

**07322c78-0**

A.Baillie

**COLLABORATORS**

	<i>TITLE :</i> 07322c78-0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	A.Baillie	February 11, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## 07322c78-0

### 1.1 Realms Mud Server V1.02

Realms V(01.02) is a basic AmiTCP mud server. The following document explains how to use it, but the most important thing is the imagination of the scenario builders. This more than any engine is what makes a decent mud.

Author~~~~~	Who I am
Disclaimer~~~~	Necessary
Distribution~~	What you get
Requirements~~	What you need
Overview~~~~~	Read Me now.
Installation~~	What you have to do
Database~~~~~	The Database Files
Editor~~~~~	The Offline Editor
Commands~~~~~	What you do in the game
Tables~~~~~	Required info
Flags~~~~~	More required info
Specials~~~~~	Even more required info!

Bug Reports, comments to [realms@babylon5.demon.co.uk](mailto:realms@babylon5.demon.co.uk)

### 1.2 Authir : How to contact

If you need to contact me, use one of the following :

Email  
[realms@babylon5.demon.co.uk](mailto:realms@babylon5.demon.co.uk)

IRC  
channel #amiga nickname is andyb (normally)

---

Post

Andy Baillie  
 34 Wildwood Lane  
 Stevenage  
 Herts  
 SG1 1TA

England

### 1.3 Disclaimer

I don't like the necessity of this bit, but . . . .

This software comes with no warranty, either expressed or implied. The author is in no way responsible for any damage or loss that may occur due to direct or indirect usage of this software. Use this software entirely at your own risk.

### 1.4 Distribution

The Realms Mud Server has been made Freely Distributable

There is no requirement that any fee be paid to the Author, but I won't turn anything down, comments or ideas would be welcomed.

Permission is granted for this program suite to be included in a public archive (examples are FTP sites, BBS sites or PD Libraries) with the express condition that the entire distribution be kept intact. The distribution list follows.

No charge may be made for any of this suite of programs, other than a reasonable copying fee, and/or the price of the media.

Distribution Follows :

LhA Evaluation V1.38 - Copyright (c) 1991,92 Stefan Boberg.  
 All rights reserved. Not for commercial use.

Listing of archive 'realms.lha' :

Original	Packed	Ratio	Date	Time	Name
2273	556	75.5%	04-Feb-96	21:42:38	Realms.info
54584	25838	52.6%	04-Feb-96	21:42:38	Realms/bin/Editor
22264	11185	49.7%	04-Feb-96	21:42:38	Realms/bin/Lister
377728	152868	59.5%	04-Feb-96	21:42:40	Realms/bin/Realms
32	32	0.0%	04-Feb-96	21:42:40	Realms/Editor
885	420	52.5%	04-Feb-96	21:42:40	Realms/Editor.info
63566	22361	64.8%	04-Feb-96	21:42:40	Realms/guide
1611	760	52.8%	04-Feb-96	21:42:40	Realms/guide.info
2225	659	70.3%	04-Feb-96	21:42:40	Realms/help/armour
357	213	40.3%	04-Feb-96	21:42:40	Realms/help/char

936	354	62.1%	04-Feb-96	21:42:40	Realms/help/dm_helpfile
7850	3076	60.8%	04-Feb-96	21:42:40	Realms/help/dmhhelp
416	225	45.9%	04-Feb-96	21:42:40	Realms/help/exp
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404	248	38.6%	04-Feb-96	21:42:46	Realms/help/help.48
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222	157	29.2%	04-Feb-96	21:42:46	Realms/help/help.58
361	219	39.3%	04-Feb-96	21:42:46	Realms/help/help.59
357	214	40.0%	04-Feb-96	21:42:46	Realms/help/help.6
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427	278	34.8%	04-Feb-96	21:42:46	Realms/help/help.62
430	266	38.1%	04-Feb-96	21:42:46	Realms/help/help.63
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323	211	34.6%	04-Feb-96	21:42:46	Realms/help/help.65
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180	128	28.8%	04-Feb-96	21:42:46	Realms/help/help.67
368	226	38.5%	04-Feb-96	21:42:46	Realms/help/help.68



29	29	0.0%	04-Feb-96	21:42:46	Realms/help/help.69
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193	144	25.3%	04-Feb-96	21:42:46	Realms/help/help.70
212	153	27.8%	04-Feb-96	21:42:46	Realms/help/help.71
536	308	42.5%	04-Feb-96	21:42:46	Realms/help/help.72
242	176	27.2%	04-Feb-96	21:42:46	Realms/help/help.73
402	260	35.3%	04-Feb-96	21:42:46	Realms/help/help.74
386	248	35.7%	04-Feb-96	21:42:46	Realms/help/help.75
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296	186	37.1%	04-Feb-96	21:42:46	Realms/help/help.77
293	182	37.8%	04-Feb-96	21:42:46	Realms/help/help.79
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2104	866	58.8%	04-Feb-96	21:42:46	Realms/help/oflags
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1961	807	58.8%	04-Feb-96	21:42:48	Realms/help/pflags
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126	102	19.0%	04-Feb-96	21:42:48	Realms/help/realms
1750	730	58.2%	04-Feb-96	21:42:48	Realms/help/rflags
5771	729	87.3%	04-Feb-96	21:42:48	Realms/help/rooms
3802	870	77.1%	04-Feb-96	21:42:48	Realms/help/scrolls
2205	825	62.5%	04-Feb-96	21:42:48	Realms/help/sflags
91	82	9.8%	04-Feb-96	21:42:48	Realms/help/spell.0
93	85	8.6%	04-Feb-96	21:42:48	Realms/help/spell.1
127	100	21.2%	04-Feb-96	21:42:48	Realms/help/spell.10
113	93	17.6%	04-Feb-96	21:42:48	Realms/help/spell.11
119	99	16.8%	04-Feb-96	21:42:48	Realms/help/spell.12
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104	93	10.5%	04-Feb-96	21:42:48	Realms/help/spell.14
204	134	34.3%	04-Feb-96	21:42:48	Realms/help/spell.15
150	112	25.3%	04-Feb-96	21:42:48	Realms/help/spell.16
107	87	18.6%	04-Feb-96	21:42:48	Realms/help/spell.17
91	82	9.8%	04-Feb-96	21:42:48	Realms/help/spell.18
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98	88	10.2%	04-Feb-96	21:42:50	Realms/help/spell.31

108	88	18.5%	04-Feb-96	21:42:50	Realms/help/spell.32
106	91	14.1%	04-Feb-96	21:42:50	Realms/help/spell.33
106	89	16.0%	04-Feb-96	21:42:50	Realms/help/spell.34
107	95	11.2%	04-Feb-96	21:42:50	Realms/help/spell.35
110	96	12.7%	04-Feb-96	21:42:50	Realms/help/spell.36
115	100	13.0%	04-Feb-96	21:42:50	Realms/help/spell.37
110	94	14.5%	04-Feb-96	21:42:50	Realms/help/spell.38
108	94	12.9%	04-Feb-96	21:42:50	Realms/help/spell.39
96	86	10.4%	04-Feb-96	21:42:50	Realms/help/spell.4
105	92	12.3%	04-Feb-96	21:42:50	Realms/help/spell.40
227	150	33.9%	04-Feb-96	21:42:50	Realms/help/spell.41
113	92	18.5%	04-Feb-96	21:42:50	Realms/help/spell.42
108	92	14.8%	04-Feb-96	21:42:50	Realms/help/spell.43
119	96	19.3%	04-Feb-96	21:42:50	Realms/help/spell.44
116	96	17.2%	04-Feb-96	21:42:50	Realms/help/spell.45
154	123	20.1%	04-Feb-96	21:42:50	Realms/help/spell.46
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97	81	16.4%	04-Feb-96	21:42:50	Realms/help/spell.49
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92	77	16.3%	04-Feb-96	21:42:50	Realms/help/spell.7
327	209	36.0%	04-Feb-96	21:42:50	Realms/help/spell.8
134	104	22.3%	04-Feb-96	21:42:50	Realms/help/spell.9
2131	801	62.4%	04-Feb-96	21:42:50	Realms/help/Spellcost
705	372	47.2%	04-Feb-96	21:42:50	Realms/help/spellfile
781	371	52.4%	04-Feb-96	21:42:50	Realms/help/star
913	491	46.2%	04-Feb-96	21:42:52	Realms/help/titles
133	105	21.0%	04-Feb-96	21:42:52	Realms/help/ToDo
1854	498	73.1%	04-Feb-96	21:42:52	Realms/help/weapons
261	151	42.1%	04-Feb-96	21:42:52	Realms/help/wear
4624	2071	55.2%	04-Feb-96	21:42:52	Realms/help/welcome
1158	552	52.3%	04-Feb-96	21:42:52	Realms/help/xflags
453	243	46.3%	04-Feb-96	21:42:52	Realms/help/xtraps
27	27	0.0%	04-Feb-96	21:42:52	Realms/log/auth/readme
838	320	61.8%	04-Feb-96	21:42:52	Realms/log/auth/readme.info
15	15	0.0%	04-Feb-96	21:42:52	Realms/log/DMList
81	69	14.8%	04-Feb-96	21:42:52	Realms/log/log
408	131	67.8%	04-Feb-96	21:42:52	Realms/log/news
289	178	38.4%	04-Feb-96	21:42:52	Realms/log/readme
137	100	27.0%	04-Feb-96	21:42:52	Realms/objmon/ddesc/readme
21440	1548	92.7%	04-Feb-96	21:42:52	Realms/objmon/m00
33232	2641	92.0%	04-Feb-96	21:42:52	Realms/objmon/m01
553	327	40.8%	04-Feb-96	21:42:52	Realms/objmon/maps/Book_of_Birds
9232	3373	63.4%	04-Feb-96	21:42:52	
Realms/objmon/maps/book_of_knowledge					
739	222	69.9%	04-Feb-96	21:42:52	Realms/objmon/maps/Northern_Map
479	284	40.7%	04-Feb-96	21:42:52	
Realms/objmon/maps/Tattered_Parchment					
2450	400	83.6%	04-Feb-96	21:42:52	Realms/objmon/o00
8400	941	88.7%	04-Feb-96	21:42:54	Realms/objmon/o01
1400	293	79.0%	04-Feb-96	21:42:54	Realms/objmon/o02
7700	980	87.2%	04-Feb-96	21:42:54	Realms/objmon/o05
2450	304	87.5%	04-Feb-96	21:42:54	Realms/objmon/o06
700	151	78.4%	04-Feb-96	21:42:54	Realms/objmon/o07

1400	186	86.7%	04-Feb-96	21:42:54	Realms/objmon/o08
17500	1510	91.3%	04-Feb-96	21:42:54	Realms/objmon/o09
350	86	75.4%	04-Feb-96	21:42:54	Realms/objmon/o10
700	119	83.0%	04-Feb-96	21:42:54	Realms/objmon/o12
1750	240	86.2%	04-Feb-96	21:42:54	Realms/objmon/o13
448	268	40.1%	04-Feb-96	21:42:54	Realms/objmon/talk/Big_Targan-1
224	150	33.0%	04-Feb-96	21:42:54	Realms/objmon/talk/Bill-1
1021	458	55.1%	04-Feb-96	21:42:54	
Realms/objmon/talk/Brak_the_Master_Barbarian-20					
240	160	33.3%	04-Feb-96	21:42:54	
Realms/objmon/talk/Denn_the_Smith-1					
1116	498	55.3%	04-Feb-96	21:42:54	
Realms/objmon/talk/Feldur_the_Ranger_Lord-20					
836	425	49.1%	04-Feb-96	21:42:54	
Realms/objmon/talk/Jamek_the_bartender-1					
670	349	47.9%	04-Feb-96	21:42:54	
Realms/objmon/talk/Jom_the_bartender-1					
333	211	36.6%	04-Feb-96	21:42:54	
Realms/objmon/talk/Lahl_the_Storekeeper-1					
1028	457	55.5%	04-Feb-96	21:42:54	
Realms/objmon/talk/Landon_the_High_Priest-20					
1082	488	54.8%	04-Feb-96	21:42:54	Realms/objmon/talk/Lord_Kreth-20
496	220	55.6%	04-Feb-96	21:42:54	Realms/objmon/talk/Marek-1
317	201	36.5%	04-Feb-96	21:42:54	
Realms/objmon/talk/Mayena_the_Storekeeper-1					
1044	463	55.6%	04-Feb-96	21:42:54	
Realms/objmon/talk/Naveed_the_Master_Assassin-20					
325	206	36.6%	04-Feb-96	21:42:54	
Realms/objmon/talk/Patt_the_Postmaster-1					
1103	491	55.4%	04-Feb-96	21:42:56	
Realms/objmon/talk/Percifal_the_Holy_Warrior-20					
265	175	33.9%	04-Feb-96	21:42:56	
Realms/objmon/talk/Petor_the_Armourer-1					
265	175	33.9%	04-Feb-96	21:42:56	
Realms/objmon/talk/Roban_the_Shopkeeper-1					
1095	494	54.8%	04-Feb-96	21:42:56	
Realms/objmon/talk/The_Master_Thief_Nabbo-19					
1086	494	54.5%	04-Feb-96	21:42:56	
Realms/objmon/talk/The_Wizard_Albern-20					
49	49	0.0%	04-Feb-96	21:42:56	Realms/player/readme
209	147	29.6%	04-Feb-96	21:42:56	Realms/post/dm_pad
42	42	0.0%	04-Feb-96	21:42:56	Realms/post/readme
460	22	95.2%	04-Feb-96	21:42:56	Realms/rooms/r00000
778	258	66.8%	04-Feb-96	21:42:56	Realms/rooms/r00001
2414	562	76.7%	04-Feb-96	21:42:56	Realms/rooms/r00002
1996	476	76.1%	04-Feb-96	21:42:56	Realms/rooms/r00003
1826	410	77.5%	04-Feb-96	21:42:56	Realms/rooms/r00004
1788	380	78.7%	04-Feb-96	21:42:56	Realms/rooms/r00005
1866	430	76.9%	04-Feb-96	21:42:56	Realms/rooms/r00006
1915	461	75.9%	04-Feb-96	21:42:56	Realms/rooms/r00007
1864	446	76.0%	04-Feb-96	21:42:56	Realms/rooms/r00008
1916	461	75.9%	04-Feb-96	21:42:56	Realms/rooms/r00009
1889	451	76.1%	04-Feb-96	21:42:56	Realms/rooms/r00010
1841	369	79.9%	04-Feb-96	21:42:56	Realms/rooms/r00011
2175	441	79.7%	04-Feb-96	21:42:56	Realms/rooms/r00012
2078	398	80.8%	04-Feb-96	21:42:56	Realms/rooms/r00013
2199	456	79.2%	04-Feb-96	21:42:56	Realms/rooms/r00014

1168	168	85.6%	04-Feb-96	21:42:56	Realms/rooms/r00015
2071	379	81.6%	04-Feb-96	21:42:56	Realms/rooms/r00016
6478	807	87.5%	04-Feb-96	21:42:56	Realms/rooms/r00017
2230	482	78.3%	04-Feb-96	21:42:56	Realms/rooms/r00018
5062	502	90.0%	04-Feb-96	21:42:56	Realms/rooms/r00019
2178	456	79.0%	04-Feb-96	21:42:56	Realms/rooms/r00020
776	252	67.5%	04-Feb-96	21:42:56	Realms/rooms/r00021
1855	335	81.9%	04-Feb-96	21:42:56	Realms/rooms/r00022
680	208	69.4%	04-Feb-96	21:42:56	Realms/rooms/r00023
709	214	69.8%	04-Feb-96	21:42:56	Realms/rooms/r00024
2320	463	80.0%	04-Feb-96	21:42:56	Realms/rooms/r00025
1029	269	73.8%	04-Feb-96	21:42:56	Realms/rooms/r00026
667	196	70.6%	04-Feb-96	21:42:56	Realms/rooms/r00027
1977	436	77.9%	04-Feb-96	21:42:56	Realms/rooms/r00028
597	154	74.2%	04-Feb-96	21:42:58	Realms/rooms/r00029
640	177	72.3%	04-Feb-96	21:42:58	Realms/rooms/r00030
652	182	72.0%	04-Feb-96	21:42:58	Realms/rooms/r00031
652	175	73.1%	04-Feb-96	21:42:58	Realms/rooms/r00032
649	191	70.5%	04-Feb-96	21:42:58	Realms/rooms/r00033
638	150	76.4%	04-Feb-96	21:42:58	Realms/rooms/r00034
599	146	75.6%	04-Feb-96	21:42:58	Realms/rooms/r00035
633	168	73.4%	04-Feb-96	21:42:58	Realms/rooms/r00036
620	155	75.0%	04-Feb-96	21:42:58	Realms/rooms/r00037
649	126	80.5%	04-Feb-96	21:42:58	Realms/rooms/r00038
643	134	79.1%	04-Feb-96	21:42:58	Realms/rooms/r00039
649	127	80.4%	04-Feb-96	21:42:58	Realms/rooms/r00040
611	119	80.5%	04-Feb-96	21:42:58	Realms/rooms/r00041
646	133	79.4%	04-Feb-96	21:42:58	Realms/rooms/r00042
1725	242	85.9%	04-Feb-96	21:42:58	Realms/rooms/r00043
648	124	80.8%	04-Feb-96	21:42:58	Realms/rooms/r00044
610	119	80.4%	04-Feb-96	21:42:58	Realms/rooms/r00045
610	121	80.1%	04-Feb-96	21:42:58	Realms/rooms/r00046
648	126	80.5%	04-Feb-96	21:42:58	Realms/rooms/r00047
695	160	76.9%	04-Feb-96	21:42:58	Realms/rooms/r00048
652	150	76.9%	04-Feb-96	21:42:58	Realms/rooms/r00049
611	118	80.6%	04-Feb-96	21:42:58	Realms/rooms/r00050
611	118	80.6%	04-Feb-96	21:42:58	Realms/rooms/r00051
643	144	77.6%	04-Feb-96	21:42:58	Realms/rooms/r00052
687	137	80.0%	04-Feb-96	21:42:58	Realms/rooms/r00053
685	155	77.3%	04-Feb-96	21:42:58	Realms/rooms/r00054
572	107	81.2%	04-Feb-96	21:42:58	Realms/rooms/r00055
649	125	80.7%	04-Feb-96	21:42:58	Realms/rooms/r00056
649	125	80.7%	04-Feb-96	21:42:58	Realms/rooms/r00057
649	137	78.8%	04-Feb-96	21:42:58	Realms/rooms/r00058
611	124	79.7%	04-Feb-96	21:42:58	Realms/rooms/r00059
641	149	76.7%	04-Feb-96	21:42:58	Realms/rooms/r00060
648	129	80.0%	04-Feb-96	21:42:58	Realms/rooms/r00061
649	132	79.6%	04-Feb-96	21:42:58	Realms/rooms/r00062
611	126	79.3%	04-Feb-96	21:42:58	Realms/rooms/r00063
649	125	80.7%	04-Feb-96	21:42:58	Realms/rooms/r00064
611	114	81.3%	04-Feb-96	21:42:58	Realms/rooms/r00065
694	161	76.8%	04-Feb-96	21:42:58	Realms/rooms/r00066
640	146	77.1%	04-Feb-96	21:42:58	Realms/rooms/r00067
600	146	75.6%	04-Feb-96	21:42:58	Realms/rooms/r00068
600	144	76.0%	04-Feb-96	21:42:58	Realms/rooms/r00069
600	143	76.1%	04-Feb-96	21:42:58	Realms/rooms/r00070
687	199	71.0%	04-Feb-96	21:43:00	Realms/rooms/r00071

600	135	77.5%	04-Feb-96	21:43:00	Realms/rooms/r00072
638	147	76.9%	04-Feb-96	21:43:00	Realms/rooms/r00073
600	139	76.8%	04-Feb-96	21:43:00	Realms/rooms/r00074
498	75	84.9%	04-Feb-96	21:43:00	Realms/rooms/r00075
742	249	66.4%	04-Feb-96	21:43:00	Realms/rooms/r00076
591	125	78.8%	04-Feb-96	21:43:00	Realms/rooms/r00100
591	125	78.8%	04-Feb-96	21:43:00	Realms/rooms/r00101
659	160	75.7%	04-Feb-96	21:43:00	Realms/rooms/r00102
591	130	78.0%	04-Feb-96	21:43:00	Realms/rooms/r00103
591	131	77.8%	04-Feb-96	21:43:00	Realms/rooms/r00104
591	129	78.1%	04-Feb-96	21:43:00	Realms/rooms/r00105
659	137	79.2%	04-Feb-96	21:43:00	Realms/rooms/r00106
567	107	81.1%	04-Feb-96	21:43:00	Realms/rooms/r00107
567	105	81.4%	04-Feb-96	21:43:00	Realms/rooms/r00108
2077	431	79.2%	04-Feb-96	21:43:00	Realms/rooms/r00109
540	106	80.3%	04-Feb-96	21:43:00	Realms/rooms/r00110
618	155	74.9%	04-Feb-96	21:43:00	Realms/rooms/r00111
618	157	74.5%	04-Feb-96	21:43:00	Realms/rooms/r00112
618	155	74.9%	04-Feb-96	21:43:00	Realms/rooms/r00113
682	213	68.7%	04-Feb-96	21:43:00	Realms/rooms/r00114
580	145	75.0%	04-Feb-96	21:43:00	Realms/rooms/r00115
656	163	75.1%	04-Feb-96	21:43:00	Realms/rooms/r00116
618	155	74.9%	04-Feb-96	21:43:00	Realms/rooms/r00117
618	158	74.4%	04-Feb-96	21:43:00	Realms/rooms/r00118
641	156	75.6%	04-Feb-96	21:43:00	Realms/rooms/r00119
641	159	75.1%	04-Feb-96	21:43:00	Realms/rooms/r00120
618	156	74.7%	04-Feb-96	21:43:00	Realms/rooms/r00121
580	149	74.3%	04-Feb-96	21:43:00	Realms/rooms/r00122
641	158	75.3%	04-Feb-96	21:43:00	Realms/rooms/r00123
603	148	75.4%	04-Feb-96	21:43:00	Realms/rooms/r00124
1717	274	84.0%	04-Feb-96	21:43:00	Realms/rooms/r00125
679	162	76.1%	04-Feb-96	21:43:00	Realms/rooms/r00126
603	149	75.2%	04-Feb-96	21:43:00	Realms/rooms/r00127
679	163	75.9%	04-Feb-96	21:43:00	Realms/rooms/r00128
641	161	74.8%	04-Feb-96	21:43:00	Realms/rooms/r00129
603	152	74.7%	04-Feb-96	21:43:00	Realms/rooms/r00130
641	161	74.8%	04-Feb-96	21:43:00	Realms/rooms/r00131
565	140	75.2%	04-Feb-96	21:43:00	Realms/rooms/r00132
698	203	70.9%	04-Feb-96	21:43:00	Realms/rooms/r00133
565	140	75.2%	04-Feb-96	21:43:00	Realms/rooms/r00134
641	161	74.8%	04-Feb-96	21:43:02	Realms/rooms/r00135
603	148	75.4%	04-Feb-96	21:43:02	Realms/rooms/r00136
563	156	72.2%	04-Feb-96	21:43:02	Realms/rooms/r00137
677	175	74.1%	04-Feb-96	21:43:02	Realms/rooms/r00138
601	161	73.2%	04-Feb-96	21:43:02	Realms/rooms/r00139
601	164	72.7%	04-Feb-96	21:43:02	Realms/rooms/r00140
639	173	72.9%	04-Feb-96	21:43:02	Realms/rooms/r00141
677	175	74.1%	04-Feb-96	21:43:02	Realms/rooms/r00142
601	162	73.0%	04-Feb-96	21:43:02	Realms/rooms/r00143
601	161	73.2%	04-Feb-96	21:43:02	Realms/rooms/r00144
639	172	73.0%	04-Feb-96	21:43:02	Realms/rooms/r00145
601	164	72.7%	04-Feb-96	21:43:02	Realms/rooms/r00146
601	160	73.3%	04-Feb-96	21:43:02	Realms/rooms/r00147
639	170	73.3%	04-Feb-96	21:43:02	Realms/rooms/r00148
601	161	73.2%	04-Feb-96	21:43:02	Realms/rooms/r00149
580	157	72.9%	04-Feb-96	21:43:02	Realms/rooms/r00150
580	148	74.4%	04-Feb-96	21:43:02	Realms/rooms/r00151

```

580      147 74.6% 04-Feb-96 21:43:02 Realms/rooms/r00152
664      212 68.0% 04-Feb-96 21:43:02 Realms/rooms/r00153
925      352 61.9% 04-Feb-96 21:43:02 Realms/rooms/r00154
555      115 79.2% 04-Feb-96 21:43:02 Realms/rooms/r00155
581      144 75.2% 04-Feb-96 21:43:02 Realms/rooms/r00156
618      162 73.7% 04-Feb-96 21:43:02 Realms/rooms/r00157
580      147 74.6% 04-Feb-96 21:43:02 Realms/rooms/r00158
618      169 72.6% 04-Feb-96 21:43:02 Realms/rooms/r00159
580      145 75.0% 04-Feb-96 21:43:02 Realms/rooms/r00160
  85        77  9.4% 04-Feb-96 21:43:02 Realms/Server
 838      371 55.7% 04-Feb-96 21:43:02 Realms/Server.info
-----
880549 315370 64.1% 04-Feb-96 21:44:36 403 files

```

Operation successful.

## 1.5 Requirements

Realms has been written in such a way so it stays as generic as possible. The system may even work on 1.3 Amigas, not having one to test on I am not sure. Apart from that you need amitcp v3.0b or greater.

## 1.6 Overview

This a brief overview of the realms system.

### The Server

The server supports up to 9000 rooms, 3000 base objects and 1000 base creatures. It only keeps the most current of the base items in memory at one time, 300 rooms, 250 monsters and objects. This is to aid in running on systems that have less memory.

Running the server starts a process which will listen on port 4563(default) of your machine. You can change the port number by modifying the script to add your own port number after the -r.

### The "Library"

The permament disk objects and monsters can be thought of as the library versions. When brought into the game they are copied from the library and become unique instances in the game, they can then be customised and 'tweaked' by a DM or caretaker should they wish to do so, so personalised objects are fairly simple, but should be expensive for players :-)

The rooms and player inventories are where these customised objects and monsters are kept. If the monster/object has the PERM flag set then they are saved with the room location, if not then they are not saved on system shutdown. Objects in a players inventory are always saved with the player.

The Editor provides a list of all fields used in the game and it is recommended that you read this section to see what each attribute is and how it is applied.

### Playing

The system has all the usual game commands associated with a text based adventure plus those for the interactive player to player associations. These include making parties, aligning to one of two countries and such. Quests can be made specifically so that only parties may complete them.

In the help directory are help files for both the players and the DMs. All the user commands have an entry as do the DM commands. It is recommended that this is scanned before playing as a lot of information is kept there.

### The Offline Editor

To save on phone bills there is an offline~editor which allows the 'owner' of the server to create the base monsters and objects. He can also create the rooms offline as well should he want to. I have found it easier to create the rooms and descriptions offline, and then link the rooms in during an online session, this allows for testing the links more accurately. An offline lister is also provided, it can be used to provide pre-compiled lists of what is in the game. By redirecting the output to realms:help/<helpfilename> other DMs can see what has been defined by entering \*dm <helpfilename> An entry should also be put into the dmhelp file so that other DMs know it exists.

### The Lister

This allows you to print out various information that exists in the database. As certain files are segmented (objects & monsters) it does not search for every possible file and stops if a bank is not filled.

## 1.7 Installation

Installation is very simple. Expand the archive to the location on your HD that you want it to reside, a directory called realms will be created and everything under it to play the game.

Add an assign of realms to this place so if you unarchive it to work:games then create the following assign

```
assign realms: work:games/realms
```

After this open up the realms directory and click on the offline editor to start modifying the base objects, creatures etc. A 68020 version of the server exists, delete bin/realms and rename bin/realms\_020 to bin/realms to use.

---

The server should only be run after Amitcp is up and running. To shut it down a DM must use the \*shutdown command from within the game. A local telnet session will allow you to enter the game and achieve this. (Default port is 4563)

**IMPORTANT:**

At install time, edit realms:log/DMList this file says what names are allowed to be DMs (up to 7). Change it to those you want else someone may accidently startup as a DM.

The server can only be shutdown from within the game. This means that once you have started it you will have to telnet in. If your modem is off, start your link to the net, this will attempt to connect and then fail. The localhost should then be active if defined else you can telnet to 127.0.0.1 on port 4563 (if not changed) and issue the \*shutdown command from a DM character.

Installing over an old version.

This update applies changes to the following files, so if you do not want to lose any modifications you have made, unarchive to a temporary area and copy the following files to the appropriate place in realms:

```
realms:guide
realms:bin/realms
realms:bin/realms_020 (68020 optimised version of the server)
realms:bin/editor
realms:help/help.27
realms:help/help.28
```

This is also in the readme so hopefully there will be no excuses!

## 1.8 The Database Files

The Database files

Under the Realms: master directory are the following directories

### BIN

This is the location of the executables.

### HELP

All the help files are placed in here, both player and DM. Players can only access help files via the help command while the \*dm command can view any file here simply by entering its name

### LOG

The game logs are kept here and important events are kept in them. The list of DM names are also placed in here along with

---



the auth directory for lockouts. The banner players see when they enter the game is stored in the news file. Edit this to display whatever info you want.

#### OBJMON

All details relating to objects and monsters go here. Objects and monsters are stored in files containing 100 of the respective type, so monsters #100 - 199 are stored in M01 while objects # 900-999 are stored in O09. Although this in theory allows for 9999 of each type it must be remembered that these are the base of each object and monster, so even reaching 1000 monsters is going to be very hard. Even so a limit of 1000 monsters and 3000 objects exists.

There are three subdirectories as follows:

##### DDESC

When a monster dies a flag can be set and a special description stored here will be displayed. This tends to give a sense of achievement to players if for example a dragon is killed.

##### MAPS

This contains all readable contents. Primarily maps and books the info is linked to specific objects and when read the held text is displayed.

##### TALK

Above and beyond the one-liner talk a monster can have a whole series of responses to certain keyword and can even take action based on those keywords.

#### PLAYER

The saved player details are here, lose this and you may just lose some friends!

#### POST

All delayed mail between players is kept here. Potentially this could get quite big if someone doesn't delete their old mail, so keep an eye on it. The DM's shared notepad is also here. A useful suggestion is to e-mail its contents to the other DMs if they haven't connected for a while, or even on principle so they can be kept up to date on events.

#### ROOMS

The actual locations. Each room has its own file and depending on what monsters and objects are there, the file sizes will vary considerably. Room 1 (R00001) is where new players first appear. so this should never be deleted.

Starting a new database.

This is a fairly simple procedure. The extreme case is :

- > Set the DMList in REALMS:LOG to be your base character only.
  - > Delete all rooms except for room 1.
-

- > Modify its description to suit.
- > Delete all objects and monsters
- > Keeping the directories delete all DDESCs MAPs and TALKs
- > Empty the POST directory except for the DM notepad.
- > Start defining things quickly, you now have a lot to do.

Alternatively in defining objects I have grouped them together so that all scrolls are in one specific O?? file (O09 in this case) and instead of starting from scratch you can keep that file and modify descriptions etc, a bit quicker anyway.

## 1.9 Commands

```
*ac
FORMAT :      *ac [player]
```

The \*ac command if no player is specified will default to the actioning DM. It sets the hp and mp to their max and then it displays the recipients current hp, mp, THAC0 and ac.

```
*active
FORMAT      *active
```

This routine lists all current active monsters in the game.

```
*add
FORMAT      *add <room number>
```

This will create a new room with the specified number, if it already exists a suitable message will be provided.

```
*append
FORMAT      *append [-sn] <text...>
```

The append command will append the given text to the end of a room's description. The default will append the line at a separate line at the end of the long room description.

-s append text at the end of the short room description.

-n append the text line to the end of the last line of the description. Normally append would create a new line for appended text.

-sn or -ns will append the text line to the end of the last line in the short description.

There is no line or screen length checking or line formatting. Also the newly appended line is not saved until the room is saved.

```
*attack
FORMAT      *attack <monster> <defender>
```

The attack command adds a player to the specified monster list. The monster will then attack the player. This cannot be done

with permanent monsters like smithys or innkeepers etc.

```
*broad
FORMAT      *broad [-n] <message ....>
```

Broadecho displays the given message to all the player currently logged in (and nobroad cleared). The message will be preceded by '### ' if the -n flag is not set. Otherwise, if the -n flag is given, the message will appear without the leading '###'

```
*cfollow
FORMAT      *cfollow <monster>
```

When done the monster has to follow the DM even if he is invisible. This allows the DM to give purpose to custom built monsters and add more flavour to the game. Repeating the command turns the following off. Perms cannot be made to follow in this manner.

```
*charm
FORMAT      *charm <player>
```

This command allows the DM to see who a player has currently in his/her charm list.

```
*cname
FORMAT      *cname <creature> # [-dtmk] <name>
```

This command allows you to modify the in game text against a non perm creature.

The flags are as follows :

```
none      modify the creatures name
-d        modify the creatures description
-t        modify the creatures talk text
-m        not yet implemented.
-k        modify the key word for the monster, in this instance
          use the # to signify key word 1, 2 or 3.
```

```
*create
FORMAT      *create <obj number>
```

This command adds the object <n> to your inventory. The object is copied from the permanent object definitions.

```
*delete
FORMAT      *delete [-SL] <word_to_delete>
```

This command allows a DM to remove a specific word from the text of a room. if -S is used then the text is removed from the short text of the room, if -L then from the long desc.

```
*dmhelp
FORMAT      *dmhelp [topic]
```

This command displays the DM specific help files if no topic is entered then the banner help for DMs is displayed.

```
*dust
```

---

FORMAT        \*dust <player>

This command will utterly destroy a player who has been too obnoxious. A suitable message is displayed so that all may know that xxx has been an utter prat. You cannot use this command on caretakers or DMs, if a caretaker is acting the fool, take them to one side and point it out, if they persist, then when the system is shut down, use the offline editor to change them to a lowly pleb again and take some experience away. It is suggest that a special scroll is created with an explanation of their gross stupidity and placed in their inventory.

\*echo  
FORMAT        \*echo <text>

The entered text will be displayed to all in the room and will appear exactly as entered.

\*enemy  
FORMAT        \*enemy <player>

This command lists the list of enemies a player has accrued so far.

\*flushcrtobj  
FORMAT        \*flushcrtobj

The command flushes the object and creature caches and allows any changes made in the offline editor to come into force. This will not change the monsters or objects currently placed in the game, only those which will be created from after the command has been executed.

\*flushrooms  
FORMAT        \*flushrooms [PERM]

Similar to \*flushcrtobj this will save all rooms back to disk and empty the buffers. If PERM is specified then only permanent creatures/objects will be kept.

\*force  
FORMAT        \*force <player> <action>

This allows a DM to force a player to take a specific action.

\*gcast  
FORMAT        \*gcast [-r] <spell name>

The global cast command allows a dm to cast a spell on all the currently logged in players (excluding players under dm invis.) Gcast allows a dm to cast: protect, bless, resist-magic, resist-fire, detect-magic, detect-invisibilty, fly, levitatate, know alignment, vigor, mend wound, heal, and restore. If the "-r" flag is set, then gcast will only be casted on players in the current room. DMs can cast all the "global spells" for room cast, and in addition, the DM can cast word of recall on all the players in the room. The

---

duration of spells will last approximately one hour real time.

```
*group
FORMAT      *group <player name>
```

The `dm_group` command will list the names of all the characters in the given player's group as well as the person the given player is following..

```
*info
FORMAT      *info
```

The `*info` command displays the current memory usage by the game, as well as the total number of players logged in and waiting in the queue.

```
*invis
FORMAT      *invis
```

Toggles DM invisibility. DM invisibility will allow a DM to move around unseen by players. Note: If a DM attacks a monster while invisible, the DM's name will appear in the monster's current enemy list.

```
*lock
FORMAT      *lock
```

This allows the DM to reload the list of lockout sites.

```
*log
FORMAT      *log [r]
```

The `log` command displays the Realms game log. if the command is followed by an `'r'` then the log is removed.

```
*monster
FORMAT      *monster <creature number> [n #]
```

The `monster` command creates and adds the given `n` monster to the DM's current room. If the monster number is followed by an `'n'` and a number then that number of monsters will appear.

```
*name
FORMAT      *name <name ...>
```

The `name` command allows a DM to rename the current room. `*name` does not automatically save the room's new name. (Use `*save` to do so. `*reload` will restore the room's original name, provided the room hasn't been saved)

```
*notepad
FORMAT      *notepad [ad]
```

This displays the DM's common notepad area if the command is displayed with no other options. If `'d'` is supplied then the notepad is cleared, if `'a'` is supplied then you are prompted to add text until an empty line is entered. Other

---

DMs may see your notes when they log on and look in the notepad.

```
*oname
FORMAT      *oname <object> [#] [-dok] <name>
```

This command allows you to modify descriptions etc on an object. The object is not saved back as a default but is meant for custom in-game objects only. By the way make the players pay heavily for these items.

The parameters are :

```
none      Object name
-d        Object Description
-o        Object output string
-k#       Object key (1 - 3)
```

```
*parameter
FORMAT      *parameter [dr]
```

This command allows a DM to change an update time parameter..

```
d        Flag displays the time for random monster update
          and time to next shutdown.

r #      Sets the random monster update time interval
          to the given value. Default is 10.
```

```
*perm
FORMAT      *perm <object>
```

Perm allows a DM to make the given object (on the floor) into a permanent object.

```
*prepend
FORMAT      *prepend [-sn] <text...>
```

This command prepends the given text to the beginning of a description. In all other aspects prepend is identical to \*append.

```
*purge
FORMAT      *purge
```

Purge will clear a room of all monsters and objects.

```
*reload
FORMAT      *reload
```

Reload allows a DM to reload a room back from disk.

```
*replace
FORMAT      *replace [-D] <key word> <replacement phrase>
```

Replace will search the DM's current room's description for the the given key word and replace the keyword with the given replacement phrase. The key word must be a single word, without

spaces or tabs. The replacement phrase can contain multiple words, spaces, or any other printable character. If the '-D' switch is given, followed by a '<deletement phrase>' DM replace will search the room's description for the given <deletement phrase> and deleted it from the room's description. DM replace does not reformat a rooms description and is not automatically saved (The new description will be saved by \*save, or when the room is removed from memory. A \*reload, before the room is saved, will restore the old description).

```
*rm
FORMAT      *rm
```

This displays the DM's current room number

```
*save
FORMAT      *save
```

Room save saves the current state (perm objects, perm monsters, etc) of a room.

```
*send
FORMAT      *send <message>
```

Send will display the given message to all DMs and Caretakers (with nobroad cleared).

```
*set
Overview
```

This is the most complex command available to the DM. Depending on what is being set, room, monster, player object, exit etc Each one and its attributes will be dealt with in turn.

Objects

```
FORMAT      *set o <name> [#] <ad|ar|dn|ds|dp|f|m|sm|s|v|wg|wr> [<val>]
```

Set object will set the attribute of object <name> if more than one is available then you can set the #th one. The options listed above are :

ad	adjustment
ar	armor
dn	number of dice
ds	sides of dice
dp	bonus/plus
f#	flag toggle
m	magic power
s	shots current
sm	shots max
v	value
wg	weight
wr	wear location flag

Players / Creatures

```
FORMAT      *set c <name> <a|con|c|dex|e|f|g|h|m|h|int|l|mm|m|pie|p#|r#|str>
[<val>]
```

The player set allows you to modify a series of attributes. Be aware

that for certain attributes like gold you are replacing the current values, not adding to them.

```

a      alignment
con    constitution
c      class
dex    dexterity
e      experience
f#     flag toggle
g      gold
h      current HP
hm     maximum HP
i      intelligence
l      level
m      current MP
mm     maximum MP
p#     proficiency #n
pie    piety
r      race
r#     realm #n
s      strength

```

#### Rooms

```
Format      *set r [trf] <value>
```

This set the traffic, wandering monsters and room flags as follows

```

t      Traffic as a %
r#     Wandering Monster there are 10 slots for #
f#     Room Flag

```

#### Exits

There are several different \*set variants for exits as given below

#### Flags

```
FORMAT      *set xf <exit> <number>
```

Sets or unsets the given exit's flag for the given number.

#### Create Exits

```
FORMAT      *set x <name> <room number> [<name2>]
```

Creates 'name' exit to room number. If value '0' is used from room number, the exit will be deleted. If the given exit name is a abbreviation (n,nw,e, etc) of a standard exit then the abbreviation name will be expanded to the standard exit (north, northwest, east, etc). If name2 is given and the room exists for the given room number, the rooms will be linked in both directions, (name2 will be the name of the exit back to the current room).

#### Boundaries

```
FORMAT      *set x [bl/bh] <number>
```

Will set the lower or higher level boundary to the value of <number> depending on which of bl or bh is used.

#### Traps

---



FORMAT        \*set x x <number>

Sets the trap type <number> in the current room.

\*shutdown

FORMAT        \*shutdown [minutes]

Shutdown allows the DM to shutdown the game with a 1 minute warning. If \*shutdown is followed by number, the shutdown will occur in the given number of minutes.

\*silence

FORMAT        \*silence <player> [cm]

Silence will silence (set broadcast number to 0) the given player.

- c    display remaining and maximum number of broadcasts for for the given player.
- m    followed by a number will set the players remaining number of broadcasts to the given number.

\*spy

FORMAT        \*spy <player>

Spy allows the DM to spy on the selected play. The DM will see all the players actions, and messages. Typing \*spy again, will turn the spy function off.

Note: if a player logs off you need to manually turn off the \*spy command.

\*status

FORMAT        \*status [obj/player/crt] [player/creature]

Status displays the status of a room, object, monster or player.

- \*status            show the status of the room.
- \*status o/c/p    show status of the given object/creature/player.
- \*status o ply    show the status of object o on player ply.

\*teleport

FORMAT        \*teleport [player1/room number] [player2]

This allows you to move yourself and players between rooms without having to 'walk' the entire journey

- \*t                teleport the DM to the Game Start Room.
- \*t #              teleport the DM to room #.
- \*t player        teleport the DM to player.
- \*t ply1 ply2    teleport ply1 to ply2.
- \*t ply1 .        teleport player1 to the DM.

\*users

FORMAT        \*users

This command displays the name, location, connection site, and idle time for all players currently on Realms.

---

## 1.10 Tables

The following tables provide information you will require, especially in the offline editor when creating the base creatures and objects.

Chars~~~~~	Races Classes and Titles
Experience~~	The experience points required to gain levels
Creatures~~~	The basic stats to apply to monsters at each level
Object~~~~~	The different object types.
Proficiency~	The different proficiencies
Trap~~~~~	The different trap types
Wear~~~~~	Wear locations for objects

## 1.11 Flags

The following information is very important and must be understood to make good scenarios.

Creature~Flags~	Affect Monsters attributes
Object~Flags~~~	Affect Objects Attributes
Player~Flags~~~	Affect Player Attributes
Room~Flags~~~~~	Affect Room Attributes
Spell~Flags~~~~~	Which flag is which spell
Exit~Flags~~~~~	Affect Exit Attributes

## 1.12 Specials

The following topics are examples of how to enhance the scenarios that you can build.

Shoppe~~~	How to make shoppes
Combo~~~~	How to make combination locks
Special~~	Special Attributes
Talk~~~~~	How to make monsters talk
Lister~~~	Additional utility

---

## 1.13 Character Table

These are the available classes and races open to players of the realms

CLASS	CHARACTER	RACE	CHARACTER
1	Assassin	1	Dwarf
2	Barbarian	2	Elf
3	Cleric	3	Half Elf
4	Fighter	4	Hobbit
5	Mage	5	Human
6	Paladin	6	Orc
7	Ranger	7	Half Giant
8	Thief	8	Gnome
9	Caretaker		
10	Dungeonmaster		

The class titles are as follows :

Class	Titles		
ASSASSIN:	Minor Assassin	Rutterkin	Killer
	Cutthroat	Murderer	Executioner
	Expert Assassin	Master Assassin	
BARBARIAN:	Grunt	Tribesman	Savage
	Brutalizer	Dragon-Slayer	Barbarian Chief
	Destroyer	Master Barbarian	
CLERIC:	Acolyte	Healer	Adept
	Priest	Cardinal	Lama
	Patriarch	High Priest	
FIGHTER:	Veteran	Warrior	Punisher
	Pugilist	Myrmidon	Hero
	Champion	Lord	
MAGE:	Apprentice	Prestidigitator	Necromancer
	Occulate	Thaumaturgist	Enchanter
	Sorcerer	Wizard	
PALADIN:	Gallant	Protector	Warder
	Guardian	Ordained Paladin	Chevalier
	Justiciar	Holy Warrior	
RANGER:	Searcher	Scout	Tracker
	Underhillsman	Royal Guide	Pathfinder
	Ranger Knight	Ranger Lord	
THIEF:	Rogue	Footpad	Dervish
	Burglar	Sharper	Magsman
	High Thief	Master Thief	

## 1.14 Experience Table

The following table is the experience points required to reach each level. As can be seen, getting to the higher levels will require a lot of play.

1	0	11	146,410	21	4,465,120
2	512	12	207,360	22	5,792,661
3	1024	13	314,171	23	7,319,072

4	2048	14	460,992	24	8,874,375
5	4096	15	658,125	25	20,000,000
6	8192	16	887,504		
7	16,384	17	1,202,815		
8	32,768	18	1,699,616		
9	65,536	19	2,203,457		
10	100,000	20	2,799,000		

## 1.15 Creature Ability Table

The statistics below are suitable for use in generating Realms denizens. Try not to create creatures too far from these figures as it can unbalance the flow of the game.

LEVEL	STATS	HP's	AC	TO	XP's	DAM
1	55	10	90	19	10	5
2	58	20	80	18	15	6
3	61	30	70	17	35	7
4	65	45	60	16	65	8
5	68	60	50	15	100	10
6	71	75	40	14	140	12
7	75	90	30	13	200	14
8	78	105	20	12	250	16
9	81	120	10	11	325	18
10	85	135	0	10	400	20
11	88	150	-5	9	500	22
12	91	165	-10	8	600	24
13	95	180	-15	7	700	26
14	98	195	-20	6	850	28
15	101	210	-25	5	1000	30
16	105	225	-30	4	1150	33
17	108	240	-35	3	1300	36
18	111	255	-40	2	1450	40
19	115	270	-45	1	1600	45
20	118	285	-50	0	1800	50
21	121	300	-60	-2	2200	52
22	122	350	-70	-4	2600	54
23	123	400	-80	-6	3200	56
24	124	450	-90	-8	4000	58
25	125	500	-100	-10	5000	60

## 1.16 Object Type Table

The following table lists what each object type is, the first five are weapons and the last a catchall for anything which is not contained in any of the previous classes

Object types	No
Sharp	0
Thrust	1
Blunt	2

Pole	3
Missile	4
Armor	5
Potion	6
Scroll	7
Wand	8
Container	9
Money	10
Key	11
LightSource	12
Misc	13

## 1.17 Proficiencies Table

This table lists the proficiencies in magic and weapons open to the players

Spell Realms	Proficiencies
Earth 0	Sharp 0
Wind 1	Thrust 1
Fire 2	Blunt 2
Water 3	Pole 3
	Missile 4

## 1.18 Trap Type Table

The traps in the game are fairly primitive (sorry!) and are attached directly to the rooms, the traps available are as follows :

No	Type
1	Pit trap
2	Poison dart trap
3	Falling block
4	Mp damaging trap
5	Spell loss trap
6	player loses all items
7	monster alarm trap

The syntax to set a trap in a room is as follows:

```
*set r x <number>
```

For example, `*set r x 3`  
would set a falling block trap in the room.

## 1.19 Object Wear Locatins

For a weapon/armour or wand or ring etc etc to be used it must be given an appropriate wear location. This is used in the game to ensure items are properly weilded/held.

Body	1	Finger	9	Held	17
Arms	2	Finger1	9	Shield	18
Legs	3	Finger2	10	Face	19
Neck	4	Finger3	11	Wield	20
Neck1	4	Finger4	12		
Neck2	5	Finger5	13		
Hands	6	Finger6	14		
Head	7	Finger7	15		
Feet	8	Finger8	16		

## 1.20 Monster Flags

These are the flags which can be attached to a monster, very similar to a player on several places.

No	Desc
1	Permanent monster The monster will be a permanent monster, and will be saved as part of the room.
2	Hidden The monster appears hidden, and can not be seen, unless searched for.
3	Invisible The monster appears invisible. Players interacting with the monster must have detect-invisible.
4	Man to men on plural The monster's name is changed from "man" to "men" when more than one of the monster's appears.
5	Don't add s on plural No "s" will be added to monster's plural name.
6	No prefix No prefix words will be used when the monster's name is displayed.
7	Aggressive The monster will attack all visible players on sight.
8	Guards treasure The monster will guard all items on the floor of the room, and prevent any player from picking up the object(s)
9	Blocks exits If a player is currently attacking the monster, and the player
10	Monster follows attacker The monster will flee when it loses 90% or more of it's total HP.
11	Monster flees The monster will pick up an object from the floor.
12	Monster is a scavenger The monster will pick up an object from the floor.
13	Sex == male The monster gender is male, otherwise the monster will be considered to be female if this flag is not set.
14	Poisoner The monster has the special ability to poison attacking

- players.
- 15 Undead  
The monster is the type undead, which allows clerics, paladins, and caretakers+ to turn the monster. With a successful turn, the monster can lose 1/2 their current total hp or be totally destroyed.
- 16 Cannot be stolen from  
The monster can not be stolen from, regardless of a player's class, level or abilities.
- 17 Poisoned  
The monster is currently suffering from the affects of poison. As of now, this flag is not in use in Realms.
- 18 Monster can cast spells  
The monster has the ability to cast spells during combat. The type of spells casted depends on on which known spell flags are set for the monster.
- 19 Has already scavenged something  
The monster has already picked up some object off of the ground and will not pick up anything else. This flag is used interally.
- 20 Breath weapon  
The monster has a chance of using a breath-weapon as a form of attack. The actual type of breath weapon is defined by the parameters #29 and #30. The \*stat name given for #20 also depends on the setting of #29 and #30
- 21 Magic Harm Only  
The monster may only be harmed with magic spells. No weapon will have an affect on the monster.
- 22 Detect invisibility  
The monster will be able to detect invisible players.
- 23 Can only be harmed by magic/ench. weapon  
The monster can only be harmed with enchanted weapons or magic spells.
- 24 Monster can talk interactively  
The monster has the ability to have interactive talk with a player. i.e. The player may ask questions of the monster. see the interactive talk section.
- 25 Monster cannot be harmed  
The monster can not be harmed by any form of player attack. The player will not be able to attack the monster.
- 26 Monster has fixed amt of gold  
The monster will drop the exact amount of gold defined by the gold field. Normally the monster would drop a random amount equal to or less that the set amount.
- 27 Becomes aggressive after talking  
The monster will attack any player who talks to it.
- 28 Monster resist magic  
The monster will be able to resist magical attacks. The percent of magic resistance is based on: (monster\_intelligence + monster\_piety)\*2. Any monster with resist-magic will only be affected by befuddle for 3 seconds, regardless of percentage.
- 29 Type of breath weapon - use bits 29 and 30
- 30 00 =fire, 01= acid, 10 =ice, 11= gas  
The two flags #29 and #30 determine the type of breath attack if flag #20 is set. The follow are the type of breath attack for (#29,#30): (0,0) = BR-fire, (01) = BR-ice, (1,0) = BR-gas, (1,1) = BR-acid
- 31 Energy (exp) drain  
The monster has the special attack of draining a player's
-

- experience. The amount of experience drained is based on:  
5-sided dice rolled monster\_level times plus monster\_level\*5.
- 32 Monster belongs to kingdom 0/1  
This flag specifies which kingdom a monster belongs to when either the #33 or the #34 flag is set. If #32 is set the monster belongs to kingdom 1 otherwise the monster is a member of kingdom 0.
- 33 Players can pledge to monster  
Players can pledge to this monster and it's kingdom. The monster and player must both be in a room with the #30 flag and the correct monster #32 flag set. The #32 flag determines which kingdom the monster belongs to.
- 34 Players can rescind to monster  
A pledged player can rescind his pledge to a monster that has this flag set. The monster and player must both be in in a room with the #30 and the correct monster #32 flag set. The #32 flag determines which kingdom the monster belongs to.
- 35 Monster causes disease  
The monster has a chance of inflicting disease on a player, when the monster attacks.
- 36 Monster can dissolve items  
The monster has a chance on a successful attack of dissolving an item which a player may have equipped, wielded, or held. Items in the player's inventory will not be affected.
- 37 Player can purchase from monster  
The monster will be able to sell any of it's "carried items". Players can obtain a list of what the monster has for sale with the "select" command, and can buy with the "purchase" command..
- 38 Monster will give items  
If the monster is presented with a certain item (players use the trade command), the monster will give an item to the player. This is useful in making interactive monster / player quests. As of now, the 10 possible carried items represents the traded item/reward. The first 5 of the monster carried items represent a needed item by the monster. In return for one of these items the monster will give the player the object located in the carried item slot (needed item + 5). For example, a player gives a monster an item described in carried item slot 1, the monster will return the item described in slot 6 as a reward.
- 39 Passive exit guard  
The monster is a passive guard. The monster will not allow any players to go through any exits in the current room with the exit flag #19 set.
- 40 Monster aggro to good players  
The monster will attack any good alignment players on site, and ignore evil or neutral players. Note: the #7 flag will override this flag
- 41 Monster aggro to evil players  
The monster will attack any evil alignment players on site, and ignore good or neutral players. Note: the #7 flag will override this flag
- 42 Monster has additon desc after death  
Once the monster is killed, the text in the monster's death description will be displayed to everyone in the room where the monster's death occurred. The location of the death scene file is in Realms:objmon/ddesc/. The name of the file is the monster's name "-" monster level. All blank spaces in the name need to be
-



- replaced with '\_' (i.e. Urrghh\_the\_Barbarian-3).
- The monster with the death scene must also be a permanent monster.
- 43 Monster cast magic percent flag (prof 1)  
This is an in game setting linked to magic proficiency 1
- 44 Monster resists stun  
The monster cannot be stunned
- 45 Monster cannot be circled  
The monster cannot be circled, a special attack mode for some players
- 46 Monster can blind  
The monster can blind a player as an innate ability
- 47 Monster will follow DM  
If a DM leaves the room, the monster follows, this makes it easy to gather up a 'team' to take out an obnoxious player or group of players
- 48 Monster is fearful  
The monster has successfully been affected by the appropriate spell
- 49 Monster is silenced  
The monster has successfully been affected by the appropriate spell
- 50 Monster is blind  
The monster has successfully been affected by the appropriate spell
- 51 Monster is charmed  
The monster has successfully been affected by the appropriate spell
- 52 Mobile monster  
The monster once it appears tends to roam around until it meets up with someone

## 1.21 Object Flags

These are the flags which may be set for objects used in the game. Some need to be linked to the objects type to be effective.

- | No | Desc  |
|----|---|
| 1  | Permanent item (not yet taken)<br>Object will remain in a room until a player picks the object up.  |
| 2  | Hidden<br>Object appears hidden, players need to successful search to find the object. (if a monster is carrying an item with the hidden flag set, players will not see the object on the monster after the monster is killed). |
| 3  | Invisible<br>Players without detect-invisible are unable to pick the object up or use the object.   |
| 4  | "some" prefix<br>The object will be preceded with the word 'some' instead of the word 'a'.  |
| 5  | Don't add s on plural<br>If more than one of the object appears do not add an 's' to make the object name plural.   |
| 6  | No prefix   |

- The object name will be displayed without any form of a prefix.
- 7 Container object  
Object may serve as a container, where players may put other items into the container. Players can not put a container into a container.
- 8 Container of weightless holding  
The weight of all the items inside the container are not included as part of a players total weight.
- 9 Temporarily permanent  
In game flag
- 10 Permanent INVENTORY item  
In game flag
- 11 Mages cannot wear/use it  
Object may not be worked by mages. This flag is faster to use than the class selective flags as it simply bars mages from certain items like weapons
- 12 Object serves as a light  
Object provides a light source if equiped.
- 13 Usable only by good players  
Only players that have a "good" alignment may use the object. If used by an "evil" player, the player will be shocked by the item.
- 14 Usable only by evil players  
Only players that have a "evil" alignment may use the object. If used by an "good" player, the player will be shocked by the item.
- 15 Object is enchanted  
Object is enchanted, and can not be enchanted with the enchant spell unless the object loses it enchant. It is imported to set this flag on ALL magic weapons and armor (items with a '+' associated with them).
- 16 Cannot be repaired  
Once the object has broken, the smithy will be unable to repair the object. This flag is unnecessary for wands and potions since those objects are automatically unrepairable.
- 17 Climbing gear  
When the object is equiped, it will aid the player in exits that require climbing gear to ascend or descend
- 18 Cannot be taken  
Players will be unable to 'get' the object. This is useful for signs and other unremovable devices.
- 19 Part of room description/scenery  
Object is part of a room's scenery, and is unremovable by the players.
- 20 OSIZE: 00=all wear, 01=medium wear,  
21 OSIZE: 10=small wear, 11=large wear  
Object can only be worn by selected size (race). If 00 = wearable by all, 01 = wearable by small race, 10 = wearable by medium race, 11 = wearable by large race.
- 22 Random enchantment flag  
The object will be given a random enchant value (normal, +1, +2, or +3) when ever the object is created (when a monster appears and drops it).
- 23 The item is cursed  
Object is cursed, once the object is wielded, held or worn by a player, the player will be unable to remove the item.
- 24 The item is being worn  
In game flag, do not set
- 25 Can be used from the floor
-

- Object can be used by players even though the object is on the floor.
- 26 Container devours items  
Any placed into the container will be destroyed.
- 27 Usable only by females  
Object will only be usable by players of the female gender.
- 28 Usable only by males  
Object will only be usable by players of the male gender.
- 29 Damage based on object nds  
Various spells if invoked by an object, will base their damage on the number\*sides +plus. This flag should not be set unless you are sure the spell is design for NdS damage. Currently drain energy is the only spell designed for NdS.
- 30 Pledge players may only use
- 31 Object belongs to kingdom 0/1  
Object may only be use / worn by players who have pledged. Flag #30 needs to be set, flag #31 determines which kingdom the object belongs to. If flag #31 is unset then the object belongs to kingom 0 otherwise the object belongs to kingdom 1.
- 32 Class selective weapon  
Object can only be used by selected classes. The following eight flags detemine which classes can use the object. set the appropriate flags to true to allow use.
- 33 Class selective: assassin
- 34 Class selective: barbarian
- 35 Class selective: cleric
- 36 Class selective: fighter
- 37 Class selective: mage
- 38 Class selective: paladin
- 39 Class selective: ranger
- 40 Class selective: thief
- 41 Class selective: CareTaker
- 42 Weapon will never shatter  
The weapons shots are not decremented when this flag is set, that is it will never break.
- 43 Weapon will always critical  
If set the weapon will always manage a critical hit, be careful as this is a powerful feature to offer out.

## 1.22 PLayer Flags

These are the flags attached to a player, some are set by actions in the game, others by the players initial options and some can be controlled by the set command.

No	Desc
1	Under a Bless spell
2	Hidden
3	Invisible
4	Don't show broadcasts
5	Don't show long description
6	Don't show short description
7	Don't show room name
8	Don't show exits
9	Under a Protection spell

10	No auto attack for player
11	DM Invisibility
12	Non-compact
13	0 = Female 1 = Male
14	Hexline
15	Wimpy mode
16	Eavesdropping mode
17	Poisoned
18	Light spell cast
19	Long prompt
20	Haste flag (for rangers)
21	Detect magic active
22	Detect invisible active
23	Prayer activated
24	Robot mode
25	Prepared for trap
26	Under a Levitation spell
27	Ansi color
28	Spying on someone
29	0 = Chaotic 1 = Lawful
30	Reading a file
31	Resisting fire
32	Flying
33	Resist magic
34	Know alignment active
35	Nosummon flag
36	Ignore all send
37	Resist-cold flag
38	Breathe water flag
39	Resist-cold flag
40	Player pledge to a prince
41	Pledge to prince 0/1
42	Player is diseased
43	Player is blind
44	Player is fearful
45	Player is silenced
46	Player is charmed

## 1.23 Room Flags

These are the flags which define what attributes a room has and the things that can be done in them, or that affects the players while in them.

No	Description
1	Shoppe This room becomes a shop, see creating shops for more information
2	Dump All items dropped here will disappear and 5gp credited to the players account.
3	Pawn Shoppe Goods may be sold or valued here.
4-7	Training class bits These define which class is allowed to train at this

- location, one class per location. The bits to set are as follows
- 4 thief
  - 5 fighter
  - 6 barbarian
  - 7 assassin
  - 5-6 paladin
  - 5-7 mage
  - 6-7 cleric
  - 5-6-7 ranger
  - 4-7 caretaker
  - 4-6 DM
- 8 Repair Shop  
Players can have weapons and armour mended here
- 9 Room is dark always  
This location is always dark. a light source is required to be able to see.
- 10 Room is dark at night  
As 9 but only during night time.
- 11 Post office  
A player can send or read their mail in the room.
- 12 Safe room, no playerkilling  
In this location players are forbidden from attacking or stealing from each other
- 13 Cannot teleport to this room  
Players are unable to teleport, be summoned to or track to the room.
- 14 Heal faster in this room  
Players heal time is reduced in this room to promote faster healing.
- 15 1-player only inside  
Only one player allowed in this room at a time.
- 16 2-players only inside  
Only two players allowed in this room at a time.
- 17 3-players only inside  
Only three players allowed in this room at a time.
- 18 No magic allowed in room  
Players are unable to cast any form of magic in this room.
- 19 Permanent tracks in room  
The room has "permanent" tracks on the ground which rangers can detect with the track command.
- 20 Earth realm  
All Earth realm spells gain a damage bonus while Wind spell suffer a damage penalty when casted in the room.
- 21 Wind realm  
All Wind realm spells gain a damage bonus while Earth spell suffer a damage penalty when casted in the room.
- 22 Fire realm  
All Fire realm spells gain a damage bonus while Water spell suffer a damage penalty when casted in the room.
- 23 Water realm  
All Water realm spells gain a damage bonus while Fire spell suffer a damage penalty when casted in the room.
- 24 Player-dependent monster wanders  
The number of random monsters that appear will be based on the size of the group in the room. I.E. if 4 players
-

- are in the room between 1 to 3 monster will appear at one time.
- 25 Player harming room  
Players that spend a certain length of time in this room will start to lose hp. If an elemental flag is set for the room (Fire, Water, Wind, Earth), the player will lose damage with respects to that realm (fire realm: player gets burnt, etc.) If a player has the proper resist-element for given element (earthshield for earth player harm rooms), the player won't suffer any damage.
- 26 Player poison room  
If this flag is set in conjunction with #25 flag, a player will become positioned if they spend enough time in the room. The player will not suffer any damage unless an elemental flag is set.
- 27 Player mp drain room  
If this flag is set in conjunction with the #25 flag, a player will lose magic points in the room. A player will not die if their mp reaches 0. The player will not suffer any damage unless an elemental flag is set.
- 28 Player befuddle room  
If this flag is set in conjunction with the #25 flag, a player will become confused for a short period of time if they spend enough time in the room. The player will not suffer any damage unless an elemental flag is set.
- 29 Player cannot be summoned out  
Players in the room can not be summoned out of, regardless of whether the player has set no summon in his defaults.
- 30 Player can pledge in room  
The room can serve as a place for players to pledge their allegiance to a kingdom. Note: a monster with the monster #33 flag set must also be in the room.
- 31 Player can rescind in room  
The room can serve as a place for players to rescind their allegiance to a kingdom. Note: a monster with the monster #34 flag set must also be in the room.
- 32 No potion room  
Players will be unable to drink potions in the room. Any attempt to do so will result in the evaporation of the potion.
- 33 Player's magic spell extended  
Players casting defensive spells will have an increased duration while mend wounds and vigor would have increased healing power.
- 34 Player cannot login to this room  
The player cannot login, which means that they cannot save their character in this location.
- 35 Election Booth  
Should an election issue occur between the two princes, then this location is used for the player to cast their vote.
- 36 Night only random occurrence of monsters  
The wandering monsters only come into effect when it's dark.

## 1.24 Spell Flags

The Spell flags are toggled on to signify the ownership of a spell or in the case of an item the spell number below is entered.

---

No	Name	MP	Realm
1	Vigor	2	General
2	Hurt	3	Wind
3	Light	5	General
4	Curepoison	6	General
5	Bless	10	General
6	Protection	10	General
7	Fireball	7	Fire
8	Invisibility	15	General
9	Restore	*	SPECIAL
10	Detect-invisibility	10	General
11	Detect-magic	10	General
12	Teleport	20	General
13	Befuddle	10	General
14	Lightning	15	Wind
15	Iceblade	15	Water
16	Enchant	25	General
17	Word-of-recall	25	General
18	Summon	30	General
19	Mend-wounds	4	General
20	Heal	20	General
21	Track	13	General
22	Levitation	10	General
23	Resist-fire	12	General
24	Fly	15	General
25	Resist-magic	12	General
26	Shockbolt	10	Wind
27	Rumble	3	Earth
28	Burn	3	Fire
29	Blister	3	Water
30	Dustgust	7	Wind
31	Waterbolt	7	Water
32	Stonecrush	7	Earth
33	Engulf	15	Earth
34	Burstflame	10	Fire
35	Steamblast	10	Water
36	Shatterstone	10	Earth
37	Immolate	15	Fire
38	Bloodboil	15	Water
39	Thunderbolt	25	Wind
40	Earthquake	25	Earth
41	Flamefill	25	Fire
42	Know-alignment	6	General
43	Remove-curse	18	General
44	Resist-cold	12	General
45	Breathe water	12	General
46	Stone shield	12	General
47	Clairvoyance	15	General
48	Drain energy (exp)	*	SPECIAL
49	Cure disease	12	General
50	Remove blindness	12	General
51	Fear	15	General
52	Cause blindness	15	General
53	Transport object	*	SPECIAL
54	Silence	12	General

---

## Notes

- \* Restore (9) should only be used with objects
- \* Drain Energy (48) should only be used with objects
- \* Transport object (53) requires at least level 5 and the level and ability of the mage dictates the weight max that can be transported, and the object weight dictates cost.

## 1.25 Exit Flags

These are the flags that are used to control leaving a room. Attached to an exit they provide a means for controlling the flow of the adventure.

No	Desc
1	Secret Hidden exits are hidden from view and can be found by search.
2	Invisible Invisible exits will only be detected and usable by players currently under detect-invisibility.
3	Locked The exit is currently lock A player needs to unlock the exit before opeing it.
4	Closed The exit is currently closed.
5	Lockable A player can lock the exit if they have the correct key.
6	Closable A player can close the exit.
7	Un-pickable lock If an exit is locked, the exit is unpickable.
8	Unencumbered Players can't bring any equipment or weapons through the exit.
9	Climbing gear required to go up Player needs climbing gear to use the exit. Climbing gear is not required, but a player might fall if they tried to use that exit.
10	Climbing gear required to go down Player needs climbing gear to use the exit. Climbing gear is not required, but a player might fall if they tried to use that exit.
11	Very difficult climb The player must have climbing gear or currently have levatation spell or be using a levitation item to use exit.
12	Must fly to go that way The player must currently be under a fly spell to use the exit.
13	Female only exit Only females characters may use the exit.
14	Male only exit Only males characters may use the exit.
15	Pledge player exit only (1) Only players that have pledged to a given kingdom may use the exit. This flag restricts the exit to pledged players while flag #16 denotes to which kingom the exit belongs. If #16 is not set, then the exit belongs to kingdom 0, otherwise the exit belongs to kingdom 1.
16	Exit for kingdom 0/1 See #15



- 17        Only open in the day  
          The exit is only usable during the day (game time).
- 18        Only open during night  
          The exit is only usable during the night (game time).
- 19        Passive guarded exit  
          The exit is guarded by a passive guard monster. The monster  
          #39 flag must also be set on the monster doing the guarding.  
          A player will not be able to use the exit as long as the monster  
          is present.
- 20        Cannot use / see exit  
          Invisible to players, can be used to periodically change exits  
          by toggling the flag on several exits at the same time.
- 21        Player selective exit  
          The following flags 22 - 30 are active when this flag is set.  
          set the appropriate flags to on to allow the classes through.
- 22            Assassin
- 23            Barbarian
- 24            Cleric
- 25            Fighter
- 26            Mage
- 27            Paladin
- 28            Ranger
- 29            Thief
- 30            CareTaker
- 31        Lawful only  
          Only Lawful characters may enter
- 32        Chaotic only  
          Only Chaotic characters may enter

## 1.26 Creating Shops

A shop must always have a storage room associated with it. The storage room must be the next sequential room number. The storage room is where items are stored that will appear on the list in the shop. Be sure to set the room flag 13 in the storage room so that players cannot teleport there.

After the shop and storage room have been created, go to the storage room and create one each of the items you want to appear in the shop's list. Then, set both flags 9 and 10 for the item(s) and drop them on the floor. And last, you must use the DM command \*perm to make the items permanent. NOTE: If the game is being heavily used you may have to type \*perm many times. You will get either a "failed" or "done" message each time. Keep trying until the "done" message appears.

### EXAMPLE

You decide to make a room that sells only rings.

- a. Create a new room with your description.  
   Set the shop flag. flag 1.
- b. Create a storage room, exactly one room number higher.  
   Set the no teleport flag. flag 13.

- c. Log in to the game and go to the storage room.
- d. Use the DM command `*c <ring number>` to put a ring in your inventory. Set the two permanent flags. flag 9 and flag 10.  
Use the DM command `*set o ring f #`
- e. At this point, you can change the value of the ring to be different than that set in the editor. What ever you change it to will be the price set by the shop.  
Use the DM command `*set o ring v <$$$>`
- f. Drop the ring in the storage room.  
Use the DM command `*perm.` (Continue until you get the "done" message.)
- g. Congratulations! Now type `list` in the shop to check your handiwork.

## 1.27 Creating Combination locks

Combination locks appear in the game as buttons that must be pushed in a particular sequence. Usually they are color-coded, but you can give them any description you please. The editor is used to make them as objects.

First, make as many buttons as you desire with each one being a separate object. For example, you might make four buttons, black, red, white and blue.

Each button is TYPE 13, and SPECIAL 2.

Now, assume we want the black button to be number zero, (reset) and the red button to be number one, the white number 2, and the blue one number three.

A combination of 132 would require the sequence red, blue, white be pushed. Of course, you can require that a button be pushed more than once if you want a longer combination..

In the output string for each object, put the combination, preceded by a zero. Example: 0132322

The first zero is the reset, and each number is a colored button.

Makes the shots equal to 0/0.

In order to identify the Reset button as different from the others, make it:           1d0 Plus 2.

Each of the other buttons are:                   0d1 Plus 2                   0d2 Plus 2 0d3 plus  
2

Where the numbers following the 'd' indicate the combination number for that object.

Set the following flags: 1 and 18.

Flag 1 is to make the button permanent.

Flag 18 is the no-take property.

When you create the room this lock goes in, be sure to put the buttons as

permanent objects. Also, be sure to set the exits flags 3, 4, 5, 6 and 7.

## 1.28 Interactive Monster Talk

Interactive talk allows a monster and a player to interactively talk. When a player asks a monster about a "key" question, the monster will respond with a specified response. In addition, a monster can perform various actions (attack, social command, or even cast a spell) whenever asked about a key word. The interactive talk file is located in: Realms:objmon/talk. The name of the file for each monster is monster name - level, any spaces in the name are replaced by underscores eg honest\_john\_the\_trader-1

The format to use the interactive talk file is:

```
<key word line> [action phrase]
<response line>
```

The maximum size of the key word line is 80 characters while the response line can be up to 1024 characters (including carriage return and null character). Note: a hard return will denote the end of a line, so return should only be entered at the end of "key word line" and the "response line".

The <key word> is defined by a single word (no spaces). The parameters for the action phrase are based on the type of the command. A monster can perform the following actions:

```
<key word> ATTACK
```

The monster will attack the player who asks the monster about the given key word. The word ATTACK must appear in all capitals.

```
<key word> ACTION type PLAYER
```

The monster will perform the social action defined by type when the key word is spoken. The type parameter can be any of the normal social commands. If the social command is followed by the word PLAYER, the social action will be performed on the player who spoke the key word. Otherwise the social command will be interpreted as general (wave vs wave happy). Note the words ACTION and PLAYER must appear in all capitals.

```
<key word> CAST <spell>
```

The monster will cast the given spell on the player who spoke the key word. The monster must have sufficient mp, and belong to the correct class (and know the spell) in order to cast it. A monster casting heal must be a cleric/paladin and have 25 mp to successfully cast the spell.

```
<key word> GIVE <item #>
```

The monster will give a specified object to the player who asked the key word. Object may be a quest item, in which case the player will only be able to receive one of the item. Also, if a player is weighted down, and unable to hold the object, the monster will not give the object. Be careful with the value of the objects being given away since it might provide a loop hole for making money.

examples:

die ATTACK

response.

If a player asks a monster about "die", the monster will give the response and then attack the player.

bye ACTION wave

response

If a player asks a monster about "bye" the monster will give the response and wave to everyone in the room.

bye ACTION wave PLAYER

If a player asks a monster about "bye" the monster will give the response and wave to the player who asked about "bye".

bless CAST bless

If a player asks the monster about "bless", the monster will cast a bless spell on the player, provided the monster knows the spell and has sufficient mp to do so.

## 1.29 Special Attributes

Special Flags

All items, monsters and rooms have a field called special. this is where special attributes can be added. At present there are only 3 special triggers, all attached to objects and are as follows :

1 - Maps

If special is set to one then a file needs to exist in the directory realms:objmon/maps and have the name of the object with spaces replaced by '\_' eg tattered\_parchment. The contents of the file will be displayed when the object is looked at

2 - Combo Boxes

These are combination locks, complex triggers etc. and are defined more fully in how to make a combination lock.

3 - Caretaker

An object with this set, when invoked grants the holder the abilities of the caretaker. Like a DM he now has powers beyond the norm, but not quite as many as a full DM. The arrival of a caretaker is announced with quite a lot of fanfare.

## 1.30 External Lister

To get an idea of what is actually defined in the game an offline lister has been created. In realms:bin is the lister utility and the format of the options is as follows :

lister <m|o|r> [options]

[options]: -r#:# index range  
 -s# descriptor for output  
 -l#:# level range

```

-t#      object type
-w#      object wearflag
-f#      flag set
-F#      flag NOT set
-q       quest objects only
-o#      monsters/rooms carrying object
-m#      rooms with monster

```

For example if you want to list all rooms between 200 and 250 then enter `lister r -r200:250` and the results will be displayed.

The output can be stored in the help directory and will be available to DMs, suppose all scrolls were defined in the object range from 900 to 900, then to create a file scrolls which the DMs could see by entering `*dmhelp scrolls simply type`

```
lister o -r900:999 >realms:help/scrolls
```

## 1.31 The Editor

The editor is a cli based utility which allows you to change the database creating new objects/items/rooms etc etc and generally saving your phone bill. It also allows you to make modifications to players should you so wish. A piece of advice, allow plenty of stack, as it is pretty recursive. I have found 25K stack more than adequate so far.

There are 5 initial options as follows

```

Object~      Create/Delete/Modify Objects
Monster      Create/Delete/Modify Monsters
Room~~~      Create/Delete/Modify Rooms
Player~      Change Player Attributes
Exit         Guess!

```

You can use the editor while the server is running, but before you edit something ensure it has been flushed from the servers buffers `*flushcrtobj` or `*flushroom` and then apply your changes. When it is next brought into the internal buffers the changes you have made will be visible.

## 1.32 Editor : Object Options

### 1. Edit object name/description

There are two fields in this screen, the objects title, by which the server normally shows the object and the description

which is displayed when the object is examined.

## 2. Edit key names

In this panel is the list of key words the server will use to recognise the object. Without at least one it is impossible for the player to interact with the object.

## 3. Edit output string

The output string is displayed when the object is successfully used, eg the wand glows brightly

## 4. Details (1)

There are 5 fields in this panel you will need to reference the tables to know what values to enter.

Value : The value of the item  
Weight: The items weight  
Type : Is it a sword, scroll, light etc, check the table  
Adj : Magical adjustment, use for enchanted items  
Quest : The quest number which will be fulfilled when this item is obtained. A Suggestion which is in the demo scenario is to make the last quest item the one which grants the caretaker ability (see item #1) You dont have to do all the quests to get this item, but make using previous quest items a condition of getting the last one.

## 5. Details (2)

There are quite a few fields here. Depending on what the entries in Details(1) are the fields can have slightly different meanings.

Shots : There are two values, the remaining to go and the maximum  
This can be used for several things, such as armour and weapon uses before breaking, or spell charges in a wand or staff.

# Dice : This is the number of dice to roll when an object is used  
this can be used to ascertain the damage a weapon does or if you want control the power of a staff or wand. In the latter case there is also a flag to set for the object.  
IMPORTANT

There is one other special use for the dice field. If an object is a key then this becomes the key number and must match the exits key value.

Sides : Number of sides on each die rolled

Plus : an overall plus added after the dice are rolled

Armor : This is the armour value of the item, positive is good, negative is bad. a value of +10 = +1 adjustment to the armour class. This means small items can contribute a fraction of an armour point.

Wear : This is the location the item will be worn. Items like swords and wands need to be wielded to use. Examine the table which shows all the possible values.

Magic : This is the spell attached to the item.

Realm : This is not currently in use, it could be used if some ideas pan out, for now keep it to 0.

---

Special: See the separate section on specials.

#### 6. Edit flags

There are 64 flags potentially available for use, but at present not all are being used. If a flag is set then an '\*' appears below its entry. Please read the section on object~flags very carefully before playing with them.

#### 7. Clear this object

This empties out the object so you can start all over again!

#### 8. Abort edit

All changes made since selecting this object are abandoned and the object stays in its last saved state.

#### 9. Back to main menu

All done.

## 1.33 Editor : Creature Options

#### 1. Edit creature name/desc/talk

There are three fields available here, the name of the creature, its normal description and its default talk response (if any) when the creature does not have interactive~talk.

#### 2. Edit creature keys

This is the same as for objects, you can enter three key words for the creature which the server will respond to. Again, not to enter anything means the character cannot interact with the creature and if its hostile that is very dangerous.

#### 3. Details (1)

This section of the creature details covers its basic attributes, similar to a character.

Level : The creatures current level.

Class : Same classes as a character, but if 0 then a generic monster type. This allows for shamans, fighter chiefs etc and also NPCs.

Align : This is good/evil. -100 and lower is evil, +100 and higher is good. Between is neutral.

Str : Same as player attribute

Dex : Same as player attribute

Con : Same as player attribute

Int : Same as player attribute

Pty : Same as player attribute

#### 4. Details (2)

Further details are given for the creature, again similar to the player details.

HP : Current of Max, with this you can have creatures which start on full or half or anything else of their HP.

MP : As per HP but for magic.

Armor : This is the creatures base armour class. It can be in the

range +/- 127, and can be divided by 10 to correspond to the displayed character armourclass. So to create a monster with ac = 6 enter 60 here.

Thac0 : This is the base chance of the creature to hit armour class 0. Each + point makes it harder for a monster to hit, every - point easier. So 17 would give  $(100 - (17 * 5)) = 15\%$  chance to hit, while -2 would give 110% chance, if the target had ac -5 then the chance would be only 85%

Num : If this is more than 1 then when the monster is called up there will be between 1 and num appear.

#### 5. Details (3)

Even more to enter! This lot relates more rewards than anything else.

Exp : The experience awarded in total for killing the creature if more than one person had a hand in the event then the experience is shared.

Gold : The maximum gold that can be found on the creature after its defeat. There is a flag which can ensure the maximum is always awarded.

# Dice : Number of dice to roll in calculating the damage done by the creature in combat.

Sides : Number of sides to the dice.

Plus : Global modifier after the dice have been rolled

Quest : This is the same as the quest field in the objects. When the creature has been killed the quest is then completed.

Special : This will at sometime become active. At the moment the only specials are related to objects.

#### 6. Edit spells

This is a list of all spells, although there are 128 flags defined less than 60 are currently in use, though more may be added later. Toggle the ones you want the monster to have.

#### 7. Edit flags

There are a total of 64 flags defined in this section though some are not yet used. These flags are very important to the correct behaviour and use of monsters and the creature~flags should be examined carefully before modification.

#### 8. Edit proficiencies

If a creature has a weapon wielded then its proficiencies will be used to determine its level of ability. These correlate to the same proficiencies available to players.

#### 9. Edit carryable objects

Enter whatever object numbers you want this creature to carry. You can enter objects which do not exist so be careful. Also try to ensure that weak monsters do not carry excessively powerful or valuable items.

#### 10. Clear this creature

Empty all fields for this creature

#### 11. Abort edit

Quit this section without saving any changes

---



12. Back to main menu  
Return to the main menu.

## 1.34 Editor : Room Options

1. Edit name

This allows you to change to locations basic title, overwrite with the new title.

2. Edit short description

This is the short description for the location, it should only be a few lines.

3. Edit long description

This is the long description of the location. Do not put game critical information in this description as if the player has selected short descriptions then they will not see it. This can be as long as you like and should be used to add atmosphere to the game.

4. Edit level/trap/trap/special

This set of options allow you to specify the type of trap and which exit it is attached to. The special field is not currently in use, but may come into play in a later version of the server. The track string holds the name of the last exit used and tends to be set during play, though you can change it. The low and high level options bounds the players so that only players in the specified range can use the room. This can be used to stop beginners getting fried out of hand or to stop long playing characters getting easy experience increases.

5. Edit flags

This allows you to modify the flags attached to the room. Before modifying them you should read the room~flags section carefully as this is an important part of the game. As with most other flag sets not all the available 64 are in use yet.

6. Edit random monsters

This allows you to enter the monster # of up to 10 monsters who may turn up when a player is in this location. You also set the traffic % value here as well. It is a good idea, especially in beginner areas to keep the traffic low, not over 15% say as anything higher will mean the players will probably die through attrition if nothing else.

7. Edit permanent monsters

This allows you to create up to 10 creatures who will always be in this location. If a creature is destroyed then it will return after interval seconds. The lastreset field is to know when this last happened.

8. Edit permanent objects

The rules for this are the same as for permanent monsters. The object will re-appear interval seconds after being taken and

the lastreset field again shows when this happened.

#### 9. Edit room statistics

There should be no need normally to change the number of visits and the established fields unless you want to monitor the effect of changes you have put into your scenario. A more useful reason for looking at the number of visits is if it stays at 0 the room may not be reachable.

#### 10. Edit exits

There are 4 options under this one, the first two are to create or edit an exit. Both look the same, the third deletes an exit while the fourth returns you to the room menu.

A room can have many exits, the default exit names are things like north south northeast, but others like door, guild, shop etc etc can be defined.

The name is how the exit is referenced. It should be a single word. The room is the destination room #. The key is a value between +/-127 which must link up to the key objects ndice value. Time Interval, last time and misc can be set but at present they are not in use.

Finally the exit flags can be set. Again the exit flags section should be examined carefully as this provides an important means of controlling motion in the game.

#### 11. Clear this room

This empties the room of any predefined text/values etc.

#### 12. Abort this room

Cancel any changes made since the last save.

#### 13. Back to main menu

Return to the master menu.

## 1.35 Editor : Player Options

### 1. Edit name/password

This allows you to modify a players name and password. Changing the name effectively allows you to clone the player file.

### 2. Details (1)

This allows you to modify the base physical attributes of a player.

Attrs : Strength, Dexterity, Consitution, Intelligence and Piety.  
These should never really be lower than 6 and have an upper limit of 25.

Class : This is the players chosen profession.

Level : The players standing in his class

Align : This can be 0 for chaotic and 1 for lawful.

Race : The characters chosen race.

### 3. Details (2)

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It is tempting to go overboard here, but hold back if it isn't earned then it isn't valued.

HP : current hit points and current max possible.  
 MP : current hit points and current max possible.  
 AC : base armour class value (average human is 100 which equates to ac 10. If this value was 60 then the character has a base ac of 6 before any armour is taken into account.  
 THACO : To Hit Armour Class 0. This is the basic of the players ability to hit their opponents. The basic algorithm is  $(100 - (5 * thac0)) \%$  though there are many modifiers including level, enchanted weapons etc thus an average beginning human would have a value of 20 which means they have no chance to hit an opponent of ac 0 (unless they manage a critical hit) while someone with a thac0 of 16 would have a 20% chance. for each point of AC above 0 the player has a +5 % chance of hitting, and -5% if the ac is less than 0. This would mean a player with a thac0 of 16 trying to hit an opponent with an ac of 12 would have an 80% chance, not so bad.

#### 4. Details (3)

Even more small stats, experience, basic damage and location are available here.

Exp : The players earned experience to date, please don't up it to be friendly!  
 GP : same again, this is the accumulated gold held by the player.  
 # Dice : In the standard game format this is the players basic Sides : ability to inflict damage by hand.  
 Plus :  
 Room : The players last stored location.

#### 5. Edit proficiencies

The proficiencies are calculated in a non linear way depending on the players class. To gain 10% proficiency only requires 768 proficiency points, 20% is reached at 1024 points but then the gaps get a lot longer and it takes between 1.5M and 2.5M points depending on class to reach 100%. The first proficiencies are the weapons ones, followed by the magic ones.

#### 6. Edit spells

This is exactly the same as the monsters spells settings. As usual plenty of room for expansion, but the spell~list should be read carefully before granting a spell to a player

#### 7. Edit flags

As with spells only some of the player~flags are in use and you should read the list very carefully before modifying them.

#### 8. Edit daily-use variables

There are ten variables depending on class race etc which can be set. These should only be set through the game engine rather than be changed directly. They can include how long before a ranger can haste again, broadcast counts etc.

9. Edit last-time variables (1)

In looking closely at these it is better that these too are left alone, some are variable depending on class and race and the effects can be modified through correct used of the DM commands within the engine, eg remove blindness or fear etc

10. Edit last-time variables (2)

As per (9).

11. Edit last-time variables (3)

As per (9).

12. Edit quests fulfilled

This lists the quests a player has fulfilled. It is very strongly recommended that this not be tampered with. If a player has achieved a quest then it should not be removed, conversely there is no reason to give a player a quest completion flag.

13. Edit inventory

This allows you to add/remove/list items in a players inventory. Objects are refered to by their object # so a listing would be a handy thing to produce.

14. Clear this player

Clear this player completely. Errm a bit drastic, but if you want to tailor build a special for someone you could get it wrong.

15. Abort this player

Do nothing, return to the main menu, always a preferred option.

16. Back to main menu

Save changes and return to the main menu.

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