# FAQ

ou know how it is. Some things will never change and adventurers traveling into our cities and visiting our pubs often ask the same questions. You can imagine, our bartenders get annoyed by answering those day after day but never getting paid for it - at least with a new bard song or storytelling of what's happening out there in the wilderness. So I have taken the opportunity and scribbled down the most important info you may be looking for. Here we go:

# What is the difference between the vanilla Legends of Aria and Teiravon?

Generally speaking, Teiravon is a customization of the vanilla Legends of Aria. So it is based on the same map with the same towns, dungeons and so on. But please note, these customizations are significant and cover many areas e.g. including mobs, skills, caps, additional features, tuning, and many more. There are simply too many customizations to name them all. As an example you may want to have a look at how traveling in vanilla works and how it works in Teiravon. Citadel Studios wants to keep fast travel at a fairly limited level to have a feeling of a bigger world. In Teiravon however, e.g. the recall system is much broader and somewhat comparable to the rune system from the old Ultima Online times. Teiravon also provides Wagon Masters that allow travel to a certain number of other locations (i.e. other wagon masters) in the world. There is no worse or better, it's different. But then again, there is much more out there that you will recognize once you have seen both worlds.

One important difference to add is that we highly encourage Roleplaying (RP-ing) on Teiravon.

# What exactly is Role Playing?

Many people will give you many different answers, but in it's most basic form it means to treat the game world as the only world while you are immersed in that world. It does not mean that you need to speak in "Ye Old English", although that does add flavor and atmosphere. It does mean that you don't refer to the real world while you are in the game world. And even though it is not absolutely necessary it does help to have a back story and some personality traits that define your character and to stay within the confines of that outline. It also helps to define your alignment. This is a D&D term that defines your basic outlook on life. Here is a link to information on alignment from another library.https://en.wikipedia.org/wiki/Alignment_(Dungeons_%26_Dragons)

As an example, this author's names is Gladstone. I am a Norseman from a ruling family. I forfeited my right to rule so I could explore other lands (Teiravon). My alignment is Chaotic Good and there is

another character Bronze(Crafter/Gatherer) who is my manservant. Simple and direct, yet useful in understanding my motivations.

Some will misuse Role Playing as a means by which to behave badly or to grief other players and call it Role Playing. Playing a grumpy, rude or obnoxious character or other things like a thief, bandit or murderer is fine, but it will be your responsibility to define it as Role Playing. Remember, there is fine line between Role Playing an arsehole and being an arsehole.

Teiravon is considered a Role Playing community server and as such we ask that players keep their in game interactions within the confines of the game environment. Outside sources such as Discord are used for discussing things beyond the game environment.

# How do I connect to the server?

Put 5009 into the Address box and click Connect, as shown here:



# Is the server going to be wiped for beta?

Short answer: probably. We don't like doing it, but all the character data is stored on the cluster server controlled by Citadel Studios, and they decide when a wipe happens between major versions of the game. If a wipe does occur, we will do our best to reimburse players for their time in the form of skill tokens, house deeds, and other such things.

# How many people play on this server?

We don't like to throw numbers around because: A) they are constantly changing, and B) you shouldn't pick a server based solely on the fact that it has the most players. Try out several servers; get a feel for the community, the staff, the game system, and the rules, and then pick the server that feels like the best fit for your playstyle.

# Help! My character broke during creation and now I can't log in!

We have to manually delete these broken characters while they are attempting to login. Please message Kazan or Tihr ' Lahn and provide your user ID from your dashboard (it looks like XX-XXXX). Not the longer access code, never give that to anybody!

# I tried to connect and it said the server was full. Is it?

At the moment, probably not. There's about a 30 second window during a server restart where the server is up but in a phase where it won't yet allow any connections; at this stage it will tell you that the server is full, when it is in fact totally empty. Bad timing, sorry!

Note: As of this writing we have a 64 player cap per region and while there is enough region distribution at the moment to not be hitting that, it is possible that during server events enough people will be piled into one region and the cap will be hit. We've been told the cap will be increased soon and we are waiting on that.

# I tried to connect but I am stuck in the blue "wormhole" like void. Is it a bug?

No, this is not a bug. It's rather that you may have tried to connect exactly when the server rebooted and the login screen was already up again, however, your zone wasn't. Just start the client again and try logging in again. If it still happens, wait 5 minutes and try again. It should work now. If it doesn't, you may want to ask on the Teiravon Discord channel.

# Can I PK on Teiravon?

PVP is enabled, but please keep in mind that this is an RP server and we highly encourage people to have an in-character reason for PVP violence. Take a couple minutes to think about who your character is in this world and why they do what they do in that setting. Do you want to loot everything you see? Then imagine you are a bandit, trying to put bread on the table for your bandit family. Demand the goods from people, and respond when they don't meet your demands. That doesn't mean camp their corpse for 20 minutes; once you've got your bandit loot you should move on. We want you to become an engaging part of an overall narative, and we'll do our best to make that easy for you. But if you make it hard for us, we won't tolerate it.

# Where can I place a house?

Look for open, flat land with no trees or rocks. Houses also must be placed in specific housing regions. You can see those regions here:



# Where can I adventure and at what skill level?

Here is a map of Teiravon indicating the difficulty of mobs in that particular area (0-100). This will be updated when new information arises

# Why is movement so jittery?

While general lag is certainly a possibility, much of the jittery "rubberbanding" you experience is actually an over-aggressive speed-hack protection system. Even the slightest distance between where your client thinks it is and where the server says you are will trigger the position corrections (rubberbanding). And the issue is less about actual movement speed and more about how quickly (or slowly in this case) the game server can handle movement messages as they come in. The speed-hack system is baked into the server executable currently, and community servers have no options to configure or disable it. We apologize for how much of an inconvenience this is.

# What effect do stats have?

Strength: attack damage multiplier (sliding scale), weight limit (+1 per)

Agility: max stamina multiplier, base accuracy, base evasion, attack speed multiplier, crit chance multiplier, move speed multiplier, bandage time

Intelligence: max mana (+5 per, before other bonuses), power (magic damage) multiplier, force (magic healing) multiplier

Constitution: max health (sliding scale)

Wisdom: chance to take half magic damage (1% per)

Will: chance to completely resist stun effects (1% per)

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