Occupations

In the *Legends of Kesmai*, adventuring is limited to those belonging to one of the five following occupations, or character classes: Fighter, Martial Artist, Thief, Wizard and Thaumaturge.

Inherent in each are specific attributes suited to the unusual demands of Kesmai.   With proper experience, training and development, each has the potential to achieve great success in the slaying of monsters and the gathering of treasure.   The ranks of all five occupations are open to male and female alike, and representatives of each are encountered throughout the lands included in *Legends of Kesmai*.

One additional occupation exists in the lands surrounding Kesmai: that of Sorcerer.   A Sorcerer differs from a Wizard in that the Sorcerer is dedicated to the Black Arts and dark powers. Sorcerers and their activities are generally viewed as undesirable, except in Leng, where they are powerful, and in Mnar, where they are tolerated.   As a result of the dire activities of the Brotherhood of Yasnac, Sorcerers are banned from Kesmai -- although common gossip claims that, on occasion, one will slip past the town authorities.

Fighter

The Fighter's success is based entirely on prowess in physical combat.   A Fighter advances more rapidly than members of other character classes, since, in addition to the loot they collect, fighters get direct experience for their kills.   A Fighter character is recommended for beginners, as it is the simplest and most straightforward class.

While Fighters arrive in Kesmai with the weapons of their homeland, they generally can use almost any weapon.   Like those of   other occupations, Fighters can improve their combat ability through practice, and with training bought from the various trainers found in the town of Kesmai.   Most Fighters arrive in Kesmai with leather armor, but may choose to use mail or plate armor later on, or armor made from the hide of a troll or salamander.   Fighters of the eighth experience level or higher may seek Knighthood, which confers certain magical powers through the Ring of Knighthood.

Martial Artist

Martial Artists dedicate their lives to the perfection of their fighting techniques. They learn powerful methods of unarmed combat, and develop expertise with a variety of specialized weapons.   The typical Martial Artist starts out life with a green belt and basic weapons skills. As progress is made, more and more weapons are added to the Martial Artist's repertoire until, finally, at the black belt level, mastery of the potent flail technique is attained.

Since Martial Artists travel lightly encumbered, they tend to move rapidly, concentrating on outmaneuvering foes and using their skills to block an opponent's blows.   Then, when an opening occurs, they use hands, feet and weapons to inflict damage on the foe.   Martial Artists advance more slowly than Fighters, but they develop a wide range of deadly skills.

Martial Artists generally avoid wearing armor of any type as it impedes their ability to block blows.   However, troll leather sometimes is fashionable among lower level Martial Artists. Footwear usually is avoided also as it tends to lessen the amount of damage delivered by kicks or jump kicks.

Thief

Because of their inherent neutral alignment, Thieves must sneak around to avoid attack by the Sheriff and his Knight-deputies.   Special talents of disguise enable Thieves to appear lawful to everyone except Knights and advanced Thieves.

Thieves fight well and generally develop Martial Artist skills. Their ability to hide in shadows, remaining essentially invisible, allows Thieves to penetrate dangerous areas where few others dare go.   Thieves also are able to cast a number of   helpful magic spells, which serve to protect and assist them in their escapades.

Thieves are limited in their choice of weapons by the fact that large weapons, like greatswords and longbows, negate their ability to remain invisible.   Likewise, metal armor will interfere with their hiding abilities.

Related topics:

Modern magic

Thief magic

Wizard

Wizards use magic almost exclusively; they have no spells to improve their combat skills, and have little time to practice anyway.   The spells of Wizardry range from opening secret doors to setting off explosions that can knock down walls and pulverize opponents.

The most common form of wizardry is altering the surrounding terrain through illusions, such as creating a door where none was before, or materializing an inferno or ice storm.   Wizards advance primarily by killing chaotic and evil creatures with spells, since only rarely will a capable Wizard risk attacking a creature with a weapon.

Wizardry is a difficult discipline to learn, but is very powerful once the character attains a high level.   Wizards generally maintain combat skill levels adequate to defend themselves in between magic spells, and all weapons categories are open to them.   However, metal armor cannot be worn, as it will disable a Wizard's capacity for casting spells.

Related topics:

Modern magic

Wizardry

Thaumaturge

Thaumaturges are warrior-priests of the religion called Thaumaturgy.   In addition to dispatching foes through physical combat, they call upon the might of the gods to act on their behalf, through the use of spells which can be as powerful as those of any Wizard.   Some spells call forth phantasms and demons to fight along with the Thaumaturge, while other spells can bring down lightning, blind or poison foes, heal wounds and even raise the dead.

Thaumaturges advance in skill and rank when they kill with magic.   They also must be competent with ordinary weapons, since the gods of Thaumaturgy are sometimes unreliable. Thaumaturges have access to all weapons types and can wear whatever armor they choose to.

Thaumaturges also are capable of developing many powerful protection spells, which lessen or totally deflect spells cast by evil or chaotic opponents.   A Thaumaturge of Priest level or higher commands great respect from other adventurers, due to the ability to raise the dead and cure the most grievous wounds.

Related topics:

Modern magic

Thaumaturgy

Nationalities on Kesmai

As Kesmai originally was uninhabited, its current population consists of adventurers who originate from each of the seven major centers of civilization; in addition, barbarians, who claim no homeland, participate in the quest for treasure and glory.   Because of   the undeveloped nature of transportation, there is a minimum of intercourse between the homelands, causing various racial characteristics to predominate in the different countries.

As a result, the influences of each homeland tend to coincide with some of the basic skills needed by one of the traditional occupations.   For example, some countries produce, on average, better Wizards than Fighters, and so on.

When creating a character, you will be able to choose a country of origin from any of the homelands in the Legends of Kesmai:

[Draznia](#)

[Hovath](#)

[Illyria](#)

[Lemuria](#)

[Leng](#)

[Mnar](#)

[Mu](#)

[Barbarians](#)

Illyria

Illyria is a long chain of islands located far north.   The Illyrians, a hardy seafaring folk, gain their livelihood from the rich fishing off the shores of their islands, and from the mighty Illyrian merchant fleet.   Illyrian   vessels are common the world over, except in Mnar, where Illyrians are most unpopular.   The Illyrian Navy is also omnipresent, serving to protect the interests of the merchant fleet, and to guard and govern the colonies from which Illyria obtains many of her trade goods.

The people of Illyria are generally tall and of fair complexion.   The nobility of Illyria claim descent from the Elves of old, and make sure no one ever forgets it.   They often have the long noses and somewhat pointed ears that Elves were reputed to have.   Highborn Illyrians often go to great lengths to emphasize whatever nasal elongation or pointiness of ear they are born with, resulting in some ridicule whenever they travel abroad.

Illyrians, as a rule, are competent Fighters.   They specialize in bow weapons, which they use in ship-to-ship fighting, and in the use of the longsword.   The rapier and its complement, the parrying dagger, are fashionable in Illyria, since they involve greater finesse than a simple sword and shield;   demonstrating one's skill with these weapons is considered a means of showing the results of one's fine lineage.

Wizardry also is common, since Illyrians tend to be practical people and are quite distant from the hotbeds of Thaumaturgy centered in Mu and Hovath.   In fact, The Imperial Institute of Wizardry, located in Illyrium, the capital city, is considered by many as the finest in the world. Many aspiring young Wizards travel there to complete their education.

Illyrians attribute many of their attitudes to their Elfish ancestors.   Strongest among these is an abiding hatred of the Black Art.   Sorcery is outlawed anywhere the Illyrian Navy can amass enough strength to make its force felt.   Even Thieves labor under considerable disadvantages in the Illyrian islands.

Anyone in Illyria who is not strictly sworn to Light is highly suspect and closely watched.   Even the famed Knights of Lemuria consider the Illyrians a bit too good to be proper traveling companions.   Of course, Illyrians who take service abroad tend to develop a more liberal point of view.

Mu

Mu is the home of the Grand Order of Thaumaturges, who, as the Chronicles tell us, drove out the Brotherhood of Yasnac.   The Grand Order still basks in the glory of having uprooted and destroyed the Great Evil, even though, in truth, they should share credit with the dragon.

Those high in the political structure of the Grand Order are, indeed, aware that mere accident saved them from having an angry dragon take up residence on   their doorstep; but this is considered to be a state secret.   The official version is that the Order itself moved to some purpose in arranging matters as they fell out.   The citizens of Mu believe this implicitly, and outsiders find it politically unwise to disagree.

Mu is a monarchy.   The ruling family has held the throne for six generations, and the government, consequently, is quite stable.   Since the Grand Order of Thaumaturges is the principal advising council to the crown, the government also is very conservative.   Although the Grand Order does have much prestige, it may only advise -- and so when change does come, it comes slowly.

Citizens of Mu tend to be stocky and heavy-set, and even the women are more muscular than average.   Muians generally have brown eyes and exceptionally thick brown hair, which the women take great pride in growing long.   It is not unusual for women to have hair that reaches to the waist, and Mu's great beauties have hair that, if unbound, would brush the floor as they walked.

Although the men rarely have hair much below their shoulders, they do generally boast luxurious beards, which they braid before battle to keep out of the way.   The battle axe is a favorite weapon of Mu, and a muscular Muian Fighter with shield and axe is considered deadly by all other races and creatures -- except dragons, who consider nothing on two legs to be dangerous.

Thaumaturges are common among wayfarers from Mu, as are Fighters.   Thieves are not unheard of, but Wizards are rare, and any Sorcerer from Mu has likely left his native land for health reasons.   Sorcerers always are given fair trials before they are executed.

Desnoria, Queen of Mu and Grand Protector of its citizenry, has developed a feeling of unease regarding Kesmai.   Because of a vivid dream she had after the last Grand Ball celebrating her birthday, she fears that the Brotherhood of Yasnac is rebuilding.

The Marshal of the Grand Order has tried to reassure her that the dream was most likely caused by an injudicious mixture of cake and wine, but Desnoria remains unconvinced -- partly because she likes the notion of having received a prophetic dream.   As a consequence of the royal dream, quests to Kesmai on the part of adventurous Muians are looked upon with favor, and anyone returning from Kesmai is sure to be summoned to a royal audience.   Sadly, though, there are far fewer returns from Kesmai than there are departures.

Lemuria

The commonwealth of Lemuria is noted for its calm good sense and practical attitude. Lemurians are basically a good people, but in a low-key way, preferring to set example by actions rather than by preaching. They are governed by an elected Council of Equals, whose basic philosophy of governing is to do as little as possible.

The essential good character of their people makes this a viable political philosophy. The people of Lemuria are a gregarious race, who need the companionship of friends and relatives. This need is one of the chief reasons that the governing rules may be sparse, for public disapproval is a potent deterrent.

Wizards, Fighters and Thaumaturges are common in Lemuria, but Thieves are rare, and Sorcerers unheard of. The broadsword is the most common weapon in Lemuria, although pikes are favored for ceremonial occasions. The Knights of Lemuria -- Fighters in charge of protecting the members of the Council and upholding the honor of the Land -- are famed for their pike work, although the sword is their prime weapon.

The Knights present a grand show during the changing of their guard in front of the parliament. Small, brightly colored pennants float from the heads of their pikes as they march with great precision to the sounds of the small drums and shrill trumpets of their band. The Knights, though proficient at show, are also proficient at fighting, and it has been more than 100 years since a Council member has been assassinated.

Their continued vigilance is necessary since, during recent years, the followers of the High Priest of Hovath have periodically made unsuccessful assassination attempts on Council members. These attempts were prompted by the Council's refusal to return certain refugees to the High Priest for beheading; as a result, the High Priest declared the Council to be unholy.

Lemuria's Council of Equals is singularly unimpressed with the High Priest, owing to the fact that three of the refugees he had ordered executed were small children whose sole "crime" had been to bear their father's name. The Council of Equals, of course, does not employ assassins in the pursuit of its goals; but if a chance arose to disrupt the plans of the High Priest, they would be delighted to make the most of it.

Lemuria was settled by adventurers from several different places; hence, no particular racial characteristics predominate. This history has made them somewhat more welcoming to strangers than most countries. One thing Lemurians seem to have in common is a love of bright colors, and for a Lemurian, everyday apparel simply must include at least three shades of bright colors.

On ceremonial occasions, Lemurians will want every article of clothing to be a different color; even their shoes or boots will not match. Lemurians also prefer bright gem stones, such as rubies, diamonds and emeralds, and would not wear onyx or pearls, considering them to be too plain. One of the chief attractions of the dungeons of Kesmai for young Lemurians is the possibility of finding impressive gemstones lying about (still resting where they were dropped during the dragon's rampage so long ago.)

It has been more than 83 years since a warrior (whether man or woman) has been elected to the Council of Equals without first having quested to Kesmai. Those of Lemuria with political leanings usually start by trying to kill something noteworthy in Kesmai.

A quest to Kesmai is seen as demonstrating both a proper sense of public duty and a certain amount of intelligence, since stupid adventurers rarely return from Kesmai. The fact that the adventurers also frequently return with a handful of jewels is simply considered proof that those who fulfill their civic duty reap just rewards.

Lemuria's chief export is a potent wine of a deep purple color, made from the berries of a ground-hugging thorned vine. The wine of Lemuria is valued everywhere, and there are a number of Wizards who declare that two glasses of it beforehand will vastly improve a spell. Of course, there are other Wizards who declare that two glasses of Lemurian wine is more than enough to make one think that one's spells have improved.

As might be expected, The High Priest of Hovath has declared Lemurian wine to be sinful, and has ordained that anyone caught drinking it shall have his nose cut off. Despite this harsh ruling, there is still substantial profit in smuggling Lemuria's wine into Hovath, which is proof either of the excellence of the wine or of the lure of the forbidden — or both. Although generally law-abiding, the average Lemurian's opinion of the High Priest is such that smuggling wine into Hovath is a favorite adventure, second only to venturing into the dungeons of Kesmai.

Leng

Leng is a dry, mountainous region ruled by the Autocrat of the Outer Ring, whose name is never spoken. It is said that one can summon this great Sorcerer by invoking his name, just as one may summon a demon; but unlike any demon, he cannot be controlled. In addition to ruling over Leng, the Autocrat is the supreme power in The Guild of Sorcerers, a pale copy of the Brotherhood of Yasnac.

The Guild is strong within Leng, but its activities are greatly hidden for fear of the same powers that engineered the banishment of the Brotherhood of Yasnac. The Autocrat has plans to change this, for he has read in ancient texts of beings of darkness such as would make the most powerful demon seem a child by comparison. The Autocrat has dreams of contacting them to offer his Guild as acolytes.

Rumors of this plan have circulated about Leng, and the population in general hopes it will succeed and bring power and wealth to their country. Moral concerns are not very important in Leng. News of what the Autocrat would do has not left Leng, for the rugged land does not welcome strangers. The very few outlanders who did get wind of the scheme will never leave — they are buried too deeply.

The people of Leng are smaller than average, but very quick. They tend to be pale, owing to an aversion to the sun. Much of daily life in Leng is carried out during the early evening and night. The members of the Outer and Lesser Rings, the ruling class of the island, are never seen during daylight hours.

The general population tends to have black hair and dark eyes that are flat and non-reflective. It is said that these eyes are the legacy of a strange race that came to Leng in older days and interbred with the natives. But if the truth of this story is known, it is known only to the Autocrat and his Outer Ring, and they do not speak of it.

As the supreme ruler of Leng, the Autocrat is empowered with the right to order execution for no better reason than whim. Serving the Autocrat directly is the Outer Ring, composed of the Masters of the Guild of Sorcerers, who act as the Autocrat's chief administrators.

The Autocrat's will is enforced by the Lesser Ring, composed of elite Fighters who have sworn to die in the service of the Autocrat. It is whispered that drugs and spells have made the Lesser Ring believe that vast rewards in the afterlife belong to those who die carrying out the Autocrat's orders.

Sorcerers, Fighters and Thieves are numerous in Leng, and Wizards not terribly uncommon, but Thaumaturges are unknown. The few Thaumaturges who visit Leng from other lands tend to have fatal accidents. The short sword and the bow are favored weapons in Leng.

Fighters from Leng more than make up for their lack of size by their speed and training — and their lust for blood. When Leng's inhabitants journey to the dungeons, it is most likely for the twin purposes of seeking lore of the Brotherhood, while also finding things to kill.

The Autocrat allows no killing in Leng, except that which he personally orders; he views any

other type of death as the loss of a useful servant.   There have been a few emigrants from Leng who left because of disgust with the practices of the Rings, but they are always silent, knowing that the Autocrat has dispatched assassins to deal with those who lightly talk about his business.

The outer world is generally unaware of the doings of the Autocrat and his Ring, for their delving into the dark lore is quietly done in the underground caverns common throughout Leng.   Unlike the Lord Emperor of the Brotherhood, the Autocrat prefers to move about his purposes with guile rather than bombast.

To the outer world, Leng is simply a backward place with a provincial attitude toward strangers. The chief exports are furs from animals that live in the high forests, and a delicate fabric woven from the webs of giant spiders that inhabit those same forests.

Draznia

Draznia is a fertile, flat island made wealthy by the exporting of grains and a potent, fiery drink distilled from those grains.   The climate is moderate, with just enough change during the year to enable Draznians to claim four seasons.   The predominant color of the island is green: the cool green of growing things; the pale green of newly budded leaves; and the deep black-green of the evergreen forests.   This verdant motif is echoed in the clothing of the people, for only rarely will a Draznian be seen without at least one article of his apparel being some shade of green.

There is much magic on this island; some say it even sparkles in the early morning sunlight, although the more practically minded see merely dewdrops.   Still, there is no doubt that Draznia has produced many, perhaps even most, of the great Wizards of history, and is likely to produce more.

There are three great schools for Wizards on the island, each with its own philosophy.   The details of dispute between the schools are aired frequently at conferences designed to spread the knowledge that the master Wizards have uncovered, but these differences are so rooted in Wizardly theory that they are generally unintelligible to any save the master Wizards themselves.

A typical Draznian is of average height and build, with yellow to yellow-white hair, and light gray or light blue eyes.   Wizards are common among travelers from Draznia, as are Fighters.   There are a few Thaumaturges and some Thieves, but rarely a Sorcerer.   The Draznians' favorite weapon is the greatsword, but the broadsword is not rare, and bow weapons also are popular for use against wild animals.

Draznia is ruled by a Council composed of the masters of the various Guilds, and most of their political considerations are decided on the basis of what is best for trade.   Draznia has very few natural resources other than her fertile fields; therefore, most of what her citizens require, other than what can be grown, must be purchased by the profits of their grain exports.   At the moment, there is a power struggle going on between the members and supporters of the Guild of Farmers, and the Guild of Merchants and its adherents.

The merchants take the position that without their trading ships, the farmers would be unable to sell their products; the farmers submit that without their crops, the merchants would have nothing to sell.   The struggle has been going on for several years and is likely to continue for several more, since both sides refuse to accept as equal the truth of the other's position.

Because the power struggle is evident mainly through public rhetoric and verbal attacks in Council, it has little effect on the day-to-day affairs of Draznians.   All three schools of Wizardry have ignored the political debate, if they are even conscious of it.

Hovath

Hovath is a theocracy.   The High Priest of Hovath is the supreme theological and governmental authority in the country, and he rules strictly.   Harsh penalties are imposed for anything the High Priest deems harmful to his people; perjury, murder, the Black Arts, and Wizardry all are punishable by death.   Thaumaturges are supreme in Hovath, provided they observe the proper rites; otherwise, they are deemed heretics, to be burned at the stake along with Wizards and Sorcerers.

The people of Hovath are a tall, dark people with heavy black hair, usually worn short, and dark, shiny eyes.   They are strong, but only average when it comes to quickness.   The bow is a favored weapon, as is the spear, but for close work they prefer a knife or short sword.

Thaumaturges are numerous among the populations, outnumbered only by Fighters, and there are many Thieves -- even though theft is a capital crime.   The few Wizards and Sorcerers in Hovath are still alive only because they are well hidden; death is the automatic sentence if one is captured.

The climate of Hovath is hot, but the people are well adapted to it and spend the middle of the day napping rather than fighting the heat.   Hovath is rich in natural resources, but her riches are not apparent, since most of the luxuries generally associated with wealth have been declared sinful by the High Priest.   Many valuable minerals are exported from Hovath, but the wealthy have very little to do with their money except to count it and pay taxes.

The High Priest uses those taxes to build hospitals, roads, schools and temples.   Of course, the hospitals also are used for such operations as removing a wine-drinker's nose, and the schools teach only what the High Priest believes — with the result that a number of lessons blatantly contradict what students can readily observe outside the classroom.

Disagreeing with a priest-teacher is also a crime.   The most devoted of the priests are neither clean nor well groomed, a fact attributed to their concentration on higher things at the expense of worldly concerns.   In Hovath is it claimed that you can smell a truly holy teacher from 1,000 feet away – more, if you are downwind.

There are two major reasons why Hovathians venture to Kesmai.   The first is to win honor for the High Priest by proving that his adherents are stronger and braver than anyone else, because they follow the pure way the High Priest has set for them.   The second reason is to get away from the High Priest.

There is much dissatisfaction in Hovath, but it is totally disorganized.   Most citizens are afraid to speak their minds, even to their closest kin, for fear of the many spies the High Priest has among the population.   The High Priest encourages this fear, believing that fear is a good method for keeping his people on the path that is best for them -- which is, of course, his path.

The High Priest also has a cadre of powerful assassins who aid him in his plans, assassins who are just as fanatical as he.   Their method is to attack from behind, using a curious weapon consisting of a thin wire with a wooden grip on each end.   Once this wire is looped about a victim's neck, death is certain.   But even with this powerful tool of oppression, the

dissatisfaction is still silently building, and may some day ignite into a bloody civil war.

Mnar

Mnar is a land of roving herders.   Since the people spend much of their time moving behind their herds, shifting from one grazing land to another, there is little central government.   Instead, they are organized into clans, based mostly on bloodlines.

When a matter affecting all of the clans must be decided, a meeting of chiefs and shamans is convened, and discussions are held.   Arguments and debates, pro and con, ebb and flow until a consensus is reached -- a procedure that frequently takes days.   To a Mnarian, it is only reasonable that any important decision should be a long time in the making.

However, this attitude often has frustrated other races trying to deal with Mnar.   Not long ago, with the best intentions, Illyria tried to introduce a more centralized concept of governing, with the result that their fleets are no longer welcome at Mnar.   The clans resent any outside attempt to influence them.

Mnar exports dried meat and fine leathers, and they import very little other than grain and wine from Lemuria.   Their people are tall and strong, with light skin and straight blond hair.   Their eyes are almost always green.   Light gray eyes are thought to denote a person with more than average magic, and black-eyed people are said to have the "evil eye."

Mnarians are happiest fighting with axe and shield, but they are noted warriors and can make do with just about any weapon.   Most Mnarians are Fighters, but all the other professions are also represented: Wizards, Thaumaturges, Thieves, and Sorcerers.

Thieves can gain much honor in Mnar, provided they do not steal from their own clan, and Sorcerers are tolerated as long as they practice their black arts only on strangers, and not on clansmen.   This is one of the main reasons that Sorcerers from Mnar attempt to travel to Kesmai, where strangers are plentiful.

The rich grassland of Mnar offers the perfect environment for the Mnarian herd animals, and the tribes have very little to do other than see that the herds do not overgraze, and protect them from the various wild animals of the plains.   This placid life frequently drives Fighters of the clans to Kesmai in search of excitement.

Barbarians

Many bands of barbarians wander on the wide plains and deserts of the central continent, moving constantly in response to the demands of their environment.   Some of them are hunters, some are gatherers, and a few are herdsmen; all periodically pack up their villages and move, searching for new grazing or hunting grounds.

The tribes are similar physically, big-boned and strong, with thick black hair and dark brown or blue eyes.   They are not overly tall, and their wide shoulders and thick necks make them appear even shorter than they are.   All of the tribes produce Fighters. Their love of the battle axe or mace is one of the few things the tribes have in common.   Barbarians share a great disdain for distance weapons, which they consider suitable only for cowards and civilized fops.

Once a barbarian obtains a satisfactory weapon, it is seldom replaced, since barbarians believe that each kill bonds the weapon to the warrior, making it an extension of himself.   Barbarians firmly believe that if a weapon is treated honorably and fed enough red blood in battle, the bonding becomes so strong that the weapon will magically return to his side if lost or stolen.

In general, the tribes are ruled by a paramount chief, chosen from the chiefs of the clan.   To be considered a chief, a member of the clan must be a great Fighter or Thaumaturge.   Although the tribes honor the gods of Thaumaturgy, they do not actually use the word Thaumaturge.   Warrior-priests are said to "speak to the wind,"   and are therefore known as "Speakers."

It is considered acceptable to gain wealth through means other than fighting, but no tribe member, no matter how rich, would be considered a chief unless also a proven Fighter or Speaker.   The warrior is the only export from the barbarian tribes.   Five of the tribes have gotten large and powerful enough to be recognized by outsiders.   These are:

Shriker Clan — This clan has many great Speakers.   Their life is organized around elaborate ceremonies that their Speakers to the Wind perform at various times during the lunar month. They believe that if the entire cycle of moon ceremonies is ever performed flawlessly, without the slightest wrong inflection of voice or smallest deviation of ritual dance, then the Shrikers will be given dominion over the entire world.

Wind Knot Clan — This group consists mostly of Fighters.   Usually, they import their Speakers from other clans, and then pay very little attention to them.   The only reason they bother with Speakers at all is that they do not wish to be without something the Shrikers have, however useless they deem it.   The average member of the Wind Knot Clan has faith in nothing but his weapon.

Grass Snake Clan — This tribe has many Speakers who tend toward mysticism, and even more members who are accomplished thieves. It is one of the few tribes with a woman for a Paramount Chief.   She is said to be very powerful, even for a Speaker, and is said to be able to summon a recently departed soul back into its body.

Mountain Cloud Clan — This is the only barbarian clan to have any Wizards.   Needless to say, conducting Wizardly experiments is very difficult in a nomadic environment, but the clan is so proud of having something no other clan has, that they will help out whenever they can.   They

are beginning to be rewarded for this devotion, since their Wizards are reaching levels of power where they can be useful, rather than expensive luxuries.

Dark Moon Clan — This clan is famous, or rather infamous, for Sorcerers.   They perform dire ceremonies during the dark of the moon, seeking to summon things best left unroused. Rumor names them murderers and cannibals, but in reality they are much worse.

While these are the most well-known of the tribes, there are many more, some consisting of only a few families, and others with hundreds of warriors and their kin – and each with its own beliefs and ceremonies.

Weapons

A wide range of weapons is encountered in *Legends of Kesmai*, due mostly to the traditions and preferences of the many different homelands and occupations represented.   Each adventurer arrives at Kesmai with the weapons of his or her homeland, and, as he or she becomes familiar with conditions in the dungeons, often adopts new weapons and skills.

Fighters and Thaumaturges, for example, may become proficient in a number of different weapons, while a Wizard most likely will choose to develop magic skills rather than new skill with new weapons.   Thieves will find that certain larger weapons will compromise the ability to stay hidden in the shadows, and Martial Artists tend to select smaller, lighter weapons that do not encumber movement.

Weapons may be found in the dungeons, where they have been dropped by slain creatures and adventurers, and also may be purchased at the Weapons Shop and Pawn Shop.   Most weapons can be carried on the adventurer's belt when not in use, and small weapons, like the dagger, can be placed in the knapsack as well.

Weapons brought to Kesmai by adventurers, and most weapons found in the dungeons, are of the common mass-produced variety, made of standard materials.   On occasion, one will encounter an exceptional weapon, created by a master craftsman, with special materials; such weapons are more effective than common weapons, and are highly prized.

The arms masters of Kesmai rate these weapons by a scale of +1 to +4, and refer to these ratings as combat adds.   These superior weapons do not necessarily hit harder than common weapons, but are much more effective at finding their mark, i.e., they are less frequently blocked.

The higher the rating of the weapon, the greater the likelihood of a hit when it is wielded.   There are even rumors of the existence of some +5 weapons.

When found in the dungeons, these advanced weapons are located in the more dangerous lower levels and are often wielded by creatures, making the creature even more dangerous than usual. Sometimes, such weapons are found at the Weapons Shop and Pawn Shop.

Weapons are divided into types.   For example, the staff type weapon includes staff, wand, spear and scythe.   Skills developed by an adventurer in the staff weapon type apply equally to all weapons in that category.

Weapons can be further divided into melee (close quarters) weapons and distance weapons. Melee weapons include maces, axes, swords, etc., while distance weapons are represented by the three types of bows found in Kesmai, and the thrown objects in the shuriken category.   Melee weapons also can be thrown, making them into distance weapons when necessary.

Most non-Wizard adventurers will ultimately develop skills with one or two favored melee weapons, and one or two distance weapons.   Distance weapons are of great advantage in attacking opponents without exposing oneself to direct personal attack, although the opponent may respond with a distance weapon of his own, or with a magic spell.

Bow weapons require two hands to operate, and so, may prove disadvantageous when direct personal attack is imminent.   If the opponent closes, the adventurer will have to first belt the

bow and then draw a melee weapon before responding.

Sometimes, adventurers obtain attuned weapons, which magically attune themselves with their user and cannot be used by anyone else.   Knights have the ability to enchant a weapon, which dramatically increases its effectiveness.   Some weapons carry a particular alignment (lawful, neutral, chaotic, evil) and can be used only by individuals of the same alignment.   Most weapons are unaligned and thus usable by anyone.   Commonly encountered weapons in the *Legends of Kesmai* include:

[Bows](#)

[Daggers](#)

[Flails](#)

[Gauntlets](#)

[Halberds](#)

[Hand combat](#)

[Mace-type weapons](#)

[Rapier-type weapons](#)

[Shuriken-type weapons](#)

[Staff weapons](#)

[Swords](#)

[Three-section staffs](#)

[Two-handed weapons](#)

Bow Weapons

Bow type weapons include crossbows, short bows and longbows; all are equipped with a magical quiver that never empties.   Bows are good weapons for attacking opponents from a distance, lessening the adventurer's risk.   They are also useful for killing or slowing down a fleeing opponent, and the compact size of the crossbow makes it a favorite weapon of Thieves. Sometimes, +3 and +4 crossbows are found, as well as +3 longbows.

Both hands must be free to use a bow, and, of course, it takes two separate movements to hit a target.   First, the arrow or bolt is nocked, followed by the actual shooting of the bow. Longbows and short bows will unnock when belted, or when your character moves, but the crossbow can be carried in the nocked state.

Dagger

The dagger is a very common weapon and is carried, at least initially, by almost all newcomers to Kesmai.   This weapon type also includes knives.   Daggers and knives may be used as a defensive (parrying) weapon, or as an offensive weapon, and their small size means that several can be carried.

Both daggers and knives can be thrown at an opponent from one hand, as a distance weapon, while a melee weapon is kept at the ready in the other hand.   On occasion, a +2 silver dagger may be encountered, which is said to be effective against certain types of wolves, and a gilt-handled +3 parrying dagger is also found in the lower dungeon levels from time to time. Daggers can be drawn from the belt and thrown in the same movement.

Flail

Nunchakus, morning stars and flails are included in the flail weapon type.   These weapons are popular with Martial Artists and Thieves because of their compactness.   A +3 black flail is said to be found on the fourth level of the dungeon; it is considered an extremely potent weapon in the hands of an adventurer with the proper martial arts training.

Gauntlets

While not part of the standard weapons types, gauntlets require Martial Artist skills to be effectively wielded.   Several types of gauntlets may be found, and there are rumors of special gauntlets which can be obtained by Martial Artists after completing a difficult and dangerous quest.

Halberd

Halberd type weapons include the halberd and naginata; each can be used as both a blocking weapon and as a striking weapon; the weapon's length permits the user to poke at a nearby opponent who has not yet closed for personal attack.   Halberd type weapons cannot be belted, and thus must be carried in the hand whenever the adventurer is moving.   This can pose a problem if the bearer needs to undertake a two-handed climb.   Knights can quest for a rare and powerful halberd, said to be one of the most feared weapons in Kesmai.

Hand Combat

With proper training, an adventurer's hands and feet can deliver damaging and even killing blows.   This form of fighting is naturally favored by Martial Artists, who wish to avoid carrying large, encumbering weapons, and by Thieves, for whom large weapons compromise the ability to hide.   Blows are delivered using the "fight" default command, and the "kick" and "jumpkick" text commands — jump kicks can be delivered against foes up to three hexes away, depending on the warrior's skill level.   Martial arts skills also provide the ability to effectively block an opponent's weapon blows using one's bare hands.

Mace

Mace type weapons include maces, hammers, axes and mauls, all of which are one-handed melee weapons useful for close-in fighting, and all of which can be thrown at fleeing opponents. Adventurers may come across a +3 mace, a +4 axe and a +4 hammer, on occasion.

Tales are told of magical axes and hammers that will return to the adventurer's hand after being thrown at an opponent, but they are said to obtainable in the land of Axe Glacier by only the bravest and most daring warriors.   A book describing these weapons is for sale in the town plaza.

Rapier

Both of the rapier type weapons (rapier and saber) make good melee weapons that can hit effectively; however, their light weight makes them somewhat deficient at blocking attacks. They are best used with a shield or blocking weapon in the other hand.   A +4 rapier may be encountered now and then.

Shuriken

The shuriken type weapons include shurikens, darts, thrown daggers and thrown objects; to develop skill in throwing weapons, one should seek training in the shuriken category.   Unlike other weapons, shurikens and daggers can be drawn and thrown at an opponent in one movement; with other weapons, the weapon must first be drawn with one movement, and then thrown with another.   The effectiveness and small size of the shuriken make it a useful distance weapon for Martial Artists and Thieves.

Staff

Staff type weapons include the staff, wand, spear and scythe.   The common wooden staff is most often used as a defensive, or blocking, weapon, and a +3 carved wooden staff is sometimes seen.

Magical staffs are also encountered, including the fireball staff, the cobra staff, which can be transformed into a snake, and the steel staff, which casts lightning bolts.   A +3 iron staff, with a circle of glowing red stones, is often carried by minotaurs.

Several magic wands are to be found, including the pine wand, for casting fireballs; the hickory wand, for opening portals; and the glass wand, for casting ice storms. Click here for information on using these magical items.

The common wooden spear is an effective striking and blocking weapon, and may be thrown when necessary.   A +3 wooden spear may be found, and javelins occasionally are encountered; javelins deliver a bolt of lightning, and disappear after striking.   Some consider the javelin too dangerous to use, as its effects can be devastating if it is fumbled.

Sword

Standard swords include the longsword, short sword, katana and sickle.   All swords are effective both at hitting and blocking, and a +4 version of the longsword may be obtained.   Despite their size, longswords will not hinder a Thief's ability to hide if the longsword is belted.

Two-handed (2-H) Weapons

As the name implies, two-handed weapons require the use of both hands to inflict maximum damage; these weapons can be carried in the right hand, with a second weapon in the left, but will hit for less damage when wielded this way.   The category includes broadswords, greatswords and great axes.   Because of their size and the strength applied in wielding them, all of these weapons hit hard, and, except for the great axe, they block well also.

Iron +3 and steel +4 greatswords may be found, and Sister Coleen's book "Three Weapons Quests," sold in the plaza, tells of a potent, specially forged black broadsword and a powerful silver great axe.   One advantage to wielding a two-handed weapon is that the left hand is always free to remove your recall ring.

Three-Section Staff

Known also as a 3-staff, this weapon is found in a +3 version only.   It blocks very well but is not considered a highly effective offensive weapon.   Because of its blocking ability, the 3-staff is favored by Wizards.

Shields

While not strictly a weapon, a shield provides effective blocking to offensive blows.   There is no skill gain in using a shield, but it provides good protection for newcomers who are just learning the ins and outs of combat.   Most players usually abandon the shield as their experience level advances and their hit points increase.   Common shields are made of wood, although steel shields and wooden shields with steel plates also are encountered.

Treasure - General Information

The treasures of Kesmai are talked of far and wide, and prompt many brave adventurers to risk their lives in their pursuit.   All manner of things are found in the dungeons, from the mundane to the fabulous; some items, like enchanted rings, may be of immediate use to the adventurer, while other items may be sold to a shopkeeper in exchange for gold coins.   Some items, of course, are virtually worthless.

Adventurers may find some items lying about on the ground, while other items are carried by the creatures of the dark, or hidden away in their hoard.   Slaying and searching denizens of the dungeons is a most rewarding pastime; the deeper into the dungeons one descends, the greater the treasure (and the greater the danger).

Some of the treasure items to be found include:

Amulets

Armor

Bottles

Bracelets

Figurines

Gems

Gold coins

Miscellanea

Rings

Weapons

Related Topics:

Looting

Gold Coins

Of immediate use to the adventurer, these can be used to purchase weapons, training, armor, magic spells, balm, experience points, healing herbs, books . . . just about anything the adventurer needs to advance his or her efforts.

Related Topics:

[Handling money](#)

[Banking](#)

Weapons (as treasure)

Both superior and magical weapons can be found in the deeper sections of the dungeon, usually wielded by creatures of the dark; in most cases, their owners are unwilling to give them up without a fight.   Common weapons are lying around everywhere.

Armor (as treasure)

Some creatures are outfitted with superior armor, such as salamander scales, which provide fire protection.   In most cases, the adventurer will have to do some persuading to obtain it.   Plate armor and chain mail may be found lying about from time to time.   Bringing the corpse of a troll, dragon, drake, salamander or other animal to the Kesmai Tailor will enable the Tailor to make a vest of armor from the creature's hide, at no cost.

Rings (as treasure)

Various rings are carried by the creatures of the dungeons, and sometimes are found for sale in the Pawn Shop.   All enchanted rings should glow or provide a tingle or shock when put on a finger.   Click here   for specific instructions on how to use magic rings.

Vermeil ring: Enchanted with the spell of Identify.   When wearing the ring, casting the spell will reveal the true nature of any item held in your right hand.   This ring is extremely valuable to non-Thieves for evaluating items in the dungeons, as your only other choice is to carry the item back to a shopkeeper for appraisal.   The ring will reveal only an item's identity, not its value.

Gold ring with red gems: This is a strength ring, enchanted with a Strength spell that increases the might of the wearer when the ring is worn.   The amount of increase depends on the size and quality of the gems, and ranges from 1 to 6.

Iron ring with black gems: This ring is enchanted with the Shield spell and protects the wearer primarily against archers, with some protection against other weapons.   Spell strength ranges from 1 to 6.

Silver ring with black stones: The Breathe Water spell is contained in this ring, allowing the wearer to enter water without drowning.

Ring of tiny green feathers: Enchanted with the spell Resist Blindness, this ring increases the wearer's resistance to a blindness spell cast by an opponent.

Gold ring with blue glow: A recall ring, this item, when removed from the finger, will immediately transport the wearer back to the location occupied when the ring was put on; the ring will disappear after use.

The recall location should be chosen carefully; neutral or evil individuals will not want to recall into an exposed location, and the ring will not work if you try to recall to a location on top of a wall, or in water.   Putting on a recall ring in a doorway also is unwise, as you will not be able to recall if the door is closed.   The opposite hand must be empty in order to remove the ring, and the ring will disappear after use.   Recall rings are sold in town for 150 gold pieces.

Recall rings will be cleared each time you use a magic portal.   Be sure to reset your ring after crossing through a portal. Note that in some locations, the presence of high levels of the Dark Power will prevent the recall ring from working; thus, certain areas like dragon lairs have been found to be "no recall" zones.   In these areas, the ring cannot be removed from your finger, nor can you put on a recall ring in a no recall zone.

Flexible ring of interwoven gold wire: This ring is enchanted with a spell to increase the wearer's dexterity.

Ring with emeralds or diamonds in a rosette of rubies: These rings are variable; some are useful for resale only, and have no magical powers, and some provide fire and ice storm protection.   Use your vermeil ring, the Identify spell, or have the ring appraised.

Moonstone ring: Valuable for resale to a shopkeeper; also reputed to be necessary to obtain passage through certain magical gateways.   Rumors say moonstone rings increase luck; some adventurers like to wear one when they advance to a new experience level.

Gold ring: Valuable for resale to a shopkeeper; also can be turned into a recall ring by a Thief, using the Make Recall Ring spell.

Heavy lead ring: No known use, very little resale value.

Brass ring: No known use, very little resale value.

Knight's ring: Also known as the Ring of Knighthood.   Featuring triangular-cut jade mounted with diamonds, this ring is awarded to Fighters who attain Knighthood, enabling them to cast their newly earned spells.   If found in the dungeon, the ring is most likely part of a Knight's death pile (material goods left on the ground when the Knight was slain).

In this case, it would be considerate to leave the ring in its place, as the resurrected Knight probably will try to return to recover the items.   Except for resale, it is of no use to anyone other than its rightful owner or another Knight.

Attempts to cast spells with it by anyone other than a Knight will result in an explosion.   In the event of loss or theft, a Knight may purchase a replacement ring from a Knight trainer for 150 gold coins.

Related Topics:

Gems

Many gems exist in the dungeons, remaining from the wealth of the Brotherhood of Yasnac. They are to be found on roving creatures, stashed away in well-defended hoards, and just lying about.

Sometimes it is advantageous to retain an extremely valuable gem and keep it in one's locker, rather than sell it, as a gem can be more easily transported than a large quantity of gold coins. To learn the value of a particular gem, an appraisal from a shopkeeper is necessary.

Tiger's eye: Does not have a great resale value, but is needed by a Wizard to cast the Peek spell.

Purple gem: An amethyst, the most commonly found gem; therefore, it carries a very low resale value.

Yellow gem: Topaz, this gem is slightly more valuable than amethysts.

Red gem: A desirable stone with a worthy resale value.

Sapphire: Often brings about twice the value of a red gem.

Emerald: These stones are found in many varieties and can bring up to four times the value of a sapphire when sold.

Diamond: Found in a wide range of quality; the choicest are the most valuable raw gems found in Kesmai.

Other rare uncut, cut and carved stones have been reported, and their value is undoubtedly as great as their rarity.

Amulets

Various amulets may be found when treasure hunting, and the following are among the most prized:

Diamond amulet with a ruby: Bestows protection from fire and ice; said to be very effective.

Jade pendant: Enchanted with the spell of <u>Locate</u>, this item enables the wearer to determine the location of any creature or other individual in Kesmai.

Silver chain with onyx scorpion: Enchanted with the spell of <u>Neutralize Poison</u>, this amulet can neutralize the effects of poison.   The spell can be cast on the wearer or on others.

Bracelets

The earnest treasure hunter may sometime find bracelets enchanted with various spells, such as Breathe Water and Strength.   Enchanted bracelets are valuable in that they can take the place of a ring, thus allowing a greater variety of rings to be worn.   Evaluate found bracelets with your vermeil ring, the Identify spell, or through a shopkeeper's appraisal.

Bottles

Bottles of various brews and potions are to be found throughout the dungeons. Always check the contents of any found bottles before drinking; things are not always what they appear to be. Bottles to be found include:

Clear bottle with cloudy white liquid: A potent healing balm, distilled from balm berries; drinking this will help to heal physical damage you've received. It may take more than one bottle to cure all physical damage. Does not neutralize poisons, however. Sold in town for 16 gold pieces.

Clear bottle with clear liquid: May be nitro, or water; use the Identify spell or have appraised. If nitro, the bottle can be opened and thrown at an opponent, resulting in an explosion. Try not to fumble the bottle, for obvious reasons.

Clear bottle with clear red liquid: A strength potion, drinking this will increase strength until such time as the potion wears off.

Clay bottle with three concentric circles: A permanent strength potion providing one point of strength increase, this liquid cannot increase your strength past the maximum allowed by the gods of Kesmai. Drinking this potion results in a short-term stunning effect.

Black ceramic bottle: Contains naptha; like nitro, the bottle can be opened and thrown at an opponent, resulting in a one-hex bonfire. Handle carefully.

Black ceramic bottle with gold whorls: A dexterity potion, providing a permanent increase of one point of dexterity; this liquid cannot increase your dexterity past the maximum allowed by the gods of Kesmai. Side effects of drinking this potion include short-term blindness and/or a short-term stunning effect.

Blue-and-white-streaked bottle: A stamina-restoring potion; drinking the contents of this bottle will restore the consumer to full stamina.

Green glass bottle with blue liquid and tiny bubbles: This is a youth potion. In the *Legends of Kesmai*, adventurers age from very young to young, to middle-aged, to old, to very old; the onset of old age is accompanied by a deterioration of ability. Hence, the desire for youth potion, which will restore the drinker to very young.

Clay bottle with a thin, tapering neck: Wine. Essentially a low-grade poison, this wine will inflict a slight amount of damage a few moments after it is drunk.

Blue enamel flask: Ale, which has the same effects as wine.

Many other bottles and potions may be encountered; sometimes, some of the above potions will appear in a different kind of bottle. Use your vermeil ring, the Identify spell or an appraisal to determine the nature of a liquid.

Stories circulate in the tavern of a constitution potion, found in a small porcelain vial, that permanently restores or increases an adventurer's constitution, stamina and hit points. This

potion said to be available in Oakvael, where it is guarded by a fierce and deadly drake; many mighty warriors have perished in its quest.

Figurines

Figurines are unique, falling in both the categories of treasure and weapon.   Very rare, and thus very valuable, figurines are small magical sculptures in the shape of a tiger, a dragon or a griffin. When confronted by a non-lawful creature, the adventurer can take the figurine from his sack and throw it at or near the creature.   The figurine will then come to life as a full-sized, ferocious tiger, dragon or griffin, allied with the thrower, and taking on the thrower's alignment.

For example, an activated lawful tiger figurine will immediately attack any non-lawful individuals in the vicinity (except Thieves, who appear lawful), continuing to attack until victorious, or until slain.   Either way, the tiger then will revert to its figurine form.   Each kill made by the figurine contributes to its experience, increasing its deadliness.   Non-Thieves who have attained a neutral alignment by killing a lawful being or by practicing magic in the town limits should think twice before throwing a figurine.

If a neutrally   or evilly aligned figurine attacks and kills a nearby lawful player character, the player who threw the figurine will be charged with a lawful death and one karma point.   This also would violate the ban on player vs. player conflict.

Even if slain in a fight, the figurine can be activated again.   Figurines have been known to shatter when thrown.   Tiger figurines also are used to remove karma points, through presentation to the Confessor Ghost in the Temple, at a rate of one karma point per tiger figurine.

Miscellanea

Many other items are to found among the treasure of Kesmai, some more useful than others. They include;

Rocks and minerals: The adventurer may come across gold nuggets (valuable for resale), iron ore, and yttril (gray rock with glowing bits).   The latter two are known to be required for the forging of superior weapons, and the wise adventurer will collect and store these minerals for use in the future.

Scrolls: Ancient scrolls are found throughout the dungeon, but, for the most part, the information contained in them is of questionable use.

Books: Many books found in the dungeons are copies of the books sold in the plaza, although you may encounter a unique volume from time to time.

Eggs: Both gold and obsidian eggs may be encountered; gold eggs are valuable for trade or resale, and an obsidian egg is useful in obtaining at least one advanced weapon.

Skulls: Dragon and bear skulls may be discovered from time to time, and both may be worn as helmets.   The dragon skull provides protection from blows when worn with other armor; the bear skull, also known as the Night Vision Helm, confers the ability to see in complete darkness.

Robes: A variety of both somber and colorful robes are seen in the *Legends of Kesmai*, sometimes worn by chaotic creatures.   Robes are sought for their fire-resistant properties and their ability to aid a magic user in more quickly regenerating magic points.   Robes are sometimes sold in the Pawn Shop.

Boots: Two types of magical boots are said to be found in well-guarded treasure hoards. Feather-fall boots allow the wearer to fall up to 5,000 feet without sustaining damage, and crocodile boots confer water-breathing ability.

The Weapons Shop

Located at the south end of Main Street, near the Municipal Dock, the Weapons Shop in Kesmai Town offers a basic array of common weapons.   Weapons shops in other lands usually carry a wider array of weapons.

Creating a Character

The first order of business for new players is to create a character.   During character creation, you define the key attributes of your character; the choices you make will determine your character's:

- Name
- Sex
- Nationality
- Occupation
- Character statistics

You may create several different characters (up to a maximum of eight), but you can visit *Legends of Kesmai* with only one character at a time.   New players are advised to create their first character as a Fighter, since a Fighter is considered the easiest and most straightforward occupation to run.

Before "rolling" -- or creating -- your first character, you may wish to refer to the *Online Help* files on new character weapons and skill levels   and character statistics.

After you have become familiar with the game, you may wish to create other characters with different occupations.   You also can "overwrite" an existing character, i.e., select an existing character and assign it a new name and character statistics.   The overwritten character is deleted and no longer available; this process also is referred to as "rerolling" a character.

New characters are created on the *conference room* screen:

1. Press the CREATE CHARACTER button (third from the left on the *tool bar* at the top of the screen). The Character Creation window will appear.

1. In the Character Creation window, click on the NEW CHARACTER button.   Type in the character name   you want to use.   If you are overwriting an existing character, select the name of the character you wish to overwrite, and type in the new name (or use the old name again).

2. Activate the Class drop-down and select the desired class, or occupation (new users are advised to select "Fighter").

3. Activate the Homeland drop-down menu and select the desired nationality of your character. For your first character, you may wish to choose Mnar, which produces good Fighters.

4. Next, left click on your choice of male or female.

5. You are now ready to select your character statistics.   Use the up and down arrow keys to select the number of points you want to assign to each category, until all the available points

are used up.   Each category will have a maximum and minimum value, set by occupation. For a Fighter, constitution, strength and dexterity should be set to maximum.   Do not assign any points to charisma.

6. When all character attributes are correctly defined, the ACCEPT button will become active. Touch the ACCEPT button to create your character and return to the *conference room* screen. You are now preparing to enter Kesmai .

Alignment

All characters in *Legends of Kesmai*, and some objects, have an alignment, indicating whether they serve the forces of Light or Darkness:

- Lawful (serves Light)
- Neutral (not committed to either Light or Darkness)
- Chaotic (serves Darkness)
- Evil (serves Darkness)

All player characters begin as lawful beings, except for Thieves, who are inherently neutral. Neutral alignment brings with it certain conditions you should be aware of before entering the game.   See character alignment for further information.   New players are advised to select a lawfully aligned occupation (preferably a Fighter) for their first character.

Name

Your character name can be any combination of upper and lowercase letters and the period (.) character, up to 14 characters in length (no numbers or any other characters will be accepted).   If the name you choose is already in use by another player, you will be asked to enter another name.   The period character may be used to define multi-word names, such as "Cloud.Walker", as no space characters are allowed.

Some players have formed player guilds, and will incorporate a guild name or tag as part of their character name.   Guild tags usually are preceded by two or three period characters, e.g., "Ying.Yang..zen".

Legends of Kesmai is a role-playing game, and when you create and name a character, you are in fact creating a role, or persona —   a character defined completely by your character attributes, your conduct in the game and your conversations with other players.

The name you give to your character is another means of defining your role to other players. You may adopt a name from literature, history, television or films, or simply put together a name that reflects your view of the character: serious, fanciful, magical, mundane, etc.

Spend a moment considering how your name might be abbreviated by other characters in conversation; for example, a character named Assassin might come to regret the choice.

Once you name your character, the name is not easily changed.   Of course, you can erase the character and start over, but valuable hit, experience level and/or magic points are lost if the character is erased.   You also may request a name change from *Legends of Kesmai* product support.   But in any event, try to choose a name you can live with.

Sex

When creating a new character, you can determine whether the character will be male or female. The gods, in their infinite wisdom and enlightenment, have created *Legends of Kesmai* as a completely equal opportunity environment, and there are absolutely no differences between male and female skills and capabilities.

The selection of male or female has no impact on the character's development.

Nationality

The majority of adventurers who visit Kesmai represent nations located in the seven major centers of civilization; however, barbarians, who claim no homeland, also take part in the quest for treasure and glory.   Because of the undeveloped nature of transportation, there is a minimum of intercourse between nations; as a result, the different peoples are varied and unique.

As fate would have it, the influences of each homeland tend to reinforce some of the basic skills needed by one of the traditional occupations.   For example, some countries produce, on average, personal characteristics better suited to Wizards than Fighters, and so on.

The countries, and descriptions of their characteristics, are discussed in the nationalities Help file.   New character weapon and skill listings also are available, indicating the initial weapons and skill levels assigned to new characters, by homeland and by occupation.

These listings may be of assistance when creating a new character.   You also may wish to consider the primary character attributes of each nationality when creating a new character, as these attributes will help define the initial skill set granted to your new character.

Occupation

Adventurers belong to one of the five following occupations, or character classes: Fighter, Martial Artist, Thief, Wizard and Thaumaturge.

Each of these categories has specific attributes suited to the unusual demands of Kesmai, and, with proper experience, training and development, each has the potential to achieve great success in the slaying of monsters and the gathering of treasure.

The ranks of all five occupations are open to male and female alike.   Each homeland tends to favor the characteristics of a particular occupation.

Character Statistics

The personal attributes and abilities of a character are represented by numerical ratings in six key categories:

n   [Constitution](#)

n   [Hit points](#)

n   [Strength](#)

n   [Stamina](#)

n   [Dexterity](#)

n   [Charisma](#)

Initial settings for these categories are determined by you when you create your character; the number of points to be distributed among the categories, as well as the maximum in each category, varies from occupation to occupation.   How these point totals are arranged is up to you.

When creating your character, try to assign maximum ratings in the categories important for your character's occupation.   Strength and constitution points often are reduced through the death/resurrection process, but can be restored later through various methods.

Strength

Strength is a measure of how much weight your character can lift and carry, and how hard your character can hit in combat; strength also affects how quickly you use up stamina points when running or sprinting.

If your character's strength decreases through death and resurrection, your character will be able to lift and carry less weight and will become moderately or heavily encumbered more easily, thus opening the way for a faster loss of stamina when running or sprinting.

You may wish to seek out certain potions that restore lost strength.   As your character advances in experience level, you may gain additional strength in combat (combat adds), which will increase your ability to penetrate an opponent's armor with a weapon and hit for greater damage.

Great strength is a key attribute for Fighters, and an important attribute for Thieves and Martial Artists.   It is of lesser importance for Thaumaturges and Wizards, who can engage their foes from a distance with magic.

Your strength points are shown in the character information scroll ; you may view it by double left clicking on your character, or by pressing <ALT+I> on your keyboard.

Dexterity

Dexterity determines how quickly your character can move to dodge or block an attacker's blow, and a character with a high degree of dexterity has a greater likelihood of landing a blow on an opponent.   Dexterity can be hindered by wearing heavy armor or bulky clothing like a robe.

Dexterity is a key attribute for the Martial Artist, and is also important for Fighters and Thieves; it is of lesser importance for Thaumaturges and Wizards.   As in strength, your character may accrue additional dexterity ability (combat adds) as your character advances, which will further aid in landing a blow on your opponent.

In the game, your dexterity points are shown in the character information scroll ; you may view it by double left clicking on your character, or by pressing <ALT+I> on your keyboard.

Intelligence

A high intelligence is necessary to understand and master the complexities of spell casting, especially in the field of wizardry.   Therefore, intelligence is a key attribute for Wizards; it is also an important attribute for Thieves.

Intelligence is important for effective spell casting and for learning and using new spells.   High intelligence is of little advantage in the non-magical world of Fighters and Martial Artists.

In the game, your intelligence points are shown in the character information scroll ; you may view it by double left clicking on your character, or by pressing <ALT+I> on your keyboard.

Wisdom

Great wisdom gives your character an intuitive understanding of the ways of the gods, and so is a key attribute for Thaumaturges, since success with the spells of Thaumaturgy depend directly on one's attunement with the gods.

Wisdom is of lesser importance to Fighters and Wizards, and of little use in the mundane world of Thieves and Martial Artists.

In the game, your wisdom points are shown in the character information scroll ; you may view it by double left clicking on your character, or by pressing <ALT+I> on your keyboard.

Constitution

A character with a strong constitution can take a lot of physical damage from injuries, no matter what the cause.   As your character's constitution weakens (through death and resurrection), it becomes easier for your opponents to inflict damage on you.   A strong constitution also helps your character's stamina.

If your constitution falls low enough (in the low single digits), the gods will deem you too weak for resurrection, and will dispatch you to Praetoseba, the Underworld, for rejuvenation.

Before that point is reached, you may elect to undertake a voluntary visit to the Underworld, where you may restore your constitution by completing the requisite quests. A limited number of constitution points may be regained by drinking a drake potion, though such a potion is not easily obtained.

In the game, your constitution points are shown in the character information scroll ; you may view it by double left clicking on your character, or by pressing <ALT+I> on your keyboard.

Charisma

The amount of your character's charisma reflects the strength and attractiveness of your character's personality to others.   This attribute is not currently used in *Legends of Kesmai*.

Hit Points

Hit points are a very important part of your character's makeup, as they reflect the amount of damage your character can sustain from attack or accidental injury.   Hit points are automatically assigned to your character based on a number of factors, such as your occupation, constitution and so on.

Your character will enter the game with an initial number of hit points; your total number of hit points is increased each time you advance to the next experience level.   Knights (Fighters of eighth experience level or higher who have received special training) also can be granted additional hit points by completing a unique and dangerous quest.

Each time you are injured (no matter what the cause), the effects of the injury will be shown as a reduction in available hit points.   For example, if you have a total of 32 hit points, and an opponent hits you with a weapon for eight points of damage, your remaining available hit points will be reduced to 24.   When your hit points reach zero, you are SLAIN.   Click here for more information on death.

As your constitution weakens, you will take hit point damage more easily.   For example, a blow from an opponent might result in only four points of damage with a high constitution, but result in eight points of damage if your character is fighting with a weakened constitution.

Three bar graph indicators are displayed on the game screen to allow constant monitoring of your hit points (red), stamina points (green) and magic points (blue).   The actual number of available points is displayed below each bar graph.   Any changes in your point status in these three key categories are automatically reflected here.

In the game, your hit points are also shown in the character information scroll; you may view it by double left clicking on your character, or by pressing <ALT+I> on your keyboard.

You can receive hit point damage during physical combat with an opponent, or as a result of a magic spell cast upon you.   You can also receive self-inflicted damage from such accidents as fumbling a bottle of nitro or having a spell backfire into your location.   And, should you take a particularly nasty fall (down a pit or off a cliff), you will receive an appropriate hit point assessment.

Fortunately, the mystical environment found in *Legends of Kesmai* enables you to recover from your injuries at a surprisingly fast rate.   Hit points will be restored at a rate of one or two every few moments, faster if you quietly stay in one place and rest.

Damage also can be cured (i.e., hit points restored) by eating balm berries, by drinking a balm potion, or by having a Knight or Thaumaturge cast the Cure spell on you.

You may lose hit points from your available total through the death/resurrection process; when you are revived, you will notice that your hit point total has been reduced by a few points.   The

highest number of hit points you have attained is referred to as your peak hits.

The peak hit rating is not a limit, only an indication of a lifetime maximum. If you are below your peak hits, a message to this effect will be displayed on the statistics page of the *character information scroll*.

If your hit points decrease through death, it is possible to return to your pre-death level. You may regain hit points up to (but not exceeding) your peak by the rare and sought-after drake potion.

It may take several potions to recover your peak. If your available hit points are increased when you are below your peak (such as through an advancement in experience level), your peak hit points will be raised by the same amount, so that there is no net loss of hit points.

Magic Points

The personal energy available for a magic user to cast spells is expressed in magic points. Magic users and Knights all begin using magic with a minimum number of magic points. If you are a magic user, you will be automatically assigned a beginning number of magic points when you create a new character.

Each spell requires a certain number of magic points; this number is deducted from the available total when the spell is cast, regardless of whether or not it is successful. If you do not have enough magic points available for a spell, the spell will fail.

Magic points also are consumed by keeping a spell in the warmed spell-rack for an extended period of time. Canceling (fizzling) a spell does not consume magic points.

Magic points are displayed on the game screen as one of three bar graph indicators; magic points (blue), hit points (red), and stamina points (green). The actual number of available points is displayed below each bar graph. Changes in your point status resulting from casting a spell or keeping a spell warmed will be reflected here.

In the game, your magic points also are shown in the character information scroll; you may view it by double left clicking on your character, or by pressing <ALT+I> on your keyboard.

Magic points are not lost in the death/resurrection process, but do figure in the advancement of your character's magic skill level. Magic points are increased by advancing to a higher experience level. Used magic points are regained regardless if you are injured or low on stamina.

Stamina Points

Like hit points, stamina points are automatically assigned to your character based on factors such as your occupation, strength and so on.   Stamina points are depleted by physical exertion, primarily by trying to move quickly with a heavy load.   Magic users may also lose a stamina point for incorrectly casting a spell.

Running or sprinting with a heavy, or even moderate, load will cause you to expend stamina points; even walking while carrying an extremely heavy load may lower your stamina.   Running or sprinting through difficult terrain, like heavily wooded areas, also will sap your stamina rapidly.

The total amount of weight of everything you are carrying (armor, weapons, gold, sack contents, etc.) determines whether you are lightly, moderately, heavily or very heavily encumbered.

In the game, your stamina points also are shown in the statistics page of the character information scroll, along with your encumbrance rating; you may view the Character Information Scroll by double left clicking on your character, or by pressing <ALT+I> on your keyboard.

If your character loses strength points through death and resurrection, you may find that what once constituted a light load for your character may now be a moderate load, due to the lessened strength.   This means you won't be able to sprint around without expending stamina points, unless you lighten your load (fewer weapons or less armor, for example).

Stamina points are not reduced by combat (except when executing a jump kick); you may stand and fight for extended periods of time without reducing your stamina. However, if you have lost half or more of your available hit points, you will quickly lose stamina if you sprint or run. When your stamina points are depleted to zero, you will be able to move only one hex at a time.

Temporarily depleted stamina points can be restored one or two at a time by remaining inactive in one place.   You must be at full hit points before you can begin regaining depleted stamina points.

Your character's total number of available stamina points can be reduced by death.   The rare and powerful drake potion can be used to restore these lost points.

A green bar graph indicator on the game screen shows your stamina point status at all times; the other two bar graphs are for hit points (red) and magic points (blue).   The actual number of available points is displayed below each bar graph.

Preparing to Enter *The Legends of Kesmai*

After you have completed character generation, your character is created with third-level experience (1,600 experience points), and equipped with the basic necessities of survival: leather armor, a belt carrying the traditional weapons of your homeland, and a loot sack containing one gold coin (a symbolic gift from the authorities of Kesmai, meant to represent the many riches to come).   Players who choose a magical profession will be supplied with a Spell Book.

Recommended reading before entering the game:

Rules of conduct

Game commands

Moving around the game

Conversation

Doing business in *Legends of Kesmai*

Physical combat in *Legends of Kesmai*

and for magic users:

Warming a spell

Casting spells

Safeguarding your Spell Book

If you have not already done so, you are strongly urged to read the Kesmai Chronicles (available on the *Legends of Kesmai* Web page) for important information on the history and current conditions in Kesmai.

Entering *Legends of Kesmai*

Once you've created your new character and are ready to begin playing the game, make sure your desired character name is shown in the window to the right of the tool bar; then, left click once on the ENTER GAME button at the top left of the screen.

All lawful characters will enter the game on the Municipal Dock at the south end of Kesmai Town; Thieves will appear within the protective confines of the Thieves Guild adjacent to the Kesmai Pawn Shop.   From these locations, you may begin your adventures.

Good luck!

The Game Environment

Legends of Kesmai   offers a unique adventuring environment, with many features that make game play fast-paced, interesting and challenging.   Game playing is done using the [game screen](#); however, before covering the specific features of the game screen, there are several general concepts of the game environment that warrant explanation.

[Game icons](#)

[Drag and drop](#)

[Game commands](#)

[Text commands](#)

[Hot keys](#)

Game Icons

One of the key features of *Legends of Kesmai* are the unique graphic icons that represent characters, creatures and items throughout the game.   Item icons can be picked up, used, examined and moved around the game screen by your character easily and quickly, while character and creature icons present important information about the character or creature at a glance.

In general, if you want information on any active icon, place your mouse cursor over the icon so that the icon name is displayed, and press the right mouse button.

Items lying on the ground are represented by a *pile icon*; a pile icon may represent only one item or many items.

Character Icons

Appropriate character icons are displayed for other human characters located in your sight. Unique icons are used for each of the different occupations in *Legends of Kesmai*, in male and female versions.   In addition, player characters can change the color of their clothing.   To display a character's name. place your mouse cursor over the character's icon.   Right click once on the character's icon to look at the character.

Creature Icons

The many dreaded creatures of the dark encountered in *Legends of Kesmai*   are represented by singular icons.   Place your mouse cursor over the creature's icon to display the creature's name.   To get a description of the creature,   right click on the creature icon.

Moving and Examining Game Icons

To move an item around on the *game screen*, you simply position your mouse cursor over the item icon, and press and hold down the left mouse button.   While holding down the left mouse button, drag the item to the desired location. Release the left mouse button to drop the item in its new location.   The item will be grayed out until the move is completed.

NOTE: You must have an arrow-shaped mouse cursor to capture and drag an item.   If the drag function is not permitted, the mouse cursor will appear as a circle.   This will occur if you are looking at items outside your own hex, or if your character is still performing the last action.

If you attempt to drag an item to a non-valid destination, the movement will not be completed, and the item will return to its original location when you release it.

To examine any item on the game screen, right click on the item.

Pile icons in a hex adjacent to the one you are standing in may be examined by right clicking on the hex; if you are standing in a hex with a pile, type   <ALT+Z> to zoom in and view the item(s) located there

Game Commands

Game actions in *Legends of Kesmai* are initiated by entering specific game commands.   Each game command results in a unique action, such as moving to a new location, fighting an opponent, drawing a weapon, casting a spell or searching a corpse.

Most game actions can be executed with standard point-and-click mouse moves through the use of the action indicator display, which uses default commands.

Each icon in the game (a creature, character, item, etc.) has a predefined default action command associated with it.   For example, the default command for a book is "read."   Any time the mouse cursor is placed over an active game icon, the icon's associated default command will appear in the action indicator display in the lower left-hand corner of the game screen.

When the default command text shown in the action indicator is yellow, the item is ready for use via the default command.

To execute the displayed default command, double left click on the item's icon.   The text inside the action indicator will change to blue, indicating that your character is performing the action you selected.   The text will return to yellow when the action is completed, indicating that your character is ready for another command.

Always remember that yellow text means your character is ready, and blue text means your character is busy. For example, placing the mouse cursor over berries held in your hand will display the command "eat" in the action indicator in yellow text; double left clicking on the berries icon will enable your character to eat the berries.   The "eat" default command displayed in the action indicator will turn blue while the berries are being eaten.

By moving the mouse cursor around the game screen, you can preview the various default commands associated with various game icons by viewing the action indicator.   When you decide what you want to do, simply double left click on the appropriate icon.   Some sample default commands are:

Berries:	eat
Bottles:	open or close, depending on current status
Corpses:	search
Gems:	look

For those actions not served by default commands, text commands are entered from the keyboard.   Text commands are typed into the command line and executed by pressing the <Enter> key.   Note that the command line has two modes – text command and conversation – activated by a toggle button immediately to the left of the command line.   When the button

appears as a sword, *text command mode* is active.   If the button appears as a mouth, click on it to toggle into text command mode, then type your command.   Available text commands are listed in the [text command summary](#).

Text Commands

Sometimes, you may want to undertake an action with an item that is different from its default action.   For example, instead of reading a book, you may want to throw it at someone (or something).   In this case, you must use a text command.   Type the command:

 throw book at kobold

in the command line, and then press <Enter> to execute the action.   Note that the command line has two modes – text command and conversation – activated by a toggle button immediately to the left of the command line.   When the button appears as a sword, *text command mode*   is active.   If the button appears as a mouth, click on it to toggle into text command mode, then type your command.

Note also that text commands will not be executed when displayed in blue text; this indicates that your character is still performing a previous action.   When your character is ready for a new command, the text command color will appear yellow; you can then execute the command by pressing the <Enter> key.

Players are strongly urged to become familiar with text command definitions and their use.

Related Topics:

Command line

Game Map

The *game map* appears in the *main viewport*; it displays the environment around your character as you move around *Legends of Kesmai*.   The map is divided into a 7x7 grid of 49 squares, referred to as hexes.

 Each hex represents a 10-foot square and signifies a particular element of   your surroundings; e.g., floor tiles, walls, water, forest, etc.

Your character is displayed in the center hex of the map, except when moving.   If your view is blocked by a wall, a door, or a similar obstacle, portions of the map on the other side of the obstacle are blacked out.   If you enter an area of darkness (perhaps cast by a magic user), the affected areas will be blacked out there as well.

During nighttime, darkness prevents you from seeing your more distant surroundings.

Related Topics:

Game screen

Hex contents display

Moving around the game

Moving Around the Game

Your character can roam all around the *Legends of Kesmai* environment; you are free to move up to three hexes at a time.   You can move east or west, north or south, or diagonally, in any combination.

Moving one hex at a time is the equivalent of walking; moving two hexes at a time constitutes running, and three-hex movement is equal to sprinting.   Your stamina is worn down if you run or sprint with a moderate or heavier load.   You can also swim, climb up or down, and execute other movements suitable to getting from here to there.

To move to a new hex, place the mouse cursor over the desired hex.   The hex default command "Move to" appears in the action indicator display .   Next, left click on the hex; a set of footprints appears, showing your path to the selected hex.   Double left click on the selected hex, and your character icon will move to the new hex; the *game map* is then redrawn, with your character's newly occupied hex now at the center.

If you want to cancel the action after you have clicked on the new hex and viewed your path, press the <ESC> button on your keyboard, or left click on the footprint icons, beginning with the last one.   As you click on each one, the footprints disappear.   You now can select a new hex to move to.

If you want to define a specific path (rather than accept the path mapped out for you by the game), left click on one hex at a time (up to three hexes), so that your new path takes you where you want to go.

If you happen to run or sprint into a solid object like a wall, you will be stunned for a moment and unable to execute any actions.   Simply walking into a solid object injures only your pride.

You may use your keyboard's numeric keypad to issue movement commands: turn off NumLock before entering the game, and use the keypad arrows to enter the north, east, west and south move commands.   Diagonal movements may be made with the 1, 3, 7 and 9 keypad keys (southwest, southeast, northwest and northeast). The standard keyboard arrow keys are reserved for text editing in the command line.

Alternatively, you may enter movement text commands; for example:

"n e n"

will move you one hex north, one hex east and one more hex north.

You can move through hexes containing other characters or creatures without fear of collision. Closed doors may be opened by moving into or through the door hex.   Doors also may be opened or closed from an immediately adjacent hex by double left clicking on the door to activate the default command "open" or "close."   In addition, you can open a door in an

immediately adjacent hex by using the text commands:

open door [direction]

close door [direction]

where [direction] is the direction (n, e, w, s) of the door hex from your location.

In some instances, your character will be busy with previous activities, and you may not be able to move immediately.   In these cases, the footprints (and the text command entry) are displayed in blue.   When the footprints revert to yelllow, you can execute the move by double left clicking on the destination hex (or pressing the <Enter> key for text commands).

Some terrain (tall grass, sand, heavy plant growth) is difficult to move in, and you may find that you cannot move the maximum three hexes per move.   In fact, the going may be so difficult in such instances, or when you are carrying a heavy load, that you will lose stamina.

When in the water, the hex default command is "Swim to".   You can move only one hex at a time when swimming.   Unless you have the benefit of the Breathe Water spell, you must keep swimming or diving to keep from drowning.

Other kinds of movement are implemented with text commands, including "climb up," "climb down" and so on; refer to movement text commands for more information on these text commands.

Conversation

You talk to other players in the game by typing your message into the command line using your computer keyboard.   Note that the command line has two modes – conversation and text command – activated by a toggle button immediately to the left of the command line.   When the button appears as a mouth, *conversation mode* is active.   If the button appears as a sword, click on it to toggle into conversation mode, then type your message and press the <Enter> key.   For example, type the message:

   let's go to the tavern

Your name and message appear in blue text on the game screens of the player characters in sight around you.   If your name is Lancelot and you type in the message shown above, your companions see (in blue type):

   Lancelot: let's go to the tavern

If you place an exclamation point at the end of your message, the message is "shouted," and thus possibly heard by players nearby but out of sight:

   can anyone help me with this dragon?!

When other players talk to you, you see their messages on your *main viewport* in blue text.   Try to approach conversations as if you were talking on a CB radio; i.e., type and send your message, and then wait for a response before sending again — some people are slow typists.   You are limited to one line of text per message; if you have a lengthy statement to make, send multiple messages.   For example:

   I've got two extra longswords, an extra greatsword and a whole bunch of

   daggers; if you need any of those items,   meet me in the Locker Room;   I think

   I have an extra Breathe Water ring you can have, too.

would be sent as three separate messages.

Also, use accepted abbreviations and don't worry about perfect typing or grammar.   And, as always, be courteous .

You also may communicate with your companions by acting in a certain way, by using certain keywords or the "act" command (see body language).   For example, with keywords you may wave, smile, grin, laugh, cry, frown, glower, salute, or look confused, among others.   When you use this command, your companions will see an appropriate message on their main viewport, e.g.:

"Lancelot looks very confused"

With the "act" text command, you can describe any action you can think of:

(Lancelot is giving the thumbs-up sign)

You also may append conversation to the end of a text command:

throw axe at orc/I've got the orc-you take the troll   :)"

Here, the forward slash introduces conversation at the end of a text command.   Of course, the command line would be toggled into *text command mode* (sword icon).

Indicate location or direction to your companions by using abbreviations: "n" for north, "s" for south, "nw" for northwest, etc.   For example, when you type the following:

warming fireball w w sw

you are cautioning your companions that you are about to cast the Fireball spell onto a hex that is two spaces west and one space southwest of your location.

Each homeland has its own unique language. To speak in your native tongue, type:

speak [language]

with text command mode activated (sword icon).   The languages of Kesmai are: Common, Illyrian, Muian, Lemurian, Lengian, Draznian, Hovathian, Mnarian, Barbarian. Your character speaks Common as well as the language of his or her homeland.   Common is the adventure's cant, understood by all who venture to the island.

Related Topics:

Message text

Scroll-back buffer display

Command line

Text commands

Body language

Body Language

While conversation covers most communication needs, you can also communicate with gestures by entering any of the following key words into the command line while in *text command mode* (sword icon):

angry	grimace	scream
applaud	grin	shiver
beam	groan	shrug
blush	grumble	shudder
burp	jump	sigh
confused	laugh	smile
cry	mumble	smirk
evilgrin	mutter	snarl
frown	nod	sneeze
gasp	pant	snicker
giggle	pout	wave
glower	salute	wink
		yawn

Type in the keyword *exactly* as shown above, and then press the <Enter> key.   For example, if your name is Lancelot and you enter the keyword "confused," you and your companions see an appropriate message on the main viewport, e.g.:

  "Lancelot looks confused"

Further expression is provided by the "act" text command, which allows you to express any action you can think of.   To define an "act"   text command phrase you type:

  act "[your action phrase]"

where the [action phrase] can be any action you want to convey to your companions.   Note that the double-quote characters before and after the phrase text are required!   For example, if your name is Lancelot and you enter the text command:

  act "is rolling on the floor laughing"

you and your companions will see the following message text displayed in the *main viewport*:

  (Lancelot is rolling on the floor laughing)

The parentheses indicate the message is being generated by the named character using the "act" command.

Related Topics:

[Text commands](#)

[Command line](#)

[Conversation](#)

Game Screen

All of your adventuring in *Legends of Kesmai* is done using the game screen. The game screen is made up of a number of elements, as shown below; these elements are identified as follows:

A. Main viewport
B. Secondary viewport
C. Action indicator
D. Offered-item holder
E. Active-spell rack
F. Ready-spell rack

G. Warmed-spell rack
H. Secondary viewport buttons
I. Hand contents niches
J. Health indicator
K. Command line
L. Exit button

Creature Icons

Different icons are displayed for each of the different creatures encountered in *Legends of Kesmai*; place your mouse cursor over the creature to display the creature's name.
If you want to get a description of the creature,   right click on the creature icon to display the description in the message text area   of the *main viewport*.
Double left clicking the creature's icon executes the default action displayed in the action indicator ("fight" for chaotic or evil creatures in your hex, "jumpkick" for chaotic or evil creatures not in your hex).   The identities and weapons of creatures in sight are also displayed on the creature list in the secondary viewport .
Related Topics:

Character icons

Character Icons

Appropriate character icons are displayed for other human characters located in your sight. Place your mouse cursor over the character's icon to display the character's name.   Right click once on the character's icon to look at the character.

Each player may choose the color of his or her clothing for display on the *game map*, as an aid to identification.   To change your clothing color, left click on your colored gem at the bottom of the creature list display; continue to do so until you obtain the desired color.

Related Topics:

Creature icons

Message Text

As you move about the *game map*, a description of your surroundings will be superimposed over the lower part of the *main viewport*.   This message area also will show conversation from nearby players or creatures, informational messages and error messages.   These messages are color coded:

Descriptive text: yellow
Spoken words: blue
Informational messages: purple
Error messages: red

As new text appears in the message area, the old text scrolls off into the scroll-back buffer display, which contains the last 200 lines of text received.

Related Topics:

Conversation

Hex Contents Display

Hexes with a *pile icon* contain items your character can pick up or look at.   To examine the contents of a hex in more detail, right click on it.   You must be standing in the hex or adjacent to a hex to see its contents.

Hitting <ALT+Z> also zooms in on the contents of the hex your character is standing in.   Be careful in dangerous areas of the dungeon not to become too engrossed with items you see on the ground.   A creature may sneak up on you while you are filling your sack with loot!

Related Topics:

Examining items

Manipulating items (drag and drop)

Examining Items

To examine an item in the *hex contents display*, or any item on the game screen, right click on the item.   A description of the item will appear in the *main viewport*.

To obtain additional information about an item, use the Identify spell, or have the item appraised by a shopkeeper.

Pile icons in a hex adjacent to the one you are standing in may be examined by right clicking on the hex; if you are standing in a hex with a pile, type   <ALT+Z> to zoom in and view the hex contents display

The icons of items that may be worn may change to a smaller version when placed on the character portrait.   Small, generic icons will be used for items displayed on the creature list.

Manipulating Items (Drag and Drop)

If you wish to move or pick up an item shown in the hex contents display, or anywhere else on the game screen, an item may be dragged and dropped to an appropriate location, such as an empty hand niche (left or right).   You may drag and drop an item directly to your belt, your sack or to your character portrait.

Likewise, you may drag an item from your hand, sack, belt or character portrait and drop it on your open hex contents display, or on any other valid destination.   Your hands do not have to be empty to move items, although you may find that you can move things faster if at least one hand is empty.

You can drag and drop items from one secondary viewport display to another; for example, you can drag a ring from the sack display and drop it onto an empty slot in the ring display.   To do so, place your mouse cursor over the item, press and hold the left mouse button, and then press the hot keys for the destination display.   In this case, they would be <ALT+R> for the ring display.

When the new display appears in the secondary viewport, you may complete the move by dragging the item to the new location and dropping it.

Character Information Scroll

The *character information scroll* will provide you with data on all of your vital statistics: alignment, experience level, age, strength, intelligence, etc.   In addition, your skill levels in all weapons, magic and hand combat areas are displayed.

To view the character information scroll, double left click on your character's icon. Alternatively, you may press the <ALT+I> keys on your keyboard. The first page displays your statistics; the second displays your skill levels.

Left click once on the scrolled paper at the bottom of the *main viewport* to scroll forward.   Left click once on the scrolled paper at the top of the main viewport to scroll back.   To close the scroll when you are done reading, double left click on either of the scrolled paper rolls, or right click on the scroll itself.   The main viewport will return to the *game map* display.

Scroll-Back Buffer Display

The *scroll-back buffer* contains a record of text that has been displayed on the game screen during a game session.   To review past activity, double left click on the command line; the scroll-back buffer display will now appear in the *main viewport*.   Alternatively, you may press the <ALT+H> keys on your keyboard.   Up to 200 lines of text are stored.

You may scroll backward or forward over the entire length of the buffer contents. Left click once on the scrolled paper at the bottom of the main viewport to scroll forward; left click once on the scrolled paper at the top of the main viewport to scroll back. To close the scroll when you are done reading, double left click on either of the scrolled paper rolls, or right click on the scroll itself, and return to the previous display in the main viewport.

Related Topics:

Conversation

Message text

Secondary Viewport

The *secondary viewport*, located in the upper right-hand corner of the game screen, offers the following displays:

1. Character portrait
2. Ring display
3. Sack contents

4. Belt contents
5. Creature list
6. Spell palette
7. Dialogue display

To switch displays, use the hot key commands available from your keyboard.   Alternatively, you may left click once on either of the left-   and right-facing triangles immediately below the secondary viewport; these triangles will allow you to flip through the screens one at a time.

You can transfer items from one secondary viewport screen to another by using the drag and drop method.

Character Portrait

The *character portrait* shows the player a graphic representation of his or her character, including sex, homeland characteristics and apparel.   To view the character portrait, click on the associated icon located immediately beneath the *secondary viewport*.   Alternatively, you may type <ALT+C> on your keyboard; or, right click on your character icon; or, left click once on either of the left-   and right-facing triangles immediately below the secondary viewport; these triangles will allow you to flip through the available screens one at a time.

As you play the game, you may wish to wear or remove different items like armor or amulets. To remove an item, place the mouse cursor over the item in your character portrait and drag and drop the item to another valid destination.   To wear an item, drag it from its original location and drop it on the body area where it is to be worn (head, hand, torso, etc.).

Related Topics:

Manipulating items (drag and drop)

Ring Display

The *ring display* is contained in the secondary viewport and contains niches to display the rings worn on the four fingers of each hand; the top row is the left hand, and the bottom row is the right hand.   The first finger of each hand is on the left, and only one ring may be worn on each finger.

To view the ring display, click on the associated icon located immediately beneath the secondary viewport.   Alternatively, you may type <ALT+R> on your keyboard, or left click on either of the left-   and right-facing triangles immediately below the secondary viewport; these triangles will allow you to flip through the screens one at a time.

You may add and remove rings by dragging them to and from the ring display.

Manipulating items (drag and drop)

Magic rings

Rings (as treasure)

Sack Contents Display

To view the contents of your sack, click on the associated icon located immediately beneath the secondary viewport.   Alternatively, you may type <ALT+S> on your keyboard, or you may left click on either of the left-   and right-facing triangles immediately below the secondary viewport to flip to the *sack display*.

The sack display features 21 separate locations where items can be placed.   Twenty of these locations accept any item small enough to fit into your sack; the 21st location accepts only gold coins.

Items and gold are put into and removed from the sack by the drag-and-drop method, or you may use the appropriate text commands.   When the 20 item locations are filled, you will not be able to place any more items in your sack, although you can continue to place gold coins in the 21st location.   The number of gold coins your sack can hold is limited only by your strength to carry them.

Related Topics:

Manipulating items (drag and drop)

Belt Contents Display

Your belt has five separate positions to hold weapons.   One of these positions, located on the back, holds large weapons like a greatsword, staff or shield.   The *belt display* is presented in the secondary viewport.

To view the contents of your belt, click on the associated icon located immediately beneath the secondary viewport.   Alternatively, you may type <ALT+B> on your keyboard; or you may left click on either of the left-   and right-facing triangles immediately below the secondary viewport to flip to the belt display.

Weapons are drawn or belted by the drag-and-drop method.   To draw a weapon, drag it from the belt display to the desired hand; to belt it, reverse the process.   Only weapons may be carried or stored on the belt, but small weapons, such as daggers and shurikens, can be carried in your sack as well.

Alternatively, weapons may be drawn and belted with the appropriate text command:

"draw axe"

"belt staff"

Related Topics:

Manipulating items (drag and drop)

Creature List

To view the *creature list*, click on the associated icon located immediately beneath the secondary viewport.   Alternatively, you may type <ALT+L> on your keyboard; or left click on either of the left-   and right-facing triangles immediately below the secondary viewport to flip to the creature list.

The creature list provides a concise description of all creatures and other characters in your sight, showing their alignment, the type of creature or character name, the type of armor worn, and the contents of the left and right hands (where applicable).   Creatures and characters are   listed from the closest to the farthest away.   Scroll buttons are provided to enable you to scroll through the creature listings.

On your creature list display, the alignment of all living beings within sight is indicated by the text color.   Pay careful attention to alignment before attacking any non-player character:

Alignment	Text Color
Lawful	blue
Chaotic	yellow
Neutral	green
Evil	red
Self-defense target	purple

Serious penalties are imposed on those who kill other player characters, or who kill any computer-generated lawful human.

Character listings also feature a colored gem indicating the color of the clothing being worn by the character.   Each entry in the list displays two small icons showing what the character or creature is carrying in its right and left hands.

Note that in the case of weapons, the icon represents only the weapon type, not the specific type of weapon.   Other items are likewise shown with small, generic icons.

Left click once on an entry line in the creature list to select that character or creature; in doing so, the character's or creature's name will appear over the character's or creature's icon in the *game map* display.   Double left click on the character or creature entry to perform the default action for that character or creature.

A colored gem is located at the bottom of the creature list display; it is used to determine the color of your clothing.   Left click on the gem to change your clothing's color.

Related Topics:

[Game commands](#)

Spell Palette

The *spell palette* contains five pages that display spell icons copied from the magic user's spell book, making the spell icons quickly accessible.

To access the spell palette, click on the associated icon located immediately beneath the secondary viewport.   Alternatively, you may press the <ALT+P> keys on your keyboard, or left click on either of the triangular buttons immediately below the secondary viewport to page through the   secondary viewport displays.

Each page in the spell palette contains spaces for up to nine spell icons (reference A above).   A total of five pages are available, and you can flip through the pages by left clicking on the forward and backward triangle buttons at the bottom of the spell palette page (reference D). You can also use <ALT+1> through <ALT+5> to flip directly to the specified page.   Click here for more information on use of the spell palette.

The availability of multiple pages allows you to group similar spells on a single page, such as having all your protection spells on one page, and all your fire spells on another.

Each page features an *intensity bar* (reference B) at the right side of the display to adjust the power of various spells (where allowed); see the spell descriptions for information on adjustability.   Click on the up and down arrows at the top and bottom of the intensity bar to increase or decrease intensity.   The numerical value of the spell intensity is displayed on the intensity bar.

At the lower left of the display is the *time-of-day indicator* (reference C); during the day, this tells you whether it is dawn, daytime or sunset.   At night, it shows the phase of the moon: full, half, quarter or new.

A spell book icon (reference E) also is provided.   Left clicking on the spell book icon will display the book's contents in the *main viewport*.

Related Topics:

[Casting spells: Wizards, Thaumaturges and Thieves](#)

[Modern magic](#)

[Manipulating items (drag and drop)](#)

Dialogue Display

Although conversation from other players appears in the message text area of the *main viewport*, the text in this area may scroll by rapidly as terrain descriptions and the calls of nearby street vendors are displayed as well.

The *dialogue display* offers a larger text area dedicated to displaying conversational messages only; during more relaxed moments in the game, you can use the dialogue display to more easily take part in conversations.   No scrolling is available, so if you want to access "past history," use the *scroll-back buffer* display in the *main viewport*.

Action Indicator

The *action indicator* (reference C, above) is located in the bottom left corner of the game screen, and is used to preview the default actions   that may be applied to character, creature and item icons in the game; it also indicates action status.

When the mouse cursor is placed over a game icon, the default action associated with that icon is displayed in the action indicator.   If the game is ready to accept the default command, the default command text will appear yellow.   If the text is blue, you must wait until it turns yellow to execute the command.

To execute the displayed default action, double left click on the item's icon.   The default command text turns blue, indicating that the action is being performed.   The text returns to yellow when the action is completed, indicating that the game is ready for another command.

Offered-Item Holder

During the course of the game, other player characters may offer you an item; e.g., another adventurer may give you a spare weapon.   The *offered-item holder* (reference D above) is <u>not</u> used with non-player characters.   When using the offered-item holder, you must stand in the same hex as the other character to offer or receive an item.

To offer an item to another player character, drag the item and drop it on the other player character's icon; a ghost image of the item appears in your free hand.   If the other player character accepts the item, the ghost image disappears from your free hand.

If the other player character leaves your hex without accepting the item, the ghost image in your hand changes to the actual item icon.   To withdraw the offered item, left click on the ghost image in your free hand.

An item that has been offered to you by another player character appears in the offered-item holder on your game screen.   To accept the item, drag it from the offered-item holder and drop it on a valid destination on your game screen (hand, sack, belt, etc.).   If you do not wish to accept the item, double left click on the item to refuse it.

Related Topics:

Manipulating items (drag and drop)

Active-Spell Rack

If your character is under the influence of any magic spell, either self-cast (such as Strength), or cast by another (such as Blind), a spell icon representing the particular spell affecting you is shown in the *active-spell rack* (reference E above).

For non-magic users, spells cast through the use of magical items like rings are shown here.   If your character is under the influence of several spells at once, an icon for each spell is displayed here.

In some cases, more spells will be in effect than can be shown in the available space.   You can cycle through the spells in the active-spell rack by pressing the <ALT+,> (<ALT+comma>) keys to cycle to the left, and the <ALT+.> (<ALT+period>) keys on your keyboard to cycle to the right.

Ready-Spell Rack

A magic user may want to keep handy a favorite spell, or a spell likely to be needed soon. Drag a spell icon from the spell palette to the *ready-spell rack* (reference F above), where it may be held indefinitely until needed.   From there, simply double left click on the icon and it will appear in the warmed-spell rack, located immediately to the right.   Alternatively, you may drag and drop the icon to the warmed-spell rack.

Warmed-Spell Rack

Before a Wizard, Thief or Thaumaturge can cast a spell, the spell must be activated, or "warmed," for a short time before casting.   A spell is warmed by placing the spell icon in the *warmed-spell rack* (reference G above).   Knights do not have to warm their spells before casting.

To warm a spell, place the mouse cursor over the spell icon in the Spell Book or spell palette and double left click on the spell icon.   The icon automatically appears in the warmed-spell rack. After a short time, the spell is warmed and ready to cast.

Alternatively, you may drag the spell icon and drop it on the warmed-spell rack.   Click here for more information on warming and casting spells.

Dragging a spell off the warmed-spell rack cancels it.   Dragging a new spell to the warmed-spell rack while an existing spell is warming cancels the existing spell and replaces it with the new spell.

Related Topics:

Manipulating items (drag and drop)

Fizzling (canceling) a spell

Secondary Viewport Buttons

Immediately beneath the secondary viewport   is a row of seven buttons (reference H above), each corresponding to a specific display found in that viewport: the character portrait; ring display; sack contents display; belt contents display; creature list; spell palette; and dialogue display.

Clicking on any one of these buttons will bring up the associated display.   Also, with the *main viewport* zoomed into *hex contents display* mode, items can be dragged and dropped directly onto the appropriate secondary viewport button, rather than having to flip back and forth between, say, the sack display and the belt display.

Hand Contents Niches

Two *hand niches* (reference I above) are visible on the game screen at all times, showing the contents of your character's left and right hands (rings are displayed separately in the ring display).   To hold an item, drag the item icon to an empty hand niche, and drop it there.   Your character can hold only one item at a time in each hand.

To move an item in your hand to another location on the game screen, drag it from your hand niche and drop it on the desired location (sack, belt, your hex contents display, another character, etc.).

To manipulate an item in your hand, double left click on the item icon to initiate the default action, or right click on the item to look at it.

If you are wielding a bow weapon (short bow, longbow or crossbow), the left hand must be empty in order to nock an arrow or bolt.   When the bow weapon is nocked (loaded), a small icon of a hand and bowstring will appear in the left hand.   Dropping an item on the left hand while the bow is nocked causes the bow to become unloaded.

Related Topics:

Manipulating items (drag and drop)

The Health Indicator

Three bar graph indicators (reference J above) are provided to allow constant monitoring of your hit points (red), stamina points (green) and magic points (blue).   The actual number of available points is displayed below each bar graph.

Any changes in your point status in these three key categories are automatically reflected here. These changes also will appear in your character information scroll.

Command Line

The *command line* (reference K above) is a one-line text entry window that allows you to have conversation with other players and to enter text commands.   Immediately to the left of the command line is a toggle button, which appears as a sword when the command line is in *text command mode*, and as a mouth when in *conversation mode*.   Both text commands and conversation are typed into the command line and are executed with the <Enter> key. Conversation and text commands entered into the command line will not be executed when the text color is blue; pressing the <Enter> key will have no effect.   When the command line text turns yellow, press the <Enter> key to send the message or execute the command.

Pay particular attention to this feature; if, in the heat of battle, you type a text command and hit the <Enter> key while the text is blue, nothing will happen.   To execute the command, you must hit the <Enter> key when the text color is yellow.

Double left click on the command line to display the text buffer contents on the *main viewport*. This is a record of the last 200 lines of text displayed on the screen during the current game session.   The text buffer is cleared each time you exit the game from the main menu. Conversation from other players will appear in the message text area of the main viewport.

Related Topics:

Conversation

Body language

Text commands

Exiting the Game

To exit from *Legends of Kesmai* and return to the *conference room*, left click on the EXIT button (reference L above) in the lower right-hand corner of the game screen. Alternatively, you may type the text command "quit" into the command line, and press the <Enter> key on your keyboard.

You may not exit the game if you are a ghost (you will be resurrected by the gods instead; then you may quit the game), or if you are standing in front of an active shop counter, locker or altar.

You also may not quit the game if you are engaged in combat. You will have to wait about one minute after wielding a weapon or taking a hit before you can quit.

Leaving the game without quitting (i.e., via a phone line disconnect) can cause serious difficulties for your character.

Hot Keys

Hot keys may be used at any time and are a vital element of playing the game; they are keyboard "shortcuts" that cause certain actions to occur.   Hot keys are particularly useful for switching from display to display in the <u>secondary viewport</u>.

<ESC>	Close all pop-ups; cancel two-part actions, e.g., walking; return main viewport to game map
<F1>	Open Online Help
<ALT+B>	Open belt display
<ALT+C>	Open character portrait
<ALT+D>	Open dialogue display
<ALT+H>	Open scroll-back buffer display
<ALT+I>	Open character information scroll
<ALT+L>	Open creature list
<ALT+M>	Open spell book (magic users only)
<ALT+P>	Open spell palette
<ALT+R>	Open ring display
<ALT+S>	Open sack display
<ALT+Z>	Open hex display for currently occupied hex
<ALT+,>	(<ALT+comma key on keyboard>) Cycles active-spell rack to the left
<ALT+.>	(<ALT+period key on keyboard>) Cycles active-spell rack to the right
<ALT+1>	Cycles spell palette to page 1
<ALT+2>	Cycles spell palette to page 2
<ALT+3>	Cycles spell palette to page 3
<ALT+4>	Cycles spell palette to page 4
<ALT+5>	Cycles spell palette to page 5
<CTRL+,>	(<CTRL+comma key on keyboard>) Cycles secondary viewport to the left
<CTRL+.>	(<CTRL+period key on keyboard>) Cycles secondary viewport to the right

Main Viewport

The *main viewport*, located in the upper left part of the game screen, displays several important game displays.   The game map is shown here, allowing you to navigate your surroundings. The message text area of the game map displays descriptions of your surroundings, and conversation from other adventurers.

The hex contents display appears here as well, enabling you to see the contents of your own, or an adjacent, hex.   The scroll-back buffer display comes up in the main viewport, providing access to up to 200 lines of past game text.

Any time you read a scroll or book, the pages will appear in the main viewport, and your character information scroll shows up here, too.

Related Topics:

Moving around the game

Doing Business in *Legends of Kesmai*

Even the most adventuresome Fighter cannot spend every minute of his or her existence in the dungeons.   Eventually, your sack won't hold any more loot, or you'll run out of balm, or you might decide you need a different kind of weapon.   And, since you don't need to sleep, you don't have a mattress under which to stash your gold, so an occasional trip to the bank is necessary as well.

Fortunately, you'll find many different shops and street vendors who are ready to meet your needs at fair and amazingly uniform prices.   Commerce is standardized throughout *Legends of Kesmai*, so once you learn the knack of dealing with Kesmai's business community, your skills will apply where ever you go.

Be courteous to other player characters when dealing with street vendors and shopkeepers; that is, wait your turn if others are ahead of you, and step away from the vendor or counter as soon as you've finished your business (only one character at a time is allowed in the area directly in front of a counter).   Count your change, examine your purchase or rearrange your sack or belt in an out of the way spot.

Handling money

Street vendors

Shopkeepers

Appraisals

Banking

Lockers

The Pawn Shop

The Tailor Shop

The Apothecary

Street Vendors

A walk around the Town of Kesmai will quickly reveal the presence of a number of street vendors selling books, balm, herbs and rings, among other things.   An informal lot, street vendors have no price lists, and not much inclination to chit-chat.   To find out what they are selling, and the price, you must listen to their shouts as they hawk their wares to the public.   One can hardly carry on a conversation when standing near a street vendor.

Street vending is a demanding business, since there is business to be conducted 24 hours a day. After some years of rough-and-tumble disagreements, the vendors of various specialty items eventually carved up the town territory among themselves by common agreement.   Thus, for example, those vendors who sell recall rings have claimed the area outside the Pawn Shop. Although you will encounter different vendors from time to time, each particular item is sold from its own choice spot.   In order to protect their turf, the vendors do not stray from these locales.

The street vendors of Kesmai have developed an unusual way of doing business, considered by some a bit strange, but effective nevertheless.   If you wish to do business with a street vendor, step into the vendor's hex and drop the amount of gold you wish to offer onto the ground at the vendor's feet.   If you have not met the vendor's price, he or she will tell you so.

Once you've offered the correct amount of gold, the vendor will snatch it up and immediately drop the item being sold at your feet, where you may pick it up, thus completing the transaction. If you have overpaid, the vendor will leave your change on the ground along with the item; be sure to pick it up before you leave!

If you remain in the vendor's hex and leave coins on the ground in excess of the purchase price of the item being sold, the vendor will continue to take coins and drop items to the ground until there is an insufficient amount of gold on the ground to purchase one item.   Unless you specifically want to buy multiple items, it is best to drop only the exact purchase price on the ground; otherwise, you may inadvertently purchase more than you need, and a street   vendor does not know the meaning of the word "refund."

Street vendors will not appraise items; you must see a shopkeeper to get an item appraised. Street vendor prices are regulated by the local authorities and are in line with those found in the shops.

Shopkeepers

To accommodate the restless adventurer, the shops of Kesmai are open 24 hours a day, staffed by their tireless owners.   In addition to selling whatever specialty item you may need, shopkeepers also provide the valuable service of appraising the value of any item you place before them, at no charge.   All shopkeepers will appraise items uniformly, and all offer the same amount when purchasing an appraised item.

At first, it may seem odd that a shopkeeper will purchase an appraised item from you at the same price for which it is sold.   This, however, is the decree of the local authorities, who deem it one more way to keep the adventurers happy.   Fortunately, enough profit is injected into the local economy by the adventurers to more than offset the difference.

This includes the sale of training and such non-returnable consumables as wine, ale and various potions, as well as weapons, supplies and armor that end up lying on the floor of the dungeons due to the tragic death of the owner.   A large majority of the latter are never returned for recycling.

Also, the activities of the cooperatively owned Bank of Kesmai provide a significant income for each native citizen of Kesmai.   A small part of these profits is used for maintenance and upkeep of the magical lockers, the Dock, the entrances to the dungeons and other structures vital to the adventurer.   A strong constabulary is also provided for, in the form of the Sheriff and his Deputies.

Related Topics:

Buying an item from a shopkeeper

Selling an item to a shopkeeper

Appraisals

Shopkeepers will gladly appraise any item you place on their counter, and their years of experience have given them familiarity with all manner of things.   To receive an appraisal for an item, drop the item on the shopkeeper's counter.   Next, type the text command:

  [shopkeeper's name], appraise [item name]

in the *command line*, and press the <Enter> key.   The shopkeeper will tell you what the item is, and its value.

If it is a magical item, the shopkeeper will tell you the power of the spell, and if the item is a superior weapon, the shopkeeper will advise you of its combat add rating.   These attributes are not apparent when just looking at an item.

Shopkeepers can appraise only one item at a time; if multiple items of the same type are on the counter (e.g., several rings), the shopkeeper will appraise the item most recently placed there.   If you do not wish to sell the item, you may use the left mouse button to drag and drop the item from the counter back to a valid destination (your hand, sack, belt, etc.).

Selling an Item to a Shopkeeper

To sell an item to a shopkeeper, use the left mouse button to drag and drop the item onto the counter.   You do not have to have the item appraised, although you may do so at this point. When you are ready to sell the item, type the text command:

  [shopkeeper's name], buy [item name]

in the *command line*, and press the <Enter> key.

The shopkeeper will remove the item from the counter, thank you for your business, and put the appropriate amount of gold on the counter for you to take.

Use the left mouse button to drag and drop the gold from the counter to your hand or sack.   If there are multiple items of the same type on the counter (e.g., several gems), the shopkeeper will buy the item most recently placed on the counter.

If you wish to sell multiple items at once, drag and drop them to the counter and type the command:

  [shopkeeper's name], buy all

in the command line, and press the <Enter> key.   The shopkeeper will remove all the items, thank you for your business, and place the total amount of gold for all the items on the counter.

If you have a number of the same item in your sack, say a dozen rings, you can put them on the counter at one time with the text command:

"dump rings on counter"

You may use any valid item name with this command, e.g., gems, bottles, etc.

Buying an Item from a Shopkeeper

To buy an item from a shopkeeper, you must first know the price.   Each shop has a Price List icon posted on the wall.   Double left click on the Price List icon and a list of available goods and their prices will be displayed in the *main viewport*.   To look at any of the items displayed in the shop, right click on the item icon; a general description of the item will appear in the main viewport.

You will receive a basic description of the item; you will be advised of any combat adds if the item is a weapon, but you will not receive any information on the magical properties of an item.

Once you've determined the item you want to buy, and its price, use the left mouse button to drag and drop some gold (from your sack or from your hand) to the counter.   Then, type the text command:

  [shopkeeper's name], sell [item name]

in the *command line*, and press the <Enter> key.   If you have not met the vendor's price, he or she will tell you so.

After you've offered the correct amount and asked the shopkeeper to sell the desired item, the shopkeeper will place the item you purchased on the counter and remove your coins.   To complete the transaction, drag and drop the item from the counter to an appropriate location (hand, sack, belt, etc.).   If you have overpaid, the shopkeeper will return your change after you accept the item, leaving it on the counter.

If you wish to make multiple purchases, such as balm or shurikens, you may place the total amount you wish to spend on the counter to begin the transaction, and then use the "sell" text command repeatedly to purchase the individual items, until your money is used up.   You do not have to remove the purchased items from the counter between purchases, although you may find it less confusing if you do so.

Banking

The Bank of Kesmai is an indispensable part of the business community, with branch offices in Leng, Oakvael and Axe Glacier.   "Banker's hours" do not apply in Kesmai, and deposits and withdrawals may be made 24 hours a day.   The Bank of Kesmai is a no-frills operation, dedicated strictly to security, so don't expect any interest on your savings, loan officers to help you purchase that new suit of armor, or free potholders when you open your account.

The Bank of Kesmai is one of the foremost money-makers for the local community, and is cooperatively owned by the people of Kesmai and operated by the local government.   The huge sums of gold on deposit here enable the government to manage a lucrative investment portfolio; thus, the indigenous citizens of Kesmai are able to share in great wealth without ever venturing into the dungeons.   The fact that the bank pays no interest makes the profits even greater, although all deposits are insured for up to 10 million gold pieces.

Your account is automatically opened for you when you arrive on the island, so you may begin depositing funds immediately.   As soon as you have some money in your account, you may begin withdrawals.   There are no minimums for deposits or withdrawals, but you cannot deposit or withdraw more than 200,000 gold pieces at one time.

To deposit funds in the bank, step up to the counter and use the left mouse button to drag and drop the gold you want to deposit onto the counter.   Type the text command:

  [teller's name], deposit

in the *command line*, and press the <Enter> key.   The teller will take your gold from the counter, deposit it, and thank you for the business.

To check your account balance, type the text command:

  [teller's name], show balance

in the command line, and press the <Enter> key.   A message will appear in the *main viewport* indicating your current balance.

To withdraw gold from the bank, step up to the counter and type the text command:

  [teller's name], withdraw [amount]

in the command line, specifying the number of gold coins you wish to withdraw, and press the <Enter> key.   The teller will place the specified amount of gold on the counter and thank you for the business.   Use the left mouse button to drag and drop the coins to your hand or sack.

Your account balance is available to you at any bank branch in the *Realms of Kesmai:* Oakvael,

Leng and Axe Glacier, and even in more distant lands.   Deposits you make in any bank branch will immediately be available in all other branches.

If you send your character to the Underworld via the Shrine of Tranquility, and then overwrite this character with a new one, the old character's bank account will be available to the new descendant character.   This is also the case if you simply overwrite or "reroll" your current character; the erased character's bank deposits will be available to the new character.

As transferring large quantities of gold can be burdensome, adventurers who want to carry a large number of coins from one place to another may use their gold to purchase costly gems at the Jeweler's Shop.   Gems are light, compact, and easy to carry, and can be redeemed for gold later on.

Lockers

Although the Bank of Kesmai offers no safe deposit boxes, the town features something even better — magic lockers.   Even large items like greatswords and robes can be stored in your magic locker, although you are limited to a total of 20 items at any one locker location.   You cannot, however, put gold in your locker.

In Kesmai, the lockers are upstairs from the bank; but not all towns or banks have lockers.   To use the locker, step onto the hex immediately in front of the locker location.   Double left click on the locker icon, and the *locker display* will fill the *main viewport*, containing icons that represent the various items in your locker (if any).

To place an item in the locker, use the left mouse button to drag and drop an item from your hand, sack or belt to an empty location in the locker display.   To look at an item in the locker, right click on the item icon.

To remove an item from the locker, use the left mouse button to drag and drop the item to a valid destination (hand, sack, belt, etc.)   Items of apparel may be dragged and dropped directly to the appropriate location on the   character portrait   or ring display.   To close the locker, double left click on the locker background.

Should you send your character to the Underworld via the Shrine of Tranquility, and then overwrite this character with a new one, the old character's locker contents will be available to the new descendant character.

The Pawn Shop

The Pawn Shop is an establishment that operates with a certain twist to the standard rules and agreements for commerce in Kesmai.   While its proprietors will purchase items from you at the same rate as any other shop in Kesmai, these items are retained for resale at an inflated price.

So, for example, if you sell a carved wooden staff to the Pawn Shop for 50 gold pieces, you will see it immediately marked up and put on sale for 150 gold pieces.   Valuable items purchased by shopkeepers elsewhere in town often make their way to the Pawn Shop as well.

For this reason, the Pawn Shop tends to be a location where more exotic and hard-to-find items are offered for sale.   Some items found in the Pawn Shop cannot be purchased anywhere else, such as superior weapons or magical items, but some fairly common items are to be found there, too.

If you want an item badly enough, and have enough gold, the asking price may appear reasonable after all.   It's always a good idea to pop into the Pawn Shop from time to time to see what's for sale.   Naturally, Pawn Shops in other, more challenging lands -- like Oakvael -- tend to have more exotic (and more costly) items for sale than the Pawn Shop in Kesmai.

The Tailor Shop

The Tailor Shop operates on a strict barter system: In return for being able to keep the carcass of a slain animal or creature you provide, the Tailor will make for you an item of clothing from the creature's hide.   No exchange of money takes place in this transaction.

For example, troll leather armor is a valuable asset sought by many newcomers to Kesmai. After killing the troll (no simple task in itself), the adventurer can pick up the corpse by using the left mouse key to drag and drop the corpse to a free hand.

Trolls are very heavy, and even strong adventurers will be very heavily burdened by the load. Some adventurers may not be strong enough to pick up the corpse.

If you can pick up the corpse, you can carry it to the Tailor Shop.   If you can't lift the corpse, you will have to move the corpse along with the "push" text command.

You can push an item only one hex at a time, so be prepared for a long trip back.   Be aware that if you are distracted for a period of time, e.g., by having to fight other creatures you meet on your trip back, the corpse you are pushing may decay and disappear if you ignore it long enough. Also be aware that you cannot quit the game carrying a corpse.

Once you reach the Tailor Shop in Kesmai, give the corpse to Tamm the Tailor by dropping or pushing the corpse onto the hex occupied by Tamm.   In return, Tamm, a very fast worker, will drop on the ground before you an article of clothing made from the hide of the animal.   Use the left mouse button to drag the item to a valid destination (your hand, or directly to the character portrait if you wish to wear it immediately).   You may leave as soon as you have your item.

This procedure can be followed with the corpse of any slain creature, in any Tailor Shop in *Legends of Kesmai*.

The Apothecary

A small shop located on the alley behind the Gymnasium, on the east side of town, the Apothecary sells a modest array of potions and beverages, some tasty and pleasing, and some deadly.   Healing balm is the mainstay of the shop's business.

Handling Money

Any time you drag and drop gold from one place to another, the *Number Selector Pop-up* will appear.   It will display the total number of gold coins that you have accessed; to transfer the entire amount to your selected destination, left click on the ACCEPT button.

If you wish to transfer only a part of the gold, enter the amount you want to transfer using the keyboard keys, or the up and down arrows on the pop-up.

If you change your mind, and don't want to transfer any gold, left click on the CANCEL button.

The Number Selector Pop-up appears only for drag-and-drop manipulations;   if you use text commands to move gold (e.g., "put gold in sack"), the pop-up will not appear, and all the gold in question will be transferred.

Physical Combat in *Legends of Kesmai*

Regardless of your character's occupation, physical combat with the chaotic and evil creatures of *Legends of Kesmai* will be a common occurrence.   While some occupations, like Fighters and Martial Artists, see a good deal of physical combat, others may see relatively less; for example, a Wizard undertakes most of his or her combat via magic.

Physical combat is joined with your choice of many different weapons, and with hand-to-hand martial arts.   Conflict between player characters is strictly banned, so always be sure your combat actions are directed at non-player characters (NPCs).

During your fights, you'll find that blows might miss or be blocked, or land with varying amounts of damage; you might fumble your weapon, or be temporarily stunned by the effects of a blow.

In slaying a chaotic or evil creature, your victorious character receives immediate benefit in the form of an experience point gain, awarded whenever you land a killing blow.   In addition, your character also lays claim to all possessions of the slain creature.

Some creatures, when severely wounded, will flee from your onslaught to recover from their wounds.   To claim victory, you'll have to pursue these creatures and continue the fight (usually with a distance weapon).

Although magic users can attack a group of opponents, with physical combat you have to select your foes one creature at a time, even if you are surrounded (it's usually best to fight the most dangerous one first).   You do have the option of throwing a bottle of nitro or naphtha   at a group of opponents who are standing together.

Related Topics:

Physical combat commands

Drawing and belting weapons

Hitting

Blocking

Combat with thrown items

Skill gain in combat

Weapons - general information

Fumbles

[Looting](#)

Armor

Choosing the proper armor for your character to wear into combat is an important decision.   All new arrivals to Kesmai are outfitted with leather armor; as you plunder your way through the dungeons, you will come across even better forms of protection.

Your character's occupation also affects the choice of armor.   For example, Wizards shun metal armor, as it prevents them from casting spells; and the Thief's Hide spell is ineffective if anything heavier than leather armor is worn.   Many Martial Artists prefer to wear only the lightest armor, or no armor at all, in order to enjoy maximum dexterity.

Available types of traditional armor include chain mail and plate armor.   Chain offers protection against cutting and piercing weapons, but offers less protection against crushing weapons.   Plate armor offers the most protection, but is heavy, limiting your dexterity and sapping your stamina when you try to travel rapidly.

In the dungeons, plate armor and chain mail may be found lying about from time to time.   You may also encounter some creatures outfitted with superior armor, such as salamander scales, which provide fire protection.

If you bring the corpse of a troll, dragon, drake, salamander or other animal to a Tailor, the Tailor will make you a vest of armor from the creature's hide, at no cost.   This type of armor is considered by many to be the best, if you can get it.

You may wear up to two different items on your torso, such as a troll leather vest and a robe, or leather and chain mail armor, or even mail and plate armor (if you're feeling paranoid).   Other items that fall under the label of armor include dragon skulls, which can offer additional resistance to blows and stunning, and a bear skull, which provides night vision capability.

Related Topics:

Character portrait

Weapons - General Information

In *Legends of Kesmai*, each weapon is rated as to its probability of hitting, and its damage potential.   The probabilities of blocking an opponent's blow are determined from the ratings of both the attacking and the blocking weapons.   There are many available weapons, and no single weapon is suitable for every combat situation.

Related Topics:

Skill gain in combat

Blocking

Whenever an attacking move is made, there is some possibility that the defender will block the attack with a weapon, a shield or by hand.   The blocking results are determined by the attacker's weapon, the defender's weapon(s), the defender's armor and whether the attack is being delivered during close-in combat or from a distance.

The defender's dexterity rating also is taken into account; a higher rating increases the chance of blocking an attack.   Naturally, a magic user's Shield spell also increases the chances of blocking an attack, especially for smaller, lighter weapons.

The armor worn by the defender presents both advantages and disadvantages.   While heavier armor may provide better protection, the encumbrance of wearing it hinders movement, and thus reduces the defender's ability to block an attack.   The argument for wearing more or less armor is one of the more frequent topics of debate among adventurers.

While an attacker may wield only one weapon at a time, the defender can block an attack with a weapon in either the left or right hand.   If a shield or weapon is held in the left hand, it is used for calculating the blocking result about three-quarters of the time.

If the defender is carrying only one weapon, that weapon is used for blocking calculation. Weapons vary in their defensive capabilities; a staff usually blocks well, for example, while a rapier has very poor blocking characteristics.

Related Topics:

Hitting

Hitting

The result of an attacker's blow is calculated by two factors: first, the probability of the blow actually landing (i.e., not being blocked), and second, the amount of damage inflicted if the blow does land.   The probability of the blow landing is increased if a superior weapon is being wielded (i.e., a magical or enchanted weapon, or a weapon with combat adds).

The attacker's skill level with the weapon being wielded also will have a direct effect on landing a blow.   The higher the attacker's skill level with a particular weapon, the higher the probability of landing a blow.

The amount of damage inflicted by the blow is calculated by considering the strength of the attacker, the defender's armor, and whether or not a superior weapon is being used.   Magical and enchanted weapons, or weapons with combat adds, hit for greater damage.

Some creatures are immune to certain weapon types, and any hits that are landed with that weapon type result in little damage.   Any weapon with a lawful alignment hits for greater damage when wielded against a creature of evil alignment.

To attack a creature in close combat, you must be holding your weapon of choice in your right hand.   This enables you to accrue valuable skill gain with this weapon.

A blocking weapon or shield may be held in the left hand, although the left hand should be empty when the combatant is wielding a two-handed weapon or one of the bow weapons.   You also have the option of throwing a weapon at an opponent, or poking an opponent from a distance with a halberd.

Related Topics:

Blocking

Drawing and Belting Weapons

To draw a weapon, open the belt display in the secondary viewport (<ALT+B>), and use the left mouse button to drag and drop the weapon to your empty hand.   To belt a weapon, drag and drop the weapon from your hand to the belt display.   If your belt is full, the weapon will not be accepted.

Alternatively, you may use the "draw" and "belt" text commands:

  "draw greatsword"

  "belt greatsword"

Physical Combat Commands

Combat activity against creatures and non-player characters (NPCs) is executed primarily via the default commands associated with their icons, as displayed in the action indicator.   Additional actions can be initiated by entering combat text commands.

To fight with a creature using melee weapons (sword, mace,   etc.), you must stand in the same hex as the creature you wish to fight, and hold your weapon of choice in your right hand.   If you want to fight with martial arts, your right hand should be empty.   The key combat commands are:

Fight

Kick

Jumpkick

Poke

Throw

Nock,/Shoot

Fight

"Fight" is the default command associated with icons for all creatures and non-player characters (NPCs) with an alignment different from yours.   Place your mouse cursor over the icon of the creature or NPC; the default command "fight" will appear in the action indicator.

Double left click on the creature icon to strike at the creature with the weapon held in your right hand (or with the bare hand, if your hand is empty).   If   you are using a two-handed weapon such as a broadsword, your left hand should be empty for maximum hitting effect.

Kick

"Kick" is a text command; use this command to deliver a kick to your in your hex. Some sprains and light damage may result if you have not had sufficient martial arts training.   Enter the command in the command line:

 "kick [target name]"
 "kick skeleton"

Jumpkick

"Jumpkick" is a text command; use this command to deliver a martial arts-style jump kick to your opponent.   As martial arts skill increases, the jump kick can be delivered to opponents up to three hexes away.

As with the "kick" command, lack of martial arts training may result in some sprains and falls. Martial Artists claim maximum damage is inflicted if this move is executed barefoot.   This move will reduce your stamina.   Enter the command in the **command line**:

  "jumpkick [target name]"
  "jumpkick troll"

Nock/Shoot

"Nock" and "shoot" are the default commands associated with <u>bow weapon</u> icons. Bow weapons are held in the right hand, and must be nocked before shooting.

When the mouse cursor is placed over an unloaded bow weapon held in your hand, the "nock" command appears in the <u>action indicator</u>. Once loaded, a nocked bowstring icon appears in your right hand, and the default command changes to "shoot".

Double left click on the bow icon to nock or shoot your weapon. Selecting the "shoot" command changes the mouse cursor into a crosshair; place the crosshair over the target creature and left click once to shoot at the target creature.

Dragging any item to the left hand causes a nocked bow to unnock. Short bows and longbows will unnock when you move, and all bow weapons will unnock when belted.

Alternatively, you may use the "nock" and "shoot" text commands:

"nock"

"shoot at orc"

Poke

"Poke" is the default command associated with a halberd   icon; target characters can be in the same hex or in an adjacent hex.   "Poke" can be used as a text command with other weapons (such as a spear), but the target character must be in your hex.

Left click on the "poke" command to poke the target creature with the halberd.   To use "poke" as a text command, enter the command in the command line:

  "poke [target name]"
  "poke orc"

Fumbles

In the heat of combat, even the most experienced adventurer may fumble his or her weapon from time to time.   When a weapon is fumbled, it falls to the ground in your hex (bows excepted).

You must pick up the weapon by dragging and dropping it into your hand to wield it again.   If a bow weapon is fumbled, it unloads (but does not fall), and must be re-nocked., You also may use the "take" text command to pick up a fumbled weapon:

  "take axe"

Combat with Thrown Items

Any item, including weapons, can be thrown to any visible portion of the *game map*.   To throw a weapon at a creature within your sight, you must be holding the item in your left or right hand (daggers and shurikens excepted).

Skill with thrown weapons is gained with weapons of the shuriken weapon type (shurikens, darts, daggers).   To throw a weapon, or any other item, either the "throw" default or text command is used.   For daggers and shurikens, the default command is "throw."   For other items, type the text command:

  /throw [item name] at [target creature]
  /throw axe at troll

Weapons and items also may be thrown to a particular location:

  /throw [item name] [path]"
  /throw bottle n n e"

Related Topics:

Other thrown items

Throw

"Throw" is the default command associated with dagger and shuriken icons.   Double left click on the icon; the mouse cursor changes to a crosshair.   Place the crosshair over the target character's icon, and left click once to throw the weapon.

Daggers and shurikens may be drawn from the belt and thrown in one movement.   On the belt display, double left click on the dagger or shuriken icon; then, place the crosshair over the target character's icon, and left click once to throw the dagger or shuriken.

The "throw" text command must be used with other items.   Enter the command in the command line:

  "throw [item name] at [target name]"
  "throw axe at goblin"

Weapons and items also may be thrown to a particular location:

  "throw [item name] [path]"
  "throw bottle n n e"

Potions

You may sometimes find naphtha and nitro in the local Apothecary, and these potions are encountered in the dungeons as well. Naphtha is the one of the few means that non-magic users have to attack with fire. By opening a bottle of naphtha and throwing it, the character can cause a one-hex bonfire to appear in the hex where the bottle is thrown.

However, just as with any other thrown object, there is always the possibility you may miss or fumble — some form of fire protection is advised. You may choose to throw the bottle at a specific creature, or at a specific hex.

Nitro may be used in the same manner, except that an explosion will result. Again, there is always the possibility of a fumble, which can be a shattering experience.

Other Thrown Items

As you advance through the more dangerous locations in *Legends of Kesmai*, you may come across unique thrown weapons such as magical balls and lightning javelins.

Adventurers are advised to develop a sufficient amount of skill with thrown items before using these potent weapons in combat.

Looting

Once you slay your opponent, you have claim to all items carried by the creature.   Any weapons or items held in the creatures hands fall to the ground when the creature is slain; but other, more valuable items may be found hidden away in the creature's sack.

To find them, you must search the corpse by double left clicking on the corpse icon, which activates the "search" default command.   The search command reveals all items carried by the creature.   You must be in the same hex as the corpse in order to search it.

If a hex contains more than one corpse, you must search each corpse separately.   Most undead creatures die without leaving a corpse; in this case, everything the creature is carrying falls to the ground.   Be sure you aren't inadvertently looting something that legitimately belongs to another adventurer.

Magic Use

In *Legends of Kesmai*, players can create magic by casting spells.   Magic spells can be cast with the use of a magical item, such as a ring or wand, or by characters with magic ability.   Wizards, Thaumaturges and Thieves have inherent spell-casting abilities, while Knights are able to cast spells with the aid of the Ring of Knighthood.

Magic users (Wizards, Thaumaturges and Thieves) begin the game with a personal Spell Book, which contains a limited number of spells.   Magic users may obtain additional spells from a magic trainer, who will enter the new spells into the magic user's Spell Book.

Some spells are provided to the magic user at no cost, while others must be purchased from the trainer.   Knight spells are obtained with Ring of Knighthood, presented by the Knight trainer.

Magic spells vary in difficulty, ranging from simple to complex.   In general, the magic user must progress to an appropriate level of magic skill before the more advanced spells will become available from a trainer.

However, new Thaumaturges have access to a large number of spells, many of which are rated at skill levels above their current status.   A Thaumaturge may attempt to cast one of the more advanced spells, but the likelihood of success decreases the further the spell is beyond the Thaumaturge's present magic skill level.

Related Topics:

Spell lists by occupation

Magic and magic users

Modern magic

Casting spells

Using magic items

Spell descriptions

MAGIC WARNING!

Using the Spell Book

All spells available to a spell-casting character are recorded in the character's Spell Book.   Each spell is represented by a *spell icon*, which displays a simple graphic depicting the effect of the spell.   To view the spells in the Spell Book, double left click on your Spell Book icon, or press the <ALT+M> keys on your keyboard.

The Spell Book appears in the *main viewport*.   You will not be able to view the *game map* or any other main viewport screens while the Spell Book is displayed.   All the spells you have learned are in the Spell Book.

You do not have to have your Spell Book in your sack or hand to view it; magic initiates are specially trained in exactly memorizing the contents of the Spell Book, so that you may review your spells at any time, even if the Spell Book is in your locker and you are in the uttermost depths of the dungeons.

However, if you lose possession of your Spell Book in one way or another, you won't be able to learn new spells or receive magic training.

Related Topics:

Safeguarding your Spell Book

Warming a spell

Fizzling (canceling) a spell

MAGIC WARNING!

Do not cast any terrain-altering illusion spells inside the limits of the Town of Kesmai!   The gods frown on such activities, and the penalty is instant conversion to neutral alignment (making you fair game for the Sheriff and his deputies).   If you wish to experiment with spell casting in town, confine yourself to spells such as Shield, Strength or Hide in Shadows.

Using the Spell Palette

In some instances (particularly when wandering around in the dungeons), reading the Spell Book can be a dangerous activity, as your view of the playing area is totally blocked. To make review of your spell icons easier, a *spell palette* is available in the *secondary viewport*.

To access the spell palette, press the <ALT+P> keys on your keyboard; or left click on either of the triangular buttons immediately below the secondary viewport to page through the available secondary viewport displays.

Each page of the spell palette contains spaces for up to nine spell icons. A total of five pages are available, and you may flip through the pages by left clicking on the forward and backward triangle buttons at the bottom of the spell palette page.

Adding and Removing Spells on the Spell Palette

To place a spell icon in the spell palette, first open the Spell Book, by double left clicking on the Spell Book icon on the spell palette, or by pressing the <ALT+M> keys on your keyboard. Once you've selected a spell in the Spell Book, drag the desired spell icon to an empty slot in the spell palette.

When the spell icon is in place, release the mouse button. You also may move spell icons around on a spell palette page using this method.

To remove an icon from the spell palette, drag the icon off the spell palette page and release the left mouse button. If you wish to move spell icons from page to page in the spell palette, use the hot keys (ALT+1 through ALT+5) to flip between the pages.

Selecting and Adjusting Spells

The intensity of certain spells, such as Illusion, may be varied by the spell caster to suit particular needs. The intensity level of a spell is shown by the *intensity bar* on the right side of the spell

palette; the intensity bar also is used to adjust the intensity of applicable spells.

Left click once on a spell icon to select it; if the spell has an adjustable intensity, the current intensity level of the spell will be shown on the intensity bar.   If you wish to make adjustments to a spell's intensity, you must do so before the spell is warmed.   Use the arrow buttons at the top and bottom of the intensity bar to increase or decrease the spell's intensity.

Warming Spells

Spell icons may be moved to the *warmed-spell rack* from the spell palette by using the drag-and-drop method, or by double left clicking on the spell icon.

Related Topics:

Warming a spell

Fizzling (canceling) a spell

Casting Spells

Magic spells, whether cast by magic users or with a magic item, fall into three categories:

- Character spells that are cast on yourself, another player character, a creature or a group of creatures;

- Path spells that are cast in some geographic direction, into a location, or along a path; and

- Self spells that may be cast only on yourself.

Wizards, Thaumaturges and Thieves

Spells for Wizards, Thaumaturges and Thieves must be warmed before being cast.   Once the spell is warmed, it can be cast (assuming enough magic points are available).

The method of casting the spell depends on the type of spell being cast -- character, path or self.

The initial steps for casting any Wizard, Thaumaturge or Thief spell are always the same: first, place the spell icon on the *warmed-spell rack* for the spell to warm, and then double left click on the spell icon to cast the spell.   Self spells are cast as soon as you double left click on the warmed spell icon.

All character spells (such as Strength) require a target.   Note that when you double left click on the warmed spell, the mouse cursor changes to a crosshair.   Place the crosshair over the character you wish to enchant (which, of course, could be your own character), and click once with the left mouse button to cast the spell.

Path spells (such as Darkness) require a path.   Again, when you double left click on the warmed spell, the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.

Path spells can be cast only for valid paths; if you try to cast a path spell over an invalid path, the spell will fail (but you still will see an appropriate reduction in magic points).

See the individual spell descriptions for additional information, and be sure you read the MAGIC WARNING.

Knights

A Knight's magic power is conferred by the Ring of Knighthood.   Since the Ring of Knighthood is a magical item, spells cast using the ring do not have to be warmed.

First, locate the desired spell icon, using either the Spell Book or the spell palette.   Then, see if

you have enough available magic points to cast the spell; if so, double left click on the spell icon to cast the spell.

A character spell (such as Cure) requires a target.   When you double left click on the spell icon, the mouse cursor changes to a crosshair.   Place the crosshair over the character you wish to bewitch (which, of course, may be your own character), and click once with the left mouse button to cast the spell.

A path spell (such as Light) requires a path.   When you double left click on the spell icon, the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.

To cast Enchant Weapon, hold the desired weapon in your right hand, then cast the spell.   See the definition of Enchant Weapon for cautions and more information concerning this spell.

Warming a Spell

To warm a spell, place the cursor over the desired spell icon in the Spell Book or spell palette, and double left click on the spell icon.   The icon will appear in the warmed-spell rack, immediately below the lower right corner of the *main viewport*.

Alternatively, you may place the cursor over the spell icon in the Spell Book or spell palette, and drag the spell icon to the warmed-spell rack.   When the spell icon is over the warmed-spell rack, release the left mouse button.

If the warmed-spell rack already contains a spell icon placed there earlier, the old spell will fizzle (be canceled) and will be displaced by the new spell.   No magic points are deducted if a spell is fizzled before casting; however, magic points will be deducted for spells that remain in the warmed-spell rack for an extended time.

If your character takes damage of more than one-sixth your remaining hit points after a spell is warmed, the spell will fizzle and must be rewarmed.   Quitting the game or dying also will cause a warmed spell to fizzle.

Fizzling (Canceling) a Spell

You may deliberately fizzle, or cancel, a warmed spell by dragging it off the *warmed-spell rack*. A spell in the warmed-spell rack also will fizzle if replaced by a new spell before the old spell is cast.   Alternatively, you may fizzle the spell by using the "rest" text command.   Type the command:

  rest

into the *command line* and press the <Enter> key.

Warmed spells will be canceled automatically if you take damage equal to or more than one-sixth of your remaining hit points, or if you are slain.   Warmed spells also can be canceled by displacing them with another spell, or by exiting the game.

Using Magic Items

Legends of Kesmai   features a number of magic items, such as rings, wands and staffs.   Usually, these items will emit a perceptible glow.   Magic items will provide some sensory indication of their power when they are picked up or worn; for example, magic rings will generate a mild shock or tingling sensation when placed on a finger.

Your character does not have to have any magic ability to use a magical item; however, you should be aware that the Ring of Knighthood may be used only by someone of the Knight class. Attempts by others to use it can have explosive results.

To be used, a magical item must be held or worn, depending on the item type.   Magic rings must be worn to be effective, and will be shown on the ring display in the secondary viewport.

If the spell cast by the magical item requires a target character or path, the mouse cursor will change to a crosshair once the magical item has been activated.   For character targets, place the crosshair over the desired character icon, and left click once to cast the spell.

For path targets, click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.

Path spells can be cast only for valid paths; if you attempt to cast a path spell over an invalid path, the spell will fail.   If you wish to redefine the path, press the <Esc> button on your keyboard to cancel the path, and click out a new path.

Related Topics:

Amulets and bracelets

Magic rings

Wands and staffs

also:

Rings (as treasure)

Staff weapons

Magic Rings

Some magic rings need only be worn to activate their magical effects; others enable the wearer to cast a spell.   To cast a spell with a magical ring:

    1. Access the ring display by pressing the <ALT+R> keys on your keyboard, or by left clicking on either of the triangular buttons immediately below the secondary viewport to page through the secondary viewport displays.

    2. When the ring display appears, locate and double left click on the desired ring to cast the ring's spell.   The spell will be cast immediately, without having to be warmed.

The recall ring is activated by removing it; you will be returned to the location occupied when you put it on.   Recall rings are cleared whenever you travel through a magic portal; the ring retains its power and can be removed without effect and put on again in a new location.

The recall location should be chosen carefully; neutral or evil individuals will not want to recall into an exposed location, and the ring will not work if you try to recall to a location on top of a wall or in water.   Putting on a recall ring in a doorway also is unwise, as you will not be able to recall if the door is closed.   The opposite hand must be empty in order to remove the ring, and the ring will disappear after use.

The presence of high levels of the Dark Power will prevent the recall ring from working; thus, certain areas like dragon lairs have been found to be "no recall" zones.   In these areas, the ring cannot be removed from your finger, nor can you put on a recall ring in a no recall zone.

Knight's spells, although empowered by the Ring of Knighthood, are cast with spell icons -- see casting spells .   Also, the spell of Identify (vermeil ring) requires that you hold the unknown object in your right hand while casting the spell.

Related Topics:

Casting spells

Rings (as treasure)

Wands and Staffs

Magical wands and staffs must be held in the hand to work.   You do not have to have any magic skill to use a magic wand or staff.   Drag and drop the magic wand or staff to an empty hand, and then double left click on the item to cast the spell.   The snake (cobra) staff must be thrown at a target to be activated.

Related Topics:

Casting spells

Staff weapons

Amulets and Bracelets

Magical amulets and bracelets must be worn to work their magic.   If worn, they will be displayed on the character portrait, which is seen in the secondary viewport.   Access the character portrait by typing <ALT+C> on your keyboard; or by left clicking on either of the triangular buttons immediately below the secondary viewport to page through the displays.

Some amulets and bracelets need only be worn to activate their magical effects; others enable the wearer to cast a spell, such as Locate.   In this case, double left click on the amulet or bracelet icon to cast the spell.

Related Topics:

Casting spells

Using the Magic Portals

Travel to and from the distant lands is made possible by magic portals located at various sites in Kesmai.   Once you have found a portal, step into the portal hex; to activate the portal, type the chant:

  ashtug ninda anghizidda arrflug

in the command line, and press the <Enter> key.   This is the standard portal chant, and it activates all portals.   In doing so, you will be transferred magically to the destination land.

It is very important to note that recall rings do not work across portals.   Whenever you use a portal, your recall ring will be cleared; it still retains its power, and even though the ring is still on your finger, removing it will not result in a recall.   To reset the ring in the new land, remove it from your finger, and put it on again when you are standing in the location you wish to recall to.

Anyone using a portal (especially neutral and evil characters) should be cautious, as there is no way of knowing what awaits on the other end until you have materialized there.   Some portals are patrolled by lawful Knights, and there is always the possibility you may find a creature of the dark awaiting with an unpleasant welcome.

To return to Kesmai, locate the return portal (nearby, but different from the arrival portal) and type and enter the same chant you used to arrive.   You will return to a room in the east end of the Temple in Kesmai.

Skill - An Explanation

As in real life, the development of "job skills" in *Legends of Kesmai* is essential to obtaining success in your chosen occupation.   Whatever your character's occupation (Fighter, Wizard, Thief, etc.), you will have the opportunity to develop and practice the necessary skills for that character's occupation, such as combat skills for Fighters, and magic skills for Wizards.

Skill may be defined as ability, proficiency or expertise in a particular art, craft or activity.   In general, skills are developed through both training *and* practice.   For example, you may receive training as a woodcarver, but, unless you practice, your woodcarving skills will remain at a low level.

As a neophyte woodcarver, you would not be able to grasp the techniques of advanced carving until you had completed substantial practice of the beginning techniques.   Therefore, your woodcarving instructor probably would decline to teach you any advanced techniques until you increased your skill level through practice.

You also could choose to begin woodcarving on your own, without any instruction in techniques; in this case, it is reasonable to assume that your skill advancement would be slower, as you would lack the benefit of training.

With instruction, your skill level would increase the more you practiced your woodcarving skills, and the greater your skill level, the more advanced training your instructor could give you.   As you continued to practice woodcarving and receive training, your skill level might rise to the point that you would be as good as or better than your instructor, in which case you would be referred to a more advanced instructor.

Once you attained a certain amount of proficiency at woodcarving, it is possible that you might suffer an accident or illness, or otherwise stop carving for one reason or another.   When you eventually return to carving, it would not be surprising to find that your skills had fallen off a bit, and were not as high as they were before.   However, if you began practicing again, you would be able to return to your former skill level much more quickly than you did the first time, due to the benefit of your past efforts.

All of these situations apply directly in *Legends of Kesmai*, and you will advance most quickly if you keep them in mind as you develop your character.   In *Legends of Kesmai*, training is available to all character occupations, but if you decline to take advantage of it, or do not practice after you have been trained, your skill development will be slow (with potentially fatal consequences).

If you are killed off and resurrected, your skills usually will show some decline.   However, as mentioned above, you will be able to return to your former skill level much more quickly than you did the first time.

Skills are very important to success, and emphasis is placed on your abilities, rather than on the

weapon in use or your [experience point level](#).

Related Topics:

[Skill gain](#)

[Skill loss and recovery](#)

[Skill categories](#)

Skill categories

In *Legends of Kesmai*, skill can be developed in three categories:

Combat skills

Magic skill

Thieving skill

As you gain skill in each category, you will advance through various skill levels (non-magic users may not obtain skill training in magic).   The higher your skill level, the greater the chance of success in activities of that category (i.e., fighting, spell casting or stealing).

Advancement through the various skill levels is dependent on practice, and is greatly enhanced by proper training.

Combat Skills

Combat skills apply to all occupations, and can be developed in hand-to-hand combat, and with 11 different weapon types.   Only Martial Artists can be trained past Skill Level 7 (Black Belt) in hand-to-hand combat, although one advanced trainer can instruct Thieves to third Dan level.

Each weapon type covers several similar weapons; skill level in a particular weapon type applies to all weapons within that type.   For example, if a Fighter is rated as "competent" in mace-type weapons, he or she will be equally competent with mace, axe, maul and hammer.

Each character arrives in *Legends of Kesmai* with a skill level of "capable" in at least one weapon type, depending on a character's homeland.   Some occupation/homeland combinations may provide "capable" ratings in two or even three weapon types.

Your character's combat skills are displayed in the character information scroll in the following areas:

Weapon Type	Weapons Included:
Bow	crossbow, longbow, short bow
Dagger	dagger, knife
Flail	flail, nunchaku, morning star
Halberd	halberd, naginata
Mace	mace, hammer, axe, maul
Rapier	rapier, sabre
Shuriken	shuriken, dart, thrown dagger, thrown items
Staff	staff, wand, spear, scythe
Sword	longsword, short sword, katana, sickle
2-H weapon	broadsword, greatsword, great axe
3-s staff	three-sectioned staff
Hand	hand-to-hand combat (martial arts)

Skill gain in combat

Weapons skill levels

Weapons training

Magic Skill

Magic skill is developed by Wizards, Thaumaturges and Thieves.   Magic skill is not subdivided like the combat skill category; the magic skill level applies equally to all spells generated by the character.

NOTE: Knights (Fighters who have reached the eighth level in experience points and have completed Knight Training) also use magic spells.   However, since these are special powers granted by the Ring of Knighthood, they are not subject to magic skill development.

Thaumaturge magic skill levels

Thief magic skill levels

Wizard magic skill levels

Magic skill gain

Magic training

Thieving Skill

Thieving skills, available to anyone, are developed mostly by Thieves, and apply to their thiefly activities, like picking pockets and picking locks.

[Thieving skill levels](#)

[Thieving skill gain](#)

[Thief training](#)

Skill Levels

The trainers in *Legends of Kesmai* will help you increase your skill level, and can critique your skill level in a number of areas.   You may view your skill level in any particular category by viewing the character information scroll (<ALT+I>).   All your skill levels will be displayed: weapon types, hand-to-hand combat, thieving skill and, for Wizards, Thaumaturges and Thieves, magic skill.

Each skill level is subdivided into 10 ranks, which enable you to see how far you have to go until you attain the next skill level.   Rank 1 is the lowest and rank 10 the highest.   To determine which rank you are on in a given skill level, obtain a critique from a trainer.   If no rank level is given, you have not yet advanced to rank 1 in that skill level.

Do not confuse skill levels and their related titles with experience point levels; although somewhat interrelated, the two are wholly separate character components.

Weapons skill levels

Hand-to-hand skill levels (martial arts)

Wizard magic skill levels

Thaumaturge magic skill levels

Thieving skill levels

Thief magic skill levels

Weapons Skill Levels

No Skill:	untrained
Skill Level 1:	awkward
Skill Level 2:	mediocre
Skill Level 3:	capable
Skill Level 4:	familiar
Skill Level 5:	practiced
Skill Level 6:	competent
Skill Level 7:	experienced
Skill Level 8:	skillful
Skill Level 9:	proficient
Skill Level 10:	exceptional
Skill Level 11:	brilliant
Skill Level 12:	expert
Skill Level 13:	astonishing
Skill Level 14:	amazing
Skill Level 15:	incredible
Skill Level 16:	master
Skill Level 17:	genius
Skill Level 18:	unearthly
Skill Level 19:	immortal

Related Topics:

Weapon types

Hand-to-Hand Skill Levels (Martial Arts)

No Skill: untrained
Skill Level 1:   white belt
Skill Level 2:   yellow belt
Skill Level 3:   green belt
Skill Level 4:   blue belt
Skill Level 5:   red belt
Skill Level 6:   black belt
Skill Level 7:   1st Dan black belt
Skill Level 8:   2nd Dan black belt
Skill Level 9:   3rd Dan black belt
Skill Level 10:   4th Dan black belt
Skill Level 11:   5th Dan black belt
Skill Level 12:   6th Dan black belt
Skill Level 13:   7th Dan black belt
Skill Level 14:   8th Dan black belt
Skill Level 15:   9th Dan black belt
Skill Level 16:   white sash
Skill Level 17:   red sash
Skill Level 18:   gold sash
Skill Level 19:   master

Wizard Magic Skill Levels

No Skill: untrained
Skill Level 1:   Aspirant
Skill Level 2:   Apprentice
Skill Level 3:   Apprentice to Fire
Skill Level 4:   Apprentice to Ice
Skill Level 5:   Apprentice to Illusions
Skill Level 6:   Shaper of Fire
Skill Level 7:   Shaper of Ice
Skill Level 8:   Wizard
Skill Level 9:   Shaper of Illusions
Skill Level 10:   Illusionist
Skill Level 11:   Master of Earth
Skill Level 12:   Master of Illusions
Skill Level 13:   Master of Air
Skill Level 14:   Mage
Skill Level 15:   Lord of Fire
Skill Level 16:   Lord of Illusions
Skill Level 17:   Lord of Air
Skill Level 18:   Archmage
Skill Level 19:   Magus

Thaumaturge Magic Skill Levels

No Skill:	untrained
Skill Level 1:	Shaman
Skill Level 2:	Apprentice
Skill Level 3:	Initiate
Skill Level 4:	Acolyte
Skill Level 5:	Healer
Skill Level 6:	Canoness/Canon
Skill Level 7:	Exorcist
Skill Level 8:	Priestess/Priest
Skill Level 9:	Seeress/Seer
Skill Level 10:	Summoner of Snakes
Skill Level 11:	Summoner of Spirits
Skill Level 12:	Summoner of Demons
Skill Level 13:	Prophetess/Prophet
Skill Level 14:	Matriarch/Patriarch
Skill Level 15:	High Priestess/High Priest
Skill Level 16:	Master of Demons
Skill Level 17:	Master of the Dead
Skill Level 18:	Master of Earth & Sky
Skill Level 19:	Hierophant

Thief Magic Skill Levels

No Skill:	untrained
Skill Level 1:	Skulker in Shadows
Skill Level 2:	Master of Mischief
Skill Level 3:	Diviner of Magics
Skill Level 4:	Knight of Darkness
Skill Level 5:	Opener of Ways
Skill Level 6:	Lurker in Darkness
Skill Level 7:	Obscurer of Ways
Skill Level 8:	Master of Water
Skill Level 9:	Master of Air
Skill Level 10:	Master of Secrets
Skill Level 11:	Master Thief
Skill Level 12:	Shadow Thief
Skill Level 13:	Shadow Mage
Skill Level 14:	Shadow Stalker
Skill Level 15:	Shadow Lord
Skill Level 16:	Thief of Wands
Skill Level 17:	Thief of Cups
Skill Level 18:	Thief of Pentacles
Skill Level 19:	Thief of Souls

Thieving Skill Levels

No Skill: untrained
Skill Level 1:   clumsy
Skill Level 2:   mediocre
Skill Level 3   average
Skill Level 4:   talented
Skill Level 5:   practiced
Skill Level 6:   deft
Skill Level 7:   efficient
Skill Level 8:   graceful
Skill Level 9:   professional
Skill Level 10:   dexterous
Skill Level 11:   adroit
Skill Level 12:   expert
Skill Level 13:   astonishing
Skill Level 14:   amazing
Skill Level 15:   incredible
Skill Level 16:   magician
Skill Level 17:   peerless
Skill Level 18:   incomparable
Skill Level 19:   master

Skill Loss and Recovery

Due to certain magical influences in *Legends of Kesmai*, your skills are generally free from decline; once attained, they remain at their established levels with a minimum of practice.

On occasion, you may receive a message notifying you of a decline in your skill level in a particular area, but this type of loss is negligible, and can be quickly reversed with a little practice in that area.   However, there are two conditions in which skill levels can actually regress significantly.

The first condition of note is death.   In *Legends of Kesmai*, characters who are slain may be resurrected to fight again; resurrections are performed by the gods of Kesmai (at their convenience), by Thaumaturges, and by the Temple Priest.   The amount of skill you lose through death depends on the method of resurrection.

If you are resurrected by the Temple Priest, you will not lose any skill at all.   If you are resurrected by the gods, you will find that they are a capricious lot, due, no doubt, to the many social functions they must attend.   If your corpse cannot be carried to the Temple Priest for resurrection, the next best choice is to be resurrected by a Thaumaturge.

As you work to regain skill that has been lost, skill gain will be rapid initially, then will slow down as you approach your previous skill level.   While you are regaining skill in a particular area, training in that area is not necessary; however, after reaching your former skill level in that area, training resumes its important place in advancing your skill level further.

The second condition in which skill level may decline is old age.   Characters age from very young to young, to middle aged, to old and on to very old.   As old age progresses, some loss of abilities will be observed; these losses cannot be regained through training or practice.

Fortunately, youth potions are to be found in *Legends of Kesmai*, and they will return you to middle age.   Any skills lost before imbibing the youth potion will have to be regained in the same way they are when lost through death.

Lost skills also may be restored by traveling to Praetoseba, the Underworld, and completing the standard quests to return to the land of the living.   When you return, your skill levels will be restored to their former peaks, as will your constitution points; in addition, your age status will be reset to young.

Skill Gain

Even without training, you will gain skill through normal practice in the three skill categories: combat, magic use and thievery; with training, progress will be hastened; training is highly recommended as the fastest means of skill advancement.   It also offers the side benefit of increasing your experience point level.

Once you are advanced enough in a particular skill category to move up to the next skill level, your achievement will be reflected by your increased abilities.   A screen message will notify you of your advancement, and your skill rating as shown in the character information scroll will be updated accordingly.

Related Topics:

Skill gain in combat

Magic skill gain

Thieving skill gain

Skill Gain in Combat

To gain skill with a weapon, that weapon *must* be wielded in the right hand; to gain skill in the Martial Arts, the right hand must be empty.   Weapons wielded in the left hand do not build skill level.

In general, weapons held in the left hand are used for blocking only, although weapons in the left hand may be thrown at an opponent.   For maximum effectiveness and skill gain with two-handed weapons, such as the greatsword, the weapon should be wielded in the right hand with the left hand empty.

The key factor in combat skill gain is the amount of risk that you face in combat.   There is a small skill gain in practice, which is defined as fighting in a low-risk or zero-risk situation.

Progress in a skill class beyond a certain point can be achieved only through actual life-and-death combat experience.   However, too much risk can be almost as dampening on skill gain as too little risk.   After all, when you are close to dying, you are too busy trying to survive to learn very much.

You do not necessarily have to land a major blow with your weapon to receive skill points.   It is possible to learn something from missing, being blocked, or even fumbling.   Training also is very important.

When developing combat skills, it is generally advisable to develop a core set of two or three complementing skills.   For example, the combat-oriented player usually finds that both close-in and distance weapons are desirable, as well as some means of blocking opponents' weapons.   After selecting the desired weapon types (or hand-to-hand skills), the player can begin developing skills with his or her chosen weapons combination.

Two schools of thought exist on how weapons skills should be developed.   The first is that weapons skills should be developed on a more or less even basis; the player concentrates on building skill levels in each chosen weapon at an even pace, keeping them all at approximately the same level and developing them at the same rate.   Player skill levels progress more slowly, but skill levels are matched in the chosen weapons combination, providing a balanced set of skills.

The second approach is to concentrate on building a high skill level in one weapon at a time.   In this way, one could have a high skill level with one weapon, and lower skill levels in the complementary weapons.   The advantage to this approach is that it gives the player the opportunity to try out various weapons, while building skill and offensive capability in one key weapon.

Either way, the player should remember that no single weapon type is suitable to all combat situations.   Some creatures are resistant to certain types of weapons, and some tactical situations will render a particular weapon ineffective.   For example, unless you have mastered the jump

kick, hand-to-hand combat (martial arts) may prove ineffective against an archer plinking away at you from a distance.

Note that the shield is not considered a weapon in the skill system.   You receive no skill advantage in carrying one, although a shield is effective in keeping damage down as a new player learns the combat ropes.

If your character carries a shield, you probably will want to consider replacing it at some point with a complementary offensive weapon that has good blocking characteristics; you can build your skill level in that weapon as well, and broaden your capabilities.   Hand-to-hand combat skill (martial arts) is another choice for blocking attacks.

Look to the abilities and future of your character as you develop combat skills.   For example, Thieves cannot wield larger weapons without sacrificing invisibility, so it probably would not be advantageous to spend a lot of time and effort in developing two-handed-weapon skills. Likewise, if you plan to obtain one of the magical staff weapons available, such as the fire staff, you may wish to develop some staff skills early on in preparation.

Related Topics:

Weapons

Physical combat in *Legends of Kesmai*

Martial arts training

Weapons training

Magic Skill Gain

Magic skill has a wide-ranging impact on a character's magic ability, as it:

    1) measures how much control you have over your spells,

    2) sets the points at which you may learn new spells,

    3) dictates the range, power and duration of certain spells, and

    4) influences the amount of damage you inflict with offensive spells.

Magic skill is of great importance to Thaumaturges and Wizards, primarily because of points 3 and 4 shown above.   While Thieves are concerned with the first three points, point 4 is of little concern, as Thieves do not have any offensive spells.

While Fighters and Martial Artists must engage in physical combat to earn skill, magic users gain skill by casting spells, regardless of the circumstance.   Unlike physical combat, risk is not a factor in magic skill gain, since wise magic users stay as far from the victim as possible.

Just as there is a weapon skill bonus for killing with a particular weapon, there is a magic skill bonus for killing creatures with a spell.   This bonus is larger for killing with a character spell (a spell cast at a particular character or monster, known also as a "directed" spell); examples include Curse, Magic Missile, Lightning, and Fire Bolt.

You also may do battle with path spells (spells cast along a specified path, known also as "illusion" spells).   Examples are Bonfire, Fireball, and Ice Storm.   As these spells are less specific than character spells, you receive only 40 percent of the experience you would have gotten from using a character spell or a weapon.   As mentioned below, magic skill gain increases when spells requiring a lot of magic points are used.

Magic skill titles for Thaumaturges are bestowed by the Grand Order of Thaumaturgy in Mu. The Wizard's magic skill title is issued by the Imperial Institute of Wizardry in Illyria, and the Thief's magic skill title is awarded by the Guild of Thieves, whose headquarters location is unknown.   For example, a Thaumaturge of skill level 8 bears the title of Priest or Priestess.

The rate at which a spell caster gains skill points is dependent on the character's primary statistic: for Wizards and Thieves, the primary statistic is intelligence, and for Thaumaturges, wisdom is the most important statistic.   You will gain skill for successfully casting a spell under any circumstance.

It may appear that a spell caster is at a disadvantage when it comes to gaining skill for casting spells, as opposed to combat-oriented characters.   A sword may be immediately at hand in combat, while a magic user must wait to warm a spell.   Furthermore, a magic user may easily run out of magic points during a battle, while a fighting character can wield a weapon tirelessly.

Fortunately, several aspects of the physics involved in magic make it a viable profession.   There are certain benefits associated with spell casting, and depleted magical power is restored even if you are tired or injured, whereas a Fighter cannot regain lost stamina until all lost hit points are regained.

Since big critters are harder to kill, you will gain more skill by killing a large, powerful creature with a spell.   By the same token, casting the more powerful spells at your command will bring you a greater learning of magical arts and sciences, and greater skill gain, although more powerful spells will use more of your magic points.

Therefore, the key to skill level advancement for magic users is to cast spells often, and to cast spells requiring higher numbers of magic points.   Naturally, magic users should seek constant training as they progress.

Related Topics:

Magic training

Casting spells

Magic and magic ysers

Modern magic

Using magic points

Spell lists by occupation

Thieving Skill Gain

As in the case of spell casting, the impact of risk on the development of thieving skills is non-existent.   Just by simply going out and picking pockets or opening locks, you will become more skillful, although training is essential to advancement.   Thieves are naturally better at these things because of inborn talents for their profession.

Thieving skills can be developed by any occupation, although most others are too busy developing their own unique skills to bother with thievery.   Make note that to pick locks, you will need a lock pick.   Like all illegal tools of the trade, these are hard to locate, and may require a trip to Lock Pick Town in Axe Glacier.

Note that if you are a non-thief who practices stealing from lawful non-player characters (NPCs), you risk being found out by the NPC (especially at lower skill levels).   In this case, the NPC will interpret your theft attempt as an attack and will chase after you with the intent of slaying you.

This is risky business, as your only defense is to run away, hide or recall to another location; if you fight back, you may kill your attacker, which would burden you with one karma point, and change you from lawful to neutral alignment.   Even if you elude your attacker, offended NPCs tend to have a long memory.

Theft from other player characters is prohibited by Kesmai Corp., and may result in the offending player being banned from the game.

Related Topics:

Thief training

Training

You can increase the rate at which you become more skilled by studying with a trainer.   There are three conditions that must be met before a trainer will train you:

1) the trainer must know the skill about which you are inquiring and, in the case of magic training, be of the same occupation;

2) the trainer cannot be less skilled than you, nor too much more skilled than you, and

3) you must meet the trainer's price.

When you do receive instruction, you should realize that the trainer is not giving you instant skill, but rather techniques with which you can more effectively gain skill.   What does this mean? This means that you must follow the trainer's instructions to you: *you must go forth and practice* to benefit from what the trainer has taught you.

For example, simply teaching someone how to use a bow and arrow does not make the student a skilled archer; it is the practice of the techniques learned in the initial training that leads to skill.

Although you still can gain skill by fighting or casting spells without training, you will gain skill faster by augmenting your efforts with training.   The training you receive remains with you permanently; skill levels lost through death can be regained simply by practicing.   However, once you regain your former skill level, training again is recommended.

Most trainers are tolerant.   They may train people from professions other than their own, within certain limits, but magic can be learned only from a member of your own occupation.

Martial arts trainers will train non-martial artists only to the black belt level, although one advanced martial arts trainer instructs Thieves up to the third Dan level.   Note that trainers, in order to determine whether you are qualified or overqualified, look at the highest level you have attained in the skill category in which you are seeking instruction.

Related Topics:

[Asking for training](#)

[Weapons training](#)

[Magic training](#)

[Martial arts training](#)

[Thief training](#)

[Knight training](#)

[Experience training](#)

[Ancestral training](#)

Asking for Training

To receive training, locate the appropriate trainer (e.g. Neela, on the Street of Thieves in Kesmai, for beginning martial arts), and enter the trainer's shop.   Move your character onto the same hex as the trainer, and use the left mouse button to drag and drop some gold coins onto the trainer's icon.

The amount of training you may purchase is limited, not by gold, but by your current skill level. Lower skill levels will be able to purchase only a relatively small degree of training; higher skill levels will be able to purchase a much greater measure of training.

If you have not met the trainer's price, he or she will tell you so.   After you request training, the trainer will give you as much of an education as the coins you offer will purchase.   If the coins will purchase more training than you can absorb, the trainer, being honest, will leave the excess gold on the ground   —   be sure to take it before leaving.

If no coins are returned, the entire amount has been taken by the trainer in return for the training. In this case, you may not have purchased the maximum amount of training available to you.   To find out, offer some more coins to the trainer and repeat the process.

Once you have purchased the maximum amount of training available to you, the trainer will refuse to train you further and will instruct you to go forth and practice what you have learned. Training sessions also will add to your experience point level; the number of experience points you obtain will be displayed in the *main viewport*.

Trainers are flexible enough so that you may actually learn, for example, combat skill from a Wizard trainer, or thieving skill from a Thaumaturge trainer, if the trainer is knowledgeable. Just hold the appropriate weapon or item in your right hand and ask for training to see whether the trainer will teach you.

You may learn spells only if you are a magic user; also, as mentioned earlier, the trainer must be of the same occupation as you.

Related Topics:

Weapons training

Magic training

Martial arts training

Thief training

Knight training

[Experience training](#)

[Ancestral training](#)

Weapons Training

Basic trainers:
Olaf, located in the Gymnasium
Neela, located on the west end of the Street of Thieves
Oswulf, located in the basement of the Thieves Guild (Thieves only)

To receive training with a specific weapon, step into the trainer's hex and hold the weapon in your right hand.   Then, drop the number of gold coins you wish to offer the trainer onto the ground.   Next, type the text command:

  [trainer's name], train me

in the command line, and press the <Enter> key.

Related Topics:

Getting advanced training

Thief Training

Basic trainer:
Lars, in the Thieves Guild

To learn thieving skill from a Thief trainer, you must hold a lock pick in your right hand.   Non-Thieves can learn rudimentary thieving skills from other, more accessible trainers, but still will need a lock pick.

Step into the trainer's hex and drop the number of gold coins you wish to offer onto the ground. Next, type the text command:

  [trainer's name], train me

in the command line, and press the <Enter> key.

Related Topics:

Getting advanced training

Magic Training

Basic trainers:
Oskar, in the Wizard's hut near the Market Square (Wizards)
Sven, in the Temple (Thaumaturges)
Lars, in the Thieves Guild (Thieves)

Wizards, Thaumaturges and Thieves may purchase both training and new spells from their trainers.   In either case, you must hold your Spell Book in the right hand, and you must seek training from a trainer of the same occupation as you.

To ask for training in the general techniques of magic use, step into the trainer's hex and hold the Spell Book in your right hand.   Then, drop the number of gold coins you wish to offer the trainer onto the ground.   Next, type the text command:

  [trainer's name], train me

in the command line, and press the <Enter> key.   You will receive training in the techniques of magic, which you now must practice by further spell casting.

To find out which spells you are qualified to learn from a trainer, step into the trainer's shop or altar area, and double left click on the Price List icon.   The *main viewport* will display a list of prices for the spells you are qualified to learn.

To learn a spell from a trainer,   step into the trainer's hex and hold the Spell Book in your right hand.   Then drop the number of gold coins you wish to offer the trainer onto the ground.   Next, type the text command:

  [trainer's name], teach [spell name]

in the command line, and press the <Enter> key, where [spell name] is the *exact* spell name or abbreviation as shown in the Price List.   For example:

  Oskar, teach codoor

is the proper text command to learn the Close/Open Door spell for Wizards from Oskar, the Wizard trainer in Kesmai Town.

Trainers know only the spells appropriate to their own skill ranking.   Thus, if a trainer does not offer you a spell, and you are obviously qualified to learn the spell, it is not because the trainer bears a grudge against you; it is because the trainer does not know the spell.

Related Topics:

Getting advanced training

[Safeguarding your Spell Book](#)

Martial Arts Training

Basic trainers:
Neela, located on the west end of the Street of Thieves
Olaf, located in the Gymnasium

To receive training with a specific weapon, step into the trainer's hex and hold the weapon in your right hand.   Drop the number of gold coins you wish to offer the trainer onto the ground.   Next, type the text command:

 [trainer's name], train me

in the command line, and press the <Enter> key.   You will receive training for the weapon you are holding.   To receive hand-to-hand combat training, empty your right hand before you request training.

Related Topics:

Getting advanced training

Experience Training

Although not related directly to skill level training, it is possible to purchase "experience training" from the Sage at the east end of the Street of Thieves.   It is not necessary to hold anything in your right hand.

Step into the Sage's hex and drop the number of gold coins you wish to offer onto the ground. Next, type the request

  Sage, train me

in the command line, and press the <Enter> key.   The training you receive will immediately be reflected as an increase in your experience points; the amount of increase depends on how much gold you offered.   Your skill levels are unaffected.

Ancestral Training

Ancestral training allows a player to transfer a portion of an existing character's experience and skills when overwriting the existing character with a new one.   In doing so, the old character is completely eliminated from *Legends of Kesmai*.   Special ceremonies are used in the pursuit of ancestral training.

Knight Training

Upon reaching the eighth level of experience, Fighters can choose to seek special training for Knighthood.   Knights are distinguished by a magical Ring of Knighthood, which imparts certain spell-casting powers.   In Kesmai,   Knight training is offered by Hermann, located in the far northeastern reaches of the land.

The journey to Hermann's abode is extremely hazardous, as many ferocious wild animals roam the surface.   Most Knight candidates choose to make this journey under the protection of a strong and reliable escort party of experienced adventurers.   In any event, make sure your recall ring is in working condition.

For those lucky enough to reach Hermann's dwelling, the standard Kesmai training procedures apply: step into Hermann's hex and type the text command:

  Hermann, train me

in the command line, and press the <Enter> key.   No gold is required.

Hermann will place the Ring of Knighthood in your hand.   Use the left mouse key to drag and drop the ring to any available finger in the ring display to activate its magical power.   The ring cannot be used by anyone other than yourself or another Knight.

If you should somehow lose your Ring of Knighthood, you may purchase another from Hermann for 150 gold pieces.

Having received the Ring of Knighthood, many adventurers prefer to make the return journey to Kesmai Town by using a recall ring.   In addition to Hermann, it is said that Knight trainers may be found in other lands as well.

Getting Advanced Training

At some point, your skills may advance to a point where a basic trainer can no longer instruct you.   If this is the case, the trainer will refuse to train you, no matter how much gold you offer, or how many times you ask.

You now must seek out a more advanced trainer to help you move forward in your development. For example, advanced Martial Artists may seek out Phong, whose training facility is located somewhere to the east of Kesmai.   You may even have to travel to other lands, such as Oakvael or Axe Glacier, to find a more advanced trainer.

Related Topics:

Using the magic portals

Skill Critique

Trainers also are able to critique your skills.   To have a trainer give you information about your skills, step into his or her hex.   You do not have to hold the weapon, Spell Book or lock pick to receive a critique.   Next, type the text command:

  [trainer's name], critique [skill area] skill"

in the command line, and press the <Enter> key.   The trainer will tell you your present skill level and rank in that skill area.   Only the following skill areas will be recognized:

Skill Area	Weapons or Skills Included:
Bow	crossbow, longbow, short bow
Dagger	dagger, knife
Flail	flail, nunchaku, morning star
Halberd	halberd, naginata
Mace	mace, hammer, axe, maul
Rapier	rapier, sabre
Shuriken	shuriken, dart, thrown dagger, thrown items
Staff	staff, wand, spear, scythe
Sword	longsword, short sword, katana, sickle
Greatsword	broadsword, greatsword, great axe
3-s staff	three-sectioned staff
Martial arts	hand-to-hand combat (martial arts)
Thievery	thief skill
Magic	magic skill

Each skill level is broken up into 10 ranks, with 1 the lowest and 10 the highest, enabling you to know how close you are to the next level.   If no rank is given, you have not yet achieved the first rank.

If a trainer is not qualified to critique you in a particular area, he or she will tell you so; you then will have to find a qualified trainer to critique you in that skill area.

You can determine your skill level with a weapon (but not the rank) at any time; hold the weapon in your right hand and right click on the weapon.   A general description of the weapon, and your skill level in using it, will be displayed on the *main viewport*.

Weapon Types

All weapons in *Legends of Kesmai* belong to one of the following weapon types.   Each weapon type covers several similar weapons; skill level in a particular weapon type applies to all weapons within that type.   For example, if a Fighter is rated as "competent" in mace-type weapons, he or she will be equally competent with mace, hammer, axe and maul.

Weapon Type	Weapons Included:
Bow	crossbow, longbow, short bow
Dagger	dagger, knife
Flail	flail, nunchaku, morning star
Halberd	halberd, naginata
Mace	mace, hammer, axe, maul
Rapier	rapier, sabre
Shuriken	shuriken, dart, thrown dagger, thrown items
Staff	staff, wand, spear, scythe
Sword	longsword, short sword, katana, sickle
2-H weapon	broadsword, greatsword, great axe
3-s staff	three-sectioned staff
Hand	hand-to-hand combat (martial arts)

Related Topics:

Combat skills

Skill gain in combat

Experience Levels

Experience levels apply equally to all occupations and are determined by experience points; the current total of your experience points is displayed on the character information scroll. Experience levels are not related to skill levels.   You do not lose experience points through death.

Experience is an important component of character advancement in *Legends of Kesmai*.   When you are in *Legends of Kesmai*, you gain experience during your exploits and adventures by slaying creatures, by training, and by seeking enlightenment from the Sage.

Altogether, your accumulated experience aids you in meeting the unique challenges that life in *Legends of Kesmai* can offer.   Essentially, your experience level represents what your character has learned in his or her lifetime, although experience is not related to the wisdom or intelligence statistics of your character.

You may view your current experience level at any time by viewing the character information scroll.   You will see a display of all your key statistics, and a statement of your present experience level.   This information is updated automatically as you progress.

All new characters arrive in Kesmai with third-level experience (1,600 experience points).   Your experience level determines the amount of damage you can absorb (expressed as hit points) as well as your stamina rating (your ability to hold up under physical stress), expressed as stamina points.

As your experience level advances, both of these figures will increase.   If you are a magic user, your magic points will increase as well.   Since your total number of available hit points (which define your ability to sustain damage as you fight creatures) increases with your experience level, you will want to gain experience points as rapidly as possible.

Related Topics:

List of experience level point reauirements

Gaining experience points

Experience gain through combat

Experience gain and magic

Experience by training

Purchasing education

Ancestral experience transfer

Gaining Experience Points

The three fundamental situations in which you can gain experience points are by:

1) purchasing "education" from the Sage,

2) fighting and killing creatures, with weapons and magic, and

3) training with the various trainers.

In addition, you can inherit a portion of an ancestor's experience points, under certain conditions. Any time you gain experience, the number of experience points gained will be briefly displayed in the message text area of the game screen.

Related Topics:

List of experience level point reauirements

Purchasing Education

You may gain experience by purchasing education from the Sage, located on the Market Square. In exchange for gold, the Sage will offer an aphorism of enlightenment.

To learn from the Sage, step into his hex and drag and drop some gold at the Sage's feet.   Then, type the text command:

  "sage, train me"

in the command line, and press the <Enter> key.   You will immediately and magically receive the benefits of the Sage's enlightenment; your experience points will increase in proportion to the amount of gold you offered.   A message indicating the amount of experience gain will appear in message text area of the *main viewport*.

Related Topics:

List of experience level point reauirements

Experience Gain through Combat

If you kill another being, you will earn some number of experience points immediately, unless that being was another player.   Because there is no way to determine the quality of your combat with another player (specifically the risk), there is no experience gain from killing another player. Furthermore, player-against-player conflict is prohibited.

When you receive experience points for killing a creature, those points reflect the danger you faced and the lessons learned from the combat.   Thus, it follows that the more dangerous a creature you engage in combat, the more experience points you will gain if you are victorious.

Related topics:

Physical combat in *Legends of Kesmai*

List of experience level point reauirements

Experience Gain and Magic

If you kill a creature with a spell directed at that creature, whether thrown directly or through a magical implement, you will receive the same number of experience points as if you had killed the creature with a weapon.

If you kill a creature or a number of creatures with an illusion spell (fire, ice, etc.) – again, thrown either directly or through a magical item -- you will receive about 40% of the experience points you would have received had you killed the creature or creatures with a weapon. Unfortunately, if the creatures are merely damaged by the spell and not killed, there is no experience gain (although you will accrue magic skill gain).

Related Topics:

Magic and magic users

Modern magic

Casting spells

Spell lists by occupation

List of experience level point reauirements

Experience by Training

Any time you receive training from one of the trainers in *Legends of Kesmai*, your experience points will increase.   The number of points being added is shown in the message text area of the screen when the trainer declares that you have been trained.   This number is automatically added to your experience point total.

Related Topics:

Asking for training

Weapons training

Magic training

Martial arts training

Thief training

Knight training

Experience training

Getting advanced training

List of experience level point reauirements

Ancestral Experience

It is possible to inherit a portion of an ancestor's experience points after overwriting an existing character with a new character; this is done by performing the Ceremony of Ancestors, but certain conditions must be met.   See special ceremonies for more information.

Experience Points and Death

Remember that death in *Legends of Kesmai* is generally not permanent.   You will not lose any experience points if you are slain and resurrected.   By performing The Ceremony of Death, you may bequeath a portion of an existing character's experience points to a new descendant character, under certain circumstances.   See special ceremonies for more information.

Experience Level Points/ Advancement

To move up to the next experience level, you first must earn sufficient experience points.   Then, when at full stamina and with no hit damage, your experience level will automatically advance to the appropriate rating (a message will appear in the **message text** area of your screen:

Level 3	1,600 points
Level 4	3,200 points
Level 5	6,400 points
Level 6	12,800 points
Level 7	25,600 points
Level 8	51,200 points
Level 9	102,400 points
Level 10	204,800 points
Level 11	409,600 points
Level 12	819,200 points
Level 13	1,638,400 points
Level 14	3,276,800 points
Level 15	6,553,600 points
Level 16	13,107,200 points
Level 17	26,214,400 points
Level 18	52,428,800 points
Level 19	104,857,600 points
Level 20	209,715,200 points
Level 21	419,430,400 points

Death in *Legends of Kesmai*

Since the earthly authorities in *Legends of Kesmai* have not yet turned to taxation, the single certainty faced by one and all is death.   Those who are blessed with large measures of skill and luck may, perhaps, die of old age, after a long and productive life.   Those succumbing to old age are spared an undignified end; their remains vanish instantly upon death, and no magic or prayers can bring them back.

But owing to the uniquely hazardous environment that obtains in *Legends of Kesmai*, death by old age is not a common occurrence.   Furthermore, the adventurer can avail himself of youth potions or the rejuvenating effects of the Underworld to reverse even the most advanced stages of decrepitude.   Death is far more common in the form of sword, spear, poison, tooth, claw and magic, all of which have brought an untimely end to many promising careers.

The gods of Kesmai, those lofty rulers of all that transpires throughout *Legends*, have many indulgences.   Foremost among them is the pastime of watching the antics and pitiful struggles of mortal adventurers, which the gods of Kesmai find highly entertaining.

Although somewhat capricious in their attentions, the gods wish to ensure that their source of amusement continues unabated, and so, in addition to resurrecting slain adventurers themselves, have bestowed powers on the priests and priestesses of Thaumaturgy to do so as well.

The gods have extended the boon of resurrection to lawful and neutral characters only.   When an evil being is slain, the gods cast the unfortunate decedent directly into the pit of fire and ice in the depths of Praetoseba, the Underworld, from whence the arduous process of redeeming the burden of evil karma can begin.

There is also one instance in which even lawful or neutral player characters can be sent to Praetoseba upon dying.   Some of the creatures in *Legends of Kesmai* are carnivorous and do not hesitate to eat their victims.   If you are slain by one of these creatures, your remains are devoured, and it is the decree of the gods that instead of being resurrected in the land of the living, you will be sent directly to Praetoseba for rejuvenation.

If you have no karma points, you will not be sent to the pit of fire and ice, and will arrive in Praetoseba much more advantageously.   Those who arrive in the Underworld with a karmic burden find that redeeming their karma is a trying task.   After completing the required quests of the Underworld, you are allowed to return to the land of the living with restored constitution points, peak skill levels and an age status of young.

Related Topics:

Death: The first step

Resurrection

[Ending it all and starting over](#)

[Experience points and death](#)

Death: The First Step

If you are not evil, and are so unfortunate as to die before your time (no matter what the cause), you become a ghost.   As a ghost, you are extremely limited in the actions or commands available to you.   You are unable to move or leave the place where you died, although you continue to be cognizant of your surroundings and the activities taking place around you.

Ghosts are limited to using the following text commands or actions:

"forgive"
"quit" -- usable after 60 seconds from the time of death
EXIT button -- usable after 60 seconds from the time of death

In addition, a ghost may talk to other players in the normal manner.   If you are slain while carrying evil alignment, you are transported by the gods directly to the Underworld.

Related Topics:

Conversation

Resurrection

Resurrection

Unless you are burned to death or eaten, your corpse will remain intact for several minutes. During this time, you may, in your ghostly form, contemplate your future, and ponder which of the methods of resurrection seems best suited to your situation:

1) resurrection by the gods,
2) resurrection by a Thaumaturge, or
3) resurrection by the Temple Priest

The death/resurrection process is very traumatic, and you will likely notice a loss in constitution points, strength points and skill levels when you are revived; you may possibly lose hit points and stamina points as well, depending on circumstances.   Magic points, dexterity points and experience points are never decreased.

In all three methods of resurrection, results vary, although resurrection by the Temple Priest results in the least trauma, followed by resurrection by a Thaumaturge player character.   The gods are the least reliable in restoring your abilities.

Lost stamina, constitution and hit points may be restored by drinking a constitution potion, also know as a drake potion, a rare and expensive treasure.   Skill levels and constitution points can be restored by traveling to Praetoseba and completing the quests required to return to the land of the living (see below).   Permanent strength potions are capable of restoring lost strength points.

If you are killed by fire, your corpse will be reduced to ashes, and all items you are carrying drop to the ground.   If you are slain by means other than fire, you retain the contents of your sack and your belt when you are revived (unless they have been looted by creatures while you were a ghost).

Items carried in your hands at the time of your death will be dropped, and remain where they lie unless taken by a creature, another player, or the janitor.   If your remains are eaten, you are resurrected in the Underworld, and all of your worldly goods are left behind at the place you were slain.   Again, your belongings may be looted by passing creatures.

In any of these cases, if you want your belongings back, you must return to the site of your death soon after your resurrection to retrieve them.   This can be difficult if you have been sent to the Underworld.   In some instances, you may have to track down and kill any creatures roaming the area, as they may be carrying some of your looted belongings.

Restoration to life does not cure all your pre-death injuries.   After you are revived, you will need to seek attention for your wounds, either by drinking balm, eating berries, or having someone apply the Cure spell on you, or you can just sit quietly and rest as your wounds heal naturally.

Your stamina will be depleted also, and can be rebuilt by resting (you must return to full hit

points before you can start to regain stamina).   As mentioned above, you may have lost some of your total hit points and stamina points in the resurrection process.

Resurrection by the Gods

If you die prematurely, and wait long enough, the gods eventually will take notice of your death. On doing so, they will transport your corpse to a safe location and restore you to life. You may have to wait for several minutes, as the gods are quite busy and may not immediately notice your insignificant passing.

Lawful characters are generally restored to life in the Temple or other safe place; neutral characters are deposited in secluded areas, for a wounded neutral revived in a Temple or in town would be quickly slain again by a priest, the Sheriff or a deputy. Once you are raised from the dead, you regain full control over your character again.

If it appears that resurrection by the gods is your only option, and you don't want to wait, you can press the EXIT button, or use the "quit" text command to attract their attention. You must wait 60 seconds from the moment of your death before either of these commands will be accepted.

As a ghost, these actions won't cause you to exit from the game; instead, the gods will be forced to take notice of you, and they will soon resurrect you in the normal manner.

If you are slain by fire, the gods resurrect you immediately; you do not become a ghost. All belongings you were carrying fall to the ground where you were slain.

Resurrection by a Priest

While you are waiting for the gods, you may be able to attract the attention of a passing human or, perhaps, another member of your party if you are adventuring with others.   If another player picks up your corpse and carries it to the Temple, the Priest can restore you to life.

To do so, the player simply drops your corpse on the same hex as the Priest.   True to his vows, the Priest will revitalize your inanimate remains immediately.   Naturally, the player must have sufficient strength and stamina to carry your corpse back to the Temple, although he or she can elect to push your corpse along the ground, using the "push" text command.

Note that if you are killed by fire, there will be no corpse, as your remains will have been reduced to ashes.   In this case, your only option is resurrection by the gods.

Resurrection by a Thaumaturge

If you are so unfortunate as to be slain, it is possible that an obliging Thaumaturge, preferably of Skill Level 8 (Priest/Priestess) or higher, may be nearby.   If the Thaumaturge is willing and able to spare the magic points (10), and is not otherwise occupied, he or she can use the spell of Raise Dead to bring you back to life (as long as you haven't been burned to death or eaten).

As with all Thaumaturge spells, the effectiveness of the spell is not guaranteed.

Ending It All and Starting Over

The battle against the Dark Forces is a brutal one.   An adventurer eventually may find that death has visited so many times that strength points, hit points, and other key statistics have declined to a level where the character is severely disadvantaged.   At the same time, the character probably has developed a large number of experience points and high skill levels in many areas.

Rather than struggle on with resurrection and ever declining stats, a character may instead choose to perform certain special ceremonies that enable the character to pass on to a fresh, new descendant character a portion of the old character's accumulated experience and skills.

Praetoseba, the Underworld

The gods of Kesmai, in their infinite wisdom and mercy, have further provided for their children's spiritual welfare by creating Praetoseba, a shadowy and purgatorial Underworld ruled by Osiris.   Most adventurers arrive in Praetoseba to cleanse away their karmic burden or to regain lost skill, constitution points and youth.

Atonement for one's past errors is made by carrying out several quests, as directed by the rulers of the Underworld.   Completion of the quests allows you to return to the land of the living as a lawful being, with peak skill levels and constitution points, and an age status of young.   Click here for information on how to travel to Praetoseba.

When you arrive in Praetoseba, you appear on a grassy plain; you have no belt and no sack, and consequently can carry only those items you can hold in your two hands.

If you check your stats in the character information scroll, you will find that the gods have removed your stomach, intestines, lungs and liver.   As a shadowy dweller of the Underworld, you will also note that you have reduced stamina and hit points.   Your worldly stats are reactivated when you return to the land of the living.

To return to the land of the living, you must complete four quests; each quest enables you to obtain a new organ to replace the ones taken from you by the gods.   There is a quest master for each quest:

    Stomach: Osiris

    Intestine: Anubis

    Lung: Khnumeri

    Liver: Sekmet

These quest masters send you on to see various quest guides.   To begin your quests, make your way south to look for the Temple, where you must seek instructions from Osiris.   To ask for instructions from Osiris, or from any quest master or guide, step into his or her hex and type the text command:

  "[name], teach me"

in the command line, and press the <Enter> key.   Osiris will instruct you as to the nature of your first quest, which you may begin immediately.

You must use this technique to converse with any of the rulers or denizens of the Underworld. If you are asked a question, you must be respectful and precede the answer with the questioner's name, e.g.:

"osiris, yes"

If you approach a being in Praetoseba who cannot help you, he or she will tell you so. Likewise, if you ask a guide to teach you before you are ready for that particular guide's instructions, the guide will tell you that you are not yet ready.

In some instances, you will be given an item by one of your quest guides; the item will be dropped at your feet.   Use the left mouse button to drag and drop the item to your hand.   On other occasions, you will be instructed to give certain items to an inhabitant of the Underworld. Step into the recipient's hex, and use the left mouse button to drag and drop the item from your hand to the ground.

Some quests require that you interact with lawful animal residents of Praetoseba.   To command the animal, use the animal's name, followed by the command.   For example:

  "tiger, follow me"

  "crocodile, climb up"

Moving about in the Underworld is done in the same way as in the land of the living.   However, since you have left the land of the living behind, death in Praetoseba is quite different from its worldly equivalent.

When you die in the Underworld (with no karmic burden), you are instantly transported back to the Temple, in front of Osiris, from whence you may continue your current quest. If you die in the Underworld with one karma point, or with two or more karma points, the consequences are quite different.   Unlike the land of the living, anything you are holding in your hand will stay with you when you die.

Praetoseba is populated with lawful, chaotic and evil creatures, as well as invisible chaotic spirits.   As you have no weapons, you must fight off any attacks with your bare hands.   You receive modest experience points for slaying creatures in the Underworld, but no skill gains are accrued.

As might be expected, some areas of the Underworld are veiled in inky darkness.   If you are fortunate, you will find a crystalline wand, with which you can cast the spell of Light.   You also will need a portal gem to complete certain quests; these are reputed to be found in the remains of certain slain sandwyrms.

When you have successfully completed all four quests, you will have a new set of organs and are prepared to return to the land of the living.   Travel to the return portal located in the far northeastern corner of the Underworld, and type the chant:

  "ashtug ninda anghizidda arrflug"

in the command line, and press the <Enter> key (this is the standard portal chant).   You are immediately transported to the portal return area of the land you left to travel to the Underworld.

If you check your skills and stats, you should find that your skills and constitution points are restored to their former peak levels.   Your age status is reset to young.

Related Topics:

Redeeming karma in the Underworld (Praetoseba)

Praetoseba - how to get there

Praetoseba -- How to Get There

Travel to Praetoseba can be either voluntary or involuntary, depending on the circumstances, and your arrival point in the Underworld is affected by your karmic burden.

Each time you die and are resurrected in the land of the living, you most likely will lose skill level ratings, constitution points, hit points, strength points and stamina points.   If you continue to be slain, your constitution points eventually will decline to a level where you are unable to be resurrected (in the low single digits); instead, the gods will send you to Praetoseba for rejuvenation.

However, before this point of debility is reached, some adventurers voluntarily travel to Praetoseba.   A journey to Praetoseba will not restore lost hit points, stamina points or strength points, but the ability to regain lost skill levels, constitution points and youth is considered by many to be worth the effort.

To travel to Praetoseba voluntarily, locate the local graveyard   (there is one in Kesmai, as well as in Leng, Oakvael and Axe Glacier).   While standing in the center of the graveyard, type the chant:

  "urruku ya zi xul"

in the command line, and press the <Enter> key.   All your belongings (armor, rings, weapons, etc.) fall to the ground, and you are instantly transported to the grassy plain that serves as the arrival point to Praetoseba.   For this reason, you may want to stash all your valuables in your locker before departing.

Beware!   Ferocious animals are sometimes found in this area, so don't go completely empty-handed.   In fact, you may wish to ask a friend to accompany you.

Your permanent statistics are not affected by this means of transport; i.e., you will not lose any hit points, stamina points, etc.; however, your stats are temporarily downgraded to Underworld levels while you are in Praetoseba.

Immediate and involuntary travel to Praetoseba results if you die as an evil being (with four or more karma points), or if you are slain and eaten by a carnivorous creature of darkness (drakes, yetis and some dragons).

Involuntary travel to Praetoseba is to be avoided, as everything you have falls to the ground, and you may lose your entire death pile to passing creatures before you or a friend can return for them.   If you are fortunate, a fellow adventurer will slay the offending creature(s) and pick up your death pile for safekeeping.

NOTE: Adventurers who travel to Praetoseba by completing the Ceremony of Death reside in the Underworld permanently, with no chance of return, except to be summoned during the

[Ceremony of Ancestors](#) .   Also, if your character is slain, and you experience a phone line disconnect while you are a ghost, you will be sent to the Underworld; in this case, you will lose hit points, strength points, etc.   You must complete the quests to return to the land of the living.

Adventurers who arrive in Praetoseba with [one](#)   or [two or more](#) karma points, face somewhat different conditions than those who arrive with no karmic burden.   If you have no karmic burden, you arrive in a grassy plain, stripped of all your worldly belongings.

Age

Newcomers to Kesmai arrive with an age of "very young" shown in their character information scroll.   As time passes, the adventurer progresses from very young to young, to middle age, then to old age, and then to very old age.   Naturally, as aging progresses, a decline in skills is to be expected.

Fortunately, youth can be restored by drinking a hard-to-find (and therefore expensive) youth potion, but most adventurers choose to make a voluntary journey to Praetoseba, the Underworld.

After completing various quests there, the adventurer returns to the land of the living with youthful vigor restored.   The journey to Praetoseba   is undertaken from the local cemetery.

With these options, few adventurers choose to reach old age; others may decide instead to perform the Ceremony of Death to leave their weakened bodies behind.

Related Topics:

Special ceremonies

Graveyards

Graveyards are to be found in each of the lands of the *Legends of Kesmai.* In addition to providing a resting place for the unknown dead, they also serve as a portal to Praetoseba, the Underworld.

By standing in the graveyard and reciting a magical chant, the adventurer is magically transported to the Underworld. All belongings carried by the adventurer fall to the ground and are left behind. The adventurer does not lose any stat points or skill by traveling in this manner.

In Kesmai, the graveyard is located to the east of town, just north of Ironbar's forge, and just east of some ruins. Dangerous animals are known to frequent this area from time to time.

Related Topics:

Praetoseba, the Underworld

Praetoseba - How to Get There

Social Structure in *Legends of Kesmai*

Society in *Legends of Kesmai* is by no means homogenous; several different types of social (or antisocial) elements will be encountered.   Furthermore, there exist a number of specialized social forms, or customs, observed universally in *Legends of Kesmai,* as well as certain rules laid down by the gods governing mortal behavior.

The new arrival is encouraged to become familiar with these topics, as both the gods and the earthly authorities are strict in their enforcement; pleading ignorance of the law will be of no avail.

Related Topics:

Karma

Self-defense

Character Alignment

All characters in *Legends of Kesmai*, and some objects, have an alignment, indicating whether they serve the forces of Light or Darkness:

n   Lawful (serves Light)

n   Neutral (not committed to either Light or Darkness)

n   Chaotic (serves Darkness)

n   Evil (serves Darkness)

Most of the creatures encountered in *Legends of Kesmai* are of chaotic alignment, as befits the depraved manner in which they were brought to life by the Brotherhood of Yasnac.

Sorcerers, who have made a conscious decision to follow the ways of Darkness, quite naturally carry an evil alignment, as do adventurers who have turned repeatedly to murder and other antisocial activities.   On occasion, one will encounter a monster whose unrestrained dedication to the forces of Darkness has earned it an evil alignment.

Although there is incessant warfare between the minions of Light and Darkness, chaotic creatures do not attack their own kind.   They will, however, attack all non-chaotic beings, just as evil monsters attack all non-evils.   Conflict between player characters (PCs), regardless of alignment, is not permitted.

A character's alignment can affect the behavior of other creatures strongly, since some are very sensitive to the company they keep.   Among humans, characters with neutral or evil alignment are subject to attack by the Sheriff, his deputies, and other non-player characters (NPCs).

Lawfuls sometimes tolerate the presence of neutrals, but chaotics rarely do.   Thieves are inherently neutral; their unique Guild training enables them to *appear* lawful to everyone else, except Knights and higher-level Thieves, who can see through their disguise.

Since the Sheriff and his deputies are all Knights, they will attack a Thief on sight, and their skill and experience leave little doubt as to the fate of the slow-witted or sluggish Thief.   Non-Thieves who have turned neutral because of misdeeds lack the inherent disguise ability of the Thief, and so are subject to attack by all lawful NPCs at all times.

On your Creature List display, the alignment of all the living beings within sight is indicated by the text color.   These designations should be observed carefully before attacking any other character:

Alignment   Text Color

Lawful	blue
Chaotic	yellow
Neutral	green
Evil	red
Self-defense target	purple

Certain weapons also carry an alignment, and are therefore limited in use to PCs or NPCs of the same alignment.   If you come across a weapon with a different alignment than your own, you won't be able to use it; it will leap from your hand, or you won't be able to get a good grip on the weapon and will fumble it when you try to fight with it.   Weapons of lawful alignment often have a blue glow, while evil or chaotic weapons sometimes glow red.

Lawfully aligned weapons hit with extra effect when wielded against creatures of evil alignment. Weapon alignment can be determined by examining a weapon, by using the Identify spell or by a shopkeeper appraisal.

Related Topics:

Self-defense

Karma

Karma

The law of karma was developed by the gods to protect their lawful worshipers, and to both punish and keep track of an errant character's misdeeds.

Whenever a player character kills a lawful human without just cause, the killer accrues a karmic burden, tallied by the gods in karma points.   One karma point is added to a player's karmic burden for every lawful human slain, either deliberately or accidentally.   This rule applies regardless of whether the victim is another player character (PC) or a non-player character (NPC), such as a beggar.

Your karmic burden (if any) is indicated on the Stats page of the <u>character information scroll</u>. Press the <ALT+I> keys on your keyboard to view the Character Information Scroll.

Your karmic burden will be displayed along with your other vital statistics; e.g., "You have killed one lawful".   Note that the karma points themselves are not shown, only the number of lawful beings you killed; since you get one karma point for each lawful slaying, the number of karma points equals the number of lawfuls you have slain.

In addition to accruing a karmic debt, killing a lawful PC or NPC without just cause will change the killer's alignment.   The first time a lawful PC kills another lawful human, the PC's alignment instantly changes from lawful to neutral, leaving the PC open to attack by any lawful NPC. Killing a lawful animal affects your alignment in the same way, but you won't incur a karma point.

For example, killing a town beggar turns you neutral and increases your karmic debt by one point.   Killing a dog doesn't increase your karmic burden, but changes your alignment from lawful to neutral. Slaying a canine is hardly worth the penalty of neutrality, but, for what it's worth, the gods have decreed that additional animal slayings won't affect your alignment further.

When your karmic debt exceeds three, i.e., you have killed four lawful human characters, your alignment changes from neutral to evil, marking you as a dangerous character to anyone who might encounter you.   As an evil being, you will be attacked on sight by the Sheriff, his deputies and all lawful townspeople.

If you are slain as an evil being, the gods will refuse to resurrect you, and will immediately cast you into the pit of fire and ice in the depths of Praetoseba (the Underworld), from whence you may begin to <u>redeem your heavy burden of karma</u>.   Even if you avoid being slain, and continue to kill lawful humans, there are increasing odds that you will be seized directly by the gods and cast into the pit with a clap of thunder!

These very harsh rules are designed to discourage improper treatment of adventurers in the *Legends of Kesmai* and for the protection of townspeople.   It should be noted that Thieves, being inherently neutral, collect only karma points for their first three human slayings.   But, with a fourth slaying, they will turn to evil alignment like anyone else.

Your karmic burden is looked upon by the gods as being separate from your alignment, although for most characters, your alignment changes as your karmic burden increases.   The Confessor Ghost can remove karma points as well as restore you to lawful status, but the cost of removing karma points is high.   Therefore, it is possible that you may be restored to lawful alignment and still carry a karmic burden of one or more karma points.

If you slay another player character (usually accidentally), you may be absolved of the karma point you earned if the other player agrees to forgive you.

Fighters at the eighth experience level or higher must remove all karma points before they can be accepted for Knighthood training.   In addition to being turned neutral, a Knight who kills a lawful human is stripped of his title, and his Ring of Knighthood loses its magical powers.   To regain Knighthood, the karma point must be removed and the quest for knighthood repeated.

Related Topics:

Redeeming karma in the Underworld (Praetoseba)

Being forgiven

Self-Defense

In addition to the karma rules, the gods have instituted a means for lawful player characters (PCs) to defend themselves against an attack by another PC, as well as a way to accommodate the results of an accidental killing.   The concept of self-defense is used to determine whether the killing of another lawful is justified or not.

If you, as a lawful being, are attacked by another lawful PC named Lancelot, for instance, the message "You have been attacked by Lancelot!" is displayed in your Main Viewport. Lancelot's name appears in purple text on your creature list, indicating that he may be attacked, and, if necessary, killed, without incurring a karma point, since Lancelot initiated the fight. Except for the occasional accidental attack, this should be a rare occurrence.

You should be aware that only one player may have this status at a time; if you are being attacked by two lawful PCs (an even more remote possibility), you must be careful to strike back only against the PC listed in purple text on your Creature List.   Self-defense status will be maintained (including trips to the *conference room*) until one of the two players involved quits *Legends of Kesmai*.

If a fellow adventurer attacks you accidentally (e.g., with a misplaced magic spell), you can remove the self-defense designator from their name by stepping into the character's hex and issuing the following text command:

  "pet [character name]

  "pet lancelot"

Note that player characters who are neutral or evil will be attacked on sight by lawful non-player characters (NPCs).   This is in accordance with the will of the gods, and a self-defense designator will <u>not</u> appear for the attacking NPC.   The only option for the targeted PC is to flee, or use a magic spell to hide or create some barrier to the attack.   Killing the attacking NPC will result in the accrual of a karma point.

NPC townspeople also understand the concept of self-defense.   If you attack a lawful NPC, he or she will respond to your attack in self-defense (to the best of their ability), with the intent of slaying you.   This also will happen if you attempt to steal from a lawful NPC and are caught in the process; the NPC will interpret your attempted theft as an attack.

If you wish to avoid a karma point, take care that you do not slay the attacking lawful NPC; your only other choices are to run away, recall to another location, or dodge the attacker in some other way.   At any rate, the attacker will remember you.

Even if you have been gone for a while, some townspeople may still hold a grudge and attack you on sight.   It's best not to get on the wrong side of these hot-tempered lawfuls.

Being Forgiven

Transgressing against the laws of the gods is, of course, to be avoided.   But in the event that you have done so, for one reason or other, all is not lost.   You may have your karma points removed and alignment restored in the following ways:

[Being forgiven by another player](#)

[Being forgiven by the Confessor Ghost](#)

Being Forgiven by Another Player

If you kill another lawful accidentally, you can have the karma point removed if the other player forgives you.   If the player running the slain character issues the "forgive" text command any time during the current session (both of you must be in play at the time, although either or both may have gone to the game menu and back), the karma point will be removed from your character.

If either of you quits *Legends of Kesmai* before you ask for forgiveness, it will be too late.   To forgive another character, the ghost of the slain character (or his or her descendant) should type the text command:

    forgive [character name}

    forgive lancelot

If possible, ask the player character's (PC's) ghost to forgive you before the gods whisk it away. Remember, the ghost cannot leave for at least 60 seconds from the time of death.

Even if you miss this opportunity, you can ask forgiveness from the PC after the character is raised from the dead.   If the player running the slain character went back to the conference room, deleted the slain character and rolled a new one, you can still ask for forgiveness from the new descendant character.

Forgiveness removes the karma point incurred only for that PC's death; it does not affect any previous karma points or reverse the change from lawful to neutral alignment.   To restore your alignment, you must see the Confessor Ghost in the Temple or visit the Underworld.

Of course, the slain PC may refuse to offer you forgiveness (after all, some people take death seriously).   In this case, you can remove the karma point by visiting the Confessor Ghost in the Temple, or by traveling to the Underworld.

Related Topics:

Being forgiven by the Confessor Ghost

Praetoseba, the Underworld

Being Forgiven by the Confessor Ghost

If you have committed a deed that has made you neutral, you can go to the Temple and ask the Confessor Ghost to intercede on your behalf.   The Confessor Ghost is empowered by the gods to restore your alignment and remove your karma points, if proper offerings are made.

Restoration to lawful alignment can be obtained for the donation of a silver dagger, if you have sinned only once.   Silver daggers sometimes are found in the lower levels of the dungeon.   Step onto the Ghost's hex, and drag and drop the silver dagger onto the Ghost's hex.   Next, type the text command:

  ghost, forgive me

in the command line, and press the <Enter> key.

The Confessor Ghost may require a more significant offering if you have committed several foul deeds.   After your alignment is restored by the Confessor Ghost, you may want to stay away from the town for a while, since some of its inhabitants might not trust you.

The Confessor Ghost also can remove a karma point for the offering of one tiger figurine. Again, step onto the Ghost's hex, and drag and drop the figurine onto the Ghost's icon.   Next, type the text command:

  ghost, forgive me

in the command line, and press the <Enter> key.

If you have more than one karma point, you will need an equal number of tiger figurines.   It should be noted that tiger figurines are very valuable because they are quite rare and difficult to obtain.   Seeking forgiveness from the slain PC is by far the easier means of removing a karma point.

If you are a Thief, the Confessor can remove your karma points, but even the power of the Confessor Ghost cannot make a neutral Thief lawful.

Redeeming Karma in the Underworld (Praetoseba)

One means of relieving your karmic burden is to leave the land of the living and redeem your karmic burden in Praetoseba, the Underworld.   While this is a lengthy process, it carries with it some attendant advantages: Your peak skill levels and constitution points are restored when you eventually return to the land of the living, and you miraculously return to youthfulness.

Arriving with one karma point

Arriving with two or more karma points

One Karma Point

When you travel to Praetoseba with only one karma point, you arrive in the usual manner.   Extra caution is advised as you journey to find Set, who is the forgiver of karma in the Underworld.   If you die in the Underworld with one or more karma points, you are immediately placed in the pit of fire and ice, and must restart your journey from there.

Once you locate Set, step into Set's hex; type the text command:

  set, teach me

in the command line, and press the <Enter> key.   Set will forgive you and remove your karma point.   You then are transported to the pit of fire and ice, from whence you may begin the standard quests that enable you to return to the land of the living.   Your karmic burden is removed.

Two or More Karma Points

When you travel to Praetoseba with two or more karma points, you are placed directly into the pit of fire and ice.   In this case, you must climb out of the pit and search for Set; if you are killed in your journey, you are returned immediately to the bottom of the pit.   When you locate Set, type the text command:

  set, teach me

in the command line, and press the <Enter> key.   Set will forgive you and remove one karma point.   You then are transported back to the pit of fire and ice, and you may begin the journey back to Set to have another karma point removed.   When all of your karma points are removed, you may begin the standard quests of the Underworld.

"Steal" Text Command

You can use the "steal" text command to remove items from the sack of creatures and non-player characters.   Stealing from other player characters is prohibited by Kesmai Corporation. See the text command definitions for further information on the "steal" text command.

Rules of Conduct

Since the inception of the original *Island of Kesmai* in 1984, Kesmai Corporation has found that the same standards of good behavior that apply to polite society apply to multiplayer games. Players are accountable for the actions taken with their accounts. A little courtesy and consideration can help head off many misunderstandings.

It is important to remember that other characters are, in fact, real people with real feelings, and they should be respected as such.   Obscene or abusive language will not be tolerated, either in the game or in associated conference rooms, forums and bulletin boards.   Conflict between player characters   within the game also is forbidden.

Kesmai Corporation reserves the right to enforce the spirit of the Rules of Conduct.   Contact Kesmai Corporation via e-mail if you have any questions or comments.

Related Topics:

Software bugs and oversights

Conflict Between Player Characters

Player characters (PCs) possess powers and abilities that, if misused, enable a player   character to attack or kill another player character in *Legends of Kesmai*.

Kesmai Corporation policy bans the killing of other PCs; any player who willfully violates this policy will be barred from *Legends of Kesmai*.

This policy applies to ALL player characters, regardless of alignment.

This policy is not an acceptance of responsibility for the actions of abusive individuals.   Kesmai Corporation will not replace losses that stem from player-against-player conflict.   Note that you should not take it upon yourself to punish abusive players; instead, players who have a complaint against another player should notify Kesmai Corporation by e-mail.

Be sure to include your real name, your character name, the characters and user id's involved, the circumstances, and the nature of your complaint.   Any witnesses who send letters of corroboration will add strength to the injured party's claims.

Software Bugs and Oversights

Legends of Kesmai is a computer-coordinated game and, as such, may on rare occasions exhibit a technical inconsistency commonly referred to as a software bug.   It is vitally important that bugs be privately reported to Kesmai Corporation by [e-mail](#) so that appropriate action can be taken. Bug reports are always welcome.

It is not in of the spirit of *Legends of Kesmai* to use bugs to gain wealth or prestige in the game. Kesmai Corporation reserves the right to censure players who use bugs in a manner contrary to this spirit.   More importantly, some bugs may cause fatal errors that could damage other players' characters.   Purposely causing fatal errors will result in permanent barring from the game.

Legends of Kesmai is played continuously, 24 hours per day, year after year, without being restarted.   During the ongoing life of the game, bugs and designer oversights can cause disruptive skewing, which makes it necessary to change items and/or player character data in order to restore balance.

Kesmai Corporation reserves the right to make adjustments to the game at any time, and in any way deemed necessary to correct imbalances.   When making adjustments, the goal is to integrate those adjustments as smoothly as possible with the existing state of the game and with the player community.

Magic

Wizards, Thaumaturges and Thieves should be very careful with their spells around other players.   Before casting spells, all magic users should consider the effects of their spells on nearby players.   For example, if you are with a group of players fighting for their lives, you won't win any popularity contests by casting an unexpected Darkness spell over your comrades.

When traveling with a group, it is a good idea to announce your spells before you cast them. Since you can easily enter messages on the *command line*, this is a simple courtesy.   For example, if you intend to warm a Bonfire spell, you can type:

  warming bonfire for n n e

either before or after you place the Bonfire spell icon in the warmed-spell rack.   The directional abbreviation "n n e" tells players you intend to cast the Bonfire two hexes to the north and one hex east of your present location.

Related Topics:

Conversation

Casting spells

Thievery

Although all characters have the ability to use the "steal" text command, Thieves are able to raise this ability to an art.   Directed toward creatures, the "steal" text command can sometimes bring profitable rewards.

However, in combination with their hiding and other covert abilities, Thieves have an especially high potential to relieve fellow players of hard-earned treasure.   Kesmai Corporation, and the player community in general, deplores this type of activity; stealing from fellow players is prohibited.

Many game items are obtained by a player at the expense of considerable time, risk and coinage. Having a valuable item lifted by a light-fingered thief (regardless of occupation) who has not earned it is definitely not in the spirit of the game.   Avoid any appearance of theft from others.

Special Ceremonies

As any adventurer knows, the gods continually resurrect slain warriors, thus perpetuating their chief source of diversion and amusement.   But aside from their self-serving motivations, and despite their numerous foibles and frivolities, the gods of Kesmai are compassionate toward their mortal children.

While the illusion of immortality in one's human form may appeal to many, the gods have recognized that, sooner or later, some of their children may consider continued resurrection on the worldly plane to be a curse, rather than a blessing.   In their compassion, the gods have instructed their people in two special ceremonies.

The Ceremony of Death allows the warrior to break free of the ongoing cycle of death and resurrection.   The Ceremony of Ancestors allows the warrior's descendants to inherit skill and experience from an ancestor, and to gain use of an ancestor's personally attuned weapon.

The Ceremony of Death

The Ceremony of Death not only allows an adventurer to die without being resurrected, it also allows the adventurer to pass on to a descendant character of the same alignment a portion of his or her accumulated experience points and skills.

This enables a fresh young descendant character to advance quickly; furthermore, the descendant character has immediate access to any gold the ancestor left behind in the bank, as well as all locker contents.

The Ceremony of Death releases the adventurer from his or her body permanently and transports the deceased directly to the Underworld, with no means of return, except to be summoned during the Ceremony of Ancestors.

Once in the Underworld, the departed adventurer remains conscious, able to roam about until being summoned forth by a descendant via the Ceremony of Ancestors.   If, after being summoned forth by the Ceremony of Ancestors, the spirit finds the descendant character worthy of consideration, the spirit will pass on a portion of its skill and experience, plus the use of one personally attuned weapon.

The Ceremony of Death must be performed at a Shrine of Tranquility.   These shrines, found in every land, are always simple and spare, built with natural materials from the immediate vicinity. There usually is some degree of danger involved in reaching them, so don't travel empty-handed. It's a good idea to bring along a friend or two as well.

The ceremony is straightforward — simply stand before the altar in the shrine, and after typing the chant:

 ashak ashtug nushi ilani

in the command line, press the <Enter> key.

The ceremony should not be performed lightly.   Once it is completed, your spirit leaves its mortal shell and there is no way for it to return.   Your spirit also will displace any existing ancestral spirit (if you have one) in the Underworld.

Naturally, any weapons, treasure or other items you are carrying will remain behind in the Shrine of Tranquility.   These items can be collected and safeguarded by your friends.   When planning for the Ceremony of Death, most adventurers dispose of their worldly wealth by placing it in the bank, or in their locker, where it will be available to a descendant character, and by simply giving away the more common items.

To create a descendant character after you have completed the Ceremony of Death, return to the *conference room* and left click on the "CREATE CHARACTER" button; use the standard new character creation procedures to overwrite the character who just completed the Ceremony of

Death.

The new character you create will be the old character's descendant, and will have title and access to the contents of the old character's bank account and locker contents.

Remember that the descendant character must be of the same alignment as the old character to benefit from the Ceremony of Ancestors.   Certain weapons with special alignments or occupational links can be handed down   only to descendants with similar alignments or occupations.

Related Topics:

[The Ceremony of Ancestors](#)

The Ceremony of Ancestors

If your ancestor was thoughtful enough to perform the Ceremony of Death, you may summon your ancestor's spirit from the Underworld with the Ceremony of Ancestors, performed at the Shrine of Bones.   Each land has a Shrine of Bones; in Kesmai proper, the Shrine of Bones is hidden behind secret doors somewhere in the second level of the dungeons, and is challenging to locate.   Of course, you are likely to run into denizens of the dungeon during your search.

In order to summon the ancestor, a descendant must visit the Shrine of Bones in the same land where the character's ancestor performed the Ceremony of Death.   If your ancestor gave up the ghost at the Shrine of Tranquility in Axe Glacier, then you must perform the Ceremony of Ancestors at the Shrine of Bones in Axe Glacier.

Once you reach the appropriate Shrine of Bones, you may perform the Ceremony of Ancestors by standing before the altar in the shrine; then, after typing the chant:

   ina khitim nushi ilani

in the command line, press the <Enter> key.   Your ancestor's spirit, if present in the Underworld, will appear.

If your alignment (lawful, neutral, etc.) is the same as your ancestor's, your ancestor can help you in certain ways, within the guidelines set down by the gods.   If you have a different alignment than your ancestor, your ancestor will be unable to help you and, sensing your inharmonious vibrations, will vanish forthwith.

If you are harmoniously aligned with your ancestor, you may type the text command:

   meditate

in the command line, and press the <Enter> key.   You will thereby inherit immediate and direct knowledge of your ancestor's skills and experiences.   Unfortunately, the mystic veil separating Praetoseba and the world of the living is not an absolutely transparent one, and so only about half of your ancestor's skill and experience will be able to pass through to you.

One unfortunate side effect of this transfer of knowledge is that you also inherit your ancestor's karmic burden.   If your ancestor was a kind and respectful person, this inheritance of karma may be of no concern at all.

If your ancestor had a history of antisocial activities, you might want to think twice before accepting what your ancestor is offering you.   Once you inherit your ancestor's karma points, they can be removed only by offering the Confessor Ghost an appropriate number of tiger figurines, or by traveling to the Underworld.

You also may ask your ancestor for permission to use a single personally attuned weapon, chosen from whatever attuned weapons your ancestor left behind.   Hold the weapon in your right hand, then type the text command:

  <ancestor name>, bless this weapon

in the command line, followed by pressing the <Enter> key.   If the personalized weapon truly belonged to your ancestor, and your ancestor finds you worthy, the ancestor will grant you use of the weapon.

If, after summoning your ancestor's spirit, you are unable to complete the Ceremony of Ancestors for one reason or another, all is not lost.   You may summon your ancestor a second time and proceed with the ceremony.

However, after a spirit has been summoned twice from the Underworld, its ancestral duties are fulfilled, and it may not be summoned again.   If you fail to complete the ceremony after two summonses, your ancestral spirit will be lost to you forever.

After completing the ceremony, you may leave the Shrine of Bones immediately, although your ancestor will remain at the altar, silently contemplating the prospect of spending eternity in Praetoseba.

Related Topics:

Redeeming karma in the Underworld (Praetoseba)

Being forgiven

Praetoseba, the Underworld

Getting Help

In a game as extensive and detailed as *Legends of Kesmai*, it is natural for a newcomer to be curious about many aspects of the game that are not specifically documented in this manual. First of all, the newcomer should know that the omission of certain information is deliberate.

A large part of the excitement and adventure of journeying to *Legends of Kesmai* is the thrill of exploration — going forth into unknown territories and confronting unknown dangers.   If every last tidbit of information is laid out in advance, a great deal of the challenge and fun of the game is removed.

Enough devices exist in *Legends of Kesmai* to ensure that even the newest arrival is not "thrown to the wolves" while seeking knowledge, treasure and experience.   One prime example is the recall ring, which will pluck an adventurer from the direst of situations and return him or her to a place of safety.

A number of help resources are available, and each player will decide how much to rely on these resources.   Some, like these Help files, are built into the game, and others are available from third-party sources outside Kesmai Corporation.   In any event, the new player is cautioned to use discretion in picking up secrets to the game right away.

Like learning the end of a murder mystery beforehand, one can still read the book or watch the movie, but the experience is dulled somewhat by foreknowledge of the outcome.   Just keep in mind that the prime goal is to have fun in the challenging, imaginative and thought-provoking environment that makes up *Legends of Kesmai*!

Related Topics:

Books and scrolls

Getting help from other players

Player forums

Online help

Contacting Kesmai Corporation

Version notes

Books and Scrolls

As you wander the lands in *Legends of Kesmai*, you will come across books of all sorts. Some are sold by street vendors, some are to be found just lying about, and some may be carried around by various creatures. Do not dismiss them as mere props, as many contain information about important aspects of the game.

If you listen to the calls of the street vendors who sell books, they will give you a clue as to what is in the book they are selling. If the topic is of interest to you, buy the book and read it. When you find a book lying about somewhere, take a minute to look at the book to see if it is of interest; if so, pick it up.

Read the book by double left clicking on the book icon; the contents of the book will be displayed in the *main viewport*. Flip pages forward and back by left clicking on the dog-earred flaps at the top right hand and left hand corners of the book. Close the book by double left clicking on the cover.

Reading books deep in the dungeon can be a dangerous pastime, so you might want to stash the book in your sack for later reference. If you come across a book that has information you think will be of use to you in the future, you can put the book in your locker and retrieve it when you need it.

Scrolls are found throughout the dungeons as well, although the information contained in them is generally less valuable than that found in books. Scrolls are generally brief, so you can usually read them quickly (i.e. safely) in the dungeon.

Read a scroll by double left clicking on the scroll icon; the contents of the scroll will be displayed in the main viewport. Scroll forward by left clicking on the rolled up paper at the top of the scroll; scroll backward by left clicking on rolled up paper at the bottom of the scroll. Close the scroll by double left clicking on the text area.

That way, you won't take up space in your sack by carrying around a scroll that later proves to bear unimportant information.

Online Help

Legends of Kesmai features standard Windows Online Help, which contains the contents of the written manual.   By using the Contents, Index and Find functions, you can quickly gain access to a wide variety of important information without leaving the game.   If you are not familiar with the operation of Windows Online Help, please refer to the documentation supplied with your version of the Windows program.

Getting Help from Other Players

One of the great things about *Legends of Kesmai* is the overall helpfulness of its player community. If you have questions, ask another player; in just about every case, you'll find out what you want to know (and in some cases, even more than you want to know!).

You can do this while you are in the game, but some players are a bit edgy about standing around engaged in idle chit-chat in the dungeons. Another option is to meet and talk with other players in one of *Legends of Kesmai* conference rooms. Here you can chat with other players in a more relaxed atmosphere, without having to look over your shoulder for a lurking monster or a patrolling Sheriff.

At scheduled times, you also will be able to chat with a representative of Kesmai Corporation. These representatives are the creative agents of Kesmai Corporation responsible for all that happens in *Legends of Kesmai*.

In addition to imparting advice or information, veteran players may offer to escort you to a particular location you're seeking, or provide you with some common weapon or item you don't yet have. Talking to other players and asking questions is a great way to meet new people and make new friends.

Player Forums

Along the same lines, you can ask questions and find answers in *Legends of Kesmai* Player Forums offered online.   While not directly operated by Kesmai Corporation, these forums provide an opportunity for players to exchange information and post articles concerning the game.

Note that forum postings and information received from players and other third-party sources should be taken at face value.   Kesmai Corporation does not take responsibility for the applicability or accuracy of such information, or for any consequences resulting from its use.

Version Notes

Be sure to check any version notes that may be posted at the Kesmai Web site. When posted, version notes contain a brief compendium of changes, fixes and other information of note concerning the current version of the game.

Most game updates are reported here. However, *Legends of Kesmai* is under constant review, and some adjustments to the game may not be reported.

Contacting Kesmai Corporation

Kesmai Corporation encourages players to meet with its representatives during their scheduled appearances in the conference rooms.   E-mail concerning *Legends of Kesmai* can be sent to:

"amber2" on Delphi

"AMBER1" on GEnie

"amber2@newscorp" on the Internet

roksupport@aol.com on the Internet

Kesmai Corporation welcomes e-mail with suggestions, comments and reports of possible bugs, service anomalies or player misconduct.

If you have a legitimate question concerning the actual playing of the game that cannot be answered by the existing documentation or by another player, please contact the Kesmai Corporation representative during a scheduled conference room session.   If you are unable to contact the representative, please e-mail your question to one of the addresses shown above.

For administrative and business matters only, contact:

Kesmai Corporation
230 Court Square
Charlottesville, VA 22902
804-963-8500

Magic and Magic Users

Magic is a complex and fascinating science.   Proficiency in using magic requires careful study, which is why intelligence and wisdom are important character attributes for spell casters.

Of the five basic types of occupations, Wizards, Thaumaturges and Thieves use magic as a primary means of gaining skill, treasure and experience.   In addition, magic users may choose to develop physical combat skills to augment their magic skills.

The two remaining occupations, Fighters and Martial Artists, use physical combat as their sole means of advancement, although Fighters may receive limited magical abilities by attaining Knighthood.   Although the magical occupations differ somewhat in the types of magic they practice, the methods they use are essentially the same.

Related Topics:

Modern magic

Knights

Thaumaturgy

Thieves

Wizardry

Modern Magic

Modern magic is practiced primarily within the two well-known orders, Wizardry and Thaumaturgy.   In addition, the Thieves Guild has appropriated a number of magic spells (from unknown sources and through undoubtedly questionable means), which Guild members use in their shadowy activities.

Wizardry is a science based on the fundamental principle that reality can be modified through the laws of modern physics.   In fact, the extensive success and practice of modern Wizardry has brought about the current acceptance of physics as a general science.   In response to the evil legacy of the Brotherhood of Yasnac, a large number of wizardly spells are distinctly offensive in nature.

Side by side with wizardry, the ancient religion of Thaumaturgy also flourishes as a complementary form of magic.   Whereas Wizards tend to manipulate and work with inert matter, the Thaumaturge works primarily with the life force found in living creatures, and with metaphysical beings that reside beyond the earthly plane.

The advanced Thaumaturge has the ability to raise the dead or strike down the living with a single spell, and can call forth supernatural beings to do his bidding.

In the days of old, Sorcerers were known to roam the lands, using the Black Arts to gain power and wealth.   The Grand Order of Thaumaturges changed all that, and in the process of wiping out the Sorcerers, Thaumaturges learned a few of the Sorcerer's spells.   Fortunately, the Grand Order never uncovered the secrets of the really evil spells, which seem to have disappeared with the Sorcerers.

Magical training in each of the respective schools is provided to initiates in their homelands. Upon reaching *Legends of Kesmai*, further training is available from several sources.   This training is very important since it greatly accelerates skill gain through later practice; magic skill can be critiqued and developed just like weapons skills.

Related Topics:

Knights

Thaumaturgy

Thieves

Wizardry

Wizardry

Wizardry is based on two phenomena often encountered in nature, the effects of which can be greatly increased by the proper application of scientific principles:

First, the inherent but latent ability of living things to decrease entropy locally, and thereby increase molecular energy and organization, can be developed and amplified by the Wizard through practice and training.

Secondly, application of the Uncertainty Principle gives the Wizard the means to extend the results of decreased entropy beyond the initial and rather brief period of molecular excitation. So, in casting a typical spell, the Wizard creates a local vortex of falling entropy, within which both energy and matter are under the temporary control of the Wizard; the initial effects then are propagated through the Uncertainty Principle.

It has been theorized that if Planck's constant were small, the Uncertainty Principle would be so restrictive as to make Wizardry impossible.   Give thanks to the gods that this is not so.

Some spells, such as Bonfire, Create Web and Create Portal, actually engender material changes in the local matter/energy flux.   An understanding of the mechanism by which these spells operate will greatly increase the wisdom of the Wizard who uses these spells.

All matter has an innate resistance to change, referred to as inertia.   Whenever a spell is thrown to create a temporary reality, the spell first must overcome the inertia of the matter already there. Matter, as it exists in everyday life, rests in what is known as the ground state.

Although the ground state is inherently stable, it offers a relatively low inertia, or resistance to change.   On the other hand, temporary matter, such as that created by a spell, has considerably more energy associated with it and, thus, exhibits a very high inertia.

As a Wizard's magic skill level increases, he or she gains more control over both the entropy vortex and the Uncertainty Principle.   This enables the Wizard to create increasingly powerful spells.   Also, the more advanced the Wizard, the longer-lasting the illusion.

Once created, an illusion will remain in existence until the inescapable law of entropy causes its energy to drop to a point where its composite elements must return to the ground state.   As might be logically expected, this process of energy decay can be either reversed or hastened by the application of another spell.

The process of affecting the inertial state of an existing illusion involves the simple addition or subtraction of energies.   If a new illusion is more powerful than a previous illusion, it will replace the old illusion, but the new illusion's energy will be weakened by an amount equal to the strength of the old illusion.

If a new illusion is weaker than an existing illusion, the new illusion will dissipate some of the

previous illusion's energy, but will not succeed in replacing it.   Of course, if the two illusions are of equal but opposite energy, they will simply cancel each other out, and the terrain will return to the ground state.

If the new illusion spell is of the same type as the old, the two will reinforce each other, and the illusion thus created will have twice the energy of an illusion created by only one spell.

The existence of inertia makes possible several important effects for the Wizard.   First, the use of spells to cancel previous spells enables the Wizard to dissipate the actions of others.   Secondly, the reinforcement effect allows a Wizard to compensate for feeble ability by repeating a spell several times.   The reinforcement effect can be used for both attack and defense.

Another type of useful magic spells are those which perform temporary *illusory* alterations of the physical surroundings. These spells change the appearance of matter from one form into another, and the assorted Cast Illusion spells are part of this group.   Although the results of such changes are, in fact, merely illusory, the creatures of Kesmai perceive them as real.

Therefore, if a creature cannot swim, it will avoid the illusion of water just as much as the real thing.   This allows the Wizard to cast the Sea Illusion spell, and stand in the middle of it, safe from direct attack by any non-swimming creatures (as long as the illusion lasts).   The Illusion spell can create seawater, emptiness, a bridge, a wall, fire, and ice; while they exist, all these illusions appear as real as their natural counterparts.

As stated above, most normal matter rests in the ground state all the time and thus has little inertia.   There are a few unusual substances, however, which possess unusually high resistances and can only be overwhelmed by the most advanced techniques.   Of special note is impervium, an elemental compound discovered by the Ancients.

Exhibiting superior resistance to physical damage, impervium appears to defy all known magic spells as well.   Many minerals containing cobalt also prove to be immune to common magic, and as a result, magic-proof bricks can be obtained in developed areas.   Magic-resistant materials are common in fortresses and castles built in the last millennium.

Of course, there are some wizardly spells which do not rely on illusions, and it is equally important to understand how these spells work.   Magic Missile is a simpler spell, based on the same principles, but of a much more transient nature.

Rather than producing a complex alteration in the surrounding terrain, the Magic Missile spell creates a short-lived, fast-moving projectile.   Magic Missile is not affected by environmental illusions, and can be used even when the enemy has powerful protective forces at work.

The Shield spell, which puts up a protective barrier around the Wizard and wards off blows and projectiles, is equally immune to environmental illusions.   The lower the mass of the object trying to penetrate the field, the greater the likelihood it will be deflected.   Wizards have developed the Shield spell to compensate for the inability to wear metal armor, as it inhibits the ability to focus the energy needed to successfully throw a spell.

If a Wizard tries to throw a spell while wearing metal armor, the energy of the spell is drained by the metal armor (i.e., the Wizard is grounded and cannot raise any terrain above the ground state).

Lastly, the ability of some lower life forms to manipulate their surroundings should be noted. Evolutionary change and natural selection have resulted in the creation of certain plants and animals that can make limited use of entropy intervention and the Uncertainty Principle to affect their surroundings.   Philosophers theorize that the first wild animals to do so developed this ability to start temporary, localized wildfires in order to trap their prey.

To avoid being consumed by these fires, most wild plants have evolved a defensive capacity to work against such spells.   These plants have developed specific dampening effects which work to return their surroundings to the ground state as quickly as possible.   This ability is especially noticeable in forested areas, where the combined energy of the individual trees works to rapidly dissipate potentially harmful forces.

As might be expected, natural selection also has created animals with greater or lesser amounts of resistance to the effects of illusory spells, especially with regard to fire.   Most highly developed in this regard are the true dragons, who are sometimes said to be totally immune to most types of attack, although individuals in the species vary greatly.

The exact mechanism which enables these creatures to defy the very nature of their surroundings is not well understood, and this may be the most significant research problem facing philosophers today.

Related Topics:

[Wizard spells](#)

[Casting spells](#)

[Knights](#)

[Thaumaturgy](#)

[Thieves](#)

Thaumaturgy

The magic of Thaumaturgy, divined from the gods of Kesmai, is in essence a religious discipline, with roots in the mystic practices of the tribal shamans and the temple high priests of early civilizations.   Unlike the science of Wizardry, Thaumaturgy is set up as an actual religion, and features an established and organized religious order, with temples and an initiated priesthood.

The conflict between Wizardry and Thaumaturgy, waged so violently over the years, has many facets.   The clash between the rigid institutionalism of Thaumaturgy and the informal, practical approach of the modern Wizard is more than political.   The differences between the two branches of true magic are fundamental.

The Grand Order of Thaumaturges often is charged with being the world's most conservative organization, as well as one of the most influential.   The science of Wizardry, on the other hand, tends to draw more inquisitive and liberal practitioners.   As a result, Wizardry is in a state of constant change and rapid development, and its influences have induced many changes in society.   It is only natural that the conservative leaders of Thaumaturgy should come to oppose all forms of Wizardry.

A common topic of public debate is whether or not the rise of Wizardry has led to the decline of religious practices and a general decay of the family in modern times.   The term "entropist" has been applied to those persons who reject Wizardry as a part of everyday modern life.

Entropists feel that tinkering with Nature's normal state of entropy is sacrilegious.   Some entropists even claim that the unrestrained practice of casting illusory spells affects the global atmosphere and is contributing to an overall warming trend.

When a Wizard casts a spell, it is to achieve certain results by applying the laws of physics; when the Thaumaturge casts a spell, he or she is, in essence, appealing to the gods to bring about the desired results.   The success of the Thaumaturge's spell depends on two major factors:

    1) the magic skill level of the Thaumaturge, which affects his or her ability to focus concentration on appealing to the gods, and

    2) the disposition of the gods toward granting the desired effect.

Thus, it can be seen that success of each and every Thaumaturgical spell cannot be guaranteed. However, as the Thaumaturge's magic skill level increases, so does the ability to command the gods' attention, and the gods, in turn, being pleased with the Thaumaturge's progress, are more likely to grant the desired results.   Success, however, is never 100% certain at any magic skill level.

Even an apprentice Thaumaturge has access to about half the spells of Thaumaturgy, which were recorded in his or her personal spell book by an initiate trainer.   The apprentice may attempt to cast any of them, up to and including the Raise Dead spell, assuming enough magic points are

available.

But, as mentioned above, the gods may find only amusement in the desire of an apprentice to cast such a demanding spell, and decline to provide the desired results.   However,   the Thaumaturge should not refrain from casting advanced spells; in fact, valuable magic skill gain will accrue from the attempt.   Just remember, the more advanced a spell is beyond a Thaumaturge's present magic skill level, the less likely it will succeed.

As Thaumaturges are direct channels for the powers of the gods, they can use their abilities to heal all manner of wounds and neutralize the effects of deadly poison; even the ability to raise the dead is within the reach of advanced Thaumaturges.

Conversely, Thaumaturges also can direct divine energy to inflict serious damage on neutral, chaotic and evil opponents.   Spells that cause blindness, fear, and even death are available to the initiated.   Among the Thaumaturge's most potent spells is the Lightning Bolt, which can annihilate a large crowd of evildoers in a single instant — if the gods are willing.

Unlike the Wizard, the Thaumaturge does not use illusory spells.   Rather, the spells of Thaumaturgy fall into the classifications of fighting, healing and protection.

Roughly half the spells of Thaumaturgy are offensive in nature, since Thaumaturges function primarily as magically enhanced fighters. Therefore, the emphasis within their spell system falls where it will do the most good -- in the warrior's trade.

The second major area of interest to Thaumaturges is that of healing illness and injury, which gives the Thaumaturge great prestige and influence among adventurers, who are often in need of these unique services.

Finally, the Thaumaturge has at his or her disposal spells of protection, such as protection from fire, blindness and fear.   These spells are personal spells, or self spells, only and cannot be cast on other characters.

Related Topics:

Thaumaturge spells

Casting spells

Knights

Thieves

Wizardry

Thieves

From the earliest times, the Thieves Guild has maintained a network of contacts and informers at every level of society.   As the power and influence of both Wizards and Thaumaturges increased, the shadowy leaders of the Thieves Guild could not help but recognize that magic was the key to success in the developing new world order.   One can surmise that plans were quickly made to correct this imbalance of power.

The exact means by which the Thieves Guild came to possess magical powers is long since lost, buried with those who were involved in what was no doubt an illicit transfer of knowledge.   The simple fact that Thiefly spells include samples from both the Wizard's and the Thaumaturge's spell books suggests that the Guild was non-discriminative in selecting its sources.   It is probable that opportunity played a major part in their acquisition.

Interestingly enough, Thieves have several exclusive spells.   This indicates the active cooperation of an advanced Wizard, for only a Wizard could research, test and develop such spells.   Even in the liberal ranks of Wizardry, the idea of selling spells to the Thieves Guild is repugnant, and it is likely that such cooperation was gained through blackmail, bribery, kidnapping or some other favored method of the Guild.

So, as time passed, the Guild built up its repertoire of spells -- oriented, naturally enough, to augment their shady activities.   Because of their inability to develop spells on their own, and the unlikely possibility that they will gain further favor from the gods, the list of Thiefly spells is substantially shorter than for Wizards and Thaumaturges.

Today, beginning Thieves are taught a few spells as initiates in the Thieves Guild.   The most important spell is Hide in Shadows, which a Thief learns at the first magic skill level (Skulker in Shadows).   Thieves of third skill level (Diviner of Magics) or higher can learn to cast the Darkness spell.

This spell is similar to the Wizard's Darkness spell, but the thief who initially acquired it was either cheated or too hasty in his theft: The radius of the Thieves' Darkness spell does not increase with level.

Related Topics:

Thief spells

Casting spells

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Thaumaturgy

Wizardry

Knights

Knights are advanced Fighters who have received specialized training, including the use of several magic spells.   Lawful fighters who reach the eighth level may elect to become a Knight; while knighthood is highly desirable, it is not required.

To attain knighthood, the Fighter must seek out and find a Knight trainer, which is a dangerous quest in itself.   In receiving Knight training, the newly knighted Fighter gains the use of a few spells to aid in the battle against Evil.

The Ring of Knighthood, presented to the Knight upon training, grants the Knight the use of five magical spells.   If a Knight is turned neutral by killing another lawful being, he or she will lose all knightly powers and be stripped of the title of Knight.   Any attempt to cast knightly spells while wearing a knight's ring as a non-knight will result in an explosion.

To regain knighthood, the deposed Knight first must be restored to lawful status and relieved of all karma points.   After being returned to lawful alignment, and having all karma points removed, the player character may return to a Knight trainer for re-enactment of the knighthood ceremony.

The Ring of Knighthood falls in the category of magical items, which allow the owner to cast spells even if the owner is not, by nature, a magic user.

Like other magical items, the Knight's ring can be used to cast spells without having to first warm a spell.   In the event a Knight loses the ring accidentally, a replacement may be purchased from a Knight trainer for 150 coins.

Each of the Knight's spells requires three magic points.   None of the spells is affected by magic skill level, but the Enchant Weapon spell is affected by the Knight's experience level.   Another important note about Enchant Weapon is that excessive use of this spell will result in premature aging.

Related Topics:

Knight spells

Casting spells

Thaumaturgy

Thieves

Wizardry

Redeeming karma in the Underworld (Praetoseba)

[Being forgiven](#)

Safeguarding Your Spell Book

Magic users arrive in Kesmai with a Spell Book, which they received during initiate training in their homeland.   A key element of initiate training centers on being able to completely memorize the spells entered in your Spell Book, so that the spells can be cast whether the Spell Book is physically present or not.   Therefore, it is not necessary to carry your Spell Book at all times.

The one instance in which your Spell Book is absolutely required is for magic training and learning new spells.   You must hold your Spell Book in your right hand to receive a new spell or to receive training from your magic trainer.   If, for whatever reason, you lose your Spell Book, these activities are closed to you.

Most veteran spell casters recommend that, in order to avoid losing your Spell Book, you keep your the book your locker except when visiting your trainer.   There are two other good reasons why you should do so: First, you will have one fewer item in your sack (and more space for loot); and, second, in the event you are killed in the dungeons, your Spell Book may be looted by creatures or taken away by the janitor before you can return to claim it.

If you do manage to lose your Spell Book in one way or another, you can purchase a new one from your magic trainer for 100 coins.   To do so, step into the trainer's hex and drag and drop 100 coins onto the trainer's icon.   Next, type the text command:

  "[trainer's name], sell book"

in the command line, and press the <Enter> key.   Your trainer will drop the new book on the ground at your feet; drag it to a valid destination to accept it.

Note that each magic user's Spell Book is unique to that character and cannot be used by another character.   For this reason, Spell Books are considered worthless by the shopkeepers of Kesmai, so there is no point to stealing a Spell Book for resale.

Magic Limitations and Warnings

Many spells are directed at living targets.   Since living things by their nature often can resist magic, a properly thrown spell occasionally will fail through no fault of the magic user who threw it.   Generally, the more powerful the magic user, and the more powerful the spell, the more likely the spell will succeed.

With many Wizardly spells, such as those that create fires, victims who are powerful enough to resist the spell will take only half damage.   Some spells of Thaumaturgy, such as the Blind spell, will fail completely if the target is strong enough.

There are a few magical spells that will aid the player in resisting magic attacks.   For instance, Protection from Fire will cause the player to take the minimum damage from fire.   Potions, amulets, bracelets, robes and rings that convey resistance to spells are highly prized.

The radius, or intensity, of some Wizard spells, such as Fireball, can be reduced by using the *intensity bar* on the spell palette.   Reducing the radius will concentrate the effect of the spell, which may be of assistance in attacking resistant characters.

Magic users should be aware of the strict prohibition on casting terrain-altering spells inside Kesmai Town.   Those who are unwise or foolish enough to violate this ban will experience an instant change in their alignment from lawful to neutral (thus making them open to immediate attack by lawful townspeople).   The casting of protective or curative spells will invoke no penalties.

Wizards should avoid the use of metal armor, as the metal will defeat the flow of energy by keeping the wearer in a constantly grounded state.   Thieves will find that the Hide in Shadows spell is defeated by the carrying of large weapons or the wearing of metal armor; neither will the spell hide you from people standing in your own hex.

All magic users should understand the effects of water and obstacles on many offensive spells. Casting offensive spells while in water, or across water, can have very undesirable effects, since the water may warp the path of the spell's directed energy.   The spell may even be reflected back on the spell caster.

Misdirected offensive spells that strike an obstacle, such as a wall, will expend their energy in the last hex passed through before striking the object.   For example, if a Thaumaturge standing one hex to the west of a wall casts a lightning bolt due east, the full effects of the bolt will fall upon his own hex.

Finally, magic users should be very careful when casting offensive spells around other adventurers.   It is wise to announce your intentions before casting a spell in such situations, to prevent someone from moving into your intended target area.   If you accidentally slay another player character with a spell, you will accrue one karma point, and   your alignment will change from lawful to neutral.

The karma point can be removed if you can induce the victim to <u>forgive</u> you, but you will have to visit the Confessor Ghost or the <u>Underworld</u> to get back to lawful alignment.

Related Topics:

<u>Using magic items</u>

<u>Casting spells</u>

<u>Spell lists by occupation</u>

Using Magic Points

Similar in concept to hit points, magic points express a magic user's spell-casting capability at any given moment.   All magic user spells require a certain number of magic points to be cast successfully; and when a spell is cast, the magic points for that spell are deducted from the available total.   If the magic user attempts to cast a spell without a sufficient number of magic points, the spell will fail.

Like hit points and stamina points, the total of available magic points increases each time a player character attains a higher experience level.   After being used to cast a spell, magic points are regained automatically, even if you are low on stamina or are injured.   Magic users will find that wearing a robe will increase the rate at which magic points are recovered, in addition to providing fire protection.

The most potent spells require the highest number of magic points.   The higher the number of magic points a spell requires, the higher the magic skill gain for the magic user, regardless of whether the spell is successful.

Magic points also are lost by keeping a spell in the warmed-spell rack for an extended period of time.

Spell Lists by Occupation

There are important differences in the kinds of magic practiced by the three main types of magic users.   Nonetheless, certain similarities apply to the various magic spells, regardless of the practitioner's occupation.   These similarities also apply to Knight spells, even though Knight spells are not part of the organized magic systems used by Wizards, Thaumaturges and Thieves.

First of all, it should be understood that all magic spells will fall into the following three spell classes:

(C) Character spells that are cast on yourself, another player character, a creature or a group of creatures;

(P) Path spells that are cast in some geographic direction, into a location, or along a path; and

(S) Self spells that may be cast only on yourself.

The sections referenced below list the spells available to each occupation.   In each of the occupational sections, information for each of the spells is presented under these four headings:

Skill level shows the levels at which you can learn a particular spell.

Magic points tells the number of magic points needed to cast a spell.

Class denotes the spell class a spell belongs to, as described above.

Cost indicates the number of gold pieces you will be charged by your trainer to learn the spell.

Knight spells

Thaumaturge spells

Thief spells

Wizard spells

Wizard Spells

Spell Name	Skill Level	Magic Points	Class	Cost
Magic Missile	1	3	C	0
Breathe Water	1	6	C	500
Close/Open Door	2	3	P	50
Light	3	3	P	0
Shield	3	3	C	200
Bonfire	3	3	P	50
Protect from Fire	3	4	S	200
Darkness	4	4	P	300
Protect from Cold	4	5	S	300
Find Secret Doors	5	4	na	400
Create Web	5	4	P	100
Create Portal	5	5	P	400
Fireball	6	5	P	600
Wall of Fire	6	5	P	700
Ice Storm	7	6	P	800
Concussion	8	10	P	1000
Dispel Illusion	9	7	P	500
Illusion	9	9	P	2000
Wizard Eye	10	13	na	4000
Disintegrate	10	12	na	6000
Peek	11	14	C	10000
Fire Bolt	12	10	P(C)*	5000
Protect from Fire/Ice	12	21	S	2000
Whirlwind	13	12	P	7500
Ice Spear	14	14	C	15000
Fire Storm	15	16	P	10000
Dragon Breath	16	18	P	12000
Lightning Lance	17	20	P/C	20000
Lightning Storm	18	32	P	25000
Create Lava	19	33	P	30000

* When you achieve the rank of Lord of Fire (skill level 15), Fire Bolt can be cast at a character.

Thaumaturge Spells

Spells are listed in order of difficulty.   For Thaumaturges, the skill level is a guideline of how skillful a character must be to expect success.

Spell Name	Skill Level	Magic Points	Class	Cost
Curse	1	3	C	0
Strength	1	3	C	0
Fear	2	4	C	0
Light	3	3	P	0
Blind	3	4	C	0
Protect from Fire	3	4	S	0
Protect from Cold	4	5	S	0
Stun	4	4	C	0
Cure	5	3	C	0
Neutralize Poison	5	4	C	0
Turn Undead	6	5	na	0
Lightning Bolt	6	5	P(C)*	0
Banish		7	7	C	6400
Death	7	6	C	0
Raise Dead	8	10	na	0
Fear Resistance	9	9	S	1000
Create Snake	10	7	C	800
Summon Phantasm	11	10	na	1600
Blind Resistance	11	11	S	4000
Summon Demon	12	14	na	3200
Protect from Fire/Ice	12	21	S	2000
Lightning Resist	13	13	S	6000
Poison Cloud	14	16	P	8000
Stun Resistance	15	15	S	9000
Death Resistance	16	17	S	8000
Protect Blind/Fear	17	27	S	20000
Lightning Storm	18	32	P	25000
Protect Stun/Death	19	52	S	30050

* At higher skill levels, Lightning Bolt may be cast at a character.

Thief Spells

Spell Name	Skill Level	Magic Points	Class	Cost
Hide in Shadows	1	3	S	0
Close/Open Door	2	3	P	50
Identify	3	3	na	200
Darkness	4	4	P	300
Make Recall Ring	4	8	na	600
Create Portal	5	5	P	400
Neutralize Poison	5	4	C	300
Find Secret Doors	5	4	na	400
Night Vision	6	8	na	25000
Hide Door	7	9	P	1200
Breathe Water	8	6	C	500
Feather Fall	9	8	S	20000
Wizard Eye	10	13	na	4000

Knight Spells

Spell Name	Skill Level	Magic Points	Class	Cost
Strength	na	3	C	0
Cure	na	3	C	0
Light	na	3	P	0
Enchant Weapon*	na	3	na	0
Locate	na	3	C	0

* The ability to enchant certain weapons depends on the Knight's experience level.   See Enchant Weapon spell description.

Spell Descriptions

The spell descriptions in this section of the *Online Help* Files are arranged in alphabetical order to assist you in finding a particular spell.   This listing contains all spells available to all magic users, but not every spell is usable by every magic user.   A list of spells by occupation also is available.

Remember that most spells must be warmed before use.   If, after you have warmed a spell, you use the "rest" text command, cast the Cure spell on yourself, or drink balm, the warmed spell will be canceled.   Similarly, if you take more than one-sixth your remaining hit points at one time, the spell will be canceled and will have to be warmed again.

Note that with many offensive spells, the target of the spell may have some inherent ability to resist the spell, in which case the target would be unaffected.   Thus, even though the spell is cast successfully, the desired results will not be apparent, through no fault of the spell caster.   Magic skill gain still will be accrued.

Each of the following descriptions features a heading that indicates the users of the spell, the magic skill level (SL) that applies to the spell, the magic points (MP) required to cast the spell, the spell class (CL), and the cost (CO) charged for the spell by a trainer.   Spell classes are:

(C) Character spells that are cast on yourself, another player character, a creature or a group of creatures;

(P) Path spells that are cast in some geographic direction, into a location, or along a path; and

(S) Self spells that may be cast only on yourself.

Note that Thaumaturges may try to cast a spell with a higher skill-level rating than their own skill level, if the spell is recorded in their Spell Book.   But, the more advanced a spell is beyond the Thaumaturge's skill level, the less chance it will succeed.   Skill gain will accrue to the Thaumaturge whether or not the spell succeeds.

Banish Spell

Spell User: **Thaumaturge**
Skill Level: **7**
Magic pts: **7**
Spell Class: **Character**
Cost: **6,400**

Thaumaturges use this spell to banish a demon or phantasm, returning it to whence it came (see Summon Demon/Summon Phantasm).   First warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor will change to a crosshair; place the crosshair over the target creature, and left click once to cast the spell.   If you mistakenly attempt to apply the spell to a non-demon or non-phantasm, the spell will fail and magic points will be lost.

If you are targeting a demon that you have summoned previously, casting this spell will return the demon to the eternal flames.   If you attempt to banish a demon summoned by someone else, the demon may or may not be banished, depending upon the relative strength of your willpower against the demon's willpower.

Blind Spell

Spell User: **Thaumaturge**
Skill Level: **3**
Magic pts: **4**
Spell Class: **Character**
Cost: **0**

Thaumaturges use this spell to cause temporary blindness in an individual.   First warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor will change to a crosshair; place the crosshair over the target creature and left click once to cast the spell.

Most creatures will attempt to run away if they are blinded, but since they can't see where they are going, they probably won't succeed.   If you are the recipient of a blindness spell, the Blind spell icon will appear in your active-spell rack for as long as the spell is in effect.

Blind Resistance Spell

Spell User: **Thaumaturge**
Skill Level: **11**
Magic pts: **11**
Spell Class: **Self**
Cost: **4,000**

This spell, used by Thaumaturges, does not grant immunity to blindness, but increases the chance of resisting the effects of a blindness spell.   First warm the spell, then double left click on the spell icon in the warmed-spell rack.

This is a personal spell that can only be cast on the Thaumaturge.   The spell icon will appear in the active-spell rack for as long as the spell is in effect.   The period of protection increases with magic skill level.

Bonfire Spell

Spell User: **Wizard**
Skill Level: **3**
Magic pts: **3**
Spell Class: **Path**
Cost: **50**

Wizards use this spell to create a small bonfire, which covers a single space and burns for a period of time governed by the Wizard's skill level.   The damage done by the bonfire is comparable to that of a fireball.   Bonfires are useful for destroying corpses and spider webs, and blocking passageways.

First warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.

The path must lead to a place you can see, passing only through places you can see.

Breathe Water Spell

Spell User: **Wizard**   **Thief**
Skill Level: **1**   **8**
Magic pts: **6**   **6**
Spell Class: **Character**   **Character**
Cost: **500**   **500**

Thieves and Wizards use this spell to gain the ability to breathe water.   You may cast this spell on yourself or another person.   First, warm the spell, then double left click on the spell icon in the warmed-spell rack.

The mouse cursor will change to a crosshair; place the crosshair over your character's icon, and left click once to cast the spell.   To cast the spell on another person, place the crosshair over the target character's icon, and left click once to cast the spell.   The spell icon will appear in the active-spell rack for as long as the spell is in effect.

Using this spell, you can remain in the water for about five minutes without drowning, regardless of how much you are carrying.   When the spell expires, you will have to swim, dive, move to dry land, or recast the spell (or drown).

Magic items that contain the spell of Breathe Water (e.g., a ring) will give the same capability while the item is worn.   The spell does not have to be cast in this case.

Close/Open Door Spell

Spell User: **Wizard**   **Thief**
Skill Level: **2**   **2**
Magic pts: **3**   **3**
Spell Class: **Path**   **Path**
Cost: **500**   **500**

Thieves and Wizards use this spell to close or open a door from a distance, which is useful whenever you want to know what is on the other side of a door, but don't dare walk through it to see.

First warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex. This spell will not open secret doors or locker doors, nor will it close a door if a creature or character is standing in the targeted doorway.

Concussion Spell

Spell User: Wizard
Skill Level: 8
Magic pts: 10
Spell Class: Path
Cost: 1,000

Wizards use this spell to create an explosion which can stun and maim creatures caught within the blast radius; it can also knock down walls and doors. The power of the explosion varies greatly with the power of the spell. Blast power can be adjusted with the intensity bar on the spell palette.

The maximum blast radius increases with the Wizard's magic skill level. The full power blast of a sixth level wizard (Shaper of Fire) may pulverize stone walls inside the blast radius. Wizards using this spell must be careful, since the radius of the blast can be 30 feet or more for advanced Wizards. Careless use might produce more devastation than desired.

To cast the spell without adjustment, first warm the spell, then double left click on the spell icon in the warmed-spell rack. The mouse cursor changes to a crosshair. Click out the path for the spell to follow as you would click out a movement path. Cast the spell by double left clicking on the final (target) hex.

If you wish to adjust the blast power, you must do so before you warm the spell. Open the spell palette and left click once on the Concussion spell icon; use the intensity bar on the spell palette to adjust the power of the spell. After adjustment, warm the spell by double left clicking on the Concussion spell icon.

To cast the adjusted spell, double left click on the spell icon in the warmed-spell rack. The mouse cursor changes to a crosshair. Click out the path for the spell to follow as you would click out a movement path. Cast the spell by double left clicking on the final (target) hex.

Create Lava Spell

Spell User: **Wizard**
Skill Level: **19**
Magic pts: **33**
Spell Class: **Path**
Cost: **30,000**

Wizards use this spell to create a flowing mass of molten rock three spaces wide and of variable length.   The total length of the lava flow is dependent upon the Wizard's magic skill level.   The temperature of the lava is not nearly as hot as that produced by an actual volcano, so it tends to be already somewhat congealed.   The lava flow advances one to two spaces at a time, and it can knock people down.

First warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor changes to a crosshair.   Beginning from one of the eight spaces adjacent to the Wizard, click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.   The lava will flow away from your character in the chosen direction.

Note: The initial space where the spell is cast cannot be solid, i.e., a wall, mountain, secret door, etc.   If the initial space is not empty, the spell will begin in the space the Wizard is standing in, with . . . unpredictable results.

Create Portal Spell

Spell User:	Wizard	Thief
Skill Level:	5	5
Magic pts:	5	5
Spell Class:	Path	Path
Cost:	400	400

Thieves and Wizards can gain the ability to create a short-lived opening through any normally impassible material, with only a few exceptions.   First, warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the target hex – i.e., the wall in which you wish to create an opening.

The spell creates a hole in a wall, which lasts for a number of rounds proportional to the magic skill level of the spell caster.   Take care not to be standing in the portal when it closes!

Create Snake Spell

Spell User: **Thaumaturge**
Skill Level: **10**
Magic pts: **7**
Spell Class: **Character**
Cost: **800**

Thaumaturges use this spell to convert an object into a snake.   Whatever item you are holding in your right hand when you cast the spell will be converted into a snake, which will then attack the targeted enemy.   First warm the spell, then double left click on the spell icon in the warmed-spell rack.

The mouse cursor will change to a crosshair; place the crosshair over the target creature or creatures, and left click once to cast the spell.   The more valuable the item, the longer the snake will last.   When the spell's energy is used up, the item reverts to its original form.

Create Web Spell

Spell User: **Wizard**
Skill Level: **5**
Magic pts: **4**
Spell Class: **Path**
Cost: **100**

Wizards use this spell to create a web similar to a web made by a spider.   This web prevents creatures from passing through it, and may immobilize creatures standing in it.   As with Bonfire, you may direct the spell to any place that you can see.   The web covers a ten by ten foot area. The web has a long duration, but it may be also be burned or dispelled.

First warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex, where you wish to create a web.

The path must lead to a place you can see, passing only through places you can see.

Cure Spell

Spell User:	Thaumaturge	Knight
Skill Level:	5	na
Magic pts:	3	3
Spell Class:	Character	Character
Cost:	0	0

Thaumaturges and Knights can heal physical damage with this spell.   Each time the Cure spell is cast successfully, the recipient of the spell will immediately regain missing hit points.

When the spell is cast by a Thaumaturge, the recipient will gain (if the gods are willing) a minimum of 60-80% of missing hit points, or a number of hit points equal to twice the Thaumaturge's magic skill level, whichever is greater.

When the spell is cast by a Knight, the recipient will gain a minimum of 60-80% of missing hit points, or a number of hit points equal to the Knight's experience level, whichever is greater. The Knight's Cure spell will not fail, except for a lack of sufficient magic points.

Thaumaturges

To cast this spell on yourself, first warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor will change to a crosshair; place the crosshair over your character's icon, and left click once to cast the spell.

To cast the spell on another person, place the crosshair over the target character's icon, and left click once once to cast the spell.

Knights

To cast this spell on yourself, double left click on the spell icon.   The mouse cursor will change to a crosshair; place the crosshair over your character's icon, and left click once to cast the spell.

To cast the spell on another person, place the crosshair over the target character's icon, and left click once to cast the spell.

Curse Spell

Spell User: **Thaumaturge**
Skill Level: **1**
Magic pts: **3**
Spell Class: **Character**
Cost: **0**

The Thaumaturges' basic attack spell inflicts physical damage upon a creature from a distance. First, warm the spell, then double left click on the spell icon in the warmed-spell rack. The mouse cursor will change to a crosshair; place the crosshair over the target character's icon, and left click once to cast the spell.

The Curse spell will typically do four times the magic skill level of the Thaumaturge in hit points of damage, and is a powerful weapon when used by an advanced Thaumaturge.

Darkness Spell

Spell User:	Wizard	Thief
Skill Level:	4	4
Magic pts:	4	4
Spell Class:	Path	Path
Cost:	300	300

Thieves and Wizards use this spell to create regions of darkness.   First place the Darkness spell icon in the warmed-spell rack.   When the spell is warmed, double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the target hex, which will serve as the center of the shroud of darkness.

Wizards who reach Skill Level 5 (Apprentice to Illusions) can control the power of the spell.   If you wish to adjust the spell's power, you must do so before you warm the spell.   Open the spell palette and left click once on the Darkness spell icon; use the intensity bar on the spell palette to adjust the power of the spell.   After adjustment, warm the spell by double left clicking on the Darkness spell icon.

To cast the adjusted spell, double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the target hex, which will serve as the center of the shroud of darkness.

Both the radius and the duration of the region of darkness are varied by the power of the spell (the intensity of the darkness is constant).   The maximum radius and duration of the darkness will increase with your magic skill level.

Thieves cannot vary the power of their Darkness spell.

Death Spell

Spell User: **Thaumaturge**
Skill Level: 7
Magic pts: 6
Spell Class: **Character**
Cost: 0

Thaumaturges use this spell to cause destruction of the internal organs of a targeted victim.   It is one of the most potent spells known.   First, warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor will change to a crosshair; place the crosshair over the target character's icon, and left click once to cast the spell.

If the spell is cast at a group, it will affect one of the group members chosen at random.   A death spell will typically do ten times the magic skill level of the Thaumaturge in hit points of damage.

Death Resistance Spell

Spell User: **Thaumaturge**
Skill Level: **17**
Magic pts: **17**
Spell Class: **Self**
Cost: **8,000**

Thaumaturges use this spell to increase the odds of taking only half damage from a death spell. First warm the spell, then double left click on the spell icon in the warmed-spell rack. This is a personal spell that can only be cast on the Thaumaturge.

The spell icon will appear in the active-spell rack for as long as the spell is in effect. The period of protection increases with magic skill level.

Disintegrate Spell

Spell User: **Wizard**
Skill Level: **10**
Magic pts: **12**
Spell Class: **na**
Cost: **6,000**

Wizards use this spell to cause all items laying on the ground within view to be vaporized. Disintegrate does not affect living creatures, nor does it affect recent corpses.   First warm the spell, then double left click on the spell icon in the warmed-spell rack to cast the spell.

Note that items being carried or worn by yourself or other creatures are not affected.   This spell is useful for getting rid of items that a Wizard has already looked at.

Dispel Illusion Spell

Spell User: **Wizard**
Skill Level: **9**
Magic pts: **7**
Spell Class: **Path**
Cost: **500**

Wizards can dispel any illusion that is active within a targeted ten foot area adjacent to the Wizard.   The spell is cast in the same manner as the Illusion spell, and can be cast into any of the eight spaces surrounding the Wizard.

First warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex, which would be any hex containing the illusion you wish to dispel, as long as that hex is among the eight surrounding your character.

This spell is used for eliminating illusory fire, walls blocking passageways, and other enchantments created by a Wizard's Illusion spell.   Dispel Illusion always succeeds, regardless of the magical resistance of the terrain, whereas using another illusion to overcome an existing illusory obstacle requires overcoming the resistance of the obstacle.   Dispel Illusion returns the area to the ground state.

Dragon Breath Spell

Spell User: **Wizard**
Skill Level: **16**
Magic pts: **18**
Spell Class: **Path**
Cost: **12,000**

Wizards can magically exhale a cone of destructive energy identical to that of a true dragon, selecting a breath of fire, of electricity or of ice.   The path of destruction is 10 feet wide at its initial point, 50 feet wide at its base, and 30 feet long.   You select the desired breath type by choosing the desired spell icon on the spell palette; you may also adjust the spell's intensity using the intensity bar.

If you wish to adjust the spell's power, you must do so before you warm the spell.   Open the spell palette and left click once on the desired Dragon Breath spell icon; use the intensity bar on the spell palette to adjust the power of the spell.   After adjustment, warm the spell by double left clicking on the selected spell icon.

Then, double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex, which must be one of the eight spaces surrounding your character.

Note: If the selected space contains solid terrain, such as a mountain or a wall, the spell will begin in the Wizard's space and extend outward in the direction opposite to the desired direction.   The spell typically does twice the standard damage of the respective energy forms based upon the magic skill level of the Wizard.

Enchant Spell

Spell User: Knight
Skill Level: na
Magic pts: 3
Spell Class: na
Cost: 0

A Knight may magically enchant a weapon, dramatically increasing its effectiveness.   This spell need only be thrown once on a weapon to bring the weapon to its maximum magical potency. The spell will work only on an item that originally was a normal weapon.

It will fail on armor, flame staves, potions and any other esoteric items.   You must be holding the weapon you wish to enchant in your right hand when you cast the spell.   Double left click on the spell icon to cast the spell.

The minimum experience level required to enchant an item depends on the type of item; in essence, the power required depends on the amount and kind of metal in the weapon:

Exp. Level	Weapons that can be enchanted
8	Mace, hammer
9	Sword, dagger, rapier, shuriken
10	Greatsword
11	Halberd

Be forewarned that casting enchant weapon on an already enchanted weapon can have dire consequences.   Enchanting feeds the weapon with part of the Knight's soul, and therefore, that weapon can be used by only that Knight.   Excessive use of the Enchant spell will lead to premature aging.

Fear Spell

Spell User: **Thaumaturge**
Skill Level: **2**
Magic pts: **4**
Spell Class: **Character**
Cost: **0**

Thaumaturges use this spell to create fear in the hearts of the enemy, and cause them to run away. Of course, there are creatures that know no fear, and thus are unaffected by this spell; fortunately, they are the exception rather than the rule.

First warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor will change to a crosshair; place the crosshair over the target creature or creatures, and left click once to cast the spell.

Fear Resistance Spell

Spell User: **Thaumaturge**
Skill Level: **9**
Magic pts: **9**
Spell Class: **Self**
Cost: **1,000**

Thaumaturges have this spell, which increases the chance of resisting fear spells. First warm the spell, then double left click on the spell icon in the warmed-spell rack.

This is a personal spell that can only be cast on the Thaumaturge. The spell icon will appear in the active-spell rack for as long as the spell is in effect. The period of protection increases with magic skill level.

Feather Fall Spell

Spell User: **Thief**
Skill Level: **9**
Magic pts: **8**
Spell Class: **Self**
Cost: **20,000**

Thieves cast this spell, which will prevent any damage from falling 5,000 feet or less.   First warm the spell, then double left click on the spell icon in the warmed-spell rack.   This is a personal spell that can only be cast on the Thief.

The spell icon will appear in the active-spell rack for as long as the spell is in effect.   The period of protection increases with magic skill level.

Find Secret Doors Spell

Spell User:	**Wizard**	**Thief**
Skill Level:	5	5
Magic pts:	4	4
Spell Class:	na	na
Cost:	400	400

Thieves and Wizards use this spell to open all the secret doors in the immediate vicinity for a finite amount of time.   First warm the spell, then double left click on the spell icon in the warmed-spell rack to cast the spell.   Any secret doors within sight will pop open.

Take care not to get caught in the doorway when the spell wears off!

Fireball Spell

Spell User: **Wizard**
Skill Level: **6**
Magic pts: **5**
Spell Class: **Path**
Cost: **600**

Many Wizards consider this their most important spell.   Fireball, in its simplest form, causes a three-by-three-hex area (30 feet by 30 feet) to be engulfed in fire.   Any creatures standing in the blast will take damage from the flames (assuming they are not fire resistant).

The spell typically does four times the magic skill level of the Wizard in hit points of damage. If thrown through or over an illusion, the fireball is weakened by the magical resistance of the terrain.

To throw a fireball, first warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.

The path must lead to a place you can see, passing only through places you can see.   If you are not equipped with some form of fire protection, pay careful attention to where the three-by-three area will fall.

When the Wizard becomes a Shaper of Fire (Skill Level 6), the radius of the fireball can be varied.   If you wish to adjust the blast power, you must do so before you warm the spell.   Open the spell palette and left click once on the Fireball spell icon; use the intensity bar on the spell palette to adjust the power of the spell.   After adjustment, warm the spell by double left clicking on the Fireball spell icon.

Then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path. Cast the spell by double left clicking on the final (target) hex.   The effect of the flames will increase as the radius is decreased, and vice versa.

Fire Bolt Spell

Spell User: **Wizard**
Skill Level: **12**
Magic pts: **10**
Spell Class: **Path/Character**
Cost: **5,000**

Wizards casting this spell create a stream of fire, originating from the fingertips, that travels along a specific path. The stream of fire affects every creature in its path unless those creatures are immune to fire.

To throw a fire bolt, first warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.   The path must lead to a place you can see, passing through only places you can see.

A fire bolt does not have to follow a straight line; it may bend at a 90-degree angle for each space it moves through, but it can never turn back toward you.   If the fire bolt strikes solid terrain -- a wall, for example -- or if the path is invalid, the fire bolt will terminate before it travels the full distance of the specified path.   The higher the Wizard's magic skill, the longer the length of the fire bolt that can be created.

The following table shows Wizard skill titles and associated fire bolt lengths:

Skill Level/Title	Length (in contiguous hexes)
12/Master of Illusions	6
13/Master of Air	7
14/Mage	7
15/Lord of Fire	8
16/Lord of Illusions	8
17/Lord of Air	9
18/Archmage	9
19/Magus	10

A fire bolt typically does damage equal to eight times the magic skill level of the Wizard.

When the Wizard becomes a Lord of Fire (Skill Level 15), the spell may be directed at a creature in lieu of specifying a path.   After warming the spell, double left click on the spell icon.   The mouse cursor will change to a crosshair; place the crosshair over the targeted character's icon and left click once to cast the spell.

Firestorm Spell

Spell User: **Wizard**
Skill Level: **15**
Magic pts: **16**
Spell Class: **Path**
Cost: **10,000**

Wizards use this spell to create an immobile locus of fire in the space specified by the Wizard. Each round that the firestorm exists, a fireball will strike the spot in which it is cast; in addition, the firestorm will throw off a number of fireballs in random directions, up to three spaces away. Both the duration of the firestorm and the number of fireballs it produces are directly related to the Wizard's magic skill level.

To create a firestorm, first warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair. Click out the path for the spell to follow as you would click out a movement path. Cast the spell by double left clicking on the final (target) hex. The path must lead to a place you can see, passing through only places you can see.

Hide Door Spell

Spell User: Thief
Skill Level: 7
Magic pts: 9
Spell Class: Path
Cost: 1,200

Thieves use this spell to magically conceal a door (the door must be closed).   To hide a doorway, first warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex -- the location of the door to be hidden.

The path must lead to a place you can see, passing through only places you can see.   The hidden door can be opened by a *search* command or a Find Secret Door spell.   When opened, the hidden doorway returns to normal visibility.

Hide in Shadows Spell

Spell User: Thief
Skill Level: 1
Magic pts: 3
Spell Class: Self
Cost: 0

Only Thieves have this personal spell, which enables the Thief to hide in the shadows and remain invisible to other players.   Players who are not in the same space, or in an adjacent space, have only a small chance of spotting the Thief in any given round.

The odds of being spotted depend on the Thief's magic skill level and dexterity, as well as the other player's abilities.   If the other player is also a Thief, the odds of hiding successfully are reduced considerably.

First warm the spell, then double left click on the spell icon in the warmed-spell rack.   This is a personal spell that can be cast only on the Thief.   The spell icon appears in the active-spell rack for as long as the spell is in effect.   The period of protection increases with magic skill level.

The spell will stay in effect as long as you are wearing no armor heavier than leather, are wielding no large weapons, and remain next to a wall or some other solid terrain that casts shadows.   If you are hit by anything, or step away from a wall, the spell is broken.   The spell is not broken if you are seen.

Ice Spear Spell

Spell User: **Wizard**
Skill Level: **14**
Magic pts: **14**
Spell Class: **Character**
Cost: **15,000**

Wizards use this spell to direct a large, sharp, high speed projectile of ice at a creature.   The velocity of the ice shard is such that it is never blocked by armor.

To throw an ice spear, first warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor will change to a crosshair; place the crosshair over the icon of the poor, unfortunate creature that you wish to strike down with the spell.   Left click once to cast the spell.

This spell will do about twelve times the Wizard's magic skill level in hit points of damage.   Ice spear will affect even those creatures that are normally immune to cold, since not many of them are also immune to being struck by a high velocity piece of ice.

Ice Storm Spell

Spell User: **Wizard**
Skill Level: **7**
Magic pts: **6**
Spell Class: **Path**
Cost: **800**

Wizards may create ice storms, in which raging winds and massive hailstones batter creatures to pulp.   An ice storm is cast in exactly the same manner as fireball, and affects the same size area (30 by 30 feet), but is about 50 percent more powerful.   A concentrated ice storm is among a Wizard's more powerful offensive spells.

First warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.   The path must lead to a place you can see, passing through only places you can see.

When the Wizard becomes a Shaper of Ice, the radius of the ice storm can be controlled.   If you wish to adjust the spell's power, you must do so before you warm the spell.   Open the spell palette and left click once on the Ice Storm spell icon; use the intensity bar on the spell palette to adjust the power of the spell.   After adjustment, warm the spell by double left clicking on the Ice Storm spell icon.

After adjustment, you may warm the spell and proceed to cast it.   The effect of the storm will increase as the radius is decreased, and vice versa.

Identify Spell

Spell User: Thief
Skill Level: 3
Magic pts: 3
Spell Class: na
Cost: 200

Thieves use this spell to find out exactly what almost any unknown item is. You must be holding the unknown item in your right hand when you cast the spell. First warm the spell, and then double left click once on the spell icon to cast the spell. A description of the unknown item will appear in the main viewport.

A general class of items that the Identify spell will not work on are articles of clothing, such as armors and animal pelts. Animal pelts do not have a specific spell associated with them, but often times retain some of the magical properties of the creature from whence the hide came.

Vermeil rings also enable non-magic users to identify items; while holding the unknown item in the right hand, open the ring display in the secondary viewport. Locate the vermeil ring on the appropriate hand, and double left click on the ring to cast the spell.

A description of the unknown item will appear in the main viewport. In either case, the Identify spell gives only a description of the unknown item; it will not give its value. Value can be determined by getting an appraisal from a shop keeper in town.

The Identify spell will also reveal the spell power of magical items (where applicable), and combat add ratings for superior weapons. These attributes are not apparent when just looking at an item. This spell is advantageous to the Thief in that it frees up a ring finger.

Illusion Spell

Spell User: Wizard
Skill Level: 9
Magic pts: 9
Spell Class: Path
Cost: 2,000

Wizards use this family of spells on their surroundings by changing the appearance of the physical nature of the terrain.   Possible illusions are:

wall	**ice**
empty	**sea**
fire	**bridge**

The power of an Illusion spell can be adjusted with the intensity bar on the spell palette.   To do so, you must make the adjustment before warming the spell.

To adjust the spell, open the spell palette and left click once on the specific Illusion spell icon you want to cast; use the intensity bar on the spell palette to adjust the power of the particular Illusion spell you wish to cast.   After adjustment, warm the spell by double left clicking on the selected Illusion spell icon.   If you do not wish to adjust the spell first, double left click on the spell icon to send it directly to the warmed-spell rack.

After the spell is warmed, double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.

Illusions can remain in place for hours, but may be dispelled, or canceled out by other illusions.

For example, casting the illusion of fire will create the appearance of a raging fire in the specified area.   So true-to-life are the illusions that the creatures of Kesmai believe them to be real; they will avoid illusions they consider dangerous, and may even attempt to use an illusionary bridge.

Light Spell

Spell User:	Thaumaturge	Knight	Wizard
Skill Level:	3	na	3
Magic pts:	3	3	3
Spell Class:	Path	Path	Path
Cost:	0	0	0

Thaumaturges, Wizards and Knights use the Light spell to dispel darkness and to frighten the undead.   The spell can actually destroy weak undead creatures such as skeletons. Thaumaturges must warm the spell before casting it; Knights do not have to do so.

Thaumaturges and Wizards should note that, strictly speaking, the Light spell is not an attack spell, as it can also be used to illuminate areas of darkness.   The fact that it may destroy undead creatures is an interesting side effect; thus, no experience points are gained when these creatures are killed with the Light spell.

Thaumaturges and Wizards

To cast this spell, first warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.   The path must lead to a place you can see, passing through only places you can see.

Once a Thaumaturge reaches the fifth skill level (Healer), the radius of the light can be varied. If you wish to adjust the spell's power, you must do so before you warm the spell.   Open the spell palette and left click once on the Light spell icon; use the intensity bar on the spell palette to adjust the power of the spell.

After adjustment, you may warm the spell and proceed to cast it.   The effect of the light on undead beings will increase as the radius is decreased, and vice versa.

Knights

To cast this spell, double left click on the spell icon; the mouse cursor changes to a crosshair. Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.   The path must lead to a place you can see, passing through only places you can see.   Knights cannot vary the radius of the Light spell.

Lightning Bolt Spell

Spell User: **Thaumaturge**
Skill Level: **6**
Magic pts: **5**
Spell Class: **Path/Character**
Cost: **0**

Thaumaturges use this spell to summon a bolt of lightning, which emanates from the air above the target, and strikes everything within the 10-by-10 region of effect.   A lightning bolt typically will do six times the magic skill level of the Thaumaturge in hit points of damage.

The effect of a lightning bolt is not influenced by the nature of the terrain over which it is thrown, with the exception of water.   Lightning is thrown by the Thaumaturge at a target space by defining a path to it.

To throw a lightning bolt, first warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.   The path must lead to a place you can see, passing only through places you can see.

Thaumaturges may have to lead a target to hit it with a lightning bolt, which sometimes makes the spell difficult to use. When a Thaumaturge gains the title of Seer at the ninth skill level, the spell may be directed at a creature in lieu of specifying a path.   After warming the spell, double left click on the spell icon.   The mouse cursor will change to a crosshair; place the crosshair over the targeted character's icon.   Left click once to cast the spell.

Lightning Lance Spell

Spell User: **Wizard**
Skill Level: **17**
Magic pts: **20**
Spell Class: **Path/Character**
Cost: **20,000**

Wizards cast this spell to create a tongue of electricity, which leaps from the Wizard's finger at a creature, or alternately traces a path specified by the Wizard in the same manner as Fire Bolt. This spell differs from the Thaumaturge's Lightning Bolt spell in that it extends horizontally from the Wizard's hand, as opposed to the lightning bolt's vertical strike.

To throw a lightning lance, first warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair. Click out the path for the spell to follow as you would click out a movement path. Cast the spell by double left clicking on the final (target) hex. The path must lead to a place you can see, passing through only places you can see.

Like a fire bolt, a lightning lance does not have to follow a straight line; it may bend at a 90-degree angle for each space that it moves through, but it can never turn back toward you. Care must be taken to ensure that the initial space the lightning lance is created in is not some solid terrain, such as a mountain or a wall.

Alternatively, the Wizard may cast this spell at a creature as long as the creature is within the Wizard's sight. After warming the spell, double left click on the spell icon. The mouse cursor will change to a crosshair; place the crosshair over the targeted character's icon. Left click once to cast the spell. Creatures in intervening spaces also will be electrocuted.

It should be noted that casting a lightning lance at a drake will only irritate it, since drakes are immune to electricity. This spell typically does about 12 times the Wizard's magic skill level in hit points of damage. Beware of casting a lightning lance at a creature charging into the same space you are standing in; the results can be shocking.

Lightning Resist Spell

Spell User: **Thaumaturge**
Skill Level: **13**
Magic pts: **13**
Spell Class: **Self**
Cost: **6,000**

Thaumaturges use this spell to increase the chance of resisting the effects of lightning spells. First warm the spell, then double left click on the spell icon in the warmed-spell rack.

This is a personal spell that can only be cast on the Thaumaturge.   The spell icon will appear in the active-spell rack for as long as the spell is in effect.   The period of protection increases with magic skill level.

Lightning Storm Spell

Spell User: Thaumaturge Wizard
Skill Level: 18   18
Magic pts: 32   32
Spell Class: Path   Path
Cost: 25,000   25,000

Thaumaturges and Wizards both use this spell, which is similar to Firestorm in that it also creates an immobile locus of energy.   Whereas the energy of a firestorm is fire, the energy of a lightning storm is electricity.

For the time that the lightning storm exists, lightning bolts will strike the spot in which it resides; in addition, the spell will throw off a number of lightning bolts in random directions, up to two spaces away.   Both the duration of the lightning storm and the number of lightning bolts it produces are directly related to the spell caster's magic skill level.

To create a lightning storm, first warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.   The path must lead to a place you can see, passing through only places you can see.

Locate Spell

Spell User: **Knight**
Skill Level: **na**
Magic pts: **3**
Spell Class: **Character**
Cost: **0**

Knights use this spell to aid in tracking down other beings. To locate the nearest orc, for example, double left click on the spell icon.

An Information Query Pop-up will appear, enabling you to enter the name of the creature you wish to locate.   In this case, enter "orc" and then left click on "OK" or press the <Enter> key on your keyboard.

A message will appear on the main viewport indicating the creature's general direction and approximate distance.   The creature name may be entered using standard abbreviations.   Other adventurers can be located in this way also.

Magic Missile Spell

Spell User: **Wizard**
Skill Level: **1**
Magic pts: **3**
Spell Class: **Character**
Cost: **0**

Wizards use this spell to cast a magic missile at a single enemy or a group of enemies.   If cast at a group, the missile strikes one of the members of the group at random.   This makes it very useful in fighting an enemy that moves rapidly.

To cast a magic missile, first warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor will change to a crosshair; place the crosshair over the icon of the targeted creature or creatures that you wish to strike.   Left click once to cast the spell.

Although it is learned early, this spell is also of value to more advanced Wizards because its power increases with magic skill level. The spell typically does four times the skill level of the Wizard in hit points of damage.

Make Recall Ring Spell

Spell User: Thief
Skill Level: 4
Magic pts: 8
Spell Class: na
Cost: 600

Thieves use this spell to create a recall ring, which can be used for fast transportation. This is perhaps the only spell with which one can create a salable item, and it is somehow not surprising that it is part of the Thief's spell repertoire.

First warm the spell, and then double left click once on the spell icon to cast it. A new recall ring will appear in your hand.

Neutralize Poison Spell

Spell User:	**Thaumaturge**	**Thief**
Skill Level:	5	5
Magic pts:	4	4
Spell Class:	Character	C
Cost:	0	300

Thaumaturges and Thieves use this spell to neutralize the effects of poison.   The spell will completely neutralize all poison in the recipient's system when it is cast.

To cast this spell on yourself, first warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor will change to a crosshair; place the crosshair over your character's icon, and left click once to cast the spell.

To cast the spell on another person, place the crosshair over the target character's icon, and left click once to cast the spell.   Note that there is always a chance that the Thaumaturge's Neutralize spell may fail; a Thief's Neutralize spell will not fail, except in the case of insufficient magic points.   This spell can also be cast by non-magic users wearing a certain magic amulet.

Night Vision Spell

Spell User: Thief
Skill Level: 6
Magic pts: 8
Spell Class: Self
Cost: 25,000

This spell enables Thieves to see in darkness, even the absolute variety created by a Darkness spell. When combined with the Thief's Darkness spell, night vision can provide the Thief with a notable tactical advantage over an enemy (assuming the enemy cannot see in the dark as well). First warm the spell, then double left click on the spell icon in the warmed-spell rack.

This is a personal spell that can only be cast on the Thief. The spell icon will appear in the active-spell rack for as long as the spell is in effect. The period of protection increases with magic skill level. This spell can be cast by non-magic users wearing a helm made from a rare magical skull.

Peek Spell

Spell User: **Wizard**
Skill Level: **11**
Magic pts: **14**
Spell Class: **Character**
Cost: **10,000**

Wizards get a momentary glimpse of what another creature is seeing by using the Peek spell. You must be holding a tiger eye gem in your right hand for this spell to work.

After warming the spell, double left click on the spell icon.   In information Query Pop-up will appear for you to enter the name of the creature whose eyes you wish to see through.   After entering the name, or a standard abbreviation, left click on "OK" or press the <Enter> key on your keyboard.

The map on the main viewport will change to reflect the view seen by the specified creature. The Peek view will remain in effect until the spell runs out of energy, or until you type and enter the "rest" text command to cancel it.   The spell also will be broken if you receive damage.

Poison Cloud Spell

Spell User: **Thaumaturge**
Skill Level: **14**
Magic pts: **16**
Spell Class: **Path**
Cost: **8,000**

Thaumaturges cast this spell to create an invisible 30-by-30-foot cloud of poisonous gas that rolls along in a direction specified by the Thaumaturge.   Creatures caught within the cloud can be blinded and poisoned by the acrid vapor.   The toxicity of the poison is directly proportional to the magic skill level of the Thaumaturge.

First warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.   The path must lead to a place you can see, passing through only places you can see.

The poison cloud will be centered on the last valid path point, will advance one or two spaces at a time, and will persist for a length of time dependent on the Thaumaturge's magic skill level.

Be careful to create the poison cloud sufficiently distant to your own person lest you also be enveloped in it.   If you are the recipient of a Poison Cloud spell, the spell icon will appear in the active-spell rack for as long as the spell is in effect, or until you escape the cloud.

Protection from Blind and Fear Spell

Spell User: **Thaumaturge**
Skill Level: **17**
Magic pts: **27**
Spell Class: **Self**
Cost: **20,000**

Thaumaturges use this spell to confer immunity to blindness and fear upon themselves.   First warm the spell, then double left click on the spell icon in the warmed-spell rack.   This is a personal spell that can only be cast on the Thaumaturge.   The spell icon will appear in the active-spell rack for as long as the spell is in effect.   The period of protection increases with magic skill level.

Protection from Cold Spell

Spell User:	Thaumaturge	Wizard
Skill Level:	4	4
Magic pts:	5	5
Spell Class:	Self	Self
Cost:	0	300

Thaumaturges and Wizards gain some protection from cold with this spell.   First warm the spell, then double left click on the spell icon in the warmed-spell rack.   This is a personal spell that can only be cast on the Wizard or Thaumaturge.   The spell icon will appear in the active-spell rack for as long as the spell is in effect.   The period of protection increases with magic skill level.   When active, this spell will reduce the damage taken from cold by half.

Protection from Fire Spell

Spell User:	Thaumaturge	Wizard
Skill Level:	**3**	**3**
Magic pts:	**4**	**4**
Spell Class:	**Self**	**Self**
Cost:	**0**	**200**

Thaumaturges and Wizards use this spell to get some protection from fire.   First warm the spell, then double left click on the spell icon in the warmed-spell rack.   This is a personal spell that can only be cast on the Wizard or Thaumaturge.   The spell icon will appear in the active-spell rack for as long as the spell is in effect.   The period of protection increases with magic skill level.   When active, this spell will reduce the damage taken from a fire by half.

Protection from Fire and Ice Spell

Spell User:	Thaumaturge	Wizard
Skill Level:	12	12
Magic pts:	21	21
Spell Class:	Self	Self
Cost:	2,000	2,000

Thaumaturges and Wizards use this spell to give themselves better protection against fire and cold damage than either protection from fire or protection from cold cast separately.   First warm the spell, then double left click on the spell icon in the warmed-spell rack.

This is a personal spell that can only be cast on the Wizard or Thaumaturge.   The spell icon will appear in the active-spell rack for as long as the spell is in effect.   The period of protection increases with magic skill level.

Protection from Stun and Death Spell

Spell User: **Thaumaturge**
Skill Level: **19**
Magic pts: **32**
Spell Class: **Self**
Cost: **30,050**

Thaumaturges use this spell to become immune to stun spells, and halve the hits from a death spell, before the Thaumaturge's natural resistance to the death spell is calculated.   First warm the spell, then double left click on the spell icon in the warmed-spell rack.   This is a personal spell that can only be cast on the Thaumaturge.   The spell icon will appear in the active-spell rack for as long as the spell is in effect.

Raise Dead Spell

Spell User: **Thaumaturge**
Skill Level: **8**
Magic pts: **10**
Spell Class: **na**
Cost: **0**

Thaumaturges can use this spell to attempt to raise player characters from the dead.   The higher the Thaumaturge's magic skill level, the better the chance of success.   The Raise Dead spell will cause the skills and vital statistics of the patient to suffer somewhat from the ordeal, but less so than if the player is restored to life by the gods, who are often hap-hazard in their attentions to mere mortals.

You must be standing in the same game space as the corpse you wish to resurrect.   First warm the spell, and then double left click on the spell icon to cast the spell.

If multiple corpses are present, the spell will be applied to the top corpse in a pile.   You should double check the corpses first and make sure that you are working with the correct body.   This spell will not revive non-player characters (NPCs), so if you attempt to do so mistakenly, the spell will fail with an appropriate reduction in magic points.

Alternatively, you can use the "push" text command to move the corpse to an unoccupied game space, if time permits.   Be aware that if you do not move or carry the corpse, the player character may be resurrected by the gods if you delay in casting your spell.

By moving or carrying the corpse, you are indicating to the gods that you are taking responsibility for the slain adventurer, and they will return to their amusements for the time being.   If for any reason you are unable to resurrect the slain adventurer, he or she may recapture the attention of the gods by pressing the "EXIT THE GAME" button, or entering the "quit" text command.

The Raise Dead spell will restore the slain adventurer to life, but it will not cure all the damage that led to death.   The usual means of eliminating damage (balm, berries, Cure spell, rest) may be applied after resurrection.   The resurrected adventurer will find that his or her stamina points will need to be built up as well; stamina can be restored by resting, or by drinking a stamina potion (sometimes sold in the Apothecary shop).

Remember that you can converse with the ghost of the slain adventurer, if you wish to get his or her opinion on the best course of action.   In a very dangerous environment, restoring an adventurer to life on the spot may be no favor.   Once revived, the adventurer will have zero hit points and very low stamina, and, unable to put up much of a fight, may be killed again (thereby

possibly losing more hit points, constitution points, skill, etc.).

Shield Spell

Spell User: Wizard
Skill Level: 3
Magic pts: 3
Spell Class: Character
Cost: 200

Wizards use this spell, which provides temporary shielding to its recipient.   To cast this spell on yourself, first warm the spell, then double left click on the spell icon in the warmed-spell rack. The mouse cursor will change to a crosshair; place the crosshair over your character's icon, and left click once to cast the spell.   To cast the spell on another person, place the crosshair over the target character's icon, and left click once to cast the spell.   The period of protection increases with magic skill level.

The spell has a probability of blocking any blow made at the Wizard proportional to the magic skill level of the spell caster, and inversely proportional to the mass of the object.   Thus, the spell has greater effectiveness against arrows, but is less effective against massive objects like greatswords.   The spell icon will appear in the active-spell rack of the recipient for as long as the spell is in effect.

Magic rings which provide shield spell protection are sometimes found; the spell does not have to be cast when the ring is worn.

Strength Spell

Spell User: Thaumaturge Knight
Skill Level: 1   na
Magic pts: 3   3
Spell Class: Character   Character
Cost: 0   0

Thaumaturges and Knights cast this spell, which imbues the recipient with temporary strength. It is standard practice for Knights and Thaumaturges to keep the Strength spell active at all times. The spell icon will appear in the active-spell rack of the recipient for as long as the spell is in effect.   The period of protection increases with magic skill level.

Magic rings which provide strength spell protection are sometimes found; the spell does not have to be cast when the ring is worn.

Thaumaturges

To cast this spell on yourself, first warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor will change to a crosshair; place the crosshair over your character's icon, and left click once to cast the spell.   To cast the spell on another person, place the crosshair over the target character's icon, and left click once to cast the spell.

Knights

To cast this spell on yourself, double left click on the spell icon.   The mouse cursor will change to a crosshair; place the crosshair over your character's icon, and left click once to cast the spell. To cast the spell on another person, place the crosshair over the target character's icon, and left click once to cast the spell.

Stun Spell

Spell User: **Thaumaturge**
Skill Level: **4**
Magic pts: **4**
Spell Class: **Character**
Cost: **0**

Thaumaturges use this spell to stun individuals or groups of enemies.   First warm the spell, then double left click on the spell icon in the warmed-spell rack.   The mouse cursor will change to a crosshair; place the crosshair over the icon of the targeted creature or creatures that you wish to strike.

Left click once to cast the spell.   If the enemies fail to resist the spell, they will be stunned for a period of time governed by the difference between the Thaumaturge's magic skill level and the victim's experience level.

A stun spell cannot be broken or extended.   If you have been the recipient of a Stun spell, the Stun spell icon will appear in your active-spell rack for as long as the spell is in effect.

Stun Resistance Spell

Spell User: **Thaumaturge**
Skill Level: **15**
Magic pts: **15**
Spell Class: **Self**
Cost: **9,000**

Thaumaturges use this spell to increase the likelihood of escaping unscathed from a stun spell. First warm the spell, then double left click on the spell icon in the warmed-spell rack.   This is a personal spell that can only be cast on the Thaumaturge.

The spell icon will appear in the active-spell rack for as long as the spell is in effect.   The period of protection increases with magic skill level.

Summon Demon Spell

Spell User: **Thaumaturge**
Skill Level: **12**
Magic pts: **14**
Spell Class: **na**
Cost: **3,200**

Fearless Thaumaturges can use this spell to summon a fearsome Demon from the depths of Hell. Once summoned, you can try to force the Demon to do your bidding, if you can exert mastery over it.

After warming the spell, double left click on the spell icon. An Information Query Pop-up will appear for you to enter the actual name of the Demon you wish to summon. After entering the name, left click on "OK" or press the <Enter> key on your keyboard.

With the use of this spell, you can call up more powerful demons than can be summoned by any other spell. If your will is greater than that of the Demon, the Demon will wait for your command. Should the Demon be more powerful than you, run for your life.

Note that some of the more powerful demons cannot be called from certain locales, as the crust of the earth is too thick for them to hear you.

Summon Phantasm Spell

Spell User: Thaumaturge
Skill Level: 11
Magic pts: 10
Spell Class: na
Cost: 1,600

Thaumaturges use this spell to call Phantasms, including Phantoms, Djinn, Salamanders and Efreet, which are ethereal beings summoned from another plane.

The Phantasm will follow commands, and fight in your behalf with weapons or magic, until it is slain through hostile contact, or until it is time for Phantasm to return to its own plane.   The more powerful the Thaumaturge, the greater the powers of the Phantasm summoned.   The Thaumaturge may choose to create a Phantom less powerful than the maximum which could be summoned.

Spells with power of five or six will summon Djinn.   A Djinni is far more powerful than an ordinary Phantom.   Djinn are nearly as knowledgeable as Demons, and can perform most of the same feats.   Unlike the other Phantoms and Djinn, a Salamander has very low intelligence and cannot be truly controlled, although it will not deliberately attack the Thaumaturge.

After warming the spell, double left click on the spell icon.   This will call forth the most powerful Phantasm you are capable of summoning.   If you wish to call forth a less powerful Phantasm, you may adjust the intensity of the spell.   To do so, you must make the adjustment before you warm the spell.   Open the spell palette and left click once on the Summon Phantasm spell icon.   Use the intensity bar to select the spell power you want:

Spell Power	Type of Phantasm summoned
1-5	Phantom
6	Djinn
7	Djinn
8	Salamander
9	Efreet
10	Efreet

After adjustment, you may warm the spell, or, if it is already warmed, proceed to cast it.

A general rule of thumb is that a Thaumaturge cannot specify a power greater than half the Thaumaturge's magic skill level rounded up.   Thus, a Thaumaturge with the title of Prophet/Prophetess (Skill Level 13) could summon a seventh level Djinn at best.

Turn Undead Spell

Spell User: **Thaumaturge**
Skill Level: **6**
Magic pts: **5**
Spell Class: **na**
Cost: **0**

Thaumaturges use this spell to chase away Undead creatures such as skeletons, wights, and wraiths.   Undead creatures can actually be destroyed by this spell, depending on the magic skill level of the Thaumaturge.

First warm the spell, and then double left click once on the spell icon to cast the spell.   All the Undead within view of the Thaumaturge can be affected.   The higher the magic skill level of the Thaumaturge, the more powerful the type of Undead that can be influenced by this spell.

Wall of Fire Spell

Spell User: **Wizard**
Skill Level: **6**
Magic pts: **5**
Spell Class: **Path**
Cost: **700**

Wizards can create a wall of fire 30 feet wide with this spell. First warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair. Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex – the intended center of the wall of fire.   The path must lead to a place you can see, passing through only places you can see.

The wall runs perpendicular to the direction it was thrown. The wall of flame will last for roughly 10 seconds times the magic skill level of the Wizard, and does roughly the same damage as a [fireball](#).

Whirlwind Spell

Spell User: **Wizard**
Skill Level: **13**
Magic pts: **12**
Spell Class: **Path**
Cost: **7,500**

Wizards use this spell to create a whirling vortex of air that exists for a number of rounds, dependent upon the magic skill level of the Wizard.   Creatures caught in the path of the whirlwind will take some hit points from flying debris.   In addition, the whirlwind may knock a creature down if the creature is not sufficiently massive.

First warm the spell, then double left click on the spell icon in the warmed-spell rack; the mouse cursor changes to a crosshair.   Click out the path for the spell to follow as you would click out a movement path.   Cast the spell by double left clicking on the final (target) hex.   The path must lead to a place you can see, passing through only places you can see.   The whirlwind will move in the direction it was cast, throwing off smaller whirlwinds in nearby hexes.

Wizard Eye Spell

Spell User:	Wizard	Thief
Skill Level:	**10**	**10**
Magic pts:	**13**	**13**
Spell Class:	**na**	**na**
Cost:	**4,000**	**4,000**

Thieves and Wizards use this spell, allowing them to exchange consciousness with a small animal created by the spell.   Wizards create toads, and Thieves create rats.   Use this spell to explore without subjecting your person to any nastiness that might be lurking about.   When Wizard Eye is cast, you immediately hear and see things from the vantage point of the creature created; the creature is not easily seen, but it is easily killed.

First warm the spell, and then double left click once on the spell icon to cast the spell.   You should be careful to make sure your character's body is in a safe place, or being watched over by trusted friends, since while your consciousness is in the body of the toad or rat, the consciousness of the rat or toad will be in your body.

Unfortunately, the shock to the lesser intelligence's mind is such that it will not attempt to defend your body, and simply remains there in a comatose state.   This spell is broken if either your character's body or the creature's body is damaged.   Also, you may break this spell voluntarily by using the "rest" text command.   The Wizard Eye spell icon will appear in the active-spell rack for as long as the spell is in effect.

Text Command Information

Text commands are used to augment the default commands associated with game icons (and which appear in the action indicator).   Text commands are entered into the command line from your keyboard and are executed by pressing the <Enter> key.

NOTE: The *command/conversation toggle*, located immediately to the left of the command line, must be in the correct position (signified by sword icon) before you may issue a text command.

Text commands follow a general, standardized format, although there may be different ways to phrase some text commands that are not explicitly mentioned; therefore, you may find various permutations of the text commands.   You should experiment with optional ways of using text commands – but do so in a safe location, where your character's life is not being threatened while you experiment.

Text commands must be entered exactly, with correct spelling and using the proper syntax. Spelling errors or improper syntax will result in an "invalid command" message; type and enter a valid command (or use a default command) to clear the error.

Text commands may be repeated by typing "again" (abbreviated "a"), which is identical to typing the previous command.   Commands can be repeated as many times as necessary.   Text messages (conversation) will not be repeated by the "again" text command.

Text commands must be entered one at a time and may not be combined.

Related Topics:

Movement text commands

Text command summary

Macros

Legends of Kesmai contains a built-in abbreviation facility that allows you to define up to 10 frequently used text command phrases, referred to as macros.   Macros are not stored between play sessions, and must be defined each time you begin play.   To define a text command phrase, you type:

"define [macro number] "[phrase text]" "

where the macro number can be any number from 0 to 9.   Note that the double quote characters before and after the phrase text are required!   For example:

"define 0 "ashtug ninda anghizidda arrflug" "

"define 1 "urruku ya zi xul" "

will define two abbreviation strings.   To use them, you type:

"$[macro number]"

in the command line, and press the <ENTER> key.   For example, using the strings defined above, typing:

"$0"

and then pressing the <ENTER> key will automatically enter the portal activation incantation. Similarly, typing:

"$1"

will enter the incantation for traveling to Praetoseba from a cemetery.   Macros can be combined with other commands.   Macros $0 through $8 must each be fewer than 45 characters in length; $9 must be fewer than 65.   No more than one macro may be used   per command line.

To examine your macro definitions, type:

"show abbreviations"

or

"show abbrevs"

Movement Text Commands

Changing levels of the dungeon is usually done by going up and down stairs. To ascend or descend a staircase, move to the staircase hex and use the following commands:

"up"

"down"

This can be shortened to "u" and "d." Moving up and down cannot be mixed with horizontal motion. Do not use the "climb up" or "climb down" commands for stairs.

Climbing

In addition to staircases, you can attempt to climb up and down pits, cliffs and walls. A character's climbing ability depends on strength, encumbrance, character class and luck. Martial Artists and Thieves receive special training in climbing, so they have a strong advantage in this area.

Anyone can climb down a pit; however, to climb up, you must have reasonable strength and climbing ability or you will fall. Climbing requires at least one hand to be empty (most pits require two empty hands). Note: Using the "down" command in a pit will most likely cause you to fall. Instead, use:

"climb down"

To climb up a pit, use:

"climb up"

Crawl

From time to time, you will find yourself in a situation where you can't see where you are going, and you do not want to risk running into or falling off of something. The "crawl" command will allow you to move one hex in any of the eight directions without fear of falling. This command is much slower than normal movement. To safely move one hex to the northwest you would use:

"crawl nw"

Swimming

It is possible to swim across bodies of water if your encumbrance is lower than moderate; even if you are moderately encumbered, you might be able to swim. The "swim to" default command is associated with any water hex.

Because of swift and treacherous currents, it takes longer to cover distances by swimming than by walking; therefore, you can move only one hex at a time when swimming.   These limitations do not apply to sea creatures; sharks can swim much faster than you can.

When you reach the shore, you can leave the water by double left clicking on an adjacent land hex, which will activate the default "move to" command for that hex.

Diving

While swimming, you may dive and spend a short period on the bottom, then return to the surface for air.   To do so, type and enter the text command:

"dive"

Unless you are under the influence of the Breathe Water spell, you must swim or dive constantly; otherwise, you will drown within a few moments after you stop swimming or diving.

Pushing

If an item is too heavy to lift and you want to move it somewhere, you can push it along the ground -- and, if you are strong enough, up and down stairs.

"push corpse north"

will move a corpse in your hex one hex to the north.

"push 2 bottle north"

will move the second bottle north.

Important note: You will move along with the item you are pushing, so think twice before you push that dead critter off a cliff!

Text Command Summary

You also may wish to refer to these related topics:

Text Command Syntax:

[name], [message]

Syntax for addressing a message or command to a non-player character:

"sven, train me"

[name], [path]

Tells a controlled creature to move:

"salamander, n n w"

Text Command Definitions

act "[action phrase]"

Role-playing command.   If your name is Lancelot, and you enter the command:

"act "is giving a thumbs-up sign" "

you and the players around you will see the message:

"(Lancelot is giving a thumbs-up sign)"

Note that the [action phrase] <u>must be contained within double quotes</u>.   The parentheses around the displayed message indicate that it is an "act" message coming from the named character.

again

Repeat previous command; abbreviation "a" achieves same result.

all, [command]

When multiple controlled creatures are present, "all" can be used as a valid name variable:

> "all, attack dragon"

angry

Role-playing command; displays a message to your companions telling them you look angry.

applaud

Role-playing command; displays a message to your companions telling them you are applauding.

appraise [item]

Request a detailed appraisal of the specified item from a shopkeeper:

> "lloyd, appraise ring"

[creature], attack [target]

Direct a controlled creature to attack specified target character:

> "salamander, attack griffin"

beam

Role-playing command; displays a message to your companions telling them you are beaming.

[creature], begone

Direct a controlled creature to return to place of origin:

> "salamander, begone"

[ancestor], bless this weapon

Enables you to use an attuned weapon inherited from your ancestor:

> "[ancestor name], bless this weapon"

blush

Role-playing command; displays a message to your companions telling them you are blushing.

burp

Role-playing command; displays a message to your companions telling them you are burping.

[shopkeeper], buy [item]

Ask a shopkeeper to purchase something you have placed on his counter:

"dik, buy gem"

[shopkeeper], buy all

Ask a shopkeeper to buy everything on the shopkeeper's counter:

"rolf, buy all"

chase [name]

Pursue a fleeing individual or group.   The "chase" text command results in only one movement. By repeating the "chase" text command, or using the "again" command, you can follow a fleeing creature or rapidly moving group through successive moves.   For example:

"chase goblins"

"a"

"a"

climb up

Scale the sides of a pit, ladder, cliff, etc.

confused

Role-playing command; displays a message to   your companions telling them you look confused.

crawl [direction]

Move one hex without fear of running into a wall or falling off a cliff, stepping into fire etc.:

"crawl e"

[trainer], critique [skill area]

Seek a statement of your proficiency in a particular skill area from a qualified trainer.

"olaf, critique greatsword skill"

Note: Only the following skill areas can be critiqued:

[skill area]	Weapons or Skills Included:
bow	crossbow, longbow, short bow
dagger	dagger, knife
flail	flail, nunchaku, morning star
halberd	halberd, naginata
mace	mace, hammer, axe, maul
rapier	rapier, sabre
shuriken	shuriken, dart, thrown dagger, thrown items
staff	staff, wand, spear, scythe
sword	longsword, short sword, katana, sickle
greatsword	broadsword, greatsword, great axe
threestaff	three-sectioned staff
martial arts	hand-to-hand combat (martial arts)
thievery	Thief skill
magic	magic skill

cry

Role-playing command; displays a message to your companions telling them you are crying.

[teller], deposit

Instruct teller to take gold from the bank counter and deposit it in your account:

"marlis, deposit"

dive

When in the water, this command takes you to the bottom for a brief period.

down

Move down a staircase; abbreviation "d" achieves same result.

[creature], drop [item]

Direct a controlled creature to drop specified item; if multiple items are being carried, using "all" as the item variable will cause the creature to drop everything:

"djinn, drop gem"

dump [item]

Dump all of a particular item in your sack onto the ground, or to a specified location:

"dump gems"

"dump gems on counter"

evilgrin

Role-playing command; displays a message to your companions telling them you are wearing an evil grin.

[creature], follow

Direct a controlled creature to follow you:

"salamander, follow"

[creature], follow [name]

Direct a controlled creature to follow another character:

"salamander, follow lancelot"

forgive [name]

Forgive a player who accidentally killed you:

"forgive lancelot"

[ghost], forgive me

Ask forgiveness from the Confessor Ghost after presenting proper offering:

"ghost, forgive me"

frown

Role-playing command; displays a message to your companions telling them you are frowning.

gasp

Role-playing command; displays a message to your companions telling them you are gasping.

giggle

Role-playing command; displays a message to your companions telling them you are giggling.

glower

Role-playing command; displays a message to your companions telling them you are glowering.

grimace

Role-playing command; displays a message to your companions telling them you are grimacing.

grin

Role-playing command; displays a message to your companions telling them you are grinning.

groan

Role-playing command; displays a message to your companions telling them you are groaning.

grumble

Role-playing command; displays a message to your companions telling them you are grumbling.

help

Prints a general help resource message.

help [word]

Provides information on the specified word.

jump

Role-playing command; displays a message to your companions telling them you are jumping up and down.

kick [target]

Kick a target character in your hex:

"kick troll"

laugh

Role-playing command; displays a message to your companions telling them you are laughing.

look around

Detailed description of surroundings.

meditate

Causes a portion of an ancestor's experience and skill to transfer to your descendant character during the <u>Ceremony of Ancestors</u>, under proper conditions.

mumble

Role-playing command; displays a message to your companions telling them you are mumbling.

mutter

Role-playing command; displays a message to your companions telling them you are muttering.

nod

Role-playing command; displays a message to your companions telling them you are nodding.

pager

Display the status of your pager.

pager off

Shut off your pager.

pager on

Turn on your pager.

pant

Role-playing command; displays a message to your companions telling them you are panting.

pet [name]

Removes self-defense designation of a player who has accidentally attacked you.   Also works on many small, furry animals:

    "pet lancelot"

poke [name]

Attack a target in an adjacent hex with a halberd; also can be used with shorter weapons (e.g., a

spear) against targets in your hex:

> "poke orc"

pout

Role-playing command; displays a message to your companions telling them you are pouting.

push [item] [direction]

Move something on the ground to next hex, or via a stairway:

> "push corpse w"

redraw

Refreshes your game screen.

rest

Used to fizzle (cancel) a warmed spell.

Note: The "rest" command is no longer needed to regain lost hit and stamina points, or to move up an experience level.   The lost hit and stamina points restore automatically when you stand in one place and do not undertake any actions.

When enough experience points are accumulated, you will move up to the next level automatically when you achieve full hit points and stamina points.

[creature], run

Direct a controlled creature to move two hexes at a time:

> "djinn, run"

salute

Role-playing command; displays a message to your companions telling them you are saluting.

scream

Role-playing command; displays a message to your companions telling them you are screaming.

search [direction]

Search for a secret door in an adjacent hex in the specified direction:

       "search n"

[shopkeeper], sell [item]

Ask shopkeeper to sell you the specified item (after sufficient gold has been placed on the counter):

       "harald, sell greatsword"

shiver

Role-playing command; displays a message to your companions telling them you are shivering.

shrug

Role-playing command; displays a message to your companions telling them you are shrugging.

show abbreviations

Show current macro definitions; typing "show abbrevs" yields same result.

[teller], show balance

Instruct the bank teller to state your account balance:

       "marlis, show balance"

show rules

Tells whether karma rules are in effect in current scenario.

sigh

Role-playing command; displays a message to your companions telling them you are sighing.

smile

Role-playing command; displays a message to your companions telling them you are smiling.

smirk

Role-playing command; displays a message to your companions telling them you are smirking.

snarl

Role-playing command; displays a message to your companions telling them you are snarling.

sneeze

Role-playing command; displays a message to your companions telling them you are sneezing.

snicker

Role-playing command; displays a message to your companions telling them you are snickering.

speak

Enables you to speak to your countrymen in your native language, so that adventurers of other homelands cannot understand you.   Works in the game only, not the Conference Room.

"speak [language]"

where [language] is one of the following: Common, Illyrian, Muian, Lemurian, Lengian, Draznian, Hovathian, Mnarian, Barbarian.   Your character speaks the language of his or her homeland and Common.   Common is the adventure's cant, understood by all who venture to the island.

steal from [name]

Reach into target character's sack and steal one item at random, e.g.:

"steal from troll"

steal gold from [name]

Steal gold from target creature's sack, e.g.:

"steal gold from troll"

[name], stop

Tells a non-player character to shut up and go away:

"fafnir, stop"

sweep [direction]

If you have a magical broom, you can sweep in the usual directions as well as up and down stairs and through portals.

"sweep s"

[creature/name], take [item]

1) Direct a controlled creature to pick up the specified item.

"salamander, take gold"

2) Direct a bank teller to take gold from the bank counter and deposit it in your account:

"marlis, take gold"

[trainer], teach [spell name]

Ask magic trainer to teach you a new spell (after sufficient gold has been offered to the trainer).

"oskar, teach darkness"

[quest master/guide], teach me

Request instruction from an Underworld quest master or guide.

"osiris, teach me"

throw [item] [path]

Throw the specified item at a location (rather than at a creature), e.g.:

"throw bottle n n n"

throw [item] at [creature]

Throw the specified item at a creature (rather   than at a location), e.g.:

"throw axe at orc"

[trainer], train me

Request training from qualified trainer in weapon or item held in right hand (leave right hand empty for martial arts training):

"neela, train me"

[trainer], train [amount]

Request training in the specified amount of gold coins:

"olaf, train 500"

up

Climb a stairway between levels; type "u" for same result.

users

Displays a list of characters currently playing.

wave

Role-playing command; displays a message to your companions telling them you are waving.

[npc], what is [word]

Ask a non-player character for information about something;

"priest, what is shuriken"

[npc], where is [place]

Ask a non-player character for the location of a particular place:

"sheriff, where is gym"

wink

Role-playing command; displays a message to   your companions telling them you are winking.

[teller], withdraw [number]

Instruct bank teller to withdraw the specified amount from your account and place it on the bank counter.

"marlis, withdraw 1000"

yawn

Role-playing command; displays a message to your companions telling them you are   yawning.

Optional Text Commands

The following text commands normally are executed by using the <u>default action commands</u> associated with various game icons, or via drag-and-drop procedures.   Default action commands appear in the <u>action indicator</u> when the mouse cursor is placed over the game icon.   The associated default action is initiated by double left clicking on the icon.

Alternatively, you may enter the following commands in the <u>command line</u> manually.   (NOTE: The command/conversation toggle, located immediately to the left of the command line, must be in the correct position (signified by sword icon) before you may issue a text command.)   The commands are executed by pressing the <Enter> key:

belt [weapon name]

Put specified weapon back on your belt:

      "belt greatsword"

close [item]

Close an open book, scroll or container:

      "close bottle"

close door [direction]

Shuts a door in an adjacent hex in the specified direction (cannot be diagonal direction):

      "close door n"

draw [weapon name]

Take specified weapon from your belt:

      "draw greatsword"

drink

Drink from an open bottle or container held in your hand.

drop [item]

Put something on the ground from your hands; will not damage item, e.g:

      "drop bottle"

east

Move one hex east; typing "e" yields same result.

eat [item]

Consume the specified item, e.g.:

      "eat berries"

end

Suspend game play and return to Conference Room.   Alternate form of "quit"; see below.

exit

Suspend game play and return to Conference Room.   Alternate form of "quit"; see below.

fight [name]

Attack a target character with weapon held in right hand (or using martial arts if the right hand is empty):

"fight kobold"

flip

When reading a book, turn to next page.

flip back

When reading a book, turn back one page.

flip back [number]

When reading a book, turn back specified number of pages.

"flip back 2"

flip forward [number]

When reading a book, turn ahead specified number of pages:

"flip forward 1"

flip to [number]

When reading a book, turn to the specified page:

"flip to 8"

jumpkick [target]

Flying kick to a target character in a nearby hex; a martial arts maneuver that uses stamina:

"jumpkick gargoyle"

load

Load your bow weapon with an arrow; same as "nock."   Left hand must be empty.

look

Look at items on the ground in your hex.

look [direction]

Look in the specified adjacent hex:

"look ne"

look at [item]

Examine an item in your hands or on the ground.   If several items of the same type are present, you may examine individual items by specifying the item number or location:

"look at gem"

"look at gem on ground"

"look at 2 gem"

look at [item] in sack

Receive a general description of the specified item in your sack:

"look at gem in sack"

"look at 2 gem in sack"

look at [item] in shop

Receive a general description of the specified shop item:

"look at longsword in shop"

look at [name]'s [item]

Receive a general description of an item possessed by another character:

"look at lancelot's staff"

look at [Nth] ring [hand]

Examine ring on [Nth] finger of [hand]:

"look at 2 ring on right"

look closely at [name]

Take a closer look at another character (must be standing in your hex):

"look closely at lancelot"

look here

Look at items on ground in your hex.   Same as "look."

look in [hand]

Look at the contents of the specified hand:

"look in left"

look on altar

Look on top of an adjacent altar.

look on counter

Look on top of an adjacent counter.

look on table

Look on top of an adjacent table.

look on

Enables automatic terrain descriptions.

look off

Disables automatic terrain descriptions.

nock

Nock your bow weapon with an arrow; same as "load."   Left   hand must be empty.

north

Move one hex north; typing "n" yields same result.

northeast

Diagonal move; move to a location that is one hex north and one hex east; typing "ne" yields

same result.

northwest

Diagonal move; moves to a location that is one hex north and one hex west; typing "nw" yields same result.

open book to [number]

When reading, open book to a particular page:

"open book to 8"

open [item]

Open a book, scroll, or bottle:

"open balm"

put [item] into sack

Put specified item in your sack; only small items fit:

"put gold in sack"

put [item] on [location]

Place the specified item on, for instance, an altar or counter:

"put gold on counter"

put ring on [hand]

Put a ring on a hand; The next available finger closest to the thumb will be used:

"put ring on right"

put ring on [Nth] [hand]

Put a ring on a particular finger:

"put ring on 2 left"

quit

Suspend game play and return to Conference Room.   Not allowed if character is standing in front of an active counter, locker or altar; nor may you may quit while fighting.   One minute

must pass after combat before you can quit.   If you are a ghost, "quit" will notify the gods of your desire to be resurrected (cannot be entered until 60 seconds after you are slain).

read [item]

Read a book or scroll:

> "read book"

remove [item]

Remove an article of clothing, armor or jewelry:

> "remove mail"

> "remove 2 ring from left"

run [direction]

Move two hexes; may reduce stamina:

> "run n"

search [Nth] corpse

Remove the armor, weapons, jewelry, and sack contents from a corpse and place them on the ground.   If multiple corpses are present in the hex, you must search each one individually; corpses always pile up in the order they are slain.

The top corpse will be the most recent kill.   If no corpse number is specified, the top corpse in a pile will be searched:

> "search corpse"

> "search 2 corpse"

> "search 3 corpse"

sheathe [weapon]

Put specified weapon on your belt:

> "sheathe greatsword"

shoot [target]

Shoot a bow weapon at a target character:

"shoot kobold"

show belt

Show weapons on your belt, and your armor in the Secondary Viewport.

show locker

Show contents of locker in the Main Viewport.

show prices

View the price list when in shops.

show rings

Show the rings on your eight fingers; display appears in the Secondary Viewport.

show sack

Show the items and gold in your sack in the Secondary Viewport.

show skill

Show weapon skills ratings in the Main Viewport.

show spells

Request a list of the spells the magic trainer can teach you:

"sven, show spells"

show stats

Show character statistics, level, and encumbrance in the Main Viewport.

south

Move one hex south; typing "s" yields same result.

southeast

Diagonal move; moves to a location that is one hex south and one hex east; typing "se" yields same result.

southwest

Diagonal move; moves to a location that is one hex south and one hex west; typing "sw" yields same result.

sprint [direction]

Move three hexes; may reduce stamina:

> "sprint e"

swap

Move the contents of one hand to the other.   Receiving hand must be empty.

swim [direction]

Move through the water:

> "swim nw"

take [item] from [location]

Take specified item from an adjacent counter, altar or table:

> "take balm from counter"

If several of the same item are present, you may specify the item you want:

> "take 3 ring from counter

Otherwise, the last item placed on the surface will be the one taken.

take [item] from sack

Take specified item out of your sack:

> "take book from sack"

If several of the same item are present, you may specify the item you want:

> "take 3 bottle from sack"

Otherwise, the last item placed in the sack will be the one taken.

take [item] off

Remove an article of clothing, armor or jewelry (rings, bracelets, amulets, etc.):

"take robe off"

take [item]

Pick up something from the ground in your hex; one hand must be empty:

"take axe"

take [Nth] ring off [hand]

Remove a particular ring.   Alternate for "remove" command; "from" also may be substituted for "off":

"take 1 ring off right"

"take 1 ring from right"

take ring off [hand]

Remove a ring; opposite hand must be empty; "from" may be substituted for "off."   In this case, where no ring number is specified, the command will remove the ring from the finger closest to the thumb.

unload

Removes arrow from bow weapon.

unlock door [direction]

Attempt to unlock a locked door in an adjacent square in a specified direction with a key or a lock pick:

"unlock door s"

wear [item]

Put on an article of clothing, armor or jewelry, bracelets and amulets:

"wear robe"

west

Define a path one hex west; typing "w" yields same result.

wield [weapon name]

Take specified weapon from your belt:

"wield greatsword"

Abbreviations

When entering text commands, abbreviations often may be used for efficiency.   Note that all text commands can be shortened to the least number of characters necessary to make the command unique.   For example, "fight" shortens to "f"; and directions may be abbreviated by entering one or two indicative letters.   For example:

"n" for north, or

"se" for southeast

Likewise, when speaking to a non-player character, using the first one or two letters of the character's name often will suffice instead of the full name.   For example:

"m, deposit"

may be used instead of "Marlis, deposit."   Creature names can be abbreviated as well, such as "sk" for skeleton, or "wy" for wyvern.

New Character Weapons and Skill Levels

The *Online Help* files in this section indicate the weapons and skill levels assigned to new characters, by homeland and by occupation.   These listings may be of assistance when creating a new character.

The skill levels shown are for the weapons actually carried by the character on his arrival in Kesmai; on occasion, you may find that your character carries additional "awkward" ratings in weapon types other than those being carried.   In general, characters are "untrained" in most weapons and skill areas not shown in these areas.

You also may wish to consider the primary character attributes of each nationality when creating a new character, as these attributes may contribute to faster skill gain in related areas.

Help file listings are available for:

FIGHTER - New character weapons and skill levels

MARTIAL ARTIST - New character weapons and skill levels

THAUMATURGE - New character weapons and skill levels

THIEF - New character weapons and skill levels

WIZARD - New character weapons and skill levels

FIGHTER - New Character Weapons and Skill Levels

Illyria

In hand:	rapier -- capable
On belt:	longsword -- mediocre
On belt:	dagger -- capable
Martial arts:	untrained
Magic:	n/a
Theft:	untrained

Mu

In hand:	axe -- capable
On belt:	shield
On belt:	dagger -- awkward
Martial arts:	untrained
Magic:	n/a
Theft:	untrained

Lemuria

In hand:	halberd -- capable
On belt:	mace -- awkward
On belt:	dagger -- awkward
Martial arts:	untrained
Magic:	n/a
Theft:	untrained

Leng

In hand:	longsword -- capable
On belt:	shield
On belt:	dagger -- mediocre
Martial arts:	white belt
Magic:	n/a
Theft:	untrained

Draznia

In hand:	greatsword -- capable
On belt:	short bow -- capable
On belt:	dagger -- awkward
Martial arts:	untrained
Magic:	n/a
Theft:	untrained

Hovath

In hand:	longsword -- capable
On belt:	short bow -- mediocre
On belt:	spear -- capable
Martial arts:	untrained
Magic:	n/a
Theft:	untrained

Mnar

In hand:	short bow -- mediocre
On belt:	shield
On belt:	axe -- capable
Martial arts:	untrained
Magic:	n/a
Theft:	untrained

Barbarian

In hand:	axe -- capable
On belt:	shield
On belt:	longsword -- mediocre
Martial arts:	untrained
Magic:	n/a
Theft:	untrained

Related topics:

Physical combat in Legends of Kesmai
Combat skills
Skill gain in combat

[Weapons](#)

Martial Artist - New Character Weapons and Skill Levels

Illyria

In hand: staff -- capable
On belt: shuriken -- mediocre
On belt: shuriken -- capable
Martial arts: green belt
Magic: n/a
Theft: clumsy

Mu

In hand: staff -- capable
On belt: axe -- capable
On belt: dagger -- awkward
Martial arts: green belt
Magic: n/a
Theft: clumsy

Lemuria

In hand: katana -- capable
On belt: staff -- capable
On belt: dagger -- mediocre
Martial arts: green belt
Magic: n/a
Theft: clumsy

Leng

In hand: katana -- capable
On belt: short bow -- mediocre
On belt: dagger -- mediocre
Martial arts: blue belt
Magic: n/a
Theft: mediocre

Draznia

In hand: katana -- capable
On belt: shuriken -- mediocre
On belt: shuriken -- mediocre
Martial arts: green belt
Magic: n/a
Theft: clumsy

Hovath

In hand: longbow -- capable
On belt: katana -- capable
On belt: dagger -- capable
Martial arts: blue belt
Magic: n/a
Theft: clumsy

Mnar

In hand: staff -- capable
On belt: short bow -- mediocre
On belt: axe -- capable
Martial arts: green belt
Magic: n/a
Theft: clumsy

Barbarians

In hand: axe -- capable
On belt: staff -- capable
On belt: shuriken -- mediocre
Martial arts: green belt
Magic: n/a
Theft: untrained

Related Topics:

Physical combat in Legends of Kesmai
Combat skills
Skill gain in combat

[Weapons](#)

THAUMATURGE - New Character Weapons and Skill Levels

Illyria

In hand: rapier -- mediocre
On belt: dagger -- mediocre
On belt: dagger -- mediocre
Martial arts: untrained
Magic: shaman
Theft: untrained

Mu

In hand: axe -- mediocre
On belt: shield
On belt: dagger -- awkward
Martial arts: untrained
Magic: apprentice
Theft: untrained

Lemuria

In hand: longsword -- mediocre
On belt: shield
On belt: dagger -- awkward
Martial arts: untrained
Magic: apprentice
Theft: untrained

Leng

In hand: longsword -- mediocre
On belt: shield
On belt: dagger -- mediocre
Martial arts: white belt
Magic: shaman
Theft: untrained

Draznia

In hand:	longsword -- mediocre
On belt:	short bow -- mediocre
On belt:	dagger -- awkward
Martial arts:	untrained
Magic:	apprentice
Theft:	untrained

Hovath

In hand:	spear -- mediocre
On belt:	short bow -- mediocre
On belt:	dagger -- mediocre
Martial arts:	untrained
Magic:	apprentice
Theft:	untrained

Mnar

In hand:	short bow -- awkward
On belt:	shield
On belt:	axe -- mediocre
Martial arts:	untrained
Magic:	apprentice
Theft:	untrained

Barbarians

In hand:	axe -- mediocre
On belt:	shield
On belt:	longsword -- awkward
Martial arts:	untrained
Magic:	apprentice
Theft:	untrained

Related Topics:

Physical combat in Legends of Kesmai
Magic_and_magic_users
Combat skills

THIEF - New Character Weapons and Skill Levels

Illyria

In hand:	dagger -- capable
On belt:	sword -- mediocre
On belt:	dagger -- capable
Martial arts:	yellow belt
Magic:	skulker in shadows
Theft:	mediocre

Mu

In hand:	dagger -- capable
On belt:	sword -- mediocre
On belt:	dagger -- capable
Martial arts:	yellow belt
Magic:	master of mischief
Theft:	average

Lemuria

In hand:	dagger -- capable
On belt:	sword -- mediocre
On belt:	dagger -- capable
Martial arts:	yellow belt
Magic:	skulker in shadows
Theft:	mediocre

Leng

In hand:	dagger -- capable
On belt:	sword -- mediocre
On belt:	dagger -- capable
Martial arts:	yellow belt
Magic:	master of mischief
Theft:	average

Draznia

In hand:	dagger -- capable
On belt:	sword -- mediocre
On belt:	dagger -- capable
Martial arts:	yellow belt
Magic:	master of mischief
Theft:	average

Hovath

In hand:	dagger -- capable
On belt:	sword -- mediocre
On belt:	dagger -- capable
Martial arts:	yellow belt
Magic:	master of mischief
Theft:	average

Mnar

In hand:	dagger -- capable
On belt:	sword -- mediocre
On belt:	dagger -- capable
Martial arts:	yellow belt
Magic:	master of mischief
Theft:	average

Barbarians

In hand:	dagger -- capable
On belt:	sword -- mediocre
On belt:	dagger -- capable
Martial arts:	yellow belt
Magic:	master of mischief
Theft:	average

Related Topics:

Physical combat in Legends of Kesmai
Magic_and_magic_users
Combat skills

WIZARD - New Character Weapons and Skill Levels

Illyria

In hand:	rapier -- mediocre
On belt:	staff -- awkward
On belt:	dagger -- mediocre
Martial arts:	untrained
Magic:	apprentice
Theft:	untrained

Mu

In hand:	axe -- mediocre
On belt:	staff -- awkward
On belt:	dagger -- awkward
Martial arts:	untrained
Magic:	aspirant
Theft:	untrained

Lemuria

In hand:	sword -- mediocre
On belt:	staff -- awkward
On belt:	dagger -- awkward
Martial arts:	untrained
Magic:	apprentice
Theft:	untrained

Leng

In hand:	sword -- mediocre
On belt:	staff -- awkward
On belt:	dagger -- awkward
Martial arts:	untrained
Magic:	apprentice
Theft:	untrained

Draznia

```
In hand:        short bow -- mediocre
On belt:        staff -- awkward
On belt:        dagger -- awkward
Martial arts:   untrained
Magic:          apprentice
Theft:          untrained
```

Hovath

```
In hand:        sword -- mediocre
On belt:        staff -- awkward
On belt:        dagger -- mediocre
Martial arts:   untrained
Magic:          aspirant
Theft:          untrained
```

Mnar

```
In hand:        axe -- mediocre
On belt:        staff -- awkward
On belt:        dagger -- awkward
Martial arts:   untrained
Magic:          apprentice
Theft:          untrained
```

Barbarians

```
In hand:        axe -- mediocre
On belt:        staff -- awkward
On belt:        dagger -- awkward
Martial arts:   untrained
Magic:          apprentice
Theft:          untrained
```

Related Topics:

Physical combat in Legends of Kesmai
Magic_and_magic_users
Combat skills
Skill gain in combat

Phone Line Disconnects

Game play in *Legends of Kesmai* assumes a stable and uninterrupted connection between your computer and the host computer via telephone line.   Unfortunately, there are a number of situations in which a player can be disconnected from the host computer, and most of those situations are beyond anyone's control.

Unintentional disconnects may be due to electrical interference, hardware failure or software failure.   Even something as simple as someone picking up an extension phone connected to your data line may interrupt service.

As these problems are widely recognized as an unavoidable aspect of   the current telecommunications technology, neither Kesmai Corporation nor its service providers will be liable for any losses incurred through unexpected phone line disconnects.   However, Kesmai Corporation recognizes that such disconnects can be extremely upsetting and will attempt to do whatever it can in the way of character repairs.

In cases where a user intentionally disconnects from the host computer   without quitting (known as "phone slam"), a penalty may be assessed.   Players have been known to do this in an attempt to "cheat death" in a hopeless combat situation.

A phone slam penalty will be applied if the player:

n   has suffered character damage within the previous 30 seconds

n   is missing one third or more of his/her hit points

n   is under the influence of an offensive spell like stun, fear, etc.

The penalty is the loss of one constitution point and the dropping of all the player's items onto the ground.   When the player reconnects to the game, his/her stats will be adjusted accordingly, and the player character will have no possessions other than an empty sack and an empty weapons belt.

All armor, weapons, loot, rings, etc. will be lying on the ground where the character stood when disconnect occurred.   The player may return to retrieve lost items, but first will have to figure out what to do about the creature he/she was fighting at the time – for the creature, no doubt, will still be there.

A character disconnected while in combat, after having suffered less than one-third damage, and who is not under the influence of any offensive spells, will be logged out without triggering the phone slam penalty.

Note that it is always dangerous to be accidentally disconnected when there are creatures around. The program may take a short time to realize that you are no longer connected, and may allow game play to continue.   The creatures may hurt you significantly in this time, and possibly even kill you.

If you are slain and are disconnected while you are a ghost, your character will be in the

Underworld ([Praetoseba](#)) when you reconnect.   This can be unfortunate, since everything you were carrying dropped to the ground when you left for the Underworld.

It will be some time before you can return in an effort to retrieve your possessions, as you must complete the four organ quests before you can return to the land of the living -- and even longer if you have karma points.   If you have friends in the game, you may wish to page them from the *conference room* and ask them to go collect your death pile and hold it for you.

If you feel your character has suffered unfairly due to an accidental phone disconnect, you may contact the Kesmai representative during his or her scheduled appearance in the conference room, or you may send [e-mail](#) to the *Legends of Kesmai* support staff.

Please be sure to include all pertinent information, including your name, account number, character name, and details of the situation.

FAST START: The Game Environment

The adventuring environment of *Legends of Kesmai* is unique, with many features that make game play fast-paced, interesting and challenging.   Game play is done using the *game screen* shown earlier; however, before covering the specific features of the game screen, there are several general concepts of the game environment that warrant brief explanation.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_The_Game_Map')}{button Back,JI(`LEGENDS.HLP',`FAST_START_Game_Screen')}

FAST START: Game Icons

In the graphical environment of *Legends of Kesmai* , all characters, creatures and items are represented by unique icons.   In general, if you want information on any active icon, place your mouse cursor over the icon so that the icon name is displayed, and press the right mouse button.

Items lying on the ground are represented by a *pile icon*; a pile icon may represent only one item, or many items.   You may pick up and manipulate any active item icon in the game, except a pile icon.   However, if your character does not possess great strength, some items may prove too heavy to lift.
{button Continue,JI(`LEGENDS.HLP',`FAST_START_Character_Icons')} {button Back,JI(`LEGENDS.HLP',`FAST_START_The_Game_Map')}

FAST START: Game Commands

Game actions in *Legends of Kesmai* are initiated by executing specific game commands.   Each game command results in a unique action, such as moving to a new location, fighting an opponent, drawing a weapon, casting a spell or searching a corpse.

Most game actions can be executed with standard point-and-click mouse moves through the use of the *action indicator display* (reference C above), which uses *default commands* associated with each icon.

For those actions not served by default commands, *text commands* are entered from the keyboard.   Text commands are typed into the *command line* (reference I above) and executed by pressing the <Enter> key.   Available text commands are listed in the Text Command Summary found in the *Online Help* files.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Default_Commands')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Manipulating_Items_Drag_and_Drop')}

FAST START: Default Commands

Each icon in the game (a creature, character, item, etc.) has a predefined default action command associated with it.   For example, the default command for a book is "read."   Any time the mouse cursor is placed over an active game icon, the icon's associated default command appears in the *action indicator display* in the lower left-hand corner of the *game screen*.

When the default command text shown in the action indicator is yellow, the item is ready for use via the default command.

To execute the displayed default command, double left click on the item's icon. The text inside the action indicator will change to blue, indicating that your character is performing the action you selected.   The text will return to yellow when the action is completed, indicating that your character is ready for another command.

Always remember that yellow text means your character is ready, and blue text means your character is busy. For example, placing the mouse cursor over berries held in your hand will display the command "eat" in the action indicator in yellow text; double left clicking on the berries icon will enable your character to eat the berries.   The "eat" default command displayed in the action indicator will turn blue while the berries are being eaten.

By moving the mouse cursor around the game screen, you can preview the various default commands associated with various game icons by viewing the action indicator.   When you decide what you want to do, simply double left click on the appropriate icon.   Some sample default commands are:

Berries: eat

Bottles: open or close, depending on current status

Corpses: search

Gems: look

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Text_Commands')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Game_Commands')}

FAST START: Text Commands

Sometimes, you may wish to undertake an action with an item that is different from its default action.   For example, instead of reading a book, you may wish to throw it at someone (or something).   In this case, you need to use a text command.   First, make sure the *command line* is in *text command mode*, with the sword icon appearing immediately to the left of the command line.   (If a mouth icon -- indicating *conversation mode* -- appears instead, click on it to toggle to text command mode).   Then, with your character holding the book in either the right or left hand, type the appropriate command, which would appear in the command line as follows:

  throw book at kobold

Press <Enter> to execute the action.

Players are strongly urged to become familiar with text command definitions and their use. Complete information is available in the *Online Help* files.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Command_Line')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Default_Commands')}

FAST START: The Game Map

The *game screen map*, which displays the environment around your character as you move around *Legends of Kesmai* , is divided into 49 individual squares, referred to as hexes.   The map fills the entire *main viewport*.

Your character is displayed in the center hex, except when moving.   Each hex represents a 10-foot square and signifies a particular element of   your surroundings, e.g., floor tiles, walls, water, forest, etc.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Game_Icons')} {button Back,JI(`LEGENDS.HLP',`FAST_START_The_Game_Environment')}

FAST START: Moving Around the Game

Your character is free to move around the *Legends of Kesmai* environment; however, you are limited to a maximum movement of three hexes at a time. You may move east or west, north or south, or diagonally, in any combination.

Moving one hex at a time is the equivalent of walking; moving two hexes at a time constitutes running, and three-hex movement is equal to sprinting.

To move to a new hex, place the mouse cursor over the desired hex. The hex default command "Move to" appears in the *action indicator display*. Next, left click on the hex; a set of footprints appears showing your path to the selected hex. Double left click on the selected hex, and your character icon moves to the new hex; the *game map* is then redrawn, with your newly occupied hex becoming the new center of the map.

If you want to cancel the action after you left click on the new hex and view your path, press the <ESC> button on your keyboard, or left click on the footprint icons, beginning with the last one. As you click on each one, the footprints disappear. You may now select a new destination hex.

If you want to define a specific path (rather than accept the path mapped out for you by the game), left click on one hex at a time (up to three hexes), so that your new path takes you where you want to go.

If you happen to run or sprint into a solid object like a wall, you will be stunned for a moment, and unable to execute any actions. If you walk into a solid object, only your pride will be injured.

You may use your keyboard's numeric keypad to issue movement commands: turn off NumLock, and use the keypad arrows to enter the north, east, west and south move commands. Diagonal movements may be made with the 1, 3, 7 and 9 keypad keys (southwest, southeast, northwest and northeast). The standard keyboard arrow keys are reserved for text editing in the *command line*.

You may move through hexes containing other characters or creatures without fear of collision. Closed doors may be opened by moving into or through the door hex. Doors also may be opened or closed from an immediately adjacent hex by double left clicking on the door to activate the default command "open" or "close."

In some instances, the host computer will be busy executing previous commands, and you may not be able to move immediately. In these cases, the footprints (and the text command entry) are displayed in blue. When the footprints or the text command entry revert to yellow, you may execute the move by double left clicking on the destination hex (or pressing the <Enter> key for text commands).

When in the water, the hex default command is "Swim to."   You may move only one hex at a time when swimming, and you must swim or dive constantly to keep from drowning.

To go up and down stairs, use the text commands "up" and "down."   You must be standing on the stairway hex when you enter these commands.   Refer to the *Online Help* file titled Movement Text Commands for more information on moving about.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Character_Information_Scroll')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Conversation')}

FAST START: Conversation

You may talk to other players in the game by typing your message into the *command line* using your computer keyboard.   First, make sure the mouth icon (indicating the command line is in *conversation mode*) appears immediately to the left of the command line.   If a sword appears instead, click on it to toggle into conversation mode.   Then type your message and press the <Enter> key.   For example:

  let's go to the tavern

Your name and message appear in blue text on the *game screen* of the player characters in sight around you.   For example, if your name is Lancelot, and you type in the message shown above, your companions see (in blue type):

  Lancelot: let's go to the tavern

If you place an exclamation point at the end of your message, the message is "shouted," and thus possibly heard by players nearby but out of sight:

  can anyone help me with this dragon?!

When other players talk to you, you see their messages on your *main viewport* in blue text.   Try to approach conversations as if you were talking on a CB radio.   For example, type and send your message, and then wait for a response before sending again — some people are slow typists.   You are limited to one line of text per message; if you have a lengthy statement to make, send multiple messages.   For example:

  I've got two extra longswords, an extra greatsword and a whole bunch of

  daggers; if you need any of those items, meet me in the Locker Room;   I think

  I have an extra Breathe Water ring you can have, too.

would be sent in three separate messages.

Also, use accepted abbreviations, and don't worry about perfect typing or grammar.   And, as always, be courteous.

Indicate location or direction to your companions by using abbreviations: "n" for north, "s" for south, "nw" for northwest, etc.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Moving_Around_the_Game')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Command_Line')}

FAST START: Game Screen

A. Main viewport
B. Secondary viewport
C. Action indicator
D. Offered-item holder
E. Active-spell rack
F. Ready-spell rack

G. Warmed-spell rack
H. Secondary viewport buttons
I. Hand content niches
J. Health indicator bars
K. Command line
L. Exit game button

All of your adventuring in *Legends of Kesmai* is done using the *game screen* (below), a graphical user interface (GUI) that enables you to play the game using familiar point-and-click mouse techniques.   A minimum of text entry is required. The game screen is made up of a number of elements, as labeled above.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_The_Game_Environment')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Do_s_and_Don_ts')}

FAST START: Creature Icons

Different icons are displayed for each of the different creatures encountered in *Legends of Kesmai*; place your mouse cursor over the creature to display the creature's name.
If you want to get a description of the creature,   right click on the creature icon to display the description in the *message text area* of the *main viewport*.
{button Continue,JI(`LEGENDS.HLP',`FAST_START_Hex_Contents_Display')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Character_Icons')}

FAST START: Character Icons

Appropriate character icons are displayed for you and for other human characters located in your sight.   Place your mouse cursor over a character's icon to display the character's name.   Right click once on the character's icon to look at the character.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Creature_Icons')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Game_Icons')}

FAST START: Fighting

As you begin your exploration of the dungeon, you will encounter Creatures of the Dark, who generally attack you on sight.   When a creature is in your hex, it will begin fighting you.   To fight back, place your mouse cursor over the creature's icon, and double left click (when the text in the *action indicator* is yellow).   This activates the default "fight" command, causing your character to swing at the creature with the weapon held in the right hand.

An ongoing report of your fight is displayed in the lower left corner of the *main viewport*.   When (and if) you damage the creature enough, it is slain.   The creature's icon disappears and is replaced with a *pile icon*, indicating, in this case, a corpse.   Skeletons do not leave a corpse.

Keep a close eye on your *hit points indicator* as you fight.   If you drop below half of your maximum, don't hesitate to break off and run.   Try to lose sight of the creature, and then stop to eat a berry or two.   You can then go back and resume the fight.

You can deliver a martial arts jump kick at creatures in nearby hexes, but until you receive martial arts training, you are likely to suffer sprains and falls in the process.

If you are slain, you become a ghost, to be resurrected by the gods in a safe place.   Anything you were carrying in your hands is left at the spot where you died.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Looting')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Adventuring_in_the_Dungeons')}

FAST START: Hex Contents Display

Some hexes in the *game map* contain weapons, treasure or other items, indicated generally by a *pile icon*. To examine the contents of an adjacent hex in more detail, right click on the hex to view the items, or press the <ALT+Z> keys on your keyboard to observe the contents of the hex your character is standing in.

When used, the *hex contents display* fills the entire *main viewport*, and replaces the map display. You may pick up the items if you are standing in the hex pictured in the hex contents display.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Manipulating_Items_Drag_and_Drop')}
{button Back,JI(`LEGENDS.HLP',`FAST_START_Creature_Icons')}

FAST START: Adventuring in the Dungeons

The most accessible entrance to the dungeons is in the northwest corner of the Temple, at the north end of town.   But, before you go, gather some balm berries for your sack from under the balm berry bush in the northwest corner of the temple.   Eating a balm berry cures you of some of the physical damage you are likely to receive (i.e., it restores hit points).

To eat a berry, hold it in your hand and double left click on the berry icon.   You can try this in the Temple as practice, but since you're not injured, the berries will have no effect.   Take eight to 10 berries with you on your first trip.

Locate the down stair hex to the dungeons, and draw your chosen weapons.   Make sure your offensive weapon is held in your right hand.   Use the "down" text command to enter the first level.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Fighting')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Hot_Keys')}

FAST START: Manipulating Items (Drag and Drop)

To move an item around on the *game screen*, position the mouse cursor over the item icon, and press and hold down the left mouse button.   While holding down the left mouse button, drag the item to the desired location; a ghost image of the item is dragged along with the mouse cursor. When the ghost icon is over the desired destination, release the left mouse button to drop the item in the new location.

If you wish to move or pick up an item shown in the *hex contents display*, or anywhere else on the game screen, an item may be dragged and dropped to an appropriate location, such as an empty hand.   You may drag and drop an item directly to your character's weapons belt or loot sack.

Likewise, you may drag an item from your hand, sack, belt or other location and drop it on your open hex contents display, or on any other valid destination.   Your hands do not have to be empty to move items, although you may find that you can move things faster if at least one hand is empty.

NOTE: You must have an arrow-shaped mouse cursor to capture and drag an item.   If the drag function is not permitted, the mouse cursor will appear as a circle with a slash.   This will occur if you are looking at items outside your own hex, or if the game is occupied with other tasks.

If you attempt to drag an item to a non-valid destination, the movement will not be completed, and the item will return to its original location when you release it.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Game_Commands')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Hex_Contents_Display')}

FAST START: Character Information Scroll

The *character information scroll* provides you with data on all of your vital statistics: your alignment, experience level, age and other key information.   In addition, your skill levels in all weapons, magic and hand combat areas are displayed.

To view the character information scroll, double left click on your character's icon, or press the <ALT+I> keys on your keyboard at any time.

Left click once on the scrolled paper at the top and bottom of the *main viewport* to scroll forward and back. To close the scroll when you are done reading, double left click on either of the scrolled paper rolls, or right click on the scroll itself.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Hand_Contents_Niches')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Moving_Around_the_Game')}

FAST START: Scroll-Back Buffer Display

The *scroll-back buffer* contains a record of all text that has been displayed on the *game screen* during a game session.   To review past activity, double left click on the icon at the far left of the *command line*.   The scroll-back buffer display will appear in the *main viewport*.   Alternatively, you may press the <ALT+H> keys on your keyboard.   Up to 200 lines of text are stored.

Left click once on the scrolled paper at the top and bottom of the display to scroll forward and back. To close the scroll when you are done reading, double left click on either of the scrolled paper rolls, or right click on the scroll itself.

FAST START: Secondary Viewport

The *secondary viewport*, located in the upper right hand corner of the *game screen*, offers the following displays:

1. Character portrait   4. Belt contents display
2. Ring display   5. Creature list
3. Sack contents display   6. Spell palette
                                          7. Dialogue display

To switch displays, press any of the associated icons located immediately beneath the secondary viewport.   Alternatively, you may use the *hot key* commands available from your keyboard, discussed shortly; or left click on either of the left-   and right-facing triangles immediately below the secondary viewport.   These triangles allow you to flip through the available screens one at a time.

You can transfer items from one secondary viewport screen to another by using the drag-and-drop method: Drag the item off one screen and either drop the item on the pertinent icon beneath the secondary viewport; or, flip to the new screen via the triangles and drop the item in its new location.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Character_Portrait')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Warmed_Spell_Rack')}

FAST START: Character Portrait

The *character portrait* is displayed in the *secondary viewport* the first time you begin playing *Legends of Kesmai* .   Thereafter, the last display in the secondary viewport at the end of a session will be displayed when the game is resumed.   The character portrait shows you a graphic representation of your character, including sex, homeland characteristics and apparel.

As you play the game, you may wish to wear or remove items like armor or amulets by dragging and dropping the item to and from the character portrait.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Sack_Contents_Display')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Secondary_Viewport')}

FAST START: Ring Display

The *ring display* is contained in the *secondary viewport* and contains niches to display the rings worn on the four fingers of each hand; the top row is the left hand, and the bottom row is the right hand.   The first finger of each hand is on the left, and only one ring may be worn on each finger.

You may add and remove rings by dragging them to and from the ring display.   You undoubtedly will come across some magic rings in your adventuring;   you will feel a tingle or electrical sensation when you put on a magic ring.

One of the most helpful magic rings is the recall ring.   Be sure to check the *Online Help* files for more information.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Secondary_Viewport_Buttons')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Dialogue_Display')}

FAST START: Sack Contents Display

Your character is equipped with a sack to carry belongings and loot.   The *sack display* features 21 separate locations where items can be placed.   Twenty of these locations accept any item small enough to fit into your sack; the 21st location accepts only gold coins.

Items and gold are put into and removed from the sack by the drag-and-drop method.   When the 20 item locations are filled, you cannot place any more items in your sack, although you can continue to place gold coins in the 21st location.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Belt_Contents_Display')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Character_Portrait')}

FAST START: Belt Contents Display

Your character also has a belt with five separate positions to hold weapons.   One of these positions, located on the back, holds large weapons like a greatsword, staff or shield.   The *belt display* is presented in the *secondary viewport*.

Weapons may be drawn or belted by the drag-and-drop method.   To draw a weapon, drag it from the belt display to the desired hand; to belt it, reverse the process.   Only weapons may be dragged to and from the belt, but small weapons, such as daggers and shurikens, can be carried in your sack as well.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Creature_List')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Sack_Contents_Display')}

FAST START: Creature List

The *creature list* provides a brief description of all creatures and other characters in your sight, showing their alignment, the type of creature or character name, the type of armor they are wearing, and the contents of the left and right hands (where applicable).   Creatures and characters are   listed from the closest to the farthest away.

On your creature list display, the alignment of all the living beings within sight is indicated by the text color.   Pay careful attention to alignment before attacking any non-player character:

Alignment	**Text Color**
Lawful	blue
Chaotic	yellow
Neutral	green
Evil	red
Self-defense target	purple

Remember, serious penalties are imposed on those who kill other players, or who kill lawful non-player characters.

Left click once on an entry line in the creature list to select that character or creature; in doing so, the character's or creature's name appears over the character's or creature's icon in the *game map* display.   Double left click on the character or creature entry to perform the default action for that character or creature.

A colored gem is located at the bottom of the creature list display; it is used to determine the color of your clothing.   Left click on the circle to change the clothing color.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Spell_Palette')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Belt_Contents_Display')}

FAST START: Spell Palette

The *spell palette* is an area for magic users to keep spell icons for quick access.   At the lower left of the display is the *time of day indicator*; during the day, this tells you whether it is dawn, daytime or sunset.   At night, it shows the phase of the moon: full, half, quarter or new.

You can learn more about the spell palette from the *Online Help* files when you create your first magic-using character.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Dialogue_Display')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Creature_List')}

FAST START: Dialogue Display

Although conversation from other players appears in the *main viewport*, the text in the *main viewport* may scroll by rapidly as terrain descriptions and the calls of nearby street vendors are displayed along with conversation.

The *dialogue display* offers a larger text area, dedicated to displaying conversational messages only; during more relaxed moments in the *Legends of Kesmai*, you can use the dialogue display to more easily take part in conversations.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Ring_Display')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Spell_Palette')}

FAST START: Secondary Viewport Buttons

Immediately beneath the *secondary viewport* is a row of seven buttons (reference H above), each corresponding to a specific display found in that viewport: the *character portrait*, *ring display*, *sack contents display*, *belt contents display*, *creature list*, *spell palette* and *dialogue display*.

Clicking on any one of these buttons will bring up the associated display.   Also, with the *main viewport* zoomed into *hex contents display* mode, items can be dragged and dropped directly onto the appropriate secondary viewport button, rather than having to flip back and forth between, say, the sack display and the belt display.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Hot_Keys')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Ring_Display')}

FAST START: Action Indicator

The *action indicator* (reference C, above) is located in the bottom left corner of the *game screen*, and displays the default commands associated with characters, creatures and item icons in the game; it also indicates action status.

When the mouse cursor is placed over a game icon, the default action associated with that icon is displayed in the action indicator.   If the game is ready to accept the default command, the default command text appears yellow.   If the text is blue, you must wait until it turns yellow to execute the command.

To execute the displayed default action, double left click on the item's icon.   The default command text turns blue, indicating that the action is being performed.   The text returns to yellow when the action is completed, indicating that the game is ready for another command.

FAST START: Offered-Item Holder

During the course of the game, other player characters may offer you an item; e.g., another adventurer may give you a spare weapon.   The *offered-item holder* (reference D above) is <u>not</u> used with non-player characters.   When using the offered-item holder, you must stand in the same hex as the other character to offer or receive an item.

An item that has been offered to you by another player character appears in the offered-item holder.   To accept the item, drag and drop it to your hand, sack or belt.   If you do not wish to accept the item, simply ignore it.

To offer an item to another player, drag and drop it on the other player character's icon; a ghost image of the item appears in your free hand.   If the other player character accepts the item, the ghost image disappears from your free hand.

If the other player character leaves your sight without accepting the item, the ghost image in your hand changes to the actual item icon.   To withdraw the offered item, left click on the ghost image in your free hand.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Active_Spell_Rack')}{button Back,JI(`LEGENDS.HLP',`FAST_START_The_Health_Indicator')}

FAST START: Active-Spell Rack

The *active-spell rack* (reference E above) displays icons for any spells influencing you, either cast by others, or as the result of a magic ring you are wearing.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Ready_Spell_Rack')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Offered_Item_Holder')}

FAST START: Ready-Spell Rack

A magic user may want to keep handy a favorite spell, or a spell likely to be needed soon. Drag a spell icon from the *spell palette* to the *ready-spell rack* (reference F above), where it may be held indefinitely until needed.   From there, simply double left click on the icon and it will appear in the *warmed-spell rack*, located immediately to the right.   Alternatively, you may drag and drop the icon to the warmed-spell rack.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Warmed_Spell_Rack')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Active_Spell_Rack')}

FAST START: Warmed-Spell Rack

Before a Wizard, Thief or Thaumaturge can cast a spell, the spell must be activated, or "warmed," for a short time before casting.   A spell is warmed by placing the *spell icon* in the *warmed-spell rack* (reference G above).   Knights do not have to warm their spells before casting.

To warm a spell, place the mouse cursor over the spell icon in the *Spell Book*, *spell palette* or *ready-spell rack*, and double left click on the spell icon.   The icon automatically appears in the warmed-spell rack.   After a short time, the spell is warmed and ready to cast.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Secondary_Viewport')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Ready_Spell_Rack')}

FAST START: Looting

You can look at *pile icons* in your own hex or in an adjacent hex using the *hex contents display*, which shows all the items lying in that hex.   If you are looking at an adjacent hex, you will not be able to drag and drop any items from the display.

If you are standing in a hex with a corpse, double left click on the corpse icon in the hex contents display to activate the "search" default command.   All the items in the corpse's sack are dumped onto the ground.   You can transfer items to your sack, belt or hands.

Whenever you drag and drop gold, a *Number Selector Pop-up* appears.   Simply left click on the ACCEPT button to transfer the entire amount shown.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Selling_Your_Loot')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Fighting')}

FAST START: Hand Contents Niches

Two *hand contents niches* (reference I above) are visible on the *game screen* at all times, showing the contents of your character's left and right hands (rings are displayed separately in the *ring display*).   To hold an item, drag the item icon to an empty hand niche, and drop it there. Your character can hold only one item at a time in each hand.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_The_Health_Indicator')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Character_Information_Scroll')}

FAST START: The Health Indicator

Three bar graph indicators (reference J above) are provided to allow constant monitoring of your three key statistics: hit points (red), stamina points (green) and magic points (blue).   The actual number of available points is displayed below each bar graph.

If you take physical damage in combat or from any other injury, you will lose some hit points. If your hit points fall to zero, you are slain.   Fortunately, hit points regenerate automatically, and even if you are slain, the gods will resurrect you.   You also will lose stamina points for heavy exertions, and if your stamina points fall to zero, you can move only one hex at a time.

As a beginner, your first character should be either a Fighter or Martial Artist.   You can learn more about magic points, the third bar graph, from the *Online Help* files when you create your first magic-using character.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Offered_Item_Holder')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Hand_Contents_Niches')}

FAST START: Command Line

Text commands are typed into the *command line* (reference K above), a one-line text entry window that also allows you to have conversation with other players.   Immediately to the left of the command line is a toggle button, which appears as a sword when the command line is in *text command mode*, and as a mouth when in *conversation mode*.

Both conversation and text commands are typed in and then executed by pressing the <Enter> key on your keyboard.

Text commands entered into the command line will not be executed when the text color is <u>blue</u>; pressing the <Enter> key will have no effect.   When the command line text turns <u>yellow</u>, press the <Enter> key to execute the command.   <u>Pay particular attention to this feature</u>; to execute the command, you must hit the <Enter> key when the text color is yellow.

Double left click on the icon to the far left of the command line to view the *scroll-back buffer* display on the *main viewport*.   This is a record of the last 200 lines of text displayed on the screen during the current game session.   The buffer is cleared each time you leave the game for the *conference room*.

The command line uses standard Windows text features: highlighting, text inserting, cut <CTRL+X>, copy <CTRL+C> and paste <CTRL+V>.   A text command stored in the paste clipboard can be inserted into the command line with <CTRL+V>.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Conversation')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Text_Commands')}

FAST START: Exiting the Game

To exit from *Legends of Kesmai* and return to the *conference room*, left click on the EXIT button (reference L above). Alternatively, you may type the text command "quit" into the *command line* and press the <Enter> key on your keyboard.

You may not exit the game if you are a ghost (you will be resurrected by the gods instead; then you may quit the game), or if you are standing in front of an active shop counter, locker or altar.

You also may not quit the game if you are engaged in combat. You will have to wait approximately one minute after wielding a weapon or taking a hit before you can quit.

Leaving the game without quitting (i.e., via a phone line disconnect) can cause serious difficulties for your character. See the *Online Help* files for more information on phone line disconnects.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Conclusion')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Entering_Legends_of_Kesmai')}

FAST START: Hot Keys

Here is a summary of the *hot keys* available in the *Legends of Kesmai*.   You may want to print this page of the Fast Start Guide, or copy these down, for future reference.   Hot keys may be used at any time, and are particularly useful for quickly accessing the various *secondary viewport* displays.

<ESC>	Close all pop-ups; cancel two-part actions, e.g. walking; return main viewport to map
<F1>	Open Online Help
<ALT+B>	Open belt display
<ALT+C>	Open character portrait
<ALT+D>	Open dialogue display
<ALT+H>	Open scroll-back buffer display
<ALT+I>	Open character information scroll
<ALT+L>	Open creature list
<ALT+M>	Open Spell Book reader (magic users only)
<ALT+P>	Open spell palette
<ALT+R>	Open ring display
<ALT+S>	Open sack display
<ALT+Z>	Open hex display for currently occupied hex
<ALT+.>	(<ALT+period key on keyboard>) Cycles active-spell rack to the right
<ALT+,>	(<ALT+comma key on keyboard>) Cycles active-spell rack to the left
<ALT+1>	Cycles spell palette to page 1
<ALT+2>	Cycles spell palette to page 2
<ALT+3>	Cycles spell palette to page 3
<ALT+4>	Cycles spell palette to page 4
<ALT+5>	Cycles spell palette to page 5
<CTRL+.>	(<CTRL+period key on keyboard>) Cycles secondary viewport to the right
<CTRL+.>	(<CTRL+comma key on keyboard>) Cycles secondary viewport to the left

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Adventuring_in_the_Dungeons')}
{button Back,JI(`LEGENDS.HLP',`FAST_START_Secondary_Viewport_Buttons')}

FAST START: Selling Your Loot

To exit the dungeon, stand on the up stair hex and use the "up" text command.   You can sell your loot to any shopkeeper in town.   The Tavern is a convenient location, on the west side of the main plaza.

Enter the Tavern and step up to the counter.   Rolf, the barkeep, will appraise any item you place on the counter.   If you put a ring on the counter and enter the text command "rolf, appraise ring," Rolf will tell you the identity and value of the ring, and whether or not it has any magical spell attached to it.

To sell the ring to Rolf, put it on the counter and use the text command, "rolf, buy ring."   Rolf will thank you for your business, take the ring and place gold on the counter.   You can drag and drop the gold to your sack or hand.   Only one character at a time can stand directly in front of a counter.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Spending_Your_Gold')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Looting')}

FAST START: Spending Your Gold

With gold in hand, you can patronize a shop or a street vendor.   In a shop, double left click on the price list to see what's for sale.   Place the required amount of gold on the counter, and use the "sell" text command.   In the Tavern, you might say, "rolf, sell ale."

To buy something from a street vendor, listen to his or her calls to determine the asking price, and then step into the vendor's hex and drop the required amount of gold onto the *hex contents* display.   The street vendor will snatch it up and drop the item he is selling in exchange.   Drag and drop the item to your hand or sack.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Getting_Ready_to_Play_the_Game')}
{button Back,JI(`LEGENDS.HLP',`FAST_START_Selling_Your_Loot')}

FAST START: Getting Ready to Play the Game

Now that you have learned the basics of life in the *Legends of Kesmai* , it's time to find out how to create a character and get into the game!

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Creating_a_Character')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Spending_Your_Gold')}

FAST START: Creating a Character

The first order of business for new players is to create a character. You may wish to print out this page for future reference. During character creation, you define the key attributes of your character; the choices you make will determine your character's:

- **Name**
- **Sex**
- **Nationality**
- **Occupation**
- **Character statistics**

You may create several different characters (up to a maximum of eight), but you can visit *Legends of Kesmai* with only one character at a time. You should create your first character as a Fighter, since a Fighter is considered the easiest and most straightforward occupation to run.

Before "rolling" -- or creating -- additional new characters, you may wish to refer to the *Online Help* files titled New Character Weapons and Skill Levels, and Character Statistics.

New characters are created on the *conference room* screen:

1. Press the CREATE CHARACTER button (third from the left on the *tool bar* at the top of the screen). The Character Creation window will appear.

2. In the Character Creation window, click on the NEW CHARACTER button. Type in the name of your character and click OK. Your character name can be any combination of upper and lowercase letters and the period (.) character, up to 14 characters in length (no numbers or any other characters will be accepted). If the name you choose is already in use by another player, you will be asked to enter another name. The period character may be used to define multi-word names, such as "Cloud.Walker", as no space characters are allowed.

3. Activate the Class drop-down menu and select a character class, or occupation. (A Fighter is the simplest -- and, therefore, the suggested – character class for first-time adventurers.)

4. Activate the Homeland drop-down menu and select a homeland. (Hint: Mnar produces good Fighters.)

5. Next, select your character's gender. The selection of male or female has no impact on the character's skills or development.

6. You are now ready to set your *character statistics*, which are expressed in *creation points*. Use the up and down arrow keys to assign the desired number of points in each category,

until all the available points are used up.   (For a Fighter, constitution, strength and dexterity should be set to maximum.   Split the remaining points between wisdom and intelligence.   Do not assign any points to charisma.)

When all character attributes are correctly defined, the ACCEPT button becomes active.   Touch the ACCEPT button to create your character and return to the conference room screen.   You are now almost ready to enter the *Legends of Kesmai.*

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Preparing_to_Enter_Kesmai')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Getting_Ready_to_Play_the_Game')}

FAST START: Preparing to Enter Kesmai

Once you have completed character generation, your character is created with third-level experience (1,600 experience points), and equipped with the basic necessities of survival: leather armor, a belt carrying the traditional weapons of your homeland, and a loot sack containing one gold coin (a symbolic gift from the authorities of Kesmai, meant to represent the many riches to come).

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Entering_Legends_of_Kesmai')}{button Back,JI(`LEGENDS.HLP',`FAST_START_Creating_a_Character')}

FAST START: Entering Legends of Kesmai

Once you've created your new character, you are ready to begin playing the game.   In the *conference room*, make sure your character name appears in the display at the top of the screen; then left click once on the ENTER GAME button at the top left of the screen.

A lawful character enters the game on the Municipal Dock at the south end of Kesmai Town. From this location, you may begin your adventures.

Good luck!

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Exiting_the_Game')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Preparing_to_Enter_Kesmai')}

FAST START: Conclusion

This concludes the Fast Start Guide.   After you experience the *Legends of Kesmai* for a while, be sure to familiarize yourself with the *Legends of Kesmai* game manual, contained in the *Online Help* files.   Answers to most of your questions will be found there.   Also remember to review the historical and background information found at the Kesmai Web site.

Thank you for choosing *Legends of Kesmai!*

{button Back,JI(`LEGENDS.HLP',`FAST_START_Exiting_the_Game')}

FAST START: Rules of Conduct

Since the inception of the original *Island of Kesmai* in 1984, Kesmai Corporation has found that the same standards of good behavior that apply to polite society apply to multiplayer games. Players are accountable for the actions taken with their accounts. A little courtesy and consideration can help head off many misunderstandings.

Always remember that other characters are real people with real feelings, and they should be respected as such.   Obscene or abusive language will not be tolerated, either in the game or in associated conference rooms, forums and bulletin boards.   Conflict between player characters within the game also is forbidden.

Kesmai Corporation reserves the right to enforce the spirit of the Rules of Conduct.   Contact Kesmai Corporation via e-mail if you have any questions or comments.   E-mail addresses are contained in the Online Help files.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Conflict_Between_Player_Characters')}
{button Back,JI(`LEGENDS.HLP',`Fast_Start_Guide')}

FAST START: Conflict Between Player Characters

Player characters (PCs) possess powers and abilities that, if misused, enable a player character to attack or kill another player character in *Legends of Kesmai*.

Kesmai Corporation policy bans the killing of other PCs; any player who willfully violates this policy will be barred from *Legends of Kesmai*.

This policy applies to ALL player characters, regardless of alignment.

This policy is not an acceptance of responsibility for the actions of abusive individuals. Kesmai Corporation will not replace losses that stem from player-against-player conflict. Note that you should not take it upon yourself to punish abusive players; instead, players who have a complaint against another player should notify Kesmai Corporation by e-mail.

Be sure to include your real name, your character name, the characters and user ID's involved, the circumstances, and the nature of your complaint. Any witnesses who send letters of corroboration will add strength to the injured party's claims.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Do_s_and_Don_ts')} {button Back,JI(`LEGENDS.HLP',`FAST_START_Rules_of_Conduct')}

FAST START: Do's and Don'ts

To reduce the odds of offending other players, there are a few points the newcomer to *Legends of Kesmai* should become familiar with:

Magic

Wizards, Thaumaturges and Thieves should be very careful with their spells around other players.   Before casting spells, all magic users should consider the effects of their spells on nearby players.

Thievery

In combination with their hiding and other covert abilities, Thieves have an especially high potential to relieve fellow players of hard-earned treasure.   Kesmai Corporation, and the player community in general, deplores this type of activity; stealing from fellow players is prohibited.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Game_Screen')}{button Back,JI(`LEGENDS.HLP',`FAST_START_Conflict_Between_Player_Characters')}

Placeholder page

Fast Start Guide

Welcome to *Legends of Kesmai!*

No doubt you're eager to begin playing, and this Fast Start Guide is designed to get you into the game as quickly as possible, while seeing that you have enough information to enjoy yourself once you get there.

If you've already been adventuring on the *Island of Kesmai*, the predecessor *of Legends of Kesmai*, you may first want to read over a listing of some of the important changes and new features you'll find in *Legends of Kesmai*.

This Fast Start Guide should take you about 30 minutes to complete, including reading the recommended *help files* and preparing your character.   Once you're in the game, spend some time in the Town of Kesmai, just getting used to moving around and interacting with things (and other characters) before you plunge into the dungeons.

If you haven't done so already, don't get too far along without reading the *Legends of Kesmai* background and historical information at the Kesmai Web site.   This information will greatly enhance your gaming experience and contribute to your understanding and enjoyment of the game environment.

We recommend you maximize this help screen as you use the Fast Start Guide to familiarize yourself with *Legends of Kesmai*.

{button Continue,JI(`LEGENDS.HLP',`FAST_START_Rules_of_Conduct')}

Important Changes and New Features for *Island of Kesmai* Players

You will find that, overall, *Legends of Kesmai* is very similar to *Island of Kesmai* in terms of geographic layout, general features and overall strategy.   The *graphical user interface (GUI)* is the biggest change; it eliminates much of the text entry that was part of *Island of Kesmai*. Most game actions can be accomplished with your mouse.

Complete online help is available.   An extensively revised and updated manual is available by pressing the <F1> key.

The *command line* is still present, and most of the text commands are still active; the game is much faster, so combining commands in a single line and "command stacking" is no longer supported.

An important change: The forward slash (/), formerly typed at the beginning of each line of conversation among player characters, is gone.   While conversation and text commands alike are typed in the command line, just as they were before, the function that now distinguishes one from the other – conversation from a text command – is a toggle button located immediately to the left of the command line.   When the button appears as a mouth, the command line is in conversation mode;   when the icon is a sword, the command line is in text command mode.

Also new:

-- The numeric keypad can be used to issue movement commands.

-- Resting now is accomplished automatically whenever you remain inactive in one spot. You also move up to a new experience level as soon as you have collected enough experience points to do so, assuming you are at full hit and stamina points.   The "rest" command can still be used to fizzle spells.

-- The mechanics of spell casting have been greatly changed by the GUI.   The Old Tongue chants have been replaced by easy-to-use spell icons.

-- A plain gold ring no longer is required for the Thief's Make Recall Ring spell.

-- The Illusion spell now casts true illusions -- for example, you can stand in the sea illusion and not get wet.   However, most creatures view the illusions as real, and will avoid them if they think they are dangerous.   See the Illusion spell description for more information.

-- "Background" experience points no longer are allotted simply for being in the game.

-- Recall rings now disappear after use.

-- Recall rings cannot be put on or removed in a in a no-recall zone.

{button Back,JI(`LEGENDS.HLP',`Fast_Start_Guide')}