rogues gain skills such as finding and disarming traps, opening locks, and the ability to jump out of the shadows to surprise their enemies.

**THIEVES' GUILD** – This guild is totally dedicated to removing wealth from anywhere and anyone while spending it as quickly as possible. A thief's motto is "gamble and lose - that way I'll have to steal more!" Cheeky to the extreme, thieves are not ones to run to when you need fighting ability. Thieves learn the arts of picking pockets and disarming traps.

**WARLOCKS' GUILD** – Warlocks believe that magic is a powerful force that should only be used by people who understand it; which of course means only them.. They seek to increase their power and fame, often through downfall of others. It is from this guild that the darkest figures have come. The Warlocks' guild is located in Tranos; and offers its members training in the high arts of spell casting. Warlocks can master the dark shadow dragons in later years.

**WARRIORS' GUILD** – This is for the true fighters and warriors; they care little about order or code as what matters most to them is combat and glory. Warriors welcome anyone who seeks to find battle. Located in the City of Tranos, Warrior guild members gain the ability to use two handed weapons, fix armor, assess weaponry, and fire long ranged weapons.

**WIZARDS' GUILD** – This is the home of magic and the magical arts. The Wizards' guild is home to those that strive to improve the world and their art; primarily spell casters. The guild is based in the city of Devardec. Wizards who rise to sufficient levels gain the ability to ride the huge dragons that roam the land.

## Immortals

**DEORI** - The first great Immortal, he walked from the void and created all that exists in the land. He is the true founding father of the world. We are all a part of him and one day will all return back to his form. Deori is seldom seen within the world.

**DOUG** (Immortal of Knowledge) - All things that can be known are within the reach of this Immortal. He no longer shows himself to the lands and remains locked away in study in a secret library.

**CAERWYN** (Immortal of Light) – One of the first Baronesses in modern times, she was a leader of Fate before joining Lady Omnicat to the path of Dreams. She has served as the Immortal of Light twice.

**Kilogoth** (Immortal of Death) – Originally a member of the Enchanters' Guild, he founded the Garde de Frostfall and served as its Baron while a mortal. He ascended to the heavens as the Hero of Fate before losing control of his dreams and taking over the realm of the Dead.

**NARIA** (Immortal of Healing) - One of the first in the heavens, she guards the Planes of Rebirth for Deori. Those that die are often brought back to life by her so that they can continue their adventuring. Very rarely has she seen fit to ban a mortal from returning to the living world.

**OMNICAT** (Immortal of Dreams) – She was one of the first to be called an Enchanter. Long linked to the Lady Kyria, she is known to be playfully painful with all of those under her control. Appearing as a cat to many, her claws have caused the death of almost all that have wrongly crossed her.

**RAISLIN** (Immortal of Magic) – He is easily one of the most famous Wizards to ever walk the lands. One of the early mortals that shaped his guild, he is thought by some as the father of the Wizards. Through knowledge and power, he gained ascendance to the heavens as the Hero of Thought before becoming an Immortal.

**REXINGTON** (Immortal of Love) - This monk has long been called one of the fathers of his guild. Devoted to love, he has served it faithfully even while the sphere remained unclaimed. Once killed by another Hero he was restored by Deori himself and given control over the sphere of Love.

**SILK** (Immortal of Shadows, Dread, and Fate) - Often quiet and isolated, he keeps to those he knows and trusts. As a mortal, he had held almost all of the titles possible to hold. He served as a leader for his guild, temple, and household, and a Baron for the City of Light. Known for letting others run things for him, he has a violent temper and is very easily angered. It is rumored that along with his friends he created a war just so that they could reap the rewards from both sides. He ascended to the sphere of shadows when he along with Axx managed to slay Varnius. He has been known to make alliances with all sides, even appearing to go to war with himself, just for future gain. It is rumored that he has manipulated the tapestry to steal power and cast others from the heavens.

**VASARI** (Immortal of Time and History) – She is the keeper of the books of time and history for Deori. She chronicles all events, no matter how small, in her silver tomes. Vasari is all-knowing about past events and this gives her great insights into the future. Though she rarely leaves her private study, she is often mentioned in the same conversations as the City of Silver Rock.

**ZIR** (Immortal of War) - Though a ruthless killer that thrives on combat and glory, Zir is far from dumb. Those that he chooses to lead his battles are some of the most powerful and fearsome to ever live. It is while leading his troops that many have become the most famous mortals. He is a very volatile Immortal and is prone to explosive temper outbursts.

## Heroes

**ALLIERA** (Heroine of Dreams) – Once a part of Fate, this Enchanter has since followed the Lady Omnicat to the path of Dreams.

**Luminya** (Heroine of Light) – Tall and willowy, this elf has long golden hair that sparkles in the light. Those that see her may notice a silvery swirl at the top of her forehead.

**Sethra** (Heroine of Dreams) – Once the Soothsayer of Fate, she has since become a dark witch and serves as the Propher of Nightmares.

**Shanna** (Heroine of War) – This legendary Warrior has dedicated herself to Lord Zir. One of his original Blades, she has forged two of the great weapons and serves him as faithfully now as she ever has.

**SHIANE** (Heroine of Healingwh) – Shiane is a young dryad originally from the northern forest. Having been released from her clan, Shiane traveled from forest to forest looking for the tree that she would join with and forever protect. Drawn to the magnificent Tree of Life in the Druid's guild, she came to settle there and now calls the tree and guild her home. Rarely seen but sometimes heard, Shiane finds amusement by watching the druids and their day-to-day interactions.

**TAYRAH** (Heroine of Magic) – This half elf is dedicated to following and promoting all things relating to the sphere of Magic. She is always on the lookout for new spells and is often seen studying her Tome of Wonder; a spell book given to all followers of Magic. Tayrahis also closely associated with the Wizards' Guild, and spends much of her time studying in the guild library.

**VALYA** (Heroine of History and Time) – Valya arrived on the shores of Norland from a distant land. Since her arrival she has gone out of her way to seek out those willing to share their experiences.

## Legends

**Croft** (Lord of Goldcroft) – Sometimes known as a tyrant, other times thought to be a great protector of his people. The only constant with this ruler is that he demands that his orders are followed. Making use of slaves that he trades with the Mountain Giants, he controls the great gold and ruby mines of Northwestern Norland.

**Garali** (Elven Lord of Woodtop) – This quiet elf spends most of his time in Woodtop with other elven elders. It is thought that he wants to bring the elves back to the ancient ways and to reclaim their ancient lands.

**Jarenmar** (Sun Child of Devardec) – The descendant of Jasmar, this Sun Child has taken a more active role in ruling Devardec than any of those in the past to serve as the Sun Child. Realizing the need for a Baron no longer exists, he has formed the Guardians of Devardec to help protect his lands and his people.

**Khopesh** (Inquisitive Nomad) – He is a traveler hailing from a land that he calls Khatar. A giant of a man, as he towers over many other humans, he is eager to learn about any and all civilizations and cultures.

**Laeya** (Deadly Dark Elf) – Sometimes seen with the Assassins, other times seen with the Warriors, this Dark Elf has no particular allegiance and does what she wants. Anyone that knows about her past has been killed...though there is no proof to be shown it was at her command.

**Locien** (Sea Elf) – This elf is a Prince of his elven clan under the sea. Though rarely seen since the Formorian invasions of the early 400s, it is said he still has some communication with Jarenmar in Devardec.

**Nuri** (Nomadic Fortuneteller) – This gypsy is mostly seen right before trouble comes to Norland. When Nuri is out in the lands it is often to warn of an impending attack or provide a warning of what is to come in the future. It is said that some of the Immortals have ordered that she be closely watched.

**Szene** (Deadly Assassin) – Not much is known of Szene. It is thought that he once served Lord Reknall, though recently been seen around the Assassins and Lord Silk.

## Geography

Norland is the main continent in the fantasy world of Terris. It is surrounded on three sides by the oceans with a large glacier to the north. The center of the mainland is taken up by two large forests; one to the east and one to the west.

Scattered in the surrounding oceans are other continents that are frequented less by the common population. The most public of these islands is home to the private King of Twilight and the wasps and has not been explored all that closely. There is an island taken up by a large jungle full of dinosaurs that can only be found by one sea captain. The final known continent is more of a legendary than a fact as it has never been found. It is shared by the Targans and Doomagans; though all other information related to the land is based only on rumor.

**BLACK FANG** (formerly **Bellegost**) – Once ruled by the dwarves, Black Fang is now the home for the foul Orc hordes. They breed in the dark tunnels that riddle the mountain side. You can find this city to the south-west of the mainland.

**DEVARDEC** (**The Desert City**) – This was the first of the modern cities to be built. It sits on the southeastern coast of Norland near Dirimloth Forest. Guarded by three huge and powerful genies, it has some added protection against the forces of evil that always seek to invade it. This city is currently ruled by the Sun Child, Jarenmar.

**FROSTFALL** (**The Frozen City**) – This icy city is surrounded by the Northern Mountains. Home to three guilds, it was once destroyed by Lord Zir's wrath before it was rebuilt before the age of Barons. It is in this city that the right to rule is constantly questioned by the powerful mortals that live there.

**GOLDCROFT** (**The Golden City**) – Known as the city of greed and avarice, it now hosts the Rogues' Guild and many outposts. While barons have served as ruler, the legendary and deviant Lord Croft usually finds a way to bring the city back to corruption. There are rumors that Lord Croft engages in the slave trade with the Mountain Giants so that they can get their gold. After years of fighting between Croft and Barons, the tyrannical Lord Croft has once again gained complete control and rules this city.

**HELLEGOST** (**The Dwarven Stronghold**) – This city was actually the second stronghold of the dwarven race. Built in the Northern Mountains, Hellegost is very

dangerous. Filled with beasts searching for the gold veins and gemstone, many have lost their lives here. The hideous Banderlang is caged within a cell near the entrance.

**TRANOS** (**The Merchant City**) – This city is located on the western coast of Norland. Filled with dark warlocks and brutal warriors, the city is really run by the merchant class. The sewers underneath the roads of the city provide many dangers for an unprepared party.

**SILVER ROCK** (**The City of Knowledge**) – Known for its giant library and catacombs, many of the greatest scholars come here to study. Often associated with the Immortal Vasari, this city is also the legendary home of Justice.

**STONE KEEP** (**The City of Builders**) – This small city has been built up at the base of the Northern Mountains near Hellegost. Historically ruled by Dwarves, this city is filled with guild outposts and a very large observatory. It is whispered that the entrance to the Halls of the Dead is somewhere deep below the city.

**TWILIGHT** (**The Dark Kingdom**) – It is in this kingdom that darkness walks. Known as the shadowy kingdom of outlaws, the only rule is to do as the Overlord says. Those that are not careful often find themselves with fewer possessions when leaving than when they arrived...if they are alive to leave it at all. It is said that outlaws try to make their way to this city to find shelter. There are multiple tributary villages and lands to the main capital of the kingdom.

**WOODTOP** (**The Elven City**) – The ancient city of the elves has been a stronghold for knowledge and some of the most ancient and powerful magic and armor. You will have to work hard to find it though, as it is very difficult to find. It would even seem that the forest seeks to hide the way to it.

The following cities have been destroyed over time:

**AZYHIERIA** (**The City of War**) – Almost never seen by the mortals this city was ruled by the great warrior Chay. Under her rule she instilled the belief of Zir in all those that lived within the walls. Whether truly destroyed or not cannot be known as the way to enter it has been lost in time.

**BLACK SHORE (The Beach City)** – Once a city on the eastern coast of the mainland, it was home to those of the darker alignment. Destroyed by a volcano during the ascension of Caerwyn; little remains of this great city.

**ILLIYRA (The Lost City)** – Existing for a short time, it lasted barely long enough to receive any citizens. Ruled by one of the most famous Warlocks, Garath, it was destroyed by in some manner lost to memory.

**KAZUL KAZARAK (The Demon City)** – One of the only cities inhabited by mortals that was not located on Norland, this city had only one Baron throughout time. Redclaw ruled this city by Chaos and War before it was destroyed in a violent earthquake.

**LYRESONG (The Musical City)** – Ruled by only two leaders, this city was for those that loved music and lore. It was here that the great journals and papers of Madbaron and Ringdancer were scribed. Though not the largest of cities, Lyresong was one of the most peaceful as her leadership kept the city out of most wars.

**TANAGREEN (The Green City)** – This city was located on the western coast of Norland and was once filled with vast wildlife. Trebek and Zordryn both reigned here briefly before it was destroyed during the war between Devardec and Twilight.

### 3. Game Commands

the world about you. It is therefore vital that you learn the basic commands needed to stay alive.

#### Basic Commands

Terris is mostly controlled by keyboard commands. Keyboard input is used to communicate with others in

Table Title

Command	Description
<b>WHO</b>	Lists all of the online staff members (Immortals, Heroes, and Legends) as well as a count of how many mortals are online
<b>STATS</b>	Lists your character's current description, statistics, and defenses
<b>LOOK</b>	Provides a view of your current location
<b>SEARCH</b>	Searches your location for hidden areas
<b>ADVANCE or AD</b>	Allows you to advance on a monster. In combat you must advance on a monster before you can attack it (unless you are using ranged weapons or spells)
<b>ATTACK</b>	Allows you to attack a monster
<b>INVENTORY or I</b>	Lists all of the equipment you are holding and wearing
<b>GOLD</b>	Shows you how much gold you are carrying and have in the bank
<b>WISH</b>	Allows you to get a message to a member of staff
<b>GUILDSTATS or GS</b>	Lists statistics for your guild and officers that lead it
<b>SHOUT</b>	Allows you to speak with all members of the game
<b>EXPERIENCE or EXP</b>	Lists your current score and game statistics
<b>QUIT or QQ</b>	Saves your progress and allows you to leave the game.

#### MOVEMENT:

Syntax: <Compass Direction>

Terris allows you to move in any of the basic compass directions:

North, South, East, West, Up, Down, Northeast, Northwest, Southeast, and Southwest.

When you have chosen your direction you just type the first letter (or two for a diagonal) and press enter. Terris does not use the commands Enter, Exit, In, or Out.

#### RECALL:

Syntax: <Recall>

By the might of the Immortals, there is granted a recall command. This will instantly move you back to the

Crossroads of Terris or to the recall point of the city in which you are a citizen. You will find that the Immortals remove this ability from your after you have attained a reasonable level. After that time you will need to have an item that has been enchanted with the spell.

#### EVENT/LOGON:

Syntax: <Events>  
<Logins>

In Terris, you will often see messages to keep you informed of major events within the land. You will find that these events include people logging in, logging out, gaining a level, or completing a quest.

#### ROLEPLAY:

Syntax: <RP> <Player> <Amount>

As you adventure, you can be awarded role playing points from other players that are subscribed. When

you achieve a new level, your accumulated role playing points help to determine how many hit points, spell points, and build points your character earns. To see how many role playing points you have been awarded, you can use the **STATS** or **EXP** commands. Every level that you gain you also earn the ability to give out more role playing points to registered players.

#### **BUILD POINTS:**

As you adventure and progress through levels, you will gain build points. These can be used to learn skills and spells. You can spend the build points by learning skills and spells from a trainer or another player. If you are at a location offering training, you can use the **SHOW SKILLS** or **SHOW SPELLS** commands to see the list of available training you can take. If you have enough gold and sufficient build points, you will learn the skill or spell. To avoid paying with gold, you can learn from other characters; however this will cost more build points.

You will find that different classes and races have different abilities. This means that skills and spells will vary in cost based upon what you choose when creating your character.

#### **EXPERIENCE:**

*Syntax: <Experience>*

As you adventure, you will find that many different ways to gain experience. This can happen through questing, hunting, picking locks, opening chests, and casting some spells successfully. As you gain experience, you will gain more levels. Every time you gain a new level, you will find experience does not come as quickly as it did at the prior level.

#### **TEACH/STUDY:**

*Syntax: <Teach> <Skill Number>  
<Study> <Character>*

When you learn a skill to a level of "Reasonable," you can then teach that skill to other people. While you agree to teach a skill anyone can learn from you, so ensure that you stop teaching when you are done with what you want to accomplish. Learning a skill through this method will cost a player one more build point than learning from a trainer in a shop. You will only be able

to teach up to the Awesome level and can only teach one skill at a time.

#### **QUESTS:**

*Syntax: <Show Quests>  
<Offer>*

Throughout the lands are many quests; some small and others part of large chains. In most cases, when you enter a location that has a quest available you will see that something or someone there is offering a quest. In this location you can show the quest to see what the hint is. If you believe that you have what the quest requires you can try to offer your response. If the quest is asking you to kill something you can simply type Offer. If however the quest wants an item, you must hold the item in your right hand and then type Offer.

Not all quests are easy to figure out, and some are hidden. Some quests give experience awards when completed, other teach you skills, spells, or can even raise your statistics. You will find that some special quests give you awards. (These can be seen by typing Awards).

#### **GOLD:**

*Syntax: <Get> <Amount>  
<Drop> <Amount>  
<Gold>*

You will be able to use gold to purchase skills, spells or items from shops or to barter with other players. To obtain gold, you can pick up what monsters drop, or you can sell items that you come across.

#### **RESET:**

*Syntax: <Reset>*

This will allow you to reset the counter on the amount of gold you have collected during that session.

## LOCKER:

Syntax: *<Locker>* *<Item>*  
*<Unlocker>* *<Item>*  
*<Show Locker>*

Lockers are available in many places throughout the lands. Most lockers can be found in banks. You can store items in lockers, free of charge. Mounts cannot be stored in a locker.

## INVENTORY:

There are four main places that you can store items: Your backpack, worn on your body, or in a locker. You can use the below commands to modify where the items are stored.

Table Title

Command	Description
<b>GET</b> <i>&lt;item&gt;</i>	Retrieves an item from the ground
<b>DROP</b> <i>&lt;item&gt;</i>	Drops an item to the ground
<b>PACK</b> <i>&lt;item&gt;</i>	Places an you are holding into your backpack
<b>UNPACK</b> <i>&lt;item&gt;</i>	Removes an item from your backpack, pouch, or key ring
<b>SHOW LOCKER</b>	Lists the items in your locker (if at a locker portal)
<b>LOCKER</b> <i>&lt;item&gt;</i>	Places an item into your locker (if at a locker portal)
<b>UNLOCKER</b> <i>&lt;item&gt;</i>	Removes an item from your locker (if at a locker portal)
<b>INVENTORY</b> or <b>I</b>	Lists the items in your backpack
<b>EQUIPMENT</b> or <b>EQUIP</b>	Lists the items that you are wearing
<b>POUCH</b>	Lists the items in your pouch
<b>KEYS</b>	Lists the items on your key ring
<b>WEAR</b> <i>&lt;item&gt;</i>	Makes you wear an item
<b>REMOVE</b> <i>&lt;item&gt;</i>	Takes the item you are wearing off
<b>SWAP</b>	Swaps the items between your left and right hands

## SHOPS:

Syntax: *Show Items*  
*Show Skills*  
*Show Spells*  
*Show Services*  
*Describe* *<Number>*  
*Buy* *<Number>*  
*Learn* *<Number>*  
*Scribe* *<Number>*  
*Service* *<Number>*

You will find that the land is filled with many different types of shops. You can sell treasures to merchants to make extra gold. You can also buy items, buy drinks, learn skills, learn spells, get spells cast upon you, and buy herbs and pastes.

## APPRAISE:

Syntax: *Appraise* *<Item>*

This command can be issued within a shop to tell you the worth of the item you are holding. The shopkeeper will look at the item and provide an estimate of how much they will be willing to pay for it. Keep in mind that some shops might offer more for an item than others.

## ITEMS:

The manipulation of items is a very important part of playing Terris. In general, in order to do something to an item, you must hold it in your right hand. If your hands are full, or you have an item that requires both hands, you will need to empty your hands (either by dropping any items you are holding or by putting the items into a backpack or locker) so that you have a free hand to manipulate the desired object. To examine an item you are holding you can use the **EXAMINE** *<Item>* command. This will give you a description of the item and search it for traps. To use an item, you use a command depending upon the item type.

Some items have embedded spells in them. An example would be a shield that contains the heal spell. If you have such an item, you can use the spell by typing **ACTIVATE** *<Item>*. If your Lore skill is high enough, you will see the embedded spells when you examine the item.

### Table Title

Item	Command
HERBS	APPLY <item>
WANDS/RODS/STAFFS	WAVE <item>
POTIONS	DRINK <item>
STATUES/FIGURINES	RUB <item>
SCROLLS	READ <item>
FOODS	EAT <item>
WEAPONS	WIELD <item>
ARMOR/RINGS	WEAR <item>
SMELL	SMELL <item>
TASTE	TASTE <item>
TOUCH	TOUGH <item>

### CRYSTALS:

Syntax: *Crystal*<*Character Name*>

You will find several crystals with different colors throughout the lands. Each of these crystals can teleport to a crystal of like color if someone has it with them. The white crystal is available to all people in the lands. The crystals of other colors can be found only in the many guilds. Once a crystal is used, it will be destroyed and can never be used again.

### KEYS:

Syntax: *Turn Key*  
*Use Key*  
*Open* <*Direction*>

You will find many keys on your travels; they usually are set to open a door or to be used at a quest. When you pack a key, it is stored on your key ring, which can hold up to ten keys.

### HERBS:

Syntax: *Eat* <*Herb Name*>

There are many herbs that can be found throughout the lands. The known herbs and their effects are listed in the table above. There are also rumors that some other herbs exist and have never been found.

### Table Title

Herb	Effect
HARRIN	Levitation
FEMFENDAR	Flight
AQUINE	Walking on water
LARANE	Small healing powers
KAR'LARANE	Good healing powers
MAR'LARANE	Total healing powers
TARAT	Helps to prevent bleeding
SHALE	Helps to cure from poison
METHAS	Resistance to holding spells
ROBEL	Resistance to entanglement spells
KERES	Small increases in strength
UGATE	Small protection effect
LARHARCH	Small accuracy effect

**MOUNTS:**

Syntax: *Mount* <Item>  
*Dismount* <Item>  
*Mountname* <Name>

Many creatures in the land can be tamed and then used as a mount in the game. Each mount can be named so that others can see what you call them. In some special circumstances mounts can be called to assist an adventurer in their journey. Mounts can only be stored in a stable area when not being used.

**BANKS:**

Syntax: *Deposit* <amount>  
*Withdraw* <amount>  
*Balance*

Banks allow you to store gold so that it cannot be lost if you are killed in battle. When depositing gold, you may be charged a 10% fee as the bank takes their cut. In every bank they also have a locker portal.

**AWARDS:**

Syntax: *Awards*

Some quests are more important for historical value than others. When these quests are complete Vasari will note your deeds in her book of time.

**GLANCE:**

Syntax: *Glance* <Direction>  
*GL* <Direction>

This will allow you to look in other directions to get a better idea of what might be in another location nearby.

**SEARCH:**

Syntax: *Search*

Terris is filled with many secret paths and junctions. Sometimes the only way to find these secrets is to search, which is linked to your Awareness skill. You may have to search an area many times before you finally find a secret way.

**BRIEF:**

Syntax: *Brief*  
*Long*

There are two styles to viewing text within Terris. Brief will allow you to see shorter descriptions, while Long will show you more detailed information.

**MACRO:**

Syntax: *Macro* <Macro #> <Definition>  
*Macros* <Macro #>

Terris allows you to predefine macro keys. For example, if you often type the *Unpack Sword* command, you can define a key to issue that command automatically.

**REMEMBER:**

Syntax: *Remember* <#>

Terris allows you to remember some locations. This will allow you to return to that location using a teleport spell or item. Each character is allocated ten different slots to remember locations in. It is important to note, just because a location can be remembered does not mean that you will be able to teleport there.

**DATE and TIME:**

Syntax: *Date*  
*Time*

This command will allow you to see what the real life game-time is. This is recovered in GMT and not your local time. You will also be able to see what the date and time is for the lands of Terris.

Terris has ten lunar months, each of these is broken into thirty days.

**QUIT:**

Syntax: *Quit*  
*QQ*

This is the command to save your character and exit from the game. If you wish to quit while in combat, you can...but be warned that this will result in loss of experience just as if you had died and entered the DIE command.

**WHO:**

Syntax: *Who*  
*QW*  
*Who* <Class/Profession>s  
*Who* <Name>

This will show you a list of people that are currently playing the game. Without placing any specific information such as a name or class/profession, you will be shown a list of the staff visibly in the game.

**RECENT LOGONS:**

Syntax: *Last*  
*Laston*  
*Recent*

This command will list the last 30 people who have entered Terris. You will see the time they logged on and their names. This list is not permanent.

**RANK LISTS:**

Syntax: *Classrank* <Class>  
*Guildrank* <Guild #>  
*Lowrank*  
*Midrank*  
*Rank*  
*Legendrank*  
*Championrank*  
*Questrank*  
*Killrank*

These will show you the top ranking characters within Terris. When the game is reset (from a reboot, backup, or update) only those characters that are registered will appear on the list. However, after logging in and then back out, an unregistered character will appear on the list as well.

**ROLLING DICE:**

Syntax: *Roll* <Amount>

This command will allow you to generate a random number. You can do this for any number between 2 and 100.

**WALK and RUN:**

Syntax: *Walk*  
*Run*

There are two methods of moving around the game. When you are walking, you will be able to see people, creatures, and items that are in the locations you pass through. When you are running, you will only see the room description.

**DEATHS:**

Syntax: *Deaths*  
*Lastdeaths*

This command will list the people who have recently died within the game. You will see their name, the time of death, the date of death, and how they were killed. This will be reset upon ever game reboot, backup, or update.