

## Introduction

Welcome to the newbie guide for Vampire-Wars: New Era. This guide is being written with the sole purpose of teaching basic mud concepts to those who are just starting out. Whether you have never played a mud before, or haven't played a mud in years, this guide will get you up and running. While this guide may seem overwhelming at first, it will soon become second nature to you.

Before we begin, let me introduce myself. Over the years, I have gone by many names. However, most of you would more than likely know me as Palmer. I have been playing muds for roughly 10 years now. I started playing the original Vampire Wars not long after it came out and fell in love with it. I played original until it was shut down. Then, like many others, bounced around from clone to clone, never really finding a "home".

A few months ago, I came back to Classic, as at the time it was the only VW clone I could connect to. After playing there a short while, I grew tired of certain situations, and was informed that New Era would be opening up soon. I started reading the forums, and really liked what I saw. Shortly after speaking with Raziel, I offered to help build their website. And now, I find myself writing this guide.

I cannot stress this enough: PLEASE read this guide. No one will look down on you in the game for asking questions, but I can promise you that if you read this guide, most of your questions will be answered.

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## Character Creation

After connecting to the mud, you will have a screen asking for your characters name. The first step would be to select a name, type it into the prompt, and then press enter. As long as the name has not been used yet, you will be prompted to select a password, and then re-type a password. And then, it will ask you for the sex of your character. You can play a male, female, or be ambiguous and play as an "it".

After you have selected the sex of your character, you will be start selecting your stats, as seen below:

```
By what name would you be called?NewChar
You want to be called by NewChar? (Y/N)? yes
New character.
Give me a password for NewChar:
Please retype password:
What is your sex (M/F/N)? m

Your stats are: [Str 7, Int 13, Wis 3, Dex 9, Con 3.]:
To keep these stats type 'keep'. Anything else rerolls.
```

Once you get to this point, it's important to know what each of these stats do. So, let's go over that:

**STR:** Affects how many items you can carry, how much weight you can carry, and your hitroll and damroll(these will be talked about later).

**INT** - How much your practices increase your skill/spells.

**WIS** - Base WIS reduces cost of training mana.

**DEX** - Affects your AC, base DEX reduces cost of training move.

**CON** - Base CON reduces cost of training hps.

I greatly recommend hitting enter until you have AT LEAST 12 str/dex, but the closer to 18 both are, the better. DO NOT be afraid to press enter numerous times to get the stats that you want. As you can see below, I have done this numerous times.

```
Ok, rerolling...
Your stats are: [Str 3, Int 18, Wis 17, Dex 12, Con 4.]:
To keep these stats type 'keep'. Anything else rerolls.

Ok, rerolling...
Your stats are: [Str 4, Int 12, Wis 8, Dex 12, Con 18.]:
To keep these stats type 'keep'. Anything else rerolls.

Ok, rerolling...
Your stats are: [Str 11, Int 11, Wis 8, Dex 10, Con 12.]:
To keep these stats type 'keep'. Anything else rerolls.

Ok, rerolling...
Your stats are: [Str 16, Int 18, Wis 6, Dex 11, Con 4.]:
To keep these stats type 'keep'. Anything else rerolls.

Ok, rerolling...
Your stats are: [Str 17, Int 8, Wis 13, Dex 8, Con 16.]:
To keep these stats type 'keep'. Anything else rerolls.

Ok, rerolling...
Your stats are: [Str 16, Int 12, Wis 15, Dex 14, Con 5.]:
To keep these stats type 'keep'. Anything else rerolls.
```

Once you have typed 'keep' to select the stats that you want, your character is created and logged into the game. Our guide will take a detour in fighting to explain the communication system within the game.

## Communicating in the Game

If you notice, I have taken a detour in this guide. The normal progression most of you would think that would happen is explaining how to fight in the game. However, for those of you who are truly new to this game, one of your first questions is going to be: How do I talk?

The first channel you will be able to use is the newbie channel. To say something in the newbie channel, type: newbie <message>, without the brackets of course. Just note: Everyone can see what you type in the newbie channel.

If you want to send a message to one player only, type: tell <player> <message>.

A list of all of the channels can be found below:

AUCTION – This channel is almost never used.

CHAT – Your basic chat channel. You can only use this channel after you've become an initiate.

MCHAT – I still have no idea what this channel is for.

NEWBIE – Your chat channel until you become an initiate. No difference in newbie or chat.

MUSIC – Rather self explanatory.

QUESTION – The ideal place to ask a question.

BID – Used in correlation with the auction channel

VAMPTALK – A channel all vampires can see.

CLANTALK – A channel only your vampire clan members can see.

SHOUT -- Sends a message to all awake players in the world

YELL – Area wide talk. Mostly used for eq runs, or to ask who is in the area.

## Basic Commands

**Practice** - One of the first commands you will use. This command allows you to learn new spells and commands. Type 'prac' to see a list of all of the spells and abilities, 'prac <spellname>' will teach you how to use that spell/ability.

**Score** – This is a command you will be using forever, so get to learn it! Type 'score' to use this command. Your score will show you everything you need to know about your character.

**Basic** – This command shows your basic stances. There are four basic stances, all of which have a different bonus. Crane is always a good starter stance.

**Autostance** – The autostance command allows your character to automatically stance while starting combat. Once you set an autostance, your character will always default to that stance while starting a combat. To set an autostance, or change from your current stance, simply type 'autostance <stance name>'.

**Stance** – In combat, the stance of the reformer plays a very important role; you can't just stand there and exchange blow for blow unless you are very confident of your ability. Each fighting stance has advantages and disadvantages.

**Cast** – To use a spell, simply type 'cast <spellname> <target>'. If no target is selected, it defaults to yourself.

**Level** – This command shows you the current level of all of your stances, spells and weapons. The higher your skill, the more benefit you get from it. Each stance has it's own pros and cons.

**Kill** – I think this is self explanatory.

**Recall** – Takes you back to your "home". To set a new home, type 'home here' where ever you want your home to be.

**Train** – Training allows you to increase something. There are many things you can train. Type 'train' to see the list, and their costs.

**Scan** – This command "scans" the area around you. Basically, it looks north, south, east, west, up and down to see what mobs/players are in the room.

## Playing the Game

Now that you are signed into the game and know how to communicate with others, let's start talking about how to play the game. The admin staff has taken quite a bit of time in the first few rooms of the game. **READ THE ROOM DESCRIPTIONS.** These room descriptions contain  $\frac{3}{4}$  of the information you will need to play the game!

Assuming you have signed in, AND read the room descriptions, AND after navigating the basic starter zone, you will find yourself at the executioner. As you will notice in the room description, if you "say take me home", this will take you to the newbie area. In this area, you will stay for a little bit of time.

Before you kill anything, set your autostance. To set your autostance, type 'autostance crane'. I recommend starting with crane because it limits the damage your character will take, making it easier to survive.

After your stance has been set, it's time to start killing dinosaurs! From the room you are in, go north, and start killing! To kill something, simply type 'k <mobname>'. Once you have killed a few dinosaurs, type 'prac soulblade'. After you have practiced this spell, type 'cast soul', and then type 'wear soul'. The soul blade is a basic weapon, with one benefit: It drains hp/mana/move from your target, and gives it to you. Kill a few more dinosaurs, and when you get back up to 100 mana, type 'cast soul' and wear the soulblade.

Next, type 'score' to see your stats. Your score will contain the following line:

*"Str: X Dex: X Wis: X Con: X Int: X"*

The max any attribute can through training is 18. For example, say you created your character and your strength is at 13. You will want to type 'train str' 5 times. This will set your strength to 18. Getting your attributes to 18 before anything else is the best idea. As I mentioned before, strength affects how hard you hit the mobs, and dexterity affects your armor class. The lower your armor class, the less damage you take from a hit. Remember: Lower is better.

Once you have killed enough dinosaurs to get your attributes to 18, you will want to start getting your hitpoints, mana and move increased. The first, and most important, is hitpoints. To increase your hitpoints, type 'train hp <number>'. If you do not include a number, it will train it once. You can also type 'train hp all' to use all of your experience to increase your hp, 'train all <number>' to train your hp/mana/move a certain amount, and 'train all all' to use all of your experience to train an equal amount.

After a while, you will notice that there are not many dinosaurs around the area anymore. To make the area reset, and the mobs to start respawning again, type 'recall' to take you back to the executioner. Areas take roughly 60 seconds to respawn while you are not in the area. So, for

now, go north and type 'sleep'. Sleeping makes you regenerate your hp/mana/move while you are a non vampire. Also, by moving north from the executioner, you are moving to the healer. The healer will not only heal you up, but it will also cast beneficial spells on you, such as bless. After about a minute of being in the room, type 'stand', move south, and then 'say take me home' to get back to the newbie area.

Personally, I recommend training your hitpoints to 300, your mana and move to 250 before proceeding to get your newbie gear. To get your newbie gear, you'll want to move west from this room. Follow the road, until you find ghouls. Type 'scan' to see what mobs are in the rooms around you. Once you have killed a ghoul, type 'get all corpse'. This will grab all of items out of the corpse. Now, type 'wear all'. This will wear all of the items you have grabbed. Once you have all the gear, you should be wearing a total of 17 items. Type 'eq' to see what equipment you are wearing, and type 'inv' to see the items you are holding in your inventory. Your 'eq' should look exactly like the picture below.

```
You are using:
[On Finger      ] a newbie ring
[On Finger      ] a newbie ring
[Around Neck    ] a lightning necklace
[Around Neck    ] a necklace of corrosion
[On Body        ] a newbie chestplate
[On Head        ] a newbie helmet
[On Legs        ] a pair of newbie leggings
[On Feet        ] a pair of newbie boots
[On Hands       ] a pair of newbie gloves
[On Arms        ] a pair of newbie armguards
[Around Body    ] a newbie cloak
[Around Waist   ] a newbie girth
[Around Wrist   ] an icy bracer
[Around Wrist   ] a flaming bracer
[Right Hand     ] (Glowing) (Humming) NewChar's soul blade
[Left Hand      ] (Glowing) (Humming) NewChar's soul blade
[On Face        ] a newbie mask
```

## Important Spells to Know/Use

1. **heal**: this one is obvious I think.
2. **clot**: when you lose a body part you will need to clot the wound to stop the bleeding.
3. **mend**: you need this for when your bones get broken.
4. **regenerate** (regen): you will need those for when you lose body parts, you can pick up the part and stick it back on, the syntax for this is 'c regen "name".
5. **stone skin** (stone): this lowers your AC (armor class ... lower is better) by -40.
6. **armor**: again lowers you AC by another -20.
7. **shield**: again lowers your AC by another -20.
8. **bless**: This spell improves the hit roll and saving throw.
9. **frenzy**: Increases your hitroll and damroll, and reduces your AC.
10. **darkblessing**: This spells improves your hitroll and damroll
11. **earthquake**(ear): This is helpful for bashing. When you cast gas it attacks every NPC(Non Player Character) in the room. Having many mobs attack you at once saves you from having to type kill over and over again
12. **gas breath**(gas): Just like earthquake, only this spell tends to cost more mana, do more damage, and has a higher "lag" to it.
13. **faerie fire**(fae): Increases the AC of a target(remember high is bad when concerning AC)
14. **infravision** (infra): Lets you see in dark(Already on the newbie helmet).
15. **sanctuary**(sanc): Reduces the amount of damage that you take from all sources(This spell comes on your newbie cloak).

## **Conclusion**

At this point, you have learned the basics of the mud. I have made a bashing guide, and will be updating it regularly to ensure all of the information is current. The bashing guide can be found under the Game Information section of the main page, as well as on the forums.

If you have any more questions, do not hesitate to ask. You can ask in game, or in the forums.