Sender Zane~

Date Tue Mar 7 00:21:14 2000~

Stamp 952406474

To PoisonIvy~

Subject again generosity~

Text

I

Zanerm eyed the buggy with a hopeful grinning face,

Smiling, his complexion green and gold.

Diving, sailing through the air

He chased it, messing up his hair.

Chasing he grew old.

Such was commonplace.

Pale sat and shook her head with sad and wind-worn eyes

Frowning, her complexion grey and white.

Standing, walking down the road

She followed him to his abode

Where she would bravely fight.

All this he did surmise.

II

Dive a bounce around he thrust fight did

Ah kill and haven up and down the bounce

Smile and grin and wave a

fear

flee a flying fled and all but why he darnit!

smack

and

nakedness

III

"Hey Pale help me out with this, could you? I know that

You're busy. I can't get back

Back in there without a weapon or equipment or something and I

Yeah I know

Yeah

(sniff)

Please?

Cool thanks.

IV

Again

- Kevin Emery '99

~

Sender Bremen~

Date Tue Mar 7 09:46:38 2000~

Stamp 952440398

To Immortal~

Subject Da Scoop~

Text

What's the scoop?? Been logging in daily, doesn't seem much

going on... and I never did end up on the mailing list.. so... whats da scoop?

B

~

Sender Ungrim~

Date Tue Mar 7 13:09:32 2000~

Stamp 952452572

To Bremen Immortal~

Subject RE:~

Text

That's because we don't really want you to know. :P

Ungrim.

~

Sender Blackbird~

Date Tue Mar 7 14:26:36 2000~

Stamp 952457196

To immortal~

Subject Perrin~

Text

Jailed Perrin for immature behaviour. Logging in Quixotesux and attacking random players

He didn't respond to my tells etc, so I banned penn.com as well.

BB

~

Sender Blackbird~

Date Tue Mar 7 14:31:35 2000~

Stamp 952457495

To Quixote~

Subject A player named Quixotesux~

Text

The responsible player has been found and punished.

BB

~

Sender Blackbird~

Date Tue Mar 7 17:35:40 2000~

Stamp 952468540

To immortal~

Subject dorkis~

Text

Removed player

BB

~

Sender Tolkien~

Date Tue Mar 7 19:37:31 2000~

Stamp 952475851

To gotrek~

Subject Jabroni~

Text

Rofl, Fyrechild claims to have this badass W/M coming up.

He says Vegita will "whoop his ass easily".

Give him a little taste of your blade for me :P

-Kyrus

~

Sender Auchit~

Date Wed Mar 8 12:28:05 2000~

Stamp 952536485

To Ungrim~

Subject Fyrechild~

Text

Fyrechild requested we duel in the arena.

I responded taht I would be happy to hand him his ass beating.

I start fight with a dispel, take sanc/haste/giant str.

first round of weapons, I get two oblits on him.

He \*\*\*Devestates me with acid blast, and I slow him

second round of weapons, I get 2 oblits on him.

He \*\*\*Devestates me with acidblast and Ibash him

Third round of weapons, I kill him with an oblit.

Fyrechild scorred 4 MASSACRES (fireshield) and 3 \*\*\*DEVESTAES (2 from acidblast, and one from the last fireshield)

I could of killed him in two rounds if I had gotten three attack in anyone one of them (he didn't not defend once)

To Top it off, he got pissed when I spanked him so fast&hard.

Stupid Elves \*rofl\*

Auchit

~

Sender Incinerator~

Date Fri Mar 10 00:39:43 2000~

Stamp 952666783

To ravi~

Subject attitude~

Text

if its one thing i hate its the irritating attitude newbies

get. Dont go yellin or stompin off when i say shutup, im

doing the favor, not you. You have to be patient, the world

doesnt revolve around you. I help alot of people, and most

of them are nice enough to sit there patiently when im busy

workin with another. So when i cant respond fast, or you

get no answer, or of the such, dont sit there and badger me

and bombard me with questions and irritating comments with

your attitude. Its really bothering.

~

Sender Zane~

Date Fri Mar 10 01:05:19 2000~

Stamp 952668319

To Oblivion~

Subject Condoms~

Text

Anyway I'm leaving now. The condom is +2 wis +3 con.

I think that's pretty cool. But mabye I'm not elite enough yet.

Good to see you.

- Zane/Fulvius

~

Sender Ravi~

Date Fri Mar 10 03:42:30 2000~

Stamp 952677750

To SoulReaver~

Subject too tired :P~

Text

i was too tired so i left, the sooner i get up tomorow the sooner (and longer)

i can play tomorow :) - im level 23 now, and the guards near recall dont attack me anymore.

its a different story for the ones at the gates and New Thalos

)

C-ya

~

Sender SoulReaver~

Date Fri Mar 10 15:31:09 2000~

Stamp 952720269

To ravi~

Subject wasnt even there~

Text

actually, i got the worst of it, internet wasnt even workin

glad ya went to bed early, or you would have been waitin a long time.

but its 11 right now today, ill see if i cant match your lvl.

~

Sender Ravi~

Date Fri Mar 10 16:27:42 2000~

Stamp 952723662

To imm~

Subject KILLER flag~

Text

I got the killer flag and it wont go away when I die, was it changed so it doesnt? If not, can I please get the flag removed?

~

Sender Cid~

Date Fri Mar 10 19:15:13 2000~

Stamp 952733713

To hellraiser~

Subject my stuff~

Text

hi hellrainser,

i think that pack is mine. i have 2 etch rings, 2 jade pen. 1 small helmet,

some newbie stuff in that bag.

also have some id brace.(maybe 3 or 4) in that pack. but i don't have a condom in there.

i got killed this morning. did you foudn my eqs as wll?

thanks.

cid

~

Sender Zane~

Date Sat Mar 11 13:24:10 2000~

Stamp 952799050

To immortal~

Subject Good ol' zane~

Text

I didn't log on for a long time and I was wonder if you could restore my old character "Zane"

I have his password (it's the same as for this character). I heard you might have the pfile

on backup still, despite the deletion. If I could have him back (possibly under a different name?

I'd really like to keep this character

than I'd be extremely appreciative. If you could change either character's name so that I could have

them both, then 'Fulvius' would be my preference. Thank you,

- Zane/Fulvius

p.s. The old character "Fulvius" isn't especially important to me.

~

Sender Egrimm~

Date Tue Mar 14 12:06:54 2000~

Stamp 953053614

To Immortal~

Subject Dying as a Hero~

Text

i would just like to let all of you know that the loss of exp when you die as a hero is unfair.

I was (23513 exp to level) and then when i died(it happens to everyone) i was (34244 exp to level). This seems a bit harsh to lose 10K exp for dying.

If you feel that there is a reason for this let me know. I would appreciate it if the response wouldn't be Heroes aren't supposed to die.

Egrimm, just looking for an honest answer not trying to bitch

~

Sender Psyder~

Date Tue Mar 14 21:45:43 2000~

Stamp 953088343

To DarkSide~

Subject I hope your gonna be on again~

Text

Hey, I left to do some stuff, ill be back around 10 or 11 (my time)

I need some opals, ench bracers, and stuff like that :)

~

Sender DarkSide~

Date Wed Mar 15 16:41:42 2000~

Stamp 953156502

To psyder~

Subject some crap~

Text

hmmm, in not on 24-7, im kinda wore out from muddin half

last week. Youl only catch me on around that time if its

friday or saturday, because some people have this thing

they go to, its called school, and they have to go to bed

early, so they can wake up the next day and go there. I dont

know what kind of customs on mudding they have on your planet

but on earth, us humans who have school and jobs go to bed

before midnight on weeknights :p

~

Sender Ungrim~

Date Fri Mar 17 15:15:27 2000~

Stamp 953324127

To all~

Subject Pkilling~

Text

As promised a while ago, the full pkill code just went in.

I'm aware that this will give thieves a big advantage, so I'm willing

to listen to SERIOUS ideas on how to tone that down.

Ungrim.

~

Sender Ungrim~

Date Fri Mar 17 15:16:52 2000~

Stamp 953324212

To all~

Subject previous~

Text

Oh yeah, and note them to me, and me only, don't want to spam everybody else

The person who comes up with the best idea, will receive a prize btw.

Ungrim.

~

Sender Ungrim~

Date Fri Mar 17 15:20:04 2000~

Stamp 953324404

To Gravestone Soulcrusher Blackbird~

Subject Pkill code.~

Text

Graves said he'd do it last friday, he didnt, so I did it for him.

Uncie Ung.

~

Sender Rune~

Date Fri Mar 17 15:21:31 2000~

Stamp 953324491

To imm~

Subject pkilling~

Text

i think the best thing would be to do a total pwipe so everything would start out fair since everyone is pk now

~

Sender Rune~

Date Fri Mar 17 15:28:21 2000~

Stamp 953324901

To imm~

Subject pkill~

Text

screw this, i don't know if i'm gonna be back, this is insane

~

Sender Tolkien~

Date Fri Mar 17 15:37:16 2000~

Stamp 953325436

To ungrim~

Subject Balancing of the T/T class.~

Text

With the addition of the new code, it is fairly apparent that

the thieves are getting an advantage.

The following ideas are REALISTIC ideas on how to balance

the T/T class.

1) Stealth should be modified. NOT taken away by any means, just changed.

It could have a better chance of working in the night hours than the

night. The reasoning behind that is very obvious, its easier to hide in darkness

than in light. No new code would need to be added for this modification, as the

distiction between night and day is already coded in (moonray and sunray spells)

2) Thieves are not fighters. So an approach of limiting the attacks of this

class should be considered. I believe that taking away second attack would be

a signifigant modification to the class, and tone them down a bit. Theives could

keep dual wield, but reserve it for higher levels. I think that some other damage should be

modified as well. Dual wield should AUTOMATICALLY give the thief a double hitting backstab,

and in turn having haste casted upon them would NOT give them 4 attacks. If all

these suggestions were to be in affect, experience may be a little harder to

obtain, so you could reward the thieves extra experience gains by doing thief

things such as stealing. This would encccccourage people to actually play a

THIEF than a fighter that can backstab and outfight a W/W.

Those are very reasonable modifications that could be made, and would make the

T/T class a bit more distinguishable from the warriors.

Thanks for reading,

-Tolkien Frost

~

Sender HataBax~

Date Fri Mar 17 16:00:31 2000~

Stamp 953326831

To ungrim~

Subject toning~

Text

Maybe the thieves dont need toning, can it be like the arena when you die? you dont lose eq or xp? I think that would make it alot funner

~

Sender Quickshadow~

Date Fri Mar 17 16:14:05 2000~

Stamp 953327645

To Immortal~

Subject pk code ~

Text

Here's my spill on the code before I delete all my characters, even though I know it won't make a dent

I have been mudding now for almost 8 years, and I have been on several muds and have enjoyed myself

When I found this one, I said to myself, "Hey, a new challenge and a bit easier"

however, when the Pk started I was hesitant about ever playing again

like I said, this won't make a dent in your decisions, but I just wanted to say something

of the few, FEW, muds I played where PK was allowed, very few people used it, if any.

and on those rare times, it was usually to knock off an abnoxious player

however, making it total pk is crazy, that takes the fun out of a game.

sure the fact that you can do PK in D&D and White WOlf, etc, but there it's structured

I left my old mud and joined this one because it gave me something new and fun to play with, now it's going to turn into an utter bloodbath

which I don't think many players will enjoy, in fact several will probably leave as it is.

for those times when the IMMs have been on, I'm sure you've noticed how many players are not there.

granted I am a "newbie" but I still don't believe that this is a total fair thing.

I'm not going to close myself to the game at all, and would discuss it with

any Imm who wishes to get some feedback. But at this time I don't think I can play anymore.

whether it matters to you or not, I have said my spill.

I can be reached at lord\_vengeance@hotmail.com Thank you.

~

Sender Umbringen~

Date Fri Mar 17 17:14:16 2000~

Stamp 953331256

To all ~

Subject changes~

Text

Heya all, got some ideas for changes, some are NECESSARY to do

1.)let all players, flagged or not be able to buy in shops

2) make it visible to all that someone has a flag somehow on who list and their long desc before name

3) put clan halls in for the 3 clans, screw castle code cause it's too high

errr too large rather.

4)fix the exp loss thing, losing 100 exp for a death is 1 thing, but a guy lost 10k today and quit, \*queer\*

5)keep pkill optional for all players who decide to be, plus clan members, joining a clan automatically makes you pkill

6)clean up the remort code a touch so people have not only incentive but reason and necessity to reclass

7) make it so stealthed players names are still displayed on public channels even if stealthed. this way people know who's talking, who may be on and it avoids 10 someone's all talking.

these are just some ideas but I'm sure many if not all players will agree with them.

Listen to me and ToC can be saved!

Umbringen Ironfist, got some experience in such matters

~

Sender Auchit~

Date Fri Mar 17 18:18:04 2000~

Stamp 953335084

To all~

Subject RE:Umbringen~

Text

So much for Ungrims request to note him personally.

Auchit

~

Sender HataBax~

Date Fri Mar 17 18:26:29 2000~

Stamp 953335589

To all~

Subject I agree with Unbringen~

Text

Even now things are a bit chaotic and several people have deleted already. PK can be fun but if it gets too serious it cs not that fun :P

er, cs = its

~

Sender Auchit~

Date Fri Mar 17 18:50:47 2000~

Stamp 953337047

To Ungrim~

Subject A touch of the old days.~

Text

Had some slipper pk here earilier today.

I jumped Nero at the pit, 1/2 through the fight, Unbrgen jumpsKillo something.. then Traxzilla lets out somaer area effects.

then I leave and gate to simon to heal..

Misery clairs me and Egrimm gates in.

I had tried to kill egrimm yesterday but he was no pk

to my surprise egrimm picks a fight with me

he I beat his ass all around the dungeon chasing him

he kept on fleeing after I dispell him

I had him at critical.. (we hwher ein the forrest, yew)

when I find him again in the forrest, He has been herbied.

several minutes later I actually manged ot kill him

I spent so much time playing chase

Then I find out he has 1600 hps base...and he was herbied..

He just sucks, no experince in PK'n.

hehe

Auchit

~

Sender Charity~

Date Fri Mar 17 19:48:49 2000~

Stamp 953340529

To all~

Subject auchit~

Text

i was about to say the same thing..

~

Sender Zane~

Date Fri Mar 17 20:31:03 2000~

Stamp 953343063

To Ungrim~

Subject Thieves~

Text

I don't entirley understand why thieves have a huge advantage on an all pkill ToC, other than

the fact that they make good pkillers... but they did before. Anyway, an idea to make them less

powerful as pkillers is to take away their ability to use stealth and weaken their backstab

when they have a pkill flag. There's lots of excuses you could use, like... the people

(mobs and players) are more cautious and they recogize your face better because they've

seen your face a lot on wanted signs.

~

Sender Sajo~

Date Sat Mar 18 00:05:32 2000~

Stamp 953355932

To all~

Subject sorry~

Text

i acted like and idiot... sorry forgive me please...

i was just mad at the pk thing i got over it tho after

seeing that its note as commin as i thought it would be

if ya don't hate me still give me a tell sayin i don't hate you

or if you do! tell me you do...

END

~

Sender Misery~

Date Sat Mar 18 01:18:04 2000~

Stamp 953360284

To all~

Subject Re: Ungrim~

Text

Yea... this whole mass-pk thing is cool... but a lot of newbies are going to leave because

of it... scare em' off and whatnot. Anyways, I think that if everyone is pk, then only the

killers should be lootable again, cause some newbie that doesn't know much and didn't

want to be pkill shouldn't be forced into it, and then able to get looted by anyone if they die.

Oh, and make shops sell to everyone... it's discrimination.

-Misery... posted this to all, cause he doesn't follow directions well.

~

Sender Ungrim~

Date Sat Mar 18 07:15:04 2000~

Stamp 953381704

To all~

Subject PK Thing.~

Text

Let me clear something up.

People whine both ways, one side whines some can't be attacked, now that side

whines they can be attacked. The result is always the same.

People who just write a note like "I don't like it, I quit", are pathetic imho.

If you don't like it, fine, leave, or get used to it, or better, come up with a better

solution.

I've had a good idea or two so far, but I'll wait a bit and see how it goes.

Dismissed.

Ungrim.

~

Sender Sajo~

Date Sat Mar 18 10:37:24 2000~

Stamp 953393844

To all~

Subject stealth~

Text

i think that stealth should wear off during fight, but come back on after fight ... and i have it %50 and it still takes

1/2 mv, or is that how it just is?

end

~

Sender Andross~

Date Sat Mar 18 11:28:46 2000~

Stamp 953396926

To all~

Subject Sajo~

Text

well that don't seem to make any sense. Stealth does come off when you attack someone.

Stealth cannot go back on after a fight (if it's a pfight) because of battle ticks.

If it automatically came back on after every fight you'd never be able to move.

And yeah, it always takes half your movement.

~

Sender Sajo~

Date Sat Mar 18 15:06:51 2000~

Stamp 953410011

To andross~

Subject ok~

Text

ok

~

Sender GaryColeman~

Date Sat Mar 18 15:35:07 2000~

Stamp 953411707

To all~

Subject PK and looting~

Text

Duh, easy solution. Make the mud keep track of how many players you've killed (I believe it does that already?) and make it so that you're only lootable to the number of players you've killed, +2... Because realistically, you can't make it so th

at you can't be looted at all (hence the +2) but you do want to keep it in moderation for those who don't want to kill.

~

Sender Misery~

Date Sat Mar 18 15:50:52 2000~

Stamp 953412652

To all~

Subject Re: GaryColeman~

Text

Yea... that's a pretty good idea. Assuming you mean, if people have, like, 2 kills, 4 things

can be taken out of their corpse when killed... and if they had, say, 22... 24 things could be

taken, right? Hmm...

That's good... cause the high killers could be looted, and the people who choose not to kill

could only have 2 things looted. Good idea.

-Misery.

~

Sender Permanent~

Date Sat Mar 18 21:03:18 2000~

Stamp 953431398

To imm~

Subject pkilling~

Text

Now that I've had time to settle down after losing 10000 exp, I still think the new pk thing is no good. It gives chars like Tyrant an unfair advantage, and he definitely uses it.

This mud was very fun the way it was when I first started playing. It seems like most of the new codes being put in have hindered the gameplay.

This is still a fun game, but now there doesn't seem to be a reason to level above the pk line with players like Tyrant.

~

Sender TheRock~

Date Sat Mar 18 21:18:59 2000~

Stamp 953432339

To all~

Subject looted~

Text

thar shold be no looting for thoes who dont want to be pkill like thoes who quit ore thoes of us who stay on

becus we aculey like this mud befor it became PKILL

now i dont think very maney pepel will come to this mud and stay when it is a pkill mud but i mite be

wrong it is just a bade and stupid thing

ore you can make it so that eq can be aney level insted of leveled gear

and for thoes pepel that do not want to Pkill but want to stay on the mud and just play like the old ways

write about it mabey if we get enofe players to complane and say we like it the old way thay will change it bac

now i know maney of the pkill are going to hate me for this but i dont care

~

Sender DarkSide~

Date Sat Mar 18 21:32:07 2000~

Stamp 953433127

To therock~

Subject spelling~

Text

jesus christ man, learn to frickin spell!

~

Sender Canon~

Date Sat Mar 18 21:35:38 2000~

Stamp 953433338

To all~

Subject TheRock~

Text

I hear hooked on phonics is real good :)

I agree though, I think having the arena is enough, people get upset over that even.

~

Sender Sajo~

Date Sat Mar 18 22:28:02 2000~

Stamp 953436482

To all~

Subject aggree with therock ~

Text

therock i agree

i like the old ways... but it doesn't happen that often i heard so don't worry!

pk is alright in arena, i think arena is enough but so far its ok with me i

haven't been slaughtered...... YET or have slaughter some poor guy

untill then i dislike the full pk but don't mind it...

END

~

Sender Cazo~

Date Sat Mar 18 23:58:24 2000~

Stamp 953441904

To all~

Subject pk is destroying mud , sorry to say..~

Text

k there are lots of pkers now going around

i've seen people ALOT log off cause novak,. or mask or misery or tyrant logged

on cause why? THEY KNOW THERE GONNA KILL EM

there gonna die and shit so they log off... even the big heros...

this is gonna bring the mud down gods.. think this pk over again...

ain't gonna save doddles...

i personally havn't been attacked (thank goodness) but its gonna happen soon

then i'm gonna get frustrated (like the others ) maybe quit.. or do something

stuiped...

thats al i have to say... for now... gods don't be mad at me.. but i think personally... you guys goofed...

~

Sender Sylphor~

Date Sun Mar 19 00:05:38 2000~

Stamp 953442338

To all~

Subject Pking~

Text

We must realize that not everyone is going to be nice about this... Not everyone is going to play fair

and not attack vastly weaker chars. I propose an addition to the formerly postulated idea about the looting.

My idea is this: Do the same thing with exp. If a person attacks a char more than 5 level below him,

his exp gain is proportional to the number of PK's the lower char has.

any thoughts welcome...

~

Sender Umbringen~

Date Sun Mar 19 02:51:35 2000~

Stamp 953452295

To all~

Subject shut yer traps~

Text

All I been hearin fer days in 'oh I don't want to pkill, I want to be nice and friendly' and crap like 'I'm not gonna play here cause of this pkilling'.

Well TheRock, you took the name of a WWF superstar and I will quote that same superstar by saying "This guy ABSOLUTELY SUCKS!"

You think that your incessent whining is gonna make the situation better? My guess is it's gonna make your more likely to be victimized.

Here's a news flash for ya: ToC has been around many years and has had many changes, some bad, some good...but it's still continued

even with whiny ass players like you newbies. So quit yer cryin cause the world will go on, with or without you.

You should be glad they instituted it. Instead of being the sucky ass, waste of time players you'd become under non pkill conditions, now you'll have to actually think and not suck!

Way I see it, the administrators did us all a favor by adding some life to this place...I haven't seen this many people on in a long time.

My advice to you is simple. Pkilling is in, you are here, deal with it. It's really really fun to do with some practice.

Eq can be replaced and lost experience can be regained. Fighting another person is much more fun than fighting a lifeless mob that stands there waiting to be killed. Where's the challenge?

I've even gone from being a jerk to everybody to just being a jerk to some people and helping those who don't whine to learn, get better eq and find out some good tips.

Umbringen Ironfist, has killed and been killed

~

Sender Rune~

Date Sun Mar 19 03:23:10 2000~

Stamp 953454190

To all~

Subject pkilling~

Text

Well, it seems like the people with alot of hp like the new pk thing and the ones who don't dislike it. I guess that's to be expected, it's elitism at it's finest (or worst). It's not really a favor to have pk since some people just like to kill

~

Sender Rune~

Date Sun Mar 19 04:03:22 2000~

Stamp 953456602

To imm~

Subject losing exp at pk~

Text

I was just wondering if anything can be done about the amount of exp lost with pk.

I lost 10000 for dying. Pk isn't really a bad thing except for losing exp. That was the only thing about it that pissed me off. If anything can be done, I'm sure everyone would appreciate it alot. Thanks.

~

Sender Ungrim~

Date Sun Mar 19 06:47:40 2000~

Stamp 953466460

To all~

Subject Some changes~

Text

Thieves and Killers are no more. They're no referred to as "WANTED"

Wanted ones can trade in shops.

Wanted shows up on WHO and LOOK commands

Wanted ones can be attacked by \*ANY\* lvl.

Stealth got some tweaking, any bugs, let me know.

Ungrim.

~

Sender Ungrim~

Date Sun Mar 19 06:49:10 2000~

Stamp 953466550

To imp~

Subject code~

Text

Removed all PLR\_THIEF and PLR\_KILLER code and made em all refer to PLR\_WANTED.

I think a new OS version or gcc was installed, because there were a lot

of warnings about ambiguous else's and stuff like that.

No worries, fixed em all.

Stealth no checks the victim's stealth skill, the sky, the sun etc.

Dismissed.

Ungrim.

~

Sender Charity~

Date Sun Mar 19 09:40:20 2000~

Stamp 953476820

To all~

Subject PK~

Text

the only ones whining are the ones who have only been around for maybe 2 months, when the mud began to recover after some changes that pushed alot of heroes away...

for everyone who's been around for a while longer then some of the complainers...we've been waiting for changes to PK for quite some time...so please, at least give it a chance before you strt crying about it...

suggestions to improve it rather then saying it sucks is a better way to look about it...

~

Sender TheRock~

Date Sun Mar 19 10:15:43 2000~

Stamp 953478943

To all~

Subject suggestion~

Text

mabey you shold make it so that itom that you CANT GET UNLES YOU KILL SOMEONE els avalibul agin i dont know

much about the mud setup but the limets i think wear set at the begining cant you change them

the eq i was killd for wasnot repoping for 3 hours that i wated for it to repop then i find one in the pit

then i get my ass killd by tryant or somthing

op all that time on the mud looking fore that one pice of eq wasted it's gone now

i know you guy get pist when you have somthing that was verey difucult to find in the first place

and yes i know my spelling is atroshios deal with it

END

~

Sender Ungrim~

Date Sun Mar 19 11:41:09 2000~

Stamp 953484069

To imp~

Subject Pwipe.~

Text

I'd like to do a pwipe.

Comments?

-Rem.

~

Sender Ungrim~

Date Sun Mar 19 11:59:08 2000~

Stamp 953485148

To all~

Subject Exp loss~

Text

You don't lose exp when you get pkilled anymore.

Ungrim.

~

Sender Ungrim~

Date Sun Mar 19 12:03:41 2000~

Stamp 953485421

To imp~

Subject Stuff~

Text

Cant get herbied when in battleticked

Dont lose exp when killed by player, havent looked at the complete check, no time.

Changed some things in Valhalla, secret door name for succubus and Heimdall

Rem.

~

Sender HataBax~

Date Sun Mar 19 12:17:52 2000~

Stamp 953486272

To ungrim~

Subject i thought thieves were getting toned down~

Text

they still have all the advangtages as before, my only protection is to stay invis which isnt much prot

~

Sender Diablerie~

Date Sun Mar 19 13:54:44 2000~

Stamp 953492084

To immortal~

Subject therock~

Text

someone no note this guy, it pains me to read his notes.

~

Sender Dominique~

Date Sun Mar 19 14:24:01 2000~

Stamp 953493841

To immortal~

Subject one more suggestion for pkill~

Text

This is just a suggestion to deal with the problem of pussies getting to

level 30ish and then never leveling again, and then killing newbies that

don't know any better. Any idiot could do this and rack up

a mountain of pkills. I propose that you add something to the pkill code

so that if you stay at the same level for 10 hours (or whatever number)

that you can't pkill again until you level. Up till level 50 anyway, after level 49 you wouldn't

be forced to level to keep pkilling. Just an idea.

~

Sender Andross~

Date Sun Mar 19 16:08:22 2000~

Stamp 953500102

To ungrim~

Subject stuff~

Text

bring over clan code.

can you bring races and the psi and druid classes over?

fix cost of qp to hero back to something higher than 500

toss their psi code and put +2 bonus to gains on hp/mana each level for reclasses characters?

have lonely and mines restored by one of the imms

your changes have gone over very well so far, it may get interesting here again.

if I hear any other suggestions or think of something I'll let someone know

~

Sender Andross~

Date Sun Mar 19 16:14:06 2000~

Stamp 953500446

To ungrim~

Subject stealing~

Text

we thought it would be better if when ya stole something it said You stole <item name> from $n

just a small idea

~

Sender Ungrim~

Date Sun Mar 19 18:56:13 2000~

Stamp 953510173

To Dominique Immortal~

Subject Re:~

Text

Already fixed this problem by making WANTED people attackable by \*all\* levels.

So a lvl 54 can just smack that 30ish char now once they're wanted.

That should eliminate most of the problem, if not, I'll change it some more.

Ungrim.

~

Sender Diablerie~

Date Mon Mar 20 00:16:11 2000~

Stamp 953529371

To diab~

Subject send DLL.zip to this~

Text

63236096

icq#

~

Sender Egrimm~

Date Mon Mar 20 00:45:02 2000~

Stamp 953531102

To Immortal~

Subject Rogue Clan~

Text

Hey all, nice to see the changes, you are all doing a kick ass job. I was wondering since the new pk code is in, if i could lead the Rogue Clan.

I know i can get some members and maybe help you all test some clan stuff. If I am allowed i'm sure we could get clans going.

Egrimm, Hopefully the next Clan leader

~

Sender Protaeseus~

Date Mon Mar 20 03:53:15 2000~

Stamp 953542395

To IMP~

Subject Ungrim~

Text

What's the deal, Ungrim deleted?

-Rem.

Waxen@xs4all.nl

~