

Conditions

There are many conditions that can affect a PC. If a PC is under the effect of more than four conditions you can view the complete list affecting that PC by clicking on any button labelled CONDITIONS. Conditions preceded by a hollow diamond ◇ are temporary and will wear off over time. Conditions preceded by a solid diamond ◆ are permanent, and can only be removed by the removal of some item that may be causing it or by spell casting.

NOTE: You may hold down the command (⌘) key to display the conditions of ALL the PCs in the party.

In Retreat: The PC will attempt to run away from battle.

Helpless: The PC is at the mercy of the enemy. The next attack on the PC will knock the PC to 0 Stamina.

Tangled: The PC's movement is halved.

Cursed: It is easier for monsters to hit the PC during combat and more difficult for the PC to hit monsters.

Blessed: It is easier for PCs to hit monsters during combat and more difficult for monsters to hit PCs.

Stupid: A stupid PC will not be able to cast spells.

Silenced: PCs who have been silenced will not be able to cast spells.

Slow: Slows movement to half and reduces number of attacks.

Haste: Increases movement rate and number of attacks. NOTE: Being hasted by means of spellcasting will age the PC by 60 days or more. PCs that are affected by haste spells too frequently will soon grow too old to continue adventuring.

Shield Hits: Makes the PC harder to hit during combat.

Shield Pro Jo's: Makes PC immune to NORMAL missile fire such as arrows and darts.

Poison: PC takes damage every round until the toxin is removed from the blood or it wears off.

Regenerate: PC regains stamina at an incredible pace.

Protection from Fire: PC gains resistance to fire, which reduces the damage taken from all types of heat by half.

Protection from Cold: PC gains resistance to cold, which reduces damage taken from all types of cold by half.

Protection from Electrical: PC gains resistance to electricity, which reduces damage taken from all types of electricity by half.

Protection from Chemical: PC gains resistance to chemicals, which reduces damage taken from all types of chemicals by half.

Protection from Mental: PC gains resistance to mental attacks, which reduces damage taken from all types of mental attacks by half.

Protection from 1st Level Spells: PC is immune to all 1st Level Spells.

Protection from 2nd Level Spells: PC is immune to all Spells through 2nd Level.

Protection from 3rd Level Spells: PC is immune to all Spells through 3rd Level.

Protection from 4th Level Spells: PC is immune to all Spells through 4th Level.

Protection from 5th Level Spells: PC is immune to all Spells through 5th Level.

Protection from Evil: Makes the PC more difficult to hit by monsters that are evil.

Strong: PC is artificially strong, which allows them all the benefits of having gained the additional strength.

Invisible: PC is invisible, which allows them to move away from monsters in combat without the monster getting a attack from behind. Attacks against the invisible PC will be made at -10%.

Animated: PC is dead and has been animated. No experience will be awarded this PC for any reason. This PC is now a member of the Undead until raised from the dead.

Stoned: PC has been turned to stone. PC will be a statue until a Stone to

Flesh spell has been cast upon them.

Blind: PC has been blinded, which reduces their effectiveness in battle.

Diseased: PC will take damage over time until they recover from the disease, or until a Cure Disease spell has been cast on them.

Confused: PC is confused and will vary their actions. Sometimes they will run in fear, while at other times, they may attack the enemy or even their friends.

Reflecting Spells: The PC is reflecting all spells that are cast at them, thus affecting the caster.

Reflecting Attacks: The PC is reflecting all attacks, thus damaging the attacker.

Attack Bonus: The PC is more likely to be successful in physical attacks during combat.

Hindered Attacks: The PC is less likely to be successful in physical attacks during combat.

Defense Bonus: The PC is less likely to be hit by physical attacks during combat.

Hindered Defense: The PC is more likely to be hit by physical attacks during combat.

Absorb Spell Points: Magical class PCs will gain spell points when attacked with magical spells. They will still suffer the effect of the spell.

Absorbing Energy: Magical class PCs will gain spell points over time at an increased rate.

Energy Draining: PCs will lose spell points over time.