

Welcome! I'm Nimaera, a DR convert with over 10 years of active Dragon Realms time under my belt. This is the information that would have been very helpful to me in the beginning!

So you've come from DR and you want to give GS4 a chance? There are some key differences you're going to need to get used to.

Most importantly this is an RP dominant server. You won't be able to come here and keep rolling PvP like you might have in DR, it will absolutely not be tolerated and you'll catch a ban-hammer. GS has a stable of around 30 GMs at any given time so their whole lives are Golden Era DR. I know, it's wild.

Do the tutorial with the sprite at the beginning, it's going to seem tedious but it actually teaches you a lot of things you'll otherwise question later. It's also helpful to know their commands aren't designed to be shortened like DR does. "Dep Bal" will do nothing, "Deposit Balance" will put all your coins in your account.

Lich replaces Genie here, if you're already used to it good for you, if not follow this link [https://gswiki.play.net/Lich_\(software\)](https://gswiki.play.net/Lich_(software)) and follow the directions. ;narost is the most important command because it gives you your map.

There are no Traders here. There also aren't much in the way of guilds here. You have a Profession, not a Guild, and you level and rank up on your own without having to go to a guild leader for approval, spells, and secrets.

Because they're RP dominant, they don't train 24/7. A lot of them train for an hour a day or less. Circle chasing isn't a big deal here because... PvP almost never happens. That little blue bar to

your left? That's your EXP pool. The whole thing. When that thing fills, just stop. You're not going to make progress until it drains.

While it's draining, look down at Character Goals at the bottom of the screen right above your input line. Click on it, it'll be fun.

This is how your character levels up skills. There's no "train 50 weapons and armor and everyone is folding and picking and climbing and reading and flashing thighs and headbands".

This is what they do. You can do a little research and spend the points you earn to gain what you want. I would highly recommend asking a Mentor or even asking in the Discord chat. Up to level 20 you can re-sort them as often as you want until you get the hang of it. After that you get a once a year reshuffle of all your points if you have regrets.

RPAs work differently here. Basically you either get an RPA similar to what we're used to where you have an hour or two of increased absorption via an orb, or you get a "flat absorb" which means you get a one time zap of absorption. Once a week you'll get a "Gift of Lumis".

It's a timed, automatic RPA that you can set for whatever hours you're most likely to be hunting. It starts automatically, it ends when the time is up, and you can't pause it.

Oh, they don't have concentration regen items because.... They don't have concentration pools and they don't train for 15 hours a day to need that kind of thing.

This will be the hardest thing to get used to, the feeling that you are somehow "wasting time".

They don't teach classes, they don't do origami or fold. When they're not hunting they're just... done. Which is why the characters are really developed and there's a ton of RP, but for those of us who have never not been doing something it will be extremely frustrating for a month or two.

If this is making you insane check out the Adventurers Guild to get tasks and earn some coin.

They tell you to bring a certain number of a specific gem or escort an old lady or something, and when it's done, you get paid.

Oh, speaking of coin... It's all in silvers. Seriously. No gold, no plat, nothing. And no variations on currency. The money is the same everywhere, no Dokora being worth 1.75% of a Lirum which is 1.50% of a Kronar. All silver, all the time. You get used to it. Their numbers are real-world numbers so 5k silver is written out as 5,000 silver. One plus is if you need to move money you can go to the bank and withdraw a promissory note for the coin rather than weigh yourself down with it and be open to Rogues (Thieves).

PS: They do not approve of our usual black market, you will get kicked from the main chat if you're asking for or offering RL cash for IG items. I'm told there is opportunity for it but it's not something condoned. You can advertise buy/sell for silver but not USD.

When hunting or traveling, be VERY AWARE that there is no "advancing" here. Everything comes at you from melee so you're not going to be skipping from town to town for the first couple weeks. Figure you'll need to be about 15th level to move safely and even then it may be dicey. If you went for a Premie account you can buy a token that will zap you from one place to another. They don't have Moon Mages or Warrior Mages, it's all been smooshed into the Wizard profession.

You're going to be slightly shocked by how many GMs are active. It's a lot and they have all got plotlines and stories going specific to their region and area. Most of them welcome newcomers to join in the fun and it's a lot of opportunities to develop RP.

Back to PvP, there is no “Open” “Guarded” “Closed” here. It works exactly like DR did before PvP status was implemented which is on a case by case basis. You cannot camp and roll here. If that’s what you’re looking for, go check out “Shattered” which is their version of “Fallen”. If you’re going to PvP you need to either talk to the player at some point to make sure they’re cool with it for story continuation, or make sure you have ironclad consent.

Alteration sessions rain from the heavens here. It’s a LOT. But they work a lot differently than DR so pump the brakes a little.

Instead of Tap/Look, they have different options.

A “short” is literally a short tap. Just 3-4 words

A “long” is... a longer tap which is more like 5-7 words.

A “show” is a “look” and... you don’t have to have one. It’s very normal for them to have a long without a show because then people get the gist of it when they look at your character. If you want a short and a show or a long and a show that’s usually do-able, just talk to the merchants.

Don’t spend a lot of time focusing on rare materials here, it’s not really a thing. There are SOME but they’re very rare and you won’t find bolts of them at a Fest.

You can have multiple tattoos! And you can have scars! All alteration session provided.

Just like in DR the merchants do different things and have the right to tell you to get bent, but unlike DR you don’t need to walk in 100% ready to go. It’s preferable to have at least a basic idea but it can be as loose as, “I love the color green, I need a gown, and I’m super into the dresses from LOTR”. No one is going to get mad, you’re not going to get kicked out, they’ll work with you and be really nice about it. Again, I realize that may be confusing.

A lot of the “atmo” items that drove everyone to distraction in DR are gone here. They don’t have the stable of pets parading around and forcing interaction (stupid monkeys). Occasionally you will see someone wearing an insect but that’s more of an exception than a rule. Oh, and having a horse is a rare thing that is a status symbol in GS4, you can’t just wander to the stables and get one.

Favors are different. Instead of going through a series of tasks to get an orb into which you put EXP as a sacrifice before putting it on an altar and praying, they have a system based on an offering made with gems or with coins. It’s supposed to involve some IG discovery so I won’t spell it all out but ultimately you sacrifice coins or gems, if it’s enough you get a “favor deed” automatically added to your character and if not... you get to try again.

Speech is different!

If you’re just speaking to the room, you can just ‘Hello everyone

If you’re speaking to me, you say, ‘@Nimaera Hello there.

If you’re being moody you say, ‘:quiet @Nimaera Hello there.

As usual just entering ‘ will get you a world of emote options and they have a lot more here.