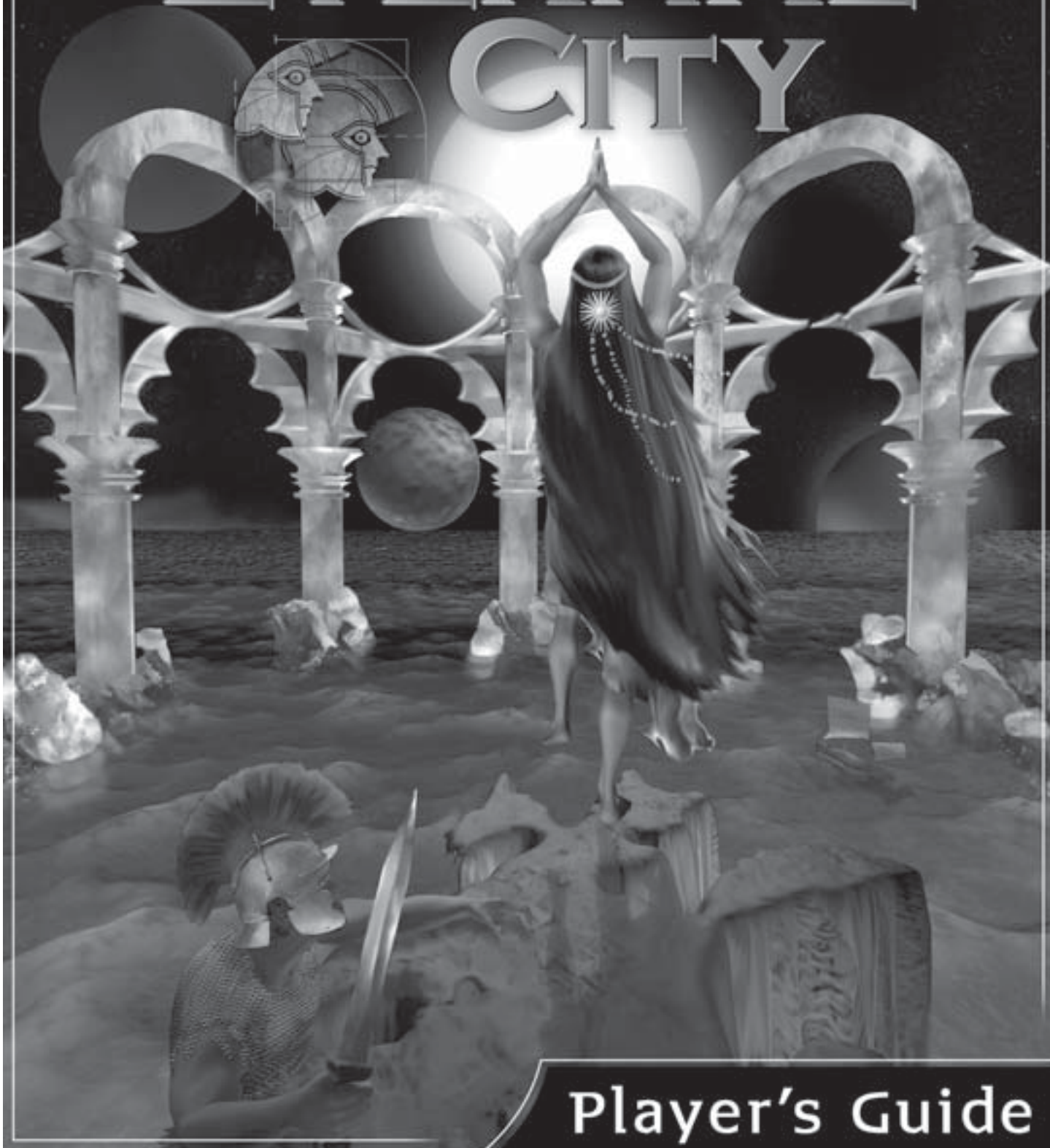


THE ETERNAL CITY



Player's Guide



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*The Eternal City is a live and vibrant place. This guide can only record
the state of affairs at the time it was written.*

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CONSTANTINE



THE ETERNAL CITY QUICK START

Welcome to *The Eternal City* and the world of Midlight. This entire book is intended to get you started playing the game. But, if you don't want to read through the whole thing, at least read the next few pages. This Quick Start will highlight the most vital parts of *The Eternal City* to help you get started in just a few minutes.

THE WORLD OF MIDLIGHT

Bordered on the north by the rough Kingdom of Cinera and on the south by the rugged Blackroot Mountains lies the Republic of Iridine. It is the heart of civilization and culture among the diverse kingdoms of Midlight, and nowhere is that civilization and culture more concentrated than in the city that is the capital of the Republic. Iridine. *The Eternal City*.

Iridine is a vast and ancient metropolis, its origins lost in myth. It is the beloved city of the sun god, Ereal, said to be raised as a monument to his victories over the eclipsing moons. It is home to both the savagery of the great Colosseum and the refinement of the Senate, the twin centers of the mighty Iridine Republic. The streets of the City course with human life. Legionaries, workers, priests, peddlers, and patricians crowd the plazas and cobblestone roads. Thieves dart amidst the crowds, picking pockets and lifting goods, while constables gallantly attempt to police the busy byways. Hunters stride the streets searching for vermin, and gladiators test their mettle against human foes. Healer or scholar, craftsman or warrior, there is a place for all in *The Eternal City*.

Beyond the walls of the city—across the mighty Invex River which borders Iridine to the North—lie more lands of adventure. From the Bandit Woods on the road to Vetallun to the Spider Caverns beneath the Iridine Grasslands, from the Cineran Battlefields north of Monlon to the fog-enshrouded lands beyond the Veil, the possibilities for adventure are endless.

When you enter the world of *The Eternal City*, after passing through the Welcome Room, you will begin at the Stone Toga Inn, near the Forum in Iridine. You are at the center of a huge world. The City and the Republic surround you. Adventure awaits!

PLAYING THE GAME

Enough background... you want to get into *The Eternal City* and start enjoying the game. Here's a step by step list of what to do, with references to some other useful places in this guidebook.

1. GET INTO THE GAME

To start off, point your computer's web browser to:

<http://www.skotos.net/games/eternal-city>

This is the portal for *The Eternal City*. It contains all of the latest news, events, and other information. If you're not yet a member of the Skotos community, click "Create Account"; otherwise select "Play Now". Choose whether to play on a "Large Screen" or a "Small Screen" and a new window will pop up, giving you access to the game.

2. CREATE A CHARACTER

Once you enter the game you'll be in the Welcome Area, an out-of-character (OOC) section of the game used for OOC chatting and for certain administrative functions—such as creating characters. Type “@play” to enter the Character Manager and get started.

You'll be asked lots of questions about your character. In each case, choose the name, gender, homeland, etc., that sounds most interesting to you. When you are asked to select a skill, choose a **weapon** skill other than Bow. Melee weapons are the easiest way to get started in the game. You also probably want to ignore the Traits System—just don't select any.

When you're all done, save your character, then choose “1” to enter the game. (In the future, you'll be able to type “@play 1” to bypass the Character Manager and skip directly to playing this same character.)

3. LEARN TO COMMUNICATE

This is easy. If you want your character to say something generally to the room, use a single quote.

> 'Hello Iridine

If you want your character to direct a comment to one person use a double quote with their name, though be aware it'll still be seen by everyone in the room.

> "Rupus I envy your fighting skills.

4. MOVE LOCALLY

Your character can move about by typing in simple compass directions. The eight main direction commands, which represent the points of a compass, are: N, NE, E, SE, S, SW, W, NW. In some places your character can also move up and down.

Sometimes your character will have to go through doors or other portals, such as ladders and ramps; they can do this with the “go” command, such as “go door” or “go south”.

You'll want to walk your character over to the nearest training facility pretty quickly to start learning how to fight. You can do this by following these directions from where Phaedro sits: N, Wx2, SW, go pine door, go doorway.

5. FIGHT A DUMMY

Your character will end up in a Training Hall with a practice dummy and probably a few other young warriors. The best way to get started is to run up to that dummy and start hitting it. First, arm your character with whatever their weapon is:

> take gladius from sack

> wield gladius

Unless you choose a polearm you'll need to get close to your foe:

> approach dummy

And then you can let loose:

> attack dummy

COMMAND CONVENTIONS IN THE PLAYER'S GUIDE

Whenever you see an imperative command in quotes, such as “@play”, it represents a command that you can type (without the quotes, of course) inside the game.

Sometimes these commands are followed by a multiplication symbol and a number, such as Ex2. This means to type “e” (for “east”) twice. This convention is solely used in giving directions to various destinations.

Many commands include a bracketed word, such as “discard [object].” The brackets and the bracketed word can be replaced with any of a number of different words. For example, you could type “discard rat stomach” to discard a rat stomach you are holding.

When you're tired of your character flailing around you'll eventually need to back off:

> retreat

That's basic combat in a nutshell; when your character becomes more skilled they'll have many, many more options.

6. MOVE GLOBALLY

Eventually you'll want to get out a little more—probably because you're ready to train one of your character's skills or because you want to join in some social event. You can use the directional commands to get around, but once your character is traversing a much larger area in Iridine, there are easier ways to get around. That's when you start using "walk to".

In order to "walk to" someplace your character has to be on a main street. You can get back to a main street from the practice dummy by typing: go doorway, go door.

Then you just walk to a "mark" point that interests you. (Type "mark" by itself to see your initial choices.) For example, if you wanted to train your character's gladius—which will be discussed more in the next section—you'd go see Gilven near the Bronze Lane mark point. To do this you'd type:

> walk to Bronze Lane

And your character will slowly meander over there. Usually, you'll need to travel a little further after you reach a mark point. For example to get to Gilven after reaching Bronze Lane, you need to: Ex2, NEX2, N, Ex5, Nx2, E.

A map showing all the mark points in central Iridine is located on page 36.

When you're ready to return to the training dummy your character should walk to the Toga mark point then go: W, SW, go pine door, go doorway.

7. TRAIN YOUR WEAPON

Practicing a skill gets your character experience. However, to actually improve your character's skill using that experience, the character needs to train. There are trainers available for a number of different weapons; the training chart on page 38 lists many of them, along with the closest mark points and directions from those mark points.

Your character is ready to be trained when they've gained enough skill points—usually somewhere between 5 and 15. Type "skills" to see your character's current skill point values. You'll note your character's skill points go up most of the time that you use your character's skill successfully; in fact, they go up more the closer your character comes to failure. If you've got a bunch of points and are sick of hitting that dummy, then start walking.

You can type "learn" when in a room with a trainer to see all of the combat maneuvers he can teach you. For now, just learn your basic skill. So, to learn gladius type:

> learn swords from gilven

This will cost your character both skill points and money.

IC OR OOC?

When you're exploring the world of Midnight, you'll be playing a role—pretending that you're a different person in a different place. Thus, while within the world of *The Eternal City*, you should be sure to stay In Character (IC). Other players will appreciate this courtesy.

This means that you should act like your character would act, and do your best not to react to any knowledge that your character would not know. (This is particularly important if you decide to play multiple characters at a later time.)

Don't talk about your personal life or about your local weather or about how the Cubs lost the Pennant again. If you want to discuss those Out Of Character topics, you can do so in the Welcome Area of *The Eternal City*, which you'll see whenever you log in or whenever you "quit". You can also "whisper" to exchange OOC information with another character if it's necessary for IC gameplay or if you have a question for another player about how the game works.

Gamemasters may give warnings to players who engage in OOC conversation within *The Eternal City*.

8. DON'T FORGET TO SOCIALIZE

Improving a combat skill is a great way to get started in *The Eternal City*, but if you don't socialize with other people you'll be giving up most of the benefits of a massively multiplayer roleplaying game.

So, *socialize*. When you're hitting that practice dummy, don't be afraid to talk to fellow dummy fighters. Talk with other folks who might be learning skills. Every once in a while, wander by the Riverside Baths or the Stone Toga Inn to see what's going on.

Finally, watch the Events listing on the *The Eternal City* portal page (or type "@event" while in the game) and attend those that interest your character.

Before you know it, you'll be a member of the larger Iridine community.

9. SEEK OUT ADVENTURE

Eventually you're going to get entirely sick of that practice dummy—or you'll learn that your character can only get so much better using it, or your character will run out of money to train. When this is the case, you're ready to start investigating the larger world of Iridine and learning a warrior's true place within.

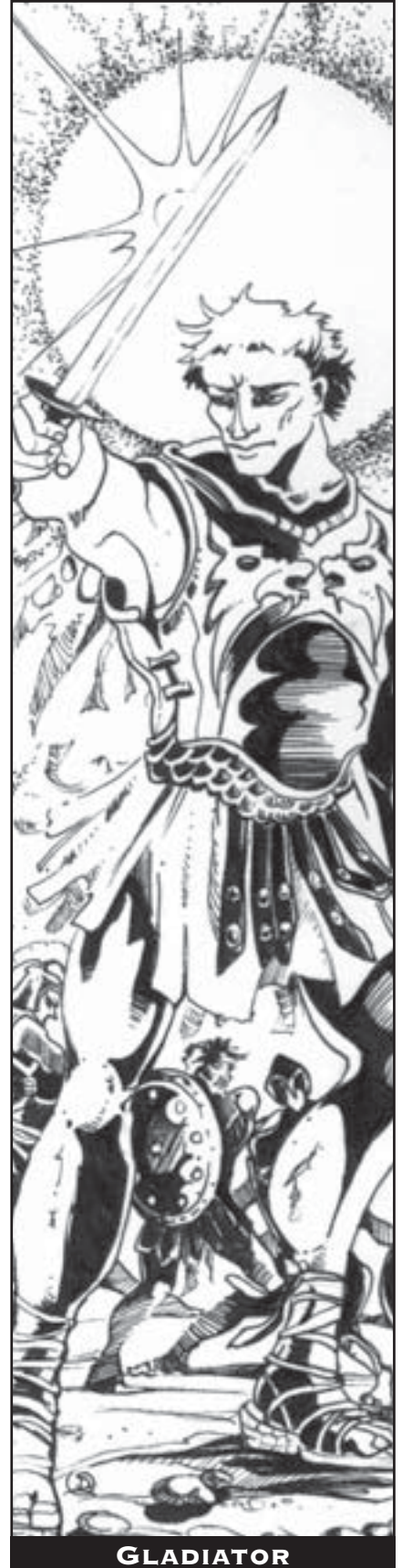
There are numerous Adventure Areas within *The Eternal City*. Your character will start out by helping keep the city clean of infestation and eventually will move on to fighting some of Iridine's most deadly foes. Start out with the four Adventure Areas listed on page 37—Signal Tower Island, the Sewers, the Dumps, and the Pits.

As you do, your character should start learning some of the more advanced combat actions and techniques, as discussed later in this book.

One final word of warning: buy armor as soon as you can. Bleeding wounds can be deadly.

10. MAKE YOUR OWN WAY

Ultimately, *The Eternal City* is a game which supports many varieties of play. Do what interests you and what is appropriate for your character! Join the legions, start your own guild, become a healer... whatever you find *fun*.



AN OVERVIEW OF THE REPUBLIC

The Republic of Iridine, spanning from the boundless ocean in the west to the trading outpost of Astraea in the east, and from Cinera in the north to the Blackroot Mountains in the south, is one of the most civilized countries in the world of Midlight.

What follows is an overview of its history, customs, and people.

A SHORT HISTORY OF THE REPUBLIC

Iridine was founded upon ruination—ruination brought about by the arrogance of a civilization that vied for the power of the Gods, a civilization where magic flowed unchecked by wisdom—where the dim light of the moons tried to rival the glory of Ereal, the Sun.

It is said that in the aftermath of this ruin, during a time of darkness and despair, Ereal turned his back on the world in anger, and that no propitiations or offerings would appease Him. In an attempt to understand the God's wrath, one old priestess sojourned to the mountain temple of Ereal's Oracle at Lake Monlon, only to find the temple abandoned and the Oracle's voice silent. In despair the priestess returned to Thalia, the valley of her people. There, she called the people of the various clans and villages to her, and together they climbed the Basran Hill and faced to the East. For days they fasted, prayed, and made offerings to Ereal so that He would return His radiance to them. On the morning of the eighth day, just as the despair of the people had encompassed them fully, Ereal re-embraced the world, and once again it knew light.

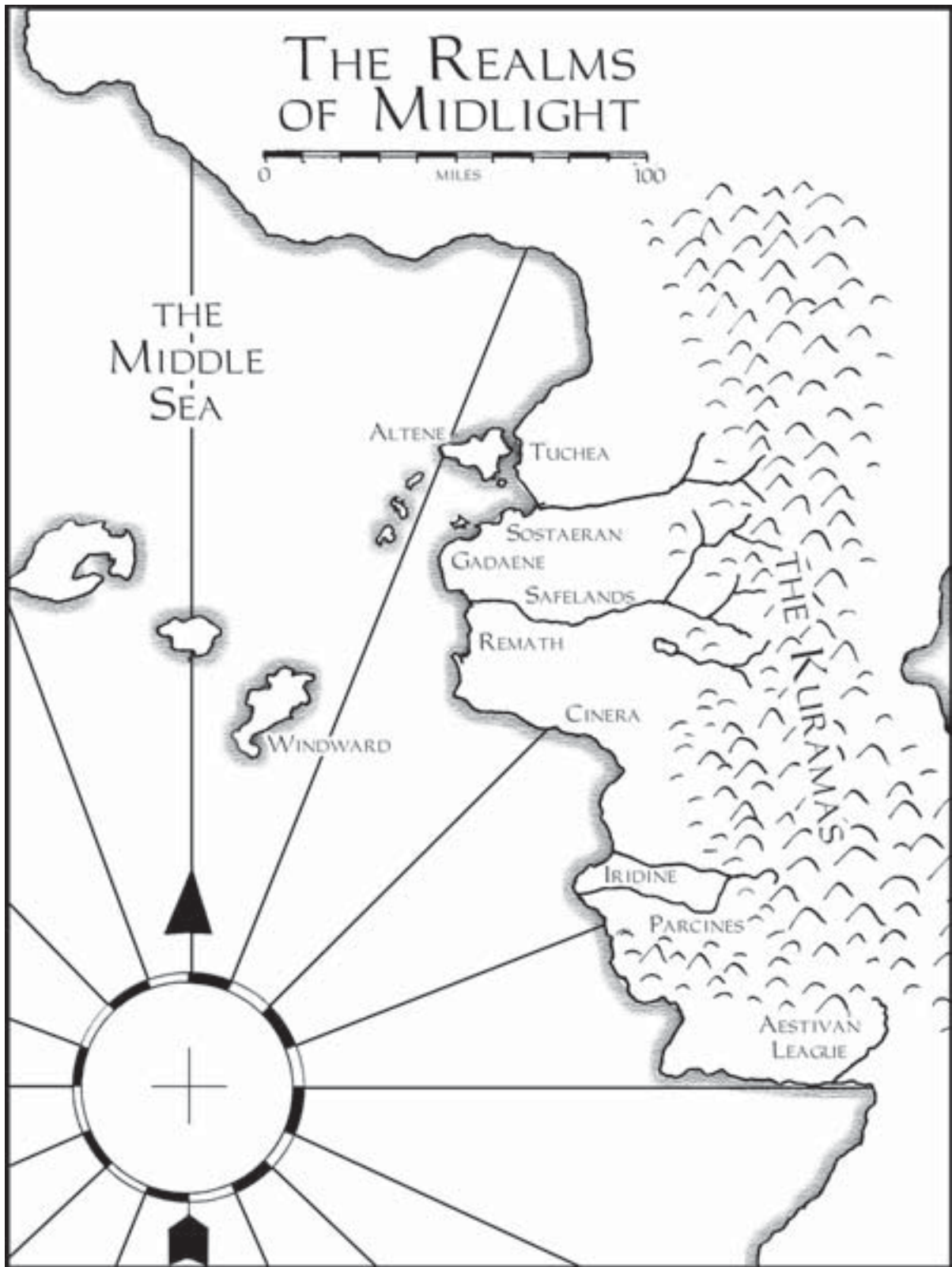
The people rejoiced and hugged one another, and ran to where the priestess sat in prayer. When they reached her and shook her to rouse her from her devotions, they discovered her dead, a slight smile on her face, her eyes open to the morning Sun. There, they buried her and erected a shrine in her honor to Ereal of the Morning, whose aspect shines upon the world each day with compassion and hope.

That day also, the Tulca, chieftain and champion of his clan, called a festival and declared that a city would be built upon that hill in honor of the priestess' sacrifice, and that it would be called after the priestess—Iridine. Although the Tulcas were Cineran—the chieftain was brother to a Cineran warlord—the gathered elders selected him as the Chieftain of Chieftains, and Tulca I became the first King of Iridine.

— Galinus the Historian, 57YP

Following the ascension of Tulca I, Iridine was ruled by 6 monarchs for a period of 213 years—most of whom were descended from Tulca's Cineran dynasty. His successors were Granthulius, Vetallun, Quintus the Marauder, Tulca II, and Parsos Emrial. It was during this period that many of the rudiments, if not the actual incarnations themselves, of present-day political, social, and religious institutions were established.

It was also during this period that the Iridine people developed their fabled intolerance for monarchs. As the line of kings grew increasingly abusive of its power, the concept of the Republic incubated. Parsos Emrial, the last monarch of Iridine, was overthrown 213 years after the ascension of Tulca I, and the Republic was born.



Map of The Realms of Midlight

THE UNDONE

In a society devoted to respecting one's place within its hierarchy, those known as the Undone are the scourge of the Republic. The lowest of the low, they are reviled by foreigners and citizens alike. Their past is lost, a mystery to themselves and others – the reasons for the hatred long since forgotten. Though they are few, they can be found among the beggars and thieves of the city, and in more numbers among the impoverished district known as The Steps.

Though they look much as other Iridinians, they can often be identified by their deep-blue to purple-hued eyes. Many Undone spend their lives wandering the Republic, selling ill-gotten wares from their wagons, moving from town to town to escape persecution and the wrath of the victims of their scams and crimes. Others, whose eye coloration have faded over generations of intermarrying, live anonymously among the Iridinians.

During the period of the monarchy, Iridine expanded, conquering Monlon and warring against both the Aestivan League and Cinera. These conflicts have continued unabated into the era of the Republic. Today, some 221 years after the foundation of the Republic, Iridine is locked in a bitter war with both Cinera and the Aestivans. There have been few decisive battles, and the cost in soldiers and talents continues to grow.

See Appendix B for specific events in the chronology of Iridine.

THE POLITICS OF IRIDINE

As the first Republic in the known world, Iridine has practically invented civilized politics. Fewer and further between are the bloody coups that mark the political landscape of so many of its neighbors; Iridine relies on the voice of its people to determine its fate.

CENSUS AND CITIZENSHIP

One of the keys to the success of the Republic is its census and the counting and classification of Iridine's citizens. With that citizenship comes civic rights and duties unknown in less civilized parts of the world.

The following is all writ upon *The Twelve Tables of Iridinian Law*, ratified by the Senate in the year 65 of the Republic.

Census

A census shall be conducted every four years by the Censors. The census will account for all Iridine citizens and establish their economic class, based on property value and income.

The First Class – must have property or assets that provide income of more than 400 thousand denar per year.

The Second Class – has to prove an income of 300-400 thousand denar per year.

The Third Class – has to prove an income of 200-300 thousand denar per year.

The Fourth Class – has to prove an income of 100-200 thousand denar per year.

The Fifth Class – has to prove an income of 45-100 thousand denar per year.

Those falling under 45 thousand denar per year are the 'Capite Censum', or the Head Count. These are not responsible for serving in the military nor part of the Assembly of the Tribes.

Citizenship

Citizenship may be granted by a magistrate with Imperium. Citizenship is otherwise only conferred by birth to a citizen.

ASSEMBLIES AND LEGISLATION

Iridine's citizens have the right and responsibility to elect magistrates and vote on laws. Debate is conducted and votes are cast in three different assemblies of the Iridine people, as is written in *The Twelve Tables*:

Laws and Legislation

Any new law or legislation must be initiated by a magistrate, discussed and debated among the Senate, and then brought before one of the people's assemblies for a vote.

Comitia Centuriata (Assembly of the Centuries)

The people shall be divided, by class, into 171 centuries. The first class shall be divided into 80 centuries; the second, third, and fourth, each into 20; the fifth into 30. The Head Count shall consist of one century.

The majority of each century shall hold the vote on any matter brought before it, causing the entire century to cast its vote with its own majority. A simple majority of centuries will decide the matter for the assembly.

The Comitia Centuriata shall decide matters of peace and war and bear the responsibility of electing higher magistrates. It shall also serve as a body of appeal in criminal cases in which the death penalty has been imposed.

The assembly shall be convened by a magistrate who bears Imperium. It meets on the Campus Martius.

Comitia Tributa (Assembly of the Tribes)

The people shall be divided into their thirty-five tribes for the Comitia Tributa.

The majority of each tribe shall hold the vote on any matter brought before it, causing the entire tribe to cast its vote with its own majority. A simple majority of tribes will decide the matter for the assembly.

The Comitia Tributa is responsible for electing lesser magistrates and serves as a body of appeal for any case in which capital punishment is not involved.

The assembly shall be convened by tribunes, praetors, or consuls, and shall convene in the Iridine Forum.

The Senate

The Senate shall consist of 300 patricians of the Republic and shall serve to advise the elected and chosen magistrates. The Senate shall itself not possess lawmaking power, but shall have the ability to issue decrees. It shall be divided into thirty groups of ten called decare, each of which shall be led by a senior senator.

Membership in the Senate shall be determined by the censors. In order to be considered, a citizen must be thirty years of age, have property- and land-based income of more than 1 million denar per year, as well as have an unimpeachable reputation. A member of the Senate is not allowed to engage in common commerce or trade.

FAMOUS PERSONALITIES OF THE REPUBLIC

Any great country can be measured by the mettle of those people that it produces. Below are some of the most notable personalities of the Republic of Iridine.

Constian Allende, 65: Leader of the powerful Allende Coalition. Constian is somewhat overweight in his declining years, with large jowls and a soft belly. His way is one of slow deliberation. He would like to bring further changes to the Republic, perhaps even give more control to the common people, but he must battle the more conservative elements within both the patricians and the lower classes.

Darius Allende, 38: Proxy to the High Priest of Ereal and brother to Tharius Allende. He represents the political arm of the Cult of Ereal and serves them in the Senate. Generally thought of as an intelligent politician and reasonably pious man. With the two brothers running the Cult, the political might of the Allende family seems assured.

Trocia Anande, 55: Though there are several men in the family older than he, Trocia rose to power early and has been the leader of the House and of the Anande Coalition for five years. With his wild gray eyebrows and hair, he is sometimes called “the hairy wolf” in private. From time to time, Trocia is known to closet himself in a private palace in the countryside, accompanied by a few doctors and close friends. Usually gone for about a week, he always returns full of vigor and even more indomitable willpower.

Seredian Allende, 42: Current Consul, and commander of Legio I. Second son of Constian, he is brash and unrepentant in decrying the corruption and decay he sees all around him— but he never quite names names on his own. Was known as a quiet man until he entered the Senate ten years ago. His older brother Arian died shortly thereafter in a landslide and Seredian stepped in to take over his decare. Not really as forceful as he seems; his natural inclination, outside the Assembly, is to be quiet and reasoned, but he feels he owes it to the Republic to crusade against injustice as his brother did.

Tharius Allende, 47: Current High Priest of Ereal. Member of the Allende family, he was once estranged from them but has since rebuilt his ties. Nominated because of his introverted and bookish ways, Tharius has grown to be a present and well-respected leader of the cult. Having paid his dues, he is today recognized as one of the most gifted healers in Iridine. Under his direction the Cult of Ereal has become increasingly more transparent as they work to clear out controversy and in-fighting.

Orasca Calsuan, deceased: Calsuan was at the height of his power as elected Dictator of Iridine and the head of the Calsuan Coalition when he was cut down by an assassin's blade. As the general of Legio II, Calsuan's exploits in liberating Iridine from Cinera overshadowed those of his senior Consul, Seredian Allende. Upon the liberation of Iridine, he was elected Dictator and given supreme power in prosecuting the war against the Cinerans. He won the war, and returned a hero. But one with many powerful enemies.

Aquavia Eliber, 44: A well-known Priestess in the Sect of Divining Light. She has dedicated herself to studying how divination can be used in concert with Healing and healing magic. She was close friends with Priest Macova and hasn't been seen as much at the hospice since Macova's death.



The Assassination of Calsuan

Tribune Eburnus, The White Rat, 37: Eburnus was the right-hand man of Orasca Calsuan, and is generally known as a loyal, but rabid, supporter of the Republic. His men call him The White Rat because of his albinism. Combined with his strict demeanor, his white hair and pink-tinged eyes unnerve all but the most seasoned of veterans.

Junia Gracious, deceased: Once charismatic leader of the Soldiers of Ereal, she fell when assassinated by a Blackroot tribesman. The survival of her sect seemed in doubt until the advent of a man named Ceajon and a second man known as The Prophet. Little can be said of either of them but they have contributed to keeping the memory of Junia alive and the Soldiers of Ereal have started to grow once more.

Iskara Radimantle, 67: Iskara leads the Training Ward of the Hospice of Morning Light. She is a stern teacher but gifted and fair—many have learned from her devotion.

Melilia Saprius, 28: The Priestess Melilia is well known for her duties in the Emergency Ward of the Hospice of Morning Light. She stands duty most times to help those people in need of medical attention.

GUILDS & ORGANIZATIONS OF THE REPUBLIC

The Republic of Iridine is filled with groups, guilds, and other organizations that help bring together the people of both The Eternal City and the other lands of the Republic. They are the heart of civilization in the most civilized country of Midlight.

Two of the best known organizations of Iridine are the Legions, which are the military arm of the State, and the Cults of Ereal, which are the spiritual arm of the State. However, numerous other groups exist for the other occupations and interests of the people of the Republic.

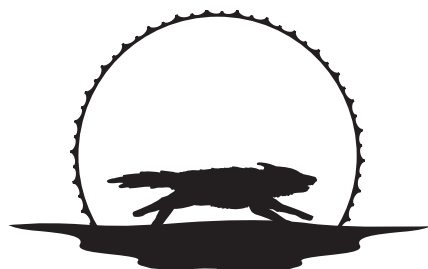
THE LEGIONS

The Iridine Republic has two well-blooded veteran legions, Legio I and Legio II. As with any force of any size, neither legion is allowed to camp within the city or too close to its walls. Legio I occupies the Vetallun Fort about a mile and a half from the city proper, and Legio II occupies its own camp about a mile out from the city.

Though both legions fought to liberate Iridine from Cineran occupation, only Legio II had any real success in its assault on the front gates. Legio I took heavy casualties trying to take the north side of the city, and was eventually driven to ground in the Iridine garbage pits.

Currently the Consul Seredian Allende commands the First Legion, though there have been rumors of its imminent disbanding. Allende has begun recruiting new soldiers for his legion, however, to replace those fallen, always a good sign.

Until his death by assassination, the Dictator Orasca Calsuan commanded the Second Legion. It is now nominally under the command of the new Consul Atriarch Anande, though the Tribune Eburnus has risen in *de facto* power and controls most of the strategizing in the current war with Cinera.



LEGIO I

SYMBOL OF LEGIO I

Both legions take pride in their fighting skill and have survived many famous battles. New recruits are run ragged, and run again, but when finally they face true battle, there are none better prepared.

Most countries (other than Cinera) are wary of Iridine military might and usually think twice about starting a war with the Republic.

LEGION STRUCTURE

Legions are carefully organized, efficient fighting beasts that, when carefully trained, present a truly awesome and frightening aspect on the field of battle. Tales have been told from Iridine's history of entire legions wheeling and advancing as one man, mowing enemies beneath their flashing blades like so many stalks of wheat, a many-armed specter of Death himself.

This awesome sight must be achieved by rigorous training and harsh discipline, and by competent commanders and leaders. From the topmost consul to the lowliest footsoldier (greenie, grunt, or rookie), everyone must work together for the greater good of the legion, and, ultimately, Iridine.

Consul: The top of the 'top brass' in the Legion, this elected patrician is always a ranking member of the Senate. He needs to be a thinking man as well as a fighting one, as he has the final say in strategy, and in all decisions affecting his men. He is the one who takes the fall in the Senate if his men fall in the field.

Legate: Ranked just below the Consul, the Legate is in charge of the ten cohorts in the Legion, and acts as the Consul's aide in decision-making and the carrying out of orders.

Quaestor: Equal in rank to the Legate, the Quaestor is responsible for the acquisition and disbursement of supplies such as armor, food, and animals. His job is extremely important, as he is the one who runs the supply lines when the Legion marches into enemy territory. Traditionally, like the Consul and Legate, the Quaestor is elected by the assemblies of Iridine, but of late there has been a trend of Consuls asking for specific men to be their Quaestors.

Tribune: Also traditionally elected by the assemblies of Iridine, the Military Tribunes are each in charge of one cohort of men, which is six centuries, or six hundred men. Most of them ride into battle with their men, although some few march, and usually at the rear, in order to better direct their soldiers' movements. They receive their orders from the Legate, although occasionally they may be asked to attend battle-planning with the Consul.

Centurion: The centurions are often rankers who have worked their way up through years of military campaigning. They are in charge of one century, or a hundred men: eighty soldiers and twenty non-combatants. They are often considered more valuable even than Tribunes, as they are the ones who train and drill the men, and lead them into battle at the head of the formation.

First Centurion: The First Centurion, or Primus Pilus, is the First Centurion of the First Century of the First Cohort in a Legion, and senior to all other centurions in the Legion. Thus, he receives his orders directly from the Tribunes, and may on rare occasions be asked to attend battle planning with the Consul. He is certainly the spokesman for the rankers under his command in the Legion.

CONSTABLE



Subaltern: Also known as Lieutenants, Subalterns are rankers who have worked their way up from being the lowliest of grunts to being in charge of a squad of twenty-five men. They provide leadership for their unit when it is not formed into a century, and take their orders from their Centurion.

Standard-Bearer: Standard-Bearers, or Aquilifers and Signifers, are men who have been awarded the right to carry their unit's Standard in battle because of acts of valor or courage. Each century has a standard-bearer, as does each cohort, with one for the entire legion itself. Standard-Bearers may often be distinguished not only by the decorated Standard poles they carry but also by the bear, lion, or tiger skins they wear, with heads attached, over their armor. They often follow their centurion into battle. They are ranked equally to subalterns, with the Legion Standard-Bearer being senior.

Sergeant: Sergeants are in charge of ten men, usually enough to form a patrol. These ten are the ones who eat together, camp together, and fight elbow to elbow with one another every day.

Contubernalis: A contubernalis, or "cadet", is an officer in training. He is often a patrician's son beginning his journey up the "cursus honorum" to eventually end as consul, if he lives long enough. He is technically higher in rank than a common footsoldier, but since he is in the legion to learn, he is placed equal to a sergeant in rank, without men to command until he proves himself.

Especially promising contubernali (sometimes with the help of a substantial bribe from their parents) might be placed as an aide to the Tribunes, Legate or Quaestor, where they may learn firsthand the duties associated with running a legion.

Footsoldier: 'Ranker', 'Greenie', 'Grunt'. The common infantryman, enlisted from the ranks of the common folk. They are expected to outfit themselves with armor, weapons, and kit, and will serve a minimum of ten years or four campaigns, whichever comes first. Many re-enlist.

Cavalry: Each legion has a unit of three hundred cavalymen assigned to it, each working in thirty-man teams, or turmae. Three officers, or decuriones, each command ten men, with one commanding the turma itself. Cavalymen come from the ranks of the Ordo Equester of the city, or Knights, men who are not necessarily noble but may be wealthy.

Specialists: Engineers, archers, and sappers are specialty units that come from the ranks of the common soldiers, employed where they are needed.

Non-combatants: Twenty men out of each century are non-combatant, meaning they handle and care for animals, transport supplies, and repair items (smiths).

THE CULT OF EREAL

The religion or Cult of Ereal is the official state religion of Iridine. The priests of the order work for the common good of their fellow man, offering healing, guidance, and support where needed. They believe that they are chosen to serve Ereal and follow their leaders in a strictly organized hierarchy.

Service to Ereal in any of his forms is perceived as the ultimate goal that all should strive for in this lifetime. Believing true enlightenment can only be found by participating in the sects, each sect maintains a constant search and recruitment of new acolytes. According to the laws of the Cult, women may hold positions of power in the priesthood. In theory, a woman could even become High Priestess of Ereal.

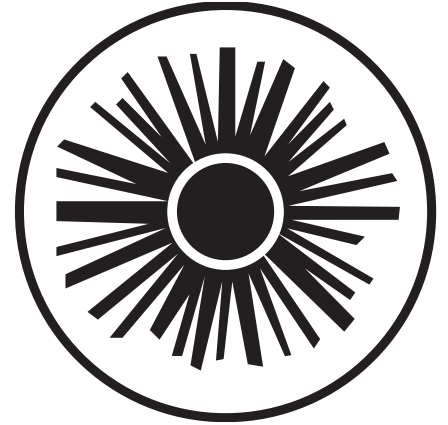
The Cult is divided into three separate sects, each representing a different facet of the Sun God Ereal:

The Sect of the Morning Light: The most numerous sect and that most revered among the population of Iridine, the Morning Light represents Ereal of the Morning. Its goal is healing and the physical well-being of all who come to its doors. Its members combine their healing talents with the special gifts that Ereal has bestowed among some of them to heal the sick and wounded. Priests of the Morning Light are welcomed everywhere in the Republic and are as common a sight in cities as on the Republic's dusty roads.

The Sect of the Revealing Light: Worshippers of the incarnation of Ereal the Conqueror. They have taken as their charter the duties of divining and auguries in an attempt to guide mankind out of the darkness of its ignorance. Their priests often walk the streets in the guise of teachers—others have become counsellors, others again librarians as they are all keepers of vast knowledge. Though they are periodically challenged in their claims to see signs in the world surrounding them, their altars are never empty and they are more often right than wrong.

The Sect of the Nurturing Light: Representatives of Ereal of the Evening. To them Ereal is a strong, steady light that is the ultimate source of all light within the world. They value gentleness, peace and harmony above all else. Their most active members are often seen as negotiators trying to maintain peace in troubled areas. Others of the sect work tirelessly among the poor, offering them what little hope they can. Their voices are often the most discreet, but also the most soothing.

In the last few years, and quite evidently during the last Cineran wars, a fourth player has emerged among Erealites. They are the Soldiers of Ereal and their devotion to the personification of Ereal the Conqueror is unmatched, even zealous. Heralded as dangerous fanatics, they nevertheless proved invaluable in the defense of Iridine lands against the invader. They preach the strength of the All Conquering Sun and condone violence if it is done for the greater glory of the God. The recent death of their leader, Junia Gracious, appeared to have thrown the sect into anarchy and many would have predicted they would have disbanded. To the surprise of many, the Soldiers have regrouped and now show a more understanding and softer exterior as their membership again starts to rise. The Soldiers of Ereal have found the warmest welcome in Blackvine, where they have erected a permanent camp.



SYMBOL FOR THE
CULT OF EREAL

MORE ON GUILDS

For information about forming your own organization or guild in The Eternal City, please see the help node: founding a group (type: "help founding a group" in the game or check online at http://eternal-city.com:1180/bin/help?help_iridine_organizations_founding).

For a more complete of list of current organizations within Midlight, please check <http://www.skotos.net/games/eternal-city/> and check the "TEC Guild Pages" under the "Player Sites" section.

OTHER GROUPS AND GUILDS

Although the Legion and the Cults of Ereal are the best-known of the organizations of Iridine, most headcounts and foreigners alike make their way among the many other groups and guilds of Iridine, from the lowest groups of hunters to the constabulary of Iridine itself.

Below are but a few of the many possibilities.

Blackvine Militia: This group holds it as their responsibility to guard and help rebuild Blackvine, a small coastal town north of Vetallun. They are affiliated with Legio I, but have their own training and leadership. If you'd like to help build and protect Blackvine, then contact Avalice for more information on the next recruitment.

The Iridine Constables: The constables are in the City of Iridine's employ to help assure the safety of the streets. Their leaders are the esteemed patrician Legate Quintillus Granius and Captain Tug Temur. They lead investigations, make arrests, and help those that have been victimized. They hold regular recruitments, so, if you are interested ask around for when the next recruitment is.

Divortium Auxilii: The Auxilii hold it as their duty to welcome newcomers to the City of Iridine. They aid newcomers in the ways of Iridine, give them information on where to begin their new life, and often offer useful gifts. If you'd like to join their ranks and welcome newcomers to Iridine, ask any Auxilii member when the next recruitment will be.

Guild of Locksmiths: The GoL is a fellowship of locksmiths in the City of Iridine. If you aspire to be a locksmith and would like the benefits of a society of locksmiths, then contact Joreick about joining.

Healers of Light: The Healers of Light are a professional guild for healers. They offer training and supplies to new and experienced healers alike in an effort to assure that as many healers as possible are responsibly trained. If you'd like to learn more about them, contact Guide Brent Lightwater.

Monlon Volunteer Guard: The mission of the Monlon Volunteer Guard is to assist the Iridine legions in guarding Monlon, a holy city within the Republic. If you feel the call to guard this seat of Ereal, contact Retalq for more information on recruitment.

The Harbor Rats: Do your hands twitch every time you see a pouch unguarded? Do you find it impossible to refrain from perusing other's belongings and 'transferring' the ownership of certain items? If this sounds interesting and you'd like the opportunity to join a larger group that looks after its own, offers a place to sell one's acquisitions, and a safe haven when things heat up, perhaps The Harbor Rats are for you. They are one of many of Iridine's competing crime organizations, with turf in the city's Harbor District. If you have no luck attracting their attention, a discreet note may get their attention [send an @request with the name of the thief you'd like observed].



SYMBOL OF
THE HARBOR RATS

GEOGRAPHY OF THE REPUBLIC

Though small, the Republic of Iridine contains a number of trade and production centers. Iridine, The Eternal City, may dominate as the capitol, but other important towns and cities dot the landscape.

Although the Republic of Iridine is the center of culture within Midnight, there are still many wild and hazardous areas in the Republic. These Adventure Areas are listed below.

THE CITY OF IRIDINE

The City of Iridine is a great and growing center of trade and the seat of the small, but powerful, Iridine Republic, a nation of high political ideals and practical philosophies. The city is home to the rich and the poor, the powerful and the impotent, and it treats them all with an unusual sense of fairness. Ruled by a Senate of three hundred noble patricians, it grows steadily more diverse with every passing year.

LANDMARKS OF IRIDINE

Bridge of Kings: Spanning the Invex River before it empties out into the Harbor of the Moons is one of the oldest bridges in the Republic. Most processions of the civil or military sort include a triumphant march across this historic marvel of Iridine engineering.

Colosseum: At the center of the vast and civilized city of Iridine is the blood-stained sand of the arena. Many a gladiator, beast, or slave have fought, conquered, and died before the roaring crowds of the Colosseum. Their transient lives illuminate the marble facade of Iridine's civilization with short, brutal displays of vicious hand-to-hand combat. And for the awed mobs that cry out for blood and death, the glory of the arena is as eternal as the great city itself.

The Forum: The Forum of the People is the political center of Iridine. The Senate House and accompanying offices, the Office of the Urban Justice, Public House of the High Priest of Ereal, and the city's Mint and Treasury are all situated here. It is also a busy marketplace, housing many stalls at the Basilica Gerulian. The people of Iridine gather here to hear proclamations by the Senate, to witness trials, and to vote on some matters.

The Gardens of Iridine: Situated in the middle of the city is the vast expanse of foliage usually referred to simply as "The Gardens." Flora from all over the Republic have been gathered here and put on display for the citizens of the city. Numerous monuments and statues inside are dedicated to various victories and triumphs of citizens and warriors alike.

Hall of Justice, Harbor District: Newly founded, this adjunct to the Office of the Urban Justice handles the legal matters for the Harbor District. Those with serious crimes or cries of foul can have their day in court before the Justice Talius Noraetis. Most trials are open to a public seating area. Citizens that prefer to see justice carried out are rarely disappointed, as sentences are usually prompt, swift and decisive.

Harbor of the Moons: While the arches of the Harbor of the Moons retain a mysterious and surreal air about them, the actual goings on of Iridine's port area are far more base. From the rowdiest of scallywags to the wealthiest of



IRIDINIANS



**TOWER OF THE
HEAVENS**

merchants, daylight on the harbor sees nearly every slice of Iridine life. But when night falls, and the wealthy go to their homes in other quarters, the harbor earns its reputation as one of the roughest neighborhoods in the city. Bars and cheap flophouses abound, and many prostitutes find the area good pickings.

Hospice of the Morning Light: Run by the Cult of Ereal, the Hospice of the Morning Light is staffed by numerous priests that share the belief that spreading the word of Ereal by acts of kindness and aid is best. The hospice has several wards ranging from emergency use, to those used for arcane surgeries. Several healers are on duty around the clock, including Melilia the resident priestess in the Emergency Ward. The priestess Iskara heads the Training Ward and usually has rudimentary supplies available for secular and religious healers alike.

Riverside Baths: Situated just south of the various warehouses used to store the goods entering and leaving the city from the harbor is the city's most frequented public bathhouse. Housing both a tepidarium (hot bath) and a frigidarium (cold bath), most citizens and travelers alike eventually make their way here for either the relaxing or therapeutic benefits of the baths.

The Signaltower: Operating on the rocky shore of Signaltower Island, the Iridine Signaltower shines from the mouth of the Harbor of the Moons, guiding ships toward safety in the docks to its south. Essentially a constantly stoked fire surrounded by mirrors that direct the light towards the sea, the signaltower has saved many a sailor's life as the trading ships of the Republic navigated the rocky harbor. On Signaltower Island itself crawl many vermin; fluvitur pups, seagulls and crabs run amok. The hunting is pretty good, especially if you don't mind the flavor of roast fluvitur kidney.

Temple of the Morning Light: Looming over the surrounding buildings, the Temple of the Morning Light is situated south of the Forums. Priests from all over flock here for teaching and training or to enjoy a place of solitude and meditation.

Tower of the Heavens: Its origins long lost in myth and rumor, the legendary Tower of the Heavens still looms over the old city. Every morning its long shadow cuts across the center of the metropolis, silently gliding across the rooftops as the sun passes overhead. For most residents of Iridine, it has become accepted as another curiosity of their city, and few pay it much attention save for scholars and the occasional curious traveler.

FOOD & LODGING IN THE ETERNAL CITY

The City of Iridine is full of inns and taverns that are welcoming to foreigners and citizens alike.

INNS

The Short Oar: South of the popular Stone Toga is a less famous spot known as the Short Oar. This dilapidated building has rooms for rent for the less refined. Notorious for poor service and shoddy rooms, the Short Oar nonetheless is usually at full occupancy most of the time.

The Stone Toga Inn: Perhaps the most frequented building in the city, the Stone Toga Inn is in the heart of the most traveled avenue in Iridine. Outside, Phaedro extols the Toga's owner Julian—who happens to be his nephew. Constantine serves up various drinks, the house specialty being an orange and cinnamon tea.

The Wayfarer: Just inside the city limits is a traveler's first chance at good food and decent drink. Famous for its popular spiced mutton, the Wayfarer is

home to those who prefer a more tranquil and homey atmosphere compared to the Toga.

TAVERNS

The Gilded Cage: Located off the beaten path and hidden at the end of a dark alley, The Gilded Cage waits for the curious and adventurous. Septima oversees her colorful establishment's drink as well as its services with a scrupulous eye.

The Golden Anchor: Fishermen prefer to frequent the Golden Anchor as the décor and accoutrements clearly show the theme. The locals tend to be a little gruff, but the seafood still draws the occasional passerby. Marcellus stocks only ale and posca for drink, but that suits the regulars just fine.

The Master's Choice: Run by Lefty, the Master's Choice sits right down on the docks of the harbor. The truly interested might take the opportunity to sample the crazy water. Home of fair food and drink, this is a favorite spot to locate people willing to do just about any job.

Pego's Tavern: This small shack of a building lies between the more popular Stone Toga, and the wharfs to the north. While the furnishings are laughable and the bar a mere board, Pego serves up a decent cup of wine, which draws the nearby crowd to such an otherwise run-down place.

COMMERCE IN THE ETERNAL CITY

As the center of the Iridine Republic, it is in commerce that Iridine truly shines. The number and variety of shops within the City is awe-inspiring.

Exact directions to some of these shops may be found in "Playing the Eternal City" on page 36.

GENERAL SHOPS

Shops of Bronze Lane: Situated just north of the imposing Colosseum, Bronze Lane is home to a large number of independent shopkeepers that sell a wide selection of items, ranging from weapons and armor to the locksmith services of Apula's. Additionally, a number of accomplished professionals have taken up business here to provide training and instruction to those that seek it in exchange for training costs.

Junk Dealer: Located outside the city limits, just barely upwind from the foul odor of the dumps, Bacei can be found in his shack buying just about any oddity for a few sens. From tunics to sacks, Bacei will usually give the destitute something for their troubles.

Seneda's Auction House: Expanding their financial reign, House Seneda saw the opportunity to further dip their fingers in the pot and opened this auction house. Situated at the north end of the city, the grounds are open for general use - for a fee of course. As an incentive, armed guards ensure the safety of all participants, as well as the favor of transferring items and funds to the Seneda-owned bank.

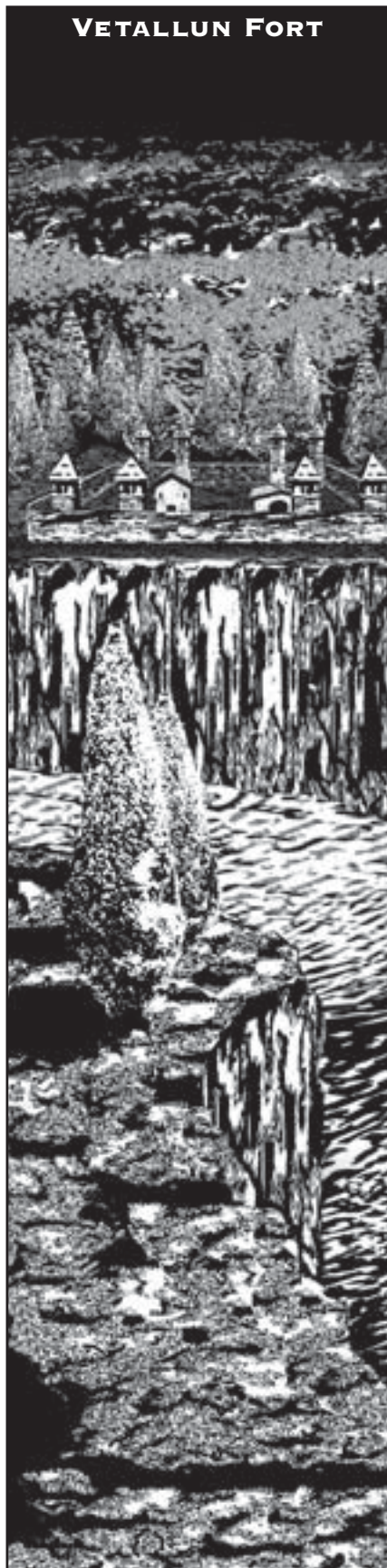
North Side Carcass Buyers: This tannery located at the far northern tip of the city pays a few coins for animal hides and other various animal parts. Caprarius usually prefers animal pelts, hides and carapaces, but when pressed he will usually purchase just about anything.

Metal Smiths: A number of shops on Bronze Square specialize in reclaiming or repairing items made from the less exotic metals: Tin (Thimaro), Bronze (Bibulus), and Iron (Cadmus). They are usually more than happy to buy items for the value of their salvageable metal.

THE STONE TOGA INN



VETALLUN FORT



Seneda's Bank: The financial center of the city, the bank run by House Seneda eventually sees almost every denar in circulation. Not only is the security of Republic coin ensured there, but items can be guarded there as well. Not to miss an opportunity for profit, Seneda's charges a fee for withdrawals from its storage service.

Venina's Leather Shop: A busy shop with a less than cordial proprietor, Venina sells various leather goods. She also does a healthy business of purchasing leather items for repair and resale. This shop is found southwest of the Basilica Gerulian.

Basilica Gerulian: Located just west of Seneda's bank is this large, marble basilica. A number of specialty shops are located along the columned walkway, catering to a variety of special needs and interests. Gems and jewelry are bought and sold, toys and novelties are for sale, religious items and fetishes are available, and medallions of various shapes and sizes are on display.

SUNDRIES

General Provisioner: Sesquiculus maintains a small but busy shop northeast of the Stone Toga Inn. Specializing in an eclectic mix of useful items, most people find themselves doing business here at least occasionally. Dry rations, rope, and lantern oil are just a few of the sundries for sale here, while torches are easily the most popular item bought or sold.

Josephus' Tailor Shop: Past the Golden Anchor is a small shop run by the skeletal-looking Josephus. While sparse and undecorated inside, a variety of common clothes can be purchased in a number of colors and materials. Josephus also offers training for aspiring tailors.

FOOD

Grocer and Bakery: North of the forums, two stores are nestled together side-by-side. Easily located by smell long before they're in view, the stores of Nordallo and Sixtus infect the surrounding area with intoxicating aromas of food and baked goods. Both shops have a large offering of delicious and varied foods that is sure to appease the most finicky customer.

TOWNS & VILLAGES OF THE REPUBLIC

Iridine, The Eternal City, is the capital of a swiftly-growing nation. There are dozens of towns, most of them farming villages or trading outposts, between Iridine's walls and the outskirts of Astraea. With their growing populations and a high degree of safety and security, these towns often have more people than they need to employ, leading youths to strike out for the city. The variety of the towns may be surprising to outsiders, but not to the Iridinians themselves, whose economy is strengthened by the diversity of local contributions.

The cities listed below are some of the most accessible to citizens and foreigners living in Iridine. Numerous other towns and villages dot the landscape including: the lumber town of Argosius; the eastern trading town of Astraea; the brickyards of Blue Sands; the livestock town of Darpen; the border town of Franlius; the lumber town of Harmony; the small villa of Rock Valley; the river fort at Seld; the hill town of Tepsin; the luxury resort at Three Hills; and the fishing village of Viron.

Blackvine: a tiny seaside village north of Vetallun along the Salinae River. Destroyed during the last occupation of Iridine by Cinera, it was the base for

a band of adventurers and the Republic's surviving legions, which ultimately helped to retake the Republic from the invaders. The village itself is being rebuilt with the help of the Blackvine Militia and a patrician Governor, appointed by the Senate. The Soldiers of Ereal have a large fort near the village and contribute significantly to the local economy.

People are returning to the village for the work and commerce it supplies. Many of its people harvest salt from the nearby marsh, where low tide allows seawater to evaporate across several large areas. The most salt is available just before the tide comes in, making the harvesting a more active task than one might expect; special carts and well-trained horses are used.

Monlon: the holy center of the region and home to a famed Oracle. It is also the site of the founding of the Cult of Ereal, the state religions of Iridine and Cinera. As such, it is the source of constant strife between Iridine and Cinera. Cinera has recently invaded Iridine for the purpose of claiming the village.

Monlon's main exports, aside from religion, are iron and freshwater fish. The fish in question tend to be about arm-long, silvery lake trout. There are also some fat-looking, yellow-scaled fish called "weeders" that lurk in the thick plants on the bottom of the lake. They are delicious when stuffed with slices of apple.

Vetallun: a strategic village that serves as the last line of defense against northern invaders. At the head of the Salinae Swamp, where the Southern Fork of the Invex diverges from the Salinae River, it is home to Vetallun Fort, the base for the first legion of Iridine, Legio I. Very early in the history of the Republic, when its founders were breaking free of the tyranny of the Cineran Kings, the Vetallun Bridge was the site where Tralius Allende held back the Cineran army.

Vetallun is also an active trading hub, with many riverfront warehouses that provide relatively inexpensive storage for salt, bricks, grain and other goods from around the Republic before they reach Iridine and points beyond.



WORLDS OF ADVENTURE

Though the Republic of Iridine is in general a place of civility and law, there are some places where dangerous creatures roam and where rogues and bandits hold sway...

Directions to some of the least hazardous Adventure Areas are included in the section on "Playing The Eternal City" found on page 36.

The Bandit Forest: With over 5,000 men in each full legion of the Iridine military, one might think that the roads around the city would be free of highway robbers and bandits. But the Vetallun Road is notorious for the persistence of its outlaws. Time and again, groups of bandits spring up in "The Bandit Forest" (it was once called the Traevant Wood, but the name has slipped into near oblivion) to terrorize and loot caravans and wayfarers. Beware these woods, for they are very dangerous, and the grim men who haunt it merciless.

The City Dumps: The offal of all of Iridine finds its way to the dumps north of the city. Here too you'll find a horde of hungry vermin living off of the waste and garbage. Hounds and rats can be found in abundance, and they aren't shy about protecting their domain. Beware of rampant disease though—a rat or dog bite can carry a vicious infection. Make sure you skin your prey when finished, as valuables can be found in the stomach of some types of omnivorous rats.





The Worm Temple

Harbor Alleys: When night falls, the busy docks and alleys of the Harbor become tough and mean. In the alleys around the docks, drunks, thugs and brutes skulk about at night, looking to prey on the unwary passerby.

The Iridine Sewers: Sewer cleaning is not the most noble profession in Iridine, but it does provide a living of sorts for the beginning adventurer. The great maze of the Iridine sewer system is infested by rats and osecar, and occasionally more dangerous denizens, such as sewer snakes and alligators. A sewer hunter can usually be identified by the foul stench that seems to follow him about as a cloud. If you're starting out, or don't mind not being admitted to most restaurants – this could be a job for you. Be wary though—there are those in the city's criminal underground who use these routes to bypass prying eyes, who know every moss-covered stone with their eyes closed.

Monlon Battlefield: The current hotspot in the war between Iridine and Cinera, the passes and plateaus of the mountains north of Monlon are where the battle rages. These grounds are some of the most dangerous and normal citizens are only caught dead there. For the well-trained and seasoned soldiers only, you'll face Cinera's finest and roughest warriors, their faces painted blue.

Signal Tower Island: As already noted, the Iridine Signal Tower keeps ships safe at night and in fog. The island upon which the Signal Tower is

built is a rocky and barren affair, but game and adventure can be found on it by taking a short ferry ride from the Iridine harbor. Gulls, crabs and rats make the island their home, and angrily defend it from intruders.

The Worm Temple: Uncovered in a recent earthquake, this ancient temple of an unknown people lost to time is buried in the mud and slime of the Salinae Swamp. Ancient images of priests working dark magics adorn the walls. A veritable maze of rooms connects several sections of the temple, each with different colored walls, and different colored worms. Yes, giant worms, 15 feet or greater, dwell in the muck beneath its floors, with rods of summoning and control scattered throughout the structure. A mystery yet awaits those who can divine the secrets of the Worm Temple.



NEIGHBORS OF THE REPUBLIC

Near the Republic of Iridine are a number of other city-states and countries. Foreigners from these countries journey to Iridine, sometimes just to visit, but often to stay.

AESTIVAN LEAGUE

The Aestivan League is purported to have a history as long as Iridine's, but its constituents have only begun to keep written records in recent centuries. What is known is that the Aestivan League's ruling council has always been made up of seven generals who keep the land under strict organized rule and are usually 'elected' for life, whether through prowess in battle or a talent for superior strategy. Despite this military slant to life, the Aestivan League has had few revolutions, and everyday life is not unduly harsh or oppressive, being, in fact, better than many other 'freer' countries. The people of the Aestivan League take to order, discipline, and duty as ducks take to water, and thus, military rule is no hardship. It has been surmised that far in the past, the ancestors of the current Aestivan people were a landless company of soldiers, either a legion or mercenaries, who chose to settle in what is now the Aestivan League and carve a permanent home for themselves. No records exist to prove or refute this, though Aestivans are inordinately proud of their military accomplishments, holding them up against those of Altenes and Iridinians for comparison.

APPEARANCE

People from the Aestivan League are very similar in appearance to their Iridine cousins, with a tendency, however, toward shorter and stockier stature. They are all solid and strongly made, their durable bodies suiting their stubborn temperaments. Skin color ranges from a medium olive, to tanned, to brown, with eyes of black, brown or hazel. Lighter-colored eyes are not unknown but crop up mainly from foreign blood. Hair color ranges from black to light brown. Their features are mostly heavier and square, with a solid, strong appearance.

CULTURAL TRAITS

Those from the Aestivan League are ordered and rational in their everyday thinking and actions...unless something or someone gets in their way. Then their stubbornness in overcoming the obstacle is legendary. Aestivan stubbornness is a source of pride to them and has been the subject of songs and plays, usually with determination winning all for the hero. Aestivan culture has also been shaped by their talent for engineering. They build some of the most formidable and rock-solid buildings ever seen on Midlight, as well as superior bridges and roads. This talent arose out of their need to re-create the land around them into an ordered, well-kept country, despite what mountains or marshes lay in their way. Aestivans are an earthy, ground-based people, and their culture reflects this. Long after others have given up on a seemingly hopeless project, an Aestivan will worry the problem into a solution through sheer bull-headed stubbornness.



ALTENE MERCENARIES

ALTENE MERCENARIES

Altene mercenaries will never retreat in battle unless ordered to by their employer. They work as a fierce fighting team, moving seemingly as one for their commander. Many have been the enemies who have broken and run at the first sight of their banners.

There are five main Companies of Altene mercenaries, and these are known as the Hand, or Fist, of Altene. They are the Grey Swans, the Black Wolves, the Red Badgers, the White Sharks, and the Lionesses (an all-female company). They have their headquarters in various places on the peninsula, as well as winter quarters in other lands. Rarely, a company will admit a foreigner into their ranks, but this person must have proved him or herself in battle and immersed him or herself in Altene culture to the point where everything but their blood is Altene.

The home army of Altene is known as the Heart of Altene, and all young mercenaries must serve at least four years in it before going to a Company. Rarely an Altene mercenary will choose not to join a Company but will strike out on his own. This is looked on as strange by his brothers and sisters, but should he later return to join a Company, he will be welcomed back as if he had never been away.

ALTENE

The northwestern corner of the island nation of Tucheia is actually a separate city-state. The Altenes are descended from mercenaries who, only a few centuries ago, lost their land to vengeful enemies and were forced to find new homes. They did so, and have thrived. Altene children are trained in the arts of combat and mass battle from the time they are old enough to walk. The tiny nation's only exports are its mercenaries, which are the finest in the world. Altene mercenaries can be found almost anywhere; they are not cheap, but they never retreat unless ordered to. Altenes who aren't members of such groups sometimes wander for a few years, mostly to pick up new knowledge and weapon techniques before returning home.

APPEARANCE

In appearance, most Altenes are well-tanned or dark of skin and hair, though there are exceptions due to intermarriage with foreign peoples. Their eyes are usually black or dark brown, though some few families have been known to show grey or green eyes in their bloodlines. Blue eyes are extremely rare and almost never make an appearance without the help of foreign blood. Altenes are mostly average to tall in height, with well-muscled physiques and angular bone-structure.

CULTURAL TRAITS

Altenes live the simple, hard-working lives of soldiers, with a soldier's philosophical view of things. They are usually straightforward to the point of painful bluntness, seeing no value in dissembling or padding the truth. They are stand-offish with foreigners, and usually make friends outside of their own people slowly, preferring to see the whole worth of a person before committing to any kind of relationship. They are not boasters, knowing their worth and prowess and not needing to display it to prove themselves. In this vein, many of them are contemptuous of gladiators, or 'show-fighters', whose flamboyant costumes and swirling showy fighting tactics seem to them the height of foolishness and wasted motion.

CINERA

Iridine shares its northern border with Cinera, from Franlius to Astraea along the north fork of the Invex river. The country is a hotbed of intrigue and divided loyalties as ambitious warlords rise and fall. Cinera is a nation that thrives in the atmosphere of constant conflict and warfare. Life there is hard and rough, as death always lurks around the next corner. The warrior class is praised for its might, a status they protect jealously. There are extreme divisions between warriors and commoners, who are considered little more than slaves. The few citizens that relocate outside of Cinera are usually fleeing from some intrigue or dishonor that would have cost them their lives.

APPEARANCE

Cinerans of pure blood tend to be olive-skinned like their Iridinian cousins. A few have paler skin, and as for those of mixed blood, the variety is dictated by the lineage. All Cinerans almost without fail are dark haired. Fair-haired men and women are considered to be weaker and are discriminated against. Cinera's survival-of-the-fittest mentality has bred a nation that tends to be taller and more muscular than average. On the other hand, Cinerans also tend to not live as long as the denizens of neighboring states.

CULTURAL TRAITS

Cinerans worship strength, boldness and audacity. They pitilessly prey on the weaknesses of others, tell insulting jokes with rabid frequency, and are considered loud and arrogant by most foreigners who encounter them. Any Cineran who isn't pressed into virtual slavery because of the status of his parents or as payment for debt and dishonor, usually follows the warrior's path. All Cinerans, men and women, know how to fight to some degree. Indeed, the only way a woman can be recognized and allowed some degree of freedom is if she can fight on her own. When Cinerans marry, the new couple will have a contest with the fighting-dirk. This is a widely-honored ritual in Cinera, even though deaths are frequent. If the woman wins, she will gain a measure of respect from her mate. If she loses, however, she can expect a lifetime of servitude to the man who now owns her.

It is important to note here the singular role the fighting-dirk plays in Cineran culture. All Cinerans carry at all times on their person, a small blade of some sort. If many of them are proficient with the weapon, even more are lethal with it. Every single Cineran male believes himself to be an expert with the blade.

GADAENE AND SOSTAERAN

These two diminutive kingdoms lie on the coast north of Remath and the Safelands and south of the more imposing kingdom of Tucheia. Lying largely unnoticed by the rest of the world, these two nations are ferocious adversaries. Gadaene and Sostaeran are lands of marked contrasts and hidden similarities. Its people are often forced into uneasy cohabitation because of proximity, but they would rather fight than live and work side by side.

Gadaene spends most of its time preparing for war. Its people are indifferent sailors and a rather raucous bunch of soldiers, being entirely too often undisciplined and unmanageable. On the other hand they have proven superbly imaginative, albeit individualistic, fighters and their natural instincts have often saved the day for them. Most other countries (with the exception of Sostaeran) take little notice of the Gadaenes. The Sostaerani, on the other hand, will gladly tell you that the only thing you can rely on a Gadaene for is to be unreliable. They will tell you their neighbors are lazy, frivolous and impulsive. The Gadaene deny none of these accusations—they merely call it living for the moment.

The Sostaerani follow the same warlike path as the Gadaenes. Unlike Gadaenes though, they are very adequate sailors and disciplined soldiers. They pride themselves on the fact that their forces have never been completely routed. While the Gadaene are imaginative and individualistic, the Sostas almost totally lack flexibility and adaptability. But just like their perennial enemy, mention of Sostaeran usually draws a blank with foreigners. Those who do take notice consider the Sostaerani much the same as the Gadaenes. At this the Gadaenes will never fail to point out that the Sostaerani are dour, serious, and have no sense of humor. The Sostaerani claim they are simply being practical and organized.

APPEARANCE

The Gadaene style of dress follows the country's tastes in all ways. If the cut of the clothes tend to be simple, even severe, they are on the other hand a riot of colors. An outfit that does not include at least four colors is immediately remarked upon and its wearer mercilessly teased. Gadaene men and women all tend to wear a certain type of hat. This is a small round hat with a flat top

CINERANS



and a tassel emerging from it. Like the rest, these hats are of course very colorful. Many strangers tend to find this custom absolutely ridiculous and can't help commenting on the little object worn precariously perched on the head at an angle. The Gadaenes either take no notice of this or dismiss the comments good-naturedly.

Sostaerani style of dress follows Gadaene customs, minus the riotous colors. They tend to prefer colors that will permit them to blend in with their surroundings and each other. A Sostaerani that sticks out of the crowd is a Gadaene, or so the saying goes. They also wear the peculiar round and flat hat with one distinction. The Sostaerani use the tassel on the headwear to identify units in the military, or families and trade organisations for the civilians.

CULTURAL TRAITS

Gadaenes are eccentrics, they tend to be loud but not arrogant, flashy but not shocking. They are showmen and performers at heart. Their innate exuberance makes them natural leaders. They tend to do nothing if not with flair and each Gadaene prides himself on his personal style. For all these reasons, the Gadaenes have embraced the arts. Musicians, poets, actors, all have flourishing guilds in Gadaene. A national pastime is for the city to cram the huge and very elaborately decorated theaters to attend various artistic presentations. Gadaenes work all trades and crafts, but their work is of questionable quality, if always incredibly made up. They will follow any trade that brings to them constant change and challenges, for this reason a surprising number become healers and herbalists. If the training tends to be long and tedious, the trade keeps them going with constantly changing goals, whether it be new plants or new remedies.

Many Gadaene youth fall in love with the arena at a very young age. Relishing the thrill of the gladiator fights many flock to their training halls. Whereas many gladiators, especially in the Republic of Iridine and Cinera, are slaves, the fighters out of Gadaene are generally free men.

They enter the arena on their own terms and so often enjoy extraordinary privileges. Many, indeed most, star gladiators tend to be Gadaene. They also tend to be enormously popular with the public for their flair for style and their taste for showmanship. Gadaenes are accomplished one-on-one fighters.

The Sostaerani value discipline above all else. It is their very deep belief that Gadaene will fall before Sostaeran because of the former's chaotic nature and their own very precise organization. Sostaerani are polite to a fault and serious to a fault. Although they can take a remark made in jest they will seldom, if ever, respond with one in turn. Just like their neighbors they follow all arts and crafts to various degrees of success. Their work is quick and simple, completely unadorned and eminently practical. A Sostaerani workman would never for instance create an elaborate piece, for they would see no use in doing so. This lack of imagination has made others consider them and their work dull, if not outright boring at times. The Sostaerani couldn't care less about the opinions of others, to use their own words, "Giving thought to something one has no control over is wasted effort."

To contrast with Gadaene, Sostaerani youth take great pride in their legion-like fighting force. Sostaerani soldiers are drilled continuously and their ability to follow orders promptly and skillfully has made even seasoned Iridine centurions envious. The spirit of cooperation between its men and units make this army, modest by the standards of many other nations, a force to respect. The Sostaerani military has one major flaw: When faced with an unusual enemy or one that refuses to follow known common strategies, they

can sometimes be caught flat-footed. To their credit however, Sostaerani will rarely, if ever panic—a reputation that is the source of no small amount of national pride.

PARCINES

Situated to the south of the Republic, this is a small but ferocious nation. Centuries ago, its people were driven from the plains where they dwelled and forced into the lower reaches of the Blackroot mountains by the armies of Quintus the Marauder, one of the last kings of Iridine; relations between the two countries are cold to this day. Despite this, their people mix freely, and mountain-born folk often travel to the warmer Republic to get a fresh start. The Parcines are often considered to be very self-serving and covetous by others. They also tend to be quite good at making do with very little.

APPEARANCE

Parcine people tend to be smaller in size than the average Iridinian. They have wiry, corded muscles rather than massive bulk, and tend to be more dexterous and agile than strong.

Their chests are likely to be larger on average than those of other people due to the larger lung capacity needed for life in the mountains. Their skin tends to be deeply tanned winter and summer, over a natural brown or dark color, and their hair is usually thick and glossy black. Eye color is mostly black or deep brown with the occasional hazel or dark grey. Green, blue, and light colored eyes are very rare though not unheard of. Parcines tend to sharp, prominent features in the face and long fingers and toes.

REMATH

A small northern kingdom, its main accesses are a Cineran-controlled highway from the south and an Iridine-controlled trading port to the north. Over the past few decades, the rulers of Remath have witnessed Cinera's growing power as five equally small states have been annexed by their ambitious neighbor. The Remathen work ceaselessly to avoid such a fate at the hands of the Cineran warlords and therefore cultivate strong ties with the Republic of Iridine to maintain a balance of power. The resourcefulness of the Remathen and their capacity of adapting quickly to any changes in current affairs, have helped them in assuring a balance in the influence of Iridine and Cinera while maintaining their own independence.

CULTURAL TRAITS

Remathens value resiliency and resourcefulness above all things. They have great respect and admiration for those who show a wide range of adaptability and creativity. The people of Remath have little skill or interest in feats of arms but make up for this with their great abilities in observing and analyzing. Remathens make accomplished foresters and herbalists but the national passion rests in their interest in diplomacy and trade. Indeed, Remath's wealth rests on the success of her merchants, while her continued freedom rests in her diplomats who are second to none. It is not rare to see a Remathen merchant act as a diplomat, while the contrary is most certainly true also. Many skills are greatly appreciated in Remath: they have promoted to the status of science the art of spycraft and many of her herbalists have specialized in poisons, sedatives, and charms. Although seeming upright and

REMATHEN EXPORTS

The jewel of Remathan exports are the products from the SETSINE PINE. The Setsine pine grows nowhere else, and its care and harvesting is treated very carefully by the Remathan government. The tree is grown on small farms and its products are carefully harvested. Wild Setsine is held in a carefully preserved area, its products can only be taken by deadfall. The wild resin can only be gathered by hand, no metal is permitted near the trees. The harvesters of Wild Setsine must bear a charter from the monarch.

The resin is a critical ingredient in local wine making and in expensive perfumes. The needle tips can be ground and made into an incense of astounding pungency and reputed to be efficacious in assisting persons with breathing difficulties. The wood of the mature tree, when harvested and properly dried does not succumb to dry-rot and can be used as a nearly permanent pier footing or in other conditions where it will be exposed to extremes of wet and dry.

Setsine products are exported in several forms, dried, purified resin sold by the grain or the half grain. 1 grain sells in Iridine for 20 gold cents. Setsinella (purified resin dissolved in alcohol) is sold by the ounce. One ounce of pure Setsinella cost 8 gold cents. All export of Setsine products is strictly regulated by the government.

SOZAT is a flowering bush with long deadly thorns. Rural Remathans often use the thorn as sewing needles. The flower has a strong, spicy scent, characterized as both sweet and piercing. All parts of the plant are of use—the flowers can be made into a tea good for easing headache, or used to make perfume. The fresh leaves are ground fine and mixed with first-pressed olive oil then spread thin on marble slabs to dry. The mix, when dried and powdered, becomes a pale green pigment, used in both cosmetics and textiles. Sozat sap, when dried and powdered, becomes a dark green pigment. The root can be used medicinally for breathing ailments. In the wild, this bush grows in close proximity to the Setsine pine and can be easily found by scent alone.

ROSES of all kinds are cultivated in Remath, and there is an annual rose competition to determine the most beautiful of the years crop. Even the humblest family can boast one or two rose bushes either in their yard, or one of the specially bred indoor varieties. Rose petals are used in both perfumery and in the manufacture of pigments. The Remathan Rose is a plant both beautiful and useful in all of its parts. In the wild it is a thorned and flowering bush, and is considered the sister plant to the Sozat. The blossom is a dark red verging on black.

THREE or MOONSLIGHT is a costly perfume produced only by House Tuvalis. Its exact recipe is secret, the only known ingredients are Setsine, Sozat, and Rose. The perfume is said to enhance the beauty and desirability of the wearer, and is sought after by the very richest of the rich. No more than six vials are ever exported in a year, and the cost to purchase is prohibitively expensive.

noble to outsiders, given their talent at dissimulation and deflection, they are not above using shadier means to gain their goals.

Remathen are patient and thoughtful, not given to rash judgement or actions. That is not to say they are slow, the people of Remath are confident and decisive, but they will not be pushed into foolish ventures. Of course what a Remathen considers foolish or unattainable might differ greatly from what their neighbors think. Remathens will bend and sway easily with the tides, but they are broken only with difficulty.

SAFELANDS

In the valley of the swift flowing River Tothean are strung together a series of six medium-sized towns. Saleid, Taseth, Itisbe, Aleah, Darilean and Duvaen are the homes of the sleepy, peace-loving people that make up the realm of the Safelands. Each town is noted abroad for a particular skill, trade, or export the quality of which can be found only with difficulty elsewhere. Ringed by dense forests, marshy lands, and slowly rolling hills, Safelanders have become relatively isolated in their corner of the world, and are seldomly seen without, just as strangers are seldom seen within. Those with adventure in their souls find them dull and boring; restless folks have been leaving the valley in search of excitement as long as it's been inhabited.

CULTURAL TRAITS

The towns have proven fairly self-sufficient along the years. It is said in the Safelands that the founding elders divided the people according to ability and established each town with a mission. This early foresight (outsiders view it as a compulsion) has paid off and now it seems there could never be another system. Every spring, all youths who have come of age are assembled in Taseth to be apprenticed. From there they are chosen by their skills and temperament for the craft best suited to them. Safelanders honor hard work and dedication in all their crafts. They have little tolerance for impatience, flights of fancy or daydreaming. The atmosphere in the valley is one of industry and contentment. Adventures are frowned upon and those Safelanders who are taken by such instincts are first sent to Saleid and her sea port. If the commotion of the town does not prove exciting enough, they are often recruited among the pilots needed to guide boats along the Tothean. If they are still restless and don't settle down, many leave with a load of exported goods to seek their fortunes in the world. Generally, departing youths have the knowledge of some skill they had started apprenticing. It is expected that this will see them through in the world.

TUCHEA

The furthest north of the "civilized" nations, Tucheia is half on a large island and half on the nearby mainland. Its people have a long tradition of sailing, mostly as either fishermen or pirates: Tucheians take to water like Cinerans take to knives. Tucheia was defeated in an embarrassingly short war by the Republic nearly two centuries ago. Its soldiers are considered the worst of all warriors; a mercenary from Tucheia can't get hired if he's honest about where he comes from.

The exact borders of Tucheia are not very well defined. Ask a Tucheian and he will say as far as the Safelands to the south, the Cantasir mountains to the east and the whole of Kingsheart Island. In practice the Kingdom controls

little more than the western coast of the mainland, the eastern coast of the island and the banks of the river Amen. A societal trait of Tucheia is a dislike to being far from water for any extended period of time. For this reason, the heart of the kingdom is generally wild and uninhabited. Almost all major settlements are on the coast, with one along the Amen River.

On the other hand, the population of Tucheia thrives, all of their cities are dynamic, busy centers. In fact, the kingdom's cities are overpopulated. In the past this was remedied by great campaigns bent on domination and acquisition. Because of their reputation as skilled sailors, Tucheian pirate ships, as well as ships of the royal kingdom, are a feared sight. A leaning toward a horde mentality has had as a consequence that Tucheians have little regard for human life, their own as well as that of their foes. This has cost them dearly in the past. When the Tucheian plundering forces met with the superbly trained and well organized legions of the Republic of Iridine, the result was an incredibly lopsided and short war. Defeat soon turned into a rout as the kingdom forces were left leaderless with no knowledge of how to recoup their losses.

As a result of the war with Iridine, Tucheia was forced to concede the island of Selm to the Republic; it has since been renamed Windward.

APPEARANCE

Tucheians favor flowing garb of uniform color, though the cut of their clothing is often intricate and tends to reveal or suggest much more than it hides. Men and women alike wear numerous articles of jewelery to add glitter to their ensemble. Both sexes tend to keep their hair long and loose. A common alternative is to wear it loosely braided. Tucheians are taller than most other people, their skin is paler than that of Iridinians. Most have blond hair, though red and black are not too uncommon. Steel gray eyes or ice blue are the most commonly seen.

CULTURAL TRAITS

Tucheians value wealth, beauty, and power. Tucheia is an immensely rich kingdom, or at least its King is. In the past, tributes and plunder have filled the royal coffers. All things beautiful hold a strong allure to this people. They are known to have 'sticky' hands whenever they see something that pleases them. More than that, they are just arrogant enough to believe they should own the object in question. The inner fire that makes them lust for wealth, has pushed many of them to band together in pirate organizations. They are temperamental and relish a good fist-fight. Ironically, even though bar brawling is a national past time in their ports, they are not better warriors for it. Disregarding death, they only show grudging respect to individuals that exude power. Once on a state visit, an Iridine senator was ridiculed publicly by an audacious woman who thought he was cute. Even with the pomp of state, this senator could not escape their taunts. Tucheian men and women are also great scholars of human anatomy. Some of the world's best sculptors come from Tucheia. The most popular festival of the kingdom celebrates physical prowess and perfection. They are quick to laugh and quicker to drink. A thoroughly reckless people.

WINDWARD

Known to the natives and Tucheans as Selm, the island was renamed Windward after the Republic of Iridine assumed control of it. The island's mountainous West Coast is famous for its rich copper mines, while the sloping East Coast is green and fertile, if somewhat narrow. The inhabitants are resilient and stubborn, and many of the elders of the island were alive during the Second Aestivan War. Most of the younger folk have a tendency to leave Windward in search of wealth and glory on the mainland. Because of this, the population has been decreasing steadily for over three decades.

APPEARANCE

The people of Windward have tough, leathery skin from lifetimes in the fields or in the mines. They tend to be darker than Iridinians though only a little. They are shorter than average, due to the relatively small amount of meat in their diets, and are stocky rather than fat. Many Windwarders are surprisingly strong and enduring, both qualities required for their tough work. The islanders are commonly said to be rather slow and dense. Many have gone to great lengths to refute this accusation, but with little success—the rhythm of island life just goes against them.

CULTURAL TRAITS

Faith in Windward is secondary. As expected they pay lip service to Ereal mainly because of the large contingent of Iridine citizens now working on the island. No great festival takes place on Windward and no great ceremony is observed. Windwarders also tend to pay some respect to the Tucheans pantheon and some of the fishermen give praise to the Cenathen sea god. All of this is done more by rote than by any strong faith. Work and daily life is their true religion.



GETTING STARTED

When you press the “Play Now” button on the Skotos website, you’ll be thrust into the game of *The Eternal City*. But, before you can actually begin adventuring in the world of Midnight, you need to create a character—your alterego in the *The Eternal City*.

CREATING A CHARACTER

The first thing you need to do is decide who you’re going to be. You don’t need a lot of information to start with; you can’t expect to know everything about your alterego any more than you could know everything about a new friend that you’ve just met. But, you need to know enough about your character to be able to make decisions about him or her that make sense.

A great place to start is with just a pair of words—adjectives or nouns. You might set down the core concept of your character in two adjectives (“morose” and “cynical”) in two nouns (“healer” and “sage”) or in an adjective-noun pair (“morose healer”). Once you’ve got these two words down, you’ll have gotten your imagination going, and you’ll find that you continue to learn more about your character both during this character creation process and as you continue to play them.

STARTING THE CHARACTER GENERATION PROCESS

Whenever you enter *The Eternal City*, you’ll begin in the Welcome Area. This is an Out-Of-Character (OOC) room, which means it’s a place where you can just be yourself, not taking on a role in ancient Iridine. The Welcome Area also happens to be the locale where you do certain mechanical tasks related to your characters—mainly creating them and improving them through Role Points.

To create a new character, type “@play”; this will bring you to the Character Manager. Once you choose to “C”reate a character, you’ll be narrated through a set of basic questions:

- Your first name
- Your last name
- Your gender

Next you’ll be asked to select a Homeland. There are twelve in all, including the City of Iridine, the Republic of Iridine, and ten nearby regions. You can learn more about each locale either by using the “?” command (ie, “? 10”) or by consulting the gazetteer in this book, pages 8–32. Your selection of Homeland will have a number of effects including: bonus languages, extra starting skills, and national traits. Standard bonuses are listed in the chart above.

HOMELAND BONUSES

Homeland	Skills, Traits & Language Bonuses
Aestivian League	Trait: Natural Builder
Altene	Skill: Staves, Trait: Altene Ways
Cinera	Trait: Blade Mastery
Gadaene	Trait: Smooth Tongue, Trait: Unpredictability
Iridine	Trait: Iridine Citizenship
Parcine	Trait: Parcine Battle Cry
Remath	Language: 3 Languages
Safelands	Skill: Outdoor Basics, Trait: Aversion to Violence
Sostaeran	Trait: Anonymity, Trait: Disciplined Mind
Tuchea	Skill: Trident, Trait: Tucheian Resistance
Windward	Language: Iridine, Trait: Metal Affinity

Once you’ve chosen your Homeland, you’ll be asked a number of additional questions about your character which will help select his attributes—general physical and mental characteristics such as agility, empathy, judgment, and

THIEF



strength. Think about the general character concept that you came up with, and these questions will help you expand upon it.

Another set of questions will help determine your character's physical appearance.

CHOOSING SKILLS & TRAITS

Once you're done with these, you'll be given the option to select a skill. This is probably the most important part of the character creation process because it'll determine what you can *do* in the game, at least at first. Think about what role you want your character to take within *The Eternal City*: warrior, healer, thief, locksmith, etc.... and then pick the skill that's most important. Once again, more information is available on each skill with the "?" command.

After you've selected your core skill, you'll get a full report of the traits and skills that came with your Homeland; some Homelands will also offer the choice of additional traits or skills at this point.

You're almost done! However, you have one last option to specialize your character by choosing additional traits. These are general characteristics that have wide-reaching affects on your character—such as whether he likes to fight, is afraid of snakes, or has nightmares. You'll probably already have a few traits, part of the packages associated with your Homelands.

You may now choose up to one additional neutral trait. You may also choose up to three each of positive and negative traits, but the total value of these traits must equal zero.

You'll see that each neutral trait has some positive and some negative features. As before, you can use the "?" command to learn more about the traits.

When you're examining positive and negative traits, you'll discover that the "?" command not only tells you about the trait, but also lists a value—the better (and worse) traits have higher values. Remember that you must balance the positive and negative trait values out. For example, if you choose two positive traits worth 2 and 3 points you might balance them with three negative traits worth 2, 2, and 1 points, for a total of 5 positive and 5 negative trait points.

Whenever you're done—and you may choose not to select any additional traits at all—you can "Finish and Save Traits". Then, choose to save your character.

At this point you can enter the game by hitting "1" (or the number of your new character).

In the future, you can enter the game from the Welcome Area by typing "@play", and then the character number.

If you want, you can also play around with the character creation system more at this point; you can have up to three characters for *The Eternal City* at any time.

ENTERING THE GAME

After you've chosen a character and decided to "@play", your character will enter *The Eternal City* in front of The Stone Toga Inn. From here, you'll be able to start your explorations of Iridine.

The garden by The Stone Toga Inn is home to a non-player character (NPC) by the name of Phaetro. He's there to help you figure out some of the general facts about Iridine. Your character can talk to Phaetro by using a double quote, followed by his name and a question:

> "Phaetro Where am I?

Phaetro mutters, "You're right in front of the Stone Toga Inn, smack dab in the middle of Iridine."

Feel free to question Phaetro for a while; it'll help you figure out what you want to do in Iridine, a topic that is also covered in the next section.

Don't be afraid to use the help files either, which are available both by typing "help" in the game and on the main *The Eternal City* web page, from the "Player's Guide" link.

SETTING YOUR OWN GOALS

As you start to explore Iridine, you'll need to figure out what your character's goals are. Some possibilities include:

- Gaining skill as a thief, a locksmith, an outdoorsman, or a healer
- Becoming a great hunter or warrior
- Becoming a renowned gladiator
- Exploring Iridine and the nearby towns
- Becoming rich
- Joining one of the military organizations, such as the Legio
- Joining one of the other guilds of Iridine
- Become a patrician, a land owner, or a citizen

The next section, on "Playing the Eternal City", offers some additional advice on the methods required to meet these goals.

LEAVING THE ETERNAL CITY

When you're done playing in Iridine for the day, simply type "quit". This will bring you back to the Welcome Area. Typing "quit" a second time will log you totally out of the game. Alternatively, typing "logout" while in the game will log you out completely, bypassing the Welcome Area on the way out.



ROLEPLAYING

In *The Eternal City* it's important that you act in Character (IC) and that means *roleplaying*—really taking on an alternate personality and becoming that person.

So, how do you do that? You've got a good start with the two words that you've chosen to describe your character, but you need to go beyond that. And you will continue to learn more about your character the longer you play.

You can also continue to learn more about your character by thinking about different questions. What do they wear and what does that say about their personality? How do they speak? With big words or with small ones? Do they talk about surface concerns or deep issues? Who do they choose as their friends and why? How do they feel about love, about betrayal, about honor?

On *Castle Marrach*, another Skotos game, one of the players initiated an IC "Question Game" which allowed characters to ask personal and thought-provoking questions about each other. It was a terrific tool for learning more about characters and for really roleplaying.

You can engage in this exercise on your own by picking up one of the popular question games, like *Loaded Questions* or *The Ungame* and answering questions for your character.

Learning about your character will be a long process of discovery, but the more you know the better you'll be able to actually take on that alternate personality.

PLAYING THE ETERNAL CITY

The Eternal City is a multi-faceted game. Within the virtual Republic of Iridine you can choose to engage in a variety of activities. You might explore the city and the nearby lands; you could try and improve your own character by gaining skill and earning money; or you might socialize to meet friends and achieve status.

This section provides an overview of these opportunities. If you want more information on how the systems of *The Eternal City* work, consult *The Mechanics of The Eternal City* on page 41. For more information on exact commands, see *The Parser of The Eternal City* on page 50.

EXPLORING THE ETERNAL CITY

As you'll very quickly learn, *The Eternal City* is big. Very, very big. The gazetteer should provide an excellent overview of things, but it won't necessarily help you get around when you're first discovering Iridine. To get started you should look at the maps in the gazetteer as well as the maps which can be found in the "Player's Guide" section of the web site. (In the future, a contextual map will be available directly within your client window.)

For your first forays into *The Eternal City* you'll probably limit your explorations to: the City of Iridine; Transinvevium, across the river; and Vetallun, across the river and down the Vetallun Road to the east. Outdoorsmen may also visit the North Forest, due north of Transinvevium. But, as you'll learn as your explorations continue, *The Eternal City* is much larger than just these locations.



IRIDINE MARK POINTS:

1. Constable HQ
2. The Library
3. Well of the Comitia
4. Seneda's Bank
5. The Hospice
6. The Colosseum
7. Bronze Lane
8. Riverside Baths
9. Stone Toga Inn
10. Forum Gaelidne
11. North Side Carcass Buyers
12. Vetallun Road

USING MARK POINTS

Fortunately, *The Eternal City* makes it easy to traverse the vast distances within the game. This is done with the "mark" and "walk to" commands.

The "mark" command typed by itself displays a list of known destinations that your character can walk to. To use the "walk to" command, your character must start out on one of the main roads in Iridine. These are typically wide, cobblestone roads. If you get lost, just wander until your character finds one, and then head to a mark. The starting room, with Phaedro, is just south of a main road, so go "north" then your character can walk to whatever location you please. To do so, type "walk to [location]":

```
> walk to bronze lane
You head towards Bronze Lane.
```

The starting mark points are all noted on a nearby map. You can also choose to add new mark points, once you've discovered which places are most important to your character. Note that personal mark points must also be on main roads, so you may sometimes have to compromise and mark a location that's nearby your intended destination.

> mark my trainer

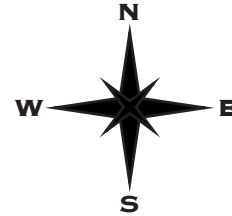
This location has been added to your list of personal destinations.

Once your character has reached a mark point, they should hopefully be close to their intended destination. Consult the maps on the web site or in this book, and then use the normal directional commands ("n", "s", etc) to complete your journey.

FINDING PLACES OF INTEREST

You may wish to start out by simply wandering around, trying to get a handle on the geography of Iridine. However, many players will want to get their character going—either advancing their skills or socializing with other people. If so, you should consult the following sections, which give more information on where to go if you want to fight, train, earn a living, or socialize in Iridine.

One word of warning: though most of Iridine is safe, you should stay clear of the alleyways at night and should also beware of the Bandit Woods that lie on the road to Vetallun.



FINDING LOCATIONS

Important locations are listed in the various tables within this section. To locate them, first walk to the mark point, then go in the direction(s) indicated.

FIGHTING IN THE ETERNAL CITY

If it's your first visit to Iridine, you may well have selected a character skilled in combat. Warriors tend to be the easiest to play when you're learning a new game. If so, then your first goal will be to learn how to *fight* better in *The Eternal City*.

PRACTICING FIGHTING

The best place to start is with the practice dummies scattered throughout the city. You can test your character's mettle and not be afraid of the dummy hitting back. There are training dummies near the Stone Toga Inn in Iridine, at the Campus Martius (training grounds) northwest of Transinvexium, and at the Vetallun Fort Campus Martius (training grounds) northwest of Vetallun.

Eventually you'll either grow bored of the training dummies or stop learning much from them. You'll want to go out and find real opponents. The safest thing to do is practice with other characters. Make sure you get their permission, then type "practice" to enter the safe practice mode. When you're all done, you can type "practice" again to make sure your character can hurt someone if they get into a real fight.

FIGHTING PRACTICE:

Location	Mark Point	Directions
Practice Dummy	Toga	W, SE, S, E
Signaltower	Toga	Nx2, Wx3, NW
Sewers	Toga	E, N, E
Dumps	Vetallun Road	Ex6, SE, Ex3, N
Pits	Colosseum	Go Ramp, Ex2

Finally you'll work up the guts to meet some real foes. It's a good idea for your character to be armored and skilled before you do this... but some people just won't be able to wait. There are a number of Adventure Areas which are appropriate for new characters, including Signaltower Island, the sewers, the dumps, and the pits. Rats and other vermin will be your character's first foes, but recall that you're doing a service for Iridine, by helping to keep the city clean of infestation.

As your characters gain in skill, you will learn about other Adventure Areas in and about Iridine. See the listing of page 23 for some of the best-known ones.

HEALING & TRAINING

Fighting can be a taxing business and you'll often find that your character is both tired and wounded after a battle. To recover from fatigue, your character should visit the Tepidarium at the Baths. For wounds, your best bet is to call for a healer or to visit the Hospice of the Morning Light, where the healers of the Cult of Ereal tend those in need.

After practicing a skill for a while, your character will have gained enough skill points to train in the skill, and thus get better at it. This is all described mechanically in **The Mechanics of The Eternal City** on page 41. At this point your character will need to find the appropriate trainer to improve their skill. Other characters may offer to aid your character with free training, but if not you can go to one of the many NPC trainers.

PRACTICING OTHER SKILLS IN THE ETERNAL CITY

Not all characters in *The Eternal City* are warriors. Healers, locksmiths, outdoorsmen and even *thieves* also abound. Many opportunities for practicing and training also exist for these professions.

Healers: Clearly, healers live in a synergistic relationship with warriors. They can often practice by seeking out warriors and offering to fix their injuries. Some healers seek out danger on their own, and then practice the ancient maxim of healing

themselves. Healers can also go to the Hospice of the Morning Light to offer their aid. Once your character has gotten enough practice in the healing arts, they can train with Iskara, also in the Hospice.

Locksmiths: Locksmiths spend most of their time opening things. There is an excellent place for both practicing and training: Riverside Locks. Apula will give your character the occasional chest to open, other players might come by with their own chests, and your character can also improve their skills when you're ready.

Outdoorsmen: The best place for new outdoorsmen to practice is the North Forest, which you can reach by going to the Northside Carcass Buyer, then heading west, northwest, and north up the main road, then continuing north through the Grasslands until you reach your destination. Resist the urge to practice in the more convenient Bandit Woods, as they are very dangerous. Once in the Forest your character will be able to gather firewood, make torches, and practice other uses of their skills. When your character is ready to train, they can visit with Fern in Vetallun.

Thieves: And then, there are the thieves. People don't talk about them much, but they do exist. Many beginning thieves will master palming coins before they start to actually use their skills against innocent citizens. Thieves can grab and pick pocket anywhere crowds (or players) exist. It's rumored that there is a thief trainer in one of the seedier parts of the city, but his exact location is carefully hidden.

HEALING:

Location	Mark Point	Directions
Baths	Riverside Baths	N
Hospice	Hospice	Nx5, E, N

FIGHTING TRAINING:

Skill	Mark Point	Directions
Armed Combat	The Stone Toga	W, SW, S, E
Maneuver		
Axe	Bronze Lane	Ex2, NEx2, N, Ex6, S
Bow	Vetallun Crossroads	S, W
Club	Toga	W, SW, S, E
Gladiator Weapons	Bronze Lane	Ex2, NEx2, N, Ex4, N, W
Knife	Bronze Lane	Ex2, NEx2, N, Ex5, Nx2, E
Shield	Bronze Lane	Ex2, NEx2, N, Ex5, Nx2, E
Spear	Bronze Lane	Ex2, NEx2, N, Ex5, Nx2, E
Staff	The Stone Toga	W, SW, S, E
Staff	Bronze Lane	Ex2, NEx2, N, Ex5, N, Ex2
Sword	Bronze Lane	Ex2, NEx2, N, Ex5, Nx2, E

PRACTICE & TRAINING:

Practice/Training	Mark Point	Directions
Healing Practice	Hospice	Nx5, E
Healing Training	Hospice	Nx7, W, N
Locksmith Work	Bronze Lane	Nx5, W
Outdoorsmen Practice	Carcass Buyer	see text
Outdoorsmen Training	Vetallun Crossroads	S, W

INCREASING ATTRIBUTES

Physical attributes, such as Agility, Dexterity, and Speed, can also be increased via the Campus Martius (training grounds) of Iridine, as well as the Campus outside Vetallun Fort. Within these fields, one of which is northwest of Vetallun, and the other of which is northwest of Transinvexium, you will find an obstacle course beginning with a climbing wall.

Climb the rope (“climb rope”) and then continue on with the other obstacles. Every time your character fails at an obstacle, of which there are three or four total, they’ll be dragged back to the beginning of the course. If your character succeeds at all of the obstacles they’ll gain a slight increase in one of the physical attributes that you used, and thus gain a slight benefit to the actions affected by those attributes (as discussed in *The Mechanics of The Eternal City* on page 41).

Attributes can only be increased a limited amount via the fields. Once they have reached their “potential”, your character can’t learn any more. However, you can choose to increase an attribute potential by spending 1000 role points, which are also discussed more in the next section.

EARNING A LIVING IN THE ETERNAL CITY

Things are expensive in Iridine. As you’ll discover when you start training, the denars disappear very quickly. Thus, you’ll need to figure out how to earn money fairly quickly. Fortunately, each profession in *The Eternal City* has a number of ways to do so.

Warriors: Get out there and kill stuff! Often attracted to shiny objects, rats in the sewers, the dumps, and the pits occasionally have gems in their stomachs. In addition, the pelts, heads, and other skinnable parts of many creatures can be valuable to the Northside Carcass Buyer.

Healers: Money can be earned from working on the patients in the wards of the Hospice of the Morning Light. Though healers rarely ask for payment when working on other players, sometimes it is offered anyway.

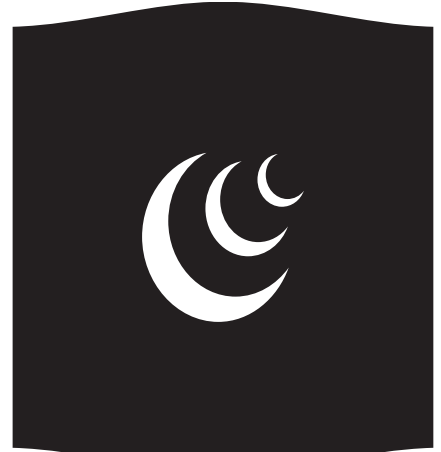
Locksmiths: At Apula’s shop, locksmiths will occasionally be given the opportunity to open chests for citizens in return for payment.

Outdoorsmen: Outdoorsmen can most easily earn denars by crafting torches and then selling them to Sesquiculus, who can found by going to the Stone Toga Inn mark point, then heading: Ex3, Nx3, E.

Thieves: The darker side of Iridine has its own way of quickly earning money... to the deficit of citizens of the Republic.

As you begin your explorations of Iridine, you shouldn’t be afraid to scavenge. Other characters often leave loot lying behind in the Adventure Areas of *The Eternal City*: corpses in the sewers, pouches in the alleys, and even chests in the Bandit Woods. By staying on the lookout, you can collect together this refuse and make small amounts of money from it.

Also see the section on Guilds on page 14 of the Gazetteer, as it lists a number of opportunities for paying employment in Iridine. You might even seek out other characters for employment, as anyone can hire anyone else in the game with the “hire” command.



SYMBOL OF THE
MOONBAY TRADING COMPANY

COINS AND MONEY

There are four denominations of coinage used in Iridine. In order of increasing value, these are:

Cost	Unit Value	Abbreviation Used by Shopkeepers
Bronze Sen	1	s
Silver Sterce	3s	st
Silver Denar	12s	d
Gold Cent	300s	c

Additionally, the talent is a measure of approximately 50 pounds of silver sterces often used to express larger quantities of money. One talent(t) is equivalent to 18,750 sen or about 1562 denar.

You can carry coins around in beltpouches, or other containers. When purchasing items with the “buy” command, you will automatically pay the shopkeeper from money you are holding in your hands, or in open containers:

> open beltpouch

You open a beltpouch, revealing some gold cents.

> buy gladius

You count out the appropriate number of coins and hand them to the shopkeeper.

Some example prices are as follows:

Item Cost

A bronze gladius 38c (38 gold cents, or 11400 sen)

A good pair of boots 120d (120 silver denars, or 1440 sen)

A pound of fish 12d (12 silver denars, or 144 sen)

Some common commands that pertain to manipulating money include “wealth”, which tells you the total amount of money on your person and “count [coins]” which displays how many coins are contained in a group of coinage.

INTERESTING SHOPS:

Location	Mark Point	Directions
Archery Shop	Bronze Lane	Ex4, S
Blacksmith Shop	Toga	W, SW, N, Wx2, SW, W, S
Gem Merchant	Library	Ex2, SE, E, N
Gladius Shop	Bronze Lane	Ex2, NEx2, E
Grocery	Toga	Ex3, N, NEx3, Ex6, S
Legionary Shop	Bronze Lane	Ex2, NEx2, W
Nautical Supply Shop	Toga	W, SWx2, Sx3, SW, Sx2, SWx4, Wx2, SW, Wx3, NW, N, W
The Sundry Shop	Library	Ex2, Sx2, E, S, SW, S, E
Suply Shop	Toga	Ex3, Nx3, E
Tailor Shop	Toga	W, SWx2, Sx3, SW, Sx2, SWx4, Wx2, SW, Wx3, SW, S, W

SPENDING YOUR MONEY IN THE ETERNAL CITY

Once your character has started to earn money, you'll want to spend it. There are numerous shops throughout *The Eternal City*. The largest cluster is east of the Bronze Lane mark point—it's where the majority of the metalsmiths work. A number of curio shops lie east of The Library mark point. The area around the Vetallun Crossroads mark point is also full of commerce.

See pages 20–22 of the gazetteer for more discussion of commerce in Iridine.

Discussion of NPCs in **The Mechanics of The Eternal City** list the commands for interacting with shopkeepers. The most important commands are: “stock”, “buy [object]” and “offer [object] to [shopkeeper]”. You must also always remember to ask for your change:

> “Sesq change

SOCIALIZING IN THE ETERNAL CITY

Improving skills and earning money is definitely one facet of *The Eternal City*; you can gain experience for your character solely through the sweat of your own brow. But, because *The Eternal City* is a multiplayer game, there's the potential for much, much more than that. By socializing with other characters you can interact with people from all over the world in ways much more meaningful than could be offered solely by systems within the game.

So, how do you get started? If you want to start making personal connections, you might want to visit one of the popular hangouts in the game, such as the Stone Toga Inn, the Riverside Baths, or the various training locales.

The Eternal City also provides two other great possibilities for socialization: guilds and events.

The gazetteer provides a variety of information on guilds in Iridine; links to player guild sites can also be found at *The Eternal City* web site. The majority of guilds are professional organizations. Individual guilds can be found for outdoorsmen, locksmiths, and thieves; the healers have a few guilds. There are a number of guilds for warriors, from hunting groups and gladiator organizations to the military arms of the Iridine Republic. By asking other characters, and otherwise learning about the guilds of *The Eternal City*, you should be able to find one or more which are of interest to you. To find out about how to found your own guild in *The Eternal City* check out the help node: founding a group (type “help founding a group” while in the game).

Events are regularly held happenings within the Republic. Some are individual to guilds; some are just fun free-for-alls; others advance the big plots and major storylines of *The Eternal City*. Event listings are regularly posted to *The Eternal City* portal page. By attending big events with your new character, you'll learn lots about the other characters in the game. You can even submit your own events at *The Eternal City* Event listing web page.



THE MECHANICS OF THE ETERNAL CITY

By now you should have a good indication of what you might want to do inside *The Eternal City*. If you skip ahead to the section on **The Parser of The Eternal City** you'll probably have enough to get started in the game. However, you'll eventually need to know how everything actually *works*. That's what this section is all about: describing how the most important systems in the game function.

YOUR CHARACTER

Your character is your alterego inside the Republic of Iridine. You'll know a lot about him already—what type of person he is, what his occupation is, where he came from, etc. But, there's also a lot about him that's controlled by mechanics within the game: how strong your character is, how skilled he is, and other similar functions.

If you type "stats" you can see most of the basic information about your character:

> stats

Character Background

Name: Articulius Ramus
Homeland: Safeland
Citizenship Status: Foreigner
Age: 18

Physical Characteristics

Height: 6' 1"	Weight: 219 lbs.
Eyes: steel	Hair: auburn
Complexion: tan	Health Points: 92/92
Fatigue: 100%	State: conscious
Load: 37 lbs.	
Encumbrance: You are bearing a moderate load.	
Position: standing	

Attributes

Agility: above average	Appearance: average
Charisma: above average	Dexterity: average
Empathy: very good	Endurance: average
Judgement: above average	Memory: above average
Perception: very good	Reasoning: above average
Speed: average	Strength: average
Willpower: above average	

As you'll see, much of the initial information is about how your character looks and where he came from. However, beyond that the information becomes more mechanical.

- **Health Points** detail how well your character is. They decrease when they're hurt or wounded, typically because of an encounter with an enemy or beast. As most immediate damage is usually shock, your character will eventually recover their Health with time. They can also recover Health by sleeping if they're staying in some type of shelter.
- **Fatigue** details how tired your character is. It decreases when they do something active, particularly fighting. Your character can

MAN'S BEST FRIEND

Dogs are currently available for purchase in the Monlon Kennel. Though a trainer is not yet available in the gameworld, there are some basic tricks that your dog will start off knowing. These tricks depend on vocal or visual triggers to which the dog will respond.

Follow: This command will tell your dog to get up and follow you.

1. Gesture at yourself
2. Say to your dog "follow" or "come"

Stay: This will cause your pet to stop following you and stay at that particular spot.

1. Say to your dog "stay" or "sit"

Of course, whether or not the dog is responsive will depend on its mood, personality, and loyalty to you. Sometimes, if a dog becomes frightened or agitated, it will act on instinct and disregard any command given to it.

PET MOODS

Pets react to the environment around them. They will become agitated, uncomfortable, frightened, or angry when put in a dangerous or unpleasant situation. They also tend to react to friendly and hostile emotes both to themselves and to their master. Sometimes pets will grow hungry or sleepy depending on their needs. By watching a pet closely, you should be able to tell what kind of mood it's in.

Not only does the environment affect the pet's mood, it will also affect its personality. Pets develop a "personality" depending upon the surroundings they are raised in. Violent or dangerous surroundings will cause a pet to grow in a much different way than a quiet, secure home.

Loyalty to the master is an important part of a pet's personality. Abuse or mistreat your pet enough and eventually it will abandon you. Good loyalty takes a long time and effort to build, but creates a lasting bond between master and pet.

MAINTAINING YOUR PET

To feed a pet, you simply *offer* it food held in your hand. Some pets will appreciate certain types of food more than others. Whether or not a pet is hungry contributes significantly to its mood.

Dynamic holding systems will take care of pets while their masters are away (OOC: logged out). This system is basically an added weekly expense (check the *holdings* command if you purchase a pet). The actual expense varies depending on how much you've fed your pet the past week. So if you've fed your pet five gametime days out of the past week, it will only account for the remaining three gametime days in determining its expense.

Holding expenses will come off of the master's bank account. Failure to pay them means the pet isn't fed, and takes a major blow to its health and loyalty.



recover Fatigue by visiting the tepidarium, or even by logging out if they're staying in some type of shelter.

Load, encumbrance, state, and position provide some more general information on what your character is doing. It's followed by a list of attributes; these are physical, mental, and social characteristics which contribute to how good your character is at undertaking a variety of tasks. They are:

- *Agility* - General nimbleness. Affects: defensive and offensive maneuvers in combat.
- *Appearance* - Comeliness. Affects: NPC reactions and political ability.
- *Charisma* - Allure & charm. Affects: NPC reactions and political ability.
- *Dexterity* - Manual manipulations. Affects: many non-combat skills.
- *Empathy* - Relating to others. Affects: magical ability and animal training.
- *Endurance* - Stamina. Affects: hit points and fatigue.
- *Judgement* - Discernment. Affects: trade and evaluation skills.
- *Memory* - Recollection. Affects: magical ability and recipe recall for crafting.
- *Perception* - Awareness. Affects: seeing things, especially if they're hidden or lighting is poor. Missile weapon ability.
- *Reasoning* - Logical thought. Affects: learning rate and number of skill slots available to character at start.
- *Speed* - General quickness. Affects: how fast your character does things, including attack.
- *Strength* - Raw might. Affects: how much your character can carry and will modify the damage they do in combat with certain weapons.
- *Willpower* - Resolution. Affects: resistances to certain effects such as stun or loss of consciousness.

Besides all of the standard characteristics listed via "stats", characters are also defined by skills and a number of other values, which are described below. To see a list of skills and actions your character knows, type "skills".

SKILLS

One of the most important systems in *The Eternal City* is the skill system, because it provides your character the opportunity to gain experience in his profession and to become more able to undertake related tasks. You can list the skills currently possessed by your character by typing "skills":

> skills

General Skill Points: 6.0

Skills/Actions	Rank	Rank Bonus	Skill Points
=====	====	=====	=====
Outdoor Basics	9	novice	27 1.07

Skills/Actions =====	Rank =====	Rank Bonus =====	Skill Points =====
Collect Twigs	2	novice	26
Firebuilding	1	novice	23
Find Firewood	1	novice	23
Crude Torch Making	1	novice	23
Dig Firepit	1	novice	23
Stoke Fire	1	novice	23
Find Sapling	1	novice	23
Shelter Building	1	novice	23
Languages	1	novice	3 0.0
Spoken Safeland	50	outstanding	92

For action syntax and use, type: skills ?

USING SKILLS

If you type "skills ?" you'll see a list of all of the verbs related to your character's skills:

```
> skills ?
Collect Twigs: gather twigs
Crude Torch Making: make torch [with]
Dig Firepit: dig firepit
Find Firewood: find firewood
Find Sapling: find sapling
Firebuilding: build fire [with]
Shelter Building: build shelter
Spoken Safeland: speak safeland
Stoke Fire: stoke fire [with]
```

If you're in the right situation to use an action, you can do so by typing the verb listed for the particular action:

```
> gather twigs
[Success: 34, Roll: 48] You gather up a handful of the twigs that
litter the forest floor. You are no longer busy.

> build fire with twigs
[Success: 48, Roll: 32] You place the tinder on the ground and
somehow manage to coax a bearable fire out of it. You are no
longer busy.
```

There are a number of important things to note here.

First, each action in each situation has a specific chance of success, which is listed as a number between 0 and 100. Generally, an action is harder to use if its a more "difficult" task (gathering twigs is clearly easier than building fires) and easier to use if you're more skilled in the action (or in the overarching skill).

Second, whenever you use a skill a random number between 1 and 100 is generated. This is called a "roll", from the tradition of paper roleplaying games, where dice were used.

Third, though you typically only succeed if your roll exceeds your success number, you can have minimum success with some skills if you get close, as was the case with fire building.

Fourth, actions tend to take time. Building a fire is pretty quick, but gathering firewood can take over ten seconds. Your character isn't allowed to take other physical actions while they are busy doing something (though they can do social things like talk).

VARIOUS POINTS

A variety of points, not accessible from the "stats" command, can have a large impact on your character. They include: role points, bonus points, and luck! points.

Role Points: Role points are constantly awarded for being in the game; your character can also get bonus role points for attending events and for engaging in good roleplaying. Role points can be used to improve your character by purchasing general skill points, luck! points, skill slots, and attribute maximums. They can also be spent for many roleplaying benefits, such as getting married or getting unique items. The range in cost is from 25 role points (for a general skill point) to 5000 role points (to purchase a wealthy patrician character package). While in the Welcome Area, type "@play" then "S"pend your role points to make some of the easier purchases. For more complex purchases, use "@request". To see how many role points you've currently accumulated, use the "@rps" command in the Welcome Area.

Bonus Points: Usually your character gains 1 role point an hour. If you're a really good roleplayer, particularly in public events, gamemasters will give your character bonus points. Accumulate 10 of these, and your role-point accrual rate will increase by 1/4 an hour. There is no way to see how many bonus points you have.

Luck! Points: Luck! points save your character's skin. They're usually used after you die, but can also be used to give yourself a big bonus on your next action. Just type "luck!" in either situation. To see how many luck! points you currently have, type "luck! ?". You can buy more luck! points with role points.

IMPROVING SKILLS & ACTIONS

Whenever you succeed at the use of a skill—actually rolling higher than the success number—your character will get skill points. They get more skill points the closer they were to the actual target number. Thus rolling a “49” if you had a success level of “45” might generate .1 skill points, while rolling “79” might only generate .01. If you succeed by a lot (typically, more than 50) you won't learn anything at all.

Skill points accumulate in base skills; when you have enough (generally somewhere between 6 and 25 skill points) your character can go to a skill trainer and improve either their base skill or one of their actions. Refer to the locations of the most important trainers in **Playing the Eternal City**. When you've accumulated a number of points, go to your favorite trainer and type “learn”:

> learn

Fern is teaching the following skills and actions:

Skills/Actions	Difficulty	To Rank Point Cost	To Rank First Rk/Subsq Rk
=====	=====	=====	=====
Outdoor Basics		100	10 / 5
Dig Firepit	easy	100	10 / 5
Crude Torch Making	easy	100	10 / 5
Stoke Fire	easy	100	10 / 5
Firebuilding	easy	100	10 / 5
Find Firewood	easy	100	10 / 5
Collect Twigs	easy	100	10 / 5
Find Sapling	easy	100	10 / 5
Camp Cooking	easy	100	10 / 5
Shelter Building	easy	100	10 / 5

This listing tells you the name of each skill and action that is being taught, the difficulty of each action, what rank the skill is being taught to, and what the cost is. The cost is broken into two parts: first rank and subsequent rank. If your character doesn't have a skill or action at all, they pay the first cost; if they already have at least one rank, they pay the second cost for each subsequent rank.

To improve a skill or action, type “learn [skill] from [trainer]”:

> learn outdoor basics from fern

You don't have enough skill points to purchase Outdoor Basics.

Your character must have enough skill points in the relevant base skill in order to improve a skill or action. In this case, the character only had a little more than 1 skill point and tried to improve Outdoor Basics, which cost 5. He was denied.

If your character trains from an NPC trainer, they must also pay a monetary cost that increases with the level of their skill. Other characters of at least rank 10 can train you with the “teach” command and may sometimes be cheaper.

GETTING NEW SKILLS

If you have to have skill points in a skill to improve a skill... then how do you ever get a new skill? That's the purpose of General Skill Points. Your character will start off with several GSPs when they begin the game and may purchase additional General Skill Points at the cost of 25 role points each. You simply tell the “learn” command to use your “general” skill points when your character has accumulated enough.

READING THE SKILLS LISTING

Each skill has a specific name, and there are a number of actions grouped under it. The skill “Outdoor Basics”, for example, includes “Collect Twigs”, “Dig Firepit”, “Shelter Building”, and many other actions.

Here's what all of the information means:

Skill/Action: The name of the skill or action.

Rank: How skilled your character is in the skill or action, ranked from 1 to 100. There is always a word associated with this, such as “novice” or “outstanding” which gives that numerical value some social context.

Rank Bonus: How much your character's rank in a skill increases their chance to succeed at a task, expressed as a bonus to their target. (For example, if you normally had to “roll” a 95 to succeed at a task, and your character's rank bonus was 20, then you'd only have to “roll” a 75.)

Skill Points: How much experience your character has in the use of a particular skill; used to improve your character's skill with a trainer. Note that skill points are related to overall skills, not specific actions.

For example, if a character had 13 general skill points he could learn missile weapons from Fern:

> learn missile weapons from fern with general

A special skill called “Armed Combat Maneuvers”, discussed below in combat, can also be bought with the “with” function—using the skill points from *any* other weapon skill. The Shields skill may also be purchased in this manner:

> learn armed combat maneuvers from leda with club

And finally, it should be noted that you can use General Skill Points to not only buy new skills, but also improve existing ones:

> learn outdoor basics from fern with general

This is rarely done because it’s usually easier to get skill points in a specific skill than it is to get General Skill Points.

A LIST OF NON-COMBAT SKILLS

Four non-combat skills are currently implemented in *The Eternal City*, with a host of others planned for the future.

HEALING

People get hurt. Whether they’re bruised, bleeding, or have broken bones, they’ll eventually need healing... and that’s what healers do. Healers have a wide range of actions, allowing them to rouse patients, diagnose problems, and fix most ailments. Starting actions include:

- Administer - Allows your character to feed food and water to someone unable to eat on their own.
- Bandage Wound - Starts the healing of a wound. Also, stops bleeding temporarily, until a wound can be stitched or tourniqueted.
- Diagnose - Gives you more information on a wound.
- Rouse - Wakes an unconscious character for a few moments—enough time to gasp out a few words.

BASIC LOCKSMITHING

Locks are *unfortunately* a part of any civilized country. Where thieves exist who will take what is yours, there must also be locks to help you protect your character’s valuables. Locksmiths are skilled in all details of locks. They can open and close locks, jam locks, install new locks, make lockpicks and keys, and much more. Starting actions include:

- Lock Lore - Lets your character recall details about a lock they’re familiar with, giving them a bonus on picking it.
- Pick Lock - Opens a lock.
- Study Lock - Gives your character more information about a lock.

OUTDOORS BASICS

Though they may be very skilled in the ways of the city, most citizens of Iridine have no practical knowledge of the wilderness. Thus, they often turn to those with outdoor skills to help them travel the wilds of the Republic.

THE MONLON ORACLE



Outdoorsman are capable of a number of practical skills, from building campfires to making shelters. Starting actions include:

- Collect Twigs - Finds small branches suitable for starting fires.
- Crude Torch Making - Creates a torch from a large branch.
- Find Firewood - Locates large branches suitable for stoking fires and making torches.
- Firebuilding - Starts a fire if your character has twigs or branches.
- Stoke Fire - Builds an existing fire up more.

PICKPOCKETING

This is an entirely *illegal* skill, practiced only by the *thieves* and other scum of Iridine. It allows characters to steal possessions from law-abiding citizens. It is more frequently used on crowds of NPCs, discussed below, than on other player characters. Starting actions include:

- Coin Sharpen - Takes a coin and gives it a sharp edge. Useful later for cutting ropes and cutting and lifting pouches.
- Palm - Hides a small object in your character's hand, often used to hide sharpened coins or small stolen goods.
- Quick Grab - Grabs an object from an innocent passerby. The prime thieving maneuver of the beginner.

SETUPS

Another *illegal* body of knowledge, setups are what thieves use to prepare their prey for a grab, pouch cut, or other larceny. If someone seems to be catching your character's eye in an unusual way, check the area—better yet, check your pouch. It may not be there any more! Thieves often work in teams, with one accomplice drawing attention while another does the dastardly deed almost unseen. You'll have to find your way into a guild or to a thief trainer to learn the details of this skill set.

COMBAT

Enough about all the wimpy stuff. You want to fight! Combat in *The Eternal City* is based upon the same system as all the other professions: skills. There are a number of melee weapons that you can use, including: axe, cestus, club, knife, shield, spear, stave, sword, trident, and whip. You can also use bows and supplement all of your combat skills with Armed Combat Maneuvers.

THE BASICS OF MELEE

If you want to engage in hand-to-hand combat, the first thing you should do is have your character prepare a weapon:

> take gladius from sack

You take a tin gladius from a large sack.

> wield gladius

You wield a tin gladius in your right hand.

Next, you'll need to figure out what range to fight at. Most weapons must be used at short range. Your character can get to short range by using the

“approach” command (and, indeed, you’ll find that many enemies will approach you before you get the opportunity).

Note that only three people may approach a single opponent at a time.

> **approach rock crab**

However, there are a few weapons which work at a longer range, among them spears, tridents, staves, and whips. If your character is using these weapons, don’t approach; if you can maintain your distance your opponent may not be able to attack (and some polearm weapons have limited attacks in short range). You can always retreat to get out of short range, also a good idea if your character is getting womped:

> **retreat**

You’ll also want to think about how aggressive your character should be in their attacks. There are five combat postures: defensive, wary, normal, aggressive, and berserk. The more aggressive your character is, the worse their defense becomes, so choose carefully:

> **berserk**

A combat posture will last until you change it to something else, so be careful if your character goes “berserk” to fight a rat, and then meets something much, much worse.

Once your character is in the best range and happy with their combat posture, they can fight an opponent. As a beginning character, you’ll only have one offense for each weapon, the ubiquitous “attack”:

> **attack rock crab**

Just keep doing that until either your character has defeated its opponent or it’s obvious that your opponent is getting the better of the fight and that you should retreat.

As your character gains skill points and advances in their skills, you’ll see that they can buy actions in addition to the basic attack that they start with. Depending on the weapon they’re using, this may include a variety of attacks and defenses. Usually just a few attacks and defenses will be sufficient to fight non-human adversaries, but when fighting thugs, gladiators, and other human opponents, you’ll very quickly learn that your character has to constantly adapt their fighting style to those they are in conflict with.

USING A RANGED WEAPON

The main ranged weapon is the bow, and it can be a bit more complex to prepare than other weapons:

> **take bow from sack**

You take a short bow from a large sack.

> **take string from sack**

You take a bow string from a large sack.

> **string bow with string**

[Success: 0, Roll: 18] You struggle with some difficulty to keep the top of the short bow stable before bending it down and slipping the bow string over its upper nock.

> **wield bow**

You wield a short bow in both hands.

> **load bow with arrow**

[Success: 0, Roll: 8] You nock an arrow on a short bow’s string.

A WARRIOR’S CREED

There’s no easy formula, but here are a few suggestions:

Wear armor. If you don’t, your character will inevitably be cut and have large, bleeding wounds that can only be cured by healers. This can lead to death.

Know when to retreat. Don’t wait until your character is just about dead. If a fight isn’t going your way, there’s no purpose in sticking around, so take off.

Maintain your range. This is fairly important for polearms and bows. The best way to make sure that you can maintain your range is to have friends who will hold the critters back.

When you’re fighting humans, things get a lot more difficult, because they’ll react intelligently to your fighting style:

Be aware that there are high, medium, and low attacks.

Watch how an opponent attacks, and use appropriate blocks to avoid him.

Watch how an opponent defends, and use appropriate attacks to hit him.

Learn that some weapons can not make certain blocks, and that you can take advantage of this weakness.

Take advantage of weapon ranges, especially if your character can close with an opponent with a polearm or missile weapon.

Use aimed blows to hit opponents in locations where they aren’t armored (“attack gladiator head”).

There are many gladiator schools and military organizations which will teach more about the fine art of combat.

THE AFTERMATH OF COMBAT

Combat has its inevitable repercussions, among them fatigue, injury, and death.

Fatigue - Your character can recover strength in the Tepidarium of the Baths, or else log out of the game while in a shelter, apartment, or other house.

Wounds - Wounds will begin to heal in the Fridgarium of the Baths, but your character would do better to seek out one of Iridine's healers.

Death - If your character dies, that's it... unless you get lucky. You can use a "luck!" point to save your character from death, but they'll still be lying about injured and otherwise in a bad state.

Hopefully during your combat your character also made short work of his opponents. You should remember to search them for pouches, chests, and other goodies. In addition, the pelts and heads of certain critters are valuable to the North Side Carcass dealer and gems can sometimes be found in the bellies of rats. To retrieve these body parts, your character will need to wield a knife and use the "skin" command:

> skin stomach from rat

You can always use the "inspect" command to determine exactly what body parts an opponent includes.

When you're done with all of this you can move on to your next opponent. Good luck!

Ranged weapons can work at much longer ranges than melee weapons. In fact, you may not be able to use a bow if your character is in the same *room* as an opponent, unless the room is very large. Often, bowmen will fire their bows from nearby locations. The "scan" command allows you to determine what targets are available in a certain direction. Afterward, your character can fire at them with the "shoot" command:

> scan east

You scan to the east for targets.

You can target a round archery target to the east.

> shoot archery target

Using a bow can be a very tricky, though powerful, tactic. You should be constantly aware of a number of issues:

Ensure that you recover your arrows after firing them, as they're expensive to replace.

Don't let opponents get in too close, or they'll clobber your character.

Consider having friends around to help your character maintain range.

Be aware that bows can be much less useful in the dark, at least if you were hoping to back off a few rooms.

ARMED COMBAT MANEUVERS

It should be briefly reiterated that every warrior can buy the Armed Combat Maneuvers skills from the trainer Leda near the Stone Toga Inn. A number of dodges and other interesting maneuvers actions are included, all of which are valuable to the accomplished warrior.

Shields are another possibility, for those who use one-handed weapons.

NPCs

Although you'll spend most of your time interacting with other player characters, on occasion you'll instead get involved with the non-player characters (NPCs) of Iridine. The many opponents that you fight are actually NPCs, but they're not too terribly interesting because your main interaction will tend to be "attack rat".

On the other hand, there are lots of other people who can be socialized with in limited ways.

CROWDS

The streets of Iridine teem with people. But, rather than seeing tons of individuals, you'll first view them as crowds. Only if you look at a crowd can you start to understand its composition:

> look crowd

You find yourself in the midst of a fairly thick crowd. You note a moderate number of villagers, Iridine soldiers, and workers; and a few children, Iridine officers, refugees, and boatmen.

Once you've found someone interesting in a crowd, you can get them to stand out on their own by using the "look for" command. After looking for someone from a crowd, your character will be able to interact with them as a normal NPC in the game:

> look for officer

You spot an Iridine officer within the crowd.

> look officer

You see a stern-faced soldier of the Iridine army. He carries himself with an air of confidence about him, more so than the average soldier. Intelligent eyes watch your every move, and it looks as though he could be quite skilled with the gladius in his hand. He is wearing a stiff leather belt pouch, a scabbard, a worn black leather belt, some pteryges, some bronze greaves, a plain bronze cuirass, a fine linen cloak, some boots with spurs on the heels, and a helmet crested with horsehair. He is carrying nothing in his right hand and an Iridine wall shield in his left hand.

COMMUNICATING WITH NPCs

When you started the game, you learned a little bit about interacting with NPCs. You can direct a comment to them with a double quote followed by their name:

> "Phaedro weapons

The NPCs that you'll most commonly interact with are shopkeepers. When purchasing items, you first type "stock" to see what's available, then "buy [item]" or "buy [#] [item]" to purchase something. When selling items, you should "offer [item] to [shopkeeper]".

When you're all done selling items, and this is the important part, you need to get your money:

> "Sesq change

Your character will then be offered their money and you must choose to accept it: "accept [shopkeeper]".

LOOKING FOR NPCs

So why would you want to pull a person out of a crowd?

Sometimes citizens and passers-by are a good source of news or rumors.

More often, thieves and thugs alike look for their victims in the densely packed crowds of people of the city, though criminal activities are greatly frowned upon by the authorities of Iridine—who are very active in keeping the peace. If you pursue this form of behavior, there's a chance members of the crowd or constables will notice your attempts and give chase.

In times of need, upstanding citizens can get the attention of constables and soldiers to help defend the Republic or to point out those self-same thugs and thieves to the proper authorities.

APPENDIX A: THE PARSER OF THE ETERNAL CITY

By now you might be ready to start playing *The Eternal City*, but perhaps you aren't quite sure what commands to use. This section outlines many of the most important commands you can use to interact with the world of Midlight.

Whenever you're trying to make things happen in *The Eternal City*, be aware that you should be using the **imperative**. That means you're issuing commands, just like you would to an misbehaving pet or an unruly child. Commands like "Stop!" or "Give me that!" are imperatives that you'd hear in real life. Commands in *The Eternal City* are slightly more carefully formed and usually take a form like this:

- verb ("north")
- verb noun ("attack rat")
- verb noun preposition noun ("put sword in sack")

You'll see examples of this and other forms of imperatives in the following listings. This outline is by no means complete, but should provide an overview of some of the more frequently used commands as well as a few obscure ones.

ACTION COMMANDS

Actions verbs are the first general class of verbs in *The Eternal City*. They tend to have very real effects upon what's going on the gameworld—moving your character about, revealing information, engaging in conflict with other characters, trading items, and much more. There are a number of general categories.

ADMINISTRATIVE COMMANDS, WELCOME AREA

There are a few generally out-of-character (OOC) commands that can only be used in the welcome area.

- *@help* or *@help [topic]* accesses the in-game help system, providing a wealth of information on a variety of gameworld and mechanics topics. This command can also be used in-game.
- *@play* - takes you to the Character Manager. From there you can create a new character, enter the game as one of your characters or spend role points.
- *quit* - logs you out of the game.

- *@rps* - lists your current number of role points.

ADMINISTRATIVE COMMANDS, IN GAME

Most other administrative commands can be used in game. Also see the listing of commands for communicating with gamemasters, below.

- *logout* - logs you out completely of the game, bypassing the welcome area.
- *luck!* or *luck! ?* - uses a luck point, typically to save your character's life. Or, with a question mark, lists the number of luck points you have.
- *@macro* - enters the Macros menu, allowing you to set macros.
- *preferences* - accesses the client preferences menu.
- *quit* or *sleep* - logs your current character out of the game, and returns you to the welcome area.

COMBAT, MELEE

Each weapon has a wide range of combat actions available to it. As you learn more of these actions, combat can become very involved, but the following commands are the basics that will always be of use to you.

- *attack [foe]* - the base attack action for any weapon.
- *approach [foe]* - gets your character close enough to a foe to use melee weapons.
- *retreat* or *retreat [direction]* - gets away from a foe, optionally exiting the room via a specific direction as well.
- *berserk* or *aggressive* or *normal* or *wary* or *defensive* - selects a combat posture.
- *passive* - another type of posture that indicates your character's willingness to let others in the environment take action upon him. It is most often used to permit constables to arrest your character without a fight. It is also used to give permission to another character to pick your character up in his or her arms. *Passive* is a toggle so be sure to type

it again, when you no longer wish to be vulnerable to these types of activities.

- *wield [weapon]* - takes the specified weapon in hand and readies it for combat.
- *unwield [weapon]* returns the weapon to an unreadied position.

Note that the section on “Manipulation, Other Stuff” tells you what to do once you’ve killed something.

COMBAT, RANGED

There are a few special commands for engaging in ranged combat.

- *load [weapon] with [ammo]* - typically used with bows and arrows.
- *scan [direction]* - looks for opponents in range of your character’s weapon in a specific direction.
- *shoot [foe]* - fires a ranged weapon at a foe.

COMMUNICATION, GENERAL

There are a huge number of social verbs, some of which are described in the section on social verbs below. However, there are three short-hand forms of communication which are very useful.

- *say* or ‘ - A single quote allows your character to say something to an entire room. Example: *‘Hello Iridine!*
- *say to* or “ - A double quote allows your character to address a comment to a specific person, though the entire room can see it. Example: *“Rupus How are you doing?*
- *:* - A colon allows your character to do an emote—an arbitrary action that doesn’t have an actual effect on the gaming environment. Intended to be used when the social verbs are insufficient. Example: *:offers a quirky smile and a low bow.*

A few other general communication methods include:

- *think [message]* - broadcasts a message to everyone in the game who is listening. This drains fatigue from your character with each use.
- *toggle-think* - turns think on and off—in case you don’t want to hear all of the conversation.
- *whisper* - allows your character to say something privately to someone else. Beware eavesdropping thieves, however. Example: *whisper rupus How are you really doing?*

- *yell* - allows your character to say something that can be heard at a distance in the gameworld. If your character gets lost or separated from a friend or group, yelling is a good way to find one another. Example: *yell Rupus, where did you go?*

COMMUNICATION, GAMEMASTERS

On occasion you’ll want to report things to those who run the game.

- *@feedback* - offers general feedback to the gamemasters.
- *proclaim* - asks any gamemasters online for immediate aid. Proclaim should **only** be used for situations that require immediate staff attention to resolve.
- *@report* - lists a bug.
- *@request* - makes a request to the gamemasters.

COMMUNICATION, SHOPKEEPERS

Though some of these commands are generally useful for trade, they’re most commonly used when interacting with shopkeepers.

- “[Shopkeeper] change - requests payment from a shopkeeper.
- *accept [person]* - accepts an object from a person who is offering something; frequently, this can be accepting change from a shopkeeper.
- *offer [object] to [person]* - attempts to give an object to a person; you’ll often want to offer things to a shopkeeper that you’d like him to purchase.
- *show [object] to [person]* - gives a shopkeeper the opportunity to express interest in an item.
- *stock* - lists what items a shopkeeper has for sale.

COMMUNICATION, TRAINERS

Working with trainers requires another set of specific commands.

- *train* or *learn* - lists what skills are being trained in the current area. Train and learn can be used interchangeably.
- *selftrain [skill]* - allows your character to learn a skill without a trainer, for twice the normal cost in skill points.

- *train [skill or action] from [trainer] or train [skill or action] from [trainer] with [skill]* - trains a specific skill or action, optionally using another source of skill points, such as general skill points.

INFORMATION, CHARACTER

Various commands provide information about your altergo in Iridine.

- *condition* - lists your character's health and fatigue.
- *inhand* - lists the items in your character's two hands.
- *inventory* or *iw* - lists everything your character is carrying, optionally with weights listed.
- *skills* or *skills ?* - provides a complete list of skills and actions your character knows; when used with the question mark, lists all of the commands associated with those actions.
- *stats* - lists your character's general attributes.
- *wealth* - sums up your character's money.

INFORMATION, WORLD

These commands provide general information about the world around your character.

- *@event* - lists upcoming events, also available from the TEC portal page.
- *time* - shows the current status of the sky, the stars, and the moons.
- *weather* - tells you about the current temperature and other weather.
- *who* - lists who is in the game (OOC).

Closely related are the commands that provide information about the area immediately around your character; these are listed under "Perception," below.

MANIPULATION, GENERAL

Just retrieving and discarding objects is fairly easy.

- *discard [object]* - utterly removes an object from the game. Handy to help avoid leaving trash about, but use with care.
- *drop [object]* - throws an object on the ground.
- *stow [container]* - makes a container your default place to put things away.
- *swap* - swaps the contents of your character's left and right hands.

- *get [object] or take [object] or take [object] from [object]* - picks up an item. Get and take can be used interchangeably.

MANIPULATION, CONTAINERS

A few additional commands let you use containers.

- *empty [container] or empty [container] into [container]* - pours the contents of a container onto the ground, or pours the contents of one container into another.
- *close [container]* - closes a container.
- *open [container]* - opens a container.
- *put [object] in [container]* - places an object inside a container.
- *take [object] from [container]* - retrieves an object from a container.

MANIPULATION, GROUPS AND MULTIPLES

Things can get complex if you have lots and lots of items, particularly if they're similar. You need to learn how to specify between multiple, similar objects.

First, it's convenient to use the word "my" to specify something you're carrying. Example: *open my pouch*.

Second, it's convenient to be very specific. For example, if you had a large pouch and a small pouch, you might say *open large pouch* rather than just *open pouch*.

Third, if it's impossible to specify between objects because they're truly identical, you can use numbers to indicate which you want. To take the third chest in a room, type: *take 3 chest*. The match command below can help you figure out which is which.

The following commands solely have to do with multiples:

- *count [item or class of items]* - sums up how many of an item or a class of items you're carrying.
- *match [object]* - numbers the various, similar objects in your environment.
- *share [object] with [person] [person]* - splits an object, usually coins, among a group of people.

To manage large numbers of items you can also put them into groups using the following commands:

- *group [item] with [item] or group [item] with [group] or group all [item]* - puts together several items into one group. Using the "all" command you can group a bunch of an item

together. Using the “with” command you can either group two items together or put an item into an existing group.

- *split [group]* or *split [group] [#]* - either splits a group in half or removes the specified number of items from a group. Example: *split coins 5*.
- *ungroup [group]* - breaks apart a group of objects.

MANIPULATING, CLOTHING

A few simple commands help your character with clothing.

- *remove [object]* - takes off the specified garment or adornment.
- *wear [object]* - puts on the specified garment or adornment.

MANIPULATION, LIQUIDS

Liquids don’t exist in discrete quantities like other items, so they also require different commands.

- *empty [container]* - pours the liquid out of a container.
- *fill [container] with [liquid]* - puts the liquid into the container.
- *drink [liquid]* - consumes the drink.
- *pour [liquid] into [container]* - moves a liquid from one container into another.
- *sip [liquid]* - consumes a smaller portion of the drink. Useful when conserving potions.

MANIPULATION, OTHER STUFF

Finally, here are a few verbs that don’t easily fit into other categories:

- *eat [object]* - consumes the object (assuming it’s edible).
- *inspect [corpse]* - lists the body parts which may be skinned from a corpse.
- *skin [corpse]* or *skin [part] from [corpse]* - removes a body part from a corpse if your character is wielding a short, edged weapon like a knife or dagger.

Note that if you skin a body part and decide you don’t want it, it’s considered good manners to discard the body part afterward.

MOVEMENT, GENERAL

These commands help you move around the Republic of Iridine.

- *east* (or any other compass direction) - moves your character in the specified direction; may also be abbreviated. Abbreviations include: *n, ne, e, se, s, sw, w, nw, u, d*.
- *go [portal]* - moves your character through a portal such as a door or stairway. Example: *go door*.
- *mark* or *mark [name]* - in the first instance, lists your current marks. With an optional name, creates a new mark. Used with “walk to”.
- *stop* - stops your current movement if you are “walking” or “walking to” someplace.
- *walk to [mark]* - allows you to walk to a location on your mark list, provided you are on a main street.

The following commands are used with other people:

- *disband* - stops someone from following your character or disbands a group of people who are following your character.
- *follow [person]* - follows the designated person.

The following movement commands are relatively rare:

- *crawl [direction]* - lets your character move in a direction if their legs are broken or the space is cramped.
- *leave* - can be used to exit certain inside areas, such as lean-tos.
- *limp [direction]* - lets your character move in a direction if their legs are broken and they have a crutch or a long weapon.

MOVEMENT, POSTURE

Your character’s current position can affect whether he or she can move or not.

- *kneel* - kneels down; your character must kneel or lay down if they wish to crawl.
- *lay* - lays down; your character must kneel or lay down if they wish to crawl.
- *sit* or *sit on [object]* - sits down.
- *stand* - gets your character back on their feet; often useful in combat or other times your character has been knocked down.

PERCEPTION

These are informational commands that tend to tell you about your character's immediate area.

- *gaze* - provides information on the area around your character's current location. If you become lost, gaze can help you regain your bearings.
- *examine* or *examine [object]* - provides you with in-depth information about either your character's current environment or about a specific object.
- *lighting* - displays how well lit your character's current location is.
- *look* or *look [object]* - provides you with basic information either about your character's current environment or about a specific object.
- *look for [object]* - used with the crowd system to pull a specific person out of the crowd. Example: *look for constable*.
- *search* or *search [object]* - conducts a very thorough examination of an object.
- *sizeup here* - tells you how large your character's current room is.
- *watch* - looks for movement in areas around your character; toggles on and off.



SOCIAL COMMANDS

The Eternal City also contains a huge number of social verbs; some don't directly affect the gameworld of Iridine, but they do allow your character to interact with other people and non-player-characters (NPCs) in meaningful ways.

- *giggle* ('verb')
- *smile* or *smile [person]* ('verb' or 'verb noun')
- *wipe bench* ('verb noun')

There are hundreds of common verbs available that allow you to interact with your fellow players; try one and see if it works.

Some common verbs include: applaud, beam, bow, frown, giggle, gasp, grin, growl, handshake, headshake, hug, nod, point, salute, show, smile, smirk, wink, and yawn.

You can also type moderately complex imperatives using the social verb system, including:

- answer constable "Yes" ('verb noun "speech"')
- softly whine to constable "I like beer" ('adverb verb preposition noun "speech"')
- whine softly to constable "I like beer" ('verb adverb preposition noun "speech"')

Verbs include: apologize, argue, beg, bellow, cheer, comment, demand, exclaim, finish, goose, hum, joke, lisp, mewl, observe, protest, quote, refuse, reply, smack, snigger, squawk, tease, whoop, and wish.

Adverbs include: acutely, adeptly, angrily, astutely, bashfully, briefly, calmly, cockily, daintily, deftly, furiously, gratefully, happily, impulsively, incredibly, irately, jovially, lecherously, loyally, meekly, morosely, nervously, optimistically, patiently, peevishly, placidly, promptly, quaintly, rashly, rudely, savagely, sourly, suavely, sullenly, tenderly, unhappily, urgently, wearily, wisely, and zealously.



APPENDIX B: THE HISTORY OF IRIDINE

THE ERA OF THE KINGS

During the Era of Kings, a succession of six monarchs brought increasing tyranny to Iridine until, 213 years after Tulca first rose to leadership, the kings were deposed in a violent coup.

1-48. Reign of Tulca: The Tulca's first act was to outlaw the practice of moonworship, lest Ereal's anger rise and cause Him to once again turn His back on the world. The remaining moon worshipers on whose heads Ereal's wrath had fallen were driven away into exile or tried and executed for their crimes.

The pious king then set about establishing the modern calendar; the Iridine priesthoods and sects of Ereal; and the Order of the Flame, an elite corps of warrior mages.

48-81. Reign of Granthulius: Granthulius expanded Iridine territory by capturing the area around Monlon. Monlon was the religious center of the Aestivans and Cinerans, and is home to the Oracle of Ereal.

81-105. Reign of Vetallun: Vetallun was an Aestivan who had come to Iridine and made a name for himself and his family.

105-136. Reign of Quintus the Marauder: Quintus was a Cineran warlord whose tribe had long been rivals of the Tulcas. He seized the throne from Vetallun after the Aestivan was murdered in a short revolution. Quintus warred incessantly upon the Parcines to the south, driving them out of the lowlands and into the mountains.

136-201. Reign of Tulca II: Quintus was in turn assassinated by the supporters of the Tulcas, and was succeeded by the founder's grandson, Tulca II, who became known known as Tulca the Injust. Tulca II's rule was characterized by an increasing alienation from the nobility, and a prolonged, unpopular war on the Aestivan League. He did, however, effect some significant military and political changes, including a reorganization of the Assemblies of the People into "centuries" based on the amount of property they owned. These were also the basis for the military service provided, as the class of the person also determined what sort of military equipment he was to provide for himself.

201-213. Reign of Parsos Emrial: Parsos Emrial was a nephew to Tulca II, and picked up the trend of despotism where his uncle had left off. But rather than murdering his uncle, Parsos had an elite guard abduct the Tulca family and escort it back to Cinera. That was the last glimpse of the new king's humanity, however. He pursued the Aestivan war with new vigor, while at home, relying on the loyalty of a small band of hand-picked officers (including an influential mage in the Order of the Flame), Parsos began the methodical execution (based on faked criminal behavior) of some of Iridine's most powerful nobles and senators. He seized the wealth of the nobles' estates and distributed it to his supporters. In the place of the murdered senators, he admitted his own loyalists, some of them commoners, to the senate.

Unbeknownst to Parsos, the General of the Aestivan war, Valstaron Martius (known as the Hawk), had negotiated a truce with the Aestivans and marched his legions back upon Iridine. The ensuing coup was short, but bloody. Many of Parsos Emrial's supporters were slain, and Emrial and his family were scourged and exiled to Cinera.

Martius served as the Republic's first "interrex", maintaining martial law for three months, until the new republic was in place and Iridine was restored to its nobles. Martius, by unanimous acclamation, also became the Republic's first Consul.

HISTORY OF THE REPUBLIC

After the coup of Martius, the era of the Iridinian Republic began.

2. Early Treaties and Battle: A treaty between Iridine and the sea-faring nation of Cenath is signed, establishing trade relations. Tralius Allende, one of the newly restored nobles, holds back the Cineran army at the Vetallun Bridge.

6. Aestivan War Re-ignites: The Aestivan League agrees to send emissaries to Iridine in the hopes of finding a peaceful resolution to the continuing conflict. A small faction within Iridine manages to assassinate the emissaries, and the war with the Aestivans resumes.

15: The Iridine army wins a decisive victory against the Aestivans at the Battle of the Legion of Oaks. This, in effect, ends the war, and Iridine turns to internal matters.

17. Secession of the Plebeians: The First Tribune of the Plebs is established to protect plebeian interests from the whims and power of Iridine patricians.

19. First Aestivan Treaty: Four years after the Battle of the Legion of Oaks victory, a treaty is signed with the Aestivan League, officially ending hostilities.

30-31. Tucheian War: A brief war with Tucheia begins. After several decisive victories at sea and on Tucheian soil, the war ends with Iridine victory. In order to protect the population of Windward, Iridine annexes Windward Island as a protectorate, and appoints a Governor to represent Iridine's interests on the Island.

52. Parcine Invasion: The Kelestians ally themselves with Parcines and invade Iridine. Iridine is preoccupied with internal matters prior to the war and her leaders fail to anticipate the invasion. This failure leads to several early massacres of the Legions, and a forced withdrawal of the Republic's forces to a position fifty miles interior to the previous established border.

54: The sitting consuls are embarrassed by their inept leadership — Lantrastes Pardelian is summoned from retirement by the dictatorship to save the Iridine army from a near-debacle in the war against Kelestia and Parcines.

65: Lantrastes Pardelian finishes organizing the

Legion and training a cadre of talented and competent officers. The protracted and bloody war with Kelestia and Parcine continues and escalates under this new leadership. Lantrastes Pardelian retires to Iridine due to his ailing health leaving the new generation of officers he has trained to implement and execute his final strategies. Meanwhile, the Senate has composed and ratified The Twelve Tables, the formalized laws of Iridine.

78. The Parcine War Ends: After twenty-six years of inconclusive battles and strife within the Legion, Kelestians and Parcines are driven from Iridine soil, and the war is ended.

100-109. War Against Amerton at Franlius: The Senate receives word that the powerful Southern Cineran Warlord Amerton I at Franlius is planning to escalate incursions into Iridine into an actual war. Moving swiftly, the legions work in concert to lay siege to Franlius. Legio II maintains the siege while Legio I, led by Consul Altaran Calsuan, prevents reinforcements and supplies from reaching the beleaguered stronghold. The residents, driven by hunger and plague, finally open the gates to the Iridine legions. Franlius is razed and its population sent to Cineria, causing an outbreak of plague in that land.

115. Barbarian Invasions: Barbarians defeat Legio I at the Esign River. Iridine is sacked, but The Tip stands for five months until Legio II extricates itself from a skirmish with the Parcines and defeats the Barbarians left to hold the city.

117: Barbarian Hordes cross the Blackroot Mountains and invade the Thalian Valley. The legions meet the attack, and drive them back with several quick and decisive victories.

127: The Senate approves several building projects in Iridine, the most notable of which is the Lantos Wall that encircles greater Iridine.

159-162: Second Aestivan War: Relations with the Aestivan League become tense, and deteriorate further after a visiting dignitary is killed in Iridine. War is inevitable. After losing several strategic victories, Iridine repulses the Aestivan advances and secures a resounding victory.

163: The Senate and Aestiva sign The Second Aestivian Treaty. Popular support for the treaty is absent in the Aestivian League, and many are unhappy with the stipulations concerning trade with Iridine.

167-170. War with Cinera: After an increased number of border skirmishes with Cinera, the Legions are positioned to repulse a Cineran attack. Despite this precaution, the Cinerans invade and attempt to seize Astraea and the surrounding territory. Legio I meets the Cineran threat and steadily pushes them back across the border. After the death of Skelis, the foremost Cineran warlord, Cinera sues for peace. A treaty is signed ceding Cineran territory to Iridine. Tensions run high in Cinera, and civil war seems imminent.

174. The Hunt of the Ut-Jor! Prominent patrician, Septum Anande (father of the Senator Oman Anande), and his entourage, are killed in Iridine by a party of barbarians known as the Ut-Jor. During a leisure hunting excursion, the senator had killed a Rain Elk, one of the Ut-Jor's animal guides, near an Ut-Jor village, prompting the retaliatory hunt.

206. New Cineran War Begins: Cineran slavers abduct citizens from Iridine, including some patricians and legio members. Iridine retaliates, and war with Cinera begins once more.

207: Iridine suffers crushing defeat by the Cinerans and Iridine is occupied.

208: Consuls Calsuan and Allende march on Iridine with Legios I and II. Calsuan arrives first and drives the Cinerans from the city. He is named Dictator in the aftermath of the victory and the Senate is re-formed. There is a cessation to hostilities, and an uneasy peace ensues.

209: A representative of the White Cineran is killed when attempting to parley with Iridine. This ends the possibility of a quick peace with Cinera. Skirmishes are fought on the border, but no focused attack is mounted by Cinera.

211: Cinera invades Northern Iridine, and attempts to gain a foothold in Monlon.

214: Calsuan is assassinated in his home. Very few clues are found in the ensuing investigation. Seredian Allende and Atriarch Anande are named joint consuls and Sordo Calsuan demands further investigation into the Dictator's death.

215: The Aestivian League joins the war on the side of Cinera.

221. Present Day: The war with Cinera and the Aestivian League continues with few decisive victories or defeats. The cost in both soldiers and talents is becoming prohibitively high.



APPENDIX C: FICTION

He Slightly Turned and Said...

by *Pascal Dansereau*

Unseeing eyes of disturbed sleep...

Ravan of the Realm of Shades approached the lone figure sitting on a nearby rock, surrounded by endless fields of rich green grass. He paused within arms reach of the woman calmly resting in front of him, observing her with something approaching warmth for him. She had long coppery hair streaked silver—pleasing to the eyes. Her face was turned away from him at the moment but he knew that had she been looking at him he would have seen agelessness and deep wisdom in a face speaking of great knowledge mixed with infinite beauty. Time's own eyes were dangerous, even for one such as he, Ravan the Unraveller. He showed no surprise witnessing her in the shape of her children, the earthbound. That shape was now cloaked in a long flowing robe of sky blue with ribbons of pure white, like a cloud pattern passing by.

Humans—so much weakness and limitations, yet so appealing. Their senses, perceptions, pleasure and pain—all so intoxicating. Ravan the Ancient himself was now in such form. Looking at the landscape, he finally spoke.

"Helia." he said in a rough, but not unpleasant voice.

She had seemed oblivious to his arrival, showing no sign of even knowing he was there. Now even after he spoke, Helia of the White Hands did not react. She had been aware of his presence for some time already, just like she knew he could sense her. The silence stretched when finally she leaned her head to the side, not quite turning toward him.

"Ravan, your thoughts are chaos. Do your tasks trouble you so?" she said in a musical voice.

Ravan allowed himself a smile.

"Nay lady, death suits me fine."

This time she did turn completely toward him, fixing her gaze on him, her eyes were the color of the earth, calm. He had taken the shape of a tall, large man, his hair the color of smoke, but his features those of someone in his prime. His hands were hidden in the sleeves of an ample grey cloak that covered his body and was tied only by a simple rope belt. He returned her gaze his eyes dark.

"Why have you come?" Helia the Giver asked him.

"Do I need a reason?" was his response after a time.

"No." The musical voice conceded.

Again silence stretched out, yet neither shape seemed bothered. Helia of All Seasons was contemplating something only her eyes could see, while Ravan her consort watched her with his midnight eyes. A trio of bluebirds formed on the horizon coming quickly. The space before the two shapes was suddenly filled by a riot of movement and sharp thrills of excited birds. One of the bluebirds landed on the outstretched hand of the Mother, gracing her with his exuberant singsong. A second bird landed deftly on the shoulder of the unconcerned Gray Man, immediately it shuddered and turned ghostly white before taking off again. A spasm of pain marred Helia's feature before she let her hand fall. All three birds, two blue and one white, turned as one and left for the horizon whence they came from.

"Must it be . . ." Helia asked, her eyes briefly closing for a deep breath.

Ravan took a step forward as she rose from her seat. Their surroundings blurred...

They were standing in a long hallway made of large cut stone. The grey stone was remarkably shaped by what must have been very skillful hands indeed, the wall rose to a dizzy height curving until opposing walls touched to form the vaulted ceiling above. One wall, the one Helia of the Mysterious Smile was facing, had thin windows at regular intervals of a few feet through which a brilliance shone. This wall also had banners between each opening on which could be seen scenes from the lives of humans, each banner stopped inches above a plain wooden door. The opposing wall also contained windows, one section removed from its facing counterpart, no light here but darkness occasionally disturbed by a silvery flash. Where the banners should have been, lists of names written in runic symbols could be seen. These symbols also stopped inches from a plain wooden door. This was the Hall of Time and Memory.

"Welcome to my home." Ravan Lord of the Dead rasped sketching a graceful bow.

Helia Mistress of Life chuckled softly.

"Has Invex or the others bent their heads to you my dear? Surely they have as much claim to this place as you." she said lightly although her eyes had gained the quality of troubled waters.

"The others," he snorted. "Aera and Lucifal are fond of this shape and concern themselves too much of the

humans, involving themselves in their affairs so that they can't tend the Hall."

Ravan paused to consider the shape in front of him before going on.

"Invex is not far behind his brethren when it comes to walking the earth—that is when the fool is not at your feet or Aera's, blind to his surroundings."

Helia cut him off, fiery red streaks showing in her eternal eyes, "Do not make the mistake of considering him weak, Ravan. And memory does belong to him."

The Unraveller simply shrugged.

They were interrupted as a shape appeared within the Hall. It was what appeared to be a young boy, his eyes were large with fright and focused on something neither of them could see, though both knew what it was. The boy started running down the Hall as fast as short legs could take him, driven by emotion. At last he wasn't fast enough; turning, he yelled once before being hurled across the passage by an unseen force striking the darker wall. The shape vanished.

"It wasn't his time." The musical voice said, sadness apparent in her voice.

"No, one of us intervened." Ravan stated coldly.

Helia only nodded to the obvious, her eyes were locked on a previously blank space on the wall where a runic name was drawing itself. The Hall of Memory and Time was momentarily flooded with light and color which disappeared with the far away sound of a door opening and closing. A single tear trickled down her ivory cheek.

"All come to me eventually great Helia. Warriors die, beauty and love is lost, even dreams eventually end. This is my doorstep." Lucifal the Shadow said the last with a quick gesture to mask a sudden spasm. He knew it was futile, because his thoughts would have betrayed him but he nevertheless repeated to himself that all came to him in due time.

"Be careful Ravan, even we are not immune against madness." She warned.

Caught off guard, he barked out a sudden sharp laugh. The sound carried easily up the vaulted ceiling and down the stone hall. When it finally died down it had gained a disturbing quality. As the last notes of his mirth danced off the stones, Helia's eyes flashed, glancing sharply at Ravan the Unraveller.

An Account from the Age of Kings

Unsigned

When I was a young girl and living in my village, there was an old woman named Meredith who told stories. The children would gather in the afternoons to hear her tales. Most stories were of our village's founding, and how we had come to live here instead of in the larger cities. The adults did not mind the history stories, but they became nervous when she spoke of the old gods and life before the Kings. The priest would come and listen until she started telling these tales, then he would send us home and talk earnestly with her. I took to sneaking back and listening to these talks between Meredith and her nephew the priest. She usually sounded sad and would voice her regret that he did not believe. He would tell her of the dangers of such tales, but she would shrug his fears off, saying she was old and Helia would care for her. Finally, he said he must inform the Temple, and she looked long at him before replying that he must do what he thought was right. A week later the children gathered to listen and Marcus stood some distance off listening with a troubled face. These are Meredith's words, and what they cost her.

"I am brought to mind of a story I heard as a small girl. At that time the elderly still remembered a time before the worship of Ereal became mandatory. They remembered from the stories their parents told them, and now I am old and no one remembers the old Gods. There was a time when the Gods spoke with us and the Mother guided our steps. When Iridine was a name... Ah, but you stare at me in shock, for I speak blasphemy. Yes, knowledge can be dangerous, and sharing that knowledge more dangerous still; but I am an old woman and not afraid of death. Alas, I only worry that the underworld is unwarded, for Ravan has flown and is yet wandering if the sky speaks truth."

The old woman watched as the priest strode toward her and the children scattered. She smiled at the white robed man, her nephew.

"Ah, Marcus, will you chide me for my memories?"

"Nay, Meredith. This time you go too far. The Temple has learned of your beliefs and stories and has ordered you confined and questioned." Sighing, the young man holds out a hand, "Chiding is past, will you come with me? A priest from the temple will arrive in a day or two in order to conduct the questioning."

"I see," the old woman's face grew troubled, then cleared. "Well, I am old and death is a solace, not a threat. I hope that you do not gain trouble from an old Aunt's ramblings."

The priest sighed as he led her into the temple and to a secure room. "I never had ambitions above a village Priest, Aunt. Now, any positions higher than this are closed. I shall be questioned, but I doubt anything will come of it. You on the other hand... It is good you fear not death," with a last look he turned and closed the door hiding from his Aunt the tears that began falling.

I watched him for a while longer before slipping from the window and hurrying home. In two days time the promised priests arrived from the Temple. These priests were solemn faced men with soldiers following them. They were in the village temple for the better part of the day, and when they finally emerged they pulled Meredith forth in chains. She looked tired and bore marks on her face, but she seemed at peace and smiled at those villagers brave enough to leave their homes. I sickened as I saw where they were taking her. On the outskirts of the village a pyre had been built, and a grim faced soldier stood ready with some torches. When she was tied amongst the wood, the head Priest called the entire village together and instructed them to watch and by so doing cleanse their souls. I shall never forget the flames licking up her body, the whole while she smiled. She smiled! And she called out to Helia for strength, and finally succumbed to the flames. The smile is what I remember though, that smile through the flames...one of compassion and forgiveness.

The next day Marcus was found dead. It was whispered by some that the soldiers killed him; others say he could not abide that he had turned his Aunt in.

Now, these incidents are fewer and people have indeed forgotten the old gods. But as the seasons turn and winter gives way to spring, so the sun must set and the moons wax strong again. For it is said that one day all the moons shall ride in their places, the underworld will be warded and the four Consorts accompany the Mother once more.



APPENDIX D: MORE INFORMATION

A wide variety of additional information on The Eternal City and other Skotos games is available on the web.

THE ETERNAL CITY RESOURCES

THE MAIN ETERNAL CITY PAGE

<http://www.skotos.net/games/eternal-city/>

The main web page for *The Eternal City* is a portal that keeps you up-to-date on all the latest happenings of Iridine. The newest News and Events are always listed here. In addition, there are links to the player's guide, fan pages, forums, and much more. This page also is the main link into the actual game itself. Just click on "Play Now" to get started.

THE ETERNAL CITY PLAYER'S GUIDE

<http://www.skotos.net/games/eternal-city/guide.shtml>

This page contains a PDF version of this guide, as well as links to other official resources like maps and help files.

THE ETERNAL CITY FORUMS

<http://forum.skotos.net>

A multitude of forums are available for both IC and OOC discussions of matters related to The Eternal City.

COMING SOON IN THE ETERNAL CITY

<http://www.skotos.net/games/eternal-city/coming.shtml>

The Republic of Iridine is always growing and changing. This page lists the newest additions to the game of The Eternal City, on a monthly basis.

PLAYER SITES

A multitude of Player-run Sites devoted to The Eternal City are all linked in at <http://www.skotos.net/games/eternal-city/playersites.shtml>. Visit this page to find discussions of specific organizations, professions, and other topics within Iridine. Following are some of the most generally useful pages.

VINO'S VINEYARD

http://www.eternal-city.com/player_sites/vino/

This page is an excellent beginner's guide to The Eternal City. A great next resource after you've finished reading this book.

PEPAQUEST

http://www.geocities.com/pepa_quin/

PepaQuest is *the* definitive source for maps of The Eternal City. If you're trying to get around in the gameworld, start here.

THE ETERNAL CITY COMBAT

<http://www.angelfire.com/games2/teccombat/>

An excellent overview of combat in The Eternal City, discussing many of those advanced maneuvers only alluded to here.

WORLDS APART PRODUCTIONS

<http://www.worlds-apart.com>

This is the home page for Worlds Apart Productions, the company who created TEC. Check here for company news and upcoming projects.

OTHER SKOTOS RESOURCES

THE GAMES PAGE

<http://www.skotos.net/games/>

A listing of all of the currently available Skotos games, as well as hints about what's upcoming.

SKOTOS ARTICLES

<http://www.skotos.net/articles/>

A variety of articles discussing both game design and game playing. Current biweekly offerings including: "The Mummer's Desk", a series by Skotos' Director of Customer Experience that highlights playing in online games; "Biting the Hand", a humorous and vitriolic column that offers an overview of the entire multiplayer game industry; "Trials, Triumphs & Trivialities", a series by Skotos' Director of Operations that discusses the design of multiplayer prose games; and "Building Stories, Telling Games", a column that also talks about design, but looks specifically at *roleplaying* games.

THE SKOTOS FAQ

<http://www.skotos.net/help/GeneralFAQ.html>

General information about Skotos policies can be found by reading the Skotos FAQ.