

Part of a five game series.

- deep zone
- automa
- maia -----
- omikron
- time storm



**Maia** - A text based world for adventure. You don't know what you are or where you are, ready or not, go. With little time left to adapt, you must find evolution in a runaway train on a suicide track.

**Basic Commands** - The list command will provide information in general.

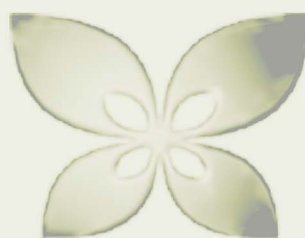
Use the look and peer commands to keep yourself orientated. If you die, the recall command becomes available for returning to where you started.

You can regenerate a new body, or save, only at specific locations.

Progress with your character after defeating challenges by gaining stats and skills with the raise command - this will only work for skills at specific class locations. There is no limit to how powerful you become.

### Race Selections

- Human - Bonus to wielding.
- Elven - Excellent magic.
- Dwarven - Bonus to HP.
- Parthan - Natural weapons and vision.
- Lupin - Full moon lunatic.
- Skaven - Excellent dexterity and vision.
- Goblin - Bonus to flee plus gliding.
- Centry - Bonus to MP.
- Troll - Excellent regeneration.
- Sprite - Natural casting plus flying.
- Pixie - Doppelganging.
- Teddy - Exceptional physics.
- Spider - Natural weapons and sneak.
- Squid - Natural grapple and digging.
- Golem - Natural armor plus shielding.
- Slug - Excellent mathematicians.
- Ancien - Natural weapons and armor.
- Dragon - Spitfire and hibernation.
- Chicken
- Chimera
- Pig
- Lobsterbear



### Class Selections

- Fighter - smash, grapple, block, dodge.
- + Warrior - mwield, disarm, taunt, whirl.
- + Berserker - bash, blitz, bearhug, bodyslam.
  
- Mage - cast, teleport, missile, boink, combine.
- + Warlock - fireball, enflame, rancor.
- + Sorcerer - freeze, enchant, summon.
  
- Rogue - sneak, disarm, block, dodge.
- + Mercenary - brawl, grapple, sleeper, threaten.
- + Bard - lullaby, lure, bomb, siren.
  
- Mystic - arcana, naturemeld, forage.
- + Ranger - wolfcall, sharpen, crafting, throwing, tracking, block, dodge.
- + Druid - lightning, earthquake, weather, overgrowth, temporal.
  
- Monk - counter, disarm, grapple, bodyslam, block, dodge.
- + Dragoon - harden, paralyze, atomic palm, tigerkick, throwing, tracking.
- + Banshee - sneak, choke, death blow, spiderkick, throwing, tracking.
  
- Fallen - pain, shadowmeld, fear, aura.
- + Vampire - drain, vanish, block, dodge.
- + Demon - chant, mask, doom, infect, block, dodge.
  
- Cleric - heal, meditate, remedy, aura.
- + Paladin - fury, warcry, block, dodge.
- + Guardian - cure, flare, avatar, vivify, block, dodge.
  
- Psychic - projection, generation, tracking, block, dodge.
- + Pancer - psi-wield, psi-shield.
- + Lancer - psi-lance, psi-hammer.
  
- Scholar - arcana, study.
- + Knight - climhazard, beacon.
- + Wizard - modify, teleport, explodette, frogma.
  
- Enforcer - brawl, grapple, protect, threaten, block, dodge.
- Assassin - backstab, grapple, choke, poison, sneak, block, dodge.
- Alchemist - arcana, remedy, poison, mutate.

