



A free MMORPG with real role play



The world is in turmoil. The Second Coming of the Elder Gods has shaken the realms to their core. Refugees that were spared from the hardships of the past now flock to the strongholds of the mainland of Illarion. Six gems of power were given to the Lords of these strongholds for safekeeping but jealousy, betrayal and envy are an ever present menace in the constant struggle for power.

Illarion is a free online roleplaying game that focuses on true role playing. All of the characters that you will encounter during your time here are living, breathing inhabitants of this mysterious world. Each character has their own past, goals, flaws, strengths and personality. Experience glorious adventures as a noble knight or live the life of a hardworking craftsman, greedy merchant or charismatic priest of the gods.

Illarion combines a high fantasy setting with a persistent game world. The decisions that you make while playing Illarion will actually impact and shape the world around you. Your actions will determine the events that will one day fill the pages of Illarion's history books. You won't be able to resist the magic of this world.



Note

Illarion is alive. It has been continuously developed for 13 years and adapted step by step according to the players' choices. Both minor and major changes are still possible. This manual should be viewed as a guide, not complete instructions.

Basic rule:

We play together, not against each other!

The real person controlling the character that is your enemy in the game is actually your friend! Just think about!

You are not the character you are playing.



New in the world of Illarion?

Don't hesitate to ask a game master or any player. Our community is the best help we ever had.

We are available in game, in the IRC chat, in TeamSpeak or via our forum.

You will find a lot of information on our homepage www.illarion.org/.

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2 HANDLING

2.1 First steps

All beginnings are difficult. This is valid with and in Illarion as well.

Try to stay some days. You will love the game, be sure.

If you play Illarion the first time you will start on a training island. The NPC's over there show you in detail step by step how everything works technically. Walk to east for the next lesson once you understand the principle.

During the first hours you're in game experienced player get a message if you go online. Whoever has time will come to you. Don't get frightened if your char is suddenly surrounded. They all want to play (help) only.

What to do first?

- ① Talk Try to talk with your character as well as shouting (#s), whispering (#w) and ooc (#o).
Enter starts and ends the chat function.
- ② Move Left mouse key, WASD or Numpad moves your character wherever you want.
Turning works by Numpad und ALT key.
Running with left mouse key or Numpad and ALT GR key
- ③ Inventory Open with the bag button in the right lower corner. Your inventory is shown.
Open the bag on the upper left part of your inventory. Move some items by drag and drop
- ④ Fight The character that is marked with a red circle is attacked. With the right mouse you select and deselect it. Try it with a pig.
- ⑤ Eat Walk to an apple tree and click it with the left mouse key. Some apples appear in your inventory. Once it is empty double click to the collected fruits.
- ⑥ Town Select your town. It does no matter if you will throw your money down the Dons throat in Galmair, if you will die to the glory of Queen Rosalie in Cadomyr or if you will eternally sort books for the Archmage in Runewick. You are clever enough to avoid it.

Now you are technically ready for our world.

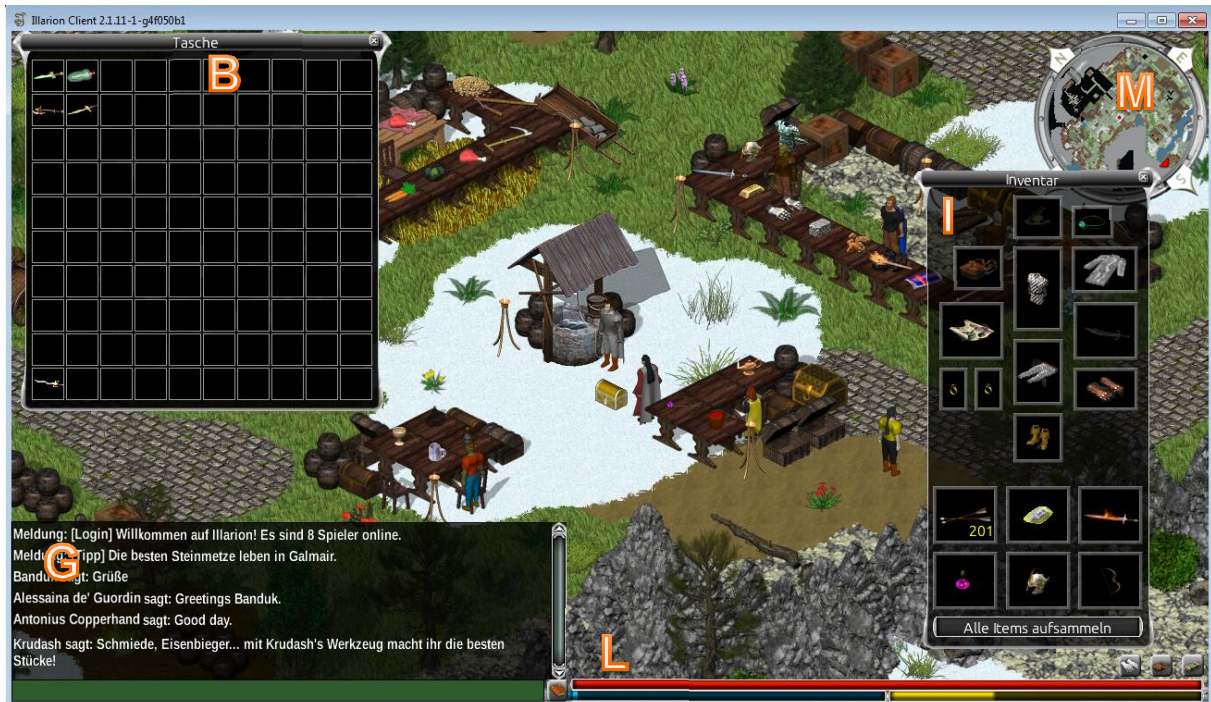
Don't hesitate to ask if you have a question.

Our best help functions are our player. It works very well.

Reveal yourself as a newcomer. Beside help you will get the one or another welcome gift from other players, your character will dream about for long time if he had to pay it by him or her self

2.2 Interface

The window can have any size, full screen is possible.



Always present:

- G Chat region
- M Mini map
- L Health bars
 - Red – Health
 - Yellow – Feed
 - Blue – Mana

The Chat region can be enlarged with the book button next to the writing line.

Some additional components can be opened or closed by keys as long as the chat mode is inactive.

- B Bag
- C Skills
- Q Quests
- I Inventory

Name and health of characters can be shown by mouse over or with the ALT GR key. The color of the name identify the character type:

- Yellow Players character
- Blue Cooperative NPC:
It can't attacked but it may like to talk to you.
- Red Hostile NPC:
You can attack and kill it but it might strike back.

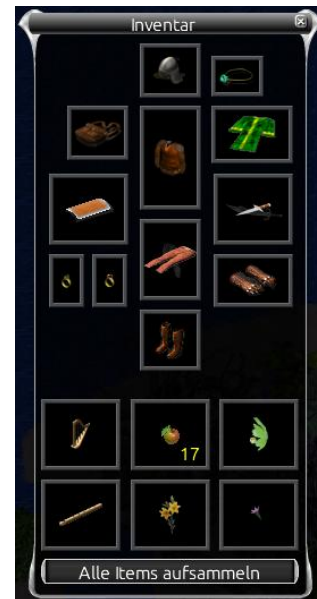


2.3 Inventory

The inventory display in the upper part which items your character currently have in use.

The lower part, called the belt, contains items, your character want to have available quickly. Items in the belt do not influence current capability and skill.

Example: Armor in the belt does not help to protect against hostile attacks.



Each item shows some parameter at mouse over. It the value (purchase price), weight, quality and durability.

You see some additional information such as the name of the crafter maybe.

See chapter trading and items as well.



2.4 Chat Mode

Illarion emphasize real role play. The basic interaction with other players as well as with NPC takes place in the chat mode.

The RETURN key switches the chat mode on and off.

Special functions in chat:

Talk

- #me Emote
You show not hearable emotions of your character. The text is displayed in Yellow.
e.g. #me laugh → „Paul laugh“
#me stink, as if he came out of a cesspit.
- #w Whisper
Your words can hear until the next but one tile. Whispered text is shown in Grey.
- #s Shout
Your voice can hear over a long distance.
- #o OOC (Out of Character)
You show this is not your character, it is the player behind who is talking. The text is displayed in double brackets ((This is an ooc statement)). The text color is grey.
An ooc text can be understood until the next but one tile like whispered text.
- ((...)) You show this is not your character; it is the player behind who is talking. Please use ooc if necessary only.¹ (E.g. ((I have to leave within 5 min.))) For excessive ooc chat exists an IRC chat channel.

Additional

- #i Introduce
- !gm Message to GM
- !what Current position²

Some components of the user interface can be called or hide directly:

- Ctrl B Bag
- Ctrl Q Quests
- Ctrl I Inventory

2.5 Languages

All character speaks a common language.

There are race specific languages. It can be spoken and understood by the members of the own race only³. In the chat the usage of another language is displayed by rectangular brackets e.g.. [elf].

Change to another language

- !lcommon Common trading language
- !elf Elven language
- !human Human language
- !ldwarf Dwarven language
- !liz Language of lizards
- !halb Language of halflings

The main languages in game are German and English. In game German is called the old language, English the new language.⁴

¹ It is surely accepted, if you need help for any usage.

² It will help if you want to report any error within Mantis.

³ The final implementation is outstanding. Currently everybody see the language of everybody. That doesn't mean your character understand it.

⁴ Be aware there are a huge amount of players which are not native English speaker. Often German player speaks English together if only one non German is in sight. Take care and be patient. Words

2.6 Moving

2.6.1 Walking and Running

You can move your character by mouse or by keyboard across the map.

The character follows the mouse pointer in care of pressed left mouse key. Partially it will avoid obstacles.

Double click a free tile (meadow, way, rock, plaster) and your character is walking on alone to that tile.

Move your character exact using the keyboard:⁵

WASD	Main directions
Arrow keys	Main directions
	Intermediate directions are possible using 2 keys together
Numboard	Main and intermediate directions
ALT and Key	Character turns without walking
ALT GR and Taste	Character runs



Attention

Your character can't run if it is overloaded (Message „A heavy load slows you down“).

Some keyboard combinations could be used by your system alternatively (e.g. Alt Gr and ↑ turns the screen upside down)

2.6.2 Teleporter

For long distance travel you find in front of the town gates and at the Hempty Necktie Inn Teleporter. Your character can travel to any other Teleporter station for a 10 silver fee.

Teleporter stations

- Cadomyr
- Galmair
- Runewick
- Hempty Necktie Inn



2.6.3 Portal books

Some merchants sell portal books for 20 silver. Wherever you want you can create a temporary portal to a teleporter station. The portal can be used by unlimited number of characters until it disappear.

The portal appears anywhere close to the calling character. The mages which created these books has not been very carefully. Sometimes it appears some steps away even behind a wall or on the other side of a river. Better you choose a location with enough open space.

Enemies, even mages, don't like teleportation mage and will never use your portal. Don't worry, the bone dragon that tried to kill your character will not follow and kill people in the middle of a town.

and expressions what might be familiar for you often is misunderstood by nonnative speaker. There are some, which need from time look up for a word.

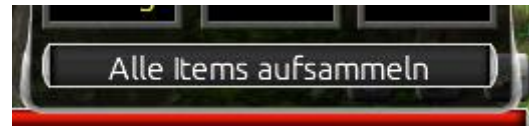
⁵ Some of the functions are not available in the chat mode!

2.7 Store and move items

Items are moved by drag & drop.

To split stacks of items hold the Shift key while moving the items.

Items on the ground could be picked up by the related key in the inventory or via the short key P.



Attention

Some items are unmovable, glued to the ground. Others are too heavy for your character. Your character tries to pick up always the whole stack of items even if a part would be much easier to carry.

Take care if you hand over large amount of wares, especially in bags. There is nobody able to pick up 200 ore pieces at once! A full bag can be laid next to chest with one click. Moving back takes time.

Each settlement has a separate depot system. You can store all items within these chest, you don't want to carry around.



There is no weight limit in the depot. Bags will help you to organize your depot. Full bags within bags are not possible.

Stacks are limited to 1000, except coins

2.8 Fighting

A peaceful life is possible in Illarion. But there are a lot of disputes that can solve by violence only. Especially NPC character seems have no ear for your rational arguments and choose immediately the weapons. It's a pity that these figures live nearly everywhere outside of the towns.

Mark a character with the right mouse click and your character will attack this enemy. The currently attacked character is marked by a red circle.

Weapons are effective if the enemy use the wrong armory.

Personal experience as well as quality of weapon and armory influences the effect of a weapon. Experienced warrior will help your character.

The following table showed a raw picture of weapon effects:

	Light armor	Medium armor	Heavy armor
Wrestling Fist, no weapons	Good protection	Standard protection	Poor protection
Thrusting Dagger, rapier	Standard protection	Poor protection	Good protection
Hew weapons Swords, axes	Poor protection	Good protection	Standard protection
Blow weapons Bats, maces	Good protection	Standard protection	Poor protection
Distance weapons Arrows	Standard protection	Poor protection	Good protection

Your character slows down as more as it is wounded.

Short before a character dies it stumbles back and the attacker loses the focus. Therefore fights in between player's chars don't need to end deadly.

If the enemy has been too strong your character will die. For your luck Cherga (The God of the dead) is gracious or lazy. She sends it back to Illarion. Nevertheless it will take a while until you will recover from your heavy wounds. There is nothing known that might shorten the time of the healing process.



Attention

You can attack NPC's immediately without role play elements.

Fights in between player characters should be based on by mutual agreement. That doesn't mean that the character itself has the same opinion as its player.

The final dead of a character has to agree and can role played by the player only. It is not permitted to hurt any player character irreversible (e.g. "#me behead the corpse")

2.9 Crafting

Your character can gain a lot of money by killing NPC enemies. But real rich becomes crafter only.

Use the related tool where you expect the raw material to collect it. If you use a fishing rod next to a river most likely your character catch some fishes.

Sometimes your character find something, he or she did not searched for. Some lost or thrown away items are found. Beside useless items you can find very rare items such as treasure maps, magic gems or pure elements.

On the other hand it happened that you wake up any unwanted guard that doesn't like your activity.

To create higher level items your character need the right tool in hand, the right working place and raw materials or semi-finished products.

Use the tool and you will learn which items your character can made, which raw materials are need and how long it will take to finish the work.



Workbenches, ovens and other stationary tools can be used free of charge for every inhabitant of the respective town. If you want to work in another town your character has to buy a license first. The license is limited.

Primary crafts are crafts that are common for the faction and supported to full extend. All hand tools can be bought from NPCs and all static tools are available. All primary resources for the craft are available in the homeland.

Each craft is primary craft for one faction. NPCs buy and sell all items (including resources) that can be produced by said craft.

Secondary crafts are crafts that are not common for the faction, yet possible. All hand tools can be bought from NPCs and all static tools are available. Limited resources for the craft are available in the homeland.

Each craft is secondary craft for one faction.

2.10 Trading

If you trade with another players character lay the agreed amount of items or ´coins next to the other character and pick up the handed over items.

NPC merchants react to the keywords *trade* or *buy*.⁶ You will get a presentation of the merchants offer.

⁶ For better role play you can use full sentences such as: „Do you have something I could **buy**?“, „I want to **trade** with you.“

Items in your inventory which you can sell are marked by a coin. Double click the item and you get the coins in return.



You sell the full stack always. If you want to sell a part of you have to split it before⁷.

The silver coins notes there is anywhere an NPC who would pay more. If you see the golden coin there would be no NPC who pays more.



Some tips for NPC trade:

- Nearly each existing item you can sell to a NPC anywhere.⁸
- There are items, no NPC merchant ever sell
e.g. magic gems, pure elements, rare herbs
- Every NPC merchant ask the same price for an item wherever you are. The price is the item value shown in the tooltip.
- NPC merchants buy up items for 5 or 10% of the item value. It depends on the town.
- Available wares and prices of the merchants follow the crafts, which are represented in the town.
- Items bought from NPC merchants are of average quality.



Role play hint

Trading with other players characters is much more fun due to the role play. On the other hand it good for the purse of your character.

⁷ Drag and Drop and hold Shift Key

⁸ The others are of higher worth and you will plainly find anybody who comes along on his or her knees and beg you to sell it to him or her.

2.11 NPC and Quests

NPC's can basically be classified into cooperative and hostile.

Hostile have a red name and attack your character as soon as they recognize your character.

You cannot attack any cooperative NPC.



Nearly each cooperative NPC has some tasks for you. One need some boards for the fire, another wants a cake or have a message to deliver.

All together know a lot and like to chat with the people around.

Try to talk, the NPC's react to key words.

These are the main key words:

Help	You get short information about the NPC and a list of the most important key words.
Quest	If the NPC has a task for you, he or she will present it now.
Trade	You get a presentation of the items the NPC sell or buy.
Story	The NPC tells you a story. It's on you to believe it.



Note

The head of the towns like it if you help the citizen of your town. There are a lot of tasks in your town which are rewarded by rank points additionally.

2.12 Miscellaneous

2.12.1 Money

100 copper = 1 silver

100 silver = 1 gold



Each town has a money charger. He or she sells you larger coins without fee.

Coins are special and have no weight. You can carry it with your character in every possible amount.

2.12.2 Cultural basics

Eating

A cherry doesn't fill your stomach as good as a cherry cake. Better food will increase some of your attributes for a while. As better the food as longer the effect lasts.

Use the food and your character will feel happy about you.

Sending messages

Doves are supernatural in Illarion. They found any character wherever he or she is at the moment. Just send a PM to the forum account of the player.

Some character use rats, seagulls or related technologies. The principle is the same.

Washing yourself

Just use a bucket full of water. Your character will feel much cleaner after.

Healing

Wounds heal much faster than in real life. But your character should not starve when wounded.

Nevertheless alchemists developed potions which force the healing process considerable.

Introducing

Same as in real life you don't know the name of everybody from the beginning. As well your counterpart doesn't know your name. But you can introduce yourself. The chat command #i transfers your name to all characters in your close neighborhood⁹.

Playing

With a single coin in hand your character can play head or tails and let Nargun decide the next step. Nargun is the God of chaos and blessed by all followers of game of chance.

You can buy a dice cup for 9999 copper coins only. It allows rolling multiple W6 or W20 dices.

Music

Playing an instrument is an art. But you cannot get the belly full with. Learn to play well and other characters might throw you some coins over.

2.12.3 Labeling

Bags, alchemy recipes and bottles can be labeled.

Take a feather in one hand and the item in the other (bag to bag location in inventory). Use the feather now.

⁹ Not more than one free tile in between the two characters

2.13 Short keys

The following page contains a conclusion of all short keys.

User interface

B	Bag
C	Skills
Q	Quests
I	Inventory
ALT GR	Show names and health of all visible characters

Talk

#me	Emote
#w	Whisper
#s	Shout
#o	OOO
#i	Introduce yourself
!gm	GM message
!what	Show position

Walk

Keys WASD	Main directions
Arrow keys	Main directions
Numboard	Main and intermediate directions
ALT and key	Character turns without walking
ALT GR and key	Character runs

Miscellaneous

P	Plunder
	Pick up everything from ground next to your character.

Mouse

Hold left	Follow mouse pointer
Left click	Properties
Left double click	Use item
	Walk to spare tile
Right click	Attack
Shift mouse	Split stacks

3 ROLE PLAY

There are numerous opinions and lessons describing role play. This one doesn't claim to be exhaustive nor sole validity.

You play a role.

You are not the character you are playing.

The character you are playing should have the following attributes:

Background story	You don't need a novel but some basic points should be defined. The empty parts in your story will fill in with time by itself.
(Dis) advantages	Nobody is nothing than a bright hero and nobody loose every time. Your character should have positive as well as negative attributes.
Targets	Your character should have a dream, something he or she wants desperately.
Phobia	There should be something he or she hates or fears.
Distinctiveness	Your character should have any quirk. It could be silent voice, a special greeting or a preference for yellow hats.
Please take care that your character starts in Illarion unskilled. He or she cannot be an experienced crafter or warrior from the beginning. ¹⁰	

Your counterpart needs a chance for reaction. Don't pull him on his sleeve. Try it instead. A good role player will react accordingly.

Play in a way that everybody has fun with the game as well.

Don't force anybody to do something the player behind the character doesn't want to do. Especially thievery or robberies are difficult to play. It requires at least two persons having fun with.

It is much more difficult to play a villain compared to a normal character. At least you need to agree that there finally will be a punishment he or she deserves.

Don't let bluff yourself. Behind a grumpy dwarf, bloodthirsty orc or insensible mage is a friend you may steal horses with.



New in game?

Ask game masters or player if there is something you don't know!

Chat with us in game, in our IRC chat or via our forum.



You think you don't know how to role play?

Everybody has been a beginner anytime.

Nobody is perfect.

You may find a larger role play advice as well as background stories on our web page.

¹⁰ Especially for players with less experience in role play the following archetypes are useful:

- Servant or maid, recently thrown out of service due to any minor delinquency.
- Crafter or mercenary in apprenticeship on walk.

4 SKILLS AND OTHER NUMBERS

4.1 Skills

Your capabilities increase while working and fighting.

A skill up is shown by a magic blue swirl.

The current status is shown in the skill window. You can't reach more than 100 points in any skill.



Attention

The amount of skill points your character can gain within a time range is limited.

Your character learns the same amount by 2 hours fighting with monsters or role playing for 1,5 hours and go for a hunt for 30 minutes.

A character learns fast if he or she is equipped with items related to the skill level.¹¹

You don't learn if your equipment have a higher level than your skill.

You don't learn anymore if the item you work on or the enemy you fight to is more than 20 points below your current skill level.

4.2 Items

Each item has quality and durability.

If you want a better quality you should search for an experienced crafter.

A NPC that repairs any item of your inventory against payment exists in every town. The item will look like brand new after. The only thing you have to do is asking.¹²

Quality:

<input type="radio"/> perfekt	perfect
<input type="radio"/> exzellent	excellent
<input type="radio"/> sehr gut	very good
<input type="radio"/> gut	good
<input type="radio"/> normal	normal
<input type="radio"/> mäßig	average
<input type="radio"/> schlecht	bad
<input type="radio"/> sehr schlecht	very bad
<input type="radio"/> schrecklich	awful
<input type="radio"/> furchtbar	horrible

¹¹E.g. A fighter uses a sword level 70 but gained sword skill level 46 only. He will use the sword neither effective nor will he learn anything.

A hunter wears a light armor with level 10 and reaches skill level 12 yet. She will parry biting dogs quite effective and learn very fast new parry technologies.

¹² Key word „repair“

Durability:

<input type="radio"/> nagelneu, funkelnd	brand new, sparkling
<input type="radio"/> neu, strahlend	new, shiny
<input type="radio"/> fast neu, glänzend	almost new, glittery
<input type="radio"/> gebraucht, gebraucht	used, used
<input type="radio"/> leicht abgenutzt, angekratzt	slightly scraped, slightly scratched, slightly frayed
<input type="radio"/> abgenutzt, zerkratzt	scraped, scratched, frayed
<input type="radio"/> sehr abgenutzt, matt	highly scraped, highly scratched, highly frayed
<input type="radio"/> alt	old
<input type="radio"/> rostig, morsch, fadenscheinig, stumpf	rusty, rotten, threadbare, tarnished
<input type="radio"/> klapprig, zerfallend, zerfetzt, brüchig	corroded, nearly decayed, ragged, fragile

4.3 Town ranks

Every character can gain rank points of his or her home town due to activities in favor of the home town. He or she might solve town related quests or get rank points from the game master for player quests. The town rank based on the gained rank points.

The promotion of town ranks happened automatically in the lower ranks. Later a GM has to confirm the promotion.

The ranks are called as follow:

Cadomyr:

1	Serf, Serf	Hörige, Höriger
2	Servant, Recruit	Dienerin, Rekrut
3	Maid, Page	Magd, Page
4	Abigail, Squire	Zofe, Knappe
5	Dame, Knight	Hofdame, Ritter
6	Lady, Lord	Freifrau, Freiherr
7	Baroness, Baron	Baronin, Baron
8	Countess, Count	Gräfin, Graf
9	Earl, Earl	Fürstin, Fürst
10	Duchess, Duke	Herzogin, Herzog
11	Queen, King	Königin, König

Galmair:

1	Tramp, Tramp	Rumtreiberin, Rumtreiber
2	Assistant, Assistant	Gehilfin, Gehilfe
3	Pedlar, Pedlar	Hausiererin, Hausierer
4	Grocer, Grocer	Krämerin, Krämer
5	Merchant, Merchant	Kauffrau, Kaufmann
6	Financier, Financier	Finanzier, Finanzier
7	Patrician, Patrician	Patrizierin, Patrizier
8	Mogul, Mogul	Mogulin, Mogul
9	Magnate, Magnate	Magnatin, Magnat
10	Tycoon, Tycoon	Tycoon, Tycoon
11	Don, Don	Don, Don

Runewick:

1	Novice, Novice	Novizin, Novize
2	Apprentice, Apprentice	Anwärterin, Anwärter
3	Student, Student	Studentin, Student
4	Scholar, Scholar	Gelehrte, Gelehrter
5	Master, Master	Magister, Magister
6	Doctor, Doctor	Doktorin, Doktor
7	Docent, Docent	Dozentin, Dozent
8	Professor, Professor	Professorin, Professor
9	Dean, Dean	Dekanin, Dekan
10	Rector, Rector	Rektorin, Rektor
11	Archmage, Archmage	Erzmagierin, Erzmagier

Rumors going round that some persons may hold counterfeit documents and bought a town rank.

The head of the towns don't like if anybody left the town and moves into another one. When moving the character lost all rank points and starts from scratch again.

4.4 Magic gems

Citizen with any town rank get each month magic gems based on the tax of their home town. There are more magic gems for citizen with higher town rank.

The gems can be used to increase the effect of weapons.

There are 6 different types of magic.¹³

Amethyst	lilac	(Cadomyr)
Obsidian	black	(Galmair)
Ruby	red	(Runewick)
Sapphire	blue	(Galmair)
Emerald	green	(Runewick)
Topaz	yellow	(Cadomyr)

The gems exist in 10 different powers.

Level 1	latent	latent
Level 2	bedingt	limited
Level 3	leicht	slight
Level 4	mäßig	moderate
Level 5	durchschnittlich	average
Level 6	bemerkenswert	notable
Level 7	stark	strong
Level 8	sehr stark	very strong
Level 9	unglaublich	unbelievable
Level 10	einzigartig	unique

In each town live a NPC who is able to combine gems to higher level gems. There are 3 gems of a level required to get one of the next higher level. Gems cannot splitter into lower level gems.

¹³ Even magic diamonds are supposed to exist. Nobody know what effect these gems might have.

The attacking effect of a weapon increases if gems are put into the weapon. The effect increases by one percent with each level and gem. All 6 different gems in the weapon multiply the effect.

Boost [%] = Sum of level of all gems + level of the weakest gem *12¹⁴

4.5 Adventurers guilt

A group of adventurers placed numerous marker stones at any interesting location. It is told there are more than 350.

These markers are located next to the throne of the queen as well as deep in the darkest dungeon.

Your character can collect (double click) the marker. A best list show how far you traveled around in the world of Illarion.



Once you got some marker the guilt provides some rewards. The feather is recommended at 5 markers. You can use it to inscribe bags and bottles.

4.6 Arena

Each town has an arena where citizens have the chance to fight monster with a dedicated power level. Watched by spectators your character can show his or her real capabilities with sword and armory.

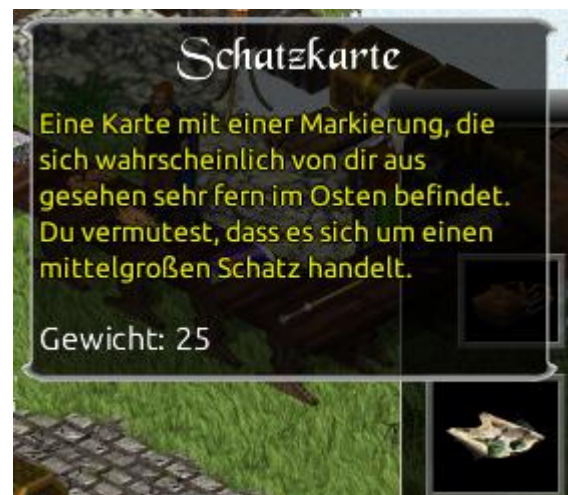
You have to pay a fee to the master of the arena and the related beast is freed to the fighting pit. If it beats you down or you fled it will walk back to the stables after a while.

There exists a list of bests of winning arena fighters.

4.7 Treasure maps

From time to time your character may find a map that marks a location anywhere in Illarion.

Dig with a shovel or pickaxe at the right place and buried treasures come to light. But be careful. Each treasure is guarded and as more it contains as more powerful are the guards.



Better you invites friends for a common treasure hunt.

¹⁴ Example 1

2.6.2.3.2.x → (2+6+2+3+2) = +15% effect

Example 2

2.5.2.3.2.2 → (2+5+2+3+2+2)+12*2 = +34% effect

4.8 Time and calendar

Time runs 3 times faster in Illarion compared to the real life. 3 days in Illarion are related to one day in real life¹⁵.

Counting years starts with the death of the witchers king.¹⁶

Each month has 24 days except Mas with 5 days.

Spring

Elos	Month of mage
Tanos	Month of floods
Zhas	Month of loyalty
Ushos	Month of sowing

Summer

Siros	Month of love
Ronas	Month of bounty
Bras	Month of sacrifice
Eldas	Month of fasting

Autumn

Irmas	Month of crafting
Malas	Month of hunting
Findos	Month of art
Olos	Month of harvest

Winter

Adras	Month of drunkenness
Naras	Month of the four winds
Chos	Month of remembrance
Mas	Month of blood

¹⁵ Internally called as dwarven day.

¹⁶ It is the 17. February 2000 8:00, Illarion is going online.

5 THE WORLD OF ILLARION

5.1 The world

Illarion is a corner of the big wide world. Nobody can say if it is important or not. The world itself is much larger and contains many stories which have not told yet.



The map of the known world¹⁷

Illarion itself is a peninsula. It is bounded by an impassable mountain in the west and a impassable wall in the north.

It is not known who erected the wall. Even the reason lies in the dark fog of history.

¹⁷ Where Illarion is located developer, GM and player could not agree yet..

5.2 Settlements

5.2.1 Overview

Each character is related to a settlement.

Four settlements with separate infrastructure and special advantages and disadvantages exist in Illarion.

Each center has:

- Teleporter
- Separate depot
- Market with NPC merchants
- Respawn for citizen (cross)

Each town has additionally:

- Workshops for local crafts
- Arena
- Alchemy laboratory



The cross

5.2.2 Empty Necktie Inn

Tavern in the center of the region

Location for freelancer and outlaws
Everybody who wants to avoid paying taxes and don't need the shelter of a town is welcome.

There don't exist any government but
Borgate fills your mug for money as often as you want.

Advantages

- ☺ No tax

Disadvantage

- ☹ No craft
- ☹ No magic gems



5.2.3 Cadomyr



Desert stronghold in the southwest.

Town of honor and knights
Earls, baroness and knights should feel well settled here.

Ruled by her majesty Queen Rosaline Edwards

Preferred crafts

- ☺ Fisher
- ☺ Sand digger
- ☺ Gold smith
- ☺ Gem cutter
- ☺ Glass blower



Missing crafts and resources

- ☹ No food except fish
- ☹ No wood crafting

Cadomyr's colors are red / white.

The emblem shows a horned lion.

Human and lizards found the town ages ago.



5.2.4 Galmaid



Mountain town in
the north
Town of money
Smiths, merchants

and miner prefer these
settlement

Ruled by Don Vallerio
Guillamo

Preferred crafts

- ☺ Blacksmith
- ☺ Mining
- ☺ Stone mason
- ☺ Brickworks

Missing crafts and resources

- ☹ No tailor
- ☹ No sand
- ☹ No farm animals
- ☹ No honey

Galmaid's colors are black / yellow.

The emblem shows a winged pig.

Galmaid's first settlers have been dwaves and
orcs.



5.2.5 Runewick



See town in the south east

Town of knowledge

Scholars and there students found enough libraries around.

Ruled by Archmage Elvaine Morgan

Preferred crafts

- ☺ Farming and food production
- ☺ Wood processing
- ☺ Tailor
- ☺ Candle maker

Missing crafts and resources

- ☹ No forge
- ☹ No gold smithy
- ☹ No mines



Runewick's colors are blue / silver.

The emblem shows a double headed eagle.

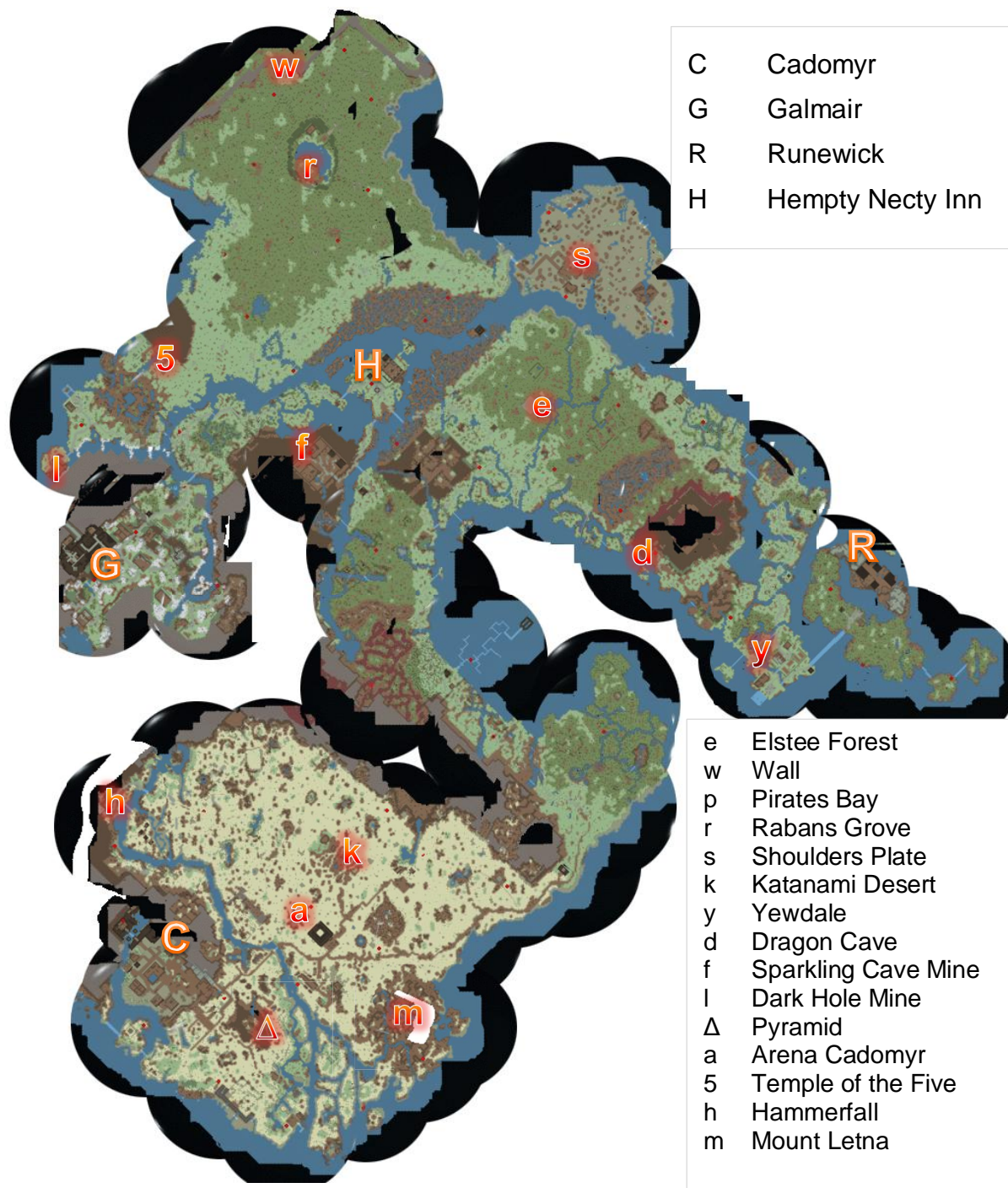
The first buildings have been erected by halflings and elves.



5.3 Wilderness

The available region is very large. A lot of hidden sights need to discover. Be careful since monster like dark forests, wide deserts and vacated homesteads.

The map gives you a raw overview with some well-known 'sights'.



5.4 History

The history of Illarion reaches back multiple thousands of years. At the homepage you find the known documents.

The newer history can be read in newspapers and libraries. Maybe your name will become famous for further generations in the future as well.

5.5 Gods

5.5.1 General

Inhabitants of Illarion are quite religious. There is nearly no action, which doesn't need God's support or where even the Gods take part in. Illarions Pantheon has 5 old and 11 young Gods. It is fascinating and all-embracing. Everybody will find his or her personal favorite.

Detailed information as well as tales you can find on the Illarion homepage or in the in game libraries.

5.5.2 The Old Gods

The old Gods created Illarion. Each people have other tales how this happened ages ago.

The Old Gods except Tanora (Zelphia) select there follower themselves.

Ushara	Goddess of the Earth
Brágon	God of the fire
Eldan	God of the Spirit
Tanora	Goddess of the Water
Findari	Goddess of the Air

5.5.3 The Young Gods

Created by the Elder Gods to guard and guide the races of Illarion, the Younger Ones are still heavily involved in life itself. But since the Elder Ones more or less retreated from Illarion, seldom to be seen, they started to take sides in the struggle between the powers on Illarion. Instead of leading the different races and ensuring their peaceful coexistence, they themself take part in the struggle, fighting for influence and power.

Nargùn	God of Chaos
Elara	Goddess of Wisdom and Knowledge
Adron	God of Festivities and Wine
Oldra	Goddess of Life and Fertility
Cherga	Goddess of Spirits and the Underworld
Malachín	God of Battle and Hunting
Irmorom	God of Trade and Craftsmanship
Sirani	Goddess of Love and Pleasure
Zhambra	God of Friendship and Loyalty
Ronagan	God of Thieves and Shadows
Moshran	God of Blood and Bones

5.5.4 Devoting

Gods are strange and need to get blessed. You can find altars allover. Each God has at least one altar.

A character can devote him or herself to a God at his or her altar.

This becomes his favorite God. That doesn't mean that he or she has to negate all other Gods.

To devote your character to a God sacrifice the requested items at the altar of the related God.



5.6 Magic

5.6.1 General¹⁸

The world of Illarion is magic. Nothing comparable is known in the real world, that comes close to the phenomenon mana which is common for the people over there.

Mana is an ambient condition. Everything contains mana¹⁹.

In general mana is chaotic, changes continuously and is without effect. Structured mana can cause any effect

Every being has the capability to recognize, influence and structure mana.²⁰ This capability is called essence. Mages need especially strong essence and train it during their development.

Mana can be influenced by different methods called magic.

5.6.2 Rune magic²¹

It is a more simple way to influence mana. Preconditioned magic reflexes triggered by calling an ancient rune structure the ambient mana. The created structures can't be forever and disperse within short term.²²

5.6.3 Artifact magic

The magic procedure is engraved into any item. Simple activities fire the eruption of magic. Using an artifact requires essence for the person. Most artifacts can be used even with a whiff of essence. Any magic education is not necessary.

Artifacts can be generated by precise as well as spontaneous magic.

¹⁸ Even within Illarion exists different interpretation of the phenomenon. This article describes the general accepted facts.

¹⁹ According old school living beings contains more mana then dead items.

²⁰ The magic capacity, each mage owns to influence mana is commonly called mana as well. It has nothing to do with the ambient mana. The likeness of the two different things confuses the common people. Most mages will do nothing outside of their community to clarify the issue.

²¹ Some magic schools understand rune magic as a sub class of ritual magic.

²² During the downfall of Gobaith the power of the magic reflexes has been annihilated by the Gods nearly. This effect has been limited to the settlement of the most survivors around the Hempty Necktie Inn. The range of the effect extended to the known world within Mas 40.

5.6.4 Ritual magic

Diverse connected activities release the mana influencing. The magic capabilities of multiple persons as well as beings can combine during a ritual. This allows more powerful and longer lasting effects.

Mages developed over years numerous different rituals.

Well known visible results of magic rituals are the teleporter.



Note!

Any ritual has to confirm by a GM first

It is good style to carry out only rituals, which are described in any book available in the libraries.

5.6.5 Spontaneous magic

Some inexplicable events and phenomena could cause on random magic. Maybe somebody unwittingly runs a ritual. Maybe an accidental order in the continuously changing mana happens.

Magic gems should be results of spontaneous magic.

5.7 Special Terms

Some terms became common over the years. Experienced players know what it mean. The following list collects some of these special terms.

Old language	German
The Five	The five old Gods
Gemming	Extend the effect of a weapon by magic gems
Gobaith	More than 12 years (until 21.12.2012) Illarion played on that isle.
Greetings	Hello, Good Morning, Most common greeting in Illarion
Chest	Depot, the yellow chests for items
Cross	Respawn point
	Send to the cross = kill
New language	English
Send a dove	Send a message via PM
Get clouded	Get killed ²³
Dwarven day	Real Life day (ditto week, month, year)

Some known guilds:

Crimson Order	Military order of knights Residence in Cadomyr
Iron Watch	Guard militia of the town Galmair Residence in Galmair
Bearer of the Fire	Religious order, pays homage to the God of the fire Bràgon Residence in Runewick

²³ The characters picture changed to a cloud in a very old client once he has been dead.