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Welcome to Rubies of Eventide

Story

The bandits control the lands to the east and south, undead lie to the north and all manner of beasts tread freely about the lands near the city of Kaj Blood in South Vormis. Duke Arkesita, currently fighting the Marshar in the capital city of New Jollis, has been unable to send help... all of their forces are spread too thin. The Baron of Kaj Blood, Ignatius Galadar, has asked that heroes come to his mining city to aid him in battle against the myriad of threats to his estates, the city and the surrounding lands.

Back in your village everyone thought of you as one of the bravest people in the village, but once you entered the massive stone walls of Kaj Blood, the world became much larger. Creatures and people that can slice you in half without a second thought are common in these parts. One thing is certain; you will have to work hard if you want fame and riches... and twice as hard if you want to be known as a hero or heroine of South Vormis.

What is Rubies of Eventide

Rubies of Eventide is a free to play MMORPG (Massively Multiplayer Online Role Playing Game) that provides a world far different from other MMORPG's. It is a game played over the Internet by hundreds and thousands of gamers from all over the world who log into the persistent ever-changing worlds that exist on the Rubies of Eventide world servers.

Powered by the Littech Jupiter engine, Rubies of Eventide is set in the medieval fantasy world of Vormis represented by a stunningly beautiful 3D world for you and your characters to explore. From the deepest depths of monster infested caves and caverns to the tops of the highest mountain peaks, you'll be all but swept away by the beautiful environments presented.

Your adventure begins as you arrive in the Adventurer's Guild. The Baron of Kaj Blood has put out a summons for mercenaries to help defend the town and its lands from hostile kobolds, imps, bandits, and a myriad of strange wild beasts who have become maligned with the impromptu capital of South Vormis. Your character has answered the call and arrived in Kaj Blood just in time for the action...

Rubies of Eventide is free to play and survives on donations. Please see [Donate to Rubies of Eventide](#) for information on ways to donate and the in game benefits you can gain for doing so.

Features

Rubies of Eventide offers features focused around rich character development:

- A choice of 7 Races including: Elves, Gnomes, Orcs, Humans, Ogres, Dwarves, and a special class found only in the land of Vormis, the Leshy.
- A choice of over 90 classes including: Necromancers, Gladiators, Sorcerers, Huntsmen, Conjurors, Armsmen, Weaponsmiths, and many more. No race is limited to certain skills; however, some will have to work harder to learn skills that are not native to their race or class.

- Over 500 race/class combinations to choose from, each with their own strengths and weaknesses, so every adventure with a new character will feel, build and play differently, and the possibilities are endless.
- A unique strategic combat system, which stresses using strategy in combat rather than madly clicking on enemies until they are dead. The end result is a slower combat than other MMORPG's that allows players to make battle plans and strategies with allies while in combat.
- The choice between 8 Spell schools that each have their own strengths and weaknesses. With over 50 spells in each school and more being added in the future, characters can learn a very wide range of spells to buff allies and blast enemies with. Additionally the spell caster decides how much power to put behind a spell determining it's duration, and or damage.
- Over 3000 items to be found in shops loot or created by characters who choose to learn the ways of item crafting. Weaponsmiths, armor smiths, and other skills of the like are available to create items for their fellow adventurers adding to the ever-changing player based economy.
- Hundreds of shops, taverns, inns, schools, and much more on the way. New places, buildings, dungeons, and cities will be built as Vormis evolves, making the world an ever changing and interesting place to explore for everyone.
- Forming battle parties with other players from all over the world. Rubies of Eventide focuses on encouraging team play, as such players may form battle parties of up to 10 characters who can work together to find their adventure and riches. With the strategic nature of the combat system, each characters skills will have help a party in different ways.
- A unique Justice and Reputation System that allows players to side with good or evil depending on whether they are willing to risk the consequences of their actions. Not every city will be the same, some cities will side to good and some will side to evil, so while a hero will be loved in some cities, they will be hunted in others as a villain in a city under the control of the Duke.
- A Unique Play VS. Player (PVP) system, where players may duel with one another to the death if desired, entire guilds may go at it in guild warfare, or players may be released from the protections of the Wardens and be freely attacked by others who have chosen the same path.
- Completely free to play, surviving on donations alone.

Donate to Rubies of Eventide

Rubies of Eventide is free to download and play, it is a shareware game. This means there are no up front fees to pay as the game operates on donations. Many people help a virtual community grow and contribute in ways that are priceless. In order to maintain this model (and set an example to other games that it can be done) all that is asked is for players to chip in a little effort or funds to keep a good game running.

There are three ways to donate money to Rubies of Eventide, but please note that people with a Free Account are in no way penalised. All types of account can:

- **Free Software Downloads** - there are no charges for any of the software
- **Free Expansions and Patches** - all changes are available to all players
- **Play all Races and Classes** - there are no restrictions on the choices available to any account type!
- **Level up with no Caps or Restrictions** - there are no restrictions on the advancement of characters on any account type!

Upgrade to a Patron Account

For **\$5 per month**, charged in 3 month blocks, you can upgrade your account to a Patron Account. This type of account has the following benefits over a normal Free Account:

- **Bypass server caps for 3 months** - This lets you enter a server at any time, even when that server is full
- **Viewable Player Profiles on Top Ten lists** - Dynamic player profiles on <http://support.eventide.net/topten> to track your characters advancement
- **Access to members-only zones** - Not yet implemented, but will allow you access to special zones and areas
- **Extra Slash Command** - /anon removes you from the /who list if you do not wish to be seen

These benefits only apply while you have an active Patron Account and stop working if you revert to a Free Account.

To donate for a Patron Account enter the website at <http://www.rubiesofeventide.com> and click on the Game Accounts link. Enter your account name and password, then press the Login button. This takes you to your account page where you can click use the Make Donation box on the right to make your donation and activate your Patron status.

Upgrade to a Gentry account

For a **\$50 one off payment** you can upgrade your account to a Gentry Account. This type of account has all the benefits of a Patron Account, plus:

- **Bypass server caps for 1 year** - As per a Patron Account but for a full year. You can renew this bypass for a special Gentry-only rate of \$50 per year
- **Extra character slots on general servers** - Each server has a max character limit per account. Gentry get a few extra slots allowing them to make more characters per general server. Note: PVP and RP servers are specialty servers where this perk does not apply
- **Access to Gentry-only zones** - Access to the Founders Isle area is for Gentry only
- **Three Magic Items** - A ceremonial sword, teleport ring (one use per game day), and a Gentry Cloak, which all offer small boosts to your skills. All existing characters can collect the items in Kajblood Keep whilst new characters will start with them

These benefits only apply while you have an active Gentry Account and stop working if you revert to a Free Account, but you will keep your three magic items forever!

To donate for a Gentry Account enter the website at <http://www.rubiesofeventide.com> and click on the Game Accounts link. Enter your account name and password, then press the Login button. This takes you to your account page where you can click use the Make Donation box on the right to make your donation and activate your Gentry status.

Paypal Donation

A little bit goes a long way to help pay the bills. Donations help keep the hardware current and operating smoothly. You may make a Paypal donation to billing@mnemosynellc.com. Please note that you do not need a Paypal account to donate via Paypal - you can use most credit and debit cards!

Thanks!

Terms and Licence

Terms of Service

Terms of Service, User Agreement and Rules of Conduct, and Software License
Version 2.0
for
"Rubies of Eventide"
by
Mnemosyne, LLC

Please review the following text.

In order to gain access to our servers and play the game, "Rubies of Eventide", you will be required to accept these Terms of Service, the User Agreement, as well as adhere to our Rules of Conduct while playing the game, and accept of our Software License. The specific terms of use may be amended from time to time, at our discretion, as we feel it necessary and appropriate. Any amendments to this agreement will be displayed for your review and acceptance before you may begin to play. By playing the game, "Rubies of Eventide" you acknowledge acceptance of all the terms of use.

Terms of Service

1) Mnemosyne, LLC, provides client software to be installed on an appropriately configured personal computer for the sole purpose of playing "Rubies of Eventide". It is strongly suggested that you refer to the current minimum system hardware and software specifications before attempting to install and run the game. The current specifications may be found on our game web site at: <http://www.rubiesofeventide.com>. Failure to meet these system requirements may render the game unplayable or reduce performance to unacceptable levels.

2) You, the user, are responsible for installing the client software on your computer. By accepting this agreement, you agree to hold Mnemosyne LLC blameless for any negative consequences relating to the installation of this software. It is strongly recommended that you DO NOT install copies of this software that you have not downloaded from one of our servers, as the likelihood of corruption or contamination by a computer virus, worm, or other unauthorized code is a concern.

3) To play the game, "Rubies of Eventide", you must create an account with Mnemosyne LLC. You may establish an account by accessing our web based sign up application on our web site. Additionally, you will need a reliable low latency Internet connection. Our updates and patches may be occasionally over 100MB of data and often are in the 30 to 50MB range. Be aware that while a 56k modem is currently more than adequate to play the game, a high speed Internet connection makes downloading the updates far less time consuming.

4) To establish an account with Mnemosyne LLC you must be at least 18 years old. We do not wish to exclude younger players, however, those of you that are under age and wish to play must have a parent, guardian, or other responsible adult establish an account in their name for you.

5) You, the owner of the account, are responsible for the use of your account. The consequences of misuse of your account by another will be attributed to you and you will be held liable for their actions.

6) You are responsible for your account password. You should not give your user name and/or your account password to anyone. Employees of Mnemosyne will never ask you for your account password. Any requests for your password by anyone should be reported to the staff immediately. We recommend that you change your password occasionally, if not regularly. It is the key to your character and your account. We are not responsible for any

access to or misuse of your account. Mnemosyne LLC cannot be held accountable for any damage or any distress caused to you or others by if the proper username and password are provided on log in.

7. Mnemosyne LLC will endeavour, in good faith, to maintain continuous availability to our game servers to all registered users in good standing at all times during the day. Our servers are occasionally off line for maintenance or updating. In these instances, we will attempt to provide appropriate advance notice of scheduled down times and estimates regarding how long a server may be unavailable. Mnemosyne LLC cannot be held responsible or accountable for service outages caused by weather, accident, disaster, war, terrorism, acts of God or a failure of our Internet service providers nor can we provide compensation for these sorts of outages.

8. Mnemosyne LLC is not responsible for any loss of data, including, but not limited to, items, spells, equipment, and character data. All such data is the sole property of Mnemosyne LLC. No reparations or compensation for lost data will be made except at the option of Mnemosyne LLC.

9. Any United States Military personnel called to active duty that wish to temporarily deactivate their membership during any period of your deployment should talk to the staff. We may require a copy or facsimile of a Military Identification Card to verify your status, and your membership status will be maintained in a dormant state - any time that has already been paid for will be applied once the account is reactivated upon your return.

User Agreement and Rules of Conduct

You, the user, agree to abide by the following rules of conduct during play on the "Rubies of Eventide" game servers.

1) Profanity

Profanity will not be tolerated in the public chat channels. Attempts to circumvent this rule by abbreviations or alternate phonetic constructs do not make you immune to this rules application or the consequences of breaking it. This rule also applies to the creation of character names, guild names, or epitaphs. If you cannot control yourself in this regard, you will be suspended and removed from our community.

2) Inappropriate Character Names

If you create a character and a Mnemosyne representative judges the character's name to be inappropriate and asks you to delete that character, **YOU WILL DO SO IMMEDIATELY. THIS IS NOT OPEN FOR DEBATE.** If you insist on creating names that are incredibly offensive or inappropriate you will be suspended. **WE** are the judge of what is offensive and appropriate, **NOT YOU.**

3) Instructions From Staff

When asked to do something or not do something in the game by a Mnemosyne representative, you are required to comply. If you do not, you will be suspended. If you argue with them or ignore them or refuse to comply with their request you will be suspended.

4) Discussions on the public channels that cause or result in arguments or controversy will be regarded as "Trolling". "Trolling" is defined as an attempt to start an argument or the insulting another player.

5) Solicitations and Advertising

Our public chat channels are not to be regarded a free advertising forum for other games or products. If you use the public chat channels for this purpose, you may be muted or suspended.

6) Harassment

Harassment of other players or our staff members will not be tolerated. Violators will be suspended.

7) Illegal activities

You may not use the game chat channels for criminal activities or action that aids such activities.

8) Impersonation of Mnemosyne Staff

If you do it, you WILL be suspended.

9) Griefing

"Rubies of Eventide" is a community game and any actions taken by a player to cause grief or decrease the enjoyment of the game by others will not be tolerated.

10) Exploits/Bugs

Situations which grant an unfair advantage or disadvantage or negatively affect gameplay should be reported immediately and not abused once found.

11) Hacking

Third party software that alters the "Rubies of Eventide" experience is prohibited, as are any attempts to modify, reverse-engineer, disassemble or otherwise modify or alter any of the files or software provided for your use by Mnemosyne, LLC.

12) Administration

Mnemosyne representatives will be the judges of when the above rules have been violated, and will administer corrective action. Action may include issuing a warning to the account, muting the character, moving the character, removal of items, death of character, temporary removal from the server, temporary suspension of account, or permanent suspension of account. Mnemosyne representatives can be identified by the [GM], [SYSOP], or [ADMIN] tag adjacent to their name in the /who list, a cloak bearing the Rubies of Eventide logo, and a name that begins with the string "GM-". If you believe that a Mnemosyne representative has not been fair in their judgment and wish to dispute action taken by one, talk to a higher tier member of staff.

License Agreement

1) Each registered user account is licensed by Mnemosyne LLC to install the client software on as many computers as you wish for your personal and individual use.

2) The client software, artwork, music and related material provided for your use are copyrighted by Mnemosyne LLC. We retain all rights to its distribution and sale in part or in whole. Without the written consent of Mnemosyne, you may not copy, distribute, or duplicate any material from the client software.

3) All commercial use of this software is prohibited without the written consent of Mnemosyne LLC. You may not use, display, sell, or resell the software in whole or in part without our written approval.

Quick Start

Quick Start

Welcome to Rubies of Eventide!

Here is the quick start list of the most basic information you need to get started. If you are new to this type of game you should read the full chapters that follow. You will miss some important information if you only use the quick start list!

- [Installing the Game](#)
- [Creating an Account](#)
- [Creating a Character](#)
- [Interface Basics](#)
- [Commands Cheat Sheet](#)

You begin the game in the Adventurer's Guild, located in the Kaj Blood Plains in the southern region of the continent of Vormis. The main town of Kaj Blood is just northwest of the Adventurer's Guild.

Everyone starts with some basic equipment:

- Standard weapons and ammunition for weapons skill(s) with which a character is most proficient.
- Basic Armor, which will optimize weight and protection depending on armor skill of the character. (No armor skill will make it so you begin with no armor)
- Spells

First equip any armor in your characters inventory. You can open your inventory with **F8**. Then open your Equipped Items Window with **F7**. Drag and drop the items you wish to wear onto the proper slots on the characters model or right-click on the items in the inventory then left-click on Equip. All starting items can be equipped.

Finding employment while you're in Kaj Blood is always a good source of income. After leaving the Adventurer's Guild, go visit the Baron in the Kaj Blood Keep or the shopkeepers in town for starting quests. It is recommended that you do spend time on the Adventurer's Guild quests too because not only do you learn about interface basics, but from each of the four tutorial NPCs you can collect some decent magic items to help you get started.

Installing the Game

Download the latest installation of Rubies of Eventide from our website - <http://www.rubiesofeventide.com>. Generally you want to choose a mirror that is closest to your geographic location for optimal download speeds. The game is also available as a torrent (Bittorrent file) for people with Bittorrent installed.

1) Go to the directory where the Installation file was downloaded and double click on it. This will start the auto-extractor and setup of Rubies of Eventide will begin soon after all the files are uncompressed. Sometimes this process can take over 30 minutes on slower machines!

2) The welcome screen should now appear on your screen, click Next to begin the installation process.

3) The License Agreement and Terms of Service screen will appear next, please read the agreement and understand what you are agreeing to. If you agree to the terms, then click the button that reads I Agree. If you do not agree to the terms click Cancel button and you will exit the installer.

4) You must now choose an install path. By default this path is the "C:\Program Files\Rubies of Eventide" directory. If this is ok, confirm the install by clicking Next to proceed.

Also see Appendix: Minimum System Requirements and Troubleshooting: Installation

Creating an Account

An active game account is required to play Rubies of Eventide. If you do not already have one, you can create one from the main menu once the game loads. You will be redirected to our website, or you can go directly to <http://www.rubiesofeventide.com> before you get started.

You need to enter the site and click on the Game Accounts link, and the Create button. Fill in the required information and hit the Create button. If you want to be able to recover a lost password, you must enter a valid email address during account creation!

Creating a Character

From this screen you will be walked through the process of creating a new character for the world of Rubies of Eventide. There are several steps to go through to complete the process, they include:

Name and Appearance

The first part of character creation is choosing a first and last name for your character, as well as choosing his and her race, sex and physical appearance. You will be presented with the first screen of the character creation process which will start you on your way to making a character. Also see Naming your Character

You can start by entering a first name in the First Name box at the top of the screen followed by the last name in the Last Name box. The last name is not a requirement for character creation.

Next choose the race of your character by clicking on the name of the race you would like to use, either Human, Dwarf, Orc, Ogre, Elf, Gnome, or Leshy. A description of the selected Race will appear in the information box on the right side of the screen when the race names are clicked.

Now choose the sex of your character by clicking on either the Male, or Female button at the bottom middle of the screen. Once you've selected both the race and sex of your character a representation of your character will appear in the centre and the left side of the screen.

You may now use the top set of arrow buttons beside the character's face to select different hairstyles, and the character's face by using the lower set of arrow buttons. Your character's hair color may also be changed using the coloured hair buttons directly under the full sized image of the character.

When you are happy with the look of your character you may proceed to the next step in character creation by clicking on the Accept button in the lower right hand screen. If you choose not to create a character at this time you may click the Back button to return to the Character Selection screen.

Classes and Skill Specializations

The second screen of character creation allows you to choose one of over ninety classes available, and depending on your choice there may be one or two skill specializations available to you as well.

Start by looking through the list of classes, you can scroll up and down using the arrows at the top and bottom of the scroll bar to the right of the Classes box. When you select a class, a description of the class will show up in the Class Information box to the far right of the screen, you will be given information about the class, as well as their starting skills, and amount of Hit Points (HP) and Mana Points (MP) gained per level.

Once you choose a class that you like the centre Specialization boxes may be populated with a list of skills that you may choose from. You are allowed to select one skill from each of the two Specialization boxes that become populated. Not all classes will have skills that you can choose at this point.

Once you've found a combination that you like click on the Accept button to proceed.

Attributes and Skills

The third and final screen of character creation is choosing your character's Attributes, and Skills. You are presented with 40 attribute points to spend in the four Attributes Strength (STR), Intelligence (INT), Dexterity (DEX), and Constitution (CON). You also have 773 Development Points (DP) to spend on any of the fifty-one skills available in Rubies of Eventide.

Information on the skills presented can be seen at any time by simply clicking on the name of the skill, the requested information will appear in the Skill Information box on the right side of the screen.

You may now spend your DP and Attribute points as you wish, to proceed from this window you must spend at least 674DP and all of your Attribute points on Skills and Attributes respectively. Once you've done spent all the required points on your character the Accept button in the bottom right of the screen will be activated and you will be able to click it to finish creating your character.

After clicking the Accept button the client will take a few seconds to create the character on the server, and you will be taken back to the character selection screen, where the name of the character you've just created will appear. Your character is now ready to enter the world of Rubies of Eventide.

Entering the Game World

Now that you've created a character you may enter the game world by clicking on the character's name, and then clicking on the Enter Game button.

Interface Basics

- **Chat** - hit enter and the chat box will appear. Type any text to chat and press enter again to say it to everyone nearby

- **Whispering** - type '/w <player name> <chat message>'. If someone has whispered you already, you can just hit the 'r' key and it will automatically fill in who the next message is for. 'Ctrl-r' cycles through the last 5 people who whispered to you
- **Exiting the game** - type '/exit'
- **Respawning** - If you die, to revive your character at the temple, type '/rtt' (short for Return To Temple)
- **Asking for a Mentor** - type '/m <chat>' to request a player mentor to help you out for a few levels
- **Game Moderator Help** - Type '/h <question>' to ask a GM on duty a technical question about the game. Please note that on the FireOpals server the /h channel is a global in character tavern and not a help channel
- **Names Above Heads** - you can turn this on or off by hitting 'p'
- **Who's online** - type '/who'
- **Talking to NPCs** - You can either get within close range of the NPC and double-click on it with your mouse or right-click on the NPC and select Talk from the pop-up menu
- **Initiating Combat** - Right-click on a creature and select Attack or select the monster with your mouse and hit 'ctrl-a'
- **Giving items to NPCs** - Just drag and drop items from your inventory onto the model of the person whom you are trying to give an item to
- **Selling an item to a store** - Go to any store and open your inventory bag. Right-click on an item and select Sell or drag and drop the items into the store's inventory window

For more information see [Interface](#), [Combat](#), and [Commands Cheat Sheet](#)

Commands Cheat Sheet

MUST KNOW

/rtt - revives your character at the temple. respawns
/exit - log out of your character and goes back to character select
/quit - Quits out of the game completely
/h - Sends a message to the live GM Help channel
/who GM - lists GMs on duty for your server

COMBAT MODE

F1 - Toggle magic/melee mode
F2 - Toggle between auto-cast/attack
F3 - Toggle auto-retreat
(F3 in combat is Cancel current action. Usually only in the Prep stage of an action)
 Numbers from number pad to cast an offensive spell or begin a maneuver from the quickbar
F4 - Opens your combat maneuver menu
[- select next enemy
] - select previous enemy
; - select next party member
' - select previous party member
Ctrl-A - Initiates an attack on any creature you have selected with your mouse

NORMAL MODE

F1 - Chat window
F2 - Open encounter view
F3 - Open Radar
F4 - Open Map
F5 - Open Spell list

F6 - Status effect display (bar with boxes at very top of screen)
F7 - Character Model (to equip/unequip item)
F8 - Inventory (to equip/unequip items)
F9 - Party List (**F9** cycles through the view of the party list, No list, split at 5 list, and full list)
F10 - Character Info
F12 - Take Screenshot
ctrl-i - open/close the target window
. - put torch on/off
Shift-# - will take you to that # quick bar (1-0)
Shift++ or Shift-- - cycle the quick bars

MOVEMENT

Left arrow (or **A**) - turn left
Right arrow (or **D**) - turn right
Up arrow (or **W**) - move forward
Down arrow (or **S**) - move backward
Q - strafe left
E - strafe right
Space - Jump
X - Toggle walk/run
Number lock - Toggle autorun on/off (In combat hit to auto retreat)

HOT KEYS

Ctrl+i - brings up the information window
Ctrl+a - attacks the currently selected creature
Ctrl+e - (in combat) brings up the enemy attack box

CAMERA CONTROL

On number pad (keypad):

0 - to change the character view, toggle from Third Person Free view, Third Person locked view, Static, First person (In first person view you can use you mouse by holding down the wheel in the centre of the mouse and moving the mouse left or right to turn your charter left or right)
8 - moves to camera up
2 - moves the camera down
4 - moves the camera left
6 - moves the camera right
5 - moves the camera to default position.
+ - zoom the camera in
- - zoom the camera out

COMMUNICATING

F1 : Chat window

Enter < message> - enter, to communicate with everyone near you.

/ooc <message> -: Out of Character Channel, seen by everyone in the zone.

/h <message> - Help Channel, seen by everyone on the server with help channel turned on.

/mentor <message> -: Mentor channel, to talking in the mentor channel this can be used to find a mentor or mentee.

/m <message> - Mentor chat. This chats with everyone you are mentoring or to the person who is mentoring you.

/y <message> - the yell message is seen by everyone in the zone.

/auc <message> - auction channel, for selling items or buying items, seen by everyone in the zone.

/w <player> <message> - whisper the message to the chosen player

/w <player>,<player>,<player> <message> - whisper chat to multiple people

/reply or **/r** - reply to a whisper

ctrl-r - cycles through the last 5 people who whispered you

/chatalias - displays the defined chat aliases

/addchatalias #name <message> - adds a chat alias of #name

#name - in a text window displays the message as defined in the alias above

Shift up or down - will cycle through previously entered text

Shift+leftarrow - moves the cursor one letter to the left

Shift+rightarrow - moves the cursor one letter to the right

Pagedown - scrolls the chat window down a page

Pageup - scrolls the chat window up a page

Home - puts cursor at the beginning of the line

End - puts the cursor at the end of the line

Insert - toggles overwrite or insert mode

PARTY/GROUP COMMANDS

F9 : party window, Party limit : 10

/p <message> - Party chat, seen by everyone in your party.

/invite <person name> - to invite people in your party, or right click on the character model and left click on invite

/leave - to leave a party

/follow <name> - to follow someone else. They must be close by

/join yes - accepts party invitation

/join no - rejects party invitation

/cancel - cancels party invitation

/remove <player> - removes a player from a party

GUILD COMMANDS

/g <message> - the Guild chat is seen by everyone from the guild.

/guild - to see all guild members online.

/go <message> - the Guild Officer chat, seen by Guild officer only

/go <no message> - to see all officer online

/guildall - displays the entire guild roster

/guildinvite name - if you're an officer invites name to the guild

/guildleave - to leave a guild

/guildowner - transfers guild ownership to another player

/guildremove - to throw someone out of the guild (Owner and officer only)

/guildofficer - make member an officer

/guilddemote - demote from officer to member

MENTOR COMMANDS

/mentorinvite <player> - become the mentor of the chosen player
/mentorremove <player> - removes the chosen player from your mentor group
/mentor <message> - Mentor channel, to talking in the mentor channel this can be used to find a mentor or mentee
/m <message> - Mentor chat. This chats with everyone you are mentoring or to the person who is mentoring you
/mentorchat off - switch off the Mentor chat channel
/mentorchat on - switch on the Mentor chat channel

EMOTES / ACTIONS

/sit
/wave
/bow
/dance
/curtsy
/stand
/point
/taunt
<SPACEBAR> makes you jump
/me <text> or **/em <text>** - to emote an action

FRIENDS LIST

/friends <name> - adds or removes a friend from your friends list
/friends - lists people in your friends list
/who friends - lists your friends online

WHO LIST

/who - shows everyone online
/who <partial character name> - lists everyone online with a name that begins with your input
/who zone - shows people in your current zone
/who lfg - shows people who are looking for a group
/who class <class name> - lists players who are of the specified class
/who gm - lists GMs on duty for your server

CRAFTING COMMANDS

/tailor - displays your tailoring rank in /who
/fletcher - displays your fletching rank in /who
/armorsmith - displays your armorsmithing rank in /who
/weaponsmith - displays your weaponsmithing rank in /who

MISC COMMANDS

/time - displays the time
/dir - tells you which direction you're facing
/camp - uses your Camping skill
/heal - uses your First Aid skill
/lfg - flags you as looking for group. Type /lfg again to turn it off
Escape - closes the window your mouse is hovering over

ANTI-GRIEFING

/ignore <character name> - turns off reception of all chat messages from this person

/unignore <character name> - turns back on receiving messages from that person

Installing and Logging On

Installing the Game

Download the latest installation of Rubies of Eventide from our website - <http://www.rubiesofeventide.com>. Generally you want to choose a mirror that is closest to your geographic location for optimal download speeds. The game is also available as a torrent (Bittorrent file) for people with Bittorrent installed.

- 1) Go to the directory where the Installation file was downloaded and double click on it. This will start the auto-extractor and setup of Rubies of Eventide will begin soon after all the files are uncompressed. Sometimes this process can take over 30 minutes on slower machines!
- 2) The welcome screen should now appear on your screen, click Next to begin the installation process.
- 3) The License Agreement and Terms of Service screen will appear next, please read the agreement and understand what you are agreeing to. If you agree to the terms, then click the button that reads I Agree. If you do not agree to the terms click Cancel button and you will exit the installer.
- 4) You must now choose an install path. By default this path is the "C:\Program Files\Rubies of Eventide" directory. If this is ok, confirm the install by clicking Next to proceed.

Also see Appendix: Minimum System Requirements and Troubleshooting: Installation

Creating an Account

An active game account is required to play Rubies of Eventide. If you do not already have one, you can create one from the main menu once the game loads. You will be redirected to our website, or you can go directly to <http://www.rubiesofeventide.com> before you get started.

You need to enter the site and click on the Game Accounts link, and the Create button. Fill in the required information and hit the Create button. If you want to be able to recover a lost password, you must enter a valid email address during account creation!

Login Screen

To start playing Rubies of Eventide just double click the Icon that was created on your desktop, or find the link that was created on your start menu.

First an updater will load and check to see if your version of the Rubies of Eventide game client is the current version. If it is not the current version, it will proceed to automatically download and install the current version for you. The most current version is required, you cannot played with an old version of the client. The progress of the download and installation is displayed in the update window. Once this is done, the PLAY RUBIES button will become available to you - click on it.

When the game loads you will be presented with the login screen. From the login screen you have the following options:

- Create Account - closes the client and takes you to the website to create a new account for Rubies of Eventide - see Creating an Account

- Options - brings up the video options screen where you can optimize your video settings to best suit your system hardware - see [Video Options](#)
- Credits - Displays game credits
- Exit - This button will exit you from Rubies of Eventide.
- Login - Click this button after supplying your user name and password in the provided spaces near the top of the screen to enter Rubies of Eventide. You may also check the check box under the word password to have the Rubies of Eventide client remember your password for you. This saves having to type the password every time you run the game.

Logging into the game

To login enter your Username and Password in the appropriate boxes at the top of the login screen. The little square check box beside the word Password may be checked to have the client remember your password for you when the client is launched in the future.

After you have done this click the Login button and you will be taken to the [Server Selection Screen](#).

Server Select Screen

In the Server Select screen, you will see a list of servers or game worlds available for you to login to.

There are three Servers at this point in time, and they have different rules and regulations:

- **Phoenix** - PVP is optional. Standard [naming rules](#) apply. No profanity.
- **Halberd** - PVP server. No naming rules or moderation of profanity. Must be 18+ to play!!!
- **FireOpals** - Role Play server. Strict [naming rules](#) apply. No profanity. Help channel is a global in character tavern.

Each Server represents it's own separate world and characters created on one world can not be played on another world. From the server selection screen you will also have the following options:

- **Billing** - This will launch a web browser into your account management area. The same features are available from our website - <http://www.rubiesofeventide.com>
- **Password** - From this screen you can change the password used to login to your Rubies of Eventide account. Also see [Changing your Password](#)
- **Options** - From this screen you can set your sound configuration, as well as change your keyboard layout, and some game options. See [Keyboard Options](#) and [Sound Options](#)
- **Connect** - This option connects you to the selected server. Providing the server has available room for more players, you will be taken to the [Character Selection Screen](#). If the Status is Offline then the server is either down or has reached its player limit. **Players who donate money to become Gentry or Patrons ignore the player limit and can connect when the server is full**
- **Exit** - This option exits the game and brings you to the desktop

Character Select Screen

In the Character Selection screen you will be given a list of characters that you have on your account, for the chosen Server.

The number of characters you are allowed to create per server depends on your account status (ie: Gentry, Patron, or GM) and the allowances of the server you are connected to. Some servers may only allow one character per account and others may allow over 5 characters. Each server is it's own world, so characters created on one server will not be playable on another.

From the Character Select screen you will have the following options:

- **Create** - Clicking on the Create button, you will be taken to the character creation screen, where you can create a character to enter the world of Rubies of Eventide. Also see [Creating a Character](#)
- **Back** - Clicking the Back button will bring you back to the [Server Select Screen](#)
- **Delete** - Selecting a character name then clicking on the Delete button will delete the selected character. Also see [Deleting a Character](#)
- **Exit** - Clicking on the Exit button will exit Rubies of Eventide and bring you to the desktop.

To enter your chosen world simply click the character you wish to play and press the Enter Game button.

Creating a Character

Creating a Character

From this screen you will be walked through the process of creating a new character for the world of Rubies of Eventide. There are several steps to go through to complete the process, they include:

Name and Appearance

The first part of character creation is choosing a first and last name for your character, as well as choosing his and her race, sex and physical appearance. You will be presented with the first screen of the character creation process which will start you on your way to making a character. Also see [Naming your Character](#)

You can start by entering a first name in the First Name box at the top of the screen followed by the last name in the Last Name box. The last name is not a requirement for character creation.

Next choose the race of your character by clicking on the name of the race you would like to use, either Human, Dwarf, Orc, Ogre, Elf, Gnome, or Leshy. A description of the selected Race will appear in the information box on the right side of the screen when the race names are clicked.

Now choose the sex of your character by clicking on either the Male, or Female button at the bottom middle of the screen. Once you've selected both the race and sex of your character a representation of your character will appear in the centre and the left side of the screen.

You may now use the top set of arrow buttons beside the character's face to select different hairstyles, and the character's face by using the lower set of arrow buttons. Your character's hair color may also be changed using the coloured hair buttons directly under the full sized image of the character.

When your happy with the look of your character you may proceed to the next step in character creation by clicking on the Accept button in the lower right hand screen. If you choose not to create a character at this time you may click the Back button to return to the Character Selection screen.

Classes and Skill Specializations

The second screen of character creation allows you to choose one of over ninety classes available, and depending on your choice there may be one or two skill specializations available to you as well.

Start by looking through the list of classes, you can scroll up and down using the arrows at the top and bottom of the scroll bar to the right of the Classes box. When you select a class, a description of the class will show up in the Class Information box to the far right of the screen, you will be given information about the class, as well as their starting skills, and amount of Hit Points (HP) and Mana Points (MP) gained per level.

Once you choose a class that you like the centre Specialization boxes may be populated with a list of skills that you may choose from. You are allowed to select one skill from each of the two Specialization boxes that become populated. Not all classes will have skills that you can choose at this point.

Once you've found a combination that you like click on the Accept button to proceed.

Attributes and Skills

The third and final screen of character creation is choosing your character's Attributes, and Skills. You are presented with 40 attribute points to spend in the four Attributes Strength (STR), Intelligence (INT), Dexterity (DEX), and Constitution (CON). You also have 773 Development Points (DP) to spend on any of the fifty-one skills available in Rubies of Eventide.

Information on the skills presented can be seen at any time by simply clicking on the name of the skill, the requested information will appear in the Skill Information box on the right side of the screen.

You may now spend your DP and Attribute points as you wish, to proceed from this window you must spend at least 674DP and all of your Attribute points on Skills and Attributes respectively. Once you've done spent all the required points on your character the Accept button in the bottom right of the screen will be activated and you will be able to click it to finish creating your character.

After clicking the Accept button the client will take a few seconds to create the character on the server, and you will be taken back to the character selection screen, where the name of the character you've just created will appear. Your character is now ready to enter the world of Rubies of Eventide.

Entering the Game World

Now that you've created a character you may enter the game world by clicking on the character's name, and then clicking on the Enter Game button.

Naming your Character

Different naming rules apply to each server. Please see below for the rules on your chosen server:

Phoenix

- No profanity in the names including abbreviations, substitutions, and foreign-language swears.
- No references and inferences to genocide, terrorists, and hate crimes (ie: Hitler, Nazi, deadjew)
- No copyrighted or trademark names, entities, or slogans. (ie: from novels, movies, comics, publications)
- No political figures from the past 200 years (ie: Clifton, Nixon, bush) media, popular culture icons (ie: puff daddy, Britneyspears)
- No references to sex, sexual abuse, and criminal activity (ie: childmolester, big pimpin)
- No major religious icons or references to Satan (ie: Jesus Christ, Mohammed, Amon Ra)
- No references and inferences to erogenous anatomy (ie: butt, breasts, penis)
- No illegal (in the USA) substance abuse references (ie: weedman, LSDlizzy, E-tard, druglord)
- No names of Rubies non-player characters or people from Eventide lore and back story (ie: Sashos, Symetra, Nightfall).
- People intentionally creating characters in an attempt to impersonate or defame another person are subject to suspension.
- No 'junk' names (ie:dfadfsdasf, "") or gibberish allowed.

FireOpals

- All Phoenix naming rules apply.
- Titles (ie: princess, sir, lord, king, master) are banned from character names Fantasy names from movies, literature, and books are allowed only if the name is not from recent sources (within the past 100 years)
- No doodspeak, StuDlYcApS, or leet names (ie: l33tman, XxDragonxX, -Mankind-)
- No all CAPS names
- No full or partial sentence names (ie:iamtheman)
- Do not create names trying to circumvent the above guidelines via use of letter replacement, abbreviations, or backwards writing. Punctuations are allowed in names within reason.
- Your name must be an obvious attempt at role playing.
- Names such as these are NOT allowed: Hunter Chuck, Green Thumb, Master Wu, N00B1333T, LegOfOrc, Gnome Chop, VELSEO, MAETOR SLEE
- Here are some example RP names that would most likely be allowed: Velseo, Maetor Slee, Darvious Slovenous, Zindy Maloderous, Strom Strummer, Tristan the Timid

Halberd

- There are no naming rules on Halberd!

Races

There are 7 races to choose from in Rubies of Eventide. Each of the races have their strong and weak points and will have certain professions that they are more suited to than others. Even though each may have a particular type of profession at which they will excel, there are no restrictions as to which profession you can choose for each race. Choosing a race/class combination that is challenging to develop can be a very rewarding and fun character to develop, and will also give your character individuality.

Humans

Humans are the most versatile race of Vormis as they have no particular advantage or disadvantage. They are of average strength, dexterity, constitution, and intelligence. Humans are not adept at any one type of skill and can learn most any skill for an average amount of effort and time. They are most suited for character classes that do not require multiple attributes to be well above average.

Dwarves

Dwarves are short and stout folk, known for their hearty constitution and their prowess in melee combat. Dwarves tend to have high strength and excel at classes that require a high constitution. Many dwarves are skilled crafters, but often lack the Dexterity required for ranged combat. Dwarves are of average intelligence, so their good strength and constitution often lead them into more physical pursuits.

Elves

Elves are slightly smaller than the average human, with delicate pointed ears and almond shaped eyes. Elves tend to excel in Dexterity based skills, but tend to have less constitution than many other races of Vormis. They are inclined more toward spellcasting and ranged combat than an average human, and often learn a combination of magical and martial skills.

Orcs

Orcs are large muscular humanoids with protruding teeth and a slight snarl. Orcs were recently accepted as a civilised race, though there are still Orcs in the wilds of Vormis with no love of civilization. Orcs tend to have a high dexterity, fairly high strength and constitution, but often lack intelligence. While they can become spellcasters, Orcs are best suited for character classes that are based on physical traits.

Gnomes

Gnomes are short, gray skinned humanoids of child-like stature. Gnomes have a natural talent for spellcasting, though they are not as specialized as the Leshy. Gnomes have a low constitution, but tend to have high dexterity and high intelligence. They are stronger than Leshy, and are best suited for character classes that are based on intelligence or dexterity.

Ogres

Ogres are tall, broad-shouldered, hulking humanoids with tusks. Known for their immense strength and lack of intelligence, ogres are surprisingly good natured. Though ogres were recently accepted as a civilised race of Vormis they often work well with others, and excel at physical skills. Ogres are best suited for skills and classes that rely on strength or constitution, and they tend to be poor spellcasters.

Leshy

Leshy are tall, generally pale skinned humanoids, slight of build, but strong of mind. Leshy tend to be highly intelligent and are naturally adept at spellcasting. They are physically weak, especially in strength, though they are of average dexterity. Leshy are best suited for character classes that do not rely directly on Strength or Constitution.

Classes

Each class has a unique set of skills that it is talented with. These skills will be the easiest for your character to become proficient in. This does not mean that they are the only skills that your character can train, but their costs in development points will be much lower to train than skills that are not native to your profession.

For each skill there will be a %M value that is determined by your race and choice of profession, this is your training cost modifier for that skill. The lower the value, the lower the cost in development points for you to train in that skill, skills with a -%M will be the cheapest for your character to train to high levels. As you raise the skill, the cost in development points will also rise to continue training it.

Your %M (or percent modifier) also depends on your Race - see [Races](#)

Skills

There are over 50 skills that you can choose to train your character in Rubies of Eventide. Skills are grouped into six basic categories. These are the Martial, Magic, Craft, Gathering, Worldly, and Language skills.

Martial Skills

The martial skills deal with weapons, armor, and shields. These are the main skills for the purely melee character, and also very important to some of the hybrid characters as well. Raising your weapon skills will increase your effectiveness with using your weapon of choice. Each weapon skill is specific to the type of weapon that it is named for, but covers all of the weapons in that class. For example, the sword skill covers one handed and two handed swords, Axe skill covers one handed and two handed axes.

Weapon Skills

In Rubies of Eventide all weapons will have one or more damage modifiers. In order to most effectively use a weapon you need sufficient strength to wield the weapon and also sufficient skill to use it effectively. You can still equip and use a weapon that you don't have sufficient skill for, but you will not get the full benefit of the weapon until you do. The skill needed to most effectively use the weapon is equal to the sum of the damage modifiers on the weapon, i.e. if you have a sword that is +35 chop, +30 slash, you would need 65 sword skill to most effectively use the weapon. You can view the modifiers on a weapon by right clicking it and choosing "info".

Dual Wield Skill

The dual wield skill will allow you to wield two one handed weapons simultaneously, and has some very nice benefits and bonuses. The dual wield skill rules the weapon that you wield in your offhand (left hand) while your primary weapon skill (sword, axe, dagger, etc) rules the right handed weapon. It is usually best to keep your dual wield and your primary weapon skill about even, as your damage will be modified by whichever of the two skills is lower. When you dual wield weapons, the prep/recovery times for both weapons are added together, and comprise your total attack time. At higher levels of dual wield skill you will get a reduction to your recovery time for your offhand weapon. At around 125 skill you will have a reduction of -1 to your recovery time for your offhand weapon. Dual wield skill also gives you a chance to parry an attack with your weapons, your chance to parry increases as you raise your dual wield skill level.

Ranged Weapon Skills

Ranged weapons like bows, crossbows, and slings depend more heavily on dexterity for calculating damage than they do on strength. The weapons will have a strength requirement as well, however adding strength over and above the optimal strength will not increase your damage with these weapons. Being under the optimal strength will increase your prep/recovery time. The way your damage is calculated with these weapons also differs from the other weapon types. Ranged weapons will have a damage multiplier on them, and the ammunition will have a damage modifier. You need sufficient skill to use the ammunition, equal to the sum of the modifiers on the ammunition. Like the other weapon skills and damage modifiers, you can still use the ammunition if you do not have the necessary skill to fully uncap the damage codes, however you will not use it as effectively as you would ammunition that you have sufficient skill to use.

Armor Skill

Armor skill is very important for almost all character types, armor provides your character with protection from multiple physical damage types and also some minor protection from spiritual and elemental damage as well, dependent upon the materials that it is made from. If you right click the armor and choose "info" you can view the armor type, skill required, optimal strength requirements, and the protection values, and much more information, dependent upon the type of armor. The protection values are shown as a damage type and a series of numbers, i.e. slash 3/4/6%, what this means is that from a slash damage attack, you will have 3 taken from the HP damage, 4 taken from the BP damage, and then 6% will be deducted from the total damage remaining for that damage type.

Armor and Melee Characters

For the pure melee types of characters that are going to be in the front lines of combats, armor and your weapon skills are your most important skills, and making sure that you have sufficient strength and armor skill to wear your armor will be very important for you. If you do not meet the strength requirements for your armor, or do not have enough armor encumbrance to effectively wear your armor, your movement in and out of combat may be slowed, your chances of evading an attack may be lower, and your chance to hit a creature may also be effected.

Your maximum armor encumbrance value can be viewed by hitting f7 and looking in the bottom right hand corner of the equipped items box . You will see two numbers there i.e. 25/45, 25 is the amount of armor you are currently wearing, 45 is your maximum allowed without penalty. Raising your armor skill and also your strength will raise your maximum armor encumbrance and allow you to wear more, heavier armor from your armor skill range. For example if you have between 25 and 50 armor skill you will be able to wear armor in the 25 armor skill range which includes crude soft leather on the low end, and soft quilted leather on the high end. The higher the quality of the armor, the more encumbrance will be required to wear it without penalty.

Armor and Spellcasting Characters

Paying attention to your equipped/maximum armor encumbrance is very important for spell casting characters. Spell casting in combat suffers a penalty if you wear more than 50% of your maximum allowed armor encumbrance, wearing too much will increase your rate of casting failures. If your maximum armor encumbrance is 100, then you can wear 50/100 armor without a penalty to your spellcasting in combat. The more you are over 50%, the more of a penalty you will incur to your spellcasting in combat.

This penalty is only applied to casting in combat, so for some types of characters (hybrid melee/casters like the paladin) who will mostly be casting enhancing spells and healing spells out of combat, they can wear up to their full maximum allowed armor encumbrance, and only suffer the penalty if they try to cast spells in combat. Having a lighter set of armor that you can

switch to if you need to cast in combat can be helpful for these types of characters if they are in a party that needs you to cast in combat.

About armor modifiers

You may find items in the game that will give you a bonus to your armor skill, these item bonuses will NOT allow you to wear armor of a skill level that you do not have the natural skill to wear. They will however give you extra maximum encumbrance so you can wear more/heavier armor.

For example an item that gives you 5 to armor, and a natural skill of 20 armor will not allow you to wear armor of skill level 25. You must have at least an unmodified skill of 25 to wear armor that requires 25 skill. Items and enhancing spells that add to strength however will help you to meet the optimal strength for an armor type, and also will add to your maximum allowed encumbrance.

Shield Skill

Shield skill allows you to effectively use shields to protect your character. A shield will give you a passive defense bonus, coupled with your dexterity, and you will also have a chance to block an attack with your shield. Your passive defense bonus is based upon the shields protection values and the chance to block an attack is based upon the shield bonus value and your shield skill.

Magic Skills

There are eight schools of magic in Rubies of Eventide that you can train your character in, there are over 175 spells available in the combined schools. Each spell school has its own array of spells and specializations which depend on the focus of that particular school. For example, Shamanic is mostly a healing spell school whereas Sorcery is a raw elemental damage spell school.

There are classes that will deal with just one school of magic as their primary skill and others that will have the ability to be skilled in several schools of magic. You can always train whichever you choose, however your training cost in development points will be lower for the schools that are your particular classes specialty.

Most of the schools will include offensive magic, enhancing magic and some also include healing magic. Enhancing spells can help you and your party members to be stronger, more dexterous or skilled, have more hp/bp, or provide a barrier against physical or elemental attacks. Most of the enhancing magical spells will stack with similar spells from the other schools of magic with one important exception. Spells that act as barriers from damage cannot be stacked with barrier spells from their opposing schools of magic. They will cancel each others barrier spells, so effectively you can only have 4 barrier spells active on your character at any given time. The opposing schools are as follows:

- Bardic / Summoning
- Shamanic / Necromancy
- Illusion / Conjuring
- Sorcery / Druidic

Also with barriers, casting another barrier from the same school of magic will replace the current barrier, so if you want to change the type of protection that you have from your barrier, you can do so by casting a different barrier spell on yourself or your party and the new barrier will replace the old one.

The schools which specialize in healing magics will each have several different types of healing and resurrecting spells, the most versatile of the healing schools is shamanic, as its more specialized towards healing than the bardic and druidic schools of magic.

Spellcraft and Focus

These two skills are very important to all types of spell casting characters, as they will aid you in your endeavours to successfully cast spells effectively.

Spellcraft will allow you to channel more mana into a spell, making it more powerful and also will aid your chances of successfully casting the spells in combat, the more mana you put into a given spell, the higher your chance of casting failure in combat, spellcraft is essential to lowering your chances of failure.

Spellcraft also helps out of combat casting as you can cast your enhancing spells and healing spells out of combat at higher mana levels increasing their effectiveness, so this skill is important for hybrid melee/spellcasting characters as well as pure casters.

Focus will help with the accuracy of your ranged spells and as your levels of focus increase, it will also give you a marked reduction in the actual mana cost for you to cast your spells in combat. The benefits of focus on mana cost reduction are only applied to in combat casting, as is the possibility to fail a casting attempt. Out of combat you will always pay the full mana cost for casting a spell, and you will always cast without failure out of combat.

Training magical skills and obtaining spells

For the magical skills you will have teachers from whom you can purchase spells, which are different from the trainers who will train you in your spellschools. There are teachers for each of the spellschool that will have most of the spells for your school, some spells however will only be able to be obtained by performing special tasks or quests, particularly the higher level spells.

Wordly Skills

The wordly skills deal with the day to day life of your character, such as their skill at haggling a price with a merchant or setting up a camp to rest and heal in. These skills include Bargaining, camping, first aid, and lore, all of which are currently implemented in Rubies of Eventide. The pick locks, scouting, search, stealth, and traps skills are not in yet, but are slated for the future (near, far?)

The bargaining skill is a passive "always on" skill, it will effect your ability to get a good price when buying or selling an item to a shopkeeper. Intelligence is also factored in with your bargaining skill, so you may want to consider having a little extra intelligence on your char if you plan to try to convince the shopkeepers to give you an extra special deal on that item you desire.

Camping skill deals with your ability to set up a safe camp where you and your companions can rest and heal effectively. Higher levels of camping will increase the amount of hp/bp/mp/ep that you and your party members will regenerate per natural healing cycle. It is beneficial to have the person in your party with the highest camp skill set up camp first and then everyone else in the party just sit near them to join the camp. Everyone will share the bonus regeneration rate of the person who made the camp.

The first aid skill allows one to perform in the field care for serious wounds. You or the player you wish to perform first aid on must be below half of their total health in order for your first aid skill to be useful on them. Combining first aid skill with camping or healing spells can be very effective to heal seriously injured members of your party or yourself.

The lore skill deals with your characters knowledge of the world around them. Lore allows you to attempt to identify items, and also may unlock interesting information in areas that others may find nothing. Higher levels of lore may unlock secrets in conversation with NPC's that you will encounter in your travels that the player without lore will not be able to see. Most

magical items will require a player with lore to identify them to unlock the secrets that are held within them.

Crafting Skills

Crafting skills give your character the ability to create superior quality items which you can use or sell to other players. They have a unique use based progression system which is a bit different from the other skills which are only raised through spending development points. It is possible to craft your character to very high levels of crafting ability without ever spending a single development point on them.

In order to use your crafting skills you need to purchase a crafting kit or tool, have components for crafting with (leather, metal, cloth, etc.) and be at a crafting station. You can either right click the crafting kit in your inventory and choose "use" or move it to the quickbar and click the number key for the kit while near the station. This will bring up the crafting interface. For weapon/armor smithing, move the tool to your quickbar, click the number key once to equip it, then once more to bring up the crafting interface. Then you can choose the item you wish to craft from the drop down menus, drag the needed components to the bottom half of the crafting window and hit the "craft" button.

You will gain crafting skill levels through using your skill to create items. As you craft items you will gain skill levels for your successful attempts. The more difficult an item is, and the more likely you are to fail your attempt the more likely you will gain a level if you succeed. The materials and also the item that you choose to craft will effect your chance to craft, as you gain skill moving up to a higher grade material will increase your chance to fail, but also increase your chance to get a skill bump for a success. You can also craft your way through each 50th level, whereas other types of skill require a trainer to get past these levels.

Gathering Skills

Gathering skills are fundamental skills for crafter-type characters to collect needful components from the game world without little to no combat. Like crafting skills, gathering improves with use and provides experience points for those employing these skills. Crafters specializing in making weapons, armor, or gems may find mining skills useful because mining allows the character to collect expensive ore from various geographic regions. Tailors would find hunting helpful because people with high hunting skills can get more skins off of animals than someone not endowed with the same know-how. Fletchers or Enchanters could benefit from Herbalism because they can harvest free resources from the game world. In general, if you are creating a non-combat character, gathering skills are another resource for components and experience points.

Languages

Each of the seven races of Vormis has their own language, and your character will start its life with a bonus in its native language. Some professions like philosopher or muse have bonuses in language, but this does not exclude anyone from learning a racial language. To become more proficient in language skills, you can either invest Development Points into languages or communicate in that language with another player who is more proficient in that language. In this way, language skills have the ability to autoraise with use, similar to crafting or gathering, but without the failures.

Attributes

There are four basic attributes for your character, strength, dexterity, constitution, and intelligence. These attributes can directly effect your ability to fully use your skills and/or weapons and armor.

Strength

The strength attribute will help you to effectively use your weapons, wear armor, and help you carry your goods and loot.

Most weapons will have a strength requirement, as will armor, while being under the optimal strength for these items will not prevent you from using them, you will have some penalties associated with being under strength for the items. For armor you may move more slowly, and for your weapons you may have a longer recovery time between attacks. Increasing your strength will also help you to do more damage with melee weapons and also allow you to wear heavier/more armor in your armor skill range by increasing your maximum encumbrance.

Although for some types of characters, strength does not directly effect your ability to use your skills, it may indirectly effect it, for example a tailor does not need strength to successfully craft an item, but they do need enough strength to transport the crafting supplies and finished materials.

Dexterity

The dexterity attribute will help you effectively use your ranged weapons, and also allow you to move more quickly in combat. Bows and other ranged weapons rely on dexterity rather than strength when calculating the damage you will do.

Dexterity can also help reduce the damage you will take in combat by helping you avoid or evade some attacks.

Constitution

The constitution attribute effects the amount of health your character has, and also the rate at which you will regenerate health when injured. Raising the constitution attribute will give you more hitpoints (HP), your blood points (BP) are 2/3 of your total Hitpoints, and will also go up when you raise your constitution.

Intelligence

The intelligence attribute effects the amount of Mana points (MP) that your character has to cast spells with, your Essence points (EP) are 2/3 of your total Mana points. Intelligence also effects the rate at which you will regenerate your mana and essence points.

Deleting a Character

Characters that you have created may be deleted at any time, you simply have to select the name of the character you wish to do away with and click the delete button. A warning box will then pop-up asking you if you are sure you want to delete said character. If you are sure you would like to delete the character click on the Yes button. Be advised that deleted characters cannot be recovered, once they are deleted, they are gone for good, so use this option with discretion.

Interface

Interface Basics

- **Chat** - hit enter and the chat box will appear. Type any text to chat and press enter again to say it to everyone nearby
- **Whispering** - type '/w <player name> <chat message>'. If someone has whispered you already, you can just hit the 'r' key and it will automatically fill in who the next message is for. 'Ctrl-r' cycles through the last 5 people who whispered to you
- **Exiting the game** - type '/exit'
- **Respawning** - If you die, to revive your character at the temple, type '/rtt' (short for Return To Temple)
- **Asking for a Mentor** - type '/m <chat>' to request a player mentor to help you out for a few levels
- **Game Moderator Help** - Type '/h <question>' to ask a GM on duty a technical question about the game. Please note that on the FireOpals server the /h channel is a global in character tavern and not a help channel
- **Names Above Heads** - you can turn this on or off by hitting 'p'
- **Who's online** - type '/who'
- **Talking to NPCs** - You can either get within close range of the NPC and double-click on it with your mouse or right-click on the NPC and select Talk from the pop-up menu
- **Initiating Combat** - Right-click on a creature and select Attack or select the monster with your mouse and hit 'ctrl-a'
- **Giving items to NPCs** - Just drag and drop items from your inventory onto the model of the person whom you are trying to give an item to
- **Selling an item to a store** - Go to any store and open your inventory bag. Right-click on an item and select Sell or drag and drop the items into the store's inventory window

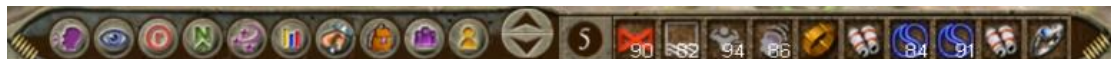
For more information see [Interface](#), [Combat](#), and [Commands Cheat Sheet](#)

Interface

This is a detailed rundown of the windows and options. For just a description of all interface commands and slash commands see the [Commands Cheat Sheet](#)

Interface Windows

The Quick List and Quick Bar



The first ten buttons across the bottom of the screen are part of the Quick List.

The Quick List allows you to open and close screens quickly. The buttons toggle the following screens, from left to right: [Chat Screens](#), [Encounter](#), [Radar](#), [Map](#), [Spells](#), [Status bar](#), [Equipped Items](#), [Inventory](#), [Party](#) and [Character Information](#). These buttons also correspond to the Function keys on your keyboard. Character Information is **F1**, Encounter is **F2** and so on. The Function key for a window will be mentioned throughout the rest of this manual.

The second set of buttons (numbered 1-10) allows you to use and equip items, use spells, and use skills quickly and easily through clicking on the button, or by using the keyboard hot-

keys. (These hotkeys can be re-mapped through the [Keyboard Options](#) screen during login.) You can drag and drop skills, spells, and items into the slots in this bar.

The Circular button in the middle allows you to change the Quick Bar which is displayed. Each character has ten Quick Bars, each with ten slots. You can right click on the icons in the Quick Bar to show more information and options about them.

Chat Box



The [Chat Screen](#) (**F1**) serves several purposes. It is a command line where you can use any of the /commands, as well as the area where all messages to and from other players are displayed. Damage and system messages are also displayed in the Chat Screen.

Also see [Commands Cheat Sheet](#) for a list of slash commands you can execute from the chat box, including animated actions.

The Information Box



This small box typically found in the bottom right-hand corner of your screen displays information on whatever you have selected with your mouse. You can bring it up quickly with the hotkey ctrl-i. If you select an item in your inventory, this box will display basic information about the item until you identify it using your Lore skill (see [Skills](#)).

If you have a hostile monster selected, the information box displays vague information about the monster's level and hitpoints. To determine this, look at the bottom line on the info window, it should be yellow. If the bar is half full that means the monster is the same level as you, and if its showing as less than half, the monster is lower level than you. Anything more than half means the monster is higher level than you and could probably kill you.

The info box is also useful in determining your pet's hitpoints, if you have summoned an assisting NPC - see [Pets](#)

Radar



This radar (**F3**) tool displays where hostile creatures, other players, party members, and dropped loot bags relative to your location.

The dots on the radar are color coded:

- purple - other players
- white - NPCs, monsters
- dark orange - loot bag
- yellow - party members
- green - corpse

Interacting with a Monsters, Players and NPCs

There are several ways to interact with NPCs (Non-Player Characters) in the Rubies of Eventide game world. When you right click on most players or NPCs you will see a list of options.

Speaking to NPCs and Shopkeepers

To speak to a shopkeeper, right click on the shopkeeper and select Talk. Alternatively, you can double click on the shopkeeper. To leave a shop, simply move away from the NPC.

Attacking Creatures

To attack a monster, right click on the monster and click Attack. Alternatively, you can double click the monster. Keep in mind, some monsters and NPCs will choose to interact with you if you do this. To leave an encounter, simply move away from the NPC. If you click on an NPC or other player, the Information Screen in the bottom left corner will show their strength relative to yours. Also see [Combat](#)

Forming a Party

To form a Party with other players, right click on the player you wish to form the Party with and left click "invite" to Invite them. If you are too far away, you will not be able to Invite them.



Trading

To Trade with a player, right click on the player and choose the Trade option or click on the item you wish to give them and drag it to the model of the other player. The Secure Trade Screen will be displayed so that you can safely trade with the other player. If you need to give an NPC something, click on the item and drag it to the model of the NPC. If the NPC does not want the item, you will see a message in the Chat Screen. If the NPC wants the item, it will be removed from your Inventory.



If you want to trade money you must begin the trade as above, then open your inventory window (**F8**):



Your money is listed as P (for Prox), L (for Larn), D (for Degnar), and I (for Imperials). To trade money, simply right click on the P,L,D,or I and select the quantity from the box that appears. The money is then added into the money section on the right hand side of the trade window.

The exchange rate is as follows: 1 Prox = 100 Larn = 10,000 Degnar = 1,000,000 Imperials. To put it another way: 100 Imperials = 1 Degnar, 100 Degnar = 1 Larn, 100 Larn = 1 Prox.

Changing Interface Windows

Moving Windows

To move most windows, click on the title bar of the window and drag it to the desired location. If the window does not have a title bar (Radar and Health Screen), click on the window and drag it to your desired position.

Opacity

To change the Opacity (make a window transparent or opaque) in most windows, right click on the small beige dots in the top left corner. A small screen will display the current Opacity. Click on the arrows to increase or decrease the Opacity. Click Accept to change the setting, or Cancel to return to the previous setting. If the window (Radar and Health Screen) does not have a white button, right click on the window for more options and use the drop down menu.

Resizing

The resizable screens have a small triangular button in the top right corner. Click on the triangular button and drag the window to the size you desire. The only exception is the Radar Screen, on which you can right click and use the drop down menu for more size options.

Closing a Window

The Health Screen (shows HP, BP, MP, EP) and the Quick List/Hotlist (the bottom row of buttons) are the only windows you cannot close. All other windows can be closed by using the Esc key while the mouse is positioned over the window. Every window that has a small white X in the top right corner can be closed by clicking on the X.

Movement

There are a number of keys you can use to control your movement:

- **Left arrow** (or **A**) - turn left
- **Right arrow** (or **D**) - turn right
- **Up arrow** (or **W**) - move forward
- **Down arrow** (or **S**) - move backward
- **Q** - strafe left
- **E** - strafe right
- **Space** - Jump
- **X** - Toggle walk/run
- **Number lock** - Toggle autorun on/off

Whilst in combat you can only turn left and right and move forward and back. You can also use your mouse to move in combat by clicking on the ground. A flashing red symbol will appear and when your turn comes you will move as far towards that symbol as your character is able to.

Character Information Window

The character information window (**F10**) is the primary screen where you can observe and guide your character's development:

- **Training** - This is the default screen where you can train your character's skill level by buying levels with DP points. Click on the + or - keys to adjust your character's skill level. You must buy the first point and each 50th point from a trainer NPC, which takes the same amount of DP but also a little money. All changes are final, with the exception of a single respec - see [Respecializing](#)
- **Quest** - This is your quest log, a listing of open quests you have not completed yet
- **Modifier** - shows you which bonuses are active upon your character at the present time
- **Maneuvers** - This is the combat maneuvers window. These skills must be learned from the appropriate trainers - see [Combat Maneuvers](#)

Inventory Window

The inventory window (**F8**) shows you what unequipped items you are carrying, how much money you have, and how many containers you have available.



There are a number of things you can do with inventory items:

- **Item Actions** - To Equip, Use, Get Info, Identify, Destroy, or Move an item to your quickbar, right-click on the item icon and choose the action from the pop-up menu
- **Selling Items** - To sell items to an NPC, talk to the shopkeeper and then right-click on the item in your pack you want to sell. A new menu selection "sell item" should now be available to you. You can also drag the item and drop it into the store's inventory for the same effect
- **Stacking items** - If you have more than one of the same item in your pack, you can stack them by dragging and dropping the first icon on top of the other icon in your pack
- **Unidentified items** - Some items may look like common items but unless they are identified by someone with high Lore skill, their magical properties may not be obvious

Equipped Items Window

The equipped items window (**F7**) keeps track of what items you are wearing on particular regions of your body. The areas where you can equip items are: head, back (cloak), torso, hands, forearms, upperarms, legs, feet, right hand, and left hand. In the accessories slots you can equip belts, ammo, earrings, necklaces, bracelets, and rings.



To wear items you find, simply right-click on them from your inventory and select "Equip" or drag the item from your [Inventory Window](#) and drop it into the Equipped Items Window. If the equip option does not show up or it is not working, read the info on the item to make sure your character has the necessary [attributes](#) (STR,INT,DEX,CON) or [skills](#) to don the item in question.

This window also displays your [Encumbrance](#) values.

Chat Window



To communicate with other players, just type in the chat box (**F1**) in the lower left area of your screen. Type what you want to say, then press Enter. This will broadcast what you say for a short distance to everyone in your immediate chat radius area. You can tell if a person is within earshot if the name above their head is yellow. If the name is red, it means that the person can not hear your chat.

Party members within your chat radius have bold turquoise names above their character models. If they are out of range, the name will appear to be a darker shade of turquoise.

Chat channels

There are 7 (8 including normal chat) static chat channels you can use to broadcast your messages.

- **Out of Character Channel** - Type '/ooc <message>' to send an out of character message to everyone in your zone
- **Help Channel** -Type '/h <message>' to ask for GM assistance or questions regarding game mechanics and technical issues. No spoilers will be given here. Please note that on the FireOpals roleplay server, this channel is an in character tavern instead!
- **Mentor channel** - Type '/mentor <message>' to talk in the mentor channel. This can be used to find a mentor or mentoree. Type '/m <message>' to chat with everyone you are mentoring or to the person who is mentoring you
- **Party chat** - Type '/p <message>' to chat with everyone in your party
- **Guild Chat** -To use this chat you must be in a guild. Type '/g <message>' to send a global message to all your guildmates who are online. You can see who will be receiving your messages by typing '/guild' or '/g' with no message. There is also a guild officer chat channel which can only be seen by the owner of the guild and the officers. This command is '/go <message>' you can see all officers online by type '/go' with no message
- **Yell** - Type '/y <message>' the message is seen by everyone in the zone
- **Auction** - Type '/auc <message>' to buy or sell items and trinkets. Everyone in your zone will see this

Chat Filters



The Chat Box can also be configured to filter out messages by content. The numbered boxes labeled [1][2][3][4] to the left of the chat box represent different chat channel configurations you can set for each view. Simply right-click on the numbers to enable or disable reception of the 7 static chat channels.

Other Chat Features

- **Whispering** - If you need to speak with someone on the other side of the world or secretly, you can use the /whisper command. There is no range when whispering to another player. To use whisper type '/w <player name> <message>'
- **Non Player Characters** - If you wish to speak with a Shopkeeper or Non Playing Character, move up to where they are standing. Than right click on the NPC and Left click on talk. This will initiate speech with them and an encounter window (**F2**) that is accessible anytime and closeable by hitting the x in the top right corner of the window. Double clicking on the shopkeeper also has this effect

- **IRC Chat Nodes** - There are some areas in the game where you may hear voices when no one is around! These are the voices of players in our web chat, connected through the #Rubies IRC channel

There are some additional commands available to make using the Chat Window (**F1**) easier:

- **/w** <player>,<player>,<player> <message> - whisper chat to multiple people
- **/reply** or **/r** to reply to a whisper
- **ctrl-r** - cycles through the last 5 people who whispered you
- **/chatalias** - displays the defined chat aliases
- **/addchatalias #name** <message> - adds a chat alias of #name
- **#name** - using this in a text window displays the message as defined in the alias
- **Shift up or down** - will cycle through previously entered text
- **Shift+leftarrow** - moves the cursor one letter to the left
- **Shift+rightarrow** - moves the cursor one letter to the right
- **Pagedown** - scrolls the chat window down a page
- **Pageup** - scrolls the chat window up a page
- **Home** - puts cursor at the beginning of the line
- **End** - puts the cursor at the end of the line
- **Insert** - toggles overwrite or insert mode

Status Window

The health indicator, which is at the top left by default, displays a number of useful pieces of information:



- **HP** - Hit points: How much impact damage you can take before going unconscious
- **BP** - Blood points: Purity of your blood and how much of it you have left
- **MP** - Mana points: How much magical energy you have available for casting spells
- **EP** - Essence points: Your soul or willpower energy
- **XP** - Experience needed for next level
- **Pet** - Pet's hitpoint bar. This only shows up if you have a pet summoned

If HP, BP, or EP hit zero then you are dead - see [Death and Dying](#) for more information. The Pet bar will show only the most damaged of the four statuses, so if it takes a BP wound you will see the remaining BP only.

The vertical teal (or turquoise) coloured bar to the side is your stamina. This determines how long you can run at full sprint for without needing to rest or walk but is not currently implemented.

The coloured dot to left indicates your Network connectivity. If the dot is green, your connection to the game is good. If it is yellow, it means there is some lag. Red means you are disconnected.

There is also a Status Effects widow (**F6**) which displays information on spells and effects that are enhancing your status. If you right click on any of the icons in this bar, you will be given more information on their effects and durations.

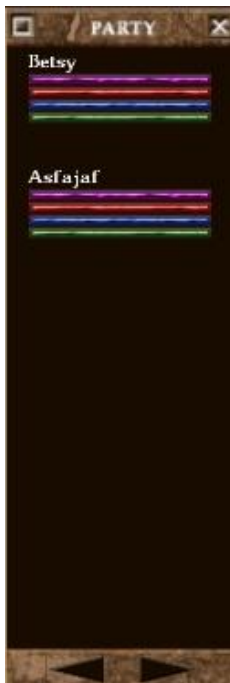


The yellow bar below the icons is your valor bar. Valor is gained by fighting opponents who are tougher than you, and is used up when you execute combat maneuvers.

Parties

Parties are groups of players who have assembled to take advantage of their strength in numbers and specialized skills. People form parties for many reasons including questing, starting a guild, hunting, gathering, crafting, or playing with players from their home countries. The advantage of hunting in groups is that more challenging creatures can be conquered by larger parties.

The maximum number of players in an party is 10. The party window (**F9**) shows all members and their current state of health. If there are more than 5 members then click the party window (**F9**) again to see a longer view. You can hover your mouse over a party member in the list to see more information, and can right click on them for a number of options.



There are also some special party commands:

- **/p <message>** - Party chat, seen by everyone in your party
- **/invite <player>** - to invite people in your party, or rick click on the character model and left click on invite
- **/leave** - to leave a party
- **/follow <name>** - to follow someone else who is close by
- **/join yes** - accepts party invitation
- **/join no** - rejects party invitation
- **/cancel** - cancels party invitation

- **/remove <player>** - removes a player from a party

The disadvantage of hunting in groups is the potential for your XP to be capped. Creatures give a set amount of XP based on their level. The full experience is given to all members of the party, but it can be lowered by two different ways:

- The first way is called "low capping" and takes the lowest level person in a party into account. The maximum experience a person can receive is $(\text{level} + 10) * (\text{level} * 10)$. So a level 5 person can't get more than 750, while a level 10 person can't get more than 2000. So in this case, adding a low level person to a party can seriously impact a group.
- The other way to decrease experience is high-capping. If you are higher level than the monster you're fighting, the XP you get will decrease by 10% for each level you exceed the monster by. So if a level 20 mob is supposed to give 4000 XP, and you're level 21, you will get 3600 XP instead. In a group, this calculation is done by taking the highest level member in a group, and adding one level to him for every two people in the party. So if the highest level person in a 10-person group is 20, their effective level for high-capping mobs will be 25. In this way, adding a high-level person to your group can seriously impact XP. Adding more people at all can impact it slightly, but is usually worth it.

Guilds

Guilds are permanent parties your character can join or form. Once in a guild, you can communicate with your guild members globally via the guild chat channel. Guilds have a number of special commands:

- **/g <message>** - the Guild chat is seen by everyone from the guild.
- **/guild** or **/g** - to see all guild members online.
- **/go <message>** - the Guild Officer chat, seen by Guild officer only.
- **/go** - to see all officer online.
- **/guildall** - displays the entire guild roster
- **/guildinvite** - name - if you're an officer invites name to the guild
- **/guildleave** - to leave a guild
- **/guildowner** - transfers guild ownership to another player
- **/guildremove** - to throw someone out of the guild (Owner and officer only)
- **/guildofficer** - make member an officer
- **/guilddemote** - demote from officer to member.

People form guilds for many reasons; in Rubies you are likely to find: crafter guilds, racial guilds, spellcaster guilds, role-playing guilds, non-english speaking guilds, and guilds for players who just like to party! To register a guild, you need to have at least 5 people in a party together and one Larn of wealth to give to the Guild Registrar in Kaj Blood Keep.

Maps

As a well-prepared adventurer, you automatically have maps for the outside world zones. If you open your map (**F4**), you can annotate (or leave markers and text) on your map by right-clicking on the map image and typing in your message. While in uncharted dungeons, your map will automatically draw in details for the areas you have visited.



Camera Control

You can change and control the way the camera acts. On the number pad (keypad) press:

- **0** - change the character view. It toggles from Third Person Free view, Third Person locked view, Static, and First person. In first person view you can use your mouse by holding down the wheel in the centre of the mouse and moving the mouse left or right to turn your character left or right
- **8** - moves the camera up
- **2** - moves the camera down
- **4** - moves the camera left
- **6** - moves the camera right
- **5** - moves the camera to default position.
- **+** - zooms the camera in
- **-** - zooms the camera out

Combat Speed

You can alter the speed of your combats by using the '/combatspeed' command. This option is handy for newer players or people who need more time in between combat turns to plan their next strategic move.

Type this in your chat box (**F1**) to make your combat, and combat for the party you are leading, more turn-based:

- **/combatspeed 1** - this is the default and fastest speed
- **/combatspeed 2** - combat is twice as long
- **/combatspeed 3** - combat is 3 times longer
- **/combatspeed 4** - combat is 4 times longer
- **/combatspeed 5** - everything take 5 times longer

Who List

The who list displays who is online and is displayed by typing /who into the Chat Window (**F1**). You may filter the results in the following ways:

- **/who** - shows everyone online
- **/who <partial character name>** - lists everyone online with a name that begins with your input
- **/who zone** - shows people in your current zone
- **/who lfg** - shows people who are looking for a group
- **/who class <class name>** - lists players who are of the specified class
- **/who gm** - lists GMs on duty for your server
- **/who friends** - lists the people in your Friends List who are online

The Friends List lets you keep closer tabs on a select group of players who you know:

- **/friends <player>** - adds or removes a friend from your friends list
- **/friends** - lists all the people in your friends list

Please note that players who have donated money to gain Gentry status can choose to hide themselves from this list.

Commands Cheat Sheet

MUST KNOW

/rtt - revives your character at the temple. respawns
/exit - log out of your character and goes back to character select
/quit - Quits out of the game completely
/h - Sends a message to the live GM Help channel
/who GM - lists GMs on duty for your server

COMBAT MODE

F1 - Toggle magic/melee mode

F2 - Toggle between auto-cast/attack

F3 - Toggle auto-retreat

(**F3** in combat is Cancel current action. Usually only in the Prep stage of an action)

Numbers from number pad to cast an offensive spell or begin a maneuver from the quickbar

F4 - Opens your combat maneuver menu

[- select next enemy

] - select previous enemy

; - select next party member

' - select previous party member

Ctrl-A - Initiates an attack on any creature you have selected with your mouse

NORMAL MODE

F1 - Chat window

F2 - Open encounter view

F3 - Open Radar

F4 - Open Map

F5 - Open Spell list

F6 - Status effect display (bar with boxes at very top of screen)

F7 - Character Model (to equip/unequip item)

F8 - Inventory (to equip/unequip items)

F9 - Party List (**F9** cycles through the view of the party list, No list, split at 5 list, and full list)

F10 - Character Info

F12 - Take Screenshot

ctrl-i - open/close the target window

. - put torch on/off

Shift-# - will take you to that # quick bar (1-0)

Shift-+ or Shift-- - cycle the quick bars

MOVEMENT

Left arrow (or **A**) - turn left

Right arrow (or **D**) - turn right

Up arrow (or **W**) - move forward

Down arrow (or **S**) - move backward

Q - strafe left

E - strafe right

Space - Jump

X - Toggle walk/run

Number lock - Toggle autorun on/off (In combat hit to auto retreat)

HOT KEYS

Ctrl+i - brings up the information window

Ctrl+a - attacks the currently selected creature

Ctrl+e - (in combat) brings up the enemy attack box

CAMERA CONTROL

On number pad (keypad):

0 - to change the character view, toggle from Third Person Free view, Third Person locked view, Static, First person (In first person view you can use you mouse by holding down the

wheel in the centre of the mouse and moving the mouse left or right to turn your character left or right)

- 8** - moves to camera up
- 2** - moves the camera down
- 4** - moves the camera left
- 6** - moves the camera right
- 5** - moves the camera to default position.
- +** - zoom the camera in
- - zoom the camera out

COMMUNICATING

F1 : Chat window

Enter < message> - enter, to communicate with everyone near you.

/ooc <message> -: Out of Character Channel, seen by everyone in the zone.

/h <message> - Help Channel, seen by everyone on the server with help channel turned on.

/mentor <message> -: Mentor channel, to talking in the mentor channel this can be used to find a mentor or mentee.

/m <message> - Mentor chat. This chats with everyone you are mentoring or to the person who is mentoring you.

/y <message> - the yell message is seen by everyone in the zone.

/auc <message> - auction channel, for selling items or buying items, seen by everyone in the zone.

/w <player> <message> - whisper the message to the chosen player

/w <player>,<player>,<player> <message> - whisper chat to multiple people

/reply or **/r** - reply to a whisper

ctrl-r - cycles through the last 5 people who whispered you

/chatalias - displays the defined chat aliases

/addchatalias #name <message> - adds a chat alias of #name

#name - in a text window displays the message as defined in the alias above

Shift up or down - will cycle through previously entered text

Shift+leftarrow - moves the cursor one letter to the left

Shift+rightarrow - moves the cursor one letter to the right

Pagedown - scrolls the chat window down a page

Pageup - scrolls the chat window up a page

Home - puts cursor at the beginning of the line

End - puts the cursor at the end of the line

Insert - toggles overwrite or insert mode

PARTY/GROUP COMMANDS

F9 : party window, Party limit : 10

/p <message> - Party chat, seen by everyone in your party.

/invite <person name> - to invite people in your party, or right click on the character model and left click on invite

/leave - to leave a party

/follow <name> - to follow someone else. They must be close by

/join yes - accepts party invitation

/join no - rejects party invitation

/cancel - cancels party invitation

/remove <player> - removes a player from a party

GUILD COMMANDS

/g <message> - the Guild chat is seen by everyone from the guild.

/guild - to see all guild members online.

/go <message> - the Guild Officer chat, seen by Guild officer only

/go <no message> - to see all officer online
/guildall - displays the entire guild roster
/guildinvite name - if you're an officer invites name to the guild
/guildleave - to leave a guild
/guildowner - transfers guild ownership to another player
/guildremove - to throw someone out of the guild (Owner and officer only)
/guildofficer - make member an officer
/guildldemote - demote from officer to member

MENTOR COMMANDS

/mentorinvite <player> - become the mentor of the chosen player
/mentorremove <player> - removes the chosen player from your mentor group
/mentor <message> - Mentor channel, to talking in the mentor channel this can be used to find a mentor or mentee
/m <message> - Mentor chat. This chats with everyone you are mentoring or to the person who is mentoring you
/mentorchat off - switch off the Mentor chat channel
/mentorchat on - switch on the Mentor chat channel

EMOTES / ACTIONS

/sit
/wave
/bow
/dance
/curtsy
/stand
/point
/taunt
<SPACEBAR> makes you jump
/me <text> or **/em <text>** - to emote an action

FRIENDS LIST

/friends <name> - adds or removes a friend from your friends list
/friends - lists people in your friends list
/who friends - lists your friends online

WHO LIST

/who - shows everyone online
/who <partial character name> - lists everyone online with a name that begins with your input
/who zone - shows people in your current zone
/who lfg - shows people who are looking for a group
/who class <class name> - lists players who are of the specified class
/who gm - lists GMs on duty for your server

CRAFTING COMMANDS

/tailor - displays your tailoring rank in /who
/fletcher - displays your fletching rank in /who
/armorsmith - displays your armorsmithing rank in /who
/weaponsmith - displays your weaponsmithing rank in /who

MISC COMMANDS

/time - displays the time

/dir - tells you which direction you're facing

/camp - uses your Camping skill

/heal - uses your First Aid skill

/lfg - flags you as looking for group. Type /lfg again to turn it off

Escape - closes the window your mouse is hovering over

ANTI-GRIEFING

/ignore <character name> - turns off reception of all chat messages from this person

/unignore <character name> - turns back on receiving messages from that person

Anti-Griefing and Bug Reporting

No one likes a cheat or a bully. If you find a bug you should report it immediately to a member of staff. Exploiting a bug just means that when you are inevitably discovered, you risk having your characters or account deleted. If someone is annoying you, use the ignore commands... if that does not help then report them so the volunteer staff can assist you.

To ignore a player, in the Chat Window (**F1**) you can use the commands:

- **/ignore <character name>** - turns off reception of all chat messages from this person
- **/unignore <character name>** - turns receiving messages from that person back on

Game Play

Character Advancement

There are several avenues to gaining experience in Rubies of Eventide. Depending upon the type of character you make you may choose to level-up in a combination of ways.

You will earn Development Points based upon the amount of experience you accumulate. As you gain levels, the amount of experience that you must accumulate to earn 1 DP will go up.

The majority of characters will gain Experience by killing creatures. Joining a group of players of similar levels is the best way to maximize the amount of experience you can earn over time. Grouping with players that are too much above or below your own level will decrease the amount of experience you will earn per kill. A good spread of levels is roughly within 6-8 levels of your own.

You will also find some quests that you can earn some experience from, some of which can only be done one time, and others which are repeatable.

See [Combat](#) and [Appendix: Monsters to Hunt](#) for some hints on what and how to hunt. You can gain an experience bonus for carrying risked items in your inventory with you into battle after level six, see [Risk - Reward](#) for more details.

The trade skills, such as crafting and gathering, have their own system of advancement that does not require you to kill creatures for experience. You can gain levels in your trade skill by practicing your trade and you will also earn a small amount of experience points during your progression as well. You will not advance in character levels as rapidly as a player that kills creatures to earn experience, but you will gain levels in your trade at a reasonable pace. See [Appendix: Guide to Crafting](#) for details on how to craft.

Also see [Training Your Skills](#).

Training Your Skills

In Rubies of Eventide you are free to train your character in any skill that you choose regardless of your profession or race.

During the course of developing your character, you will have times when you require the assistance of a trainer to help you get past certain levels in your skills. If you did not add at least one point to a particular skill at character creation, you can learn level one in that skill with the aid of a trainer. You also need to see a trainer to get from level 49 to 50 in most skills, and at every 50th level.

The exception to this rule is the trade skills, you can craft or mine your way through these levels without the aid of a trainer, however you do need to see a trainer to get to level 1 in these skills if you didn't put any points in when you created your character.

Between visits to the trainers, you can train your skills on your own by spending your accumulated development points through the Character Menu (**F10**). The process is similar to what you did when creating your character. You will see a list of skills with the cost modifiers, your level in that skill and the cost in DP to train that skill. Clicking the plus sign next to that skill will raise the level, and clicking the Train button at the bottom will confirm your choice and train the skill.

Until you hit the train button you can change your choice by using the + and the - next to the skills to raise/lower them until you are happy with your choices, then hit train to confirm them. Once you have trained a skill to a level you cannot lower it with the - button however, and your changes are permanent, so choose carefully when you are training.

Crafting skills can be raised through practicing your craft, or by spending development points in the training menu as well.

Using the trainers

In order to train your skills with a trainer you need to have the appropriate skill level, and sufficient money and development points, and be at the appropriate trainer for your skill. Keep in mind that teachers and trainers for magical skills are different. Teachers will sell you spells, but will not train your skills.

Once you find the appropriate trainer, right click them and choose Talk from the context menu. This will open the training interface. Simply select your skill in the training window by clicking it, and then hit the train button. You should receive a message in your chat window stating that your skill has been trained.

Combat

Combat is the quickest and most common way for your character to gain experience, levels, and development points. When you enter combat in Rubies of Eventide, each player has a turn based on their character stats (how quick you are with that sword) and your actions are asynchronous to your party members. If one of your party members is away from their keyboard, or gets disconnected, it will not jeopardize the progress of combat.

Entering Combat

There are two ways that you can enter into a combat situation in Rubies of Eventide: Player Initiated Combat and NPC (Non Player Character) Initiated Combat. NPCs may attack you for a variety of reasons, some of the cases include: very low reputation with their faction (ie: you've attacked shopkeepers and the Kajblood Guard now hate you), aggravated chat scenario (ie: You were rude to the Baron and his guards attack you), or general hostility towards players (ie: wild beasts).

To begin a player initiated combat, you must right-click on the target monster and select the attack option, or use the hotkey 'ctrl-a' after you have clicked on the monster once with your mouse. When a player enters the radius of engagement for a hostile NPC the NPC will initiate a combat. The size of the radius of engagement varies between monsters.

When Combat occurs the following things happen:

- The Quick List changes to its combat configuration.
- All models not involved with the combat are removed
- A red circle will appear in the radar screen. This red circle represents the radius of engagement of a combat. If any of the participants leave this area, they will leave the combat



- The enemy list will appear with the names of all of the opponents in the combat
- All enemies in the combat will appear with a targeting circle at their feet
- Your model will enter a "combat stance"
- Your first 4 Function keys (F1-F4) now have combat mode functions:

- **F1 Attack/Cast** - toggles a wand or a sword icon
- **F2 Autorepeat on/off** - repeats your last action
- **F3 Cancel action** - stops preparation on the move you were going to make
- **F4 Combat Maneuvers** - if your skilled enough in certain martial skills, you can prepare for a special attack

Preparation and Recovery Time

In Rubies of Eventide, each action in combat has a preparation and recovery phase.

The preparation phase is the segment of time that the character prepares his next action. The action can be canceled and interrupted during this time. If an action is disrupted, the action is cancelled and you must select your action again.

The recovery phase follows the completion of the action, and cannot be stopped or interrupted in any way.

Combat Messaging

All text information about a combat will be displayed in the Chat Window (**F1**). This information includes the amount of damage that you are dealing, the amount of damage that you are receiving, if an attack has been disrupted and the amount of XP and DP that you receive following a successful battle.

Inside Combat

Targeting a Monster

You can select a monster in combat either by selecting their name in the enemy list or by clicking on their model.

When a model is selected, the targeting circle will change in color. If the monster is within weapon range the targeting circle will be yellow in color. If the monster is outside weapon range the targeting circle will be orange in color.

Monsters will have a red targeting circle if they are not selected and are outside weapon range, while monsters that are inside weapon range but are not selected will appear with a green targeting circle.

Movement in Combat

To move your character in combat, select a target destination in the view screen. A line of dots will appear showing your character's intended movement path. The movement path is color-coded; with the green path showing the distance your character can travel in one move action and with the red path showing any additional movement required to reach your destination.

After selecting your destination, right-click to confirm your move. If your character moves outside the radius of engagement (displayed as a red circle on the radar), your character will retreat from combat.

Attacking in Combat

To attack an NPC, select an NPC that is within weapon range (the model should have a yellow circle surrounding it) and right-click to confirm and attack your target. After successfully attacking a target, right-click on the view screen to attack the same target again.

Casting a Spell

To cast a spell in combat, select the spell that you wish to cast either by selecting a spell in the Quick Bar or casting a spell from the Spell window. After selecting the spell that you wish to cast, select the target and right-click to confirm and begin casting.

You can also select the target of the spell first, and then select the spell to cast (as described above) and right-click to begin casting the selected spell. To cast a spell a second time at the same target, right click to begin casting again.

Finishing Combat

There are three ways for your character to exit combat. You may leave combat by defeating all of your opponents, if your party or the opposing party leaves the radius of engagement or if all of the members of your party die while in combat.

Defeating Opponents

For each enemy that your party kills, the group will receive XP (Experience Points) and DP (Development Points) as the enemy dies. If you kill three creatures before you are killed, you will receive XP for all creatures, even though you were not victorious.

Defeating All Opponents

After all of your opponents are defeated in combat, a loot screen appears to all of the members of the party. This screen displays a list of equipment that can be taken from fallen enemies.

Collecting Loot

To take a single item from the loot list, select the item and select the Take button. There are three ways to take multiple items in the loot screen. To select a series of items in the row, select the first item and then SHIFT left-click on the last item. To select multiple items from anywhere in the list, select the first item and CTRL left-click on each additional item that you wish to take. After selecting all of the items that you wish to take, click on the Take button. To take all of the items in the loot list, select the Take All button.



Retreating from combat

If the members of your party or all of your opponents leave the radius of engagement, the combat will end and all participants will be returned to the game world. This is one of the three ways of exiting combat under Finishing Combat, above..

Losing a battle (aka "help! I need a rez!")

If your character dies, he or she needs to be resurrected in some manner. This can be done by returning to the nearest temple, or by being resurrected by another player.

To Return to Temple, use one of the following commands: **/rtt**, **/return**, **/temple**.

If your character is 5th level or lower, there is no penalty for dying. If your character is 6th level or higher, then you will be penalized through slower gain of Experience in your next few battles. Your Attributes will also be affected by each death penalty that your character incurs, but you can recover fully by gaining more Experience. Also see [Death and Dying](#)

Combat Commands

- **F1** - Toggle magic/melee mode
- **F2** - Toggle between auto-cast/attack
- **F3** - Toggle auto-retreat
- (**F3** in combat is Cancel current action. Usually only in the Prep stage of an action)
- Numbers from number pad to cast an offensive spell or begin a maneuver from the quickbar.
- **F4** - Opens your combat maneuver menu
- **[** - select next enemy
- **]** - select previous enemy
- **;** - select next party member
- **'** - select previous party member
- **Ctrl-A** - Initiates an attack on any creature you have selected with your mouse

Combat Maneuvers

Combat maneuvers are skilled special attacks that fighters have access to once they reach a certain skill level and have trained for these effects. All combat maneuvers cost valor points to perform. Once you have learned a combat maneuver, you can access it through the Character Information Window (**F10**) by clicking on the large button that reads 'Combat Maneuvers'.

This will display the maneuvers you have, and then can be dragged from there onto your quickbar for ease of use in combat.

Valor

Valor is a measure of how heroic and risky your character's behaviour is in the game. Valor shows up on your status effect bar (**F6** and see Status Window) as a fluctuating yellow bar under all the icons. Accumulating valor points enables warrior-type characters the necessary adrenaline to pull off difficult combat maneuvers. To a fighter, valor is used similar to mana for spellcasters.



To gain valor, you need to attack creatures of same or higher level than your character. Your character can lose valor by bullying goblins and attacking creatures that do not present much of a challenge to your character's development.

Spells

All of the spellcaster professions and a few of the warrior professions start with magic skills. Spellcaster professions begin the game with a few basic spells to get them started. Once you own a spell, you may use it indefinitely provided you have the mana to do so. Once a spell is scribed into your Spell List (**F5**) it is there permanently.

Spells are classified into two groups, Combat and Non-Combat spells. Combat spells are spells that can only be cast when in combat situations, while non-combat spells can be cast inside or outside of combat situations. Spells are separated into these two categories to prevent confusion.

There are many spells where the effect may carry over from one state (Inside Combat or Outside Combat) to the other. For example, If you are cursed with Minor curse of weakness, you will remain cursed outside of battle until the curse wears off. Similarly if you have the Summoning spell "Minor Ward" can on your character outside of battle that spell will still affect you in battle.

Your Armor Encumbrance is very important to casting spells. If you have more than 50% armour encumbrance then your ability to cast spells will rapidly fall.

Pets

Pets are creatures who are bound to their owners and assist in combat. Players can acquire pets in different ways although casting a spell to summon a pet is the most common method. Most magic schools have some sort of pet a caster may summon but players can acquire pets through quests and magic items as well.

A pet will stay with you until it dies. However, if you want to get rid of it before that point, just type '/petrelease' into the Chat Window (**F1**).

Encumbrance

Encumbrance is a measure of how much you can carry. All items in Rubies of Eventide have varying degrees of weight. The current weight is determined by adding the weight of each item that your character's has equipped or in it's inventory.

If your characters current encumbrance is ever greater than its total weight encumbrance, your character will begin to move slowly. The more over weight your character has, the slower your character will move. Although an item may take up one character slot, it could be rather heavy, like a corpse.

On the flipside, you may end up gathering many small things which weigh very little but take up many inventory slots. In this case, it is a wise investment to buy some extra sacks and backpacks to increase your carrying capacity.

In your Equipped Items Window (**F7**) you will find the following stats for encumbrance:

- **Current** - your overall encumbrance, determined by your character's strength
- **Armor** - your current armor encumbrance, determined by your armor skill and strength

Risk - Reward

Rubies of Eventide has a unique system for earning bonus experience points called the Risk/Reward system. You decide how much you are willing to risk, or not risk.

Until level six, you are not subject to risk reward, and all of your items will safely remain in your inventory if you happen to die and '/rtt'. When you reach level six, you will get a message in your chat window stating that you are now subject to risk/reward and to visit the Order of Wardens to set your personal risk/reward preferences.



The items that you are carrying/wearing when you achieve level six are automatically protected, however anything that you acquire after that, whether from trading, looting from creatures, or purchase from a merchant are automatically risked. If you find something that you do not want to lose it is a good idea to visit with the wardens to protect it. Quest items are also automatically protected, and you will not lose these if you die and need to '/rtt'.

Any items that you do drop after you die and '/rtt' will remain on the ground where you died. The time they remain there for is determined by your level. The items will remain for 5 minutes per level, and for the last 25% of that time anyone can take them. Please not that on Halberd your items can be picked up by anyone at any time.

The maximum risk bonus that you can earn is 20%, you must have 100% of your total inventory risked in order to achieve a 20% risk bonus. If you place items in the vault, they will not count towards your risk bonus even if they are set as risked. Any items in the vault are safe, you cannot lose them if you die and '/rtt'. While items are in the vault however, they will only count as 50% of their actual value when your total inventory worth is calculated, this means that you can vault items and not have the full value of them be used to reduce your risk bonus %.

You can check your risk % at anytime by typing '/risk' in your Chat Window (**F1**).

Death and Dying

When you die, there are several methods available to bring your character back to life. You can use the '/rtt' command to return to the temple. This will spawn your character in whichever temple you are currently bound to. You can also get resurrected by another player via a spell or they can carry your corpse to a temple to be resurrected by the healer there. If you log off the game while dead you will still be dead and in the same location when you log back in.

Until you reach level six, you are free from any type of penalty for dying. After level six you will receive a death penalty. The death penalty is a reduction of your basic stats (STR, DEX, INT, CON) that comes with an experience debt to pay off. The amount of your penalty is dependent upon the method that you choose for resurrection.

If you use '/rtt' you will get a penalty of 5%, if you are resurrected by another player with a spell or if they take you to the temple themselves, then your penalty will only be 1%. The maximum death penalty is 50%.

While you are under the effects of the death penalty, 50% of the XP that you earn will go to pay off your penalty, and the other 50% will go towards your normal accumulation of experience. Once the debt is paid, your stats will return to their normal state.

Respecializing or "Respec"

When you visit Halerma at night there is a ghost Leshy at the end of one of the piers. You can visit this Leshy once in the life of each character when you need to respecialize.

He will reset all your skills to 1 (except your base language skills) and give you the amount of DP you had gained up until the start of your current level. Your class and modifiers will remain the same.

You can then spend this again, building your character in a different way.

Things to note:

- You get DP only to the start of the current level - any work you have done towards the next level is discarded. If you are 10k from level 31, you lose all the DP since level 30 and effectively become a character who has just reached level 30
- If you are above level 50 you will lose the DP that was gained between 50 and 51 - do not respec after level 50!
- All autoraise skills are lost - your mining, crafting, scouting, etc are all set to 1 and you gain no DP for the points which were autoraised
- You need to visit trainers and spend money for each 50th point as usual - make sure you have enough money available to re-buy each 50th point as you spend the DP
- You can do this once, and only once, per character - choose wisely!

Game Settings

Video Options

The Video Options are accessed by clicking on the Options button on the [Login Screen](#).

In the video options screen you can tune the video settings of the game to best suit your system, having the graphics settings turned too high up on lower end systems will result in poor game performance, and your gaming experience will be less enjoyable than it could be.

General Settings

- **Resolution** - This setting will control how big or small the screen appears, it is recommended that Rubies of Eventide be run at 1024X768X32 for optimum performance
- **Gamma** - This setting will control the brightness of your screen from within the game. If everything seems a little dark for some reason or another it can be easily brightened from here.
- **V Sync** - This setting may improve the graphics rendering, however on slower computers it can also result in a slow down in game performance. More options are displayed on the right side of this screen when you click on the drop down selector for Models, World, and Special FX.
- **Hardware Mouse** - For people with trouble seeing their mouse or controlling their mouse upon loading the game. Turning this setting on or off tends to help.

Models

- **Level of Detail** - This setting will increase or decrease the amount of detail you see in the game. Turning this setting down may make Rubies of Eventide run faster on slower computers.
- **Lighting** - This setting controls how the dynamic lighting is displayed. Dynamic lighting comes from sources such as torches and light spells. Turning this setting down may make Rubies of Eventide run faster on slower computers.
- **Shadows** - This setting controls how shadows cast by character and non player character (NPC) models are shown in game. Turning this setting down may make Rubies of Eventide run faster on slower computers.

World

- **Clipping Range** - This option sets the distance at which models, grass and trees will be drawn at, the higher the setting, the further away the selected items will be drawn in. Turning this setting down may make Rubies of Eventide run faster on slower computers.
- **Polygrids** - This option affects water effects, the higher the setting the smoother and more realistic the water effects will look. Turning this setting down may make Rubies of Eventide run faster on slower computers.
- **Precache Zone** - This option is used to cache the zone that you are entering; it will increase the smoothness of your experience in the game, however it will make your zoning time take longer. This is especially noticed on slower computers, or computers with slower Internet connections.

Special FX

- **Particle FX** - This setting will enhance the look of some spells and objects that use Particle FX to enhance their look. The weather effects also use Particle FX; therefore if this option is turned off, the weather effects are automatically turned off as well. Turning Particle FX off may make Rubies of Eventide run faster on slower computers.
- **Sprites** - This setting will enhance the look of some spells and objects that use Sprites to enhance their look. Turning Sprites off may make Rubies of Eventide run faster on slower computers.
- **Dynamic Lighting** - This setting will enhance the look of some spells and objects that use Dynamic Lighting to enhance their look. Turning Dynamic Lighting off may make Rubies of Eventide run faster on slower computers.
- **Weather** - This setting will turn the weather effects on or off. Turning the weather off may make Rubies of Eventide run faster on slower computers.

Sound Options

The Sound Options are accessed by clicking on the Options button on the Server Select Screen. In the sound options menu you can change your sound settings in a number of ways:

- **Music** - This setting turns the game music on or off, the volume slider beside it controls the in game volume. You may also set whether the world/area or combat music plays continuously or just plays through once.
- **Sound FX** - This setting allows you to turn the sound effects made by things such as doors and weapons on and off. The slider beside it also allows you to set the in game volume for Sound FX.
- **Speech** - This setting allows you to turn NPC speech on and off. The slider beside this option allows you to control it's in game volume.
- **Whisper** - This setting allows you to turn the whisper sound on and off. The whisper sound is a small bell that notifies you when someone is messaging you from somewhere within Rubies of Eventide.

Keyboard Options

The Keyboard Options are accessed by clicking on the Options button on the Server Select Screen.

In the Keyboard Options menu you may re-map the keyboard in a number of ways. Simply change the keys listed beside the appropriate actions and click Accept after the correct selections are made to change the keys.

Clicking Default will re-map the keys to what they are when you first install Rubies of Eventide. Revert will take you back to your previously saved keyboard settings.

Changing your Password

You can change your account password either from the client or from the website. Either method takes effect immediately, so be sure to use a password you will remember!

Changing Password in the Client

Your password can be changed from within the game client by clicking on the Password button on the Server Select Screen. You will be asked to provide your current password, your new password, and then to confirm your new password. Click the Accept button and your password will be updated for the next time you log in to the game or the website.

All passwords must be between 6 and 32 characters in length and are required to contain at least one lowercase letter one uppercase letter, and one number or special character. This requirement is in place to protect your password from those with malicious intent.

Changing Password on the Website

Enter the website at <http://www.rubiesofeventide.com> and click on the Game Accounts link.

Enter your account name and current password, then press the Login button. This takes you to your account page where you can click on the Update Profile button.

You will be asked to provide your account name, your current password, your new password, and then to confirm your new password. Click on the Submit button and your password will be updated for the next time you log in to the game or the website.

Appendix

Appendix: Geographic Lore

Carthas

Carthas is a town under the rule of Duke Arkesita, or at least they believe we are under their rule. Lorag, the Sergeant of the Guard, really seems to run things around here. He may be brash and occasionally rude, but he is dedicated and trustworthy. Carthas has most of the amenities that a traveler could need, and it is a safe haven for many adventurers in times of need.

There is a darker side to Carthas as well...

Yaladi and Unak are always arguing when they meet. It seems they are both involved in some sort of secret trading. Smith seems nice enough, but he has some secret he doesn't like to share. I also heard that Sergeant Lorag used to work for the bandits, but decided that the town could pay him better for less risk!

The Lost Lord Tavern

They are a shady bunch, all right. The Lost Lord Tavern has long been thought to be a haven for the black market of Vormis. However, I have to say they always have fine ales and entertainment. I have never had a problem myself, but I try not to get involved in politics. I think Yaladi works for at least one of the Lost Lord guilds, either the Assassin's Guild, Thieves' Guild, or maybe both. No one has ever been able to prove anything, but she sure knows a lot for a "simple" traveler. Both Guilds hire out people to do things for them. If you do well, they pay well. If you fail, they pay in deaths, if you get my meaning.

Vormis

Vormis is the name of the land where we live. South Vormis and North Vormis used to be part of the same empire, but now one is ruled by the Duke in New Jollis, and the other by an elven woman far to the north. It is said that long ago, none but dwarves and elves existed, and humans were created by the magic of the lands.

The Gnomes were first found to the north about a thousand years ago, so no one really knows how or when they were created. Orcs and Ogres came later, but before the Mage Wars, supposedly created by the magic of Praxus, though I think that is a mere fairy tale. Leshy appeared after the Mage Wars, and little is known about their origins.

There are many who think that the magic of Vormis is related to the magics that we all cast. They think that the magic of Vormis created the sentient races, but I do not believe that.

I think that the Leshy are from another plane... After all, they are not at all suited for living here. They are too frail to have ever done physical work, and they are specialized in illusion, not conjuring. If they were Conjurers, I could understand making items that were needed from magic, but one cannot subsist on illusions alone.

The Harrowed Wold

The Harrowed Wold is a forest that is said to be haunted by all manner of spectres and ghosts of those who lost their way in the woods. If you are in the right spot, you can hear the moans of those who have not found their final rest. I do not know if I believe that, but I do know that there are bandits in the forest, at the very least, and they do not take kindly to visitors.

I think one as studied as yourself might be able to deal with the bandits, just watch out for anything else that may lurk in the shadows.

I hear that one of the bandit groups in the Wold has captured Lady Pegala. I would bet someone would pay a fortune to get her freed. After all, she is the Baron's daughter, and the Lady's Squire has been sent to see her safe return, but he might need help. She herself might pay a fortune as well. You never know with noble types...

The Great Sea

The Great Sea is the water in which Vormis stands. The ancient Gods wanted a place to make people who were like themselves, so they all got together and created a place where a two-legged creature could walk. They took dirt from the seafloor and piled it high, making land.

There are several captains that make a show of throwing an offering from the ship, but who really have a net below the ship so they can scoop it out later. Nothing has happened to their ships, though the Marshar, sentient creatures of the Great Sea, have become restless and destroyed the docks of New Jollis at one point.

I am sure that if someone were to find their way beneath the ships, they could have quite a bit of wealth with little effort. I would not think it would be a good idea, but others might.

Volganon

Volganon, as in the fort that sits across from New Jollis?

He was the first Duke of South Vormis. After Praxus died, his heirs attempted to continue the legacy of the empire, but failed.

Thus, on the verge of revolution, a new form of government was created, a monarchy. Within the monarchy, there were several Duchies, each made of a group of Baronies.

After a short while, the Mage Wars broke out, and the King, a High Mage, was killed. Because he left no heir, almost every Duke and Duchess declared themselves ruler, but in the end, none were able to take over the rule. After the Mage Wars it was decided that no duchy would be the leader, and all would be separate until the coming of a new King or Queen.

Volganon was the first Duke after the Mage Wars. He was very popular, and oversaw the successful reconstruction of much of South Vormis. He brought his people together, but could not bring peace with those to the North. It was said that he was killed by a spy from the North, but no proof was ever found.

The Fort Volganon was named after him for several reasons. He designed the Fort and helped to build it. It was his home for more than ten years while Jollis smoldered and was rebuilt as New Jollis. Its design has proven so strong that many other forts in the lands are made the same way.

Many of the Dukes and Duchesses of South Vormis have been of his lineage, including the current Duke, Duke Arkesita. You might be able to find more in the libraries of the Monastery, or in New Jollis itself, if you are seeking more information.

Volganon was thought to be the illegitimate child of Praxis or one of his sons, but proof was never uncovered, as his mother was killed in the Mage Wars. It is said that the rulers of South Vormis seem to have some kind of power about them, but no one knows just what it might be.

Kobold Mines

You mean the mines that were overrun near Kaj Blood?

Shameful it is, to have monsters running amok right next to the city. I am surprised that the Duke did not deal with the Baron's incompetence long ago. Now the Baron Galadar has even named his daughter a knight, but that is neither here nor there....

Kobolds are frightful beasts, to those of little experience and less armor. They are weak, but plentiful, and they tend to travel the caves in packs. They are said to be attracted to the copper in the mines, and they do not take kindly to visitors.

I doubt the kobolds would even be able to gnaw through your armor. You would probably just demolish them in one hit.

Have you ever wondered why the Kobold Mines haven't been cleared yet, and people live right outside of them? I heard it was because the Baron purposely gave it to the Kobolds to use them to train new adventurers. Guard Kelann at the Fort near Kaj Blood will give adventurers a few imperials for each fang they bring from a dead kobold.

Since the kobolds breed so fast, they are an interesting choice for fodder, but it's a rather crude way of entertaining visitors, if it is true. Just remember, you NEVER heard that from me!

The Birchwood Inn

Ah, the Birchwood Inn.... I spent much time there in my youth. It is said to be protected through the magics of Praxus. According to legend, he laid the first stone of each of the four main Inns. They first served as shelters for his forces as he travelled the lands and conquered the various tribes of people.

Once he was done with the Inns, he bequeathed some of them to his best generals. Even now, descendants of his are said to own the Birchwood Inn. In all my years of traveling there, I never had occasion to determine who the owner was, but it's a mystery I would dearly love to solve one day.

There are some who say the owner might not be as far removed from Praxus as one would think. Praxus ruled the Praxic Empire for over 400 years.... and who is to say that a god could die that easily? Since it's been almost 2000 years since he conquered most of Vormis, it could be his great grandchild thrice removed, or someone of that sort.

Duke Arkesita

There are some who say Duke Arkesita is a fool for not negotiating with the Marshar, but there are many who do not think deals should be made with the fish folk. Even so, the Duke has ruled South Vormis well for many years, and has made it through his share of hardships and threats.

If nothing else, he is a man of his word, and he has the good of the people of South Vormis in mind at all times. He may not be the most eloquent of dukes, but he is a skilled tactician, and is not afraid to use force when it is needed.

Duke Arkesita comes from a long line of nobility. He is related, albeit distantly, to the first Duke Volganon. His Grace does not care for finery as much as he does for the need and for the good of the common man.

Like all nobility, he does have a secret or two....

The Duke used to have a wife, but she mysteriously vanished one day. Some say it was foul play, others that she was just sickly and died when she was diseased by a giant insect of some sort. Either way, there was no viewing of the body, so none are sure of her fate.

If you ever happen to meet the Duke, do not mention the name of his wife, though others may tell you to. Not all members of his court are as well meaning as he is, and not all of them have good intentions in mind when a new person is introduced to the Court.

History of Kaj Blood

Kaj Blood is a fairly old city which was founded as a small mining camp before the Mage Wars. While we don't know exactly how it looked before then, as a great deal of it was destroyed, there are some remnants of older structures here and there. Some of the caverns were originally made over 2500 years ago.

After the Mage Wars, the Keep was Built, and Central Kaj was built for the merchants who frequent the area. It has since grown into a small but prosperous city, as you can see.

There are many mines in this area, some of which are safer than others. We have been plagued with kobolds of late, but Guard Kelann knows more about that than I do.

Baron Ignatius Galadar

The Baron holds title to the lands around the city of Kaj Blood, including a good part of the Ogre Peaks and the Kharentien Bluffs. He technically controls the towns of Kendall Falls and the Monestary, high in the mountains, but in general, both govern themselves.

The Baron has three children, one of whom is Lady Pegala Galadar, who he named a Knight of Kaj Blood.

The other two are sons, Endaros and Jevarius. Endaros is a statesman in New Jollis. The youngest son, Jevarius, is a philanderer who usually spends his time in the Lost Lord Tavern near New Jollis, from what I hear. 'Tis a shame that he has not lived up to the name of his father like the other two.

Ogre Peaks

Not much is known about the Ogre Peaks, except that they are aptly named. They are full of wild Orcs and ogres. While they look like barbaric ogres and Orcs, they are very dangerous, and the Orcs that lead them hate all intruders with a passion.

Very few are able to travel safely there, and who knows what they had to do to make a deal with the Barbarians in that area... it must have been illegal, or at least highly distasteful!

I would advise against travelling to the Ogre Peaks without scouting it out and asking around first. See if you can find someone who has been there, and talk to them.

J'Akane's Ridge

From our exploratory expeditions, I know that some form of civilization existed there for a short time, but was destroyed. There are some caverns, but we are not sure if they were man-made or not.

The expedition did not enter them, as J'Akane's Ridge is deep in the Ogre Peaks, and they did not want to find a horde of Orcs and ogres that would overwhelm them.

That whole area is very dangerous, and I would advise against traveling to that area until you are at least in your 25th or 30th rank of training. I know that a few brave adventurers have gone into that area and come out with great and powerful magic items, but I personally would advise against treasure hunting there!

Kharentien Bluffs

The Kharentien Bluffs are to the south of here. Nestled in a valley is a town known as the Monastery, named as such for its temple and for its relative isolation from the rest of the world.

I would warn you before you travel there that they are very particular in who they allow to enter, so you may not want to make the trip until you have made a good name for yourself in this area.

The Kharentien Bluffs are famous partly for the high quality metals that can be mined in the area, though one always has to watch for hostiles until arriving at the mines near Kaj Blood.

According to legend, the bluffs were named for Kharent, a gambler who talked with Cyr, or the statue of Cyr, anyway, and then challenged him to a game of dice.

Kharent began to win the game through bluffing, but eventually lost. However, Cyr so enjoyed the game that he named the mountains the Kharentien Bluffs, a clever play on words. Even though Kharent did not win the mountains, they are named in his honour.

Delta of Cyr

That is a strange place indeed. Long ago, there was a man named Cyr. He was known as Cyr the Lightbringer, as he created the first light spell. As you can tell, this was a very long time ago.

He was famous for his expeditions into unknown lands, trying to explore and meet new races and peoples, and he often traded the knowledge of his light spell with those he met.

Anyway, no one knows how it came to be built, but high in the Delta still stands the legs of a huge statue, said to be of Cyr. The statue was mostly destroyed in the Mage Wars, as you will find is often the case.

Supposedly his spirit still lives on, as he was eventually lost to the world when he disappeared while exploring the caverns of the Delta. He was famous for his gambling as well, not just his bravery and courage in exploration. Thus, the story of the Kharentien Bluffs.

Monastery

The Monastery is named as such because of the temple there and because of the isolation of the ancient walled town. It was founded over 4000 years ago, and is probably one of the oldest places in existence.

It is nestled in a valley in the centre of the Kharentien Bluffs, with little or no path leading to it. You must travel there on foot, should you ever chance to go there.

You should also know that they are very particular about who they let into town, and they will not take pity on those whom they have any doubts about. Instead, they will leave the poor traveler outside in the elements.

In order to be granted permission to enter, you must have a reputation for doing good in at least the Kaj Blood area. They are very strict when it comes to anyone even suspected of a criminal act.

If you mean to travel there, make sure you have a good idea of why you are going, and if you will be allowed to enter.

Appendix: Gods of Vormis

Erosis, Goddess of Life

Erosis is the Goddess of Life. Her portfolio includes all matters regarding light, healing, goodness and life. She is the Goddess of Shamanic Magic, and her followers often prefer nonviolent solutions to problems, though some show no mercy to the unredeemable. She directly opposes Sashos, the God of Death, and often conflicts with both Chalik, Goddess of Oaths, over her views that the strong should survive and control the weak, and Ralix, God of Destruction, for the rampant death he encourages.

Her closest allies would be Arista, the Goddess of Nature, and Jondamar, the God of Travel.

Erosians often wear bright white to show their purity and faith in the Shining Goddess.

Arista, Goddess of Nature

Arista is the Goddess of Nature. She governs nature, growth, fertility, survival, rebirth, instinct, and the natural cycle of life. She is the Goddess of Druidic Magic, and unlike Erosians, some of her followers have few pacifistic tendencies - they often see themselves as predators, and like nature, are sometimes surprisingly brutal. She is also favored by many elves, farmers and those who make their living off the land.

She directly opposes Ralix, the God of Destruction, and frequently opposes Simri, Goddess of Thought, who has taken advantage of her brash nature a few too many times, and Sashos, God of Death, because she opposes wanton death, though she does smile upon the predator that kills its prey to survive.

Her closest allies would be Erosis, the Goddess of Life, and Nor, the God of Industry.

Aristans often wear shades of green to symbolize their devotion to the Queen of Nature.

Jondamar, God of Travel

Jondamar is the God of Travel. He embodies the spirits of travel, protection, wanderlust, the sea, luck, and freedom. He is the God of Bardic Magic, and he is very popular with pilgrims, sailors, adventurers, and some thieves.

He directly opposes Chalik, the Goddess of Oaths, and is often at odds with Nor, God of Industry, for his resistance to change, and Sashos, God of Death, because dead men have few adventures worth retelling.

His closest allies would be Erosis, Goddess of Life, and Simri, Goddess of Thought.

Jondans often wear shining gold to show their faith to honour the Lord of the Sea.

Nor, God of Industry

Nor is the God of Industry. He is the patron of earth, mountains, stability, solidity, reality, gems, and industry. He is the God of Conjuring Magic, and his followers include craftspersons, many dwarves, and any that value a hard day's work.

He directly opposes Simri, the Goddess of Thought, and is often at odds with Jondamar, God of Travel, due to his capriciousness, and Ralix, God of Destruction, because destruction forces change.

His closest allies would be Arista, Goddess of Nature, and Chalik, the Goddess of Oaths.

Norites often wear sapphire blue or rock brown to show their faith in the Lord of Mountains.

Simri, Goddess of Thought

Simri is the Goddess of Thought. She governs spirits, illusion, thought, knowledge, air, trickery, and dreams. She is the Goddess of Illusion Magic, and her followers include scholars, many Leshy, seers, prophets, and madmen. She directly opposes Nor, the God of Industry, and frequently opposes Arista, Goddess of Nature, on the matter of thought over instinct, and Chalik, Goddess of Oaths, for her insistence on the supremacy of law.

Her closest allies would be Jondamar, the God of Travel, and Ralix, the God of Destruction.

Simrians often wear purple, the color of the mind, to honour the Lady of the Sky.

Ralix, God of Destruction

Ralix is the God of Destruction. He embodies the spirits of destruction, fire, chaos, change, and renewal. He is the God of Sorcerous Magic, and his followers often include warriors, many Orcs, revolutionaries, criminals, and of course, sorcerers. He directly opposes Arista, the Goddess of Nature, and is often at odds with Erosis, Goddess of Life, who takes offense at his destructive nature, and Nor, God of Industry, who above all hates change.

His closest allies would be Simri, the Goddess of Thought, and Sashos, the God of Death.

Ralites often wear fiery reds and oranges, honouring the Master of Flame.

Chalik, Goddess of Oaths

Chalik is the Goddess of Oaths. Her portfolio includes binding, infernals, pacts, ambition, justice, and law. She is the Goddess of Summoning Magic, and her followers are often bureaucrats, zealots, politicians, judges, and anyone that seeks power over others. She directly opposes Jondamar, the God of Travel, and frequently opposes Erosis, Goddess of Life, who dislikes Chalik's concepts of justice and her infernal servants, and Simri, Goddess of Thought, for her frequent questioning of law.

Her closest allies would be Nor, the God of Industry, and Sashos, the God of Death.

Chalites often wear shades of silver and grey to show the impartial, uncaring, nature of the Mistress of Law.

Sashos, God of Death

Sashos is the God of Death. He is the patron of darkness, pain, suffering, evil, disease, death, murder, and undeath. He is the God of Necromantic Magic, and his followers often include the depraved, cultists, murderers, and other unsavoury individuals. He directly opposes Erosis, the Goddess of Life, and is often at odds with Arista, Goddess of Nature, who undoes his hard work, and Jondamar, God of Travel, who tries to protect the weak.

His closest allies would be Chalik, Goddess of Oaths, and Ralix, the God of Destruction.

Sashites typically wear black to honour the Dark Lord.

Appendix: Monsters to Hunt

Here is a list of things you COULD go and kill to level up:

- LVL 2 - Bear cubs, wolf cubs around Adv. Guild...
- LVL 3 - Kobolds around the west side of KajBlood plains, Red Slitherings near the bridge next to KajBlood...
- LVL 4 - Kobolds inside the kobold mine (with a party), young boars next to the adventurers guild...
- LVL 5 - More kobolds, young boars, red slitherings, river scorpion hatchlings (around bridge also), small bears (with party) in the Karentian Bluffs...
- LVL 6 - Small bears in the Bluffs, more young boars, maybe boars (most south on the east side of the river in KB), maybe normal bears, snakes...
- LVL 7 - Irate bears with party, raging bears with party, boars, young bandits, eaters-types, gloom pixies...
- LVL 12 - Try to solo irate bears, if not level up more and try again. If it works keep doing irate bears till you can solo ragings...
- LVL 15 - Raging bears, dire kobolds (with party)...
- LVL 20 - Great wasps, colossal wasps, more dire kobolds, trolls, demon slimes, all with party.
- LVL 30 - Demon slimes, trolls and hobgoblins with party.
- LVL 35 - trolls... hobgoblins... trolls... hobgoblins... (with party)

Here is a list of solo monsters (easy to solo at certain levels):

- Implings (1-2)
- Red Slitherings (1-3)
- Young boars (2-6)
- Kobolds (2-6)
- River Scorpion Hatchlings (4-8)
- Snakes (6-12)
- Boars (8-12)
- Irate bears (13-17)
- Raging bears (15-19)

Here is a list of party monsters (good monsters to kill with a party):

- Kobolds (in mine) (2-7)
- Irate bears (8-16)
- Raging bears (10-18)
- Dire kobolds (15-25)
- Great Wasps (15-20)
- Colossal wasps (20-30)
- Trolls (20-35)

Appendix: Spell Advice

INT, Spellcraft, Spell School and Focus

Your intelligence (INT), Spellcraft, Spell School and Focus all affect how well you can cast spells:

- **Int** - increases mana pool, increases chance to successfully cast in combat, influences ability to cast a spell at higher mana level and increases damage a little
- **spellcraft** - allows you to cast spells at higher mana level, it has much stronger influence than intelligence itself
- **spell school** - every 10 level new spell in most schools, the higher the skill, the better the chance to cast successfully
- **focus** - allows you to save mana when casting, increase damage a bit

As pointed out above, spellcraft is good for multi-class buffer casters who don't go very high in most of their schools, because it improves the mana you can put into spells of every school. However, unless you're pumping something like 37 mana into a level 10 spell, the level 110 spell will usually be more cost effective. Spellcraft does improve your chances of casting spells, but if you're already in the 90's, then it takes a *LOT* of spellcraft to make a small difference.

Focus is definitely better than spellcraft for casters that aren't trying to be a little bit of everything. Being able to bump up your mana just doesn't cut it given the inefficiency of doing so for the most part.

At low INT levels, spending DP on INT will get you more mana and a faster regen rate, but once your INT reaches a certain point, Focus can become more cost effective. Basically, each 10 points of Focus reduces your spell cost by about 1%. This means that at first, Focus makes little difference for this, but it does add up eventually. In fact, I worked out the math, and for the same amount of DP that L'Chandra would spend doubling her INT (to double her mana regen rate and increase, but not double, her mana pool), she could increase her Focus to the point that she's spending less than half the mana on each of her spells that she does now. It's not a strong win either way, but there's one advantage to having spells cost half the mana rather than having more mana that regenerates twice as fast. Potions give you twice as many castings if each casting only takes half the mana.

Basically, Spell School skill improves what spells you have, your chance to cast spells in that school, and how much mana you can put into spells of that school.

Spellcraft affects your chance to cast and how much mana you can put into all spells. The latter effect is over twice as great as the spell school skill itself. I have no information on the former.

Focus improves your chance to hit with bolt-style spells, and reduces the mana that a spell uses (but not the mana required to start casting the spell).

INT improves your total mana points, your mana point regen rate, and your chance to cast spells in all schools.

At low levels, I usually only recommend spending DP on focus if you're missing, spellcraft if you're failing to cast, and saving most of your DP for your spell school(s) and INT.

Other than that (mostly clarifications if you haven't already come across this info somewhere else), pay more attention to the other people's advice

Barriers

Only barriers spells cancel each other out; all other spells stack, and only those barriers from opposite schools will cancel each other out.

The opposite schools are:

- shaman-necro
- druid-sorcery
- bardic-summoning
- illusion-conjuring

And of these, you don't have to worry about druid/sorcery because druid doesn't have any barriers.

Appendix: Guide to Crafting

Crafting is very important in Rubies of Eventide. Not only it gives you something else to do, but it will make your life easier, more enjoyable and last but not least, you may get the thrill of casino play when crafting in rubies.

First thing to say is - everyone can craft. Not saying everybody should do so, but getting some crafting skills is great advantage, at least for melee fighters and ranged weapons users now and with alchemy and other crafting skills coming for casters as well. Crafting doesn't not effect negatively your DP raised skills as all crafting and gathering skills are raised by use. Sure, it costs time and in game money to learn things, i find it well worth it.

Oh, you do not know what crafted items can do. I will tell you. There are six tiers of materials in Rubies. Gear bought from NPCs is just tier 1. NPC offer only 100% quality goods while player can make item with 125 quality bonus. That's 25 % better when you use the same material. When you use something better, you are on whole new level. Be it armor or weapon, you will just see immediately what i mean when you compare storebought and crafted gear.

Materials

As I mentioned, there are six tiers of materials which include cloth, hides, metals and woods. These are used right now for implemented crafting skills. For other skills there will be more like copper, gold, silver for lapidary or different herbs for alchemy. What is important for crafting - you need higher skill to be able to work with better materials. Trying to use the best materials with no skill will mean only losing the precious stuff. Only first three tiers of materials can be bought from NPCs. Metal is sold near the mines in Kaj Blood, other types (and metals too) can be bought in town of Carthas. Other tiers can be gathered or looted.

Metals

Metals are gained by mining mostly. The tiers are as follow: bronze, iron, steel, praxite, khalite, norium (called unobtainium as well for it is really rare). Mining is auto rising and to refine ore you need 10 pieces of unrefined to get one craftable unit.

Hides

Cow hides can be store bought - crude, rough and fair for the first three levels. You can hunt animals too to get hides: little snakes, boars for tier one, big snakes, bears for tier two, wolves for tier three, tigers/flesh golem for level four, tier 5 is scytheran (nasty big beetle) , tier 6 hide can be taken from shadowlisks (not a beetle but even more nasty creature). Hunting skill helps a lot to get more hides from loot.

Cloth

Cloth at tiers 1 to 3 can be store bought - cotton, linen, silk. Then you can loot dreamcloth and spidersilk and Starweave. Right now cloths can be bought from NPCs and looted. Goblins are reported to wear cotton tunics and undead creatures often wear robes of wonderful materials which do not go well with their rotten meat anyway.

Wood

Wood can be bought in Carthas, tier 1 can be gathered using herbalism on KB map, but the herbalism skill is not yet fully implemented. Best way to get money for the woods is mining and selling part of the metals. Wood can be looted as well. Goblins were reported to use pieces of wood as weapons and wild Ents are made of wood. The types of wood are: oakh, ashe, yewh, ironwood, heartwood, aelfwood.

The branches

Tailoring

Tailors make soft armors from cloths and leathers and some with little metals. Cloths and hides are cheap compared to price of woods and metals which makes it the cheapest to learn and master skill. Tailors cover armors to ringmail which is skill 100 in armor. This skill is used to repair light armors as well.

- **Tool used** - sewing kit
- **Crafting station** - a loom

Armorsmithing

The opposite to tailoring. Most expensive skill to rise, working mostly with metals and covering armors from brigandine to about 10 types of plate armors. Without mining really high, this would be pain to do. Its of course doable to rise all crafting skill with the three store bought materials, but you still need the better ones to make your masterpieces. This skill is used to repair heavy armors as well.

- **Tool used** - armorsmithing hammer
- **Crafting station** - an anvil

Fletching

The skill to make bows, crossbows, slings, staves and ammunition for weapons. Bows need leather and wood, crossbows need wood and metals, staves wood and metals and so on. Ranged weapon user without fletching will not do very well, but rising this skill is not all that hard even if you do not spend your time mining. It is possible to make money hunting and then buy materials needed. This skill is used to repair fetched weapons as well.

- **Tool used** - fletching kit
- **Crafting station** - Gazeboo near druidic teacher in KB, a stall near forge in Carthas

Weaponsmithing

The skill used to make most melee weapons and thrown weapons (including "unarmed" weapons). Uses mostly metals and woods. Crafted weapons have better damage codes and are needed when your weapon skill is high. This skill is used to repair weapons as well.

- **Tool used** - weaponsmithing hammer
- **Crafting station** - anvil, same as for armorsmithing

How to craft and how to rise skill

To start crafting, you need to get materials ready first and the tool as well. Talking with NPCs in Carthas will give you all you may need. Armorsmithing and weaponsmithing tools are sold in KB as well, same for sewing kit. Fletching is taught and fletching kit sold in the adventurers guild as well, Carthas makes it easier. Or go to KB with money ready and ask Gentry or Founders to bring you what you need from Founders Island (or donate \$50 to become Gentry yourself).

You need first point in the crafting skill as well, if you do not have it from character creation, talk to NPCs to find out which one can teach you. Again, in Carthas it is easier to find them.

When you have all you need and found the crafting station, put the tool in quickbar and click it with your mouse (twice for the hammers, they need to be equipped first) . A crafting window opens. There are some pull-down menus in which you can choose what to make. After you selected the item you want to make, you need to drag materials required onto the crafting window, the game does not take them automatically because you can have more material types in your bag.

When you press "craft" button first time, you will most probably make your item to 75 % quality. Or not, you may fail as well and loose some of the materials, all depends on your luck and your chance to make an item which is displayed in the left lower part of the crafting window when you dragged the materials into the crafting window. After that you have two options. You can press "craft" again and get higher quality item (with more risk) or you can press "finish" and then you created your first item ever. Whoa!. NO matter it is of low quality, it is yours

At first you will be able to start crafting only the simplest items, as your skill advances, you can start making bigger weapons/armors or better ammo. Later you cans tart using higher tier materials.

Ways ho to rise crafting skills are numerous. If you have enough money for materials, you may risk more and try to craft with chance for first attempt at about 60 %. If you value your resources more train on items with 70-80 % chance to craft. If your resources are scarce, start at about 80-100%, just mind that you get no XP for crafting attempts when your chance to craft the first attempt is 100 %. The common practice is to "craft to crash" - pushing higher and higher with he risk of loosing some materials. Its most efficient but you do not have items to sell to get money for new materials, the choice is yours of course.

When your chance to craft is too high, juts try to make a bigger item. Then, when bigger items are too easy, start using higher tier materials. The difficulty is defined by the highest material used so you can combine tier 1 metal with tier 3 wood to make learn your crafting skill and save money.

And that is just about it.

Appendix: Guide to Being a Healer

Why should I be a healer?

Healers play a critical role in ROE, and can make a seemingly impossible task possible. Taking down tough, hard hitting creatures such as tigers, trolls, scythians and even the occasional named bandit requires a healer to keep the fighters standing and the casters alive. A hunting party with a good healer can take on creatures much higher than themselves, and still come out with the party intact.

Healing is a deceptively hard task. Most people see them as "passive" simply because they do no damage to the creature they aren't doing anything back there hangout with the mages. Not true, a healer must pay close attention to who is getting hit, the timing of their casts, managing mana, and worrying about who to save, if they must make a choice.

I will address several of the challenges facing a healing class caster, including choosing spells, armor, buffing, and how to solo. For the purpose of this discussion I will be referring to Shamans, although I will talk about the support healing classes of Druidic and Bardic as well.

What spell do I use to heal?

There are 3 main types of damage in Rubies, HP, BP and spiritual (MP/EP). Healers can help with all 3 of those damages, either through barriers, enhancements, direct heals, or "Heal Over Time" spells.

Barriers

Shamans have 2 barriers, one physical, and one Spiritual. Unfortunately, only one can be active at a time, so you have to decide which makes more sense. In most cases, the "Sanctuary" physical barrier is the best choice, as only a few creatures do spiritual damage, such as Banshee's, Skeletal Mages, and Shadowlisks.

Bards have a physical barrier spell, and that can be used to add to Sanctuary, or to replace it if you need some spiritual protection. Conjurers and Summoners can help out on this front as well.

Augmentations (or "buffs")

The Invigoration line will give an increase to HP and BP, giving you more time to heal a player. Mages especially need this Augmentation line to prevent "One Hit Wonder" syndrome. The Druids have a similar line, and can be used in combination.

Don't forget the Bardic Intelligence buffs! They will give you some more mana, as well as EP if you are facing EP damage. Illusionist and Summoners can also help out here as well. Beware of some of the Druid buffs, as they can lower your Intelligence!

Direct Heals

This is what people think of when they think of healing, infusing healing magic into the Warriors as they keep the hordes at bay. This is where Healers shine, and must pay special attention to keep the party alive.

Healing spells fall into 4 major categories: BP heal, HP heal, balanced heal, and EP/HP heal. Each of these comes in a mass heal or individual heal flavour. Some creatures do mostly one type, like wasps, so use a matching spell. Healing the HP while the wasp does BP means a party wipeout.

Single Heal

This is the tricky part, who do I heal? Sometimes it is an easy choice, heal the guy in front. Sometimes you must watch out for your mages, as the front line fighter cannot actually hurt the beast, just keep it busy. They are critical for keeping the fight short, so don't ignore them. F9 is the best way to pick a person to heal. Select a spell, then click on the player to heal them. I prefer not to use F2 to autocast heals, but if you do, make sure you keep a finger on that f3 button to stop casting and change targets. F3 comes in handy to change spells as well, like when fighting a mixed group of mobs, or trolls, who spread the damage types around.

Timing is also critical, some attacks match the casting cycle, some are slower. If you cast just BEFORE the damage hits, your spell is wasted. Another reason to click F9, rather than autocast, as a fast single heal spell will get ahead of the damage.

Mass Heals

Mass heals take the work out of healing. Unfortunately they are much slower, take more mana, and can damage some pets. Reserve them for out of combat healing, especially Bards and Druids. Sometimes, in the case of sudden adds, the only way to catch up is to cast a few high level mass heals to bring everyone back to good health. Careful! Undead pets don't like being healed in combat, and they will take damage from your spell!

HOT HOT HOT!

Heal Over Time spells increase regeneration rates for HP and BP. Why use them? Well, sometimes you need that little extra heal per tick to keep up. It also works well on yourself, just in case you take a hit and can't stop to heal yourself.

Tactics - Fear is the mind killer

There are some things a healer can do to help the others in a fight. The first is to call out adds if they occur, especially if the mages are going to be attacked from behind or blindsided. Second, you can act as a backup to the fighters by taking the hits yourself if you have the armor to do it, or sometimes, even if you don't! Get that beast's attention, let him whack on you, and heal yourself. You want to time it so you start healing right after the blow lands, or you might have your spell interrupted. Hopefully, you will last long enough for the casters to take it down.

Most importantly DO NOT RUN! A healer should be ready to sacrifice himself or herself to avoid a party wipe. If the party leader calls for a route, then you can take off. Staying calm and cool is your job, make the others feel like they can rely on you to hold your ground and heal them.

The level of spell is a tactical choice as well, using your most powerful spell is nice, but if a lower spell will work just as well, use it! Save the mana for buffs or if the going gets tough.

Armor

Armor is good! Being able to take a hit or three for the team will make you a valuable healer. Druidic and Bardic spells will help get you into the armor without the need for spending DP on Strength. Remember you need twice the encumbrance of the armor or it reduces your chance to cast!

Soloing

Healers can solo too! Any creature that is weak against EP will fall to a smite. Undead are the obvious choice (try the haunted woods in Kendal Fall's NE corner at night, as well as the road

to Morkesh), but demon slimes in small numbers and trolls are good for midrange players. Trolls are another under hunted option, as are tigers.

Parting thoughts

Healers are a critical part of a well oiled and well rounded party. Using their many talents in and out of combat they can mean the difference between a night of fun or a night of corpse runs! A well balanced and experienced healer is a valuable asset to any party and will lead to many invites to interesting places.

Appendix: Gaming Etiquette

Basic Rubies of Eventide Gaming Etiquette 101:

- do not use the help channel for spoilers and hints
- do not use the help channel for general chat
- do not spam the help channel with questions.. read the manual
- do not harass or grief other players, GMs, or Devs
- do not ninja-loot (steal all the loot from the loot screen)
- put your [LFG] flag (/lfg) on if you're looking for a group and announce in /OOC that a group is forming at the bridge if you need a hunting party.
- If you need a rez, ask in /ooc for a little help or just /rtt
- Don't announce in /ooc that you've leveled up.
- Don't brag about your high-level characters in other games.
- Don't rant or troll in public channels about other games or Rubies.
- Don't rant or troll in public channels about religion or politics.
- If you are going afk for a long period of time, tell your party and put your [afk] flag on.
- When you are done for the night, thank your party for the group and save their names in your /friends list for later.
- Read this manual as much as you can to get info before resorting to /h
- If someone is harassing you notify a GM right away.
- In a role-playing session, avoid acronyms like lol, rofl, afk, or imho outside of /OOC chat.
- Don't use the word NOOB in reference to newer players. It's derogatory.
- Don't use profanity or acronyms of profanity (ie: wtf, stfu) in public channels.

Appendix: Role-playing for Dummies

1) When you meet somebody new, don't use the sign over their head to greet them. Greet them as 'friend' or 'traveler', or if their class is obvious, by their class, and if not, then by their race.

2) Determine the basics of who you want your character to be in text (physical characteristics, basic 'soul' attributes, etc). Then get an idea in your head of any ongoing quests your character might have - from 'I'm looking for the man who killed my brother.' to 'Hot darn, what a girl!' in place of the standard goal in rpg's of 'I'm trying to make my character super uber kewl!!!!'.

3) Determine who your character is at face value, who they become when emotionally exhausted, who they become when drunk, etc. Note - you do NOT need to decide the reasons for this right now. You can (and will) discover them eventually if your character stays alive long enough, and you role play consistently.

4) Don't choose an ordinary person to roleplay unless you are VERY good. It is much easier if you can clearly separate in your mind the character and your self. At the same time, it is much easier to develop your character's story (remember, introduction, problem, climax, resolution) when they already have some problem built in. It is much more difficult if you have to develop the character to create the root problem, and if you have the only problem be external, it is easy to end up with a character that is flat and dull. (personal experience speaking here)

I try to build all my characters with some sort of tragic flaw or emotional baggage (preferred). Think Col. O'Neal in Stargate, or Boromir in The Fellowship of the Ring.

Hope I have been of help.

Minamoto Musashi

Appendix: Minimum System Requirements

Before you install Rubies of Eventide make sure that your system complies with the minimum recommended specifications for the game. You may be able to play on a machine with lower specs, but you may have performance issues with the game that will not be able to be resolved without upgrading your computers hardware.

- Pentium 3 (Pentium 4 recommended)
- 256 MB of RAM (512 recommended)
- At Least 1 GB Free Hard Drive space
- Windows 98/ME/2000/XP
- 64MB 3D Accelerated DirectX 8.1 compatible Video Card (GeForce III or better)
- A DirectX 8.1 compatible Sound Card
- A Microsoft compatible mouse
- A Microsoft compatible keyboard
- A 56K+ Internet Connection
- An active Rubies Of Eventide game account with Cyber Warrior Inc.
- DirectX 8.1 or better

The most common problems with this game relate to video card settings. Many problems are easily solved by upgrading to the latest video card driver offered by your hardware manufacturer. In the event that you have the latest DirectX and video card drivers but are still getting poor results, we have provided a robust area where you may customize your video

settings to improve zone load times and overall game performance. See [Video Options](#) for information on these settings.

Troubleshooting: Help and Support

A wealth of information on troubleshooting and support issues can be found by visiting the support website. Enter the official website at <http://www.rubiesofeventide.com> and click on the 'FAQ and Support' link or go directly to <http://support.eventide.net>.

On the support site you can:

- View announcements
- Browse the tree of knowledge, which contains answers to over 150 issues
- Submit trouble tickets to be answered by the Rubies staff
- Check on the progress of trouble tickets
- Download some useful items

Credits

All credit to the original author who last updated this information in September 2004.

They also applied the following individual credits:

- Appendix: Monsters to Hunt - roe.warcry.com
- Appendix: Guide to Being a Healer - Liskar, Leshy Sorcerer and Tinwe Blackhand, Pilgrim of Nor
- Appendix: Role Playing for Dummies - Minamoto Musashi
- Appendix: Guide to Crafting - GM-Xentar
- Appendix: Geographic Lore - roe.warcry.com

Updated by Asfajaf in November 2006. Typos and errors fixed, a consistent look and feel applied, new information added and all existing information updated.