



# The Official Furrymud Players Guide

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# The Official Fnymud Players Guide

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## PROLOGUE

(Written by Pestilence)

Welcome to the world of Fury. Our world is set in time where good and evil are caught in an eternal battle for the mortal plane. In our world, good and evil players are separated. Public channels or other normal mud commands such as the tell command, can't be used to players of the opposite alignment. The world itself is divided with two primary areas in the world, called homelands that each army (light and dark) can call home. Whitie and darkie homelands are different in design, but very similar in function. When you first step into the world, you will begin inside your homeland.

So, what do you want to play? One of the most important choices you can make when you start the game is that of your race. Race is one of the only player attributes you can't change during the life of your character. Many races have been designed for specific professions, so it will become important to determine the right race based on the type of character you want to play. Sound confusing? Well, don't let it... One approach is to make an initial guess on race and spend a few hours on the game learning commands, reading help files, and discussing your options with a helpful player or two. You can always 'delete character forever' and rebuild something that may better suit your needs.

Before we get into the basics, let me give you a few warnings. First, please remember, this is a multiuser dimension.... there are many different people from all parts of the world that play this game, and chances are that you won't agree with all of them, and you may come to dislike a few. Nothing unexpected, but when you learn to work with these people, it will make your stay much easier, and a hell of a lot more fun. Always treat others the way you would wish to be treated. Finally, in the end, Fury is just a game. Making the right choices with your race, or profession, or remote choices is important, but it's not earth-shattering. Underlying everything is your ability to enjoy your stay, make new friends, and kill a few people along the way...

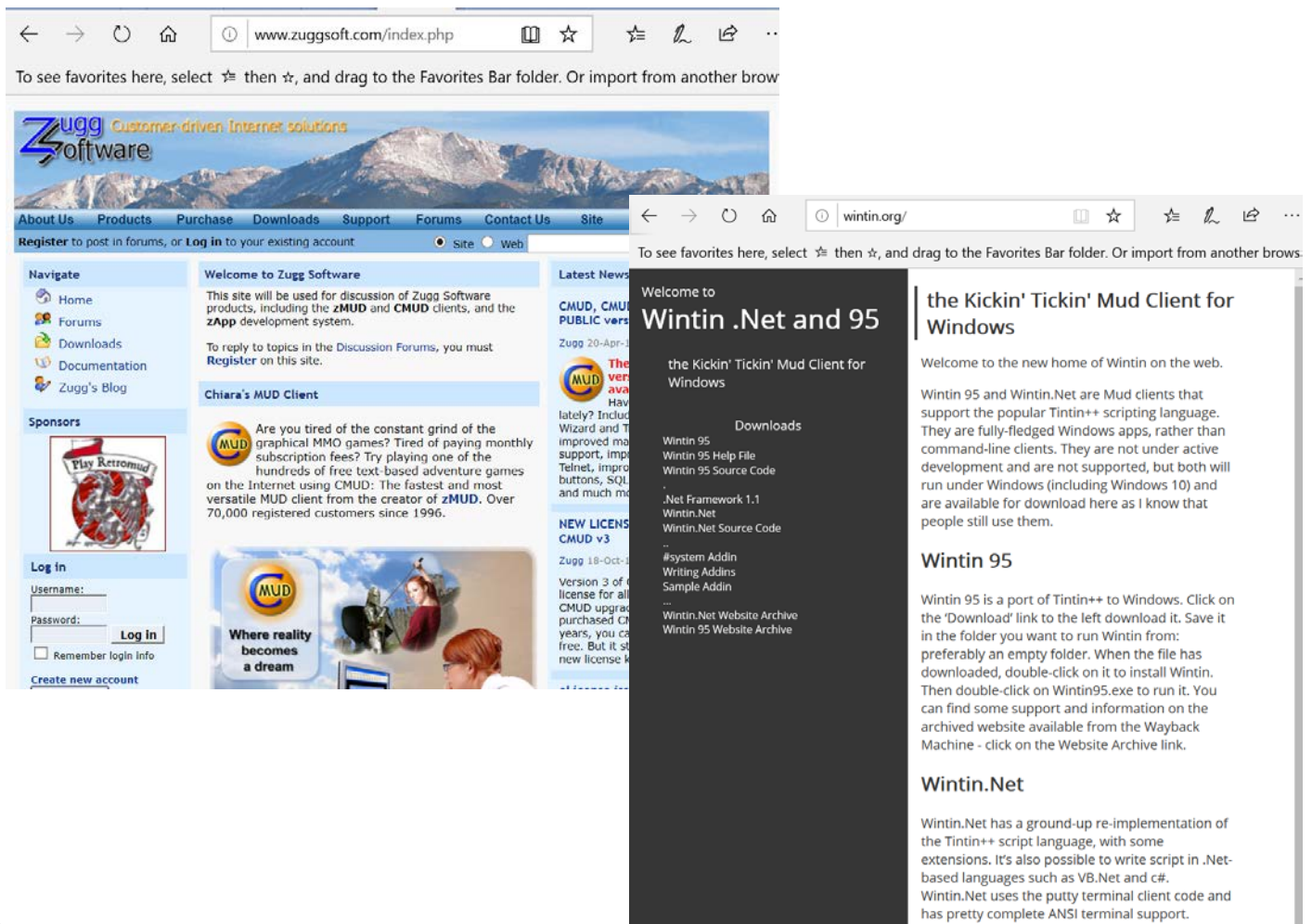
With that, let's get to it!

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## 1.0 MUD CLIENTS

A little-known fact with mere mortals, is that Multi-User Dungeons (or MUDS) have been around approximately 30+ years. Windows does allow the use of the telnet command, but a raw telnet session into the game will not come with the significant benefits of a mud client. In order to utilize a mud from a PC, we recommend that you download a mud client. There are two primary alternatives for this:

1. Zmud/Cmud found at [www.zuggsoft.com](http://www.zuggsoft.com) (\$30 one-time investment with zuggsoft software)
2. Wintin found at [wintin.org](http://wintin.org) (this is free, although nowhere near as feature rich)



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## 2.0 ROLLING A CHARACTER

Telnet into the site (furymud.com 1234), and start by “create <name>”. Use some discretion on the name, please.... immortal’s tolerance only goes so far, and using an inappropriate name or various other colorful metaphors won’t fly. After that, enter the password. Make sure it has a combination of letters and numbers, as well as something you’ll remember.

After you go through the basics, you’ll be greeted with a race select screen. There are 12 races on each side, and most pair off with another. Pick the side of light or dark, find a race that looks interesting, and give it a shot. When you choose a race, it will give you a preview screen with maximum stats, as well as racial bonuses and weaknesses. One key thing to remember: 30 is a maximum for any race.

Chances are, those races with a “30” have a weakness somewhere, those that don’t have a 30 are more balanced but do not have the power of attributes with higher scores, so do your research based on what you desire to play. Also, read further in the guide before you roll, as I’ll spell out a few tips and strategies depending on what profession you’d like to play. Here are some thoughts:

Army of Light	Army of Darkness	Str	Int	Wis	Dex	Con	Skills	Spells	Starting Abilities	Recommended Starting Profession
Azer	Efreet	26	28	21	23	27	22	43	Prot-Fire, Prot-Lava, Susceptible-Cold	Sorcerer, Warrior
Centaur	Drider	27	19	24	26	29	24	27	Infrared	Warrior
Dryad	Illithid	23	30	27	25	20	10	62	Infrared	Sorcerer
Dwarf	Minotaur	28	19	27	23	28	23	39	Wrestling	Warrior
Svirfneblin	Lich	24	27	30	23	21	14	58	Prot-Plague	Cleric, Sorcerer
High-Elf	Drow	23	28	28	24	22	12	56	Infrared, Mana-Boost	Sorcerer, Cleric
Solaris	Kenku	26	26	26	21	26	21	44	Flying	Cleric, Sorcerer, Warrior
Halfling	Skaven	25	24	21	30	25	25	29	Prot-Poison	Thief, Warrior
Stone-Giant	Ogre	30	23	21	24	27	26	20	Iron-Skin, Susceptible-Acid	Warrior
Treant	Troll	27	21	23	24	30	26	20	Troll-Regeneration, Susceptible-Fire	Warrior
Wild-Elf	Orc	26	27	19	28	25	22	38	Infrared, Fog-Vision	Thief, Sorcerer
Human	Human	25	25	25	25	25	20	42	Extra Guild, Change Alignment	Any

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Once you've selected a race, you get to select your starting profession. In Fury, the choice of profession during character creation will automatically assign your starting statistics. This is how starting statistics are assigned:

Starting Profession	Str	Int	Wis	Dex	Con
Cleric	18	18	19	18	18
Thief	18	18	18	19	18
Warrior	19	18	18	18	18
Sorcerer	18	19	18	18	18

Some key things to know about attributes include:

Attribute	Things Affected (Many others not listed)
Strength	Melee Damage, Carrying Capacity, Chance to Break Doors
Intelligence	Total Mana, Natural Casting Level, %Amount of Learned per Practice Point, Arcane Spell Damage
Wisdom	Total Mana, Natural Casting Level, Number of Practice Points Per Level, Mystic Spell Damage
Dexterity	Chance to Flee, Hitroll for Melee Weapons, Damage of Backstab and Circle
Constitution	Hitpoints Gained Per Level, Saving Versus Poison

Once you are logged into the game, the "Attribute" command will show your current attribute scores.

So, you've finished. Keep the character. Until you're validated you will not have access to the "who" command or be able to leave the homeland. Each homeland area has a tower (black and white) and each tower has a newbie area. Your first quest, should be to explore the tower (type enter portal) and find the "Underground Marketplace." The Underground Marketplace is an excellent place to learn about skills and spells, and some of the more intricate pieces about the lands of Fury.

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## 3.0 COMMAND STRUCTURE

When you first log into the game, you will see that you are standing in a room with no exits and apparently no way out. This starting room is known as “the portal”, you will begin the game here, wind up here if you die, and also be relocated here when you use the spell “word of recall”. The only way out of this room is to type the words “enter portal”, but before you enter the virtual world of Fury let’s give you some of the basics to help orient you to what you are seeing:

```
35hp 90mv 38m Stn:14.8 [B-HAND][B-HAND] (3601) > look
The Portal of Eternal Light [Mid-Air]
Your body seems suspended, listlessly in a chaotic maelstrom of swirling
white and black mist. As the mists cover your body, black and white tendrils
seem to pause, pulling your body either up or down. Looking far below your
body, the dense black mist seems to get heavier. Far above you, the white
misty tendrils form clouds. It seems the blackness brings with it great, yet
wonderous feelings of evil. Tainted only by the white tendrils persistence
at a heavenly conception of righteousness.
[Exits: none ]
The portal of eternal light shimmers in the nebulous of the void.
Pestilence the creator is standing here.
35hp 90mv 38m Stn:14.8 [B-HAND][B-HAND] (3601) >
```

This is the Army of Light’s version of the portal, as each alignment has a similar room. Virtual rooms in Fury are all presented in this way. The name of the room at the top, the sector type (mid-air in this case), the room’s description next (7 pretty cool lines of text), the obvious exits that exist in the room, the objects that are in the room, and the mobiles (mobs) and player characters also in this room at the same time. In the example above, there is one object; the portal of eternal light along with Pestilence (the creator) himself welcoming new players.

### A few core commands to learn early on:

- “Look” : Shows you the room name, description, exits and contents.
- “inventory” : Shows you the items you are holding. Abbreviation “i”.
- “wear <item>” : Attempts to wear an item you are holding in your inventory.
- “wear all” : Attempts to wear all items in your inventory simultaneously.
- “equipment” : Shows all items you are currently wearing. Abbreviation: “eq”.
- “eq all” : Shows all items you are wearing and empty location slots.
- “who” : Shows everyone logged into the game, for your army only.

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## Commands related to moving from room to room:

- N, S, E, W, U, or D : Movement (north, south, east, west, up and down).
- Enter : Used to enter an object in the room or invisible passage.
- "Enter portal" : Used to get out the room you begin in.
- Page <number> : Sets the number of lines displayed on your screen.
- Run <direction> : Used in special circumstances, takes a lot of moves.
- Board <ship name> : Used to board a ship.
- Leave : Used to exit a boarded ship.

## Commands for learning spells and/or skills:

- practice : Used when at an instructor to see skills/spells they teach.
- practice <skill name> : Used when at an instructor to practice skills they teach.
- practice <spell name> : Used when at an instructor to practice spells they teach.
- prereq : Used to see the prereqs of a spell or skill.
- prereq <profession> : Used to see the spells/skills available to a profession.
- skills : Shows all the skills you know and how well you know them.
- spells : Shows all the spells you know and how well you know them.

## Commands related to grouping:

- follow <target> : Used to follow someone so you can join their group.
- group : Used to show the information of the group you are in.
- group <target> : Used by group leaders to "group" someone following them.
- group all : Used by group leaders to "group" all people following them.
- grouptell : Used by group members to communicate with one another. Abbreviated with "gt" or the use of ";".



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## Commands for group leaders:

- ditch <target> : Used by group leaders to “ditch” someone following them.
- order all <orders> : Valid orders: meditate, stand, sleep, fly, board, leave, enter.
- order<target><order> : Valid orders: meditate, stand, sleep, fly, board, leave, enter.
- order <mercenary> engage <target> : Valid special orders to engage a target.

## Commands for killing things:

- kill <target> : Used to initiate combat.
- cast 'spellname' : Used to cast spells that do not require a target.
- cast 'name' <target> : Used to cast spells that require a target.
- blick corpse : Used to rip the head from a defeated player character.
- fight : Shows the current status of your “fight” settings.
- flee : Used to flee from combat.
- scan : Used to scan in every direction looking for mobs/players.
- disengage : Used to disengage from combat when you are not the tank.
- look in corpse : Used to see the items in a corpse. Always check!
- get all from corpse : Used to loot the items in a corpse.

## Other helpful commands:

- affect : Shows the affects on your character at the moment.
- attribute : Used to see information about your attributes.
- commands : This command shows all commands available based on level.
- config : Shows the current status of your configurations.
- enlist : Issue this command to enlist mercenaries from special mobs.
- enlist <number> : This will enlist the corresponding mercenary.
- guild : This command will show you currently acquired guilds.
- help <topic> : There is an extensive help file for help in the game.

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- meditate : Used to improve mana regeneration.
- prompt all : Used to show all available prompts.
- prompt <letter> : Used to set your prompt to a default shown on “prompt all”.
- prompt <string> : Used to create your own prompt, see “help prompt”.
- rest/sleep : Used to improve hitpoint, move, and mana regeneration.
- slist : Used to see information about potential skills/spells.
- quit : Used when you are ready to log out of the game.
- score : Used to show key information about your character.
- wimpy <number> : Set the hitpoints which you automatically attempt to flee.

There are lots of other commands in Fury – but these are a good start!

## Breakdown of the starting prompt:

```
34hp 90mv 38m Stn:14.8 [BOOK][B-HAND] (3601) >
```

Broken down these items in the prompt mean the following:

Item	Definition	Description
34hp	34 hitpoints	If hp reaches 0 you die.
90mv	90 moves	If moves reach 0, you won't be able to move.
38m	38 mana	Every spell has a cost in mana,...
Stn: 14.8	14 stone 8 pebble	Represents the weight you carry.
[BOOK]	Primary Hand	Holding a book in your primary hand.
[B-HAND]	Secondary Hand	Bare handed, nothing in your secondary hand.
(3601)	Experience Points	Experience points needed to the next level.

Using the command “prompt all” will show the default prompts available for use. If none of the default prompts fit your fancy, you are welcome to build your own, however, this recommended only for experienced players. Checkout “help prompt” for more information.

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## 4.0 BUILDING YOUR CHARACTER

All right, so you've seen the fundamentals of the game.... let's get to specialization. There is a total of 15 different professions, 4 different churches and 10 different guilds in the game, and all are open for you to join. Basic commandments are this... one profession at a time, one church at a time, any combination of guilds.

### 4.1 Professions

Each homeland has 16 apostles representing each of 16 professions. When using the mapping command, and the "map viewmobs" feature the locations of the apostles in your homeland will be displayed in your map – making them easier to find! Profession masters can be found in four churches surrounding the central city of Ashbourne. Take the token purchased from the apostle representing the desired profession, bring the token to the profession master, and issue the "profession join" command. Simple as that. Below is information found with the "help profession" command, and displays each profession, the associated religion, and where they can be found.

```
Each homeland has 16 apostles representing each of 16 professions. These apostles
carry tokens that can be purchased, that are required by profession masters in
order to switch professions. Profession masters also allow you to increase your rank.
Profession masters can be found co-located with four major deity types:

Sevumas (God of War): Located east of the forest of Prismatic Druids
- Warrior      : A true master of armed combat and defensive maneuvers.
- Ranger       : A bounty hunter specialized in tracking with limited use of missile weapons.
- Berserker    : A savage brute that shuns defensive tactics in favor of focusing on offense.
- Warlock     : A spelliard who specializes in the use of both fire and the whip.

Yilil (Goddess of Mysticism): Located in the Floodplains of the Mithrandrelle
- Cleric       : A man of the cloth who is trained in healing and protective magics.
- Druid        : The powers of nature and the earth lend their aid to these forest warriors.
- Monk         : Perfect harmony of body and spirit produce this master of unarmed combat.
- Templar      : A holy warrior who uses his faith as both a weapon and a shield.

Miredrind (Goddess of Arcane): Located in the Plain of Plagues
- Sorcerer     : True masters of the intricacies of magic.
- Alchemist    : A dabbler in magical arts and a master of brewing potions.
- Necromancer  : Death gives power to these practitioners of dark magics.
- Psionicist   : A spell caster that attacks with their mind for physical damage.

Droarid (God of Guile): Located in the Sinz Forest
- Thief        : A walker of the shadows and master of the dagger.
- Assassin     : Shadows and a poisoned blade are companions of this purveyor of death.
- Swashbuckler : A dazzling rogue of uneven odds with wit as sharp as his blade.
- Bard         : A trickster, of sorts, that can significantly impact the tides of battle with song.
```

Players are allowed if not encouraged to switch to and from professions at any time!

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## 4.2 Guilds

Guilds are organizations of professionals which share common knowledge about certain trade secrets and lore about the world. When you join a guild, you gain certain advantages for joining depending upon the guild you choose. Guilds are open to people of all alignments and races. Some spells and skills are dependent upon particular guilds in order to be used effectively.

Guilds include:

- |                    |  |
|--------------------|--|
| - Assassins Guild  | Located: West Old Road and surrounds   |
| - Bards Guild      | Located: The Bazaar of Kings and Fools |
| - Fighters Guild   | Located: West Old Road and surrounds   |
| - Healers Guild    | Located: The Kalistine Caverns         |
| - Herbalists Guild | Located: Windrift, the Sea of Sand     |
| - Mages Guild      | Located: The Mages Tower               |
| - Merchants Guild  | Located: Ashbourne and surrounds       |
| - Morticians Guild | Located: The Artic Wasteland           |
| - Rangers Guild    | Located: Stygian Lake and surrounds    |
| - Thieves Guild    | Located: The Passages of the Magsman   |

In order to join a guild, you must first find the guildmaster for that guild and pay the 250 copper initiation fee. You may join a maximum of ANY three guilds, unless you're human (they can have 4). One additional guild can be added each time a player undergoes a successful Soldierx mutation. Guild without any additional argument, when not at a guildmaster, shows the guilds you are, and are not a member of...

### **When you're with a guildmaster:**

Syntax: guild leave

Syntax: guild info

Syntax: guild join

### **When you're NOT with a guildmaster:**

Syntax: guild



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## 4.3 Religion

Religion is fairly easy to summarize. There are four religions in the world, each devoted to one aspect of the game. Each religion has a church/temple near Ashbourne that contains a high priest/priestess that allows followers to commune for an item. Each religion has three different items that you are allowed to commune for upon joining, yet only one of these three has a bonus to your attributes.

Churches and Religion		
Deity	Faith	Attribute Item
Sevumas	God of War	Strength
Miredrind	Goddess of Arcane	Intelligence
Yilil	Goddess of Mysticism	Wisdom
Droarid	God of Darkness	Dexterity

Communing for an item is quite simple. You join a religion at any point in the game (it's free!), go out and gain a few warpoints (1 after you join is required), and then check your standing in that religion. Typing "deity tablet" will give you a list of the top 20 people. Think of that as a pecking order, if you will. The higher you sit on the tablet, the better the chance for you getting an item. The tablet boards are "wiped-clean" once a month or so by immortals so that new faces have equal chances at all items.

Example: If you're sitting in 7th place, and commune say, for Sevumas gauntlets and get them...if anyone above your spot decides they want an item from the same Deity, they can steal it away from you. You will receive a message when that item is yanked from your grasp and bestowed on the player with greater "faith" (warpoints) in the church. Let's get "how do I get warpoints for my religion" out of the way. Two easy methods... one is to kill someone of the opposite alignment while you are a member of that religion... easy as that. The second method, mentioned earlier, has to do with that corpse. By blicking a player's corpse, you will have the head of that person that you can sacrifice at the altar of your church. Do that, and you will get bonus deity warpoints and climb in notoriety in the eyes of your deity.

Note: Just because you're a warrior does NOT mean you have to or should join Sevumas. The same goes for other professions and their respective churches. Do some research before joining a church in order to determine which would benefit you most before you choose.

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## 5.0 THE ROAD TO POWER

This section of the player's manual has four primary components, information on experience, player killing, remorting, and the soldierx program. Without further ado:

### 5.1 Experience

Fury has been designed to be a "team-sport". Generally speaking, the more people you can find to work with you, the easier things will be. This creates initial challenges for new players who do not know a lot of others. The most efficient way to work your way into the game is make a few friends. Talk with people, get to know them, invite them to join you.

The methodology behind gaining experience is rather simple.... kill something (player or mobile) and you will gain experience points. Get enough of these experience points and you go up a level. When you level, you will be granted additional hitpoints, moves, mana, and the capability to learn better skills and spells. Additionally, by raising your character levels you will also eventually have the ability to remort. Remorting is described later in this document.

As you move through the world, you walk through different areas designed by various world file builders. Typing 'areas' will display a list of all open areas. The area in which you stand is shown with a red asterisk. Always remember to use the CONSIDER command before you attempt to fight. If it gives you no response, try again; sometimes you can't judge a battle correctly the first time through it in your mind... GCONSIDER works as well. These commands still need a little work for accuracy, however still provide you helpful information. At low levels, there is little penalty for dying, and at level 1 there is almost no penalty. Therefore, feel free to get to know the mud... exploring is the only way.

During xp, a well rounded group is best. Usually made up of a thief (or 2 – for circle), a warrior (for bash), a cleric (for healing), and some firepower – like a sorcerer in the back. The best groups are templar led, since with the right gemstone they are capable of increasing the number of people that can participate in xp (through the use of crusade) and improve xp received. During xp what should you do? Generally, you should listen to your group leader. The best group leaders make use of the gjob command. Gjob, stands for groupjob, and empowers leaders to set responsibilities during xp or PK!

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## 5.2 Player Killing and Ranking

Now we get to the fun stuff, player killing.... otherwise known as PK. In your travels of the mud, or perhaps listening to the various channels (gossip, newbie, etc.) you'll hear about or see something like:

+\* An Enemy \*+ walks in from the south.

That "+\*" designation is at the heart of this game, and means you've found someone of the opposite alignment. When you encounter someone from the opposite alignment, you can do one of three things:

1. Run
2. Fight
3. They run, you chase and kill them.

Now you have other issues to deal with, like spellcasting, tackling, chasing, and other various tactics that usually involve more than one player. If you are lucky or skillful enough to kill another player, four things happen:

1. **Trophies:** Type trophy, if you were in a group, and your group delivered the killing blow with you in the room, congratulations, you now have a trophy of that person and their level.
2. **Warpoints:** Warpoints are a sign of prestige (type topten), as well as ranking in your current profession (discussed later).
3. **Blicks:** Remember this command: blick corpse. A rather gruesome part of Fury, you are given the opportunity to rip the head off a corpse and sacrifice it to your deity, gaining favor from your deity and the opportunity to use a holy item.
4. **Loot:** Loot! One of the best parts of the game...you get to take all that loot from the corpse and split it amongst your group members, or if you were solo, be greedy and keep it all for yourself. Check out the "splitorder" command.

During player killing, the group leader has a lot of responsibility. They take command of the group, and often bark orders to people within the unit. Common things you are likely to hear from your leader or others in your group include:

- "Spam": This means type "kill evil/good" over and over, in case the leader runs into someone of the opposite alignment.
- "Target Billybob": This means the leader wants you targeting Billybob during the fight.
- "Flee": It's only four letters, I hope this one doesn't confuse you...
- "Stop Jaden from casting": This means do some damage to break his concentration.
- "Loot me": This means things didn't go as planned...

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There isn't a better adrenaline rush than to have a good playerkill. Some people are more of a challenge than others, so don't let it get to you if a kill is a cakewalk...there are better ones to come. Ok, so we've covered xp, pk, basic commands, rolling a character.... let's get into the special objectives as well as some finer points.

When you first join a profession, you start as rank one (1), and get this nifty aura that you can wear. As you progress in the game, and make kills on the opposite alignment, your warpoint total will grow. When it reaches a certain point (500 for rank 2), you can now go back to your profession master and increase your rank. You want to do this for two reasons:

1. Your aura is now upgraded. They get better as you get higher.
2. Your ranks have a lot to do with certain spells and skills, including durations, damage, and other various things.

The price is relatively cheap (10 gold per rank), but the requirements do go up (500 warpoints for rank 2, 1000 for rank 3 and so forth.) Kind of an incentive to be involved in player killing, isn't it?

Typing the "rank" will display something like:

```
9900H 3000M 320M [FW][B-HAND] W:0 W:52.4 > rank
You fight for the Army of Darkness as a Psionicist.
You are rank (2) and are referred to as the Mind Stealer [0 wps].

      You hold the following ranks in non-active professions:
[+]-----[+]
[  1 wps] You're ranked as (4) a Canon among Clerics.
[ 100 wps] You're ranked as (1) an Oath Taker among Assassins.
[ 588 wps] You're ranked as (1) a Freelance Soldier among Mercenaries.
[   2 wps] You're ranked as (2) a Blood Drinker among Berserkers.
```

Total ranks is used in some spells, particularly for duration. You will find, there is tremendous benefit in having multiple inactive ranks – no matter what your current rank is...



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## 5.3 Remorting

In the world of Fury players may decide to 'remort'. This option is much like becoming reborn. You are reduced to level 1 and every level costs slightly more then your previous remort. However, when you remort you are able to purchase additional skills and abilities to become more powerful. Remorts 1-5 will provide 40 remort points to spend. After 5, remort points decrease by 5. This stops at remort 9, thus 9 and up provide 20 remort points. You can use a maximum of 20 letters during any single remort. Your experience table will increase with each additional remort (harder to level). There is a maximum of 16 remorts.

```
9900H 3000M 320M [F][B-HAND] W:0 V:52.4 > remort level
You have remorted 0 times.
Your next remort will provide you 40 remort points to spend.

Remort 1.) Level Required: 60 and Questpoints: 0
-->You are level 110 and have attained 0 Questpoints.
Remort 2.) Level Required: 62 and Questpoints: 0
Remort 3.) Level Required: 64 and Questpoints: 0
Remort 4.) Level Required: 66 and Questpoints: 0
Remort 5.) Level Required: 68 and Questpoints: 0
Remort 6.) Level Required: 70 and Questpoints: 0
Remort 7.) Level Required: 70 and Questpoints: 0
Remort 8.) Level Required: 70 and Questpoints: 0
Remort 9.) Level Required: 70 and Questpoints: 0
Remort 10.) Level Required: 70 and Questpoints: 0
Remort 11.) Level Required: 70 and Questpoints: 0
Remort 12.) Level Required: 70 and Questpoints: 0
Remort 13.) Level Required: 70 and Questpoints: 0
Remort 14.) Level Required: 70 and Questpoints: 0
Remort 15.) Level Required: 70 and Questpoints: 0
Remort 16.) Level Required: 80 and Questpoints: 0

9900H 3000M 320M [F][B-HAND] W:0 V:52.4 > remort cost
-----
Example: REMORT AAAAAFFF (5 points of Strength and 3 skill slots)

A 1 point of Strength.....( 5 rps, 5 max per remort, to race max)
B 1 point of Intelligence.....( 5 rps, 5 max per remort, to race max)
C 1 point of Wisdom.....( 5 rps, 5 max per remort, to race max)
D 1 point of Dexterity.....( 5 rps, 5 max per remort, to race max)
E 1 point of Constitution.....( 5 rps, 5 max per remort, to race max)
F 1 skill slot.....( 3 remort points, 20 max total)
G 1 spell slot.....( 3 remort points, 20 max total)
H 1 point of Arcane Damage.....( 9 remort points, 9 max total)
I 1 point of Mystic Damage.....( 9 remort points, 9 max total)
J 1 point of Mfactor.....( 6 remort points, 12 max total)
K 1 point of Pfactor.....( 8 remort points, 8 max total)
L 1 point of Backstab Damage.....( 6 remort points, 9 max total)
M 1 point of Circle Damage.....( 6 remort points, 9 max total)
N 1 point of Kick Damage.....( 7 remort points, 8 max total)
O 1 point of Saves.....( 2 remort points, 16 max total)
P 1 point of Attack Damage.....( 9 remort points, 9 max total)
Q 1 point of Offensive Bonus.....( 3 remort points, 16 max total)
R Redo Your Remort Choices.....( 0 remort points, at any remort but the first)
S 4 additional Hitpoints.....( 1 remort points, 40 max, 160 hp total)
T 2 additional Moves.....( 1 remort points, 50 max, 100 mv total)
U 1 point of Pommel Damage.....( 7 remort points, 8 max total)
V No Hunger.....( 2 remort points, only once)
W No Thirst.....( 2 remort points, only once)
X 1 point of Mana Regeneration.....( 4 remort points, 8 max total)
Y 1 point of Hp Regeneration.....( 3 remort points, 10 max total)
Z 1 point of Move Regeneration.....( 2 remort points, 15 max total)
? Human alignment conversion.....( 0 remort points, at any remort)

Note: Remort without arguments will show your current remort bonuses.
See also: [REMORT][SOLIDIERX]
```

The many remort choices allow a diversity of characters to exist in the world. Some people believe that outright damage (through APB) is a good move for a tank, and offensively they would of course be correct, however, there are implications and benefits to all choices. For example, the effectiveness of troll regeneration is based on the maximum hitpoints of the troll at any given level. Therefore, if the troll has remorted for bonus hitpoints, they are actually increasing the effectiveness of their innate regeneration. Many bonuses like this one exist, but we treat this as one of the challenges to Fury, explore and find the options that best suit you, and your style of game play...

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## 5.4 The Soldierx Program

Syntax: soldierx	(shows your soldierx benefits earned)
Syntax: soldierx preop	(shows your current choices for your next mutation)
Syntax: soldierx stat1 value	(sets stat1 to values of STR,INT,WIS,DEX,CON)
Syntax: soldierx stat2 value	(sets stat2 to values of STR,INT,WIS,DEX,CON.)
Syntax: soldierx augment num	(sets augmentation plan to values 1-24, 'help aug')
Syntax: soldierx operate	(makes your preop choices final!)

The army of light was the first to discover this horrific way to mutate its army into stronger fighting machines. The army of darkness was not far behind thanks to its research and espionage and both armies have developed this capability in an effort to prevent the other side from unbalancing the pendulum.

Hidden in both homelands is a special room with the corresponding army's surgeon that has become skilled at taking the most powerful soldiers (16 remorts and 80th level) and mutating their bodies to become increasingly powerful. With each operation, player characters are reset to level 1 with 0 remorts. Players who are implanted/mutated gain the following permanent abilities each time they undergo the implantation, up to a maximum of five times:

- ✓ Increase the number of guilds that can be obtained by 1.
- ✓ Increase the racial maximum of any two stats, chosen by the player, by 1.
- ✓ Increase to the power and duration of some spells/skills.
- ✓ Increase to the racial maximum of spells and skills that can be learned by 1.
- ✓ Increase to racial base armor class by 10%.
- ✓ Ability to add 1 new special racial power to the character ('help xpowers').

Although you can set and review your pre-operation values from any room in the game, as well as review soldierx choices from the past, you will not be able to finalize the operation for your current soldierx augmentations without visiting with your army's surgeon.

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The augmentations/mutations that can be selected include:

```
9900H 3000M 320M [EV][B-HAND] W:0 W:52.4 > help implant
=====
The complete list of available powers that can be selected when you undergo surgery
from the soliderx program for augmentations that include:

( 1) Infrared:      Implant eyes: ability to see in the dark.
( 2) Awareness:    Implant ears: avoid backstabs and circles - sometimes.
( 3) Mindshield:   Implant mind: limited protection from mind-based attacks.
( 4) Wrestling:    Implant body: additional damage while groundfing/chance to tackle.
( 5) Fog Vision:   Implant eyes: lets you see through fog.
( 6) Leg Armor:    Implant legs: improves AC of your legs & protection while wrestling.
( 7) Body Armor:   Implant body: improves AC of your body & protection while wrestling.
( 8) Head Armor:   Implant head: improves AC of your head & protection while wrestling.
( 9) Arms Armor:   Implant arms: improves AC of your arms & protection while wrestling.
(10) Leg Strength: Implant legs: damage while wrestling, chance to stand while wrestling.
(11) Body Strength: Implant body: damage while wrestling.
(12) Hand Strength: Implant hand: damage while wrestling.
(13) Arm Strength: Implant arms: damage while wrestling, chance to tackle.
(14) HpRegeneration: Implant skin: improves hipoint regen ability significantly.
(15) MnRegeneration: Implant skin: improves mana regen ability significantly.
(16) MvRegeneration: Implant skin: improves move regen ability significantly.
(17) Hand Speed:   Implant hand: chance for an additional attack per round.
(18) Foot Speed:   Implant foot: improves ability to flee, retreat, stand while gfing.
(19) Channeling:   Implant mind: improves all colors of your natural casting by 5 levels.
(20) Mana Boost:   Implant mind: increases your total mana pool.
(21) Spell Speed:  Implant mind: increase casting speed on all spells.
(22) Fins:         Implant fins: natural swimming ability, improve flee from water.
(23) Water-Breath: Implant gills: ability to breathe underwater.
(24) Protect Poison: Implant glands: Reduced chance of effects and reduced duration.

Each time you become altered, you can select one power, up to five maximum alterations.
See 'help soldierx' for more detail on other benefits.

See also: [SOLDIERX][REMORT][REINCARNATE]
```

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## 6.0 TRIALS, TRIBULATIONS, AND TIDBITS (THE 3 T's)

This section of the players manual is intended to give the player a little additional background into playing characters on the game. Three major areas will be discussed; gems and spell casting, grouping and hiring mercenaries, and words of advice.

### 6.1 Gems and Spellcasting

Let's face it. You want to be able to cast those larger spells. You want to be invisible, or drop a meteor storm on a group of enemies. The only way you'll be able to accomplish this is through the use of gemstones. Gems load in various places and various mobs throughout the game, but they are simplified into two types: single and dual color. You'll notice the difference immediately, as dual color gems have two colors to them. An example:

```
[A] [L18] [M 60] a rough agate gemstone
[W] [L18] [M 60] a rough blue amethyst gemstone
[F] [L18] [M 60] a rough carnelian gemstone
[E] [L18] [M 60] a rough malachite gemstone
[A] [L32] [M 60] a rough diamond gemstone
[E] [L32] [M 60] a rough emerald gemstone
[F] [L32] [M 60] a rough ruby gemstone
[W] [L32] [M 60] a rough sapphire gemstone
[A F] [L30] [M 40] a rough jacinth gemstone
[A W] [L30] [M 40] a rough moonstone gemstone
[A E] [L30] [M 40] a rough smokey quartz gemstone
[E F] [L30] [M 40] a rough sunstone gemstone
[E W] [L30] [M 40] a rough turquoise gemstone
[A] [L56] [M 90] a sparkling faceted agate crystal
[W] [L56] [M 90] a sparkling faceted blue amethyst crystal
[F] [L56] [M 90] a sparkling faceted carnelian crystal
[E] [L56] [M 90] a sparkling faceted malachite crystal
[E W] [L47] [M 70] a sparkling faceted aquamarine crystal
[E F] [L47] [M 70] a sparkling faceted garnet crystal
[A W] [L47] [M 70] a sparkling faceted smokey quartz crystal
[A F] [L47] [M 70] a sparkling faceted rose quartz crystal
[A F] [L62] [M 70] a sparkling faceted jacinth crystal
[A W] [L62] [M 70] a sparkling faceted moonstone crystal
[E F] [L62] [M 70] a sparkling faceted sunstone crystal
[E W] [L62] [M 70] a sparkling faceted turquoise crystal
[A] [L70] [M105] a sparkling faceted diamond crystal
[E] [L70] [M105] a sparkling faceted emerald crystal
[F] [L70] [M105] a sparkling faceted ruby crystal
[W] [L70] [M105] a sparkling faceted sapphire crystal
```

Notice that some gemstones have A, E, F, or W. This means that this gem offers one of four types of mana; air, earth, fire or water. Most spells draw from your mana pool, and require mana from a specific color. It works like this:

Natural casting level = (Intelligence + Wisdom) / 2



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My character has 18 in both, my casting level is therefore 18. I attempt to cast infravision which is a 19th level fire spell. It will fail because naturally the highest-level spell I can cast is 18. However, if I was to hold a rough ruby gemstone, my fire mana casting level would increase to 30. Thus, allowing me to cast the spell. Additionally, my max mana now includes the gem's mana bonus described in the screen shot from above.

The above scenario looks like this without holding the ruby, when I type "mana":

Fire mana available is : [ 87] (Max spell level 18).

Air mana available is : [ 87] (Max spell level 18).

Water mana available is : [ 87] (Max spell level 18).

Earth mana available is : [ 87] (Max spell level 18).

After holding the rough ruby gemstone and typing "mana" I would see:

Fire mana available is : [147] (Max spell level 32).

Air mana available is : [ 87] (Max spell level 18).

Water mana available is : [ 87] (Max spell level 18).

Earth mana available is : [ 87] (Max spell level 18).

Ah, look at that. I now have 147 mana to use, and my spell level has risen in the fire category to 32. Now I can cast the likes of Detect Invisibility and so forth. Pretty good deal! Arguably the two most valuable gemstones in the early game are a rough diamond and a rough ruby gemstone. The reason is quite simple: those two gems unlock the basis for most of your utility spells, including infravision, detect hidden, detect invisible (all fire based), and the key spell levitation (air based). If you get ahold of these gems, you want to hold onto them. They do make your life much easier in the game, and oh.... you can cast some pretty decent attack spells with them also.

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## 6.2 Grouping and Hiring Mercenaries

See information below:

```
9900H 3000M 320M [FW][B-HAND] W:0 W:52.4 > help group
```

-----

Individual commands:

Syntax: follow <character>

Syntax: group

Syntax: ditch

As a leader, you can use the following commands:

Syntax: group <character> or ALL

Syntax: group <character> #

Syntax: ditch <character>

Syntax: group notify <string>

The follow command will start you following another soldier in your army. To stop following someone, simply follow yourself. If someone is following you, you can group them with the group command. Group members share experience points from kills and may use the gtell and split commands.

As a leader, grouping a character already grouped will kick them out of the group but will not stop them from following you. Ditching them will stop them from following you and remove them from the group.

If a character's name is followed by a number, the designated player will be placed in the corresponding position behind the leader of the group. Any character ordered in this manner will remain in their formation until the group is disbanded or they are removed. A well organized group starts with a good leader.

See also: [SCAN][GJOB][GTELL][SPLIT][ENLIST][ORDER]

```
9900H 3000M 320M [FW][B-HAND] W:0 W:52.4 > help enlist
```

-----

Syntax: enlist : Issue to see enlisted mercenaries available from a mob.

Syntax: enlist <num> : Use this to hire the associated mercenary.

This command will allow you to enlist the help of mercenaries from a select few mobs around the world that seek payment for hiring these henchmen/women. Issue this command by itself when at a mercenary seller to see the list available and issue the "enlist num" command where num is the number of the mercenary you wish to hire. Keep in mind, henchmen are helpful for xp in many ways, although it's always better xp when your group is made up of real player characters.

See also: [GROUP][ORDER]

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## 6.3 Overhead Mapping Feature

Fury comes with a special in game mapping tool that displays the geography around you.

Syntax: map : show the mapping configuration  
Syntax: map on : turn on the mapping feature  
Syntax: map off : turn off the mapping feature  
Syntax: map fixed : keep map centered when it's on  
Syntax: map refresh : update the map without having to move  
Syntax: map viewmobs : show mobs on the map, including apostles in homelands  
Syntax: map viewplayers : shows players of the same alignment on the map

The map command shows the current status of your mapping settings. 'Map on' turns on the mapping feature and 'Map off' turns it off. 'Map refresh' simply updates the map without moving; helpful to see moving players and mobiles without having to move to see updates to the map.

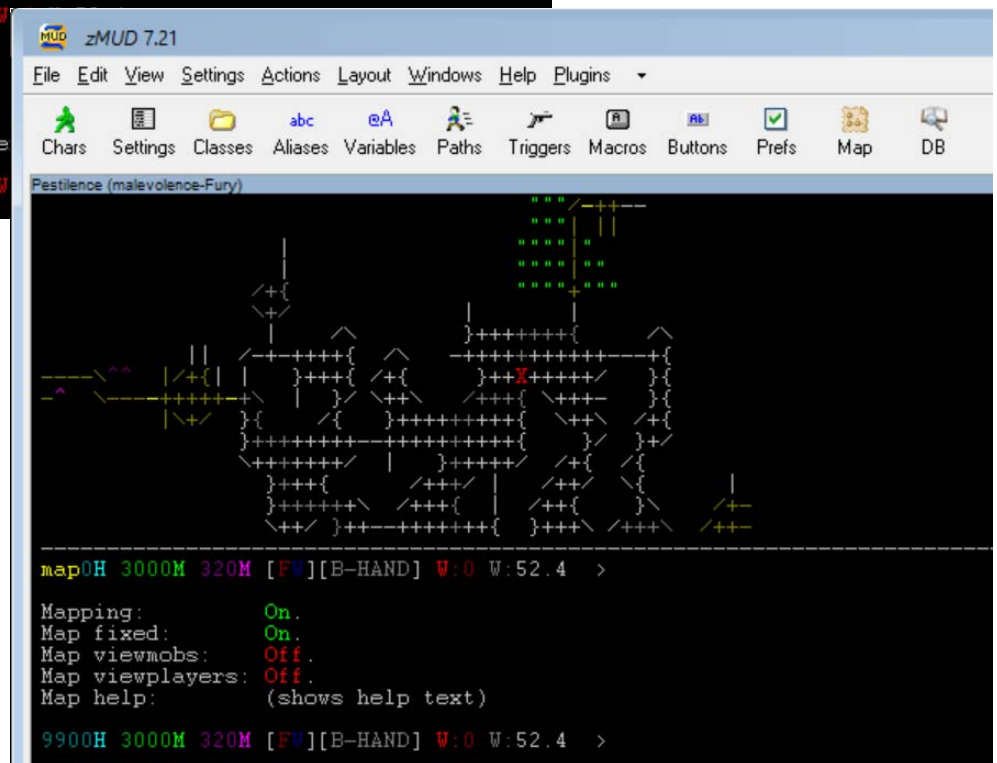
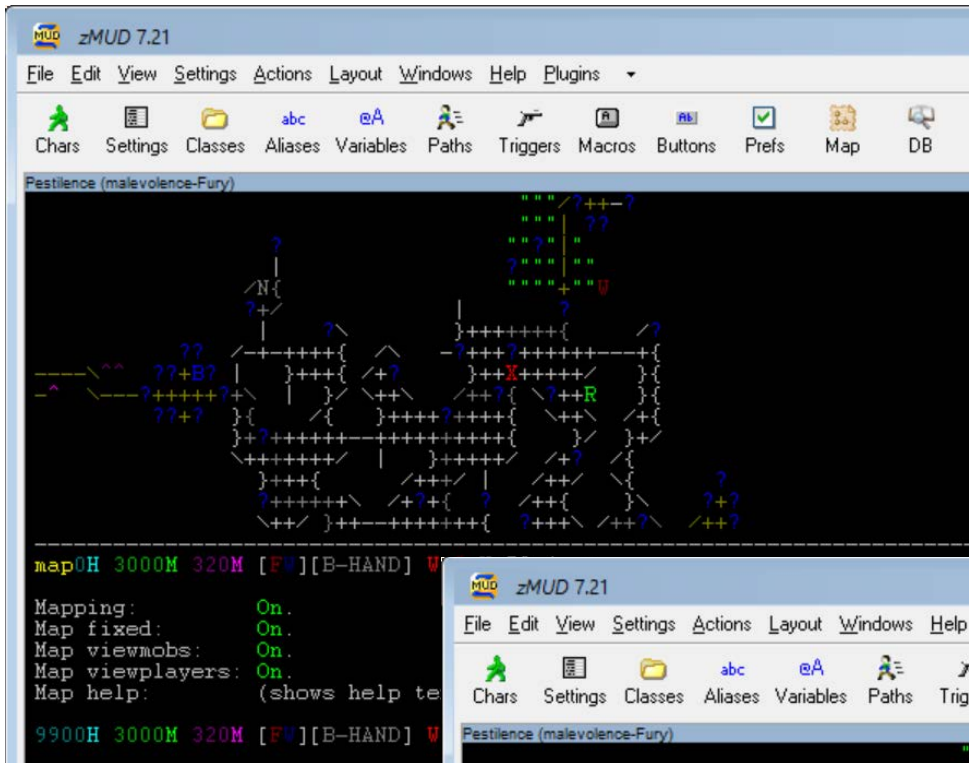
'Map viewmobs' places a blue "?" on the map where each mobile is located. In your homelands, viewmobs on, allows you to more easily find profession apostles which sell tokens to enable switching professions. You can also see players of your own alignment with the command 'map viewplayers'.

'Map fixed' turns on a mapping feature which keeps you (the big red X) in a fixed position in the center of your map window. With 'map fixed' on; the map redraws itself - keeping you in the center of the window as you move. With this feature turned off, as you move the red X moves through the map window until you reach a border and then the map is redrawn.

The website has a great graphical picture of the world of Fury in the picture gallery. If you are new to the world of Fury, we strongly suggest printing a copy of the Fury map from the picture gallery as it's critical you understand where main points in the game are located.

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Let's look at darkie homelands with viewmobs on! Note the example map below, shows the location of the apostles for the following professions: Bard (B), Necromancer (N), Ranger (R), and Warrior (W). The big "X" shows where you stand, and the blue "?" represent other mobs. The letters used to show apostles are intended to give hints based on their color in addition to the letter chosen. With viewmobs off, you would see the map, but you would not see any mobs (like the bottom picture shows!). Use the mapping feature – it will help immensely!





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## 6.4 Words of Advice

A few words we think will be helpful:

1. Ask if you have questions.
2. Be polite.
3. Type out your words, correct your typo's, use good grammar.
4. Don't use all-caps sentences.
5. When you're starting, flee early so you don't get the "this-guy-dies-all-the-time stamp".
6. Don't chat unnecessarily a lot when you're a starting player.
7. Help the mud advertise by visiting and voting on [www.mudconnect.com](http://www.mudconnect.com).
8. Donate to the mud to help augment costs of artwork, advertising, servers, and the bulletin board.
9. Take care of new players, welcome them, help them out; it's about long-term success.
10. Enjoy your time away from the real world!

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## 7.0 FREQUENTLY ASKED QUESTIONS

### FAQ: "There is hardly any gold or equipment I can get! This sucks!"

Response: This unfortunately frustrates many new players. The best way to get started is to make some friends and group. Grouping is for experience for the most part, but also to get decent equipment. Some professions are VERY hard to play solo (such as cleric), so think about this when choosing your profession. This mud was designed so that item over bloating would not get totally out of hand, and it DOES take a while to store up any decent amount of money. Everyone is in the same boat as you, so don't worry... you aren't the only one with a short sword when you first start! :)

=====

### FAQ: "How do I turn chat and battleground messages off? It's annoying!"

Response: Type CHANNEL to view all your channel and setting configurations. To turn on and off channels, such as CHAT, you would type: "chat on" or "chat off". If you are turning on or off a setting, such as BATTLEGROUND messages, use "channel +battleground" or "channel -battleground".

```
Channels:
-----
[ Counciltalk ] You have the counciltalk channel toggled on.
[ General     ] You have the general channel toggled on.
[ Wartalk     ] You have the wartalk channel toggled on.
[ Thunder     ] You have the thunder channel toggled on.
[ Trade       ] You have the trade channel toggled on.
[ Pray        ] You have the pray channel toggled on.
[ Immtalk     ] You have the immtalk channel toggled on.
[ Godtalk     ] You have the godtalk channel toggled on.
[ Echat       ] You have the echat channel toggled on.
[ Gchat       ] You have the gchat channel toggled on.
[ Legiontalk  ] You have the legiontalk channel toggled on.
[ Achat       ] You have the achat channel toggled on.
[ Chat        ] You have the Chat channel toggled off.
[ Newbie      ] You have the newbie channel toggled on.

Settings:
-----
[ ADVICE      ] You are listening to the advice channel.
[ AUCTION     ] You are listening to the auctioneer.
[ battleground ] You are ignoring battleground announcements.
[ NOTIFY      ] You are listening to game event notifications.
[ TELL        ] You are listening to tells from anyone.
[ YELL        ] You are listening to yells.

Channel Syntax: <channel name> on OR off.
Setting Syntax: channel <+setting name> OR <-setting name>.
```

=====

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## **FAQ: "Can I get a reimbursement for something I did wrong, or lost?"**

Response: No never. Here's why... It's not a good policy to start since it creates far too much administrative overhead. We will never reimburse over the loss of anything that isn't a direct result of something an immortal did.

=====

## **FAQ: "Can I ignore people who bother me?"**

Response: The answer is yes. The ignore command (ignore <persons name>) will prevent you from seeing them communicate in the game. "Ignore" without an argument will show you the list of people you are currently ignoring.

=====

## **FAQ: "Crashes and reboots! How annoying! Can't you stop them?"**

Response: I will try to refrain as much as possible from rebooting, although it may sometimes be necessary. In the event of a reboot, I will provide warning by a global echo three minutes in advance. It is your responsibility to get to safety and cease the battle you may be fighting in that amount of time. When I reboot accept it, it's not within your control.

Crashes happen unpredictably, and I have no control over them. I have, and will continue to do my best to remove all bugs, but there may be a few that pop up. If you find a bug, please use the bulletin board BUG thread reached from the website (help www). Corpses SAVE over reboot (if NOTHING was taken from it), so when you log in again, your corpse is recreated at the place of death. Please note that corpses do not reappear after reboot; they appear when the character that died logs in again. Losing an item you just got or losing experience happens often when the mud crashes, and once again I want to stress that there will be NO reimburses.

=====

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## **FAQ: “Bah, I died, it’s time I let everyone know how unhappy I am, right?”**

Response: If you have just been killed, are pissed off (for whatever reason), or feel some great injustice has been done, do not spam or use public channels to complain (unless you are positive you never want to play the mud again). My suggestion is to go offline and take a breather. Come back when you’re cooled down and get some friends to seek revenge... or even better, remember it's just a game, and it still may be fun without having your perfect equipment.

Remember, you WILL get killed, and one person's fun is another’s misery. It works like this, and you can't be on the winning end all the time. Keep this in mind, and think how happy you just made the darkie/whitie who killed you, remember their name and get the sucker next time :)!

=====

## **FAQ: “I play thousands of hours, so I have a right to complain when I think the code should be changed, don’t I?”**

Response: I am very, very open and willing to discuss the current code base and improvements on it. In my 25+ years of mudding, I have never met an immortal that took as much time as I do to gather feedback and make the game function the way players want... If you have a complaint, I suggest tact in how you bring it up with me. Treat me with the same level of respect that I treat each of you with... Simply said, you’re more than welcome to talk with immortals about things you find problematic, but always remember:

1. We owe you nothing.
2. Don’t demand anything... creativity and how you recommend something increases the likelihood of it being addressed.
3. Use the bulletin board system for recommendations ([www.fnymud.boards.net](http://www.fnymud.boards.net))
4. We will remove any post or message from someone who isn’t respectful, tactful, and kind in discussing any problem mud related.

=====

## **FAQ: “Can I get the source code for this Mud?”**

Response: I will relinquish the mud to my successor someday. Not for a while... And I hope to find someone to help run the game that’s younger, and more driven 😊. Otherwise – the code is not for sale, and not available for reuse.

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## **FAQ: What other websites out there support this mud and how can I help advertise?**

Response:

- Website: [www.furymud.com](http://www.furymud.com)
- Bulletin Board: [www.furymud.boards.net](http://www.furymud.boards.net)
- Facebook: [www.facebook.com/groups/furymud](http://www.facebook.com/groups/furymud)

We encourage our players to get out to other bulletin boards and online forums where gamers hang out and share about our game. [www.mudconnect.com](http://www.mudconnect.com) will soon have information on Fury – be sure to visit and vote for it frequently.

=====

## **FAQ: What are your ten most compelling goals for the mud?**

Response:

1. To be the best, most detail rich, exciting player killing mud on the internet.
2. To have over 100 players regularly online.
3. To collect donations to pay for server hosting, advertisement and web artwork.
4. To use custom artwork to help with advertisement to bring in new players.
5. To stay focused on mud balance.
6. To be new player friendly.
7. To be a challenge for experienced players.
8. To see all bugs squashed.
9. To provide players with a fair, well run, exciting world to be a part of.
10. To be respectful of every player.

=====



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## 8.0 THE SEVEN COMMANDMENTS

At Fury, we try to keep rules to a minimum. Most of the rules are hard-coded, however, you should be aware of the seven (7) commandments:

**Commandment 1.** Thou shall not multi-play or swap characters.

We define multi-playing in a broad sense. You are allowed one character at any time on Fury. If you log into another character, at any time, regardless of the alignment, before deleting your first character, you are breaking this commandment. You must roll your own character. At any time if we prove you are not the original owner of a character you are in; we reserve the right to delete both characters.

**Commandment 2.** Thou shall not abuse bugs.

All bugs must be reported. If we find out you exploited a bug that is used to crash the mud or cheat, and you do not report it, you are breaking this commandment. This is something we are very strict about, in order to make sure everyone has an enjoyable, fair, fun place to be.

**Commandment 3.** Thou shall not script during xp if you're not at the computer.

It is ok to make a script/use triggers to automate actions during xp. However, we require you be at the keyboard and able to respond. If you need to go away from the keyboard for any amount of time, we ask that you turn your script off and turn it back on when you get back. Exception: You may have a trigger to keep your character logged in while "leeching" experience from the group if you are AFK. You may not engage, cast spells, heal team members, or do damage to the mob, etc. if you are not at the keyboard.

**Commandment 4.** Thou shall not spy or assist the opposite alignment.

Spying or assisting the opposite alignment is defined to mean providing any assistance to the other side. This includes smuggling equipment, cash, providing warpoints, or even just information. The opposite alignment is your enemy, period, end of story.

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## **Commandment 5.** Thou shall not use triggers or scripts during PK.

You may not script or use triggers during PK fights in any fashion if they cause your character to take action on someone of the opposite alignment. Commands such as movement in any direction, or skills that do damage or have an affect; like bash, backstab, cast, flee, kill, etc. if they are issued by your client and not by you during PK events, are considered illegal. During PK it is allowed to have triggers that makes you fly, stand, meditate, rest, or report what you see on a scan. Mappers that move your characters during PK are also illegal.

## **Commandment 6.** Public channels and titles.

We will be strict regarding public channel usage and titles. As a rule, if you are unhappy with the game, complaining about dying, frustrated with a spell or skill, or frustrated with another player, you should NOT broadcast on a public channel. Additionally, spamming (entering the same line more then once) on a public channel is extremely frowned upon.

## **Commandment 7.** The infamous 'all else' commandment.

Many other things are a detriment to game play. Suffice to say, if you hear a warning from an immortal listen to it. We reserve the right to delete and/or punish you (in any manner we see fit) if we feel you are a detriment to the game.