

Player's Handbook

Lands of Androhil

a fantasy PBeM game

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Introduction

"My grandmother blames the gods, she does. She says: "If it wasn't for them, we'd still be living the good life back in Ushar Dur." Hmphh, maybe it is their fault, but when your mother dies, you cry, god or no god. I don't blame them, but then, I'm locally born and have no memory of the time before the floods. My grandmother does. She's making sure everybody knows how great it all was: The fortresses of Kalaman, the bridge of Ubal, the caves of Ushar Dur. I guess old people all long back to the time when they were youngsters. Now, she's a bitter old woman. I pray to the gods every day to make the water go away. Not for me, you know, but for my grandmother. I'd like to once see her smile again. I'll bet it shows a whole ocean of wrinkles no one has ever seen before. Ha."

Keldorn Pepperbeard,
Dwarven cobbler.

Welcome to the world of Androhil. A world where magic is common place and the gods play the game of life with every living creature as their pawns. A world devastated after the loss of the Creator, the god of all gods, the First, the Maker. No one knows why she disappeared. She just did. Nima, Daerik, Magus, Kondar, Ustar, Linderel, all mighty gods in their own right, where shocked when their mother was gone. They searched everywhere, but she could not be found. After that, the tears came, they cried and cried, bringing the floods upon the land.

Androhil drowned. Nations disappeared, continents were simply washed away. The entire civilization, everything that had been built up, was reduced to a few ships, sailing the endless Ocean of Sorrow. Those ships found each other in their search for land.

One such a fleet was the one led by 'Perseverance'. She was a fine ship and led the numerous small boats and rafts in her wake to the Isle of Lexet. Other fleets have found other islands. Through exploration of the drowned world, these pockets of civilization have begun to find each other again and a new society of islands is unfolding.

The turn sheet

Once you have created your character, you must wait for your first turn sheet. Turn sheets are created for all players simultaneously and released according to a predetermined schedule. They list several things that are important to your character. Its location, possessions, people in the neighborhood and interesting nearby buildings. Although we cannot guarantee that your first turn sheet will be created at the first upcoming turn sheet release, we will do our utmost to get you into the game as soon as possible. Once you have received your first turn sheet, you can begin the game.

The first section of the turn sheet is called 'Lands of Androhil' and summarizes general game administration. You can click on the title of any section to get an explanation of its contents. The statistics section, which shows the stats and abilities of your character, is particularly helpful in explaining what everything means. Most things in this section are links to explanations of their meaning. Feel free to click around on your first turn sheet to get an understanding of how things work in Androhil.

Orders

To send in orders for your character, you must visit the Androhil web-site and fill in the order-submission form. If you change your mind, you can at any time submit a new set of orders and it will automatically replace your previous set.

Each order must be issued on a separate line. Orders are case insensitive.

If you have not sent in any orders for three consecutive turns, you are considered to have stopped playing and your character will be removed from the game.

Writing your orders

Lands of Androhil has no limit on the number of orders that you can issue, but some actions take so much time to complete that they take up the rest of your turn. Any order issued after such an action will be ignored. Examples are boarding a ship, renting a room in an inn to catch up on some sleep or visiting a library.

If not recognized, the computer will always try to best guess the given orders, correctly interpreting most spelling mistakes. It also allows shorthand order entry. E.g. 'at fuzz' would expand to 'attack fuzzbutt', since the first word is always the order, and 'attack' is the only order starting with 'at' and 'Fuzzbut' is the only creature within attacking range with a name starting with 'fuzz' (assuming that is the case). Of course, if 'Fuzzy bear' was also around, you could end up attacking either one.

Below are the descriptions of the possible orders in Androhil. Several symbols are used to define their format. These symbols and their meaning are:

<> Words within < and > are fields where a value (often a name or number) must be entered. E.g. <spell> would require you to enter the name of the spell involved. Anything outside < and > should be copied literally into your order.

[] Words within [and] are optional and can be left out. They are often combined with < and > to specify an optional field. Optional literals are usually included for readability only (by humans, that is).

{ | } These symbols declare a multiple choice. E.g. { a | b | c } means that either a, b or c must be included in your order.

The symbols <>[] and | should never appear in the order you issue.

Examples have been given for each order to clarify the definition.

<Item>

Sometimes, different items bear the same name. Let's say you are carrying two large sacks. One containing junk and another containing valuable gold and silver. Both your sacks are simply called 'large sack' and 'Drop large sack' may result in dropping the wrong one. In these cases (or just because you don't feel like typing all those letters), you can use the item number preceded with '#': 'Drop #123'. Be careful: any order that uses up items will stop looking as soon as it has found the first of your specified items. So, in the above example, if you try to 'drop 2 sacks', only the first one found will be dropped. Some examples are the 'use' and 'sell' orders.

<Structure>

Sometimes, there is a terrain feature that you have a reason to interact with. You will have to supply a name for the feature, but the computer will always attempt to interact with a feature, even if you do not spell the name correctly. For example, if you are in a room with three fountains, numbered one to three, and standing on the second, it will drink from fountain two, even if you specify 'drink from fountain 3'. Most of the time, this is useful for your character: the poisoned character will drink from the fountain of healing, even if you accidentally say to 'drink from fountain of helling', but it will cause problems in some other cases. In the case of structure names that don't match, if more than half of the name does match, the program assumes that's what you meant. In other words, be sure that you're standing on the correct structure when you ask to interact with it.

[<Amount>] <Item>

Same as <Item>, only you can precede it with an amount as in 'Buy 5 torches'. You must use number to specify an amount: Use '1', '2', etc and NOT 'one', 'two', etc.

<Character>

When entering characters, you can simply use the name of the character you mean. Apart from that, you can also use the character's number as in '#123'. You can also specify the character in the following form:

[any | weakest | strongest | nearest | furthest] { pc | npc | friend | enemy | <race> }

Examples include: 'nearest enemy' and 'any rat'.

If you mean yourself, you can also use 'me' as in 'cast heal on me'

Repetitive orders

Sometimes, you'll find the need to repeat the same order several times. E.g. if you wish to travel several squares in a single direction. This can be done by repeating the order as many times as you want it to be processed, but alternatively, you can precede the order with the number of times it should be processed. '10 attack' is identical to issuing 'attack' ten times.

attack [<character>]

Example: attack giant rat

See also: engage, set aggression, set caution

Your character will strike at the given character. The attack may or may not be successful, but in both cases is the attacked creatures allowed to instantly perform a counter attack on you.

The target character must be within your attack range.

Alternatively, you can issue a plain attack order (without stating a target character). In this case, you will strike at a random non-player creature within your range.

Making an attack costs an action point.

attempt <feat> [<args...>]

Example: attempt critical strike on Uther Pendragon

Your character can be trained in several special skills or techniques. Many are used automatically, but some require you to specifically attempt to use them. When you learn a feat, you should also get a description of the technique and any special things you need to know to use it.

board <vessel>

Example: board Perseverance

Your character will buy a ticket and board the ship, coach or whatever is at your current location. You must have enough money for this order to work. Since such travels cost a lot of time, boarding will end your turn, meaning any subsequent orders will be ignored. At the end of your turn you will have arrived at your new location.

butcher <corpse>

Example: butcher dragon corpse

Some tanners and some butchers will pay a small amount for things like wolf hides and unicorn horns. Many alchemists and magicians will pay more for parts of some of the rarer and more exotic creatures. Unfortunately, it can take a lot of time to get all of the parts from a corpse. This order works much like the 'extract' order to get all of the body parts your character can manage to extract from a given corpse. The exact amount your character can get depends on how much else he has done in the turn, but if you can't get every valuable part

from a corpse, this order will get more than the extract order does, in addition to acquiring every body part you can find. In exchange, it also ends your turn.

Note that some body parts (such as snake venom) can only be extracted if you have an appropriate container to put them in.

buy { [<amount>] <item> | <service> }

Example: buy 5 apples

See also: order, sell

Your character will attempt to buy an item from the shop at his/her map square. The item must be available and the buyer must carry enough cash. Non-sentient characters cannot speak with shopkeepers, are never serviced in shops, usually do not carry cash and have little use for the items for sale, and therefore they cannot buy items.

This order is also used to purchase services from shops, such as the teaching of a skill or spell. Admittedly, the resulting sentence can be a bit confusing. E.g., 'buy roulette' does not buy you a gambling table. The order merely allows you to participate in a game.

cast <spell> [from <item>] [<args...>]

Example: cast flames from scroll of fire on elephant

See also: set spells, scribe, study, teach

Use this order to cast a spell. Some items are charged with magical energy that anyone can release (wands, scroll). To use such item you must state from which item you wish your character to cast that spell. If no item is given, the character must have spell casting abilities of his/her own, have knowledge of the required spell and be left with enough mana for the job. Casting a spell order costs an action point.

Note: There's a limitation in the order parsing program. Certain spells, including Teleport and Scry, require you to specify the item number instead of the item name. So: *cast teleport from #12345 at 7 stonecasts east*

collect [smart]

Example: collect smart

See also: set collect, take

Your character will collect all eligible items at your location, until there are no more to take, or until can carry no more. If the 'smart' option is given, your character will drop items she already had, if that would allow her to take another, more 'valuable', item. 'Value' of items is based on a simple formula that includes weight, re-sell value and general usefulness, but being only a simple formula, you may disagree with its decisions.

donate [<amount>] <item>

Example: donate 20 copper

See also: give, pray

To improve one's standing with the gods of Androhil, it is custom to regularly donate items of value. This results in an increase of favor depending on the value of the item(s) donated and on how much the specified deity appreciates gifts from mortals. Bear in mind that donating to one Deity may offend an opposing deity. Donations can only be given in temples.

drink [from] {<item> | <structure>}

Example: drink from fountain; drink purple potion

See also: eat

With this order, you can make your character drink potions, kegs of beer, take a sip from the fountain or the open sewer. Drinking from an items requires you carry the item. To drink from a local structure, such as a well or fountain, you must be at the same map square as the structure.

Note: drinks in inns, taverns and such are consumed immediately when bought and you do not need to issue a 'drink'-order.

drop [<amount>] <item>

Example: drop spear

See also: give, take

With this order your character will drop the specified item(s) on the ground. It will then be for the taking to anyone around. Items dropped in water may sink and be lost forever, or float away and end up somewhere else.

eat <item>

Example: eat apple

See also: drink

With this order, you can make your character eat any comestibles he is carrying.

empty <item>

Example: empty large sack

See also: put, take

When the 'empty' order is issued, your character will take out all the items currently in it. These items will end up in the same place where the container is, i.e. if the container (say, a sack) is part in the characters hands, its contents will be in his/her hands as well after the order is processed, if the sack lays on the ground, its contents will be spilled there.

engage [<character>]

Example: engage nearest enemy

See also: move towards, follow, attack

The engage order allows you to move one step towards your enemy and attack him. This is useful when you have a good melee attack and wish to meet the enemy toe to toe. When no target is specified, the computer will select a random enemy. This order only works when the targeted character is visible to you at the time this order is issued.

enter <structure>

Example: enter cave

Your character will enter the cave, magic portal or whatever is at your current location. In some instances, a fee is charged at the entrance. If so, you will be told in advance. This order works both ways: to exit the place that you entered, use the 'enter'-order again when standing on the clearly marked exit square. Hence, there is no 'Leave' or 'Exit'-order.

Note: You do not need to use this order when visiting a shop, academy, library or similar. Simply being at the same location suffices.

equip <item>

Example: equip flail

See also: wear, wield

For clothing and armor, this order is identical to the 'wear' order. For weapons, it is identical to the wield order, only, it first figures out what the item most logical use (melee or ranged) is and then wields the given item accordingly. This order can always be replaced by the 'wear' or 'wield'-order and exists for your convenience only.

examine <character>

Example: examine Skippy

See also: set interest

Your character will examine the given creature, assuming it is within sight, and describe what it is equipped with. If the creature is a common animal, or your character has a sufficient 'lore'-skill, you will also receive general information about the creature's race.

examine <item>

Example: examine small basket

See also: set interest

Your character will examine the given item, describe it and list its contents. If the item has spells scribed in or on it (spell books, scrolls) then the examiner will tell this and even tell which spells if he/she can read magical runes (i.e. is able to cast spells). Your character will then try to identify the item. The item must be in possession of the character.

If this order is used in a shop that sells items just like the one examined, the shopkeeper will step in and explain its nature and use. Shopkeepers tend to be fairly knowledgeable about their wares.

extract [<amount>] <part> from <corpse>

Example: extract 5 feathers from phoenix corpse

Many animal parts have alchemical uses or are used in the clothes or armor industry and getting those parts can make you a bundle of money, as any poacher can tell you. Some parts are common, like animal fur, but rarer items, like the horn of a unicorn, are highly sought after. Extraction of fluids (blood, poison, saliva), requires you to have empty flasks at hand. If you do not specify an amount to extract, you will extract as much as there is available. Any shop will list what parts it is willing to buy, as well as what parts it would need to produce a particular item for you. E.g., a certain shop has snake skin boots for sale, but requires snake skin to deliver the product. You can then only buy these boots while you have enough snake skin in your possession.

Extracting items from a corpse costs at least one action point.

follow [<character>]

Example: follow Johnny Appleseed

See also: move towards

Your character will start to follow another character that is within your sight at the time this order is given. All subsequent orders will be delayed until your character has reached its target character or is unable to continue the pursuit. Issuing the 'follow' -order without any parameter stops any pursuit. If you lose sight of the followed character you will move until you are at the spot where it was last seen. Pursuits do not carry over to the next turn. To follow a character for several turns, you must issue this order every turn you wish to do so. This order is very handy when you wish to interact with a character that is several squares away and you fear that by the time you have reached him, he will have moved to a different location.

forage

Example: forage

Forage your current location to look for alchemical reagents. Different reagents can be found in different types of terrain. E.g. roots and herbs are most likely found in forests and grassland, while caves are more likely to yield fungi and mushrooms. Local features can also influence what one can find. A plum tree, for example, could yield plums when it's location is foraged. Chances of success depend on availability of reagents and perception.

Foraging costs an action point.

give [<amount>] <item> to <character>

Example: give shield to Zatruidies

See also: donate, drop, take

Give item(s) to another character at the same location. The recipient must be at the same or an adjacent map square for this order to work. If you specify a higher amount than you actually have, then as much as you have will be transferred.

Note: If you wish to pay cash to another character, bear in mind that this order does not change money for you. 'Give 50 copper pieces to Gwendoline' will only work if you actually have that kind of money in copper. Otherwise you must 'Give 5 silver pieces to Gwendoline'.

loot

Example: loot

Burglarize, pillage, plunder, strip, whatever. Just get the loot. Whether it's a chest in some forgotten dungeon, a lucky fountain laden with coins or even the local general store. In many cases the lockpicking skill is required for this order to succeed.

Looting costs an action point.

Caution: Looting is illegal in almost any society and punishment can be severe when caught. Loot at your own risk.

manipulate <object>

Example: manipulate lever

Push, pull, turn, crank or otherwise fiddle the given object (at your location) in any way that seems appropriate. This order is generally used to pull levers, push buttons and similar. The descriptions on your turn sheet will show the opportunities to do so to any careful reader.

move <direction> [ish] [along road]

Example: move northeast

See also: enter, follow

Moves your character a single square in the given direction. Directions may be abbreviated (e.g., 'northeast' can be written as 'ne'). You can add 'ish' to the direction (northish, southwestish) to indicate it is only the general direction you wish to travel in. This is useful in situations where you don't know the exact layout of the terrain you are sending your character into and realize the path you are telling him to follow may be blocked. In the case of 'ish'-directions, your character will first try to move in the given direction. Failing that, he will attempt the two adjacent directions. In the case of northish, the adjacent directions are northeast and northwest.

Some types of terrain are passable but unsafe, such as quicksand, scorching hot lava crust or thorny tangleweed. Your character will never move into such a terrain when given 'ish'-directions.

You can also specify that you wish your character to stick to the road ('move southwestish along road'). If such an order is given, your character will not move onto any square that does not contain a road.

After every move order, your character will issue a single attack on a random enemy within range.

move towards <character> | <building>

Example: move towards strongest orc

See also: engage, follow

Moves your character a single square towards the given character or building, assuming you can see him/her/it and the path is travelable. After every move order, your character will issue a single attack on a random enemy within range.

order <item>

Example: order dragon scale mail

See also: buy

Your character will order the mentioned item at the shop she is currently at. The items that can be ordered are listed under 'Made to order' in every shop in the 'Points of Interest'-section. Ordering an item requires you to carry the required raw materials as well as the mentioned cost in coin. Androhil craftsmen work very quickly and the order you receive the ordered item instantly.

pray to <deity> for <request>

Example: pray to Nima for health

See also: donate

Note: You need the religion-skill to pray.

Sometimes the gods grant gifts to mortals. One can ask for these in prayers. With this order your character will commence prayer by kneeling, bowing and chanting songs related to the deity and the miracle they wish to see performed.

The miracles and blessings one can ask for are listed in the Strategy Guide.

The gods will only act on your behalf if your character has gained sufficient favor with that deity. The required standing depends on the request and the level of the character's religion skill.

Characters with the master religion skill 'pray to <deity>' without asking for anything. This way one can sweet talk his way into the favor of a certain god. This type of prayer is most effective when performed in the deity's temple or shrine, but will end your turn either way.

put [<amount>] <item> in <item>

Example: put apple in bag

See also: empty, take

Your character will put an item in another item (bag, barrel, basket,). The container must be large enough and have sufficient room left to hold the item. This order is handy if you wish to let an animal that cannot hold stuff of its own (horse, wolf,) carry some of your equipment by strapping saddlebags onto it. The character must hold both the item and the container when issuing this order. Containers can be put in containers.

ready <item>

Example: ready wand of death

See also: wield, cast

Some items can be used to cast spells, even when used races that have no ability in the realm of magic whatsoever. Wands and scrolls are the most common examples. If you wish your character to use such an item in combat, you must issue the 'ready'-order. This will cause your character to keep to item 'at the ready' and adds the spell to his attack list.

remove <item>

Example: remove breast plate

See also: wear, wield

Your character will take off the specified item. This order is mostly used when you wish your character to replace the worn item with another; characters can wear only one suit of armor, one pair of gloves, one pair of pants (if the suit of armor does not cover your legs already), one helmet, one pair of glasses, etc., etc. Note: many magical items confer the powers upon their owners only when worn and armor protects also only when worn.

retreat [<character>]

Example: retreat nearest enemy

See also: attack, engage

The retreat order allows you to attack your enemy and then move one step away from him. This is useful when you have a good ranged attack and wish to keep the enemy out of melee range, or simply if you need to make a fighting withdrawal from some target. When no target is specified, the computer will select a random enemy. This order only works when the targeted character is visible to you at the time this order is issued.

say <text>

Example: say open sesame

Your character will utter the given word(s), audible to everyone on the same map square as yourself. Use this order when a password is required to get into the secret cult's hideout or a robber's den, or when certain command words are needed to achieve something. If you wish to say something to another player, you should click on his/her name below the map. This will allow you to send an email directly to that player.

The 'say'-order costs an action point for every use.

scribe <spell> in <item>

Example: scribe flames in spell book

See also: study, teach

With the scribe order your character will write the arcane knowledge of casting a specific spell into his spell book. This way the knowledge can be preserved beyond the life the author or sold to someone else. Also, an experienced sorcerer, with knowledge of the right spells, can create scrolls from pieces of parchment with spells written on them.

sell [<amount>] <item>

Example: sell leather armor

See also: buy

Your character can sell unwanted items to shops by standing on the shop's map square and issuing the 'sell'-order. If the shopkeeper wants the item he will pay for it, if not he will give it back to you. As a general rule, shopkeepers will buy the items they sell and often-similar stuff as well. But, armories will not buy apples and general stores will not buy plate mail.

set aggression to {low | medium | high}

Example: set aggression to high

See also: set attitude

Your level of aggression affects the automatic attacks that your character makes:

- **Low:** Your character never attacks anyone, unless your character's attitude overrides it.
- **Medium:** Your character attacks creatures of evil alignment and those designated as enemies (see 'Set attitude')
- **High:** Your character will attack any npc in his range.

set attitude towards <character> as {hostile | normal | friendly | ally}

Example: set attitude towards john as friendly

See also: set aggression

With this order you can declare how you wish to interact with the given character.

- **hostile:** attack him/her at every opportunity. Be aware that this can override your character's aggression setting.
- **normal:** this is the default setting. The resulting behavior depends on your character's aggression (see 'set aggression').
- **friendly:** don't attack.
- **ally:** don't attack and retaliate against his/her attackers if possible.

Note: How you set your attitude towards someone, doesn't affect the other person's behavior towards you.

set caution to <hit points>

Example: set caution to 20

See also: attack

This order is used for self preservation. When your character's health level (no. of current hit points) drops below his caution level, he will refuse to make any automatic attacks following from his aggression level and ignore any subsequent attack order. This is most useful when engaging monsters, without knowing how much damage their reply-attacks will return.

set collect to {off | on | smart}

Example: set collect to on

See also: collect

Setting collect to on equals issuing a 'collect'-order after each 'move'-order, each move by the 'follow'-order and each won battle. Setting collect to smart is like issuing a 'collect smart'-order in those cases. This standing order will remain standing until you set collect to off.

set interest to [<keyword1> [, <keyword2> [, <keyword3> ...]]]

Example: set interest to fireball, spear of the unicorn, ogre, Happydale

See also: examine

This order sets the fields of interest that your character will try to gather information about. This gathering is automatic whenever an opportunity arises. Good opportunities would be studying at libraries or drinking and socializing in a bar. The former having a better chance of producing reliable information. Setting an interest does not increase the amount of information that you gather, it only increases the chance that the topics discussed are something the interests you.

The most effective keywords tend to be single, describing something broader than what you're actually looking for. E.g. if you're looking for a sorcery teacher or information about sorcery spells, simple put in 'sorcery', rather than 'sorcery teacher' or 'sorcery spells'.

set spells to [<spell1> [, <spell2> [, <spell3> ...]]]

Example: set spells to flames blind paralyze

See also: cast

With this order you can specify which spells your character should use in combat. The given spells must be known by your character and must be suitable for combat (see description of the spell). All named spells are added to you character's attack list.

To clear your list, you can either specify no spells, or 'none' as one of the spells on the list. If you do this, you will not cast any spells unless you use the 'cast' order.

set stealth to [on or off]

Example: set stealth to on

Certain skills work best when others don't realize you are there. With this order, you will attempt to move much more slowly and carefully, taking advantage of shadows, cover, and so on. Anybody may use this order, but it requires the stealth skill – and perhaps a few other skills – to take full advantage of it.

As a side-effect, when stealth is 'on', you will take twice as long to perform any action. As a result, your maximum movement will be much less.

study <spell> from <item>

Example: study paralyze from spell book

See also: scribe, teach

By studying, characters can learn new spells from books. The spell must be scribed in a book or a piece of parchment and the reader must have learned the appropriate magic skill.

take [<amount>] <item>

Example: take battle axe

See also: collect, drop

Your character will pick up the specified item from the ground. The character must be able to handle items and be able to bear the weight.

take [<amount>] <item> from <item>

Example: take flask of lamp oil from backpack

See also: empty, put

Take an item out of its container. The container must be in your possession. After you've taken the item out, it remains in your inventory.

teach <spell> to <character>

Example: teach flames to vollana

See also: scribe, study, tell

The 'teach'-order allows characters to pass their arcane knowledge to others. A character can teach any spell he/she knows to any student, as long as that student is sufficiently proficient in magic. The student must be at the same or an adjacent map square for this order to work.

tell <character> about { <race> | <item type> | <spell> | <map> }

Example: Tell Joe about the isle of Lexet

Tell Joe about items

Tell Joe about maps

Tell Joe about spells

Tell Joe about monsters

See also: teach

With the 'tell'-order, different characters can share the acquired knowledge about creatures, items, spells and Androhil's geography. The targeted character must be at the same or an adjacent location. If you want to tell someone about everything you know, you can also tell them about every item you have encountered to date, or every map you have seen. However, this takes a bit longer, possibly reducing the number of other things you can do in a turn.

Note: If someone 'tells' you about a spell, you only learn what type of spell it is and what it does; it does not grant you the ability to cast it. For that, use the 'teach'-order.

use <item> [on <item>]

use <item> [to <direction>]

Example: use tinderbox on torch or use lockpick to se

The 'use' order allows you to perform a large variety of actions. The first item is the item you wish to use. The second is the item to use it on. If you don't specify the second, your character will attempt to use the first item by itself, if such a thing is logical. E.g. 'use magic lamp' will rub the lamp and conjure the genie. Failing that, your character will attempt to use it on its current or an adjacent location. E.g. When standing next to a broken rope bridge, 'use rope' would have your character make an attempt at repairing it. However, if an item can be used in many possible locations from your current location, you may need to specify a direction. For example, if you've got a door to the north of you and another to the east, then 'use lockpick to east' will attempt to pick the lock on the eastern door instead of the northern. In some cases, using an item costs an action point. If so, it is noted in the description of the item you're using.

Common uses of an item are explained in its description, but other, more creative uses must be discovered through experimentation.

wait {until <phase>}

Example: wait, wait until 7

The wait order does absolutely nothing. You character just stands where he is for the entire phase. This order can be useful if you want to synchronize your actions with other characters. If you add in the optional 'until' clause, then you will wait for one or more phases until the end of the given phase. Note that if the current phase is greater than the number given in this order, then this is identical to 'wait', without any 'until'.

wear <item>

Example: wear gold ring

See also: equip, remove, wield

Your character will put on the specified item. This can be clothes, armor, jewelry or anything else one can wear. Bear in mind that it is normally not possible to wear things over each other, i.e. characters cannot wear a plate mail over their leather armor. Note: many magical items confer the powers upon their owners only when worn and armor protects also only when worn.

Some items have certain attribute requirements to be worn. Heavy armor, for example, often requires a certain minimum strength. If your character doesn't meet those, she'll be unable to use it.

wield <item> [{in ranged | in melee}]

Example: wield long sword in melee

See also: equip, remove, wear

With this order you can set the weapon for a character to use in combat. You can select one item as a melee weapon and another as a ranged weapon, or use the same weapon for both. If you do not specify melee or ranged, the computer will select which is most appropriate. It is quite possible to wield something that is not intended as a weapon. A heavy book, a torch or perhaps a leather glove. Those things often make poor weapons, but can be an improvement over fighting with bare hands.

Be careful when wielding weapons as ranged weapons. If those weapons aren't meant to use ammunition, they'll be thrown in ranged combat. E.g. wielding an axe as a ranged weapon, will cause your character to throw it. After that, you'll have to go to the target if you wish to pick it up again. And a smart target might just pick up that axe himself and use it against you!

Some weapons have certain attribute requirements to be wielded. Heavy weapons, for example, often require a certain minimum strength. If your character doesn't meet those, she'll be unable to use it.

Appendix A: Reference chart

Attack	<i>Attacks random NPC in range</i>
Attack <character>	<i>Attacks character if possible</i>
Attempt <feat> [<args...>]	<i>Attempt a trained feat.</i>
Board <vessel>	<i>Board vehicle at your location. Ends your turn</i>
Butcher <corpse>	<i>Extract all valuable parts from any creature you've killed</i>
Buy [<amount>] <item>	<i>Buy item from merchant at your location</i>
Buy <service>	<i>Buy service from merchant at your location</i>
Cast <spell> [<args...>]	<i>Cast spell from memory, args depend on spell</i>
Cast <spell> from <item> [<args...>]	<i>Invoke wand/scroll to cast a spell</i>
Collect [smart]	<i>Collect items at your location</i>
Donate [<amount>] <item>	<i>Donate to deity. You must be in his/her temple</i>
Drink [from] <item>	<i>Drink a potion or similar</i>
Drink [from] <structure>	<i>Drink from the fountain at your location</i>
Drop [<amount>] <item>	<i>Drop item from your inventory on the floor</i>
Eat <item>	<i>Eat the yummy cheeseburger you've been storing for so long</i>
Empty <item>	<i>Empty a sack of yours. Contents will still belong to you</i>
Engage <character>	<i>Move towards and attack your enemy</i>
Enter <structure>	<i>Enter cave, stairwell or such at your location</i>
Equip <item>	<i>Wield or wear item.</i>
Examine <character>	<i>Examine a character within your sight</i>
Examine <item>	<i>Examine an item from your inventory</i>
Extract [<amount>] <part> from <corpse>	<i>Take a token of your victory with you</i>
Follow [<character>]	<i>Follow a character within your sight</i>
Forage	<i>Search for items that can be sold for extra cash</i>
Give [<amount>] <item> to <character>	<i>Give something to someone at your location or an adjacent square</i>
Loot	<i>Empty that chest or burglarize the magician's guild</i>
Manipulate <object>	<i>Push/pull/turn/etc. an object at your location</i>
Move <direction> [ish] [along road]	<i>Move one square in the given direction</i>
Move towards <character>	<i>Move one square towards the given character</i>
Order <item>	<i>Order an item to be made with the raw materials you carry</i>
Pray to <deity> for <request>	<i>Pray to get some divine help, if you have the advanced religion skill</i>
Put [<amount>] <item> in <item>	<i>Store something of yours into one of your containers</i>
Ready <item>	<i>Put your wand 'at the ready' in case of an attack</i>
Remove <item>	<i>Undress or unwield an item</i>
Retreat [character]	<i>Fighting withdrawal from a given target</i>
Say <text>	<i>Utter a command or password</i>
Scribe <spell> in <item>	<i>Write a spell in your spell book or on parchment</i>
Sell [<amount>] <item>	<i>Sell something to the merchant at your location</i>
Set aggression to {low medium high}	<i>Automatically attack no one, the weak or everyone</i>
Set attitude towards <character> as { hostile normal friendly ally }	<i>Declare how you wish to interact with the given character</i>
Set caution to <hit points>	<i>Set no. of hit points below which you will not attack</i>
Set collect to {off on smart}	<i>Automatically collect nothing, everything or only the good stuff</i>
Set interest to <comma separated list>	<i>Name what you want to learn more about in bars and libraries</i>
Set spells to <comma separated list>	<i>Name which spells to use in combat</i>
Set stealth to {off on}	<i>Automatically use sneaky or fast movement mode</i>
Study <spell> from <item>	<i>Learn a spell written in a spell book or on parchment</i>
Take [<amount>] <item>	<i>Pick something up from the ground</i>
Take [<amount>] <item> from <item>	<i>Take something out of your sack/backpack/other</i>
Teach <spell> to <character>	<i>Tutor someone at your location or adjacent</i>
Tell <character> about { <race> <item type> <spell> <map> }	<i>Share your knowledge with others</i>
Use <item> [on <item>]	<i>Apply an item at your location or on an item</i>

Attack
Wait { until <phase> }
Wear <item>
Wield <item> [[in ranged | in melee]]

Attacks random NPC in range
Do nothing this phase
Put on armor, jewelry, shoes or whatever
Designate the given item to be your weapon