

Ironclaw Online

Player's Guide

QUICK START

Welcome to the world of **Ironclaw Online** and the city of Triskellian. This entire guide is an excellent way to get you started playing the game. However, for those who are eager to begin playing right away, the next few pages will provide a basic overview. Much of this information can be found in other locations throughout this guide, but this outline should prove to be an excellent starting point.

THE WORLD OF IRONCLAW ONLINE

Ironclaw Online is an anthropomorphic role-playing game set at the cusp of change on the large island continent of Calabria. Many different sentient races, cultures, and societies are converging upon the dock town city of Triskellian. As a player, you will start with humble beginnings, only to become involved in machinations as each noble house vies for control and the guilds strive for power. Which side will you take? Will you throw your fate in with the Bisclavret, becoming a mercenary hoping for riches and glory? Can you stand against the Avoirdupois warriors, in their staggering numbers and unyielding formations? And what of the mysterious Doloreaux, with the rumors that they may have unlocked the secrets of the wizard-kings of yore? Or can you really hope to remain neutral as the destiny of the world is decided? Join us on this epic adventure of life and the quest for control in a world filled with many people stretching their imaginations to the limit.

PLAYING IRONCLAW ONLINE

Ironclaw Online is an online role-playing game centered on socialization and cooperative story-telling. But, enough background for now, here is one (of many) routes you can take to getting started with the game.

GET INTO THE GAME

First things first, point your web browser to:

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

This is the web portal for **Ironclaw Online** and will lead you to the game as well as other information that may be of interest to you. If you are not yet a member of the Skotos Community, click on “Create Account” first. If you are a member of the Skotos Community, click “Play Now.”

CREATE A CHARACTER

Characters in **Ironclaw Online** are created by going through a series of web-pages with drop-down menu options. Once you have logged into your Skotos account through the **Ironclaw Online** webpage, click the “Create a Character” link. You will then be taken through the character creation process which involves choosing a name (please see the box “Choosing Names” for more information), deciding on the physical aspects of your character and picking a career or two. For more information on this process, please read the section titled “Playing **Ironclaw Online**” on pages ## - ##. When you are done creating your character, you will be taken to your character roster. Click on the name of the character you just created in order to open the client and play **Ironclaw Online**.

CHOOSING NAMES

Please take note of the following suggestions when deciding upon a name for your **Ironclaw Online** character:

- Choose a name that will stand out. Instead of following the traditional spelling of a name, attempt an alternative route.
- Avoid names that are too long or very difficult to type.
- Avoid chat room handles. Names with numbers (i.e. KoolKat63) should also be avoided.
- Avoid titles. Titles in **Ironclaw Online** are earned through role-play.

If you happen to choose a name that is inappropriate for the **Ironclaw Online** setting, you can contact an in game StoryGuide or file an @assist (please see “Using the Parser: Advanced Commands” page ## - ##).

LEARN TO COMMUNICATE

Since **Ironclaw Online** is a game based upon socialization between characters, it is important to learn how to communicate in the game. Basic spoken communication, within the restrictions of the parser can be created by typing one of the following:

- Say “Hello, my name is Bo.”
- “Hello, my name is Bo.”

Please review the list of basic commands in the side section, “First Commands” included as part of the Quick Start Guide. More complex commands are discussed later in this guide in the section titled “Using the Parser: Advanced Commands” page ## - ##.

FIRST COMMANDS

The following is a very brief list of commands that are be useful to shaping your knowledge of how to use the **Ironclaw Online** parser. There are two ways of enabling action to occur within in the game. The first is a strong verb/adverb pairing. Please note the examples:

- Command: smile cheerfully
 - On parser, looks like: You smile cheerfully.
- Command: wave partingly
 - On parser, looks like: You wave partingly.
- Command: dazzlingly flip my hair
 - On parser, looks like: You dazzlingly flip your long salt and pepper grey hair.

Other commands include:

Directions: north or n, south or s, east or e, west or w, southeast or se, northeast or ne, southwest or sw, northwest or nw. Up or u, down or d.

To get dressed: remove my shirt, remove my shoes, wear my vest, wear my apron, etc.

Basic socializations include: smile, laugh, greet, say, talk, chat, converse, whisper (note: use of this command will only be heard by the character being whispered to), chuckle, frown, cry, etc.

LEARN TO MOVE

Moving throughout the city of Triskellian is fairly easy. It simply involves typing the cardinal direction you would like to move. They are listed in the box to the side titled "First Commands." Please take note of the beautiful map to the right of your client. The picture there shows an artistic representation of your present location. Clicking on that picture will show an over view map of the part of the city you are in (i.e. Docktown, New Town, etc.)

For now, let's focus on leaving your room and finding the East Commons. From your room, you will go west, west, down, east, north, and north. Ta da! You have arrived at the East Commons.

GO TO THE BANK

Objects in **Ironclaw Online** are obtained through a variety of ways: For instance, trading tables in the market, donations from the Church of S'allumer or through purchase. In order to purchase items (anything from food, to bath soap to clothing), you must first obtain a money pouch from the bank. To go to the bank, go east from the East Commons. Once there, you will note a bank clerk ready to help you. To get the money pouch you need, type: ask clerk for pouch. Return to the East Commons by going west. Now, examine the money pouch you have just received. You should note it is filled with a certain amount of denarii.

The denar is one type of coin used as money in the city of Triskellian. The other is the aureal coin, which is worth twenty-four denarii. The amount of money in your pouch (your income) will depend upon the career(s) you chose during the character creation process.

OBTAIN SOME CLOTHING

Characters in **Ironclaw Online** begin by wearing a few randomly chosen garments. You may want, as you venture forth into the city of Triskellian, to find other more colorful garments. There are a variety of ways to do this:

- Check the donation box for clothing left by others. To find the box, go west from the bank two times. Type: examine box to see what has been left. To take something from the box, in this example, a green shirt, type: take green shirt from box.
- The city of Triskellian is also filled with people who have chosen to become a tailor or seamstress, clothing can also be obtained by purchasing it from one of these citizens.

- If you have chosen one of the above careers for your character, you will begin with basic knowledge on crafting clothing. To make clothing in **Ironclaw Online** you need to obtain the following: a needle, scissors, a bolt of cloth and dye. Please refer to the section titled “Making Objects” on page #-## for information on how to obtain these objects and create clothing.

FIND FELLOW CALABRIANS

The enjoyment of **Ironclaw Online** comes from your interactions with other characters. What’s the best way to do this? Find them! There are a few popular areas around Docketown you should check out: the main room of the Severed Tail, the east commons and the lounge of the boarding house. Be sure to look at the maps on pages ## and ## to find these locations. Once you do, feel free to watch what’s happening for a few moments to get a feel for the scene. Once you feel comfortable enough to dive in, you’ll be well on your way to making your name known in the city of Triskellian.

SUPPORT A HOUSE OR JOIN A GUILD

Once you have become comfortable with the setting and have met a few characters, you might take interest in supporting one of the Royal Houses or joining one of Triskellian’s many guilds. Take a look at the information related to each of the Royal Houses on pages ## - ## or the information related to Triskellian’s guilds on pages ## - ##. Once you have found a few that are of interest, ask around the city to find out more information about joining or pledging support. Doing so will help to get you involved in the story and plots of **Ironclaw Online** and will also connect you to other characters you might not have known otherwise.

FOLLOW YOUR OWN PATH

Once you have established yourself in the world of **Ironclaw Online**, the possibilities are endless. As you are further and further involved in the happenings of the city, you will begin to tell your own stories and create plots of your own. The information in the rest of this guide might spark your imagination on just how to do that!

INTRODUCTION TO STORYTELLING

PLAYING ROLES

As characters within the world of IronClaw, we all have roles to play in the game, whether it is as a grumpy old blacksmith or a youthful stubborn nobleman. Your role is of your own choosing, and can be what you want it to be. You control the story.

IC AND OOC

IC (In Character) actions are a combination of action, such as push and an adverb, or descriptive word, such as loudly. OOC (Out Of Character) is kept expressly for OOC chatter.

TELLING STORIES

IronClaw Online focuses on StoryTelling — creating and playing out stories in cooperation with other players. There are no clear-cut goals that players need to achieve in order to win. A story might have any number of outcomes, depending upon actions of the players who become involved. Sometimes you will achieve success in your goals, but sometimes you may instead meet failure. When participating in stories you should always consider how your Role might be changed, for good or ill.

SEEKING SUCCESS

Though Ironclaw is about roleplaying and cooperative storytelling, that isn't the end-all and be-all. Players will be able to rise through the ranks of various guilds, becoming leaders or notable members. Some will create guilds of their own, to espouse their particular ideas.

MEETING FRIENDS

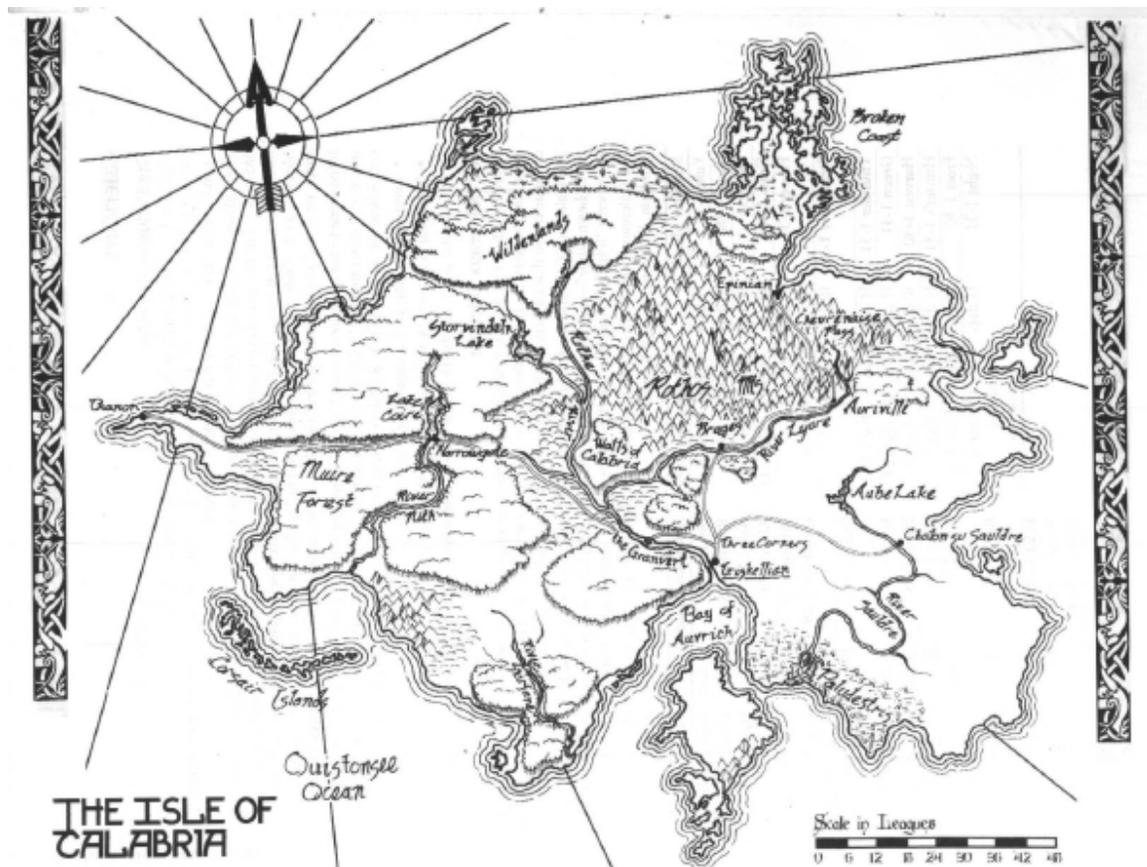
Friends can come from all shades of life. Maybe you'll meet that special wolf that will keep you safe from someone trying to kill you, or maybe you'll make a friend out of a boar, who has stocks of food that you can help consume. Ironclaw isn't just about your own personal stories, it's about sharing your stories with real people.

THE WORLD OF IRONCLAW

CALABRIA

Calabria's first inhabitants are lost in the mists of time. Surely a great race lived there once - in the forgotten corners of the land, monuments have been left to their passing.

Thousands of years must have passed before the Great Houses made their marks on the land, beginning as mere immigrants upon the landscape from the rest of the world. The first to appear were the cunning Rinaldi. They were swiftly followed by the Doloreaux and Avoirdupois, then Bisclavret emerged as the newest of the Great Houses. None can say from whence they originally came and this has been a source of some debate. Navigators and scholars agree that the earth is round, and that there are many lands yet to be discovered beyond the horizon.



TRISKELLIAN

Triskellian, where you will find yourself when you first log into **Ironclaw Online**, is the largest city in all of Calabria. The piers of *Docktown* bustle with the coming and going of cargo ships from distant lands, while the streets of *New Town* shine with wealth and promise.

DOCKTOWN

Here can be found all sorts of folks, from unskilled laborers making poor wages as dockworkers, to sailors from a dozen different lands on a brief shore-leave, to the middlemen who maintain the warehouses and counting houses. The sight of armed constables is not uncommon, as Triskellian makes much of its revenue from dock fees and shipping taxes, so they want to be sure to make prominent displays of power.

NEW TOWN

Built within the last few hundred years, the architecture of this area shows the two- and three-story buildings constructed in the modern style. Where possible, the bricks have been coated with plaster, though some places show cracks of wear. This is where the shops of “artisans” and skilled laborers can be found.

GREAT HOUSES

The people of Calabria are broken into various houses. Some houses are beholden to larger, more powerful houses. On the island of Calabria, many noble houses, minor and major, have come and gone. These are but the most powerful, known as the Great Houses.

RINALDI

The vulpine Rinaldi were the founding family of Triskellian, led by their powerful and wise patriarch Don Jon. The Rinaldi’s influence on the other Houses is great, for it is in their city where fortunes are made and lost. Of late, they have become more and more consumed with infighting and have let their precious city slip away. But they still rule with an iron fist and an eye for the market.

AVOIRDUPOIS

The equine Avoirdupois claim that their noble line is the oldest and proudest of all time. Steeped in tradition, members of this House are known for their unfailing courage, their unfaltering attention to their chivalric code, and their intolerance for everything not “Avoirdupois”. They pride themselves on having the swiftest army in the land and the most rigorously trained knights.

BISCLAVRET

The lupine Bisclavret were once part of the demesne of the Phelan. Over three hundred years ago, on the night of the “Seiscethir”, the Bisclavret proclaimed themselves a separate nation. They threw off the trappings of their old ways and embraced the “modernism” of the Church of S’allumer, of kings and vassals, of commerce and technology. Today they are a formidable Great House in their own right.

DOLOREAUX

The porcine Doloreaux made their home in the northern part of Calabria, near the southern foothills of the Rothos Mountains. The hills yield the iron, tin, and copper necessary to make arms, which the gentry sell to buy the other goods they need. The hills are also a reasonable source of gems and precious metals. Their skill in the mines is unequalled and is surpassed only by their skill in trade.

PHELAN

Living in the deep forests and steppes of the northwest are the Phelan, a proud race of wolves who are cousin to the Bisclavret. The Phelan have customs and ways of life very different from other Calabrese – many speak of their old language of *Bérta Féini*, and few have given up their old ways of worship in favor of these new gods. Of all the folks of Calabria, the Phelan have the most accomplished Atavists.

OTHER HOUSES

Other, more minor Houses exist in Calabria. Among them are the goats known as the Chevernaise who dominate the Rothos Mountains. The Repense are bats obsessed with astrology. The Feocullan are skunks who dwell in swamps. You may encounter others who claim ancestry from minor Houses in Calabria.

GUILDS

Guilds are filled with the common people, most of these being the characters that you will create. Sometimes, you will find that those of higher rank, like knights or nobles will join your guild to help it grow and to make it stronger. The power of the guilds in Triskellian has been growing for years, and is now at the point where commoner-run guilds hold as much influence as the noble houses. Nobles often must bow to the guilds' wishes, or face ruin. Players are able to create their own guilds focusing on their chosen purposes.

GUILD COUNCIL

Once a Guild gains a certain amount of power within the City of Triskallion, they will be entitled, or maybe even invited to join a special group that helps moderate the Guilds itself, known as the Guild Council. In these council meetings, members of the four Great Houses also join to listen to the common folk, on their views and opinions and their thoughts and ideas. The Guild Council itself has more influence than a singular Guild, sometimes helping pass laws into the City.

RELIGION

S'ALLUMER

The Church of S'allumer is the dominant religion in all of Calabria, with numerous cathedrals and establishments. Every year, missionaries go abroad to spread word of the miracle, and to teach how the Light of Ascension may save all those who follow in its steps. Triskellian is the home of the Penitents of S'allumer, and the city observes all the high holy days of the religion.

LUTARA

Doloreaux worship of Lutara, also known as the "Old Faith" or "Lutarism", extends back into prehistory. She was the goddess that first told the Doloreaux to seek out Calabria, and she was certainly worshipped long before that. The religion centers on the idea of fertility, growth, and prosperity. Almost everything good in Doloreaux culture is attributed to her in some way.

OTHERS

There are other religions less common in Calabria. The Phelan worship Druidism, which seeks wisdom in omens. A very few Avoirdupois still worship Heliodromancy, a complex and mysterious religion. The Avoirdupois family of Marteau actively seeks to destroy the Church of S'allumer, calling themselves Eteignoirs. The Penitents of S'allumer consider such religions to be heresies, and they are often worshiped in secret to avoid persecution.

MAGIC

Magic is the ability to change reality in conformance with the will. It is altering that which is, to that which may be. The colleges differ greatly on how this occurs but one thing is certain, in **Ironclaw Online** magic is very real.

WHITE MAGIC

The Penitents of S'allumer discipline their minds through prayer and study. A select few advance to the rank of Cleric; earthly vessels for the power of creation. They use the power of White Magic to heal the sick and injured, give protection against harm, and combat the forces of the Unholy.

ELEMENTAL MAGIC

Argued by some to be the easiest or most base of magic, Elementalism is the manipulation of the four basic elements of matter: air, earth, fire, and water. The loud and flashy art of Elementalism appeals to the type of wizard whose blood runs hot and who craves victory in battle.

OTHER MAGICS

There are other colleges of magic in Calabria, though less often encountered. Little is known of the Green and Purple Mages, yet they can stop one dead in their tracks, instill fear in their foes, or even compel the minds of others. Perhaps rarest of all is Thaumaturgy, the scholarly study of the basic forces of magic itself. Some whisper on dark nights of Black Magic, which is both illegal and evil.

PLAYING IRONCLAW ONLINE

After creating an account with Skotos Tech and looking through parts of this guide, you may feel ready to begin playing **Ironclaw Online**. For this to happen, you will need to create a character that will enable you to begin telling your own stories.

CREATING A CHARACTER

When creating a character for **Ironclaw Online**, there are many things that should be considered. During the character creation process, you not only name your character, choose a species and give it specific details regarding its appearance, but you choose careers and other physical and mental traits as well.

Other things you may want to consider, after reading through the appropriate sections in this guide, are what House or guild your character might wish to support or join, if your character will worship in one particular faith and what sort of personality your character will have. Having a general idea of who your character is and the sort of background they have, can only help you to further develop it in the future.

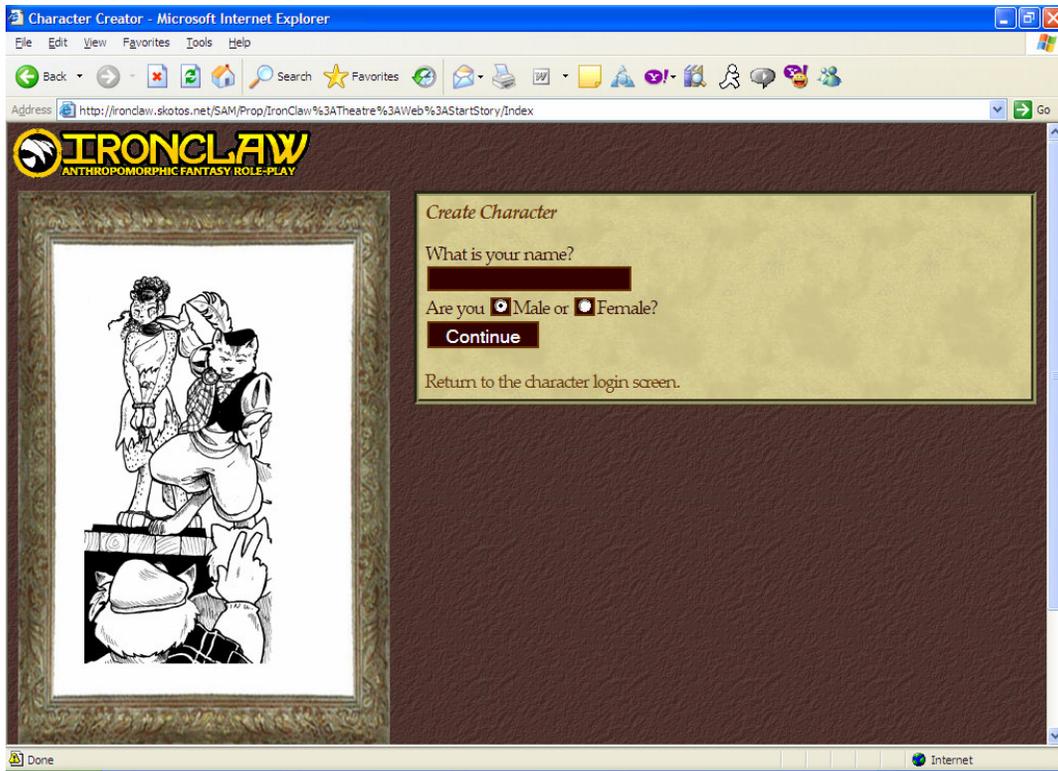
You may also wish to note the general themes of **Ironclaw Online**: technological change, fantasy, politics, and adventure. Keeping these themes in mind will aid you in coming up with a base idea for your character. Remember: planning will only help to a certain point. It is only through playing that your character will truly blossom.

RUNNING THE START STORY

Once you have a basic idea for your character, you are ready to run through the online character creation process to create him or her. To do this, log onto your account at:

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

From there, click “Play Now” and click on the “Create a Character” link. The **Ironclaw Online** character creation process should appear on your web browser.



The **Ironclaw Online** Start Story begins by allowing you to choose a name and gender. From there, you are asked to pick which type of animal your character will be. After choosing from one of the more than twenty options that are available, you will be asked to choose more specifically what your character will be. For example, if you wish to be a cat, select it. Doing so will give you a general description of the feline species. If you are satisfied with your choice, click submit. The next page will ask you to choose a specific breed of cat. This screen allows you to be more specific or less specific depending on your preferences (i.e. you may choose to remain a “cat” or you could choose to be a “Burmese,” “panther,” “coon,” etc.).

The next few screens ask you to choose specific details about the appearance of your character. You will want to choose the build, fur color, eye color and, if your character has hair in addition, the characteristics of that as well. Do not feel you need to choose traits from every list. It is perfectly fine to be as detailed or as vague as you would like.

From here, a screen asking questions regarding other attributes will appear. The choices you make in this area will affect whether your character is stronger or weaker, faster or slower, manually dexterous or more awkward, intelligent or simple minded.

After answering these questions, you will be asked to make a selection in regards to the career(s) your character will have. You will start with some basic skills based on what you choose. You are able to make up to two selections. At the time of this writing, careers available through character creation are:

Blacksmith	Bodyguard	Carpenter
Fisherman	Guard	Hairdresser
Merchant*	Musician	Painter
Pickpocket	Priest*	Scout
Seamstress	Soldier	Spy
Tailor	Thief	Thug
Translator	Woodcutter	

Those with Premium Accounts may also choose from:

Assassin	Dilettante	Mercenary	Squire
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When you're finished making selections, a description of your character will be presented to you. If you are happy with the results and the choices you've made, click "Create Character" and your character will appear in your Character Roster. If you're not quite satisfied and would like to start again, click "Delete Character" and you will be returned to the beginning of the Start Story.

STARTING THE GAME

Once you have created your character, you will be returned to your Character Roster. You should see the name of your character to the right of the screen under the heading, "Please Select a Character to Play." To begin playing, click on your character's name. (Note: Do not click on the Delete button directly to the right of your character's name unless you wish to delete the character.) Starting **Ironclaw Online** for the first time may be a little slow because you have to load the client.

Once the client has loaded, you will find yourself in your character's private room one the second level of the Severed Tail tavern. The following sections will offer some suggestions on how you can involve yourself with the story of **Ironclaw Online**.

STORYSTAFF

Ironclaw Online is run by a group of devoted players working together to make certain the game is enjoyable for everyone involved. In order to maintain organization among the chaos of what can sometimes be a hectic job, the StoryStaff has been divided into four main categories: StoryBuilders, StoryCoders, StoryGuides and StoryPlotters.

StoryBuilders are responsible for creating the setting and props you see in Triskellian. These members of the StoryStaff have created (and continue to create) everything from the grand Cathedrale de Temoin to the smallest pebble under your shoe. They not only give you a place to role-play, but things to role-play with as well.

StoryCoders often work with the StoryBuilding team in order to make the objects and settings you use have more interactive and complex aspects. StoryCoders also are responsible for creating the systems available in **Ironclaw Online** such as crafting, dueling, and languages.

StoryGuides are here to help you with any OOC (Out Of Character) issues that may arise during game play. They aid with answering basic questions and helping resolve and problems that might occur. In order to better aid in doing so, a chatline has been set up for all new characters to access. Type @new to find out more.

Finally, *StoryPlotters* are responsible for providing opportunities for you to role-play. They take on necessary In Character roles to facilitate this as well as working to coordinate larger plots that may affect not only your character, but the populace of Triskellian as a whole.

PROPS

Props are merely items a character can pick up within the game, like a pen, or a leaf. Props are created to improve your characters roleplay, to make them more interesting. But as you will discover, even the most mundane of items can be the item necessary to save your friends.

PLAYING PLOTS

A character plays plots everywhere they go. They may be the hunting of an item, or maybe a friend is in distress. An army might be standing on the docks, or at the main gate, or maybe there is an evil necromancer looking to spawn his or her own army out of the dead. Plots come in many different shapes and sizes, and each one is original because of you, the player. Your own character and the choices your character makes influence every plot.