Game Manual

Minions of Mirth Manual:
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History of Mirth

Basic Cosmology

There are 4 parts to reality: The 'Loom' that constrains the fabric of reality. The Loom defines what can exist. The 'Fabric' which is the sum of all possible realities. The Fabric is the physical form of the possibilities the Loom allows. The 'Fabric' is made of countless and innumerable individual threads, that intertwine with each other. One sets of threads runs counter to the other and carries the potential of Chaos, the other thread *(that runs counter to the chaos thread)* carries the potential of Creation. Creation allows for the physical world and Chaos allows for the world to grow and change. The Chaos threads are collectively called the Blight, and the Creation threads have countless names. The thread of importance to us is called Mirth. *(Source: Revealer History)*

Basic Geography

The World is called Mirth, the Island that the City of Trinst resides on is named Fainum *(meaning "Safe Place" in the Old Tongue)*. The Frostbite Islands exist in the northernmost part of the world. The Island of Naince which lies across the sea to the east of Fainum is also called the Forbidden Island or the Dead Isle. *(Source: History of the Undead Wars)*

Time Unrecorded

The Divines that move within the Loom were named The Kaana Uuruka rae Esh *(Those Who Bring Creation and Life)*. They split into two factions that war over the course that creation is to take. The outcome of the war trapped the Kaana Uuruka Gen *(Those Who Bring Destruction)* in the Blight and the Duuma Esh Alaashiim *(Those Who Preserve Life's Beauty)* into the physical world of Mirth. *(Source: Revealer History)*

The Kaana Uuruka Gen displaced the existing lesser Divines that inhabited the Blight. These Divines fled the Blight into the physical world. The ones that entered into Mirth are known as the Blightborn, and are also called dragons. About the Blight Lords *(Kaana Uuruka Gen)* little is known, except that the most powerful of these is worshipped by the Minions of Darkness and has been named by them the Lord Profane, who is served by other Blight Lords *(The Maw Insatiable is one of this group)*. The Lord Profane is most certainly the most powerful thing that exists. *(Source: Revealer History, Doom Knight Epic)*

The Blightborn are angry beings who desire to return to their position of power in the Blight. Five Blightborn survived the escape into Mirth, these are Krekkorak the Ancient, Volsh the Cruel, Charune the Vigilant, Glorg the Sullen, Bohorag the Severe. Of these Krekkorak somehow became imprisoned in the volcanic mountains of the Jakreth Jungle. The most powerful of the Blightborn did not survive the emergence, but lives on as an undead being of tremendous power, this is Durukan the Unliving. Somehow the emergence of the Blightborn in the world of Mirth created the Drakken, the oldest of all the peoples of Mirth. *(Source: Revealer History)*

The Point at which the Blightborn entered the land of Mirth was weakened by their emergence. This place is called the Breach. It exists today in what is known as Hazeroth Keep.

The Duuma Esh Alaashiim entered into Mirth, took on physical form and became the earthbound. They have become more savage and animalistic as time wore on, but are none the less beings of amazing power. Their names are Khur, Phos, Thokolu, Azagwar, Guuramekk, Xathaqa, Nesheer. Of these, Nesheer has disappeared. *(Source: Revealer History)*

The Four Lords of the Fundaments, the Elemental Lords, help shape and continue creation within the physical world, but their power does not extend into the Blight. The Blight operates under a different set of rules. These are Akath Sur, Akath Koh, Akath Fal, and Akath Des. Together they govern the seasons, the physical world, and the spirit and health of the peoples of Mirth. *(Source: Tempest History)*

3000 Years Ago

The people known now as the Warlings build the Blight Keep over the Breach, the weak spot left between realities from the entrance of the Blightborn.

2000 Years Ago

Hemnosh rules Mohrum Desert. At the end of his life he becomes a powerful undead lord, and Hemnosh the WarLich rules for one thousand years. How his empire collapsed is unknown at this time.*(Source: Hemnosh Quest)*

400 Years Ago

The Adumbrate is formed. A council of Revealers and Wizards who have formed to fight the growing danger to society that is posed by the Breach and whoever inhabits the Blight Keep. They form with the Monks as their arm of enforcement.

300 Years Ago

The Dwarven House Stoneblood rules over the Drakken and Orcs of Jakreth Jungle in an often unforgiving manner.

150 Years Ago

Rtharo the Plaguebringer rises in power. The Adumbrate sets Ouxu Fekrum against Rtharo the Plaguebringer to save society upon Fainum. *(Sources: Rtharo the Plaguebringer Quest, Ranger Epic Quest)*

50 Years Ago

Tesh Naw of the Eldritch Pact takes up residence in the Blight Keep, now named Naw Keep. Surrounded by the Doom Knight Profane Guard lead by Karryon Brommek, she summons The Maw Insatiable from the Blight. The Adumbrate sets Jarek Arayan against Tesh Naw. Ranger Jarek Arayan enlists the aid of Paladin Flaine Hurgeon of House Hurgeon, together the raise a large force of Rangers and Paladins who ultimately triumph. Tragically, after victory Jarek, driven mad by the Breach, murders Flaine, murders his peers in the Circle of Rangers, then wanders off into the Eastern Waste and kills himself.*(sources: Ranger Epic Quest. Doom Knight Epic Quest)*

30 Years Ago

The Drakken and Orcs, blood enemies, unite against their common foe of the Dwarven House Stoneblood. They form an uprising that is remarkable in its brutality. The Dwarven House had triumph in their grasp until the Drakken priests managed to release Krekkorak the Ancient and set him upon the Dwarves. All but a handful of the Dwarves of House Stoneblood are burned, butchered, or eaten. Zorlak Durghast is one of these survivors.*(source: House Stoneblood History)*

12 Years Ago

An undead army arrives on the shores of Fainum after killing every living thing on the Island of Naince. Lead by the Lich King Drekkur Vask, they take up residence at the Blight Keep, now named Vask Keep. With the power of the Breach, Drekkur Vask contacts Hemnosh the WarLich and becomes even more powerful. Drekkur Vask marries Veazza Leer and takes as student Azael Leer. With the power of the Breach Drekkur brings into our realm Hazeroth. Drekkur launches a campaign to kill every living thing upon Fainum.*(sources: Necromancer Epic Quest, Undead Wars History, Ranger Epic Quest, Hemnosh Quest)*

10 Years Ago

The Adumbrate sets Percival Pedrail against Drekkur Vask. Pedrail enlists the aid of friend Jobeech Ric and Durryst Tahtald. Durryst Tahtald is heir to House Tahtald of Talrim Hills and brother of Pedrails once betrothed, Alhalba Tahtald. Pedrail, Ric, and Tahtald manage to kill Vask and Veazza Leer. Azael Leer escapes. Durryst Tahtald gives into the darkness of the Breach, promises servitude to Hazeroth and betrays Percival Pedrail and Jobeech Ric. *(source: Undead Wars History)*

5 Years Ago

In a preemptive strike, the Adumbrate sets Errama Dend and the Monk order of BlightBane against Hazeroth at the Blight Keep, now called Hazeroth Keep. The Monks each carrying the devastating weapon of their order, the Staff of Serpent Striking, manage to defeat Hazeroth's entire army rendering Hazeroth impotent. They do happen to fall short of killing Hazeroth and Durryst Tahtald. As far as it is known, every last member of the Order BlightBane is sacrificed, and every Staff of Serpent Striking is shattered. Hazeroth reassembles the fragments of the Staff of Serpent Striking into a complete version, as a reminder of his failure.

Getting Started

SYSTEM REQUIREMENTS

Windows
Windows XP, 800mhz Athlon or Pentium, 256 MB RAM, OpenGL 3D Graphics Accelerator w/ 64 MB RAM

Macintosh
OSX (version 10.4 or greater), G4 or G5 Processor, 256 MB RAM, OpenGL 3D Graphics Accelerator w/ 64 MB RAM

Controls
A keyboard and mouse are required for playing Minions of Mirth.

Resolution
The minimum screen resolution is 1024x768.

INSTALLING MINIONS OF MIRTH

Windows – Close all running programs. Double-click on MomFreeEdition.exe and follow the instructions. A shortcut will be placed on your desktop, double-click on this icon to run the game.

Macintosh – Close all running programs. Double-click on MoMFreeEdition.dmg and follow the instructions. *(Note: If you're using Tiger, this file should automatically open otherwise use the appropriate version of StuffIt Expander, which can be found here:* http://www.stuffit.com/mac/expander/)

MAIN MENU
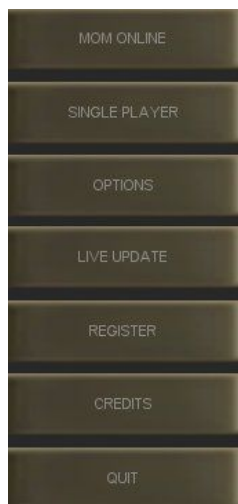
MOM ONLINE	1. MoM Online – select multiplayer and LAN multiplayer game modes.
SINGLE PLAYER	2. Single Player – start/continue a persistent single player game.
OPTIONS	3. Options – change graphics, controls, audio, and gameplay. See below.
LIVE UPDATE	4. Live Update – download the latest patches.
REGISTER	5. Register – create an online account for multiplayer access. See below.
CREDITS	6. Credits – view the game credits for Minions of Mirth.
QUIT	7. Quit – exit game.

Options

There are 4 panes available under the Options selection: Graphics, Controls, Audio, and Gameplay *(single player only)*. Once you've made your changes, click on Apply Changes to return to the main menu. Please see windows below:

Register

Public Name – This is your login name and will get used in the game in some situations. Once this name is chosen, it cannot be changed.

Email Address – This must be a valid email address as this will be where you will receive your password and verification that your registration was successful. Once you've entered the proper information, click on the Register button.

Important Terminology

Active Character – Your Active Character is the character that is interacting with NPC's, handing in quest items, shopping, repairing, etc. This can be changed by using the F1-F6 keys or by clicking on a portrait of another character. This is not necessarily your visible character. (Official Prairie Games, Inc servers only allow single character parties.)

Alliance – An alliance is made up of multiple players. Each alliance can have up to 6 players fighting together, sharing experience and loot.

Avatar – This refers to the look of your character in the 3D environment. Any of your characters can be set to be your viewable avatar. Please see the Default Commands section for information on how to change your current avatar. (This can be changed in single player mode and on player run servers, official Prairie Games, Inc servers only allow single character parties.)

Character – This refers to your individual party members.

Multiclassing – Each of your characters can multiclass in up to 3 careers. The Primary Career is set up when creating the character. At level 5 you can choose a Secondary Career and at 15 a Tertiary Career by visiting the appropriate trainer in your starting city.

In the Character Window ("C") of each character you can adjust the amount of experience that is allocated to each of the 3 careers by using the slider bars. If the bar is all the way to the left, no experience will be allocated to that career. If the bar is all the way to the right, all of the experience will be allocated to that career. The total of the 3 sliders cannot exceed 100%. *Note: It takes more experience to level up in your secondary and tertiary careers than it does in your primary.*

Party – In single player mode you can create a group of up to 6 characters playing at any given time.

Creating a new character

CHOOSE A REALM

To create a new character you must first select their starting realm. There are 3 playable realms in Minions of Mirth: Fellowship of Light, Minions of Darkness, and Monster.

Note: To play in the monster realm, you must first unlock monster templates by completing quests in the game.

Fellowship of Light*(FoL)* – The Fellowship of Light characters start in the City of Trinst. As a member of the Fellowship of Light you are concerned with preserving the land and maintaining the balance that exists within the World of Mirth.

Minions of Darkness*(MoD)* – The Minions of Darkness characters start in the City of Kauldur. As a member of the Minions of Darkness your desire is to spread chaos and destruction through the World of Mirth.

SELECT A RACE

DARK ELF

**

Realm: Minions of Darkness

Deity: Kauldur. Kauldur & Sashaan are the Father and Mother of the Elven race. Kauldur and Sashaan gave birth to the second oldest of the races of Mirth: the Elves. Sashaan the Mother is nurturing, insightful, and quick witted. Kauldur the Father is cunning, decisive and callous. Soon after giving birth to the Elves, it became clear that each of the parents had different dreams for their children. Sashaan thought her children would be stewards of the land, Kauldur thought his children would be rulers of the land. Over time these differences became more pronounced and eventually became irreconcilable. Sashaan's children became fair skinned and spread across the land and lived a nomadic life. They worked to become one with the world, and enjoyed its diversity. Kauldur saw this and his rage grew. He collected up his favorite children and guided them to a dark and somber place to build a home. In this unforgiving landscape Kauldur's Elves began to reflect their father's desires, not just in action but also in form. They became smaller, dark and cruel. They became the most cunning of all the races upon the land. The Elves worship Sashaan the Mother, and feel pity and sympathy for their kin the Dark Elves. The Dark Elves feel nothing but loathing and hatred for their kin in return. There is prophesied among the Elves one named Kuruhaut, an Elf born anew of Kauldur and Sashaan that will reunite the two races, but it is unclear whether the Elves will be reunited for good or for evil.

Available Classes: Assassin, Barbarian, Cleric, Doom Knight, Druid, Necromancer, Revealer, Shaman, Tempest, Thief, Warrior, and Wizard.

DRAKKEN

**

Realm: Fellowship of Light, Minions of Darkness

Deity: All Drakkens, regardless of class and realm affiliations, worship the Blightborn. When the Blightborn entered this world, the energies given off by the Breach created the Drakken, the oldest of all races. They recognize the Blightborn as true Gods, the true rulers of two realms, and the creators of the Drakken.

Available Classes: Assassin*(MoD only)*, Barbarian, Cleric, Doom Knight*(MoD only)*, Monk*(FoL only)*, Necromancer*(MoD only)*, Ranger*(FoL only)*, Revealer, Shaman, Tempest, Thief, Warrior, and Wizard.

Special Abilities: Power Wield*(Warrior and Barbarian only)*

DWARF

Dwarves have a deep ochre complexion and a short stocky build from the many years spent underground Mt. Zharim, mining the stone. The few remaining survivors of House Stoneblood have taken up refuge in the dark cool caverns of Mt. Zharim after being displaced by the onslaught of Drakken and Orcs during the Great Burning in Jakreth Jungle.

Realm: Fellowship of Light

Deity: Zharim. Believed to dwell upon the inaccessible peak of the Mountain named for him, Zharim is a powerful and stoic God. From his lofty peak he gazes upon the world. His followers disregard the notion of luck, and instead favor hard work. The lord of the forge and the mine, Zharim's followers have little use for levity or for prayer. Instead they believe that one creates their own destiny and their own way in the world, much the same way an axe is formed or a stone is moved: through sweat and labor and perseverance. Zharim is usually depicted as a stocky and rough person made of stone, embodying the attributes of both of his children, the Dwarves and the Titans.

Available Classes: Barbarian, Cleric, Paladin, Revealer, Shaman, Tempest, and Warrior.

Special Abilities: Power Wield*(Warrior and Barbarian only)*

ELF

**

Realm: Fellowship of Light

Deity: Sashaan. *See Dark Elf Deity.*

Available Classes: Bard, Cleric, Druid, Monk, Paladin, Ranger, Revealer, Shaman, Tempest, Warrior, and Wizard.

GNOME

**

Realm: Fellowship of Light, Minions of Darkness

Deity: Unknown

Available Classes: Assassin*(MoD only)*, Cleric, Monk*(FoL only)*, Necromancer *(MoD only)*, Revealer, Tempest, Thief, and Wizard.

GOBLIN

**

Realm: Minions of Darkness

Deity: Unknown

Available Classes: Assassin, Barbarian, Cleric, Druid, Necromancer, Revealer, Shaman, Tempest, Thief, Warrior, and Wizard.

HALFLING

**

Realm: Fellowship of Light

Deity: Rook, also called The Trickster and The Sneak. He is a shapeshifter, appearing as any race, any sex, any size, and any animal. He is playful and crafty, and favors fortune and whimsy over diligence and labor. No one knows Rook's true form or even true name, but it is believed that Rook usually appears as an unremarkable Crow. While not truly the God of Halflings, Rook is most assuredly their patron!

Available Classes: Bard, Cleric, Druid, Monk, Paladin, Ranger, Shaman, Tempest, Thief, Warrior, and Wizard.

HUMAN

**

Realm: Fellowship of Light, Minions of Darkness

Deity: Unknown

Available Classes: Assassin*(MoD only)*, Barbarian, Bard*(FoL only)*, Cleric, Doom Knight*(MoD only)*, Druid, Monk*(FoL only)*, Necromancer*(MoD only)*, Paladin*(FoL only)*, Ranger*(FoL only)*, Revealer, Shaman, Tempest, Thief, Warrior, and Wizard.

OGRE

**

Realm: Minions of Darkness

Deity: The Ruin Tenebrous. Named thus by the Adumbrate for what this Blight Lord is: a massive and dark thing that is bent upon ruination. The Ruin differs from the other Blight Lords in that the Ruin is typically viewed as having no agenda or desire other than crushing everything beneath his spiked heel. The Ruin is completely driven by his need to create chaos and destruction. The Ruin is thought to be used by the Lord Profane to crush the spirits of his enemies, and it is believed that the Ruin single handedly slaughtered most of the Blightborn before the Dragons fled through The Breach. His followers are amongst the least rational and most savage individuals within the Minions of Darkness. His followers do not use the name Ruin Tenebrous for him, they usually call him The Ruin or just Dark. The Ruin is widely worshipped by Ogres, Orcs, and Trolls.

Available Classes: Assassin, Barbarian, Cleric, Doom Knight, Druid, Shaman, Tempest, and Warrior.

Special Abilities: Power Wield *(Warrior and Barbarian only)*

ORC

**

Realm: Minions of Darkness

Deity: The Ruin Tenebrous, also known as The Ruin or Dark. *See Ogre Deity.*

Available Classes: Assassin, Barbarian, Cleric, Doom Knight, Druid, Necromancer, Revealer, Shaman, Tempest, Thief, Warrior, and Wizard.

TITAN

**

Realm: Fellowship of Light

Deity: Zharim. *See Dwarf Deity.*

Available Classes: Cleric, Paladin, Ranger, Tempest, Warrior, and Wizard.

Special Abilities: Power Wield *(Warrior and Barbarian only)*

TROLL

**

Realm: Minions of Darkness

Deity: The Ruin Tenebrous, also known as The Ruin or Dark. *See Ogre Deity.*

Available Classes: Barbarian, Doom Knight, Shaman, and Warrior.

Special Abilities: Power Wield*(Warrior and Barbarian only)*

SELECT PRIMARY CLASS

ASSASSIN

Description: Assassins are very sneaky. They lurk in the shadows and poison their enemies with the tip of their blade. They enjoy inflicting death upon others and watching them breathe their final breath.

Realm: Minions of Darkness

Deity: The Maw Insatiable. They believe the Maw will ultimately consume everything, and instead of futilely fighting against the Maw, they work to assist the Maw. They kill and spread death in a glorious celebration of life's cessation, and await the rapturous moment when they too are consumed by death. The Maw Insatiable is worshipped by Assassins and Necromancers.

Archetype: Rogue
Pets: None
Vital Stats: Strength, Body, Reflexes, Agility, and Dexterity
Unique Skills: Bloodletting, Feign Death, Grevious Wound, Lethal Blow, Poisons, Sneak, Spinning Blades

BARBARIAN

Description: Barbarians are masters of physical combat. They use their brute strength to overcome their foes. Their rage is nearly palpable and they never back down from a fight.

Realm: Fellowship of Light, Minions of Darkness

Deity: Unknown
Archetype: Combatant
Pets: None
Vital Stats: Strength, Body, Reflexes, and Dexterity
Unique Skills: Rage, Power Wield, Whirling Fury

BARD

Description: Bards are musicians. They use their musical strengths to confuse and distract their enemies or even lull them to sleep.

Realm: Fellowship of Light

Deity: Unknown
Archetype: Rogue
Pets: None
Vital Stats: Strength, Body, Reflexes, Mind
Unique Skills: Singing, Sorrow Song

CLERIC

Description: Clerics are masters of the art of healing from mending simple wounds to bringing back fallen comrades from death. They summon the spiritual realm to bring strength and courage to their friends and cast down wrath and fury upon their enemies.

Realm: Fellowship of Light, Minions of Darkness

Deity: Galeel, the Lady of Light *(FoL)*; Kaana Uuruka Gen *(MoD)*. All MoD Clerics follow the doctrine of Divine Might equals Divine Right. As such, they worship the entire group of the Blight Lords. They believe the Blight Lords have a right to rule all creation because of their supreme power. The evidence of this is the Blight Lords *(the Kaana Uuruka Gen)* killing and displacing the Blightborn.

Archetype: Priest
Pets: None
Vital Stats: Strength, Body, Reflexes, Dexterity, and Wisdom
Unique Skills: Sacred Stone, Turn Undead

DOOM KNIGHT

Description: Doom Knights are among the most evil of all classes. They are corrupt warriors who thrive on chaos and mastering the undead.

Realm: Minions of Darkness

Deity: The Lord Profane. All Doom Knights worship the Lord Profane, and recognize the Lord Profane as the sole inheritor of creation. They believe that the Lord Profane will twist creation into a single vision, unifying the Blight and the Physical World into one realm, a realm where the strong rule and the weak perish.

Archetype: Rogue
Pets: Undead Servants
Vital Stats: Strength, Body, Reflexes, and Mind
Unique Skills: Death Touch, Knight of Chaos

DRUID

Description: Druids are most aware of the beauty and forces present within the natural world. They respect this knowledge and guard it closely. They tread lightly upon the land, barely leaving a mark where their footsteps touched.

Realm: Fellowship of Light, Minions of Darkness

Deity: All Druids worship the Earthbound, the Duuma Esh Alaashiim. FoL Druids worship them as forces of nature, expressions of creation, and fallen Gods who have made a sacrifice for the preservation of creation. MoD Druids worship them as savage beasts, Gods who have given into baser instincts and embraced the predatory nature of creation.

Archetype: Priest
Pets: Animal Companions
Vital Stats: Strength, Body, Reflexes, Dexterity, and Wisdom
Unique Skills: Khurage, Teleportation

MONK

Description: Monks are graceful and deadly. Their inner calm forms the basis of their character and allows them great focus in battle.

Realm: Fellowship of Light

Deity: None. Monks worship the nature of creation itself, and see all things as a web within the Loom of Creation. They believe that creation is sacred and divine, and so they tend to accept the divine providence of all Gods. They are the opposite in many ways from Revealers. Where as Revealers believe nothing is divine, Monks believe everything is divine, and move through the world extremely aware of this. They strive to maintain all of creations glory, and desire to fully experience this glory with each action. They fight against things that senselessly destroy creation.

Archetype: Combatant
Pets: None
Vital Stats: Agility and Dexterity
Unique Skills: Aggression, Blightbane Strike, Dodge, Feign Death, Flying Tiger, Invigorate, Shadow Fist, Volitation

NECROMANCER

Description: Necromancers can summon vast legions of undead to respond to their call and bow before them.

Realm: Minions of Darkness

Deity: *See Assassin Deity.*
Archetype: Mage
Pets: Undead Servants
Vital Stats: Strength, Body, Reflexes, Dexterity, and Mind
Unique Skills: Apparition, Enchanting/Disenchanting, Necromancy

PALADIN

Description: The paladin is a holy warrior who excels in outlasting the opponent with an array of stuns, heals, and divine favors.

Realm: Fellowship of Light

Deity: Galeel, the Lady of Light.

Archetype: Combatant
Pets: None
Vital Stats: Strength, Body, Reflexes, and Wisdom
Unique Skills: Awe, Champion of Light, Lay on Hands, Turn Undead

RANGER

Description: Rangers are masters of the natural realm. They use speed and camouflage to blend into their surroundings while attacking their foes with great might.

Realm: Fellowship of Light

Deity: Rangers worship the Earthbound much as do Druids. They worship them for strength, skill and cunning. They see them as Divine Hunters who maintain the balance of nature. Strangely, the rangers have no problems hunting the Earthbound. Rangers see the Earthbound as the physical embodiment of the hunt, and understand that the Earthbound are true Immortals. Killing an Earthbound is not bad, when done with skill it is the ultimate expression of the hunt itself.

Archetype: Combatant
Pets: None
Vital Stats: Strength, Body, Reflexes, Agility, Dexterity, and Mind
Unique Skills: Call of Wild, Camouflage, Disarm, Precise Shot

REVEALER

Description: Revealers are powerful spellcasters who manipulate the very Threads of Creation and Chaos which they use to transport themselves around the World of Mirth Those who are not driven mad by their glimpses into the Blight, learn to summon the atrocities that dwell there.

Realm: Fellowship of Light, Minions of Darkness

Deity: None. All Revealers are atheistic, in as much as they accept no divinity. They recognize the power and hierarchy inherent in creation, but deny anything or anyone is actually divine. Everything, from the Blightborn to the Earthbound to the Gods of Mirth and the Blight Lords are but material beings within the fabric of creation.

Archetype: Mage
Pets: None
Vital Stats: Strength, Body, Reflexes, Dexterity, and Mind
Unique Skills: Enchanting/Disenchanting, Teleportation

SHAMAN

Description: The Shaman calls upon the spirits of the natural world to aid them and uses the very forces of nature to strike down enemies.

Realm: Fellowship of Light, Minions of Darkness

Deity: Unknown
Archetype: Priest
Pets: Animal Spirits
Vital Stats: Strength, Body, Reflexes, Dexterity, and Mysticism
Unique Skills: Mystic Might, Poisons

TEMPEST

Description: Tempests summon the forces present within the elements.

Realm: Fellowship of Light, Minions of Darkness

Deity: All Tempests worship the Fundaments. They believe the four Lords of the Fundaments as the guiding forces of the physical world. The Lords of the Fundaments are eternal and immortal and intertwined with the fabric of reality. Tempests accept the power of the other powerful beings, but deny their divinity.

Archetype: Priest
Pets: Fire, Earth, Air, and Water Elementals
Vital Stats: Dexterity and Mysticism
Unique Skills: Des, Fal, Koh, Sur

THIEF

Description: Thieves are clever and sneaky. They are quick to poison their enemies, steal their valuables, and disappear without a trace.

Realm: Fellowship of Light, Minions of Darkness

Deity: Unknown
Archetype: Rogue
Pets: None
Vital Stats: Strength, Body, Reflexes, Agility, and Dexterity
Unique Skills: Backstab, Camouflage, Disarm, Evade, Merciless Strike, Pick Pocket, Poisons, Rook

WARRIOR

Description: The Warrior is a master of heavy armor and equipment. They hit their enemies hard and protect their allies in times of battle.

Realm: Fellowship of Light, Minions of Darkness

Deity: Unknown
Archetype: Combatant
Pets: None
Vital Stats: Strength, Body, Reflexes, Agility, and Dexterity
Unique Skills: Adrenaline, Cripple, Defensive Stance, Power Strike, Power Wield

WIZARD

Description: The wizard is a master of spellcasting who is dedicated to studying their craft.

Realm: Fellowship of Light, Minions of Darkness

Deity: All wizards are largely agnostic. They care little of the matters of Gods, they care more about the methodology and science involved in spellcasting. They are content to let others argue about the nature of divinity, and focus their work instead upon more efficient ways to harness mana and more powerful ways to direct it through spellcasting.

Archetype: Mage
Pets: None
Vital Stats: Strength, Body, Reflexes, Dexterity, and Mind
Unique Skills: Enchanting/Disenchanting, Transmutation

RACE/CLASS MATRIX

	Assassin	Barbarian	Bard	Cleric	Doom Knight	Druid	Monk	Necromancer	Paladin	Ranger	Revealer	Shaman	Tempest	Thief	Warrior	Wizard
Fellowship of Light:																
Drakken		X		X			X			X	X	X	X	X	X	X
Dwarf		X		X					X		X	X	X		X	
Elf			X	X		X	X		X	X	X	X	X		X	X
Gnome				X			X				X		X	X		X
Halfling			X	X		X	X		X	X		X	X	X	X	X
Human		X	X	X		X	X		X	X	X	X	X	X	X	X
Titan				X					X	X			X		X	X
Minions of Darkness:																
Dark Elf	X	X		X	X	X		X			X	X	X	X	X	X
Drakken	X	X		X	X			X			X	X	X	X	X	X
Gnome	X			X				X			X		X	X		X
Goblin	X	X		X		X		X			X	X	X	X	X	X
Human	X	X		X	X	X		X			X	X	X	X	X	X
Ogre	X	X		X	X	X						X	X		X	
Orc	X	X		X	X	X		X			X	X	X	X	X	X
Troll		X			X							X			X	

GENDER

Each race has a male and female variation. This has no bearing on gameplay or stats, it is for visual purposes only.

CHOOSE BODY TYPE

Selecting a body type allows you to differentiate the look of your character without having any bearing on gameplay or stats. You can choose from: slight, muscular, and heavy.

CHOOSING STATS

<u>Strength</u>*(str)* – Strength is the physical brawn of the character and is used in melee combat calculations. This stat is important to all classes.

<u>Body</u>*(bdy)* – Body refers to how substantial the character's physical being is, this has nothing to do with size, it has massive impact on a character's max health points as well as certain resists. This stat is important to all classes.

<u>Reflexes</u>*(ref)* – Reflexes affect a character's ability to riposte attacks and has a large impact on resisting physical attacks. This stat is important to all classes.

<u>Agility</u>*(agi)* – Agility refers to how nimble and flexible the character is, determines base (unarmored) armor rating, helps in avoiding some types of attacks, and modulates defense rating.

<u>Dexterity</u>*(dex)* – Dexterity is skill and grace in physical movement, especially having to do with the hands. Dexterity figures into casting spells and the chance of successfully wielding a weapon with a spell-like effect.

<u>Mind</u>*(mnd)* – Mind is the raw brain capacity and strength of a character's mind. For Bards, Doom Knights, Necromancers, Rangers, Revealers, and Wizards this directly affects their max mana and mana regeneration, these are the only classes that need this stat.

<u>Wisdom</u>*(wis)* – Wisdom measures a priest's connection to his/her deity. For Clerics, Druids, and Paladins this directly affects their max mana and mana regeneration, these are the only classes that need this stat.

<u>Mysticism</u>*(mys)* – Mysticism refers to the connection the character has to a spiritual realm. For Shamans and Tempests this directly affects their max mana and mana regeneration, these are the only classes that need this stat.

<u>Presence</u>*(pre)* – Presence is the most significant stat in the game, it plays a key part in many of the game's calculations, from melee to ranged combat, casting spells, maximum health and mana, mana regeneration, resisting spells and other negative effects. The only way to increase this stat is by completing quests. All classes benefit from this stat.

PORTRAIT

You can choose an image to represent your character. This image is displayed in the Character, Party, and Macro Windows. Using a different portrait to represent each of your characters helps with keeping track of multiple party members.

Note: This face is not visible on your avatar.

DEFAULT STATS

Each character is given 100 points to boost their base stats. If you are unsure of where to put your points, you can click on this button to allocate the points based on the class of your character.

Note: The distribution of points is solely based on your character's class, it does not factor in your race or base stats.

Playing the Game

STARTING CITY

New players to the game will begin at the starting point for their realm. Fellowship of Light characters will begin in front of the guard tower at the entrance to the City of Trinst. Minions of Darkness characters will begin in the central shopping area of the City of Kauldur.

It is recommended that you first locate your trainer. Open your Character Window ("C") and right-click on the first item in your inventory. This item will tell you who you should speak with. The easiest way to locate this individual is to open your Tracking Window ("T") and scroll down to the Points of Interest at the bottom of the selection window. Find your guild building in the list and click on the track button, the wolf will point you in the right direction. *(Combatant Guild has the Barbarian, Warrior, Paladin, Ranger, and Monk trainers; Priest Guild has the Druid, Shaman, Tempest, and Cleric trainers; Mage Guild has the Revealer, Wizard, and Necromancer trainers; Rogue Guild has the Assassin, Bard, Doom Knight, and Thief trainers.)* Your trainer will give you some starting gear. Once you've done this, return to your starting area to search for low level monsters to begin gaining experience.

After you have gained a few levels, it is time to begin your main journey through the World of Mirth. Fellowship of Light characters should speak to Chancellor Tolip at the starting tower in Trinst and Minions of Darkness characters should speak to Shon Grimclaw at the vendor area in Kauldur.

STARTING INVENTORY

Each new character will start equipped with a few basic essentials: some plain clothing, a starter weapon, food, water, an item to present to their trainer, and spellcasters will have a few low-level scrolls in their inventory which they can scribe into their spellbook. Press the "I" key to view your inventory.

INITIATING COMBAT

Types of Combat

Melee – Melee combat is hand-to-hand battle using weapons, fists, or by kicking your opponent.

Double-click on enemies to attack them. The default hotkey for attack is the 1 key, hitting the 1 key will toggle attack on/off. Your character will attack either with their fists or with the weapons that are equipped in their primary and/or offhand weapon slots.

Note: You can assign attack to other keys by creating hotkeys and macros. See the Macros section.

All characters can use melee combat and will use it by default unless one of the other methods of combat is actively used.

Ranged – Ranged combat is using weapons that allow you to engage in combat from a distance, such as a bow. Characters with the Archery Skill can use ranged weapons.

Rangers are the only class that start with the Archery Skill, all other classes must train in it. To train in Archery, visit the Ranger Trainer in the Combatants' Guild of your starting city.

To use a bow: equip the bow in your ranged slot and equip arrows in your ammo slot. The easiest way to shoot a bow is to create a hotkey for it. Left click on your bow in your inventory and place it in a hotkey slot, click on the hotkey to shoot the bow.

Spellcasting – Spellcasting combat is using magic to engage in combat.

All spellcasters begin with their first few levels of spells in their inventory. Ctrl + Double-click on a scroll in your inventory to scribe it into your spellbook. Open your spellbook ("B") to view your spells. Right click on a spell to review information about that spell. To cast a spell you need to have a monster or character targeted (unless it is a self, pet, party or alliance spell), then you can either double click on the spell inside of your spellbook or you can create a hotkey for the spell by dragging and dropping the spell into a hotkey slot and clicking on the spell or using the assigned macro number to cast it. Visit your trainer to purchase new spells.

Note: Tomes can be used to increase the power of an existing spell, see the Spell Tomes section.

Evaluating Mobs

To evaluate a *mob, single-click on the mob or use <Tab> to scroll through the enemy list until you have the mob selected *(their name will be red above their head),* and type the "G" key. In your combat window a message will appear letting you know the relative difficulty of the mob compared to your active party member.

Note: This does not take into account all your party members nor mob variants.

*A mob is an abbreviation of the word mobile. The word mob is used in place of the word monster for the purpose of this manual.

MACROS

Macros allow you to perform multiple actions with the use of a single hotkey button or combination of buttons.

There are 3 main uses for macros:

1. Assist another character
2. Target another character
3. Cast spells on self, pet, or another character

Setting up a Macro
Right click a hotkey slot in your Macros Window and the macro dialog window will open. In this window you can name your macro, select an icon to represent your macro, assign up to 10 actions, and define the key which the macro will be bound to.

Using a Macro
To use a macro, all you need to do is hit the appropriate key or click the hotkey button with your mouse cursor and all actions within that macro will be performed. Once a hotkey button has been depressed it will turn grey and remain grey until it can be used again.

Macro Commands
All game commands can be used inside of a macro and placed on hotkey slots for quick use. In addition to the game commands, the following commands can also be used:

/assist <character name>
/target <character name>
/cast <spell name>

/skill <skill name>

For the purpose of this example, imagine you have a party of 3 characters. An Assassin, a Doom Knight, and a Revealer. Also imagine that the Assassin is called Azal, Doom Knight is called Drakkie, and the Revealer is called MissL.

Here is an example of an attack macro: *(made in one of the assassin's hotkey slots)*

Name: Call the macro Attack.
Hotkey: Assign the macro to the 4 key.
Choose Icon: Pick an image from the selection window.

The above options are all for the purpose of keeping track of the macro in a way that is easiest for the player.

Line 1: This line tells the Assassin to use her Backstab skill.

Line 2: Even though this is in the Assassin's hotkey slots you can still tell other characters in your party to perform actions. This line tells Drakkie to cast her spell called Sinister Leeches with a delay of 6 seconds. (Delay = Cast Time + 1 second. Right click on a spell to find its Cast Time.)

Note: Do not include numerals (I-X) after the spell name. These are improvements that you have made to the spell from tomes and are not actually part of the name.

Line 3: This line tells the character Drakkie to use her skill Death Touch.

Line 4: This line tells the character MissL to cast her Fear spell with a 5 second delay.

Then hit the Save key to save the macro. A macro can be edited at anytime by right clicking on it in the Macros Window.

Note: You must have a mob targeted in order to perform this macro correctly. If any of the actions fail due to an out of range target or insufficient mana, the next line will be attempted.

SKILLS

All classes have active and passive skills. Active skills require the player to use the skill to increase their level, these skills can be placed in hotkey slots for quick use. The skill button will grey out on an active skill until it can be used again, all active skills have a reuse time. Passive skills are automatically used and increase with use.*(i.e. A character wielding a 1 Hand Slash weapon will see increases in 1H Slash when engaged in combat.)*

All skills are listed by Level Gained, Level Capped, Max Level, and Trained in the encyclopedia.

Level Gained – This is the level in which a character can first begin to use this skill.

Max Level – This is the overall maximum level a skill can reach.

Trained – To train in a skill the player must seek the appropriate trainer in Trinst or Kauldur. If the character's class

or race includes a particular skill it will automatically be acquired when they reach the appropriate level.

Note: Some trained skills are gained by completing quests.

Universal Skills

The following skills are universal to all classes and races.

1H Slash: The character's ability to wield a 1 handed slash weapon. Examples include: Falchion, Kama, Kukri, Longsword, Short Sword, and Sickle.

1H Impact: The character's ability to wield a 1 handed impact weapon. Examples include: Club, Flail, Hooked Hammer, Light Flail, Light Mace, and Spiked Club.

1H Cleave: The character's ability to wield a 1 handed cleaving weapon. Examples include: Handaxe.

1H Pierce: The character's ability to wield a 1 handed piercing weapon. Examples include: Dagger, Halfspear, Light Pick, Pick, Punching Dagger, Ranseur, Rapier, Siangham, and Trident.

2H Slash: The character's ability to wield a 2 handed slash weapon. Examples include: Greatsword, Scythe.

2H Impact: The character's ability to wield a 2 handed impact weapon. Examples include: Heavy Flail, Heavy Mace, Heavy Warhammer, Morningstar, and Quarterstaff.

2H Cleave: The character's ability to wield a 2 handed cleaving weapon. Examples include: Battleaxe, Doubleaxe, Halberd, Glaive, Greataxe, Guisarme, and Waraxe.

2H Pierce: The character's ability to wield a 2 handed piercing weapon. Examples include: Heavy Pick, Javelin, Longspear, Shortspear.

Acrobatics: The character's ability to fall without receiving damage. The higher this skill the less damage a character will take from falling.

Archery*(trained, untrained for Rangers)*: The character's ability to use ranged weapons.

Block: The character's ability to block a physical attack.

Combat Casting*(quest)*: The character's ability to continue casting while in combat mode, this is an essential skill for all spell casters.

Fists: The character's ability to fight without the use of weaponry in their primary and/or offhand weapon slots.

Hold Breath: The character's ability to stay underwater. The higher the skill, the longer the character can stay underwater without coming up for air. There is a breath bar that opens in the Character Window when the player is underwater which displays how much air is remaining per character. Don't let your air run out!

Light Armor: The character's ability to wear light armor. Examples include: Leather, Ornate Leather, Padded, and Woven.

Medium Armor: The character's ability to wear medium armor. Examples include: Chainmail, Brass.

Repairing: The character's ability to repair equipped items that are breaking or broken.

Swimming: The character's ability to swim. The higher the skill, the faster the character will move while swimming.

Tracking: The character's ability to track. The higher the skill, the further the range the character will be able to track monsters, players, and NPC's.

The specific skill data by class can be found in the in-game encyclopedia or by viewing the game's Twiki at:
http://mom.servegame.com/twiki/bin/view/MoMWorld/WebHome

ADVANCEMENTS

Each time your character levels up he/she will gain advancement points to spend. The available advancements are accessed on the Advance Pane of the Character Window. Only advancements that you can afford will show up in the list, on the right hand side. Click on an advancement to see what the advancement does. Click on the Choose button once you are ready to apply an advancement to your character.

*Some advancements have prerequisites, for instance, to get Combat Alacrity you must first have spent points on Combat Celerity.

*Some advancements have exclusions. This means they will not stack with the advancement(s) listed.

On the left hand side of the window are advancements that you have already chosen. At the bottom of this list is a description of the highlighted advancement. Click on an advancement to find out what it does.

Note: For a complete list of advancements available to your class, check out the in-game encyclopedia.

CRAFTING

Crafting is the ability to combine 2 or more components to create a brand new item. There are different types of items you can create by crafting, these include: armor, weapons, potions, and poisons.

*Classes with the Armor Craft skill can create new armor.
*Classes with the Weapon Craft skill can create new weapons.
*Classes with the Alchemy skill can create Fortified Stat potions.
*Classes with the Poison skill can create poisons.

How to Craft
Once you have obtained the items necessary to create an item *(either by purchasing the items or by looting them off of corpses)*, there are 2 ways to craft it:

1. Open the Items Pane of your Character Window by tapping the "I" key. Click on the Crafting button, marked C, and place all necessary components into the Crafting Window. Click on the Craft button to create the item. The item will appear in your Crafting Window. ---OR---
2. In your Tome type /craft <name of item>, i.e. /craft Recluse Rot. The newly created item will show up in your Crafting Window, see above on how to open the window. *If you create an item using this method, the names are case-sensitive, so make sure you are typing it correctly.*

Crafting Armor and Weapons
To create armor and weapons, players should first seek the appropriate craftsmen at the forge in their starting city. They will give you information about the basic items needed to begin crafting.

Creating Potions
To create a Fortified Stat potion, you will need 2 identical base stat potions, 1 Moon Powder, and some coin. Once you have created the potion, to consume it Ctrl + Double-click on the newly created potion.

Fortified Stat potions raise your base stats higher than 2 single potions could.

Note: All items necessary to craft potions are obtained off of corpses.

Using Poisons

To add a poison to a weapon you must first make sure you have the desired weapon in your primary weapon slot, then Ctrl + Double-click on the poison to apply it. You will receive a message in your combat window that the poison has successfully been applied.

When a poison has successfully been transferred to a mob, you will receive a notification in your combat window. *You can right-click on a poison to see the number of remaining charges it has, this is the number of times you can apply it to a weapon.*

Recipes

All recipes are found in the in-game encyclopedia. Click on the encyclopedia icon on your tome and select Recipes. All of the game's crafting recipes are listed in alphabetical order.

Here is an example of the Creeping Contagion recipe from the in-game encyclopedia:

To craft this poison, you need to have 2 Crusty Mummy Flakes and 1 Flesh Flies, as well as a skill of 475 in Poisons.

ENCHANTING/DISENCHANTING

Enchanting

At level 1 any Necromancer, Wizard, or Revealer may learn the Enchanting and Disenchanting skills! To train in these skills you must first speak with Ishaul Yon in Trinst or Helaug in Kauldur.

Foci

Every enchantment needs at least 1 focus, even if it is not consumed during enchantment. There are 2 ways to obtain foci: random mob drops and disenchanting. All zones, except for Trinst, Kauldur, and the Burning Fields, have a special set of foci designed specifically for its environment.

Note: These are the existing raw focus items: Sandstone, Coal, Icy Shard, Bark, Limestone, Quartz, Blighted Shard, Vine, and Muck-Covered Stone.

There are 4 types of Enchanting:

1. Merging Foci
Two foci of the same quality may be combined into one of a higher quality. Place them in your Crafting Window and type "**/enchant**". If the enchantment was successful, the 2 foci will be replaced by 1 focus item in your Crafting Window. The resultant focus item may be used to enchant items.

Note: Both successful and unsuccessful attempts at enchanting will consume mana.

2. Enchanting Raw Foci
Place one raw focus item into your Crafting Window and type **"/enchant focus of <focustype>"**. Valid focustypes

are health, mana, ether, stamina, endurance, strength, body, constitution, reflex, instinct, agility, nimbleness, dexterity, quickness, mind, insight, wisdom, clarity, mysticism, the arcane. The types which affect a stat (str, bdy, dex, ref, agi, mnd, mys, wis) drain one stat point permanently from the player on successful focus enchantment. This drain is handled like drinking a stat potion with a negative effect, you must have consumed a stat potion before you can use this command. The resultant focus item may be used to enchant items.

Note: Both successful and unsuccessful attempts at enchanting will consume mana.

3. Spell Enchantments
All spells in your spellbook may be used to enchant weapons, with the exception of spells that stun, sleep, fear, charm, or buff. The spell enchantment is treated like a poison application, one time use per enchantment and instant damage upon successful transfer to a monster.

To apply a spell to a weapon, place the item in the Crafting Window and type "**/enchant <spell name>**".

Note: Only crafted items can be enchanted with a spell. Spells must be a tome level of III or higher.

4. Crafted Item Enchantments
To enchant a crafted item, place the item in your Crafting Window along with at least 1 foci and type "**/enchant**". The item will be placed in your Crafting Window.

Note: The maximum amount of stats that can be active simultaneously on any given item is 5. Up to 10 foci can be combined at one time with an item but doing so is dependent upon your skill level.

Disenchanting

All enchanted items can be disenchanted. To disenchant an item, place it in your Crafting Window and type "**/disenchant**". You may be rewarded with an item stripped of its magical attributes and/or given raw focus items, or all items could potentially be destroyed in the process.

Note: You may also strip a specific attribute by typing /disenchant <attribute>. See Enchanting Raw foci for valid attributes. Again, this process could fail and leave you empty-handed.

See the ingame encyclopedia for more information on Enchanting and Disenchanting.

REPAIRING ITEMS

Equipment gets damaged with use and eventually breaks. The effectiveness of the item degrades as it becomes damaged and becomes useless when broken. If an item's effectiveness is under 20%, spell-like effects will no longer go off. Items can be repaired to their full effectiveness, even if they have been broken. Characters have a Repair skill which allows them to repair equipment.

There are 3 ways to repair items *(the 3 repair buttons are found on the Items Pane of your Character Window by tapping the 'I' key)*:

1. Repair Item. This is used to repair a single item. Left-click the item to attach it to your cursor, click on the Repair Item button to see how much it costs to repair, then double-click on the Repair Item to repair it. You can then place the item back in your inventory or equip it on your character. *(Brown circle with hammer icon)*
2. Repair All. This is used to repair all items equipped on the active character. Left-click on this icon once to find out how much it will cost to repair everything, then double-click on the Repair All button to repair everything. *(Red circle with hammer icon)*
3. Repair Party. This is used to repair all equipped items for each character in your party. Left-click on this icon once to find out how much it will cost to repair everything for your entire party, then double-click on the Repair All button to repair everything. *(Green circle with hammer icon) This is available in single player mode and player run servers that allow multiple character parties.*

LOOT

The money and items you retrieve off of corpses is considered loot.

MONEY

Money is divided into 5 currencies*(in order of value, lowest to highest)*: Tin*(tp)*, Copper*(cp)*, Silver*(sp)*, Gold*(gp)*, and Platinum*(pp)*. One hundred pieces of a single denomination equals 1 piece of the next higher denomination, i.e. 100 copper pieces = 1 silver piece. There is no need to convert currency as this is done automatically.

Note: Money is shared between your characters that are in the same realm so when you are playing you always know exactly how much money you have. This makes controlling parties and their money a lot easier!

ITEMS

There are many types of items that a monster can drop, these include things such as: weapons, armor, stat potions, gate potions, jewelry, spells, spell tomes, and more! Items can add to base stats, apply resistances, and have *procs attached to them.

*A proc is a spell-like effect which can be either harmful or beneficial, they can be cast on targeted mobs, the character, pets, and others. Procs are inactive, that is to say the character cannot force a proc to occur. All procs have a chance of going off in a variety of situations; some go off while engaged in combat and others can go off simply when an item is being worn. A message will show up in your combat window letting you know when it goes off.

Item Flags

Most weapons, armor, helms, and jewelry have flags attached to them. If an item has a flag it/they will show up in the top right corner of the Item Information window. It is important to understand what these flags do.

Artifact – Items with this flag have a set value. For instance, Boots of the Cheetah will always have the same stats.

Ethereal – Items with this flag will disappear from your inventory when logging out of the game.

Indestructible – Items with this flag never need to be repaired.

Premium – Items with this flag are only available to players who have purchased the Premium Edition of the game.

Soulbound – Items with this flag cannot be traded with other players, although they can be traded within your own party. Items that are part of a quest are always marked with this flag.

Unique – Items with this flag prevent the character from wielding/wearing more than one at a time.

Item Variants

Any item that does not have the Artifact Flag can have additional random modifiers attached to it which will increase or diminish the stats of the item. Variants can effect:

Stats: Agility, Body, Dexterity, Mind, Mysticism, Reflexes, Strength, or Wisdom

Resists: Acid, Cold, Disease, Electrical, Fire, Magical, Physical, or Poison

Weapon stats: Damage, Delay, or increased damage to a specific race

Other: Armor, Max Health, and Max Mana

For instance, an item such as the Worn Leather Cap, when looted it could be called the Worn Leather Cap of Wisdom which would give the character additional wisdom stats beyond the base stats of the item.

SPELL TOMES

You may find spell tomes on corpses for all of the different caster classes, although they have an increased chance of dropping tomes that are of their class(es).

Spell Tomes are used to increase the power of an already scribed spell. Tomes will be marked with Roman Numerals between I and X *(one and ten)* after the spell name. Scribing a tome at least one level higher than the spell's current level will increase the power of that spell. For example, if you have the spell Fear I in your spellbook (which is the base spell), you must use a Tome of Fear II or higher to increase the level of the Fear spell.

Note: To scribe a tome, Ctrl + Double-click the tome in your inventory and it will be applied to the spell in your spellbook.

POTIONS

You may find 2 different types of potions on a corpse: Stat potions and Gate potions.

Stat Potions – These potions will add to your base stats. You can gain up to 300 points per stat just by drinking stat potions. An example of a Stat Potion is: Potion of Body, drinking it would add to your base body stat.

Note: Characters with the Alchemy Skill can combine 2 of the same Stat Potion + 1 Moon Powder + some coin to create a Fortified Stat potion. These potions increase base stats greater than 2 single stat potions alone could. See the Crafting section on how to combine items.

Gate Potions – These potions allow you to teleport to the Stones in that particular zone regardless of your class. Monsters will only drop Gate Potions for the zone they are in, i.e. A Dust Mite in Trinst will only drop a Trinst Gate potion.

DISTRIBUTION OF LOOT

The ability to loot a corpse is given to the player that does the most damage to a mob upon its death. Double-click on a corpse to loot it, the money will automatically be added to your inventory, other items can be selected individually from off the corpse or be destroyed. All corpses have timers, once the timer is up any player can loot the corpse, if they wait too long the corpse will disappear along with any item(s) it was carrying.

Party Looting – When you loot a corpse with a party of more than 1 character, the loot will appear in the inventory of the Active Character.

Alliance Looting – When you are playing in an alliance, any alliance member can loot the corpse. When a member of an alliance retrieves an item off a corpse, all members of the alliance receive a message in their combat window stating what item was taken.

To fairly distribute loot, your alliance can elect to /roll for items, or determine ahead of time who gets what. The way in which alliances share loot is dependent upon how members of the alliance agree to do so.

INTERACTIVE OBJECTS

There are objects in the environment that you can interact with. These include things such as: doors, rocks, obelisks, and totems. To interact with an object, simply double-click on the object when it is glowing green.

Note: Interactive Objects generally require that you possess an item in order to interact with the object such as a key, shovel, or goblet.

REGENERATION

There are no health, mana, or stamina potions in Minions of Mirth. To regenerate health and mana, simply exit combat mode and they will raise naturally. To regenerate stamina when not in combat mode, make sure you have adequate supplies of food and water, as this will affect movement and combat ability. You can find food vendors in Trinst and Kauldur as well as throughout the world. Food and water consumption is automatic.

There are also numerous items and spells that can enhance your health and mana regeneration. These items can be found on corpses, crafted, purchased from vendors, or traded.

Note: You may also use advancement points to increase your health, mana, and stamina regeneration. See the Advancements section.

QUESTS

Throughout the Land of Mirth you will encounter NPC's who are willing to talk to you and send you out on perilous quests in search of fame and fortune...and possibly death. Double-click on NPC's to interact with them and accept their tasks. After you have completed assigned quests, you can return for rewards including money, experience, or perhaps a unique item or skill.

Make sure to look through your journal for vital information regarding quests. See Journal Window section for more information about your journal.

SHOPPING AND TRADING

Each of the starting cities has their own vendors and trainers. Double-click on an NPC to interact with them. Vendors will display a list of their goods. Trainers will display a dialog window. This dialog window will allow you to train in that class or perhaps receive a quest. Trainers that are spellcasters will also have a vendor tab where you can purchase spells for your class.

To trade with another player, pick an object up in your cursor and double-click on the player. A dialog window will open where you can place the object as well as drag and drop other items from your inventory. Both parties must click on Accept to complete the transaction.

DEATH

Up to level 5, there is no penalty for death. After that, when a character dies they will lose a small amount of experience. There is no corpse recovery process. If a character loses enough experience this can cause them to also lose a level. If your character loses a level this may also mean that until they get their level back that there will be certain skills they cannot use, spells that cannot be cast, and items that cannot be worn.

Single Character Death – If you are playing a single character and you die, you will respawn at your bindpoint. If you are new to the game and haven't bound yourself anywhere yet, then you will respawn at the starting point for your realm. *For more information on bindpoints, see the Points of Interest section.*

Multiple Character Death – If you are playing multiple characters and one of your characters dies, that character's portrait will be replaced by a skull icon. You can visit your Cleric Trainer to resurrect your fallen comrade or locate a level 20+ Cleric with the Resurrect spell, for a small price you can also regain back some of the lost experience. This method works if you still have at least one living party member. If you lose all party members, the result is the same as the Single Character Death as described above.

A tombstone will be placed at the location in which your character dies with your name above it. A cleric may cast a resurrection spell to bring your character back to this location and potentially restore some of your lost experience.

Note: If you are walking around with a dead party member speed buffs will be ineffectual. You only move as fast as your slowest character.

INNS

There is an inn in each of the starting cities. You can talk to the Innkeeper to exchange party members, create new characters, or delete characters. This allows you to change your party without ever having to leave the game!

Note: Be careful when deleting characters as this will permanently delete them!

PETS

Certain classes can use pets to journey with them through the World of Mirth, send them out on perilous tasks, and defend them in times of trouble. There are different types of pets depending upon the character's class, these include: Animals, Elementals, and Undead.

Pets have their own inventory window which can be accessed by first opening the character's Inventory Window ("I") and then clicking on the 'P' button. You can equip your pet with level appropriate weapons, armor, and jewelry to make them stronger and more efficient.

The commands to control your pet can be found in the Pet Commands section.

Note: Classes that do not have pets can still utilize the Pet Inventory window for extra storage capacity.

POINTS OF INTEREST

Points of Interest are people, places, or things that we feel are important for you to be able to locate in various zones, they will show up as purple text on your map and as white text in your tracking window. Some of these include:

Zone Outs – These are the connection points to other zones. Current zones in Minions of Mirth are: Anidaen Forest, Burning Fields, City of Kauldur, City of Trinst, Desert of Mohrum, Eastern Wasteland, Eldritch Temple, Frostbite Islands, Hazeroth Keep, Jakreth Jungle, Swamp of Ruin, Talrim Hills, and Trinst Sewer System.

Bindstones – Bindstones are used to bind your character to a point that they will be transported to upon their death. This makes traveling around the world easier and cuts down on time spent getting back to where you were before you died. These are recognizable as a small cluster of stones around a larger obelisk with rune markings upon it. To bind at a bindstone, either type /bind or double-click on the stones, a message will appear when you have successfully bound yourself.

Teleport Rings – Certain classes can teleport themselves and others around the world. When they use their spells, they will end up in the center of these stones. For example, the one in Trinst is called, Trinst Stones.

Trainer buildings, vendors, and inns are also listed in the Tracking and Map Windows.

EPIC BATTLES

Minions of Mirth features large scale battles with armies. These battles have attack waves, additional rules for NPCs that must survive, and require special tactics for victory.

MONSTER REALM

The Monster Realm becomes available to players as they complete quests and unlock monster templates. Once you've unlocked a template, you may log into the Monster Realm as that monster. The starting area for monsters is in the ruined temple in Trinst.

Monsters begin with all of their appropriate spells and skills maxed out for their level. Monsters speak with monster trainers and can complete monster quests.

As a monster, you must ensure your survival by eating the Flesh and Blood of those you slay.

GUILDS

Players can form and join guilds. You need to have 3 signed member guild charters in your inventory. Guild charters are available for purchase from the Guild Masters of Trinst, Kauldur, and the monster village.

Forming a Guild:

The players wishing to form the guild give their charters to who will be the guild leader. The leader then uses the /gcreate command described below and then invites the members to the guild.

Example to create the "Minions of Mirth" guild: **/gcreate Minions of Mirth**

Guild Commands

/gcreate <guildname> - Creates the guild specified with you as the leader.

/ginvite <player> - Invites a player to join your guild. (Guild Leader and Officers only)

/gjoin - Once invited, joins the guild.

/gdecline - Once invited, declines the invitation.

/gleave - Leaves your current guild.

/gwho - Display a list of all guild members in your world.

/g <message> - Sends a message to all guild members in your world.

/gpromote <public name> - Makes the player specified a guild officer. (Guild Leader only)

/gdemote <public name> - Makes the player specified a guild member. (Guild Leader only)

/gremove <public name> - Removes the player specified from the guild. (Guild Leader and Officers only)

/gsetmotd <message> - Sets the guild's message of the day. (Guild Leader and Officers only)

/gclearmotd - Clears the guild's message of the day. (Guild Leader and Officers only)

/groster - Displays all guild members and officers .(Guild Leader and Officers only)

/gcharacters <public name> - Displays all characters belonging to the specified guild member. (Guild Leader and Officers only)

/gpublicname <character name> - Displays the guild member who owns the specified character. (Guild Leader and Officers only)

/gsetleader \<public name\> - Sets the specified player as the new leader. You become an officer. (Guild Leader only)

/gdisband - Disbands the guild. (Guild Leader only)

Description of Windows

GAME WINDOW

The Game Window displays all combat related text.

CHAT WINDOW

The Chat Window displays all chat text including text from NPC's.

The following windows can be accessed by clicking on the appropriate button on the Tome. They are listed in the order they appear on the Tome, from left to right:

Note: If your Tome, Game Window, or Chat Window is closed and you want to view them again, hit the \<enter\> key.

CHARACTER WINDOW

The Character Window contains all the vital information about each character. It is made up of 6 panes.

Stats – The Stats Pane ("C") contains your player's name, race, gender, level, progress in current level, the numeric value of all your stats, and resists. In the Stats Pane you can control how much of your experience goes to each of your 3 careers by moving the XP sliders. Stats in green have been boosted by spells, items, armor, etc. Stats in red have been decreased by spells, items, armor, etc.

Items – The Items Pane ("I") contains your inventory, Repair buttons, access to your Crafting window, and access to your Pet's Inventory. This window can be used to split stacks of items, view information about the items in your inventory, and delete items *(hit Expunge key with an item in your cursor)*.

Skills – The Skills Pane ("K") lists all of your Active Skills as buttons with current skill level along the left-hand side and your Passive Skills with their level in a table on the right-hand side. Passive Skills will go up with use of a particular skill. The Active Skills can be placed in a hotkey slot by left clicking on the skill and dropping it into a hotkey slot, these skills will go up with active use of the skill.

Spells – The Spells Pane ("B") is your spellbook. Classes that have spells can scribe their scrolls into the Spellbook *(Ctrl-double click)*. There are 10 pages in the spellbook and each page holds up to 25 spells. Spells can be cast by double-clicking on them directly from the spellbook or they can be placed in hotkey slots or macros.

Advance – The Advance Pane is a listing of available and chosen advancements. Each class/race combination may choose the advancements that are best suited to their character and play style. The left-hand column shows advancements taken, the current rank, and the max that the advancement can be. The right-hand column shows

available advancements based on the character's available points. A character receives advancement points each time they level up.

Note: You will only see a list of the advancements that you can afford.

Settings – The Settings Pane allows the player to link their target to another character's target, to set a default target to one of the members of their party, to change their current avatar, and to change their portrait.

PARTY WINDOW

The Party Window ("P") displays all characters in your party. There is a small window for each member of your party. Each window contains: the character's name, portrait, their health*(red)*/mana*(blue)*/stamina*(yellow)* bars, a thin white bar showing level progress, and an orange health bar for their active target*(if they have one)*. Characters with pets will also see a green health bar for their pet.

You can easily change your active character by clicking on their portrait, this does not change your avatar.*See the Settings Pane or Misc Commands sections for information on changing your avatar.*

BUFF WINDOW

The Buff Window shows the active buffs on each character in your party. To remove a non-harmful buff, simply double-click on its icon to remove the effect. If you place your mouse cursor over a buff, the time remaining will show up at the bottom center of your screen in the tooltips window. When a buff is about to wear off, it will flash for several seconds in the buff window as a warning.

The Buff Window displays up to 12 active buffs per character and up to 24 when playing a single character party although more buffs can be present.

Note: Buffs are spells that are cast on your character(s) or that you cast on others either from a spell in a spellbook or from procs off of equipped items such as weapons and armor. Buffs can be non-harmful or harmful.

MACROS WINDOW

The Macros Window ("N") shows 10 hotkey slots for each character in your party. The extra pages of hotkeys can also be viewed by holding down the Shift or Control Key. This gives each character a total of 30 hotkey slots.

The Macros Window also displays the character's portrait, health bar *(red)*, mana bar *(blue)*, and target's health bar *(orange)*.

Note: To view your pet's health, you should have the Character Window open also.

MAP WINDOW

The Map Window ("M") is a 3D representation of your avatar's location in a zone. There is an icon representing your location on the map, the arrow points in the direction you are facing. North is up, south is down, east is right, west is left. You can zoom in and out of the map either by using the scroll wheel on your mouse*(if you have one)* while your mouse cursor is over the map, or by clicking on the plus *(+)* and minus *(-)* signs at the top of the map.

The map has filters which toggle viewing of the names of Players*(blue)*, NPC's *(blue, yellow, or white)*, Enemies *(red)*, and Points of Interest *(purple)*.

Note: Blue NPC's are vendors, Yellow NPC's have quest dialog and may or may not be vendors also, White NPC's

have no dialog and are not vendors.

The map can also be resized by clicking and dragging on the lower right-hand corner of the map.

Note: If you are having any performance issues, we recommend that you close your map.

TRACKING WINDOW

The Tracking Window ("T") shows all mobs within your tracking distance. Tracking is a skill that goes up with use and the starting range is dependent upon your class. Your tracking range, in meters, is listed at the top of the window.

In the tracking window you will see the names of Players, NPC's*(light blue)*, enemies*(red)*, and Points of Interest *(white)*. Points of Interest will always appear at the bottom of the list and do not show their distance.

To track something, click on the item in the list, then click on the Track button. The name will appear underneath the tracking button with the distance in meters. The head of the wolf will point you in the right direction.

Note: The wolf is merely a guide, he doesn't consider the dangers of things such as bridges, passes, mountains, and water bodies. In other words, he'll tell you what direction to go but not how to get there.

ITEM INFORMATION WINDOW

The Item Information Window gives you the important information on spells, items, weapons, armor, etc. When this window is open, place your mouse cursor over the item you wish to learn more about. This window can be opened and closed quickly by right clicking on items.

Understanding penalties: If you do not meet the requirements for an item, weapon, or armor you will see a penalty percentage listed in red. This means when equipping or using this item, you will not receive the full benefit of it and associated procs will not go off.

JOURNAL WINDOW

The Journal Window ("J") lists all quests that you have accepted. On the top left is the quest sorted by Topic. Within each topic are one or more Entry items. If you select an Entry item, you will see in the right-hand window information about your quest including the person that gave you the quest and details about what they want you to do and perhaps where to go to complete the quest.

ENCYCLOPEDIA WINDOW

The Encyclopedia Window is a very powerful in game reference tool to access data on Zones, Spawns, Spawns by Level, Items, Quests, Spells, Classes, and Recipes. Within those sections you will find all data that relates to what mobs drop specific items, who sells certain items, what characters have quests, what level you can purchase a given spell, the advancements available to your class, what level you can obtain a skill and if you have to train in it, and much more!

ALLIANCE WINDOW

The Alliance Window lists all characters with respective health bars that make up your alliance. With this window open you can easily select and target characters in your alliance to buff, heal, or help them by using the F1-F6 keys.

LEADER WINDOW

The Leader Window ("L") is used to invite people into your alliance. Each alliance has one leader. The leader can invite or kick people from the alliance as well as disband the alliance. Players can use this window to leave an alliance or to accept/decline someone's invitation.

DEFAULT COMMANDS WINDOW

The Default Commands Window contains easy to place buttons for the most common hotkeys. These include: Attack, the various pet commands, and StopCast. Left-Click on a button and place it in a hotkey slot or create your own macros/hotkeys.

Note: StopCast is used to interrupt the casting of a spell, this is self only.

GAME OPTIONS WINDOW

The Game Options Window contains Camp, Quit, Help, and More Options.

Camp – This will camp your party and save your progress. Your party will start at this point the next time you log in to the game regardless of which character(s) you re-enter the game with. This is the proper way to exit the game. You may also type /camp in your chat window to exit the game.

Note: When playing the game, your progress is saved at 1 minute intervals.

Quit – This is a quick escape which will not save your progress nor your camp location. We do not recommend using this function unless you are unable to camp.

Help – This accesses the Help Window, see below.

More Options – *Please see the Main Menu section for images of the Options Panes.*

HELP WINDOW

The Help Window ("H") contains the Keyboard Pane, Commands Pane, and FAQ Pane. This information can be found in the remaining sections of this document.

Default Commands

OSX Note: Command click simulates a right click

MOUSE COMMANDS

Left Click
Left Click on npc, monster, or player avatar – *Select*
Left Click on quick slot or macro slot - *Activate*
Left Click on target health bar with player targeted - *Cycle Targets*
Left Click on character name in Alliance window - *Target Character*
Left Click on character portrait - *Set Active Character*
Left Click on skill or spell and drop in macro slot - *Create Macro*

Right Click
Right Click and hold on world view - *Enable Mouse Look*
Right Click on inventory item - *Toggle Item Information*
Right Click on spellbook icon - *Toggle Spell Information*
Right Click on character portrait - *Target Character*

Double Click
Double Click on npc - *Interact*
Double Click on enemy - *Attack*
Double Click on inventory item - *Equip (if possible)*
SHIFT + Double Click on inventory item - *Quick Sell*
Double Click on player with item in cursor - *Trade*
Double Click on pet with item in cursor (twice) - *Equip Pet*
Double Click on character portrait - *Open Stat Pane*
Double Click on vendor item - *Quick Buy*
Double Click on dialog choice - *Select Choice*
Double Click on corpse - *Loot Corpse*
Double Click on loot item - *Quick Loot*
Double Click on nonharmful effect icon - *Cancel Effect*

DEFAULT KEYBOARD

Options
Options: ESCAPE

Movement
Run Forward: W
Run Backwards: S
Sidestep Left: Q
Sidestep Right: E
Turn Left: A
Turn Right: D

Jump: SPACE
Toggle Auto-Run: V

Tome Input(toggle)
Commands: /
Chat: ENTER

Views
Mouse Look: X
Rotate: MIDDLE MOUSE BUTTON
Squint: Z
Toggle 1st and 3rd person: COMMA

Targeting
Clear Target: BACKSPACE
Cycle Enemies Backward: SHIFT + TAB
Cycle Enemies Forward: TAB
Evaluate Target: G
Target Nearest Enemy: ~
Target Party Member: SHIFT + (F1-F6)

Open Character Windows(toggle)
Alliance: Y

Help: H
Inventory: I
Journal: J
Leader: L
Macro: N
Map: M
Party Mini: P
Skills: K
Spellbook: B
Stats: C
Tracking: T

Trigger Hotkeys
Number Key, SHIFT + Number Key, and CTRL + Number Key

Other
Open Game Console: CTRL + ~
Set Active Party Member: F1-F6

CHAT COMMANDS

Channels
/a - Alliance Channel
/g – Guild Channel
/h – Help Channel
/m – MoM Channel
/o – Off Topic Channel
/s - Say Channel (within 30m can hear you)
/t - Send a private message *(/t Whizzo Hey there!)*
/w - World Channel
/z - Zone Channel

R - Reply to last private message

Note: Once you have switched to a new chat channel you no longer need to type the channel prefix.

Please check out the Chat Channel Usage Guidelines here:
http://www.prairiegames.com/phpBB2/viewtopic.php?t=2892

MoM Chat

/m - MoM Channel (Ex. /m Hello everyone!)
/mconnect - Connect to the Global Chat Server (if you get disconnected)

Chat Filters

/channel combat on|off - Listen to or mute other's combat messages.
/channel global on|off - Listen to or mute global chat.
/channel world on|off - Listen to or mute world chat.
/channel zone on|off - Listen to or mute zone chat.
/ignore <character name> - Mute messages from the specified person.
/unignore <character name> - Unmute messages from the specified person.
/ignored - Show a list of everyone you are ignoring.

GAME COMMANDS

/assist *character name* - Target the named character's target.
/attack - Toggles your Auto-Attack.
/bind - If you are near a bindstone, this will change your bindpoint to your current position. You can also double click on a bindstone. This command may also be used to find out where a character is currently bound.
/camp - Leave the world and return to the main menu.
/craft *recipe name* - Have your active character attempt to craft the specified item.
/eval - Gives you information about your selected target, including relative difficulty to your active character, faction standing, etc.
/localtime - Display the current time on your computer.
/quit - Leave the world and exit the game immediately.
/roll - Roll a random number between 1 and 100.
/unlearn *spellname* - Permanently deletes a spell from your spellbook.
/unstick – If you become stuck, you can use this command to enable movement. If this doesn't work, try drinking a gate potion or typing /suicide.
/suicide - If you become stuck, you can use this to return to your bindpoint. Please note that this causes experience loss for characters over level 5.
/time - Display the current world time.

MISC COMMANDS

/avatar - Switch your 3d avatar to another character in your party. (Ex. /avatar Bingo) Available in single player only.
/coords - Displays your location, which is useful for submitting problems where location is important.
/ladder - Displays the characters with the most experience. Note that some classes/races have XP bonuses, so it isn't uncommon for a lower level character to be higher on the ladder.
/stopcast - Cancels the casting of a spell.
/uptime - Displays the server's uptime.
/version - Displays the server's version.
/who - Displays who is in the world and what zone they are in.

PET COMMANDS

/pet attack - Orders your pet to attack your target.
/pet dismiss - Orders your pet to leave.
/pet followme - Orders your pet to follow you.
/pet standdown - Orders your pet to cease attacking.
/pet stay - Orders your pet to stay.

EMOTE COMMANDS

/bow - Your avatar bows.
/dance - Your avatar does a nifty dance.
/groan - Your avatar audibly groans.
/laugh - Your avatar audibly laughs.
/me - Emote to all within 30m (Ex. /me smiles at Whizzo)
/point - Your avatar points.
/scream - Your avatar audibly screams.
/wave - Your avatar waves.
/yes - Your avatar agrees.
/no - Your avatar disagrees.

Frequently Asked Questions

- **Can I order the game?**

YES! Please do! You can order the game by clicking right here:
http://www.prairiegames.com/index.php?option=com_content&task=view&id=25

- **How can I improve my framerate?**

In the Graphics Pane of the Options Dialog there are 4 preset Graphics Detail settings that you can choose from, select one and click on *Apply Changes*. This should increase your framerate.

- **I am totally confused? I can't keep track of what's going on!!!**

If you are playing the game with more than one character in your party, try dropping some off at an inn and playing with only one. The game is fully playable with one character and you can multiclass. Many people actually prefer playing this way!

- **I have more than one character in my party, but I can only see one character?**

Your party is represented in the world by a single 3d avatar. You can change which character represents your party with the /avatar command or by clicking on the *Set Avatar* button on the Settings Pane of your Character Window.

- **One of my characters has died!!! What should I do?**

In single player mode:

You need a cleric to resurrect you. You can visit Istri Sansmil in Trinst or Maurgon in Kauldur. You may want to add a cleric to your party as they can resurrect at level 20. Also, high level necromancers can cast Undeath.

In multiplayer mode:

Upon death a gravestone will be placed where you died and you will be transported back to your bindpoint. A cleric may cast Resurrection upon your gravestone which will teleport you back to the place of your death and give you back some of your lost experience.

- **How do I trade with other players?**

With an item in your cursor, double-click on the player.

- **How do I equip my pet?**

On the Item pane of your character window, click on the *P* button to open your pet's inventory and equip as usual. Characters who are not playing a pet class can use this window for additional inventory storage.

Note: When your pet dies you do not lose the inventory items that you placed in this window.

- **How do I multiclass?**

You can select a secondary class at level 5 and a tertiary class at level 15. There are numerous trainers in Trinst and Kauldur that can teach you the basics of your new class. You can also control experience points to each of these classes with the provided experience sliders which are found on the Stats Pane of your Character Window.

- ## How do I add/remove characters from my party?

You can add and remove characters at inns without ever leaving the game! In Trinst visit the Broken Keg and in Kauldur visit the Swaggering Inn.

- ## How do I save my game?

Single Player: The game is automatically saved at one minute intervals. You can save your progress at any time by camping.

Multiplayer: Your progress is saved on the world server at one minute intervals.

- ## How do I scribe a scroll?

Ctrl + Double click the scroll to scribe it into your spellbook.

- ## How do I loot corpses?

Double click or ctrl-click the corpse.

- ## What's a party? What's an alliance?

As a player in single player mode, you can create parties of up to 6 characters. In multiplayer mode you can create alliances of up to 6 players that share experience and can chat on a private alliance channel. Furthermore, some spells affect your entire party and some spells affect your entire alliance.

- ## My mouse cursor has disappeared, how do I get it back?

Generally when this happens when you are holding an item and should place it in your inventory. Open your inventory 'I' and click on an empty slot.

- ## How do I get my combat text window back?

Hit the <enter> key on your keyboard and your command window, chat window, and tome will all reappear.

Credits

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Lara Engebretson

Character Modeler, Rigger, Animator, Texture Artist:
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Clothing and Armor Designer:
Christophe Canon

Original Soundtrack Composer:
Ronald van Deurzen

World Lore:
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