

Tips and Tricks

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PARDONING PEOPLE AS JUSTICAR - Say: *As Justicar, I pardon <Players Name>*

CHANGE YOUR OUTFIT - Go to Tepal, the clothier, on the island and say "New look, Tepal" and he will change your pant/shirt combination. Keep saying it to him until you come up with a combination you like.

DISCIPLE ROBES - If Hester or Madelia mentions **INSECTS** in their conversation, ask them about them. Then go out and kill a few Insect like creatures, where you should come across some cloth. Take this back to Hester or Madelia, where she will make you a random disciple robe. (Must be under 30hp)

HALL OF HEROES - If you blink in the Hall of Heroes, you will end up in a special place called "The Hall of Forgotten Heroes". The statues change to the programmers of the game. Also, you'll see a book with the history of the development of the game.

KOCATAN SEWERS - Go to the dress lady on the island and say "sanctuary", you can buy an **IRON KEY** from her. Then go through the back of her store into one of the doors. You end up in a sewer area called Up Chuk Creek without a paddle. If you walk through there all the way you end up in **A Foul Place to Wander**, which leads up stairs to Pacals.

SHRUNKEN HEADS - You just say, "Shut up (player's name) shrunken head." And then the head says, "Well I never!" and shuts up.

TOS BUILDING - Straight across from Frisconars is a building with 2 doors, go to the door on the right and step 1 step back from it, hit spacebar and you are in... There is a game suggestions globe there.

TREE IN MARION - There is a special tree in Marion. It is a memorial of a person that played Meridian 59 and sadly died :- (3do decided to put up a memorial. If you drop a rose on it (roses can be obtained by doing quests) you would get **MORE** intellect the only problem is that it takes the intellect away from the **LAST** person who dropped a rose by the tree. Don't forget to pick up your rose again.

Bugs

Unsure if all these work anymore.

God Gift Bug: Get something wrapped by Rycksher at Duke's ball room, (*costs about 1 ruby*) . Then you go to Island, sell this gift to Pacal (*the guy behind the green door under the vaults*), and then buy it back again. When it appears in your inventory, you double click it, and a god gift appears!

Mana Bug: Use Node Burst, it will only take away the mana for one node but lets you re-bond with all the mana nodes, if you do this over and over you can have up to 1000's of mana points. (Note: A change in mysticism put your mana back to normal, so a rose drop or ao3, will take away your mana if you use this bug)

Might/Intellect Bug: Get Palsy and Dementia, from Batterd Skeletons in upstairs CV then get someone to cast cure disease on you. (Note: Make sure they are wearing plate armour or some kind of armour). If it takes more than one cast to take it away, it will add might/intellect to your stats, (Note: the int and might are real except the int does not help you in leveling quick and needing less % to get to next lv).

Permanent Personal Enchant Bug: This bug works with all spells that require focused concentration. Get someone to cast the spell on you and logoff before the casting is done, when you return the enchant will stay on you until it is purified off.

Might Bug:

While enfeebled cast a low-spellpower cure disease

Int bug:

While dementia'd cast low spellpower cure disease

Mana bug:

Node burst, get nodes, repeat.

Aim Bug:

While there is Winds equip a Monocle and unequip after it goes away and your aim will stay up by 3, repeatable

Stamina Bug:

Drink 500 bowls of widow qesino's special quest soup, gives 1 stamina point

Myst Bug:

Use a rose and get a token

HP Bug:

Get Denied, get harmed, then have somebody BoL or Heal you