Mechanics:

Quests:

Items: Items can be obtained from a variety of locations, including shops, events (random and non-random) and other players. They can be stored in a number of locations, including your inventory, home, or safety deposit box. There are several classes of items: ....

The uses of these items can vary significantly, including stat increases, playing with your pet, triggering events, and many, many more. Their effects can be determined by the “effect” entry for the item.

Currency: The currency used is RP.

Games: Various games that can be played to earn RP.

Events:

Special Items:

Pets: One of the main components of RN is creating and interacting with pets. You may own up to four pets, which can be from a wide variety of species. Selecting the “create a pet” option, you can determine a number of initial characteristics of the pet, including name, gender, etc. The initial stats of the pet are randomized, though they, and other characteristics of your pet, can me modified later through a number of means.

The major stats of your pet include: strength, defence, agility, intelligence, creativity,

You can also interact with your pet in a number of ways. Pets can participate in certain games, engage in battles,

Realms:

Exploration and Activities:

Combat Mechanics: Factors that can influence a pet’s effectiveness in combat are: stats, special abilities, equipment, typing, and various random factors. The stats that can influence a combatant’s success are: strength, magic, defense, speed, health, and intelligence. Strength is used to boost the offensive power of direct attacks, magic boosts the effectiveness of various items and special abilities, defence allows for resistance to physical attack, and speed influences the ability to avoid attacks and carry out consecutive attacks. Items and special abilities