AVENDAR - Basic Commands Reference

Tip #1: Most commands can be abbreviated. For example, you can use *l* for *look*, *n* for *north*, and *sc* for *score*.

Tip #2: When there are multiple targets of the same name, you can specify the target with a number and period. For example, *look 3.lizard* would look at the third lizard in the room, and *wield 2.sword* would wield the second sword in your inventory.

Information

look	shows current room description, exits, and contents
look [item	person]	shows the target's description
look in [container] *examine* [container]	shows a container's contents
score	shows your attributes and information
train *train* [attribute]	shows number of trains available* trains an attribute*
skills *spells* *songs* *forms* *abilities*	shows the various skills and other abilities you may learn.
practice *practice* ['ability']	shows the number of practices available practices a skill/song/spell/form/ability*
* Can only be done in the same room as your guildmaster	

Movement

north / south / east/ west / up / down	use the exit in that direction (if available)
open [direction	exit name]	opens a door
unlock [direction	exit name]	unlocks a door, if you have the door's key
recall	transfers you to your starting altar if you are below level 12

Items

inventory	lists carried items
equipment	lists worn and held items
wear [item] *wield* [item] *hold* [item]	wears or holds an item
get [item] *get* [item] [container]	gets an item from the ground gets an item from the container
drop [item]	drops an item onto the ground
put [item] in [container]	puts an item into a container
give [item] [person]	gives an item to someone else
eat [item]	eat a food item
drink *drink* [item]	drink from a liquid source in the room drink from a liquid container

Shops*

list	lists the items available
buy [item]	buys the item if you have enough coins
sell [item]	sells the item if of the right type
value [item]	shows the amount received for selling
itemreturn	returns the last item bought, for a full refund**
* Can only be done in a room with a merchant or shopkeeper	
** Only if you have not left the room, not dropped the item, nor fought	

Interaction

say [message]	says the message to all others in the room
yell [message]	yells the message to all others in the area
ooc [player] [message]	gives an Out Of Character (non-game related) message to the player
tell [player] [message]	gives the message to the player
newbie [message]	sends a message to all players on the newbie channel. **Use this if you have any questions about the game!**
reply [message]	gives the message to the last person who gave you a 'tell' message
where	shows other characters visible in the surrounding area
who	shows all visible characters currently in the game
follow [target] *follow self*	begin following the target. stop following
group	shows information about your group
group [target]	adds someone to your group if they are following you removes someone from your group if they are already in the group
gtell [message]	gives your group a message

Combat

consider [target]	shows the relative strength of the target
kill [target]	begins combat with a non-player target
murder [player]	begins combat with the another player
flee	attempts to end combat by escaping in a random direction
sleep	begins sleep in order to restore health faster
stand	ends sleeping and allows movement

Roleplay

description *description* + <text> *description* – *description clear*	shows your physical appearance adds a line of text to your description removes the last line of your description removes your entire description
background (+ / - / clear)	As with description, but edits your background story
esay ['manner'] [text]	says the text to others in the room, in the manner specified (example: *esay 'calls out' Praise Dolgrael, God of War!*)
pmote [text]	displays an action to others in the room (example: *pmote reaches for his sword.*)