

The Lion & Dagger Times

A Newsletter for players of Aurealan Realms MUD

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Issue # 1

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From the Elohim: Welcome!

Welcome to the first of what I hope will be at least a quarterly (if not monthly) newsletter, to keep people up-to-date on what's happening on Aurealan Realms. In every issue, I'll try to recap the goings on within the MUD community, any new features or major bugfixes that have been coded in, any new Quest/RP information and any other announcements we may have to pass along.

The idea for this newsletter arrived during a discussion on the Aurealan Realms Web-board [<http://www.aurealanrealms.org/forums/>] started by Orestes, where he asked what people would like to see happen on the MUD. This and several other ideas have seen the light of day, and more will be coming soon, so on behalf of everyone on-staff, thanks for the suggestions!

As far as the newsletter goes, it will be sent out to those on the Aurealan Realms mailing list only, so if you'd like to get on the list, we've put a webform online that will allow you to easily subscribe. Just go to <http://csc.aix.cc/newaur/maillist.htm>, enter your preferred e-mail address in the top box, aurealanrealms in the bottom box, and click "Send it, please!" and you'll begin the subscription process. You'll receive a confirmation e-mail that you'll have to send back (instructions are in the e-mail itself) and then you'll be on the list, it's that easy!

And so, on with the show! – Mouseglove

Spotlight: The New Remort

The new remorting code came in some time ago, but there are still questions circling about it, how it works, what it allows and what it doesn't, and where legacy remorts fit into the overall scheme of things. This section details this information, for those who haven't been on-MUD for a time, or for those who have been, but are still unsure.

Remorting now happens at level 50. This means that, if you intend to go on to another profession, you give up the ability to learn the specialized skills/spells of that profession in exchange for extending your learning into another area. For legacy remorts, this means that they will not have access to skills/spells above level 50 in their former classes. While this may seem

unfair, and from a certain perspective it no doubt is, it was done to prevent the necessity of a complete player-wipe. It would have been more unfair for newer remorts coming in, to have to try to compete (and we all know there's competition, eh?) with legacy remorts who were uber-powerful compared to what they ever could become. Thus, the decision was made to level the playing field MUD-wide, and allow people to keep their characters, albeit slightly lessened in some cases.

A change was also made to the requirements for remorting. Remorting now takes fewer quest points, and no longer requires the sacrifice of equipment. However, remorting also no longer grants bonuses to hit points, mana, movement or attributes. Remorting characters will be re-rolled as if they were new players entering the MUD for the first time. With this change, we stop a drift towards an upper-ended balance that was making the MUD too difficult for new players and single-mort characters.

A note for legacy remorts: Since the class you end on is now much more important than it was before, you may request to have a remort flag removed, so that you can end on the class you actually desire to end on. For example, if you are a remorted Warrior, Mage, Bard, Priest, currently an Inquisitor, and you would rather end your "run" as a Bard, you can request that your "Remort Bard" flag be removed so that you can re-remort into a Bard again. Thus, you would then be a remorted Warrior, Mage, Priest, currently an Inquisitor, and be able to remort into Minstrel, level to 70, and end there. To request this, just contact Mouseglove on-MUD or by e-mail (mg@aurealanrealms.org) and it will be done.

Hopefully that clears up at least a few questions. Although it has its drawbacks, this change has solved the problem that Vall acknowledges he created way-back-when, when he first implemented remorting. And with that change, other changes are coming soon as well, changes that this remort shift have allowed to happen, without damaging the whole balance issue!

MUD/Code Updates:

Based on various bug reports, and the suggestions from Orestes' post on the web board, the following updates are in place, or will be coming in shortly:

NEW: ListID now costs a static amount, like BidID. The ListID helpfile has more information.

NEW: Info Map of Mesraht now has the old classnames for Guild listings.

NEW: As per the discussion on the web forum, negating and harmful eq no longer prohibits the use of skills and/or spells. Negating eq now increases the cost of the skill/spell threefold, and delivers a message to the user/caster that doing such with that piece of equipment on is much more difficult. Harmful eq now does damage to the user/caster, based on the cost of the skill/spell, and if the hit point loss is greater than the total number of hit hit points of the user/caster, will result in a permanent loss of Constitution!

NEW: As was requested by Orestes and Dzauron, the total number of affectations that can be assigned to an item have been doubled. Thus, an item can now have, for example, +6 hit and damroll, +6 hitroll vs yuannor, +6 damroll vs yuannor and +2 strength.

BUG: Several typos in the identify spell have been cleaned up.

Quest/RP Updates:

T'rikmet has been promoted to level 73, and made our "MUD Cruise Director." He is in charge of organizing and/or running live events of some kind on a frequent, recurring basis. His first event is a live quest, a "scavenger hunt" of sorts, to be held Thursday, January 22nd at

approximately 9:30 p.m. Eastern Time. Congratulations to T'rikmet, and our thanks for his willingness to take the position!

Hemlock's first term as Mayor of Mesraht is drawing to a close, and the next election is coming up soon! Nominations will begin Wednesday, January 21st, and close Saturday, January 24th at Midnight. Voting will commence in the morning on Sunday, January 25th, and end on Saturday, January 31st at midnight. The winner will take/resume office as of Monday, February 1st, for a three-month term.

Faywhen is in the process of testing out a formalized religion for the RP crew. There are discussions of making clans that are churches of the various deities of the Realms who desire followers, and the "Gods" have been given a deadline by which they have to get their information in if they want to have a formalized "church" in the world. Each formalized religion will have churches/temples built in appropriate locations, if desired, and each will have its own internal structure as far as who's in charge, etc. Shoot Faywhen an e-mail at faywhen@aurealanrealms.org if you'd like more info, or check the RP board for what she's posted already!

Announcements:

Births:

Rastor is expecting the birth of his first child within the next month. They know it will be a boy, but no word yet on any ideas for names. Congratulations, Rastor!

Sajinne (Melyda) is expecting the birth of her second child within the next month as well! No word on an expected gender or name possibilities yet. Congratulations Saj!

Miscellaneous:

The recent downtime was a nuisance for everyone, but it seems to have passed. The trouble started when our host ISP changed major internet trunkline providers (who they get their internet from). Because they changed hosts, they had to change numeric IP addresses, meaning that every machine on their network had to change IP addresses as well. This wouldn't have been more than a one-two day blip, except that they ended up with two machines on the same IP address on their network: us and someone else's. Thus, we spent several unhappy days while I argued with the ISP and kept trying to explain that the fault was theirs, not something on our server. When they finally found the problem, it was gratifying that they owned up to their mistake, apologized, and gave us a bit of credit off next month's bill for our downtime. Thus, everything is restored to working order (for now at least), all the domain names are up, all the web pages are back, etc.

Mouseglove has officially finished his coursework in his Ph.D. program. This renders him officially ABD (All But Dissertation). His committee is formed, and he is currently beginning work on his dissertation proposal, which he hopes will be completed and approved by mid-February so he can begin work on the actual dissertation.