

# Maiden Desmodus

**Official Player's Guide**

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## Official Player's Guide

Welcome to Maiden Desmodus, a more interesting world to inhabit... This document is the "Official Maiden Desmodus Player's Guide". As the name implies, it is intended to get you started quickly, and while extensive, does not contain but a brief overview of the game. You will no doubt find Maiden Desmodus to be one of the most professional, immersive, and enjoyable text-based games on the Internet. We have created an excellent blend of Player vs. Player combat mechanics, Player vs. Environment exploration and adventure, and a richly-detailed and original world for Role-Play and social interaction. There is something for everyone here and you will certainly be glad that you found us.

Chapters one and two of this guide present the game from both a Kneyan and Thirian point of view and will walk you through your first hours, or perhaps days, of play in an order that you are likely to encounter things.

The subsequent chapters are relevant to both Kneyans and Thirians and cover topics that are generally addressed the same way by citizens of both kingdoms. You are free, of course, to peruse the guide however you would like, but we encourage new players to read through the chapter corresponding to their citizenship first so that they are not overwhelmed by the scope and grandeur of Maiden Desmodus.

Maiden Desmodus can be played from your browser at <http://maidendesmodus.com/play/> and does not require you to download or install any special software. The Maiden Desmodus game client has an attractive interface, power meters, shortcut icons, and many options that make it well-suited for play. If you prefer to use a third party client program, you can connect to: *maidendesmodus.com:4000*.

**Hint:** Throughout the guide you will see hints notated like this. Anything that appears in *THIS STYLE* is a command that you can type into the game. Commands are not case sensitive.

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## CHAPTER 1: KNEYANS

Kneyan characters begin play aboard a schooner that has just returned to the City of Johannesburg, the capital and crown city of the Kneyan Kingdom. The following walk-through will help you get oriented and involved in the ongoing story of Maiden Desmodus from a Kneyan's point of view. It is by no means a complete walk-through, but is intended to familiarise you with the game by presenting places and scenarios in the order you are likely to first encounter them.

### **PART ONE: THE KNEYAN SCHOONER**

Having been "somewhere else" for awhile, you have booked passage aboard Captain Bigelow's schooner to your home city of Johannesburg. The ship has just arrived, and you are awakened by Bub, a sailor. Bub will wake you up and give you some general advice before telling you to get dressed and head to shore.

Use the commands *GET SHOES*, *GET TROUSERS*, *GET BELT*, *GET SHIRT*, *GET KNAPSACK*, *GET KNIFE*, *GET BANDAGE* and *GET POTION* to receive your initial starting equipment.

**Hint:** If you are using the Maiden Desmodus game client (or another MXP enabled client) you can right click the footlocker with your mouse and select the equipment to get from the menu.

What you pull out of your footlocker will have a randomly generated description. If you do not like what you receive then use *EXCHANGE <OBJECT>* to swap it for another version. There is no point in exchanging knapsacks, bandages or potions as they are all the same.

**Hint:** When you see command syntax in this guide with the < and > symbols it means you need to type what the word refers to, so in the example above where it says *EXCHANGE <OBJECT>* if you wanted to exchange your trousers you would actually type *EXCHANGE TROUSERS*.

To view what you are currently carrying, use *INVENTORY*. You are only able to carry a limited amount of weight in your inventory before you cannot carry anything else. To equip what you have received, use *WEAR <OBJECT>*, it will automatically be worn or equipped in the appropriate location. To remove an object you have equipped, use *REMOVE <OBJECT>* and it will be returned to your inventory providing you are not too encumbered to carry it.

**Hint:** Your knapsack is a valuable item, as it will allow you to put things inside of it and thus eliminate the weight of its contents from your overall encumbrance. To put objects into your knapsack use *PUT <OBJECT> KNAPSACK*. Use *REMOVE <OBJECT> KNAPSACK* to remove any object that you have stowed away in your knapsack and

return it to your inventory. You must be holding, and not wearing, your knapsack in order to put things into it.

**Hint:** Your potion is a potion of healing. To use it, keep it in your inventory and type *SIP HEALING* when you are injured. Once you sip a potion, you cannot sip another potion of that same kind until you receive a message saying that you are able to. If you sip the potion before this time you will waste a sip. Potions have a limited quantity. Once you have learned the Flasks skill, you will be able to list all potions with their remaining sips. Do not dispose of your flask once it is empty, as it can be refilled later.

**Hint:** You can use *WIELD <WEAPON>* to wield your dagger and *STAB <TARGET>* to use it in combat. If you use *DRAW <WEAPON>*, then the description people see when they are in the same area as you will mention that you have your weapon drawn and ready. Use *SHEATH <WEAPON>* to remove the description change. Note that you must still *REMOVE <WEAPON>* if you actually want to move it back to your inventory.

**Hint:** To move in a direction type the direction as a command, so to leave the forecandle of the ship type *UP*. Don't forget that you must first type *OPEN HATCH* to open the hatch above you. If you are using the Maiden Desmodus game client you can left click exits with your mouse to move through them. In order to leave the forecandle you must be wearing a pair of trousers. The sailors don't want you walking around in your skivvies.

Once you go above deck you will find Bub, Jangles, Cully, and Shep around the ship. You can, and should, talk to these four sailors. To begin a conversation with a non-player character use *GREET <NPC>*.

**Hint:** When interacting with NPCs or objects you do not have to type their full name. Instead you can interact with them by using keywords. Bub is a gangly, caramel-skinned sailor and you can interact with him by using the keywords "bub", "gangly" or "caramel-skinned". For example type *GREET GANGLY* to greet Bub and begin a conversation.

Most non-player characters will respond to you, but what they have to say will change depending on what you have going on. When the non-player character responds to you there will be words highlighted with grey if you are playing with colours enabled. These are specific keywords that can lead your conversation. Use *SAYTO <NPC> <TEXT>* to speak to them, or *ASK <NPC> <TEXT>*. You can use complete sentences to better your role-play, or simply refer to specific keywords.

**Hint:** If you use *CONVERSE <NPC>* you will enter conversation mode. While in this mode you do not have to use the non-player character's name while speaking and can just use *SAYTO <TEXT>*. This saves you some typing. Make sure, however, to use

*CONVERSE* by itself to exit conversation mode when you are done speaking to that person or you will see an error message the next time you try to sayto or ask another non-player character something.

**Hint:** You can use *PREFERENCES* to see a list of preferences. By using *PREFS MXP ON* you will enter MXP mode. Assuming that your game client is configured to use MXP, you will then be able to left and right click NPCs, and lots of other things, to interact with them. See the client configuration chapter for instructions on enabling MXP in several popular clients.

**Hint:** If you are vision impaired you might want to experiment with the various preferences, particularly screen reader mode, which will change the ASCII codes used for the prompt with numerical values and substitute pound signs for highlighted keywords.

Be sure to speak to Bub first. He is undecided about what guild to join and will give you some basic information about the four Kneyan guilds. Joining a guild is one of the first big decisions you will make for your new character. When you join a guild you will learn two new guild-specific skillsets.

As a Kneyan you can join the Temple of the Maiden Desmodus, the Order of the Blood Knights, the Physician's Guild, or the Fellowship of Shadows. Desmoduist Priests will learn Hemomancy and Liturgy. Blood Knights will learn Weaponry and Discipline. Physicians will learn Potions and Medicine. Fellows will learn Artifice and Brawling. Each guild has advantages and disadvantages, and your overall strategies will vary depending on which guild you join and how you choose to train your skills.

**Hint:** When Bub woke you up he mentioned that he wants to visit the guildhalls. Use sayto to talk with him about the keyword *VISIT* and he will bestow your first quest, "A Difficult Decision". This quest is designed to familiarize you with the locations of the four Kneyan guildhalls. Bub will begin following you. If you lose him somehow, use keyword *FOLLOW* when speaking with him and he will begin following you again. If you want him to stop following you, speak to him with keyword *STOP*. More information on "A Difficult Decision" is presented in the Quests chapter of this guide.

**Hint:** You can use *QUESTS* to see a list of all the quests you have been presented with. Use *QUEST <QUEST NUMBER>* to view the quest summary and current stage of any of your ongoing quests.

It's never too early to start earning some gold for yourself. Gold is the currency of the realm, and your first chance to start earning money comes from Jangles.

**Hint:** After you speak with Jangles, go down into the cargo hold and get a crate by using *GET CRATE*. Pick up some fish by using *GET FISH*, and then fill the crate with

them by using *PUT FISH CRATE*. Once you have a crate full of fish you'll want to deliver it to the local fishmonger, as explained in the next part of this guide.

While you are on deck you can speak with Cully. He is very wise when it comes to pirate lore, as he has spent his life at sea. He knows a lot more than his highlighted keywords will lead you towards discussing, but keep him in mind for the future when you want to learn more about famous, or infamous pirates. This will help you along with other quests.

The last sailor of note is Shep. Greet Shep and take some time to learn about basic combat manoeuvres from him. At this point in the game your only means of attack is to punch or stab someone, which Shep is kindly enough to let you do to him so that you can learn how.

**Hint:** Type *SKILLS* to see your initial skillsets and *<SKILLSET NAME>* to see the individual skills you have learned in each category. While there is no “correct” way to train your character, it is never too early to train your Combat skillset. By doing this early you will learn additional fighting manoeuvres that will better your chances of surviving a rough encounter without being defeated. To train a skillset use *TRAIN <SKILLSET>*.

**Hint:** Training is passive in Maiden Desmodus. At any time you can only be training a single skillset, but it will increase, quickly at first and slower as you become more advanced, during the time you are online. Safe areas such as a clinic or a personal estate pause your training until you leave them. Many players choose to use Karma for Blessings to increase their training rate. More about that will be presented in the Blessings chapter of this guide.

On the Poop Deck of the ship you will see the word “schooner” highlighted in yellow if you are viewing the game in colour. This signifies that there is a group adventure in this location that can be entered if you are grouped together according to the requirements of the specific adventure.

**Hint:** To view the game in colour use *COLOURS ON*. Colours are standardized to make it easier to identify things at a glance. Purple is used for characters. Green is used for most objects. Yellow is used for mounts and vehicles.

## **PART TWO: THE QUAY OF JOHANNASBURG**

Upon leaving the schooner you find yourself at the pier where Wellis waits to speak with you. You do not have to speak with him, of course, but he is a wealth of information about the game world and basic mechanics of play. We encourage you to spend some time talking to him.

**Hint:** If you are viewing in colour you may have noticed that the title of the room descriptions in the schooner were yellow, whereas on the quay they are in cyan. This is because the quay is part of the global game world where you can and will encounter other players. Yellow room titles signify that you are in a private instanced copy of the area where you are not likely to encounter other players unless they were in your group before you went in or unless you were shadowed and followed into the instanced area without your knowledge.

**Hint:** To create a group type *INVITE* <PERSON>. To view group information use *GROUP*. When you are in a group, all members of the group share experience earned for victories. To kick a person out of your group use *DISMISS* <PERSON>. You can also use *DISBAND* to do away with the group all together. Groups are also able to enter adventures together.

Now that you are officially on dry land, you might want to know more about the City of Johannesburg. Type *CITIES JOHANNASBURG* to view some basic information. You can also use *CITIES THARN* to view the same information about your enemy city. To see what other players are online who are your fellow citizens use *CITYWHO*. You can then use *CITYBROADCAST* <TEXT> to send a global message to all members of your city. By now you may even have been welcomed to the city by other characters.

**Hint:** If you would like to speak more privately to a particular person you can use *TELL* <PERSON> <TEXT>. This will send a message only to that person. Be aware, however, that there is a skilled called Eavesdrop that will allow other people in the same area as you to overhear the content of your tells. If you need to send a more private message to someone you can use *MSG* <PERSON> <TEXT> to do so. The use of messages however deducts five gold from your bank account each time you use it.

**Hint:** Those noted as holding various political offices were elected to those offices by other players. You can contest anyone for a political office by using *CONTEST* <PERSON> <OFFICE>. Doing so begins a three day election. You can list all elections you are eligible to vote in by using *ELECTIONS*. To cast your vote use *VOTE* <ELECTION NUMBER> <PERSON>. You can only vote once per player account on any given election, not once per character you have created. This keeps the elections honest. Feel free to vote for yourself and promote yourself to other characters to try and earn their votes. More on elections and political offices will be explained in the Politics chapter of this guide.

The quay is a seaside area known for seedy low-lives lurking around. You may encounter other non-player character citizens here and you will likely see Blood Knight guards roaming around (assuming Johannesburg is not being occupied by enemy forces). The guards are there for your protection, and the protection of all Kneyan citizens. Should you commit a serious crime the guards will turn on you, and it is quite likely that a citizen will call for the guards if attacked.

**Hint:** You can help the war effort of your city by recruiting citizens into military service. When you see a citizen, use *LOOK <NPC>* to look at them more closely. If it says that they are able to be enlisted you can greet them and then use *SAYTO <NPC> RECRUIT* to discuss recruiting. If they are interested, use *SAYTO <NPC> ENLIST* to ask them to enlist. Most of the time, citizens will want gold up front. You can use *GIVE GOLD CITIZEN* to hand them one gold coin at a time until they agree to follow you to a recruiting office where you can use *ENLIST <NPC>* to sign them up for military service.

While on the quay you will be accosted by a drunken beggar outside of the old Harbourmaster's chateau. In addition to speaking to you and mentioning a few highlighted keywords he'd like to talk about, he is performing actions. You too can do this by using *EMOTE <TEXT YOU WANT TO ACT OUT>*. Acting is a valuable part of role-playing, so feel free to use those emotes liberally. View the emote help file in-game for even more options on how to use emotes effectively.

**Hint:** If you give the drunk a gold coin he will be so elated that he will tell you a secret. While it won't be something you can take advantage of just yet, don't forget to look into it when you have the Swimming and Dive skills. It will lead you to the first of Professor Leegan's secret treasure chests. Other chests are, of course, hidden throughout the game.

There are two store fronts on the quay. The first is that of Selmyn, the local fishmonger. If you have a crate filled with fish when you enter his store he'll ask you to put it down. Use *DROP CRATE* to drop the crate and receive your one gold coin reward for having brought it to him. If you want to earn some gold and don't mind the work, you can repeat this process manually as often as you'd like until you reach level five.

**Hint:** While you can repeat the "haul fish for gold" work as often as you'd like, please do not set up scripts or macros to do it as an automated process. It is intended as a way for you to earn some starting money, and those found abusing it will likely be slain by the Maiden Desmodus. Literally.

The second store front is that of Otto, the local freetrader. Freetraders are merchants who deal in what are referred to as "general goods", that is the very few objects in Maiden Desmodus that cannot be crafted by players. Mostly, these general goods are kits that are required for practising other skills. You won't need any of them just yet, but when you have picked a trade skill you will want to save gold and purchase the kits needed to ply your trade.

**Hint:** Otto is a fickle person who is often found in a foul mood. You're likely to annoy him if you enter his store after you have been tromping through mud, if you are

covered with blood, etc. Otto is also not fond of Bub. Maybe you should ask him why.

Both the fishmonger and the freetrader are stores operated by non-player characters. If you want to see what they have for sale use *LIST* or *FORSALE*. If you want to buy something, and have the gold for it in your inventory, use *BUY <OBJECT>*. Objects purchased from non-player character stores will be moved directly into your inventory if you are able to carry them.

**Hint:** All non-player character stores use real gold for transactions. In order to make purchases you will have to have gold in your inventory.

There are four notable areas on the quay. The warehouses you are free to explore at your leisure. The lighthouse might be locked, and if you want to explore it then you are going to have to get a key to it. Leaving the quay to the north is Smith Road. On Smith Road you will find Kell, the Master Blacksmith, as well as a path leading to the lumber mill where you will find Sawyer, the Master Carpenter.

**Hint:** You can opt to learn any one of the five trade skills, which are Forging, Carpentry, Tailoring, Herbalism, and Goldsmithing. Once you take on a trade apprenticeship, there is no changing it, so pick wisely. If you want to learn Forging then be sure to visit Kell. If you want to learn Carpentry then visit Sawyer.

**Hint:** The trade skill of forging can be used to forge almost any metal object in the game including swords, daggers, armour, shields, and more. The trade skill of carpentry can be used to carpenter almost any wooden object in the game including bows, arrows, furniture, barrels, gallows, etc.

There are both blacksmiths and a bloomery on Smith Road. You will want to return to these places to ply the trade of Forging in a blacksmithy and use the bloomery to refine metal-flecked ore into ingots for crafting. Later, you can build your own estate and your own full-service blacksmithy. More on that in the Estates chapter of this guide.

The alley on the east side of the quay is considered by most to be the territory of the Fellowship of Shadows guild. You will find the alley dark and dangerous. In the alley you will also find the Fellowship of Shadows Guildhall, McCaddy's Pawn Shop (where you can usually buy obscure keys). There are also areas in the alley that are suitable for building estates. You can find these by using *SURVEY*.

**Hint:** You will not be able to enter the alley at the east end of the quay until you have trained up your Senses skillset a little bit. Always be sure to revisit areas of the game you have been through already as you better your senses. You never know when something new might open up to you.

**Hint:** The dangerous, cloaked figures that roam around the alley area will not bother you until you reach level ten. Likewise, you may encounter rabid dogs occasionally on or near the quay, and they won't bother you until you reach level five. Once you are more skilled in combat, you can challenge them. You might even find yourself on a quest to do just that if you have spoken to other quay-area non-player characters thoroughly.

The Harbourmaster's chateau has been abandoned for a very long time and is believed to be haunted, according to many of the locals. To learn more about it, speak to the people you encounter in this area. Eventually, you will end up needing to enter the chateau for one reason or another. When that time comes, you'll need to find a key.

### **PART THREE: THE BEACH AND SEWERS OF JOHANNASBURG**

By moving down from the quay you will find yourself on the beach. There are three key elements to this area. First and foremost, it is the first place where you can ploy the Swimming and Diving skills, which you will learn by training your Survival skillset. The beach leads you to the entrance to the sewers.

When you are ready to see more combat, go ahead and enter the sewers. This area is a designated "hunting area" where you will find lots of shadowlings to battle. You can come here to learn to fight, to earn experience, and you will eventually be drawn to the sewers by tasks and quests.

**Hint:** If you get into trouble in the sewers, flee for the exit. The shadowlings will not pursue you out of the dark tunnels. You will also probably want to visit the local bath house after a jaunt through the sewer to wash the smell off of you. Some non-player characters will be quite put off by it.

### **PART FOUR: THE TEMPLE DISTRICT OF JOHANNASBURG**

The Temple District of Johannsburg is a hubbub of activity. You will find many notable places of interest including a graveyard, a fortune-teller, an ostler, an inn, and more. Not to mention the Temple itself.

The Temple of the Maiden Desmodus is the heart of the dominant religion of the Kneyan Kingdom, Desmoduism. A visit to the temple will reveal frescoes and carvings relevant to the religion. Deep underground you will encounter the Chamber of Sacrifice where Thirian prisoners are placed in leech-boxes that continually drain their blood and channel it toward the bloodwell where it is offered to the Crimson Goddess herself, who actually resides in the caverns beneath the Temple.

**Hint:** If you want to permanently get rid of any object in the game you can use *OFFER* <OBJECT> in the Chamber of Sacrifice to throw it in as an offering to the Maiden Desmodus.

**Hint:** Learn to use the environment to your advantage. For example, you can use *PUSH <PERSON>* to give them a little shove into the bloodwell. This same thing can often be done at cliffs, on bridges, etc.

In the chapel you will find Cabari Halferg, one of the religious leaders of the Temple. He is the person to speak with if you are interested in joining the Temple of the Maiden Desmodus and becoming a magic-using Desmoduist Priest. When you speak with the Cabari he will ask you questions and set a challenge for you to prove that you are worthy to join the temple.

**Hint:** In order to join the Temple of the Maiden Desmodus you must travel back to the quay and gain entry into the Harbourmaster's Chateau. Speaking to the drunk outside thoroughly will give you an idea of how you might get inside. Once inside you must find a piece of religious art and note the three words written on it. Those words, in order, are the answer to the Cabari's pressing question. Once the Cabari is satisfied that you have the right stuff for Desmoduism he will send you below the temple to prove yourself to the Crimson Goddess in person. When you find the Sacrificial Stone, look at it to understand what you must do to summon the Maiden.

There are two Dormitories in the Temple, and in one you will find Gandol, a high ranking member of the faith who you can speak with to learn more about the fold. By speaking to him thoroughly you can even learn about the skills you will learn as you progress in the guild.

**Hint:** Desmoduist Priests practice "blood magic" and must be bleeding in order to use many of their magical skills.

**Hint:** The Temple also contains workrooms that can be used for your trade skill, should you prefer to work in the Temple rather than a public workplace.

Near the Temple is a graveyard. There is also a mausoleum here that you may visit. Various tasks will bring you here in the future. There is a secondary entrance to the caverns beneath the Temple of the Maiden Desmodus here as well, but you will not be able to use it just yet.

The Temple Road Inn is a quiet social gathering place where you can enjoy a drink and a warm meal in the company of your peers. If you go upstairs you will find a hallway that is suitable for building inn rooms.

**Hint:** When you are ready to invest Account Karma into a private place to call your own, you can visit the local City Clerk and buy a property deed to an inn room. Take this special object to the appropriate part of any inn (usually, but not always upstairs) and use *SURVEY* to ensure you are in the place suitable for building. You can then use

*BUILD DEED* to build your own room. When entering a private estate, cabal estate, or inn room you simply type the name of the cabal or character who owns the property.

**Hint:** You can lock and unlock your inn room by using *LOCK <YOUR NAME>* and *UNLOCK <YOUR NAME>*. This can be done without a key object as it is your personal property and will forever remain in the game. Make sure to keep your door locked so that your inn room is not burgled. Items stored in an inn room will not disappear on reboot.

The local ostler has an establishment on the west end of the Temple District. Though they are expensive, you can use gold from your inventory to purchase a mount. Before buying a mount be sure and train your Riding skillset up enough that you can ride the kind of mount you are going to buy. You can ride mules, ponies, or horses, all of which have varying carrying capacities and different levels of morale. Warhorses can be purchased at Fort Redwater if you want a battle-mount that will be able to understand the Buckaroo and Trample commands of those Riding skills.

**Hint:** Make sure to *APPRAISE <MOUNT>* before you buy one to be sure that you are happy with their description. You can also name your mount with *NAME <MOUNT> <NAME>*. Once named, your mount will be able to answer your call once you have learned the Call Mount skill of the Riding skillset.

Mounts can be mounted with *MOUNT <MOUNT>* and ridden around wherever you would like to go. If you attempt to enter too deep of water, or a place where your mount is not permitted to go, you will receive a notification to that affect. In addition to being a symbol of wealth and status, being mounted gives you a tactical advantage in melee combat.

One of the most frequently visited places in the Temple District is the Workhouse. Once per game day you may greet the taskmaster and accept a task. The taskmaster will give you a short summary of what he wants you to do and you may either accept or decline the task. If you decline the task, however, you will not be able to go back for it until the following game day. Workhouse tasks progress linearly, not randomly, and thus tell a story all their own as you progress through them.

Once you have accepted a task you can use *TASKS* to see a summary of your current task and a note as to what stage of the task you are on, and thus what you need to do to progress. When you have completed your task you must return to the taskmaster and greet him again to receive your reward. In addition to whatever you may have earned or found while performing the task, your reward will include experience and gold, though the amount of gold depends on what the current Great Chamberlain has set the payout to be, for the money will be wired directly from the city treasury to your bank account.

**Hint:** You must perform the steps of a task in order. If step one is to kill a monster and step two is to pick up a specific object you will not get credit for progressing on the task if you pick up the object and then kill the monster. If you give up on a task or mess up so hopelessly that you can no longer complete it then you can use *ABANDON TASK* to admit failure. There is no penalty for abandoning a task, and you may accept the same task again to start over on the next game day.

**Hint:** Tasks expire after awhile, and will also reset if the game is rebooted or updated. If this happens then you will have to request the task again and start over.

More information about the first three tasks is provided in the Tasks chapter of this guide.

By far the most frequently visited place in the Temple District is the clinic. Death is not permanent on Maiden Desmodus and when you are defeated, be it by the environment, a monster, or another character, it should be looked at as 'defeat', not 'death', for the physicians at the clinic can sew a severed head back on as easily as they can get a still heart beating again.

Your blood points are our version of traditional hit points. When your blood points reach zero you will be rendered unconscious and see a respawn sequence that simulates being found and recovered by a benevolent physician who is taking you back to the clinic for medical care. After a short while you will wake back up, sprawled, at the clinic and can get back in the game with minimal side effects.

**Hint:** If you are defeated outside of your Kingdom territory you will lose experience. To see whether a Kneyan banner or Thirian banner flies over your current location use *SURVEY*.

**Hint:** Throughout the game are stone 'markers' that serve as optional respawn locations. If you would rather respawn at one of these locations use *RECOVER HERE* to designate your new respawn place. After you are tended to at the clinic, you will awaken at the marker rather than the clinic.

**Hint:** After being defeated you will be granted safety for a short duration. During this time you cannot attack or be attacked. You can extend your safety if you would like to by typing *SAFETY* when prompted. You will also suffer from a condition of fatigue, or respawn sickness, after you first wake back up. During this time you will suffer far greater experience loss from any additional defeat. For this reason, it is a good idea to take some time to recover from a fight rather than rushing right back to it.

The city arboretum can be found at the junction of Temple Road and Black Road. The arboretum is the workplace of Oliver, the Master Herbalist of Johannsburg. By speaking to Oliver and mentioning the names of various herbs you can learn a great deal about

them. Oliver is also able to take you on as an apprentice if you have not yet picked a trade skill, so that you can learn the trade skill of Herbalism.

**Hint:** There are thirty-three different herbs in Maiden Desmodus. Herbalists will be able to identify, plant, pick, and grow their own herbs. To chew an herb in your inventory use *CHEW <HERB>*. Some herbs require direct application, those can be used with *RUB <HERB> <INJURED BODY LOCATION>*.

**Hint:** Healing herbs and potions run on separate timers, thus it is possible to immediately sip a healing potion and chew marigold for double the healing action. You will quite likely want to keep a steady supply of both healing potions and marigold in your inventory for this purpose.

At the artistically cobbled intersection of Temple Road and Black Road is an entrance to the alley that connects the Temple District to the quay. This entrance can be used without any additional training to the Senses skillset. In addition to McCaddy's Pawn Shop, mentioned earlier, the Fellowship of Shadows Guildhall can be found in this alley.

**Hint:** In order to join the Fellowship of Shadows and become a thief or assassin, you must venture into the Fellowship's guildhall and speak to Raechard, the guild recruiter. In order to join the Fellowship you must prove yourself by committing your first official crime. You will be told about an estate during your conversation with Raechard, and the object that he wants you to steal. In order to gain entry into the estate you must find the local gardener, who can often be found at the Green Man Tavern in the Canal District. Follow him when he leaves to gain entry, and then do your best to locate and steal the object without being defeated. The guard dogs can be bypassed by dropping or giving them something they like to eat. Give the stolen object to Raechard when you escape the estate and you're as good as in.

Once you have joined the Fellowship you will be given a key to the interior of the guildhall. There is a social lounge, a training room, and workrooms for practising your selected trade skill in the company of your fellow low-lives.

On the east side of Black Road is the Johannesburg School of Medicine. The school consists of a courtyard fronted by three large buildings. There is the Hall of Medicine, the Potions Hall, and the student dormitories. One of the professors, Professor Brackmaw, also maintains a tower here that you will get to see in the future when you perform a task at his bidding. The school is the guildhall for the Physician's Guild.

**Hint:** In order to join the Physician's Guild and become a man or woman of medicine, you must greet and speak with Headmaster Jonas in the Hall of Medicine. It will take awhile for him to get your enrolment paperwork together, so he will have you begin your education by listening to Professor Seet's lectures. Go down the hall, and make sure to listen to all of the lectures in their entirety. When you have finished, go speak to Professor Brackmaw who will be in his classroom. He will give you an

object that he needs to have delivered to the Physician's Chapter house in Tharn, in the Thirian Kingdom. You must then travel to Tharn and seek out Chapter Master Rindel so that you can give the object to him. With this done, return to the Headmaster and you'll sign the enrolment papers and officially become a student of medicine.

**Hint:** You can use *FIND <DESTINATION>* to move quickly from your current location to any of the locations listed when you type *FIND*. Once you leave Johannesburg, move a couple of rooms away from the city and type *FIND* again. You'll see that you can now find new destinations. When you reach Tharn, you can use *FIND* again to list destinations within the Thirian city.

In addition to the various classrooms where you can attend medical lectures to learn more about your skillsets of Potions and Medicine, the school also contains a laboratory where you can go to mix potions.

**Hint:** Mixing potions requires a liquid container, typically a flask, that has been filled with blood. There are many types of potions including those that will heal you, grant you resistances or defences, etc.

**Hint:** To see what defences you currently have enabled, use *DEFENCES*.

The Bank of Johannesburg is the centre of financial transactions in the Kneyan Kingdom. All characters begin play with a bank account in their name. Approach the banking stall and you can use the various banking commands to manipulate your money. To view your current balance use *BALANCE*. To deposit money into your account from your inventory use *DEPOSIT <NUMBER>*. You can withdraw gold from your bank account to your inventory with *WITHDRAW <NUMBER>*. If you want to transfer money from your account to the account of another character or cabal use *WIRE <PERSON/CABAL> <NUMBER>*.

**Hint:** Your gold is safe only when it is in the bank. For this reason it is a good idea not to carry too much in your inventory at any one time. There are Fellows out there who will gladly relieve you of any gold that you flaunt.

The jewellery store on Black Road is workplace of Melial, the Master Jeweller of Johannesburg. If you speak with him you will be given the opportunity to apprentice in the trade skill of Goldsmithing. With Goldsmithing you are able to smith jewellery that can be enchanted by priests or mages, intricate items like flintlock pistols and syringes, and trinkets, which are special objects that can be attached to other objects to augment them.

**Hint:** Trinkets can be used to make an object you carry undroppable, unstealable, cause more damage, improve accuracy, etc. There are even trinkets that can be left in

a room to prevent being summoned, and trinkets that can be used to summon shadowlings or cause an object to explode when it is picked up.

**Hint:** Many spells in the Hemomancy skillset can be used to enchant various pieces of jewellery. You can then *CAST <SPELL> <TARGET>* to draw a charge out of the enchanted object and cast the spell. Once you learn the Enchantments skill you will be able to use *ENCHANTMENTS* to see all enchantments cast upon jewellery that you wear, as well as how many charges of each remain.

In the Mill of Johannesburg you will find Martus, the Master Tailor of Johannesburg. By speaking to Martus you will be offered an apprenticeship in the Tailoring trade skill. With Tailoring you can tailor almost every garment in the game including boots, trousers, shirts, cloaks, leather armour, and more.

**Hint:** As with the other trade skills, what you tailor will be randomly described based upon the type of object you are making. There are thousands of possible combinations from the mundane, to the exotic.

Vasago's can be found at the northern end of Black Road and is one of the two premier eateries in the city. This is a place where you can enjoy a social occasion, a good drink of fine wine, and an up-scale meal.

## **PART FIVE: THE CANAL DISTRICT OF JOHANNASBURG**

As you leave the Temple District you will step into the city park. The park has a gazebo off to one side for those who enjoy spending a day outdoors, while enjoying the safety of the city. Rising up from the centre of the park is an obelisk that is more than just a monument, it is an astronomical clock that can be used to determine the time and date.

**Hint:** You can actually check the in-game time and date from any location by using *TIME*. Seasons are very important because key events pertaining to natural resources occur only at certain times of the year. For example, you can shear sheep only during the summer. You can sow farmland with crop seed only during the spring, and you can only harvest your crops during the autumn season. Winter is the breeding season of domesticated mounts for those who want to try their hand at breeding horses, etc.

The Canal District is the largest residential part of the City of Johannesburg. By using *SURVEY* throughout this district you will discover the private estates that other characters have built. You can also opt to build your own private estate at any location in this district seen as suitable for building.

While passing through the Canal District you will likely come across a gondola. Once you have learned the Sail skill in the Survival skillset you can *SAIL <BOAT>* to launch a

boat into the water and hop aboard. In this district, use of the gondolas is a quick way to cross from one side of the canals to the other without having to walk all the way around.

**Hint:** Each boat you encounter can be sailed from one location to another, and back again.

**Hint:** As you walk around the game you will become painfully aware of the movement delay between leaving one area and entering the next. After you have learned the Run skill of the Survival skillset you can set to run mode and no longer face this delay. As your survival skillset advances you will learn additional movement styles that will let you cruise through the world even faster.

At the south end of the Canal District is the establishment of Frank, the local boatwright. By speaking to him thoroughly you can learn about other areas in the world where you can sail boats. While you can access any point on The Isle by foot, the only way to explore the neighbouring islands is to sail there.

The northern end of the Canal District is bordered by Lake Redwater. North of the lake, outside of the city wall is Fort Redwater. To the east sits Castle Johanna, the home of the royal family. If you are interested in joining the Order of the Blood Knights you will need to leave Johannsburg and immediately head east up the causeway to the fort.

**Hint:** In order to join the Order of the Blood Knights you will need to enter Fort Redwater and speak to Sir Linden, the Master Knight. Sir Linden will ask you to prove your courage by taking a special flask to Cinder Peak where you are to fill it with quicksilver by using *FILL FLASK WITH QUICKSILVER* when you reach the pool and have the special flask in your inventory. The caves in the volcano are home to a lizard-like race called the Barsh. Some of these can be quite dangerous. To help prepare you, Sir Linden will permit you to receive a free sword from the Fort's armoury. Don't forget to go get your sword before you head out. If you are having trouble completing this deed you may need to spend some time training your Combat skillset so that you can learn how to use your sword. Return to the fort and give the full flask to Sir Linden who will ask you to follow him to the ceremonial chamber where he will appoint you a Squire of the Blood Knights.

**Hint:** While it will take some time to train Combat to the point where you can use *SLASH <PERSON>* and utilise slashing attacks, most swords can also be used to *STAB <PERSON>*, which is a slightly weaker attack, but still much better than punching and kicking.

Castle Johanna is a special area that is not commonly accessible. There will be times when you may have access to the castle depending on how you perform various quests, tasks, and what guild you choose to join. For example, the Fellowship of Shadows guild trials take place in the castle.

As you near the end of the Canal District you will find two gates that are reserved for the future expansion of the City of Johannesburg. These are Angel's Gate and Demon's Gate. As the game grows in the coming years, these will open up and you'll be able to explore even more of the city.

Before you enter the Canal District's main plaza you'll come to the façade of the arena. The arena is intended to be a place where you can spar or duel with other characters to learn, strategize, and better yourself at combat. Feel free to use `CITYBROADCAST <TEXT>` to invite other citizens of Johannesburg to meet you at the arena for a little bit of friendly sparring.

**Hint:** The arena has a marker for respawning. You can use `RECOVER HERE` at the marker to set yourself to respawn there rather than the clinic. This will save you the walk back to the arena if you are defeated in a spar.

By far the most heavily trafficked place in the Canal District is the governmental plaza. Here you will find the City Mint, the Green Man Tavern, the Johannesburg City Hall, Mavini's Fine Eatery, and the Johannesburg City Store.

**Hint:** You can learn to mine gold once you have learned the Gold skill of the Labouring skillset, and then use the Refining skill of the Labouring skillset to make gold ingots. If you take a gold ingot to the City Mint and use `CITYMINT GOLD WITH MINT` you will transform your ingot into gold coins that will go straight to the city treasury. This is a great way to help your city and the city officials tend to give a percentage back to the person who minted the coins.

**Hint:** The Green Man Tavern is a local hotspot and social gathering place. Make a point to stop by there frequently as it is a good place to meet other characters. You can also embark on your first group adventure, "Heroes Needed", from the tavern.

**Hint:** The City Store sells surplus goods, and usually at reduced prices. If you have any extra stuff that you no longer want, you can contact the members of your City Council and negotiate a deal with them for the sale of your things, which they will then price and put up for sale at the city store.

The Johannesburg City Hall contains several important locations and it is also a Mass Warfare Control Point. Our unique mass warfare system will be explained in detail in the chapter Mass Warfare later in this guide. In the City Hall you are able to form or join cabals, buy property deeds and building permits, and attend city meetings or criminal trials.

**Hint:** You can use `CABALS` to see a list of all player-formed and governed cabals in the game. Then use `CABAL <CABAL NAME>` to see more information about a particular

cabal. If a cabal has open membership then you can join a cabal in the Cabal Registration Office by using *CABALJOIN <CABAL>*. More information about cabals, and forming cabals, is presented in the chapter Cabals, later in this guide.

**Hint:** The City Clerk operates a special store selling property deeds and building permits for use with our Estate Building System, which is explained in the chapter Building Estates later in this guide. Building permits and property deeds are purchased using Account Karma, not gold, and not Character Karma which is earned by levelling up.

## **PART SIX: THE MARKET DISTRICT OF JOHANNASBURG**

The James Edward Market District is the largest place of commerce on The Isle. There are many cul-de-sacs where people come and go to browse the various market stalls. You can use *SURVEY* in this district to find areas that are tied to our Market System.

All players who have chosen to spend Account Karma to build a private estate, and then expanded their estate with a storeroom, become a part of the great marketplace. You too can become a merchant by visiting our website and buying karma, and then visiting the City Clerk at the Johannesburg City Hall in the Canal District and buying a property deed and a building permit for a storeroom (market). This investment of karma will no doubt lead your character to riches. More on karma is presented in the Karma chapter of this guide.

To see what market stalls are currently in the game use *MARKET FORSALE WHO*. This will return a list of player and cabal names with market stalls. You can then use *MARKET FORSALE <PERSON>* to list all goods for sale by an individual merchant. You can also browse the market by keyword for specific objects by using *MARKET FORSALE <KEYWORD>*. There is no telling what you might find at the market, or how good of a deal you will get.

**Hint:** Prices fluctuate in the market constantly because merchant players are free to sell their goods for whatever price they want. If you are a merchant, you can enter your storeroom and use *PRICE <OBJECT> <NUMBER>* to set the asking price on a specific object. If you want to price all like objects at the same amount, use *PRICE ALL.<OBJECT> <NUMBER>* instead.

**Hint:** Market storerooms are 100% safe from burglary providing you built a door to it, and keep it locked. Objects stored in a market storeroom will not decay for many months of real time.

## **PART SEVEN: GETTING TO KNOW YOUR FELLOW PLAYERS**

Now that you are familiar with the basics of Maiden Desmodus, it is up to you to help bolster the role-play of the game. While you are free to live a reclusive life and stay hidden away, we encourage you to get out there and mingle.

When you meet a new player you can use *INTRODUCE* *<PERSON>* to introduce yourself to them. Should they introduce themselves to you, you will see them by their name and title rather than their physical description. You can use *WHO* to see a list of players (and their names) that you know who are actively online.

If you would like to know more about another character you can use *HISTORY* *<NAME>* to read their public history. Events are often noted in a character's history, and by spending five karma you can create your own personal background story, which will be listed at the top of your history file for others to read and learn more about you. To do this use *WRITE* to enter the online text editor. Type out your history, and use */f* to format it and then */q* to quit. You can then use *DESCRIBE HISTORY* to set your history.

**Hint:** In addition to notable events being logged in your character's history file, even more information about what you are doing in the game will find its way to the Recent Game Events page on our website. Make sure to visit [www.maidendesmodus.com](http://www.maidendesmodus.com) and click the game events icon on the bottom of the page. The centre icon there will display the top ranked players in the game.

While Maiden Desmodus has strong Player vs. Player elements, and an involving system of tasks, quests, and adventures, the true heart of the game is the role-play created by our players having fun role-playing together. Get out there and role-play!

**Hint:** You can use *OOC* *<TEXT>* to speak to other characters out-of-character. Please use this form of communication sparingly to discuss game mechanics, chit-chat, etc.

## CHAPTER TWO: THIRIANS

Thirian characters begin play as slaves who have just received word that they have been set free. The following walk-through will help you get oriented and involved in the ongoing story of Maiden Desmodus from a Thirian's point of view. It is by no means a complete walk-through, but is intended to familiarize you with the game by presenting places and scenarios in the order you are likely to first encounter them.

### **PART ONE: CASTLE BLACK DOWN**

Having spent your life up until now as a slave, you are for the first time being able to experience the freedom of a common citizen. You are awakened in the slave barracks by Gaak, a fellow slave. Gaak will give you some general advice before telling you to get dressed and get out of the arena area to begin your new life.

Use the commands *GET SHOES*, *GET TROUSERS*, *GET BELT*, *GET SHIRT*, *GET KNAPSACK*, *GET KNIFE*, *GET BANDAGE* and *GET POTION* to receive your initial starting equipment.

**Hint:** If you are using the Maiden Desmodus game client (or another MXP enabled client) you can right click the footlocker with your mouse and select the equipment to get from the menu.

What you pull out of the slaver's trunk will have a randomly generated description. If you do not like what you receive then use *EXCHANGE <OBJECT>* to swap it for another version. There is no point in exchanging knapsacks, bandages or potions as they are all the same.

**Hint:** When you see command syntax in this guide with the < and > symbols it means you need to type what the word refers to, so in the example above where it says *EXCHANGE <OBJECT>* if you wanted to exchange your trousers you would actually type *EXCHANGE TROUSERS*.

To view what you are currently carrying, use *INVENTORY*. You are only able to carry a limited amount of weight in your inventory before you cannot carry anything else. To equip what you have received, use *WEAR <OBJECT>*, it will automatically be worn or equipped in the appropriate location. To remove an object you have equipped, use *REMOVE <OBJECT>* and it will be returned to your inventory providing you are not too encumbered to carry it.

**Hint:** Your knapsack is a valuable item, as it will allow you to put things inside of it and thus eliminate the weight of its contents from your overall encumbrance. To put objects into your knapsack use *PUT <OBJECT> KNAPSACK*. Use *REMOVE <OBJECT> KNAPSACK* to remove any object that you have stowed away in your knapsack and

return it to your inventory. You must be holding, and not wearing, your knapsack in order to put things into it.

**Hint:** Your potion is a potion of healing. To use it, keep it in your inventory and type *SIP HEALING* when you are injured. Once you sip a potion, you cannot sip another potion of that same kind until you receive a message saying that you are able to. If you sip the potion before this time you will waste a sip. Potions have a limited quantity. Once you have learned the Flasks skill, you will be able to list all potions with their remaining sips. Do not dispose of your flask once it is empty, as it can be refilled later.

**Hint:** To move in a direction type the direction as a command, so to leave the slave barracks type *WEST*. If you are using the Maiden Desmodus game client you can left click exits with your mouse to move through them. In order to leave the slave barracks you must be wearing a pair of trousers. The slave masters don't want you walking around in your skivvies and you certainly don't want one last whipping to remember them by.

Once you leave the slave barracks you will encounter Andrik, one of the arena slave masters, and Klar, who is in charge of training slaves to fight in the gladiatorial arena for the amusement of the Thirian citizens. You can, and should, talk to these two men. To begin a conversation with a non-player character use *GREET <NPC>*.

**Hint:** When interacting with NPCs or objects you do not have to type their full name. Instead you can interact with them by using keywords. Andrik is a grim, tawny-haired slave master and you can interact with him by using the keywords "andrik", "grim" or "tawny-haired". For example type *GREET GRIM* to greet Andrik and begin a conversation.

Most non-player characters will respond to you, but what they have to say will change depending on what you have going on. When the non-player character responds to you there will be words highlighted with grey if you are playing with colours enabled. These are specific keywords that can lead your conversation. Use *SAYTO <NPC> <TEXT>* to speak to them, or *ASK <NPC> <TEXT>*. You can use complete sentences to better your role-play, or simply refer to specific keywords.

**Hint:** If you use *CONVERSE <NPC>* you will enter conversation mode. While in this mode you do not have to use the non-player character's name while speaking and can just use *SAYTO <TEXT>*. This saves you some typing. Make sure, however, to use *CONVERSE* by itself to exit conversation mode when you are done speaking to that person or you will see an error message the next time you try to sayto or ask another non-player character something.

**Hint:** You can use *PREFERENCES* to see a list of preferences. By using *PREFS MXP ON* you will enter MXP mode. Assuming that your game client is configured to use MXP, you will then be able to left and right click NPCs, and lots of other things, to interact with them. See the client configuration chapter for instructions on enabling MXP in several popular clients.

**Hint:** If you are vision impaired you might want to experiment with the various preferences, particularly screen reader mode, which will change the ASCII codes used for the prompt with numerical values and substitute pound signs for highlighted keywords.

Be sure to speak to Gaak before you leave the arena area. Though he is just a slave he dreams of being free and will give you some basic information about the four Thirian guilds. Joining a guild is one of the first big decisions you will make for your new character. When you join a guild you will learn two new guild-specific skillsets.

As a Thirian you can join the Cult of Rah, the Order of the Black Down, the Physician's Guild, or the Fellowship of Shadows. Rahist mages will learn Hemomancy and Liturgy. Black Down mercenaries will learn Weaponry and Discipline. Physicians will learn Potions and Medicine. Fellows will learn Artifice and Brawling. Each guild has advantages and disadvantages, and your overall strategies will vary depending on which guild you join and how you choose to train your skills.

**Hint:** If you talk to Gaak about *SHADOWLINGS* he will give you a lit torch to help keep them away. Later, you can use the Logging skill of the Labouring skillset to cut down trees and chop wood. If you have a log and a tinderbox, and have the Firestarting skill of the Survival skillset, you can use *LIGHT LOG WITH TINDERBOX* to make your own torch. You can also light fires in fireplaces or camp fires. If there is a barrel of lamp oil in the room with you, you can also set it on fire to create an inferno that will totally set an area ablaze and cause those there to be burned.

It's never too early to start earning some gold for yourself. Gold is the currency of the realm, and your first chance to start earning money comes from Slave master Andrik.

**Hint:** When you are speaking to Andrik he might mention that some slaves have recently run away. Use *sayto* to talk with him about the keyword *RUNAWAYS* and he will bestow your first quest, "Runaway Slaves". This quest is one that you may or may not want to do, for it requires you to find and kill the runaway slaves. More information on "Runaway Slaves" is presented in the Quests chapter of this guide.

**Hint:** You can use *QUESTS* to see a list of all the quests you have been presented with. Use *QUEST <QUEST NUMBER>* to view the quest summary and current stage of any of your ongoing quests.

**Hint:** After you speak with Andrik, go to the arena staging area and get the body of a dead slave by using *GET BODY*. With the body in your inventory it's time to haul it out to the local gravedigger, as explained in another part of this guide.

While you are in the staging area of the arena you should speak with Klar. Greet him and take some time to learn about basic combat manoeuvres. At this point in the game your only means of attack is to punch or stab someone, which Klar is kindly enough to let you do to him.

**Hint:** You can use *WIELD <WEAPON>* to wield your dagger and *STAB <TARGET>* to use it in combat. If you use *DRAW <WEAPON>*, then the description people see when they are in the same area as you will mention that you have your weapon drawn and ready. Use *SHEATH <WEAPON>* to remove the description change. Note that you must still *REMOVE <WEAPON>* if you actually want to move it back to your inventory.

**Hint:** Type *SKILLS* to see your initial skillsets and *<SKILLSET NAME>* to see the individual skills you have learned in each category. While there is no "correct" way to train your character, it is never too early to train your Combat skillset. By doing this early you will learn additional fighting manoeuvres that will better your chances of surviving a rough encounter without being defeated. To train a skillset use *TRAIN <SKILLSET>*.

**Hint:** Training is passive in Maiden Desmodus. At any time you can only be training a single skillset, but it will increase, quickly at first and slower as you become more advanced, during the time you are online. Safe areas such as a clinic or a personal estate pause your training until you leave them. Many players choose to use Karma for Blessings to increase their training rate. More about that will be presented in the Blessings chapter of this guide.

You can leave the arena of Castle Black Down through the southern gate near the staging area, or you can venture up the corridor and into the castle itself. There are parts of Castle Black Down that will be off-limits to you right now, however you have complete access to the Civil Offices of the city, which contain several important locations including a Mass Warfare Control Point. Our unique mass warfare system will be explained in detail in the chapter Mass Warfare later in this guide. In the Civil Offices you are able to form or join cabals, buy property deeds and building permits, and attend city meetings or criminal trials.

**Hint:** You can use *CABALS* to see a list of all player-formed and governed cabals in the game. Then use *CABAL <CABAL NAME>* to see more information about a particular cabal. If a cabal has open membership then you can join a cabal in the Cabal Registration Office by using *CABALJOIN <CABAL>*. More information about cabals, and forming cabals, is presented in the chapter Cabals, later in this guide.

**Hint:** The City Clerk operates a special store selling property deeds and building permits for use with our Estate Building System, which is explained in the chapter Building Estates later in this guide. Building permits and property deeds are purchased using Account Karma, not gold, and not Character Karma which is earned by levelling up. More on karma is explained in the Karma chapter of this guide.

## PART TWO: THE CITY OF THARN

Upon leaving the staging area via the south exit you will find yourself on the streets of Tharn where Wellington waits to speak with you. You do not have to speak with him, of course, but he is a wealth of information about the game world and basic mechanics of play. We encourage you to spend some time talking to him.

**Hint:** If you are viewing in colour you may have noticed that the title of the room descriptions in the arena area were yellow, whereas the areas in the city itself are in cyan. This is because the city is part of the global game world where you can and will encounter other players. Yellow room titles signify that you are in a private instanced copy of the area where you are not likely to encounter other players unless they were in your group before you went in or unless you were shadowed and followed into the instanced area without your knowledge.

**Hint:** To create a group type *INVITE* *<PERSON>*. To view group information use *GROUP*. When you are in a group, all members of the group share experience earned for victories. To kick a person out of your group use *DISMISS* *<PERSON>*. You can also use *DISBAND* to do away with the group all together. Groups are also able to enter adventures together.

Now that you are officially a free citizen, you might want to know more about the City of Tharn. Type *CITIES THARN* to view some basic information. You can also use *CITIES JOHANNASBURG* to view the same information about your enemy city. To see what other players are online who are your fellow citizens use *CITYWHO*. You can then use *CITYBROADCAST* *<TEXT>* to send a global message to all members of your city. By now you may even have been welcomed to the city by other characters.

**Hint:** If you would like to speak more privately to a particular person you can use *TELL* *<PERSON>* *<TEXT>*. This will send a message only to that person. Be aware, however, that there is a skilled called Eavesdrop that will allow other people in the same area as you to overhear the content of your tells. If you need to send a more private message to someone you can use *MSG* *<PERSON>* *<TEXT>* to do so. The use of messages however deducts five gold from your bank account each time you use it.

**Hint:** Those noted as holding various political offices were elected to those offices by other players. You can contest anyone for a political office by using *CONTEST* *<PERSON>* *<OFFICE>*. Doing so begins a three day election. You can list all elections

you are eligible to vote in by using *ELECTIONS*. To cast your vote use *VOTE <ELECTION NUMBER> <PERSON>*. You can only vote once per player account on any given election, not once per character you have created. This keeps the elections honest. Feel free to vote for yourself and promote yourself to other characters to try and earn their votes. More on elections and political offices will be explained in the Politics chapter of this guide.

The City of Tharn is a rough and seedy place. You may encounter other non-player character citizens here and you will likely see Black Down mercenary guards roaming around (assuming Tharn is not being occupied by enemy forces). The guards are there for your protection, and the protection of all Thirian citizens. Should you commit a serious crime the guards will turn on you, and it is quite likely that a citizen will call for the guards if attacked.

**Hint:** You can help the war effort of your city by recruiting citizens into military service. When you see a citizen, use *LOOK <NPC>* to look at the more closely. If it says that they are able to be enlisted you can greet them and then use *SAYTO <NPC> RECRUIT* to discuss recruiting. If they are interested, use *SAYTO <NPC> ENLIST* to ask them to enlist. Most of the time, citizens will want gold up front. You can use *GIVE GOLD CITIZEN* to hand them one gold coin at a time until they agree to follow you to a recruiting office where you can use *ENLIST <NPC>* to sign them up for military service.

**Hint:** As you walk around the game you will become painfully aware of the movement delay between leaving one area and entering the next. After you have learned the Run skill of the Survival skillset you can set to run mode and no longer face this delay. As your survival skillset advances you will learn additional movement styles that will let you cruise through the world even faster.

While roaming around Tharn you will likely see a street entertainer working the crowds. In addition to speaking to you and mentioning keywords he'd like to talk about, he is performing actions. You too can do this by using *EMOTE <TEXT YOU WANT TO ACT OUT>*. Acting is a valuable part of role-playing, so feel free to use those emotes liberally. View the emote help file in-game for even more options on how to use emotes effectively.

**Hint:** If you give the entertainer a gold coin he will be so elated that he will tell you a secret. While it won't be something you can take advantage of just yet, don't forget to look into it when you have trained your Senses skillset sufficiently. It will lead you to the first of Professor Leegan's secret treasure chests. Other chests are, of course, hidden throughout the game.

One of the most frequently visited places in the City of Tharn is the Workhouse. Once per game day you may greet the taskmaster and accept a task. The taskmaster will give

you a short summary of what he wants you to do and you may either accept or decline the task. If you decline the task, however, you will not be able to go back for it until the following game day. Workhouse tasks progress linearly, not randomly, and thus tell a story all their own as you progress through them.

Once you have accepted a task you can use *TASKS* to see a summary of your current task and a note as to what stage of the task you are on, and thus what you need to do to progress. When you have completed your task you must return to the taskmaster and greet him again to receive your reward. In addition to whatever you may have earned or found while performing the task, your reward will include experience and gold, though the amount of gold depends on what the current Great Chamberlain has set the payout to be, for the money will be wired directly from the city treasury to your bank account.

**Hint:** You must perform the steps of a task in order. If step one is to kill a monster and step two is to pick up a specific object you will not get credit for progressing on the task if you pick up the object and then kill the monster. If you give up on a task or mess up so hopelessly that you can no longer complete it then you can use *ABANDON TASK* to admit failure. There is no penalty for abandoning a task, and you may accept the same task again to start over on the next game day.

**Hint:** Tasks expire after awhile, and will also reset if the game is rebooted or updated. If this happens then you will have to request the task again and start over.

More information about the first five tasks is provided in the Tasks chapter of this guide.

Near the workhouse is a distribution warehouse that is of no consequence now, however you will eventually find yourself visiting the warehouse while on future tasks. Also nearby is the Old Thirian Brewery. Outside of the brewery you will see the word “brewery” highlighted in yellow if you are viewing the game in colour. This signifies that there is a group adventure in this location that can be entered if you are grouped together according to the requirements of the specific adventure.

**Hint:** To view the game in colour use *COLOURS ON*. Colours are standardized to make it easier to identify things at a glance. Purple is used for characters. Green is used for most objects. Yellow is used for mounts and vehicles, etc.

It is quite likely that you will find yourself visiting the clinic on Castle Road regularly. Death is not permanent on Maiden Desmodus and when you are defeated, be it by the environment, a monster, or another character, it should be looked at as ‘defeat’, not ‘death’, for the physicians at the clinic can sew a severed head back on as easily as they can get a still heart beating again.

Your blood points are our version of traditional hit points. When your blood points reach zero you will be rendered unconscious and see a respawn sequence that simulates being

found and recovered by a benevolent physician who is taking you back to the clinic for medical care. After a short while you will wake back up, sprawled, at the clinic and can get back in the game with minimal side effects.

**Hint:** If you are defeated outside of your Kingdom territory you will lose experience. To see whether a Kneyan banner or Thirian banner flies over your current location use *SURVEY*.

**Hint:** Throughout the game are stone 'markers' that serve as optional respawn locations. If you would rather respawn at one of these locations use *RECOVER HERE* to designate your new respawn place. After you are tended to at the clinic, you will awaken at the marker rather than the clinic.

**Hint:** After being defeated you will be granted safety for a short duration. During this time you cannot attack or be attacked. You can extend your safety if you would like to by typing *SAFETY* when prompted. You will also suffer from a condition of fatigue, or respawn sickness, after you first wake back up. During this time you will suffer far greater experience loss from any additional defeat. For this reason, it is a good idea to take some time to recover from a fight rather than rushing right back to it.

Located on Castle Road is the Ramsey House for Orphaned Children. With so many casualties due to the war with the Kneyans of the Kneyan Kingdom, there are a great number of Thirian children growing up as orphans. There is not much for you at the orphanage at this point in time, but you will end up back here when performing a task in the future.

Castle Road also holds two entrances to Castle Black Down. One entrance leads to the spectator stands of the Black Down Arena. In the future, when we implement our Gladiatorial Arena System, you will be able to visit the arena and watch gladiatorial combats play out below. You will even be able to take a break from your character for a short while and play as one of many historic heroes, villains, and mythical figures. Your character will also be able to live the life of a gladiator and compete in the arena for fame and fortune. When this system is ready it will be added as its own chapter, The Gladiatorial System, later in this guide.

On the east side of Castle Road is the Physician's Chapter house The Chapter house is far smaller than the Johannesburg School of Medicine in the Kneyan Kingdom. Inside you will find a museum of oddities collected by Chapter Master Rindel, the head of the Thirian branch of the Physician's Guild.

**Hint:** In order to join the Physician's Guild and become a man or woman of medicine, you must greet and speak with Chapter Master Rindel. He will send you to Johannesburg to speak with Headmaster Jonas at the Johannesburg School of Medicine. It will take awhile for him to get your enrolment paperwork together, so he

will have you begin your education by listening to Professor Seet's lectures. Go down the hall, and make sure to listen to all of the lectures in their entirety. After you finish, make sure to speak to Professor Brackmaw and give him the object that Chapter Master Rindel asked you to deliver on his behalf. With this done, return to the Thirian Chapter house and speak to Chapter Master Rindel, who will formally welcome you as a new student of medicine.

**Hint:** You can use *FIND <DESTINATION>* to move quickly from your current location to any of the locations listed when you type *FIND*. Once you leave Tharn, move a couple of rooms away from the city and type *FIND* again. You'll see that you can now find new destinations. When you reach Johannasburg, you can use *FIND* again to list destinations within the Kneyan city.

In addition to the museum, and a social lounge, the Chapter house also contains a laboratory where you can go to mix potions.

**Hint:** Mixing potions requires a liquid container, typically a flask, that has been filled with blood. There are many types of potions including those that will heal you, grant you resistances or defences, etc.

**Hint:** To see what defences you currently have enabled, use *DEFENCES*.

The second entrance to Castle Black Down leads to the inner bailey where you will find a several towers, including the Guild Hall of the Order of the Black Down. The bailey also contains a mead hall, an armoury, a jousting field where you will be able to compete once you have learned the Jousting skill of the Weaponry skillset available only to those of the Black Down guild.

**Hint:** When you log into the game you may occasionally see a notice that there is a jousting contest under way. This message signifies a period of time when all players, regardless of guild affiliation or skill, are able to joust. You will need a lance and you will need a mount, as will your opponent. When ready to joust use *JOUST <PERSON>* to charge toward them. Both you and your opponent will be signalled when you are about to pass on the field. When this happens, quickly use *LANCE <HIGH/MIDDLE/LOW>* to set your lance. The winner and loser of a joust are displayed on our website's recent events page.

If you are interested in joining the Order of the Black Down you will first need to find Argarath, the guild recruiter.

**Hint:** Argarath is a drunk and a ruffian. You're not going to find him in the castle, or the Black Down's guildhall tower. Instead, head over to The Drunken Bull Tavern. Speak to Argarath about the Black Down and he will present you with a simple challenge, bring him the head of a Kneyan. You will need to venture into the Kneyan

Kingdom and find a suitable target. Unless you have trained your Combat skillset you may have a difficult time killing a Kneyan. Your best strategy is to look for one that is already too injured to defend himself, or visit a Kneyan village and seek out an isolated peasant. Once you have killed yourself a Kneyan, use *BEHEAD <BODY>* to cut the head off. Pick it up with *GET HEAD* and return to The Drunken Bull. Give Argarath the head and he'll welcome you to the guild and reward you with a free spatha from the Black Down armoury in the Castle. You will also receive keys to the castle and guildhall.

**Hint:** While it will take some time to train Combat to the point where you can use *SLASH <PERSON>* and utilise slashing attacks, most swords can also be used to *STAB <PERSON>*, which is a slightly weaker attack, but still much better than punching and kicking.

The local ostler is found on North Road. Here you will meet Ewyn, a horse breeder and the contact person for the Fellowship of Shadows. Though they are expensive, you can use gold from your inventory to purchase a mount. Before buying a mount be sure and train your Riding skillset up enough that you can ride the kind of mount you are going to buy. You can ride mules, ponies, or horses, all of which have varying carrying capacities and different levels of morale. Warhorses can be purchased at Castle Black Down if you want a battle-mount that will be able to understand the Buckaroo and Trample commands of those Riding skills.

**Hint:** Make sure to *APPRAISE <MOUNT>* before you buy one to be sure that you are happy with their description. You can also name your mount with *NAME <MOUNT> <NAME>*. Once named, your mount will be able to answer your call once you have learned the Call Mount skill of the Riding skillset.

Mounts can be mounted with *MOUNT <MOUNT>* and ridden around wherever you would like to go. If you attempt to enter too deep of water, or a place where your mount is not permitted to go, you will receive a notification to that affect. In addition to being a symbol of wealth and status, being mounted gives you a tactical advantage in melee combat.

The Fellowship of Shadows Guildhall is located next door to the ostler's property, however the gate is more than likely going to be locked. If you want to gain entry to the Fellowship estate then you should explore the ostler's stable where you will find some thugs guarding a secret passage that leads under the estate wall.

**Hint:** In order to join the Fellowship of Shadows and become thief or assassin you will need to speak to Ewyn about the Fellowship. He will send you to The Drunken Bull Tavern to speak to Argarath, who is the Black Down recruiter, who will give you a package that needs to be delivered to an agent of the Fellowship outside of Johanansburg. Travel to Johannsburg and meet with Malakai in the cornfield outside

of the southwest gate of the city. Malakai has a cohort waiting atop the city wall who will help you get into Johannesburg unnoticed. He will tell you to go to one of many possible locations in the city and open your package. Once you do so, make quickly for Tharn as you will more than likely have Kneyans looking for you. Greet Ewyn once you return to Tharn and he will induct you into the Fellowship of Shadows.

Next to the Fellowship of Shadows Guildhall, on North Road, is the Rahist Estate, the guildhall of the Cult of Rah.

**Hint:** In order to join Cult of Rah you must greet Dominic the Enlightened, a high ranking member of the cult. He will speak to you about the cult and then ask you to find three statues of Benedite Rah, the founder of the Cult of Rah. The first statue can be found at a crossroad in Tharn. Look at it carefully for a clue as to where to find the second statue. Look at that in turn for a clue as to where to find the third statue. After you have studied all three statues, return to the Rahist estate and speak to Dominic again. He will welcome you into the cult.

**Hint:** Rahist mages practice “blood magic” and must be bleeding in order to use many of their magical skills.

There are a number of towers around the City of Tharn. You are free to explore these at your leisure, however some might be locked, and if you want to explore them you are going to have to get a key or find some other way in.

**Hint:** There is an inspector who occasionally makes his rounds through the city. On occasion, he may leave a gate or door unlocked, or inadvertently lock one that is usually kept open to the public.

As you travel around the city you will notice groups of slaves working on various battered parts of the city wall. At one of these sites there is a crack that can be used as an alternative way in or out of the city.

**Hint:** You will not be able to enter the crack in the city wall until you have trained up your Senses skillset a little bit. Always be sure to revisit areas of the game you have been through already as you better your senses. You never know when something new might open up to you.

### **PART THREE: THE GREAT MARKET OF THARN**

The western half of Tharn is dominated by the Great Market of Tharn. The market is a key place of commerce and you should seek out the store front of Grussin, the local freetrader. Freetraders are merchants who deal in what are referred to as “general goods”, that is the very few objects in Maiden Desmodus that cannot be crafted by players. Mostly, these general goods are kits that are required for practising other skills. You

won't need any of them just yet, but when you have picked a trade skill you will want to save gold and purchase the kits needed to ply your trade.

If you want to see what Grussin has for sale use *LIST* or *FORSALE*. If you want to buy something, and have the gold for it in your inventory, use *BUY <OBJECT>*. Objects purchased from non-player character stores will be moved directly into your inventory if you are able to carry them.

**Hint:** All non-player character stores use real gold for transactions. In order to make purchases you will have to have gold in your inventory.

While you are in the market you can also seek out the various Trademasters of the city. You can opt to learn any one of the five trade skills, which are Forging, Carpentry, Tailoring, Herbalism, and Goldsmithing. Once you take on a trade apprenticeship, there is no changing it, so pick wisely.

**Hint:** If you want to learn Carpentry then you are going to need to prepare for a trip to the Kneyan Kingdom. Once there, you will need to seek out Sawyer at the lumber mill near the quay of the city.

There is both a blacksmithy and a bloomery in the market area. You will want to return to these places to ply the trade of Forging in the blacksmithy and use the bloomery to refine metal-flecked ore into ingots for crafting. Later, you can build your own estate and your own full-service blacksmithy. More on that in the Building Estates chapter of this guide.

**Hint:** The trade skill of forging can be used to forge almost any metal object in the game including swords, daggers, armour, shields, and more. The trade skill of carpentry can be used to carpenter almost any wooden object in the game including bows, arrows, furniture, barrels, gallows, etc.

The city apothecary can be found along the southern end of the market. The apothecary is the workplace of Jenarra, the Master Herbalist of Tharn. By speaking to Jenarra and mentioning the names of various herbs you can learn a great deal about them. Jenarra is also able to take you on as an apprentice if you have not yet picked a trade skill, so that you can learn the trade skill of Herbalism.

**Hint:** There are thirty-three different herbs in Maiden Desmodus. Herbalists will be able to identify, plant, pick, and grow their own herbs. To chew an herb in your inventory use *CHEW <HERB>*. Some herbs require direct application, those can be used with *RUB <HERB> <INJURED BODY LOCATION>*.

**Hint:** Healing herbs and potions run on separate timers, thus it is possible to immediately sip a healing potion and chew marigold for double the healing action.

You will quite likely want to keep a steady supply of both healing potions and marigold in your inventory for this purpose.

The jeweller's shop in the Great Market of Tharn is the workplace of Jaffar, the Master Jeweler of Tharn. If you speak with him you will be given the opportunity to apprentice in the trade skill of Goldsmithing. With Goldsmithing you are able to smith jewellery that can be enchanted by priests or mages, intricate items like flintlock pistols and syringes, and trinkets, which are special objects that can be attached to other objects to augment them. The jeweller's shop also contains a goldsmithing workroom where you can practice making jewellery of your own.

**Hint:** Trinkets can be used to make an object you carry undropable, unstealable, cause more damage, improve accuracy, etc. There are even trinkets that can be left in a room to prevent being summoned, and trinkets that can be used to summon shadowlings or cause an object to explode when it is picked up.

**Hint:** Many spells in the Hemomancy skillset can be used to enchant various pieces of jewellery. You can then *CAST <SPELL> <TARGET>* to draw a charge out of the enchanted object and cast the spell. Once you learn the Enchantments skill you will be able to use *ENCHANTMENTS* to see all enchantments cast upon jewellery that you wear, as well as how many charges of each remain.

At the mill in the northeast corner of the market you will find Colbert, the Master Tailor of Tharn. By speaking to Colbert you will be offered an apprenticeship in the Tailoring trade skill. With Tailoring you can tailor almost every garment in the game including boots, trousers, shirts, cloaks, leather armour, and more. The mill contains a loom and spinning wheel, which you can use later to spin wool into yarn and weave flax into cloth.

**Hint:** As with the other trade skills, what you tailor will be randomly described based upon the type of object you are making. There are thousands of possible combinations from the mundane, to the exotic.

**Hint:** You can check the in-game time and date from any location by using *TIME*. Seasons are very important because key events pertaining to natural resources occur only at certain times of the year. For example, you can shear sheep only during the summer. You can sow farmland with crop seed only during the spring, and you can only harvest your crops during the autumn season. Winter is the breeding season of domesticated mounts for those who want to try their hand at breeding horses, etc.

Before leaving the market area, be sure to visit the Oglivy at the City Store. You may be able to purchase any number of things here.

**Hint:** The City Store sells surplus goods, and usually at reduced prices. If you have any extra stuff that you no longer want, you can contact the members of your City

Council and negotiate a deal with them for the sale of your things, which they will then price and put up for sale at the city store.

Not to be overlooked is the fact that the Great Market of Tharn is the largest place of commerce in the Thirian Kingdom. People come and go from the market to browse the various market stalls. You can use *SURVEY* in this area to find areas that are tied to our Market System.

All players who have chosen to spend Account Karma to build a private estate, and then expanded their estate with a storeroom, become a part of the great marketplace. You too can become a merchant by visiting our website and buying karma, and then visiting the City Clerk at the Civil Offices of Tharn, located inside Castle Black Down, and buying a property deed and a building permit for a storeroom (market). This investment of karma will no doubt lead your character to riches. More about karma is explained in the Karma chapter of this guide.

To see what market stalls are currently in the game use *MARKET FORSALE WHO*. This will return a list of player and cabal names with market stalls. You can then use *MARKET FORSALE <PERSON>* to list all goods for sale by an individual merchant. You can also brows the market by keyword for specific objects by using *MARKET FORSALE <KEYWORD>*. There is no telling what you might find at the market, or how good of a deal you will get.

**Hint:** Prices fluctuate in the market constantly because merchant players are free to sell their goods for whatever price they want. If you are a merchant, you can enter your storeroom and use *PRICE <OBJECT> <NUMBER>* to set the asking price on a specific object. If you want to price all like objects at the same amount, use *PRICE ALL.<OBJECT> <NUMBER>* instead.

**Hint:** Market storerooms are 100% safe from burglary providing you built a door to it, and keep it locked. Objects stored in a market storeroom will not decay for many months of real time.

Off on the eastern side of the market, connecting it to Castle Road, is the Bank of Tharn. The bank is the centre of financial transactions in the Thirian Kingdom. All characters begin play with a bank account in their name. Approach the banking stall and you can use the various banking commands to manipulate your money. To view your current balance use *BALANCE*. To deposit money into your account from your inventory use *DEPOSIT <NUMBER>*. You can withdraw gold from your bank account to your inventory with *WITHDRAW <NUMBER>*. If you want to transfer money from your account to the account of another character or cabal use *WIRE <PERSON/CABAL> <NUMBER>*.

**Hint:** Your gold is safe only when it is in the bank. For this reason it is a good idea not to carry too much in your inventory at any one time. There are Fellows out there who will gladly relieve you of any gold that you flaunt.

The Bank of Tharn is also in possession of a minting press. Those who have come into possession of gold ingots can make coins here.

**Hint:** You can learn to mine gold once you have learned the Gold skill of the Labouring skillset, and then use the Refining skill of the Labouring skillset to make gold ingots. If you take a gold ingot to the bank and use *CITYMINT GOLD WITH MINT* you will transform your ingot into gold coins that will go straight to the city treasury. This is a great way to help your city and the city officials tend to give a percentage back to the person who minted the coins.

## PART FOUR: OUTSIDE OF THE CITY OF THARN

If you exit Tharn via the gate at Plaza Tharn you will come upon a bonfire where dead bodies are being burned. You will need to visit the bonfire to complete your first workhouse task, "Burning the Dead". You will learn more about tasks in the Tasks chapter of this guide.

Nearby you will find The Inn of Tharn, a quiet social gathering place where you can enjoy a drink and a warm meal in the company of your peers. If you go upstairs you will find a hallway that is suitable for building inn rooms.

**Hint:** When you are ready to invest Account Karma into a private place to call your own, you can visit the local City Clerk and buy a property deed to an inn room. Take this special object to the appropriate part of any inn (usually, but not always upstairs) and use *SURVEY* to ensure you are in the place suitable for building. You can then use *BUILD DEED* to build your own room. When entering a private estate, cabal estate, or inn room you simply type the name of the cabal or character who owns the property.

**Hint:** You can lock and unlock your inn room by using *LOCK <YOUR NAME>* and *UNLOCK <YOUR NAME>*. This can be done without a key object as it is your personal property and will forever remain in the game. Make sure to keep your door locked so that your inn room is not burgled. Items stored in an inn room will not disappear on reboot.

If you follow the road along Tharn's outer wall and head south, you will soon come to an exit that leads to the local cemetery. It is here that you can bring the dead slave you have hauled from the arena of Castle Black Down. Use *DROP BODY* to toss the body down, and you will receive a reward of one gold coin for having hauled it to the gravedigger for burial. If you want to earn some gold and don't mind the work, you can repeat this process manually as often as you'd like until you reach level five.

**Hint:** While you can repeat the "haul dead slaves to the gravedigger" work as often as you'd like, please do not set up scripts or macros to do it as an automated process.

It is intended as a way for you to earn some starting money, and those found abusing it will likely be slain by the Maiden Desmodus. Literally.

If you exit Tharn via the gate at the junction of Castle Road and North Road you will find yourself in the slums outside of the city. There are areas here that are suitable for building estates. You can find these by using *SURVEY*.

**Hint:** The dangerous, cloaked figures that roam Tharn's slums will not bother you until you reach level ten. Likewise, you may encounter rabid dogs occasionally, and they won't bother you until you reach level five. Once you are more skilled in combat, you can challenge them.

## **PART FIVE: A VISIT TO BLEEK**

The Thirian Kingdom, and its villages, are much smaller in scale than those of the Kneyan Kingdom to the south. When you are ready to see more combat, go ahead and travel to the Village of Bleek. There are several designated "hunting areas" near Bleek where you will find lots of creatures to battle. You can come here to learn to fight, to earn experience, and you will eventually be drawn to this village for several tasks and quests.

The Bleek Caverns can be entered by following the Steps of Heaven, an ancient monument created by giants, downward into the earth. The caverns are filled with shadowlings for you to battle. You will also notice an adventure scenario hidden in the depths of this area.

**Hint:** If you get into trouble in the caverns, flee for the exit. The shadowlings will not pursue you out of the dark caverns.

If you venture down the scaffolding at Bleek's cliff side you will find a beach with a cove. This pushes back and downward into a sea cave. You can fully explore this area once you have learned the Swimming and Diving skills of the Survival skillset. In order to stay below water very long, you will want to invest in a Potion of Waterbreathing or find some other means of breathing underwater.

**Hint:** The sea cave is home to a very large fish creature. While it is possible to defeat this creature, it is also possible to be swallowed by it. If you end up being swallowed, you will slowly be digested. You can, however, battle the giant worms in the fish creature's stomach. When you come to the fish creature's uvula, strike it with any physical attack to make the beast vomit you back out.

On the beach is a row boat that you can use with *SAIL <BOAT>* to launch it into the water and climb aboard, providing you have learned the Sail skill of the Survival skillset. Using this boat will take you to a distant desert island where you will encounter watery oozes to battle.

**Hint:** Each boat you encounter can be sailed from one location to another, and back again.

**Hint:** Beware of oozes. Some can be easily dealt with by using *DOUSE <OOZE> WITH <WATER CONTAINER>*, and some are resistant to this. All ooze creatures are acidic in nature and capable of dissolving things in your inventory when they hit you with their glop attack.

## PART SEVEN: GETTING TO KNOW YOUR FELLOW PLAYERS

Now that you are familiar with the basics of Maiden Desmodus, it is up to you to help bolster the role-play of the game. While you are free to live a reclusive life and stay hidden away, we encourage you to get out there and mingle.

When you meet a new player you can use *INTRODUCE <PERSON>* to introduce yourself to them. Should they introduce themselves to you, you will see them by their name and title rather than their physical description. You can use *WHO* to see a list of players (and their names) that you know who are actively online.

If you would like to know more about another character you can use *HISTORY <NAME>* to read their public history. Events are often noted in a character's history, and by spending five karma you can create your own personal background story, which will be listed at the top of your history file for others to read and learn more about you. To do this use *WRITE* to enter the online text editor. Type out your history, and use /f to format it and then /q to quit. You can then use *DESCRIBE HISTORY* to set your history.

**Hint:** In addition to notable events being logged in your character's history file, even more information about what you are doing in the game will find its way to the Recent Game Events page on our website. Make sure to visit [www.maidendesmodus.com](http://www.maidendesmodus.com) and click the game events icon on the bottom of the page. The centre icon there will display the top ranked players in the game.

While Maiden Desmodus has strong Player vs. Player elements, and an involving system of tasks, quests, and adventures, the true heart of the game is the role-play created by our players having fun role-playing together. Get out there and role-play!

**Hint:** You can use *OOC <TEXT>* to speak to other characters out-of-character. Please use this form of communication sparingly to discuss game mechanics, chit-chat, etc.

### **CHAPTER THREE: SKILLS & SKILLSETS**

Maiden Desmodus is a skill-based game, and as your character improves he or she will continue to learn new skills. There are over 200 different skills for you to learn and master, and as each new skill opens up to you there will be new options and strategies that may change how you play the game.

All new characters begin knowing several Standard Skillsets. These are Combat, Survival, Senses, Linguistics, Riding, Powers, and Labouring. Most skillsets contain at least twenty unique skills.

In addition to these Standard Skillsets, your character will learn two new Guild Skillsets when he or she joins a guild. Those joining the Order of the Blood Knights or the Order of the Black Down will learn Weaponry and Discipline. Those joining the Temple of the Maiden Desmodus or the Cult of Rah will learn Hemomancy and Liturgy. Those joining the Physician's Guild will learn Potions and Medicine. Those joining the Fellowship of Shadows will learn Artifice and Brawling.

**Hint:** To see a list of all the skillsets known to your character use *SKILLS*. To list the individual skills you have learned within a skillset, use *<SKILLSET NAME>*.

Trade skills present the final skillset your character may learn. Information on trade skills is provided in the Trade skills chapter of this guide.

While you will never know the exact degree of mastery you have in any particular skill before you max them out, you will be able to follow the overall proficiency by taking note of the various terms that refer to your proficiency.

**Hint:** Skills progresses in the following order: Unskilled, Beginner, Novice, Apprentice, Journeyman, Competent, Skilled, Accomplished, Expert, Master, and Grandmaster. If a skill has not been grandmastered, you will see a percentage following the level of proficiency that tells you how much you have progressed toward the next skill rank.

Use the command *TRAIN <SKILLSET NAME>* to begin training a particular skill. You will find that your rate of training is faster for the first few hours of play each day, but decreases sharply after that.

You may choose to use Character or Account Karma to obtain a Knowledge Blessing that will greatly increase the rate at which you gain new skills while training. Knowledge Blessings apply regardless of how many hours you have played that day.

## **CHAPTER FOUR: TRADESKILLS & CRAFTING**

Trade skills are special skillsets that represent your character's career path. There are five different trade skills for you to select from, but choose wisely for this choice is permanent and cannot be changed. The five trade skills are Forging, Carpentry, Tailoring, Goldsmithing, and Herbalism. Herbalism uses a different mechanic than the other trade skills, and will be discussed in detail at the end of this chapter.

Unlike regular skillsets that have a definitive path of progression, when you pick your trade skill you instantly become able to manufacture any object contained in the various design categories. By typing `<TRADESKILL>` you will see a list of all the design categories. You can then use `DESIGNS <CATEGORY>` to see a list of the various objects that you can manufacture.

**Hint:** At first, most of the design categories will be notated with asterisks. This lets you know that while you can manufacture things in that design category, that you are not yet proficient enough to do it well and it will cost four times the normal resources to manufacture items in that category.

**Hint:** Once you become a more proficient tradesman you will see additional notations when you type `<TRADESKILL>` reflecting your ability to conserve resources, access the grandmaster design board and submit designs for unique objects you want to manufacture, etc.

Most trade skills require the use of kits or objects in order to use them. In the case of Forging you will need to have a forge present in order to forge an object. You will also be required to have a blacksmithing kit. Carpentry can be performed anywhere, however you will be required to have a woodworking kit to carpenter objects. Tailoring and goldsmithing can only be used to manufacture goods if you have a tailoring kit and goldsmithing kit, respectively. For these two, you must also be in a room that is designated as a tailoring workshop or goldsmithing workshop.

The four trade skills discussed above all require natural resources that will be consumed in the manufacturing process. When you view a specific design, you will see the resource costs to manufacture a particular item. Resources that you need will vary from object to object. To manufacture an object use `[FORGE|SMITH|CARPENTER|TAILOR] <DESIGN CATEGORY> <OBJECT>`.

Ingots are bars of metal. To create an ingot for yourself you are going to need to put time into training your Labouring skillset. Once you have learned how to prospect you can use `PROSPECT` to determine if there are any veins of ore present. To help narrow down where these may be you should look underground in mines and caverns, and above ground in rocky canyon areas. A line referring to a vein of ore being present will be appended to the

room description of an area where you will find ore. Using prospecting will tell you what type of mineral deposit is present, and in what quantity.

**Hint:** Veins of ore respawn periodically throughout the game. Once you have learned Minesense, a high level skill in the Senses skillset, you will be able to quickly identify when veins of ore are out there, and where to go to find them.

In order to mine an ore, you must have the appropriate skill in your Labouring skillset and be wielding a mining pick. You are able to mine for tin, copper, iron, gold, silver, and gemstones using *MINE <ORE TYPE>*. After your attempt at mining you will either dig out rock flecked with ore or gemstones, useless stone, or trigger a collapse that can cause horrible injuries.

With your ore in hand, visit a bloomery and use the Refining skill of the Labouring skillset to *REFINE <ORE TYPE> IN BLOOM* and melt the ore out of the rock. This will create an ingot of the appropriate metal type.

**Hint:** To create bronze, the most common metal on The Isle, you must create bronze alloy by refining copper and tin together.

Carpentry requires lumber as its most common natural resource. As you wander around the forests and woodland areas of the game pay attention to where you see trees growing as objects. These trees can be cut down by using the Logging skill of the Labouring skillset to *LOG TREE*. When finished, you will have a tree trunk present in the room that can then be cut up using *LOG TRUNK* to create individual logs.

In order to acquire yarn and cloth, the primary natural resources for tailoring, you are going to have to pay attention to the cycle of the seasons. Yarn is created from wool, which grows naturally on sheep throughout The Isle. During the summer season, sheep are able to be shorn by using the Shearing skill of the Labouring skillset. To take the wool from a sheep use *SHEAR <SHEEP>*. You must, of course, have a pair of shears to do this.

Take your freshly shorn wool to the mill of either city. By utilizing the Spinning skill of the Labouring skillset you can use *SPIN WOOL* at a spinning wheel to create spools of yarn.

**Hint:** Sheep can be found in many of the villages around the game.

Bolts of cloth are created from a plant called flax. In order to grow flax you must purchase flax seed from a general store, or the market, and then use the Sowing skill of the Labouring skillset to *SOW <SEED>* on farmland during the spring season. When autumn rolls around, you can use the Harvesting skill of the Labouring skillset to *HARVEST <PLANT>* from the field.

**Hint:** Because public fertile farmland is in high demand, there tends to be a great deal of competition for farmland. While you are free to use farmland around the game, providing the local government has not passed any laws about its use, many farmers build cabal estates and expand them with farmland so that they have their own land on which to grow wheat, hops, and flax. More information on estates can be found in the Building Estates chapter of this guide.

Once you have your freshly harvested flax, return to a mill and use the Weaving skill of the Labouring skillset to *WEAVE FLAX*. This will create bolts of cloth for you to use in the manufacturing process.

The Goldsmithing trade skill allows you to create jewellery, trinkets, and objects with small intricate parts such as flintlocks and syringes. Goldsmithing might require ingots made from common metals, but more often than not your designs will call for gold and silver ingots which are far more rare and far more expensive if you have to buy them.

Trinkets are special objects made with various precious gemstones that can be attached to some objects with *ATTACH <TRINKET> <OBJECT>* to enhance that object in some way. There are trinkets that make it so an object cannot be dropped, cannot be stolen, causes more damage when used as a weapon, etc. You can use *DETACH <TRINKET> <OBJECT>* to remove a trinket from an object. If an object decays while a trinket is attached to it, both the decaying object and the trinket will be lost.

**Hint:** Some trinkets, such as one that prevents summoning, must be left laying in a room to protect that area. Others will break if they are dropped, such as trinkets used for summoning shadowlings. There is even a trinket that will explode if it is attached to an object that someone tries to pick up.

The Herbalism trade skill is unique in that it requires no kits or tools to practice. There are thirty-three plants native to The Isle and its surrounding islands that produce valuable herbs. You can use *HELP HERBALISM* to see a list of these herbs and their various properties. Each herb can only be grown in one specific type of terrain. You can use *SURVEY* to identify the terrain of your current location.

As you train up your Herbalism skill you will learn about new plants. Once you have this knowledge you can use *PLANTS* to detect if a plant is growing in your current location and in what quantity, *PICK <HERB>* to pick the herb, or *PLANT <HERB>* to plant the herb and start a whole new plant growing.

**Hint:** Only one type of plant can grow in each room. If you plant a new herb in a room where another plant is already growing, the older plant will be destroyed in favour of the new one.

**Hint:** Herbalists will be able to identify the last person who planted or picked a plant. If you go out and start stripping the island bare of herbs, you can expect other herbalists to take great offence. Many herbalists know each other and have agreed on certain protocols to be followed to ensure that a steady supply of each type of herb is growing at all times. Once you pick a plant to zero remaining herbs, it is lost forever. Should someone literally pick every last one of a particular herb, it could become extinct.

There are many different ways to use herbs. You can *CHEW <HERB>* in most cases, but there are also herbs that you can use with *RUB <HERB> <BODY LOCATION>*. Other herbs can be slipped into food and drink to poison them with the Lacerate skill of the Artifice skillset. Still others can be applied to weapons with *COAT <WEAPON> <HERB>*. Lastly, herbs can even be used on traps by those with the Trapsetting skill of the Artifice skillset with *SET TRAP <HERB> <DIRECTION>*.

**Hint:** Those with the Sniff skill of the Senses skillset can use *SMELL <WEAPON>* or *SMELL <FOOD>* to determine what poisons might have been used on an object. If you train your Survival skillset you will eventually learn the Immunise skill which can be used with *IMMUNISE <HERB>* to make you immune to any one herb at a time. If you immunize yourself again, the immunity of the first immunisation is lost in favour of the second.

**Hint:** Those with the Detect Traps skill can use *DETECT TRAPS* to search an area for traps. Those who have the Disarm Traps skill of the Artifice skillset can safely take a trap apart so that it will not be set off.

**Hint:** The Remedies skill of the Survival skillset makes full use of both herbs and potions using a basic priority list. Using *REMEDIES* will automatically search your inventory for the remedy of any condition affecting your character. If an appropriate remedy is found, it will be automatically used. This skill makes it easier to tend to your afflictions and healing in the chaos of a battle.

## CHAPTER FIVE: COMBAT

We have created an active combat system for Maiden Desmodus that allows you to control every action in a battle ranging from how and when you strike, to how and when you tend to injuries, wounds, and conditions. While an advanced character will have more options open to them, it is player skill and strategy that plays the largest part in every battle. We have seen creative newbies best seasoned players in combat, so the first rule of battle is not to give up!

**Hint:** If you don't wish to control every action in combat you can make use of the Reflexes skill in the Combat skillset. This skill enables your character to automatically sip a healing potion when hurt, or to stand when knocked down, among other actions. Use the *REFLEXES* command to see the actions available to your character.

As a new character you will have knowledge of two initial skills in the Combat skillset. These are Punch and Knife Fighting. By dedicating time to training the Combat skillset you will learn more advanced manoeuvres. In addition, each guild bestows two unique guild skillsets to its members and within these skillsets are additional abilities that range from using ranged weapons, to using magic.

There are numerous states, or conditions, that can affect a battle. The first and foremost of these is Balance. Every time your character performs certain actions he or she will be thrown "Off Balance" for a short duration of time. How long, depends on what it was that affected your balance. While off balance, you will be unable to perform any other balance affecting action.

**Hint:** You will receive the message that you have recovered your balance when you are free to act again. Don't waste time waiting, get ready for it!

Each time you are injured in combat your Blood Points will be reduced by a percentage range based on how badly you were injured. While all characters gain 25 more Blood Points each time they level, and thus two opponents may have widely varied maximum Blood Points, our percentage system makes every hit count and it is quite possible to widdle down a more powerful opponent with a few well-placed and strategic attacks.

When your Blood Points reach zero you will be defeated. This will begin the respawning sequence during which you will be aware of your character being recovered from the brink of death by a benevolent physician who will take you to the clinic of your home city for treatment. You will wake up a short time later at your designated respawn point. By default, this will be the clinic of your home city, or the clinic of Fort Kemmer if you have no citizenship at the time of your defeat. There is no perm-death in Maiden Desmodus, so you will never lose a character you have become fond of simply because of a battle gone awry. You may, however, lose experience if your defeat occurred outside your home territory.

**Hint:** You can use *RECOVER HERE* at any stone marker to set it as your respawn point. Stone markers can be found across The Isle and can even be added to a private estate or a cabal estate with the appropriate building permit.

**Hint:** For a short time after a defeat, your character will suffer from Respawn Sickness. During this time, your character will suffer far greater experience loss from any subsequent defeat. For this reason, if you are defeated, it is a good idea to wait until you have fully recovered from your recent defeat before returning to the fray.

**Hint:** After a defeat you will be graced with a short period of safety. While in safe mode you cannot attack, nor be attacked. If you want to leave safe mode early, you can do so by using *RENOUNCE SAFETY* in your home city. You can also opt to extend safe mode for a longer duration by using *SAFETY*.

When you are properly balanced, you can attack your opponent by use of any of your skills. New characters are limited to using *PUNCH <TARGET>* to throw a punch that will cause slight damage and possibly knock the target to the ground. In order to punch, you must have at least one hand free, meaning you are not holding anything in it. A more powerful attack can be issued with *STAB <TARGET>*. To stab, you must be wielding a weapon such as a sword or a dagger that is usable with stabbing attacks.

**Hint:** If you use *EXAMINE <OBJECT>* on an object in your inventory you will see if the weapon can be used to stab, slash, bash, thrown, or crush.

Once you have learned additional skills you will gain access to additional attack methods such as *KICK <TARGET>*, *GUTPUNCH <TARGET>*, *SLASH <TARGET>*, *BASH <TARGET>*, *THROW <OBJECT> <TARGET>*, and *CRUSH <TARGET>*. For a complete list of syntax for using your various combat-oriented skills, use *HELP <SKILL>* in game.

Strategy is everything when it comes to winning a battle, and there are as many strategies in Maiden Desmodus as there are players. Often times, you will need to adjust your strategy for every opponent on the fly. Should you throw a gutpunch and try to wind your opponent long enough to sip a healing potion? Should you grapple them and break their weapon arm so they can't hit you with that deadly sword they are wielding? That is, of course, up to you.

Some players choose to focus their training on a specific guild skillset to quickly master the skills associated with their guild training, others neglect these initially and pour their time into training their basic Combat skillset so that they can learn to use a shield and sword combination more quickly. Others spread their training across many skillsets to first master a wide range of lower-end skills.

**Hint:** A common fighting style is the use of a sword and shield. Together, this strategy will allow you to actively parry blows with the sword, passively block attacks with the shield, and still allow you to work a combination of slash attacks with the sword and bash attacks with the shield. This is not necessarily the best or most effective combat strategy, however.

Until you become confident in battle, it is a good idea to meet with other citizens of your city and engage in friendly spars. This will give you a chance to test out various strategies and combinations, counters, and ideas against another player who is likely to be just as inventive as you are. Kneyans are provided with the arena in the Canal District for this purpose, and Thirians are encouraged to use the arena of Castle Black Down for sparring. Both areas have markers for changing your respawn location so that you can quickly return to your sparring partners and unless your home city has been conquered by the army of the opposing city, you will not lose experience when sparring in the arenas.

Because Maiden Desmodus is designed to encourage Player vs. Player combat, we have implemented a “Hero/Duellist” system. All new characters begin as “Duellists”, which means that they can only be attacked by another player if a formal challenge is presented by an attacker, and accepted by you. This form of consensual combat ensures that new characters do not fall victim to more seasoned, and often more brutal enemies who thrive on PvP battles. Every five levels you will be given the option of switching to be a Hero or remaining a Duellist. While duellists are safe from ruthless player-killing, they are unable to command troops or partake in some aspects of mass warfare.

Those who opt to become “Heroes” are declaring themselves open-game for Player vs. Player conflict. They are able to engage any other hero character at any time, anywhere other than the few safe areas in the game, such as clinics. Hero characters should expect other heroes to specifically target them, and the life of a hero is expected to be a violent one filled with victories and defeats. As an incentive, heroes gain experience at an increased rate, which also compensates to some degree for experience lost when defeated on enemy territory. Heroes are able to partake in mass warfare and command troops, provided they have earned the right to do so by being voted into a political office by their peers or by being appointed a vassal by the government of their home city. Heroes who form cabals, or are granted command of cabal troops, are also able to command a cabal army into battle. More on this is presented in both the Cabals and Mass Warfare chapters of this guide.

**Hint:** You are allowed to switch from Hero to Duellist, or back again, every five levels until you reach level 20. At this time, you must choose whether you want to permanently become a Hero or Duellist for the rest of your character’s existence on Maiden Desmodus. Choose wisely!

Serious injuries are a part of battle. In addition to losing Blood Points when you are injured, you will eventually end up with broken bones, ruptured organs, seriously detrimental conditions, and bleeding wounds.

Bleeding wounds can be bound by any character who has a bandage in his or her inventory by using *APPLY BANDAGE SELF*. Application takes a moment, and will stop “some” of the bleeding. If the wounds you have endured are serious, it may take the application of several bandages to stem the bleeding. Those with medical training who have learned the Dressings skill of the Medicine skillset can use a medical kit in much the same way, however a medical kit can be used infinitely and is not consumed by application. To do this, use *APPLY MEDICAL SELF*.

In addition to bandaging a bleeding wound, there are other ways to stem bleeding. For example, those who have learned the Clot skill of the Hemomancy skillset can use *CLOT* to concentrate on the blood flowing through their body and will the wound to mend. Those who have insu herbs can *CHEW INSU* to cause a bleeding wound to close.

Unlike bleeding wounds, which will be automatically mended when you respawn after a defeat, broken bones require bonesetting to heal unless you are willing to suffer with the break for a very, very long time for it to mend itself. In order for a broken bone to be boneset you will need to find a physician who has learned the Diagnose skill and the Bonesetting skill of the Medicine skillset. They will be able to set a broken bone with *BONESET <BROKEN BONE> <PERSON>*, assuming they have a bonesetting kit in their inventory.

Broken bones will seriously limit your capabilities of manipulating objects, wielding weapons, performing skills, and moving. If you have suffered a serious break, you should use *CITYBROADCAST <TEXT>* to find a friendly physician to assist you, or *SHOUT <TEXT>*, assuming you have learned the Shout skill of the Senses skillset to send out a wider call for help.

Ruptured organs and other serious wounds are similar to breaks as they will usually require the attention of a physician. If you have been hamstrung, for example, you will find yourself having difficulty moving. Those with a ruptured groin or cracked ribs will suffer Blood Point loss each time they move or act. A ruptured stomach makes it impossible to sip a potion, etc. To treat these sorts of wounds have a physician diagnose your injuries and then use *TREAT <PERSON>*. Injuries of this sort will heal naturally, and far more quickly than a broken bone. You may need to be treated several times if you are suffering from multiple serious injuries.

**Hint:** If you have your respawn point set to the default location, a clinic, then you will usually find a NPC physician there when you regain consciousness. You can use *SAYTO <PHYSICIAN> HEAL* to request that they tend to you. The NPC physician will perform bonesetting to any breaks and will treat most serious wounds or conditions. Use of this service costs gold, which will be deducted directly from your character’s bank account. The price of healing fluctuates based on the ready availability of player characters around to provide this service.

Please be aware that it is possible to be defeated from injuries. A bleeding or serious wound that goes untreated will result in continual Blood Point loss and it is possible to bleed to the point of defeat.

**Hint:** Because Maiden Desmodus has hundreds of skills to master, you will often find yourself facing an opponent that uses his or her skills quite effectively. Be aware that there is a way to counter almost anything an opponent can throw at you, however your own skill as a player will be the key to doing well in battle. There has never yet been a player that has not known defeat.

Should you be victorious in a battle, your character will witness your enemy fall. Their actual character will vanish as their respawn sequence begins, and until they respawn they will be replaced in the room by an object that represents their body. It is possible to make use of a defeated opponent by draining blood from them to fill a flask (useful for potion making), beheading them to score yourself a trophy of your victory, or otherwise defiling their body to suit your own purposes. Please be aware that defeat is not truly death, and while there is a bit of a role-play flub here, you will see that person alive once again. There is a bit of “suspension of disbelief” required for the sake of having fun!

**Hint:** If you have defeated a NPC of an animal race, you can further despoil the body to harvest natural resources by using the Butcher and Skinning skills of the Survival skillset. To do this use *BUTCHER <BODY>* or *SKIN <BODY>*. When you have finished, your efforts will yield a raw carcass that can be cooked if you use the Campfire skill of the Labouring skillset to first build a campfire and then use *LIGHT CAMPFIRE WITH TINDERBOX* to set it aflame.

**Hint:** A highly skilled physician who has learned the Resuscitate skill of the Medicine skillset is able to resuscitate a body and save a player from the respawning sequence. To do this use *RESUSCITATE <BODY>* before the respawn sequence completes.

As for the rewards of combat, each time you emerge victorious from a battle where an enemy is defeated you will earn Experience Points. Experience Points are a tally of your overall character advancement and as you earn them you will eventually “Level Up”. Each time you gain a new level your character will be rewarded with 10 free Character Karma that you can spend however you would like. Levelling up also earns you 25 more points for each your Blood Points and Mana Points.

**Hint:** Those using the Divine Sight skill of the Senses skillset will be aware of your various achievements, such as levelling up and completing tasks or quests. Your achievements will also be posted on our website’s recent game events page at <http://www.maidendesmodus.com/about>.

Because combat on Maiden Desmodus is so detailed, we encourage you to visit our forums at <http://forums.maidendesmodus.com> and read various posts by our players in the Tales of the Battlefield topic. This is an area where players actively discuss battle strategies, ways to counter various types of attacks, and offer general help to those who are overwhelmed by battle and need some pointers from a fellow player's perspective.

## CHAPTER SIX: KARMA

Karma is your very best friend on Maiden Desmodus. While the game is free to play, Maiden Desmodus is a commercial project. Those who choose to support the game by purchasing karma will be able to access all of the premium features we have available including the more powerful blessings, personal and cabal estates, founding cabals, and more. Those who cannot afford to buy karma can take advantage of the various OfferPal promotions found on our website.

**Hint:** To see how much karma is available to you, use *KARMA*. When spending karma, Character Karma will be spent before Account Karma.

There are two types of karma on Maiden Desmodus. Character Karma is earned at the rate of ten karma every time your character levels up. This karma can be used to purchase blessings with *BLESS <BLESSING>* or give your character a custom shouting voice with *CUSTOMSHOUT <TEXT>* or to teach NPCs rumours about your character using the *ADDRUMOUR* command. Character Karma can also be used in conjunction with *WRITE* to enter the online text editor where you will use */f* to format and */q* to exit. You can then use *DESCRIBE SELF* to change your character's description or *DESCRIBE HISTORY* to add a background story about your character to your history file, which others can read by using *HISTORY <CHARACTER>*. Character Karma cannot be used to build estates, or found cabals, and it can only be used for the character who earned it.

Account Karma is added to your player account, not a particular character, and can thus be used for any character you have created. Account Karma can be used to buy property deeds and building permits from a City Clerk, and these in turn can be used in areas found suitable for building with *SURVEY* to *BUILD DEED* and create your own personal estate. More information on estates is provided in the Building Estates chapter of this guide.

In addition, Account Karma can be used to found a new cabal. Cabals are player-founded and player-governed organizations that can be set up as anything from a family, to a secret society, to a league of like-minded craftsmen, or even a group of people who are motivated by the same goals. More information about cabals can be found in the Cabals chapter of this guide.

You can use *KARMA FORSALE* to see if any Account Karma has been placed for sale by other players. The exchange rate varies greatly, but if you have earned enough gold in the game, then this is a way to use the in-game currency to buy Account Karma. You can also opt to sell Account Karma to earn instant riches in the game. To do this, use *KARMA SELL <NUMBER OF KARMA> FOR <NUMBER> GOLD*. Transactions for karma use gold in connection with character bank accounts.

## CHAPTER SEVEN: BLESSINGS

Blessings are temporary or permanent enhancements that you can obtain for your character in Maiden Desmodus. Each blessing costs a certain number of karma to obtain. You can buy blessings with Character Karma or Account Karma, or a combination of both. You can give your character a blessing at any time by using `BLESS <BLESSING>`. You can view your current blessings by using `BLESSINGS`.

The follow table lists blessings currently available in Maiden Desmodus:

Blessing	Karma Cost	Effect
Minor Knowledge	10	20x improvement point gain for 2 hours
Major Knowledge	40	20x improvement point gain for 10 hours
Supreme Knowledge	75	20x improvement point gain for 20 hours
Paramount Knowledge	180	50x improvement point gain for 20 hours
Minor Experience	5	1.5x experience point gain for 20 hours
Major Experience	10	2x experience point gain for 20 hours
Supreme Experience	20	3x experience point gain for 20 hours
Lesser Constitution	50	5% extra blood regeneration
Greater Constitution	75	10% extra blood regeneration
Ultimate Constitution	120	15% extra blood regeneration
Lesser Concentration	50	5% extra mana regeneration
Greater Concentration	75	10% extra mana regeneration
Ultimate Concentration	120	15% extra mana regeneration
Lesser Potency	50	5% extra power regeneration
Greater Potency	75	10% extra power regeneration
Ultimate Potency	120	15% extra power regeneration
Lesser Absorption	50	2% damage reduction
Greater Absorption	75	4% damage reduction
Ultimate Absorption	120	6% damage reduction
Lesser Defence	50	2% chance to dodge attacks
Greater Defence	75	4% chance to dodge attacks
Ultimate Defence	120	6% chance to dodge attacks

Lesser, Greater, and Ultimate blessings are permanent and can be combined. Minor, Major, Supreme, and Paramount blessings have a duration between 2 and 20 hours of played time and may not be combined. If your character enters a safe area, such as a clinic or personal estate, knowledge blessings will pause until you leave this area.

## **CHAPTER EIGHT: TASKS**

Workhouse Tasks are available to every character with citizenship to a city once per game day. Tasks are a way for you to have various things to do, regardless of whether or not any other players are currently role-playing with you. While every task is different, and the tasks vary from city to city, tasks share many things in common.

First, tasks are issued only by a taskmaster NPC who can be found in the City Workhouse of Tharn or Johannsburg. A third taskmaster can be found in the tavern at Fort Kemmer, however this taskmaster will not assign work to you until you have completed all of the tasks made available by the city taskmasters.

Secondly, tasks are multi-staged and goal-oriented. Your task may require you to go somewhere, greet someone, talk to someone about a specific subject, find something, get something, give something to someone, kill a NPC, etc. In order for you to progress along the task you must complete the task in the order it is presented. To view a summary of your current task and learn what step is to be taken next, use *TASKS*.

There is no time limit on how long you can take to complete a task, however task progress does not persist through reboots or game updates. If you become hopelessly unable to finish a task you can use *ABANDON TASK* to give up. You can then return to the taskmaster on the next game day and start anew.

Tasks progress in a linear fashion and expand on the history and backstory of Maiden Desmodus. While the first tasks you will be given are simple and far from glamorous, they are designed to get you acclimated to the task system and how to play the game. A brief walk-through of the first three Thirian and Kneyan tasks is provided below:

### **“CLEANING THE STREETS OF JOHANNASBURG”**

This is the first Kneyan task, during which you will be asked to help clean the city streets. Your goal is to find and collect ten piles of garbage, that might be anywhere in the city, and take them to the city dump which is located in the alleyway that connects the quay to the artistically cobbled crossroad at Temple Road and Black Road. When you have finished, return to the taskmaster for your reward of Experience Points and gold.

### **“DIPLOMATIC ESCORT”**

This is the second Kneyan task, where you will learn that there are ongoing peace negotiations being conducted between the Thirian Kingdom and the Kneyan Kingdom in an effort to end the war. You will be asked to travel to the northern gate of Johannsburg and greet a diplomat who will be waiting there for you. Once the diplomat is following you, it is up to you to escort him safely to the Civil Offices in Tharn. Because this will likely be your first outing beyond the walls of Johannsburg, you might want to use your Pathfinding skill of the Survival skillset to help you navigate your way to the enemy city.

Kneyans are often treated with suspicion in the Thirian Kingdom, and as such, you may or may not receive a warm welcome from Thirians you encounter.

### **“SAVE THE LUMBERJACKS”**

The third Kneyan task is the first that will require combat. Lumberjacks logging in the woods west of Johannsburg have been killed by a “monster” in the woods. You must venture out there and find the last remaining lumberjack who will be able to tell you more about the beast. After you speak with him, it is up to you to locate and kill the monster. If you haven't trained up any combat-oriented skills thus far, you'll have only the Punch and Knife Fighting skills to use against the fearsome predator when you find it.

### **“BURNING THE DEAD”**

This is the first Thirian task, in which you will be told that the dead from the war are beginning to pile up outside of Tharn. You are sent out into the woods to find the bodies of dead soldiers, which you must carry to the bonfire at the gates of Tharn. Drop the corpses there to burn them before disease begins to run rampant through the kingdom. Your search for corpses should include the woods east of Tharn and southwest of Tharn. At this point, you should avoid the charred hills. There are no corpses to be found there, and the area is considered to be tomboor territory.

### **“THE BLIND PROPHET”**

In this, the second Thirian task, you are dispatched to the Rahist Estate in northeastern Tharn where you must speak to Dominic the Enlightened about the blind mage who needs you to escort him on a pilgrimage to the Steps of Heaven. After you greet the blind prophet he will begin following you. It is up to you to get him safely to the Village of Bleek where you will find the monument he seeks. Climb to the top of the Steps of Heaven and he will leave you so that he can mediate. Be cautious as you travel through the charred hills on the way to Bleek, for the tomboor are known for aggression.

### **“THE KEMBLE CHUPACABRA”**

The third Thirian task sees you sent to Kemble Village east of Tharn. Once you arrive you must seek out Widow Tennly, the local freetrader. It seems that the old widow is quite fond of cats, but lately the villagers have been finding dead cats around the village with their heads missing and their blood drained from the bodies. Rumour has it that a chupacabra has come to Kemble and it is up to you to solve the mystery behind its appearance. You'll need to speak to many of the villagers and piece together clues that will lead you to the person responsible for the dead cats. Once you do, try to convince them to take you to the nesting place of the mysterious beast so that you can kill it.

**Hint:** Some tasks require that you venture into enemy territory and conduct acts of war or sabotage. While you are proceeding on these tasks, you will likely find the local guards in a state of alert. Be cautious, and be ready for anything.

**Hint:** If you are having difficulty with a task, you can always opt to join forces with another character who is trying to complete the same task. If you do, make sure that you use *INVITE* <PERSON> to form a group. They will have to accept your invitation. If you are grouped you will share experience and be able to get credit for completing steps of the task in tandem.

If you have learned the Motives skill of the Senses skillset you can use *MOTIVES* <PERSON> to see what stage of a task they are on, if any. Using this skill allows you to detect when another character is working against your city. We encourage you to do your best to stop citizens of the enemy city from completing their tasks, especially if they are Heroes. Just remember, there may very well be enemy players trying to stop you from completing your own tasks.

## CHAPTER NINE: QUESTS

Quests function like tasks in many ways, however there is no linear progression to quests and you may or may not even encounter some of them. During your day-to-day play you are likely to speak to NPCs about all sorts of different things. Every now and then, one of them might bestow a quest upon you and ask you to help them in some way.

To see what quests you are currently on use *QUESTS*. You will see each quest notated with a number that corresponds with that quest. Use *QUEST <NUMBER>* to view the quest summary and see what stage you are currently on. You do not have to complete quests in order and it is likely that you will end up on many quests at one time. Should you wish to abandon a quest all together, use *ABANDON <NUMBER>* to give up. You will then be able to start some quests anew.

Unlike workhouse tasks, quests can sometimes be repeated, though you cannot repeat any one quest more than once per game day. Quests persist over reboots and game updates, and some may take hours, days, or months to complete. When you complete the requirements for a stage of a quest you will be notified, and if you complete a quest you will be rewarded with experience or gold, and maybe even a special object relevant to whatever you were doing.

New quests are continually being added to Maiden Desmodus, and part of the fun of questing is that you will never know what quests are out there, who bestows them, or just what you might be expected to do. Some quests might not be available to you until you reach a certain level. Others may only be available while you are currently working on some workhouse task or another. Get out there, interact with the NPCs, and see what you can discover!

Examples of a few early quests are listed below in no particular order:

### **“A DIFFICULT DECISION”**

This quest is available only to those of Kneyan citizenship and is likely to be encountered if you speak to the sailors on board the schooner very early in the game. You will be asked to venture into Johannsburg with one of the sailors and go with him on a tour of each of the four Kneyan guildhalls. Once you have finished, you'll head to a local tavern together where you will be rewarded with a free drink, a little gold, and a bit of experience.

### **“RUNAWAY SLAVES”**

This quest is available to those who speak with the Thirian slave masters about slaves and discover that some have escaped the city and run off. You are charged with tracking down a trio of these slaves and bringing them to justice, that is, killing them. The runaway slaves could be anywhere on The Isle, though they probably haven't made it all

the way to Johannesburg just yet. You'll have 120 minutes to find and kill all three slaves to complete the quest. This quest is repeatable, so you can hunt runaway slaves once every game day to earn a little bit of gold and some experience.

### **“SMUGGLER’S RUN”**

This quest is available to those who have a few levels under their belt. You'll need to make contact with a member of the Fellowship of Shadows in Tharn and arrange to smuggle goods for them. You'll be given one game day to move the stolen goods from Tharn to Johannesburg utilizing a network of smugglers. Be warned, if you fail to complete the task within the time allotted, the Fellowship will dispatch a skilled assassin to kill you. This quest is repeatable, so you can smuggle goods for the Fellowship of Shadows once every game day to earn some gold and experience.

**Hint:** There are a lot of quests out there for you to discover, and not all of them will be easily found. If you keep a watch on the recent game events page of our website, <http://www.maidendesmodus.com/about> you will see what quests other players have completed recently. This may give you some clues as to where to discover new quests to enjoy.

## CHAPTER TEN: POLITICS

The political structure of Maiden Desmodus allows for players to run for various political offices in Tharn or Johannasburg, and be elected into those offices by the votes of citizens of the city. All players are allowed to cast a single vote in any election, and this is based on your account, not the characters you have created. This keeps the voting system fair by not allowing a single player with multiple characters to cast multiple votes.

**Hint:** While multi-playing is permitted, and encouraged, players are not allowed to have more than one account. Players found in violation of this policy will have the additional accounts and all characters on the account deleted without warning or compensation. Players found in violation of our “one account per player” policy on multiple occasions are likely to have all accounts deleted without warning or compensation and a ban on the cheating player will also be put in effect. We have methods of detecting abuse of this policy. In short, don't do it, it's not worth it.

The royal families of both the Kneyan Kingdom and the Thirian Kingdom consist of NPCs. You may encounter them at certain times, but for the most part they live lives away from the events taking place in the game and leave the direction and governing of their kingdoms to elected player characters.

The highest ranking member of the political system is the High Chancellor. Only they have the authority to appoint individuals to the three great offices of state; Great Chamberlain, Earl Marshal and Chief Executioner.

The Great Chamberlain is responsible for the financial dealings of the Kingdom. They are able to make payments from the city treasury, control the level of bounty paid by the Workhouse and are also responsible for the city Freetrader store. They can appoint Stewards to assist them in their work.

The Earl Marshal is the head of the Kingdom army and is able to muster and command military units, as well as order the construction of defensive fortifications within their city. They are charged by the King to raise Vassals to command his armies in battle.

The office of the Chief Executioner is charged with the enforcement of Kingdom laws and internal security. Together with his Sheriffs, the Chief Executioner is responsible for declaring formal Kingdom enemies as well as the administration of Kingdom justice.

The High Chancellor is appointed into office by a member of the City Council. Each Council is made up of three individuals who are elected into office during an election. Any character may, at any time, use *CONTEST <COUNCILMAN>* to contest for a seat on the City Council. Once this is done, a three-day election will begin, during which time all citizens of the city are able to cast their vote for the current Councilman/Councilwoman

or the challenger. At the conclusion of the election, the person who has received the most votes will win the seat.

**Hint:** If you feel you are prepared to contest for a seat on the Council, then do it! If you are unhappy with how your city is being run then it is up to you to try and change things. Put your best foot forward while participating in an election and campaign to win the votes of your fellow citizens.

**Hint:** Following an election, the winner of the Council seat is given a short period of grace during which he or she cannot be contested. This system is in place so that the winning party has enough time to make his or her mark on the government before having to defend the office and campaign again.

To see who holds the political offices in your city use *CITIES THARN* or *CITIES JOHANNASBURG*. To see if any elections are currently under way in your city use *ELECTIONS*. You can then use *VOTE <ELECTION NUMBER> <PERSON>* to cast your vote in the election. You are allowed to vote once in each election.

**Hint:** Those who win a political office will have a new Title made available to them. Use *TITLES* to see what Titles you have to choose from at any given time. You can select a Title by using *PREFIX <TITLE NUMBER>* and *SUFFIX <TITLE NUMBER>*. You will be seen by Title by those who you have introduced yourself to with *INTRODUCE <PERSON>*.

Please be aware that the Maiden Desmodus Staff does not actively govern the game. The laws of each kingdom are determined by players, like yourself, who have earned a political office. Your government may be noble and just, or horridly corrupt. Politicians are permitted, and encouraged, to govern their city however they want to and the Staff will not supersede or intervene unless something is affecting the integrity and theme of the game.

## CHAPTER ELEVEN: MASS WARFARE

Kingdoms and Cabals are able to recruit citizens into military service. Once trained these soldiers can be mustered into military units in order to claim territory on behalf of their Kingdom. Cabal forces are not able to claim territory, but can pledge themselves to a Kingdom in order to claim territory on their behalf.

Troops are able to occupy control points such as village halls or the many watchtowers that are found across the Isle. Occupying a control point usually gives a benefit to the controlling Kingdom such as increased tax revenues or reduced experience loss for defeat in that territory.

Anyone may recruit a citizen by offering them gold to convince them to enter a life of military service. Some citizens will require a larger bribe than others. Once you have convinced a citizen to join your army they will follow you to your local barracks where you can enlist them using *ENLIST CITIZEN*.

Those who hold the position of Vassal (or for cabals, those of sufficient rank as determined by the cabal) are able to muster troops from the barracks. You must be at your parade ground where you can issue the command *MUSTER <SIZE> OF <KNIGHTS|INFANTRY|SCOUTS>*. The different unit types can perform better in certain terrains; knights are better in open country and scouts in woodland. Infantry are average in all conditions.

The following unit sizes are possible:

Squad:	10 or more soldiers.
Platoon:	30 or more soldiers.
Company:	90 or more soldiers.
Battalion:	180 or more soldiers.
Regiment:	540 or more soldiers.
Brigade:	1620 or more soldiers.
Division:	3240 or more soldiers.

**Hint:** Only small sized units are able to march indoors or in cities, so you may find it easier to muster several smaller units before combining them into a larger force when in open country.

Before you can march your army to war you will need to provision them with food and drink. Use the command *PROVISION <UNIT> WITH <ITEM>* to do this. You can provision your troops with roasted meats, flasks of beer, etc. Once your unit has mustered and is provisioned you can order them to march with *MARCH <UNIT> <DIRECTION>*. Smaller units are able to march faster than larger ones.

Should you need to reorganize your forces you can order them to *STANDDOWN* then them to *ASSEMBLE* or *FALLIN*. Aside from the Earl Marshal, only the Vassal that originally mustered the troops is able to command them.

If you encounter the enemy you can order your force to *ENGAGE <ENEMY UNIT> WITH <FRIENDLY UNIT> <DIRECTION>*. It is possible to gain an advantage by outflanking your enemy and attacking from multiple directions.

See *HELP WARFARE* in game or on the website for more information on available warfare commands and syntax.

## **CHAPTER TWELVE: BUILDING ESTATES**

One of the premium features of Maiden Desmodus, that is available only to those who have purchased or otherwise earned Account Karma, is the ability to build estates. An estate is an area of the game world that is created, designed, and linked together by a player who has chosen to do so.

**Hint:** Estates are permanent additions to Maiden Desmodus and will remain in the game forever. If you invest in an estate, you will find it just how you left it, even if you return to it years after the fact. Be aware, however, that object decay and burglary may have affected what you leave inside your estate.

There are three different types of estates that you can build. These are Private Estates, Cabal Estates, and Inn Rooms. Each will be explained below.

Private Estates are created using the object “a property deed”, which can be purchased from the City Clerk in either the Civil Offices of Tharn or the City Hall of Johannesburg using Account Karma. You can use *BUILD DEED* in any area of the game world that is suitable for building. You can *SURVEY* an area to see if the area is suitable to build a Private Estate. Please note, however, that you cannot build a Private Estate within an inn, as only Inn Rooms can be built within an inn.

A Private Estate is a safe area where you cannot be attacked, or attack someone. Nobody can use the Vortex skill of the Hemomancy skillset to teleport into your Private Estate, nor can anyone use the Summon skill of the Hemomancy skillset to teleport you out of your Private Estate.

The front door of a Private Estate will become a named exit, detectable with *SURVEY*, within the room where you use your property deed. As the estate owner you can *LOCK <YOUR NAME>* or *UNLOCK <YOUR NAME>* to secure your estate from unwanted guests. Should you find that you have an unwanted guest in your Private Estate you can remove them with *EJECT <their name>*.

**Hint:** A Private Estate is 100% secure, meaning that the lock on your front door cannot be picked, bashed, or otherwise forced open. If you leave it unlocked, however, then other characters are able to waltz on in. Be sure to lock your door! The Maiden Desmodus Staff is not responsible for anything lost due to burglary resulting from an unlocked front door.

Cabal Estates are created using the object “a property deed”, which is loaded to the inventory of a character who uses *FORMCABAL <CABAL NAME>* in the Cabal Registration Office to found a new cabal. This property deed is different from a regular property deed

in that when you *BUILD DEED* the estate is classified as a Cabal Estate and not a Private Estate.

Cabal Estates are not safe areas. Training will continue in them as it would in any other part of the game world. The front doors of Cabal Estates can be picked and unlocked by anyone with the Lock-picking skill of the Artifice skillset. Members of the cabal are able to use *LOCK <CABAL SHORT NAME>* and *UNLOCK <CABAL SHORT NAME>* to lock and unlock the front door of the Cabal Estate, which can be seen with *SURVEY*.

One advantage of Cabal Estates is that you can expand the estate with “a building permit for a cabal military compound” for assembling cabal-loyal troops for battle utilizing the Mass Warfare system. You can also expand a Cabal Estate with “a building permit for a cabal barracks” so that you can enlist new recruits into the cabal’s military. More information on this is provided in the Cabals and Mass Warfare chapters of this guide.

**Hint:** You can protect your Cabal Estate by having someone with the Strengthen skill of the Artifice skillset use *STRENGTHEN <CABAL SHORT NAME>* to strengthen the locks on your Cabal Estate’s front door. This will reduce the likelihood of an unwanted party burgling your Cabal Estate.

Inn Rooms are the cheapest of the three types of estates. An Inn Room can be built by using *BUILD INN* within an established inn where *SURVEY* reveals that the area is suitable for building. Inn Rooms function exactly the same as Private Estates, however they cannot be expanded with additional rooms.

**Hint:** Inn Rooms are intended to be a cheap alternative to private housing because you can create your own private Inn Room for only 25 Account Karma.

Once you have created a Cabal Estate or a Private Estate, you can enter it by typing the name of the estate as a named exit. You can verify the name by using the Survey skill of the Senses skillset

The first room of a Cabal Estate or a Private Estate will be created with a default description that presents the estate as being an empty yard surrounded by a protective wall. You will likely want to expand and personalize your estate, as explained below. To exit your estate, use the default named exit keyword *OUT*.

To list the buildings in your estate use *BUILDINGS*. This will show you a list of buildings you have created along with the current number that represents each building, or “room” of the estate.

**Hint:** As you build, be certain to check *BUILDINGS* each time you are preparing to link one room to the next. The numbers assigned to an individual room will change as you build new rooms as a part of your estate!

To expand your estate you will use building permits purchased from the City Clerk. To build the next part of your estate use *BUILD* *<PERMIT>* and you will be notified that the specified building has been added to your estate. Use *BUILDINGS* now to see both the initial yard, and your new building listed with a numerical assignment.

To link your yard to your first interior room use *LINK <YARD NUMBER> to <TARGET BUILDING NUMBER> <DIRECTION> <OPTIONAL DOOR NAME>*. For example, to link a yard to a cottage you would use *LINK 1 TO 2 NORTH DOOR* and the building system would link the yard north to the cottage and create a door between them that uses the keyword “door”. You could alternately use *LINK 1 TO 2 NORTH COTTAGE* to do the same thing, but have the door named “cottage” instead.

You can now continue to expand you estate by adding additional buildings and linking them from the desired location. This is the essence of estate building.

**Hint:** When you link two rooms together you should keep a realistic layout in mind. It is technically possible to link a room in one direction, and then link it again in the opposite direction and create something that would “defy reality”. Once you create a link, it cannot be undone, and the Maiden Desmodus Staff will not make a habit of fixing it for you. If you layout your estate design on graph paper and use that as a reference for your building and linking, you’ll avoid creating something unrealistic. Be smart when you build!

Because each building permit creates a default room with a default description, you may end up with an estate that is what you want, but doesn’t look quite the way you would like it to look. For example, you might want to build a barn that looks different on the inside than the default barn description, or you might want your hallway to be walled with brick rather than wood. If so, then it’s time to renovate and redecorate!

You can change the Room Title by using “a renovation permit” and in the room and using *RENOVATE <NEW TITLE>*. Your room will title will be changed.

You can change a room description as well. To do this, use *WRITE* to open the in-game text editor. You can then type out a new room description as you see fit. You can properly format the text by using */f* on a line by itself, and exit the editor by using */q* on a line by itself. Now that the text is in your buffer, go to the room in your estate that you want to redecorate and type *REDECORATE*. Your room description will be changed.

**Hint:** While the Maiden Desmodus Staff doesn’t make a habit of proofing or exploring player-created estates, we do reserve the right to make changes if you create something that is inappropriate or too far outside the theme and genre of the game. Be sure you keep your room names and descriptions free of profanity and don’t

go building a spaceship, a new planet, or anything that you already know doesn't belong in the game.

**Hint:** While Mabonfolde cannot commit to writing descriptions for you, if you have an idea in mind for your estate and aren't interested in writing it yourself, feel free to contact him and ask him about writing for you. He just might say yes!

It is possible, and we encourage you, to build more than one estate in the game. Some players have Private Estates and Inn Rooms in multiple cities and villages. To help you remember where you have built estates use *ESTATES* to see the Room Titles of places where you have built something.

**Hint:** If you can't, or don't want to buy karma with real money, you can always use *KARMA FORSALE* to see if anyone is selling Account Karma for gold. This is not regulated by the Maiden Desmodus Staff, but occasionally you might get lucky. You can also earn Account Karma by participating in the OfferPal promotions on our website. More about that can be found in the Karma chapter of this guide.

## CHAPTER THIRTEEN: CABALS

Cabals are player-founded and player-governed organizations that can be created by visiting the Cabal Registration Office in either Tharn or Johannasburg. Once there, use *FORMCABAL <CABAL NAME>* to register your new cabal. Once your cabal is registered you will be able to access numerous commands and settings to configure your new organization.

**Hint:** It costs 100 Account Karma to found a new cabal. You can split the karma cost for cabal registration between several founding members by grouping first and then having one member of the group form the cabal.

**Hint:** The founder of a cabal receives a free property deed for a cabal estate. Cabal Estates are detailed in the Estate Building chapter of this guide.

To set the “Display Name” of your cabal use *SETCABAL NAME <DISPLAY NAME>*. To input the description of your cabal use *WRITE* to open the online editor and then input the description you want others to see when they look up your cabal with *CABAL <CABAL NAME>*. When you have finished use */f* to format your text and */q* to exit the online editor. You can then use *SETCABAL DESCRIPTION* to set the description.

**Hint:** Any player can use *CABALS* to list the cabals available in the game. They can then use *CABAL <CABAL NAME>* to view the cabal description.

*SETCABAL RANKS <NUMBER>* lets you designate how many different ranks there are in your cabal. You can then use *SETCABAL RANKNAMES <NAME1>, <NAME2>, <NAME3>, <ETC>*. This will set the name for each rank. You should make sure there are the same number of names as you have set ranks. The order of progression begins with rank 1 being the highest and going down from there.

Determine what citizens are able to join your cabal by using *SETCABAL CITIES* followed by a comma separated list of allowed cities, for example *SETCABAL CITIES JOHANNASBURG, THARN, NONE*. The “none” refers to those who are not citizens of either Johannasburg or Tharn. If you don’t set your cities to at least one of these three, then nobody will be able to join your cabal.

You can also restrict those able to join your cabal by guild membership. Use *SETCABAL GUILDS* followed by a comma separated list of allowed guilds, for example *SETCABAL GUILDS FELLOWSHIP, TEMPLE, KNIGHTS*. Once again you can use “none” to allow characters without a guild to join.

If you want your cabal to be secret, that is not shown by typing *CABALS*, then use *SETCABAL SECRET*. Other players will be aware of another cabal, but not the name,

purpose, or headquarters of the cabal, unless you choose to tell them or they somehow uncover your secret.

Setting your cabal with open membership means that anyone who wants to join your cabal and meets all of the above requirements is able to visit the Cabal Registration Office and use *CABALJOIN <CABAL NAME>* to join your cabal. They will immediately gain access to your *CABALBROADCAST* or *CCB* channel and will be inducted into your cabal at the lowest rank. Use *SETCABAL OPEN* to set your cabal to allow open membership. Use it again, to toggle it back off at any time.

*SETCABAL PERMISSIONS <NAME> <RANK>* sets the rank at which certain cabal commands are usable. Remember that ranks go from rank 1 as the highest and that setting a permission to rank 4 would therefore mean anyone of ranks 1, 2, 3, or 4 would have access to the command.

The following Permissions are available for cabals:

**Title:** Use the Prefix and Suffix commands to title other members.

**Induct:** Use *CABALINDUCT <TARGET>* to induct new members into the cabal.

**Kick:** Use *CABALBANISH <TARGET>* to kick members from the cabal.

**Contest:** Use the Contest command to start an election for cabal leadership.

**Withdraw:** Use the Cabalwithdraw command to take gold from the cabal's bank account.

**Vote:** Vote in a cabal leadership election.

**Doors:** Lock and unlock ordinary doors within the cabal estate.

**Build:** Use permits to expand the cabal estate.

**Promote:** Use *PROMOTE <TARGET>* to promote a member to the next rank.

**Demote:** Use *DEMOTE <TARGET>* to demote a member to a lower rank.

**Log:** Read and write to the cabal log.

**Storeroom:** Lock and unlock fortified doors within the cabal estate.

The cabal permissions system may seem complex at first, but it is designed with flexibility in mind. With clever use of ranks and permissions it is possible to create a

variety of possible leadership structures. If you need any help or advice setting up your new cabal please contact a member of the staff.

## CHAPTER FOURTEEN: MAIDEN DESMODUS GAME CLIENT

While you can use any game client to play Maiden Desmodus, we have developed our own online game client specifically for use with Maiden Desmodus. The client is web based and requires only that your browser supports Flash Player 10. No additional download or installation is required.

A screenshot of the Maiden Desmodus game client is below, with various features numbered in red. Each feature is described in full below.



1. **Map:** The map is displayed real-time in the map pane, beneath the header of the area you are currently located in. As you move, the map will scroll to reveal your location. Press the small M button to toggle between a graphical map and a room by room plan.
2. **Current Location:** Your current location will be displayed here.
3. **Current Target:** Your current target, if any, will be displayed here.

4. **Text Window:** The main body of Maiden Desmodus is displayed in the text window. As you enter new areas you will see a room/area description following the title of the place you find yourself. The room name is also displayed beneath the map pane. By default, room descriptions will be followed with a list of characters in the room, displayed in purple, objects found in the room, displayed in green, and exit notation displayed in cyan.
5. **Time of Day Icon:** This icon will change to reflect the current game time, varying from dawn, daytime, dusk, or nighttime.
6. **Character Information:** Your character's name, level, and percentage toward the next level are listed here for quick reference.
7. **Citizenship Icon:** This icon will reflect your citizenship to the Thirian Kingdom, the Kneyan Kingdom, or no citizenship at all.
8. **Guild Icon:** A question mark will appear here if you are not currently guilded. This will be replaced by a guild icon while you are a member of a guild.
9. **Status Icons:** From left to right these are Bleeding, Position and Balance. The Bleeding icon will change as your bleeding increases. The position icon changes further to reflect standing, sitting, sprawled, sleeping, or defeated. The balance icon will change to red when you are off balance and must wait a few seconds before acting.
10. **Healing Icons:** From left to right these are Herbs, Elixir and Potions.. When these icons are green you are able to use a healing herb, elixir or potion. They will change to red to reflect that you cannot yet repeat the corresponding action.
11. **Blood Meter:** Your blood meter is representational of your life force. If it is depleted you will be defeated and begin a short re-spawn sequence.
12. **Mana Meter:** Your mana meter is representational of your mental energy. If it is depleted you will be unable to use magic and some skills.
13. **Power Meter:** By default, the power meter will be depleted. Each time you are hit in combat or otherwise injured, you will gain power. Once your power meter is full it will begin flashing to signal you that you can use a skill from the Powers skillset
14. **Icon Bar:** From left to right the icons in the icon bar represent attack with weapon, attack with fist, sip healing potion, use remedy, apply bandage, power shield, skills, inventory, look, pathfinding, quests, help, text editor, full screen, settings, and purchase karma. Click on any of these icons to perform the

- corresponding action. Note: You may not be able to use all of the icons early in the game, as some are shortcuts for skills that you will learn only through training.
15. **Input Field:** Type text here to send them to the game. By default, you will be able to issue any command here.
  16. **Mode Combo Box:** Click on the combo box to display a drop-down menu featuring Command Mode, Speech Mode, and Emote Mode. While in command mode you can enter any command normally. If you switch to speech mode any text you enter in the Input Field will be sent to the game preceded with the “Say” command. Likewise, if you are using Emote Mode, your text will be sent to the game preceded by the “Emote” command allowing you to act out actions.
  17. **Scroll Bar:** Use the slider to scroll up or down through text that has appeared in the main Text Window.
  18. **Context Menu:** You can right click objects, people and exits to bring up a menu where you can choose a specific command.

The Maiden Desmodus game client features support for the MUD Sound Protocol (MSP) and MUD eXtension Protocol (MXP). This means that you can enjoy sound as you play and use the mouse to for commands by left and right clicking on underlined text in the main window.

## **CHAPTER FIFTEEN: CLIENT CONFIGURATION**

Maiden Desmodus makes extensive use of MXP to enhance the user interface and we recommend that you use a client which supports it. You can enable MXP for your character using `PREFS MXP ON`.

You may also have to enable MXP on your client as follows:

### **CMUD:**

1. Click "Options" in the top toolbar.
2. Click "General".
3. Click the "MXP" tab on the left of the new window.
4. Make sure the box labelled "Force remote MXP" is checked.

### **MUSHclient:**

1. Click "Game" in the top toolbar.
2. Click "Configure".
3. Click "MXP / Pueblo".
4. Select "Yes – always" from the "Use MXP/Pueblo" drop-down menu.

## **CHAPTER SIXTEEN: FURTHER INFORMATION**

More information on specific commands, syntax and skills can be found in our help file system. Type `HELP <WORD OR PHRASE>` in game to search the help file database for information. You can also search online at <http://maidendesmodus.com/help>.

The resources section of our website at <http://maidendesmodus.com/resources/> also has useful information including maps of the game world and a list of recommended third party clients.

We also encourage you to visit our forums at <http://forum.maidendesmodus.com> where you can ask questions and read information posted by other players. You can login to the forum using your game account name and password.