New Player Guide

ALFA NWN1

Introduction to A Land Far Away - Neverwinter Nights Enhanced Edition

A Land Far Away (ALFA) began as an ambitious project to recreate the entire Forgotten Realms campaign settings in Neverwinter Nights 1 (NWN1). Over several years beginning in 2001, servers representing geographic locations within the setting were put in place and maintained by Head Dungeon Masters (HDMs) for each server. These servers were linked by portals so that one could travel between servers and play with a diverse set of players and Dungeon Masters in a persistent world.

Among its players ALFA gained a reputation for high-quality role-playing and difficult, strict gameplay, including permanent death for characters that died, in many cases.

2017 Revival

With the release of NWN2, ALFA moved fully into the new game and ceased supporting the NWN1 platform.

In 2017, two of the most popular NWN1 servers—Waterdeep and Daggerford—were revived by former DMs. Several former players found their way back and began to play, with a player base primarily consisting of former NWN1 players who gradually returned.

While the community still prides itself on high-quality role-play, and permanent death and difficult gameplay are still in place, there are a few notable differences from the previous iteration.

- Leveling time has decreased, particularly at very low levels. This has led to a game that focuses on levels 5 - 10.
- Rules are more relaxed due to a smaller and more mature player base. The game is still challenging, but the spirit of the game is valued more than the letter of the rules.
- Static dungeons are common, and running static quests is encouraged.
- Scripted crafting and skill systems have been put in place, such as Brewing, Trap Making, Scribing Scrolls, Swimming, Weapon Crafting, and even Construct Crafting.

Waterdeep

Since the revival, the Waterdeep server has been the most active server. Ayergo is the HDM of this server.

Daggerford

Located just south of Waterdeep, Daggerford is a more rural server run by Rick7475. Events on this server revolve largely around the Daggerford Militia.

Plenty of folks travel between Daggerford and Waterdeep, and both servers have quick travel systems, including a caravan in Daggerford just beyond the server portal. The servers are closely related both geographically and politically, making Daggerford an attractive place to get to if you're looking for more rural flavor.

While Waterdeep is the most active server as of this writing, Rick7475 has been and is actively adding great static content for all levels just waiting to be explored.

Skullport & Undermountain

The old Skullport server has been put up and technically functions like the rest of the servers, but has yet to be reviewed and updated from a content perspective and is not hooked up to the portal system. Bother ayergo if you want this to happen.

Getting Started

Technical Notes

Buy EE
ALFA runs off the Enhanced Edition released by Beamdog in 2017. You can buy the 20 dollar version. There's a more expensive one, but you don't need that. You can buy it from Steam (which is friendlier for updates) or you can buy it directly from the developer Beamdog.

NWN1 runs on both PC and Mac, but the toolset only works on Windows.

Note: There are many advantages to running the game using the Steam client instead of the Beamdog client, the most notable of which is that Steam retains your HAKs and TLKs when you update the game, and Beamdog wipes them out, meaning you must make a backup and restore them manually every time the game is updated. As well, you can easily subscribe to overrides and portrait packs using the Steam library.

If you have purchased the game using the Beamdog client, you may activate a copy of the game in Steam by downloading the Steam client and following these steps:

- **Step 1:** Log in to your account on Beamdog.com using the Sign In option at the top of the page.
- **Step 2**: Select My Account in the dropdown menu under your username.
- **Step 3:** Navigate to the Game Keys tab and copy the 15 character key code next to Neverwinter Nights: Enhanced Edition. Digital Deluxe owners will see additional Steam keys here, one each piece of DLC.
- **Step 4:** open your Steam Client and select the Activate a Product on Steam option.
- **Step 5:** Paste or enter your Neverwinter Nights Steam key into the Product Activation area and select next.

Congratulations! You now should have Neverwinter Nights: Enhanced Edition in your Steam Library.

Install HAKs and TLKs
You should have a Documents/Neverwinter Nights folder on your computer (Mac OSX or Windows). The haks go into your "hak" folder. The tlk goes into a folder you may need to create yourself in the Documents/Neverwinter Nights folder called "tlk".

Downloads

Hak 4.0 https://drive.google.com/file/d/1dRqdxUZ_FmFga36drNLP1nNmcVfDJUL-/view
(correct as of September 2018)

Tlk https://drive.google.com/file/d/0By3Il5stkrfvMFRKZm1qQWZaZmc/view
(correct as of September 2018)

Download them, unpack them and put them in the appropriate folders.

Music and Portraits (Optional)
http://www.alandfaraway.info/NWN1/

Weapons Overrides (Optional)
If you have the Steam version, you can subscribe to the Beamdog weapon overrides:
https://steamcommunity.com/profiles/76561198407315141/myworkshopfiles?appid=704450

If you have the <u>Beamdog version</u>, you can download this file and extract it to your Documents/Neverwinter Nights/overrides folder:
https://www.dropbox.com/s/3b997kp9vcohe5e/Weapons%20Override.rar?dl=0

Discord and Forums

Stop by the discord channel to introduce yourself and get the password. (https://discordapp.com/invite/9pZKj9Y)

Read the forums to stay on top of events and content updates in game. (How to request access if you don't have it already? Ask in discord for now.)

Creating a Character

You are allowed one character at a time. Use the latest only.

Races and Subraces

ALFA uses a custom subrace system that allows players to play subraces of elves, dwarves, or halflings. Place the required subrace into the subrace field during character creation. You can use either the english or Faerun name (e.g. Sun Elf, Ar-Tel-Quessir). These systems are not perfect: for example, Sun and Wild Elves are granted +2 and -2 INT respective. which is applied after logging in. *This means Sun Elf wizards lose prepared spells that fall outside of what would be allowed without the bonus on logging. Wild Elves retain the bonus Skill at levelup as this is calculated on base INT rather than the modified INT. You may opt to have a DM edit your character to permanently modify these stats at character creation.*

Subraces

<u>Shield Dwarves</u>

Subrace Keywords: shield
Ability Adjustment: +2 Con, -2 Cha
Favored Class: Fighter

<u>Gold Dwarves</u>

Subrace Keywords: gold
Ability Adjustment: +2 Con, -2 Dex
Favored Class: Fighter

Gray Dwarves (Duergar)

Subrace Keywords: gray, grey, deep, duergar
Ability Adjustment: +2 Con, -4 Cha
Favored Class: Fighter

Moon Elves

Subrace Keywords: moon, silver, gray, grey, teu-tel
Ability Adjustment: +2 Dex, -2 Con
Favored Class: Wizard

Dark Elves

Subrace Keywords: drow, dark, black, ilythiiri, dhaerow, mori, ssri-tel, gothrim
Ability Adjustment: +2 Dex, -2 Con, +2 Int, +2 Cha
Favored Class: Wizard (male), Cleric (female)

Drow are considered kill-on-sight in Waterdeep.

Wood Elves

Subrace Keywords: wood, green, forest
Ability Adjustment: +2 Str, +2 Dex,
-2 Con, -2 Int, -2 Cha
Favored Class: Ranger

Sun Elves

Subrace Keywords: sun, gold, ar-tel
Ability Adjustment: +2 Int, -2 Con
Favored Class: Wizard

Wild Elves

Subrace Keywords: wild, savage, sy-tel
Ability Adjustment: +2 Dex, -2 Int
Favored Class: Sorcerer

Rock Gnomes

Subrace Keywords: rock
Ability Adjustment: +2 Con, -2 Str
Favored Class: Wizard

Deep Gnomes

Subrace Keywords: deep, svirfneblin
Ability Adjustment: +2 Dex, +2 Wis, -2 Str, -4 Cha

Favored Class: Wizard

Ghostwise Halflings

Subrace Keywords: ghost
Ability Adjustment: +2 Dex, -2 Str
Favored Class: Barbarian

Lightfoot Halflings

Subrace Keywords: light
Ability Adjustment: +2 Dex, -2 Str
Favored Class: Rogue

Strongheart Halflings

Subrace Keywords: strong
Ability Adjustment: +2 Dex, -2 Str
Favored Class: Rogue

Base Classes

As Waterdeep is an urban server, starting with a nature-based class (druid, ranger) is a challenge, though it has been done. Daggerford is a much more rural server, but has a smaller active player base.

Multiclassing is allowed, but you are limited to 3 total classes, including prestige classes.

Also, the core levels for player characters tend to be 7 - 10, so if your character survives very long, it's best to plan your feats and skills so that they're optimized for those levels, as you'll likely be spending most of your time with your character there.

Bards

Performance Venues (Waterdeep): Bards can sing using their perform skill to earn gold and experience at various venues within the city. The checks for successful performances increase as character level increases.

Clerics

Cleric domains have not been modified since the revival, and there are both changes to clerics relative to pen and paper D&D that have been made both by NWN and further by ALFA.

See the NWN Wiki for NWN cleric changes: http://nwn.wikia.com/wiki/Category:Cleric_domains

See the old ALFA Player Handbook for ALFA cleric changes (page 44):
https://drive.google.com/file/d/18vOURDhE690S-c8HftwSNRtCdWGb7x62/view

Druids

No recent changes have been made to this class, with the possible exception that while most places in the city druids are not currently able to draw animal companions, they may be able to draw a crocodile as an animal companion in the coastal areas where the lizardfolk live. Otherwise, it can be challenging to play a druid in a big city. And while I probably need to write more content for this section, there's some stuff on page 48 of the old manual.

Fighters

A good tank is indispensable. Fighters are really good at lower levels since they can survive in the lower level statics better than most other classes. However, playing a front-line fighter in a higher-level group can be tricky, and they are frequently among the first to go down when things get rough.
The Snookery (Waterdeep): Fighters can turn in various creature bits at The Snookery training hall in the Trades Ward for experience.

Rogues

Rogues are one of the more useful classes in Waterdeep. Aside from serving as scouts for a group, they are able to pick locks and disable traps, which are common in many static dungeons.
Pickpocket: Ayergo did attempt to put a pickpocket system in place, but it didn't really work out, so I wouldn't put any points in that unless you want to RP it or otherwise bother Ayergo so he revisits this system (there's lots of nuances with a pickpocketing system that make it fairly difficult to implement well). Otherwise, a rogue may want to consider investing points in trap crafting, as recovering traps that have been laid has been removed in most cases. There are still a few places to buy them though if you know where to look.

Wizards

Familiar changes: Feeding no long heals a familiar. Regeneration, Damage Reduction and Spell Resistance have been removed below HD10. The death of a familiar incurs an XP loss multiplied by the PCs level and a knockdown effect if a fortitude save is missed. If the save is made, there is half XP loss and no knockdown. Special ability granted by familiar fades after 60 seconds real time upon death or dismissal of familiar.
Waterdeep: Familiars are expected to be licensed within Waterdeep. Visit Castle Waterdeep to purchase your license.
The Watchful Order (Waterdeep): Wizards can join the order to have access to the wizard store, fight fires for experience and gold, and turn in creature bits from the sewers for experience and gold.

Prestige Classes

Yes! There are some! Red Dragon Disciples and Shadowdancers, among others! If prestige classes interest you, it's very important to plan ahead, so find out the requirements for the class early on so you can allocate skill points appropriately.

In addition to the NWN requirements, ALFA requires characters be a *minimum* of 10th level and have completed a character specific prestige quest. Please contact a DM to arrange for this.

Shadowdancer

Long ago, ALFA decided that the Hide in Plain Sight ability was OP ("overpowered") and reduced it to being a 6x-per-day ability.
There is also an existing bug where shadowdancers cannot use Hide in Plain Sight while being attacked from range.

Red Dragon Disciple

This is a supported prestige class too! I don't know much about it except eventually at some high level you get wings, so that's neat. I'd recommend NWN wiki here.

Arcane Archer

Also a prestige class. No-one's done it yet though, but some people have talked about it.

Weapon Master

Same as the last one! Again, NWN wiki is a better friend than this doc for the time being.

Spells

ALFA Spell changes

(this section is going to be incorporated into the Spells section eventually)

Teleport is scripted to teleport players to the Adventurer's Quarter by default. A focus can be given by the DM to allow alternate locations.

RP Placeholder Level 2 has been replaced with a custom swimming spell that significantly increases swim speed for a duration that lengthens with caster level.
Note: There is a bug with this spell where it only kicks in when the target enters water. That means that if this spell is cast on a target in the water, the target will not receive the spell benefit until the character exits and reenters the water.

RP Placeholder Level 3 has been replaced with a custom water breathing spell that provides water breathing for a number of rounds per caster level. The rounds tick down while in water only and display in the console.

Summoning changes

Summon Monster (I - IX) summons randomized elemental creatures. Characters can acquire focus items that allow summons to be locked to a single element/domain. Summon Creature spells have been rescripted to reduce the amount of time an extraplanar ally remains with the wizard. The time limit increases as the wizard increases in skill.

Clerics summon celestial creatures by default, druids summon animals, sorcerors/wizards summon random elemental creatures.

Feats

Feat changes

Brewing: Required for brewing potions. See Crafting section.
Craft Wand: Required for construct crafting and enchanting; used as a replacement for Craft Wondrous Item. See Crafting section.

Skills

Skill changes

Climbing, Jumping, and Flying

This is available via a fly/climb/jump radial option in the class animations. If you can reach a spot that you right-click on via one of these skills (which is calculated by your actual skills and the rolled for I think), then you will be animated going to that spot with an appropriate animation. In this way you can fly via the fly spell, jump using the jump skill, and climb using the climb skill.

Healing

Healing is used to determine success for using herbs to heal hp and status effects, such as those that can be bought from the apothecary. Healing can also be used with certain items, such as those bought from the medicinal supply shop in the Market. When attempting to use an item requiring the Heal skill, you will roll 1d100 + you Heal skill score (with invested points counting twice). Using a medical instrument will result in varying degrees of success or failure depending on your result. Success means the target is healed, failure means the patient takes damage. The better or worse your score it, the more or less damage is taken, so wayward surgery can kill someone with low HP. Leeches work with a similar mechanism, but heal status

effects on a successful roll, and always damage the target. The chance for failure with leeches is higher than surgical kits. Most heal items can be used on yourself, but surgical kits only work on others.

Swimming

In certain areas you can walk into the water (currently the sea cave and the ocean to the west of the city, including the Cache of Umberlee). The higher your swim ability, the faster you can move. Swimming and holding your breath can be augmented by items for sale at the Umberlee temple south of the city or using placeholder spells or potions for swimming and water breathing. Keep an eye on your logs as they will let you know when you are swimming and how many rounds of water breathing remain.

Crafting

Custom Crafting Systems

Brewing

Feat Required: Brewing

To brew a character must be able to take the Brewing feat, which requires three levels of a spell casting class. Once you've done so, you can use a brewing station to combine ingredients into potions. There is an experience loss per potion crafted this way that is dependent on the potion.
        Bombs can also be brewed, but can only be brewed using a gnomish bomb-making kit. The gnomes who can produce this kit guard it carefully, only allowing access to those who they trust.

Potion Recipes

Creates	xp	ingredient 1	ingredient 2	ingredient 3
Holy Water	1	water	skeleton knuckle	
Alchemist's Fire	1	water	fire beetle belly	
Acid Flask	1	ichor	ichor	
Fire Breath	1	Alchemist's Fire	fire beetle belly	
Cure Light Wound	2	Holy Water	Holy Water	Alchemist's Fire
Cure Moderate Wound	2	CLW	Acid Flask	
Cure Serious Wound	5	CMW	CMW	Troll Skin
Lesser Restoration	1	CLW	Goblin Ear	
Elemental Resistance	2	Holy Water	Imp Horns	

Speed	2	spirits	rust monster antenna	
Stoneskin	10	Speed	scaladar stinger	scaladar stinger
Potion of Seeing	2	Holy Water	Fire Breath	
Potion of Improved Invisibility	5	Holy Water	Dweomervore Corpse	
Acid Breath	?	Acid Flask	Spirits	
Water Breathing	1	Coldstone	Spirits (6gp)	
Fine Motor Skills	1	Coldstone	Acid Flask	
Death Armor	?	Coldstone	Dead Baby	
Elemental Protection	2	Elemental Resistance	Lesser Restoration	

Bombs

Creates	xp	Ingredient 1	Ingredient 2
Acid Bomb	5	Wyvern blood	Acid breath
Fire Bomb		Inferno beetle gland	Fire breath
Frost Bomb		Frost breath potion	Frozen water elemental essence
Lightning Bomb		Lightning breath potion	Air elemental essence
Web Bomb	1	Spider silk gland	Spirits
Dispel Bomb	3	Web bomb	Beholder eyestalk
Holy Hand Grenade	5	Cure Moderate Wound	Water breathing potion

Trap Crafting

Skill required: Craft Trap

To craft traps a character need to invest in trap crafting skill points. You must use a trap crafting station to craft traps by combining ingredients. Once you do so, you will roll for success (1d20 + skill). If you fail, a mishap will occur and you will take some sort of damage and lose your ingredients. There is no xp loss associated with trap crafting.

The save DC if you set the trap off is the same as the craft DC, so if you are trying to make a DC 20 trap it will have a DC 20 save to avoid the worst. Minor spike has the lowest DC (possibly 7), otherwise it is 15 for most others.

Trap recipes are embedded in the trap crafting station dialogue.

Scribing Scrolls

Feat Required: Scribe Scroll

Scrolls can be scribed once per day by casting a prepared spell on blank scrolls (which can be purchased at the Watchful Order tower) or by casting a spell directly on your spellbook if you are a wizard. The cost is 5xp and 25 gold per spell level.

There are some custom ALFA spells such as dimension door and teleport for which there is an existing bug where all custom spells cost the xp/gold for a level 5 spell.

Constructs

Feat Required: Craft Wand (used as Craft Wondrous Item)
Skills required (Constructs): Spellcraft & Lore

Craft Wand serves as the feat craft wondrous item and will allow a character to produce constructs using a Golem Crafting Workbench and to enchant equipable items using an enchanting table.

To create a construct one must first purchase/acquire the book with the recipe, which will tell you how many points of spellcraft and lore are required, what ingredients are required to craft it, and the experience and gold expense. These books have charges, can only be used a limited number of times, and are very expensive. To craft a construct, place the required ingredients into the workbench, then use the book as an item on the workbench. To acquire the construct control stone, you must attack the workbench, at which point the stone will move to your inventory. Be careful, because once you do so, you cannot drop the stone. Your construct will spawn when you use the stone on the ground nearby and can be dismissed by right-clicking on the construct and removing it from your party. You may have up to 5 constructs in play at any one time. When you use a construct to fight, you will suffer an experience penalty for kills.

Enchanting

Feat Required: Craft Wand (used as Craft Wondrous Item)
Skills required: Spellcraft

Tool Required: Enchanting Table

To enchant an item you must place an equipable item and an ingot of metal onto the enchanting table along with a scroll of the spell you wish to enchant the item with. You may also cast a desired spell directly on the table.

The way the spell is held in the item depends on what type of metal you are using:
- Steel - 		charges
- Silver - 		1x/day
- Darksteel - 	2x/day
- Adamantine - 	3x/day
- Mithral - 		4x/day

To attempt to enchant your item, attack the enchanting table once you have placed your items on it. On the first strike, it will display a list of modifiers to the DC of your attempt and the final DC you must roll using spellcraft. As you continue to attack the table a countdown will be displayed. On the fourth hit, you will make the spellcraft roll for the enchantment.

If you fail, you will lose any gems, scrolls, and metals used in the attempt, but you will retain the item itself. If you succeed, you will also lose these items, but your item will be imbued with the spell from your scroll/casting. If you succeed with a roll of 10 or more over the listed DC for the enchantment, you will mastercraft your item. XP cost is only paid on a successful enchantment.

Mastercrafting means that your item will receive a random effect that is based on your character's race and/or its highest stat (for example, a character that has DEX as its highest stat may mastercraft an item that has a bonus to a dex-based skill, or a DEX+X modifier). If you use better metal, your mastercrafted item will have better bonuses.

[Racial mastercraft things need to go here.]

Enchantment DC is influenced by:
- Spell level: higher-level spells increase the DC for the enchantment.
- Type of metal: more valuable metal, and thus better enchantments, increase the DC.
- Item size + value: Smaller items are easier to enchant. Small items include rings and amulets, clothing, daggers, and padded armor. As value increases for these items, DC decreases.
- Existing item properties: the more properties an item has, the more difficult it is to enchant.
- Adding gems to the crafting table: you may add one of four types of gems to the crafting table to reduce DC. The bonus is based off the best gem on the table, they are not cumulative.
  - Sapphire: -1DC
  - Diamond: -2DC
  - Ruby: -3DC
  - Emerald: -4DC

Weapon Crafting

Skill used: Craft Weapon

First find a weapon crafting anvil!

To craft a weapon:

1) Equip the weapon that you want to craft. This means you can't craft weapons that you can't equip!

2) A base metal is **required** to craft weapons. The metals are:
- **Iron Ingot**:   Mundane weapons
- **Silver Ingot**:   +1 Weapons
- **Dark Steel Ingot**:   +2 Weapons
- **Adamantine Ingot**: +3 Weapons
- **Mithral Ingot**:   +4 Weapons

You might *optionally* want some other bonuses too! For silver and up you can add alchemical properties to the weapon:

Fire Damage -
Firebreath potion: 1 damage
+ Ruby: 2 damage
+ Fire elemental essence: 1d4 damage

Cold Damage -
Icebreath potion: 1 damage
+ Sapphire: 2 damage
+ Water elemental essence: 1d4 damage

Acid Damage -
Acidbreath potion: 1 damage
+ Emerald: 2 damage
+ Earth elemental essence: 1d4 damage

Electrical Damage -
Lightningbreath potion: 1 damage
+ Diamond: 2 damage
+ Air elemental essence: 1d4 damage

3) Start swinging (attacking) at the anvil! The first 4 hits won't do anything but report the DCs involved with crafting your chosen weapon and give you a countdown to how many hits left. If you want to reset, just wait 30 seconds and it will reset itself.

4) If you've made it this far then you've either succeeded or failed!

On failure:
-You lose your items on the anvil
-Roll a second 1 or fail by more than 10, you lose the weapon (but gain XP equal to 10 x Ranks invested in Craft Weapon).

On Success:
-Beat the DC, but by less than 5, you will get a negative effect or two applied to your weapon!
-Roll a 20, or beat it by 10 or more and you will get some positive effects applied to your weapon!

Beginner In-Game Content

Navigation

Refer to the map of Waterdeep posted in the forums to help orient yourself to the city.

There is a **cart system** (locations marked on the map) that will provide travel around the city for 3 gp per trip.

The Adventurer's Quarter is the center of the adventuring community within Waterdeep. It is where those seeking to take on mercenary work gather to find leads and learn the ropes. The Safehaven Inn is the common gathering place, though the Beer Golem is occasionally used as well. The Guard Post north of the Safehaven pays rewards for various bounties. Purchasing an in-game map from the cartographer is also recommended.

Quests

As an inexperienced adventurer, it is commonly understood that it is best to begin by taking advantage of the Rat Hills rewards available, as well as a couple other low-level quests (the ooze cave in the Rat Hills and Blackwell Court).

It is best to find someone to help out with the Rat Hills at level one if you can, especially if you are new or playing a more fragile character class.

Arcane casters may wish to join the Tower of the Order (mage's guild) and become firefighters. The Order also offers rewards for creature remains that can be used as spell components, primarily from creatures that are found in the back tunnels of the sewers.

Bards may opt to train at New Olam (600 GP tuition).
Warriors may opt to train at the Snookery (500 GP tuition).

There are other static quests that may or may not make sense for your character to attempt. Note that One-Eye (Waterdeep) was killed long ago*, and anything leading to him should be ignored.

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* Poor buddy, he probably deserved it though. Who just sits on a stool all the time anyway? Someone who clearly wants to die, that's who!

DM Loot Notes

Many areas have a boss at the end (e.g. Rat King) that will drop an OOC 'DM Loot Note'. Each character may turn in each note only once. Your first note is redeemed for 1000 GP. After that, the DM will award a random selection of items to each participating character that has not previously completed the quest. To avoid long delays for these rewards, it is recommended that somebody with a persistent chest store it and post to the [server forum](#) the names of those redeeming the note.

How to die at level 1

- Thugs at night in the docks.
- The goblins that infest the sewers. These are best at lvls 3 - 5 in a group. These are much more challenging at night as well.
- Getting stuck in the City of the Dead at night.
- Swimming - it can kill you if you start to drown. As there is no swimming animation, it can be difficult to tell when you character is truly swimming and holding their breath; they just move slowly.
- Exploring in unfamiliar areas - the roads outside the city are generally safe, but on occasion a spawn will find its way there and could remain. Be wary, and don't go alone if possible.

Important Notes

Travelling Between Servers

To travel between servers you will need to go to the portal area transition (AT) that will provide you with credentials allowing you to log onto the other server. Once you've received your "passport" for the new server, log off. **You must wait 10 minutes prior to logging into the server you are travelling to.** If you do not, your character in the vault may get corrupted and permanent loss character data could occur.

Persistent Storage

If you play regularly, you will likely wish to acquire persistent storage, which will allow you to keep items somewhere that you can retrieve later. Generally a DM will help get you set up with character housing if you ask nicely.

However, be sure to **never place so many objects in your persistent storage that your container goes to 10 pages.** This will likely not make you lose items, but it can cause an

error on other lines in the database causing others to lose items in their storage. This is very, very bad. Be kind, please don't over-store.

Also of note is that persistent storage can become laggy when it reads from the sub-optimal database that we currently use. Strangely, this can be offset by storing stuff in containers. So if you've got lots of little items that you don't use often, it's good to store them in containers, even if they don't go over the 10 page limit. It's really weird, but the database only counts a container as one entry even though if it has lots of stuff in it, so it reduces persistent storage lag.

Other persistent worlds have struggled with this also. The more popular worlds limit storage, including Aribeth, which limits storage to like 3 things, and then gives you various ways to increase that up to double or triple the 3 thing limit! So yeah, please just be mindful of what's being stored and how you're storing it so we don't cause lag and don't need to implement horrible limits that would make the crafting system suck.

Pro tip: Use the item renamer to label boxes so you know what's in them.

ALFA Player's Manual

In 2004 the original team wrote a [book](). This document reflects the starting point of the existing modules, and while many features have been added on top of the old rules, many of the basic rules for core features (such as death and cleric domains) have been retained. It may or may not match the current server(s). If you are unsure, ask on discord.

Credit Where Credit Is Due

Hey, thanks to these fine peeps:
- <u>Fionn</u> for whining about all the dumb stuff that wasn't documented so I realized that if we actually wanted new players (we did), we needed to make it much less painful to actually become a new player. He also added some stuff to this guide.
- <u>Electryc</u> for pointing out that you can download the Steam version of the game if you made the horrible mistake of trying to support the developers by buying directly from them. I'm very much looking forward to much less painful updates.
- Jmecha for generally being a super boss and documenting shit and rolling up his sleeves and figuring out Ayergo's wonderful, crazy ass custom systems.
- Gaia Nostra for pulling apart hak files and figuring spells out.
- Ayergo for nothing. He is a jerk. I mean, he did basically bring this whole revival into being single-handedly (I have no doubt Rick helped bunches too), and he has remained unreasonably dedicated to our having fun despite no compensation whatsoever except whining players. But, being a jerk overrides all this. Therefore I shall give Rick all of the thanks.
- Thanks, Rick!

Notes for gaps for future updates:
- New areas to the north - could probably use some sort of geography section.
- Add jmecha's crafting guides
- Add Gaia Nostra's spell guide
- Jump/Fly/Climb - I think jmecha posted this in the forums, but Brokenbone deserves credit. And I guess I can give zelk credit for making the thing in the first place.