Archive-name: mudlist.doc

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/_/_/_/_/        THE        /_/_/_/_/
/_/_/      MUD CONNECTOR      /_/_/
/_/_/_/_/    MUD LIST   /_/_/_/_/
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```

  This list is presented strictly in alphabetical order. Each mud
  listing contains: The mud name, The code base used, the telnet
  address of the mud (unless circumstances prevent this), the homepage
  url (if a homepage exists) and a description submitted by a member of
  the mud's administration or a person approved to make the submission.

          All listings derived from the Mud Connector WWW site
                    http://www.mudconnect.com/

      You can contact the Mud Connector staff at mud@mudconnect.com.
     [NOTE: This list was computer-generated, Please report bugs/typos]
o===o
                     Last Updated: June 8th, 1997
                     TOTAL MUDS LISTED: 808
o===o

o===o
                        Muds Beginning With: A
o===o

Mud   : Aacena: The Fatal Promise
Code Base   : Envy 2.0
Telnet   : mud.usacomputers.com 6969 [204.215.32.27]
WWW   : None
Description :

Aacena: The Fatal Promise:

Come here if you like:
Clan Wars, PKilling, Role Playing, Friendly but Fair Imms,
in depth quests, Colour, Multiclassing*, Original Areas*,
Tweaked up code, and MORE!

*On the way in

The Fatal Promise is a small mud but is growing in size

and player base. Come to us and we'll do our best to make
your stay on Aacena: The Fatal Promise happy!

Mud   : Aalynor's Nexus
Code Base   : Maelstrom Mordor v1.7+
Telnet   : nexus.mudservices.com 2000 [205.147.201.226]
WWW   : http://nexus.mudservices.com/
Description :

                    @=@=@=@=@=@=@=@=@

Aalynor's Nexus brings a balance between Role-playing and
Hack 'n Slash type gaming which is sure to appeal to the
diehard RPG'ers.

An advanced real-time combat system, combined with an
interactive timeline allows players to build characters
into the timeline through partcipation in on-going
campaigns and weekly adventures.

We're a smaller MUD, just starting out, hoping to appeal
to the more serious gamers, while providing a friendly
environment for all.

Based on Mordor V3.0 with many code customizations.
We also have an active coding and building team of experienced
gamemasters.
                    @=@=@=@=@=@=@=@=@

Mud   : Aardwolf
Code Base   : ROM2.4+OLC+MOBPROGS
Telnet   : wolf.mudservices.com 4000 [205.147.201.244]
WWW   : http://www.wolf.mudservices.com/
Description :

   Aardwolf MUD is a 200 level fantasy adventure with only one goal - for
it's
players to have fun! Aardwolf hosts over 110 areas arranged into a
realistic
real-world map with many new areas always in progress on it's development
site.

The admin and the players provide a great atmosphere on the game, and,
individual monster programs are used to help them! The Aardwolf admin is
very
responsive to player's needs and problems and have all played the game
through
themselves. For those that prefer to see lists of features here's just a
few of
many:

```
    [*] Rewritten clan system features clan run shops, taxation,
        clan bank accounts, clans quest to build their stronghold.
    [*] Clan, race, class and all out free for all battles on the
        warfields of Aardwolf with nothing  to lose but pride.
    [*] Reach hero level and choose to quest for superhero, or,
        be reborn with the addition of a new class for true
        multi-class adventurer.
    [*] Rewritten automated questing and regular imm quests.
    [*] PK is optional, restricted to clan stronghold and special areas.
    [*] Play Aardwolf trivia - Answer questions online to gain 'triv
        points' to buy that special item, rename an item, etc..
    [*] Auction, bank, flower delivery (!!), new races/classes,
        private class channels and much, much, more ...
```

Drop by and see why Aardwolf's players are so happy in their new mud
home.
Oh, one last note, there will *never* be a player wipe on Aardwolf.

```
            -------------------------------------------------
```

```
Mud          : Aargh Mud
Code Base    : Envy 2.0
Telnet       : aargh.world-net.net 1234 [204.57.72.32]
WWW          : http://www.world-net.net/users/merlin/aargh/
Description :
```

    At AAAAaaaargh! we are working our way toward a unique roleplaying
Mud. We are gently switching to an environment based loosely on Wiccan
beliefs, which means that our main guideline is: As it harms none, do as
you will. We take harassment very seriously and deal with troublemakers
promptly. We offer color, PKilling by registration, seasons, bank system,
covens, 7 classes, 30 races, marital system and our exclusive multi-class
by procreation. A source of great pride to us is the fact that females
are
treated with great respect in our world-- we now boast an all-female
Amazon race.

    Our goal is to provide a game easy to understand for people
without experience but complex enough for the veterans. We encourage
players to develop their characters at their will, as long as it doesn't
affect other people's fun, all while keeping the outside world in the
proper channels.

    We are constantly working toward bettering our Mud. Soon to be
implemented: Religions/Cults, new classes, innate skills for races,
a Court House and much more!

```
            -------------------------------------------------
```

```
Mud          : Abaddon
Code Base    : ACC
Telnet       : Java-Enabled Web Browser Required
WWW          : http://ign.cy-net.net/
```

Description :

   Abaddon is written entirely in Java, it is currently in
alpha testing, but will be in the beta testing stage by
December 1996. The graphics are currently very primitive,
however with the coming of the Java 3D api there is hope
for good graphics support. Come try us out, and if you
are interested in becoming a guild master or the designer
of a nation please contact acc@ign.cy-net.net. No coding
experience is necessary, just solid creative writing skills.

Mud   : Abandoned Reality
Code Base   : Envy 2.0
Telnet   : mud.world-net.net 4000 [204.57.72.32]
WWW   : http://mud.world-net.net/~ar/
Description :

   A low river plain stretches to the horizon, giving you a grand
view of an approaching storm from your position on a rocky hill-top.
The sunset is visible through the clouds, and casts a mutli-hued
beam of light over the land, just as a breeze hits your face and
ruffles your hair, a dark omen carried on the back of the wind...

Abandoned Reality MUD is still very deep in Alpha testing, and is
very much 'under construction', with our final goal being a totally
original RP MUD with very few restrictions. Although I'm happy to
say all stock areas have been eliminated, most of the world is still
being built, and classes are for the most part, still stock. But
an entirely original world is under construction - a completely
new skill-based system will be implemented. However, some of
the things which we have added so far are: Extensive written histories
of the world, ANSI, corpses/pets save with you, languages(both written
and spoken), spell power-levels, ILAB OLC, highly expanded mob/object/
roomprogs with asynchronous execution, banks, auto-auction, completly
custom prompts, online reboots(Copyovers), mobs you can 'listen' to
(like talking to townsfolk ala Ultima), levers, Drunk code, overhead
wilderness map, player bounties and more.

   See who's online: <a href='http://mud.world-
net.net/~ar/who.html'>Abandoned Reality wholist.

Mud   : Aber-Phoenix
Code Base   : AberMUD
Telnet   : phoenix.mudservices.com 6716 [205.147.201.236]
WWW   : http://brandy.boprc.govt.nz/phoenix/
Description :

   Phoenix is a challenging, highly developed Aber mud
based around questing in a medieval/fantasy environment.
We take pride in our friendly atmosphere, original quests,

unique features and dynamic environment. New players
are very welcome and we even have our own team of
immortals whose job is specifically to help new players get
started. However we are trying to make Phoenix the most
unique and challenging Aber on the Net, so more
advanced players will also enjoy Phoenix.

New high quality quests are being added constantly, and
we're the -only- aber mud on the net to encourage
multi-playing, as well as having some of the most
innovative features in the Aber world such as guilds,
familiars and many more!

Come, visit us, step into a new world of adventure, fantasy,
imagination and fun...

Mud   : Abracadabra
Code Base   : Death Code ver 1.1 with some envy 2.0
Telnet   : 206.246.120.3 9000
WWW   : None
Description :

    This is a well established mud that has been around for about 2
years now. The mud offers many and I mean MANY cool features :- mind
boggling ANSI color,- was coded by 2 expert c programmers that code C
for a living- 128 meg server with t-1 line means NO LAG EVER!- 25+
races- over 15 various classes in total including the dual classes-
110+ areas- 8000 rooms- outstanding combat that shows how much damage
each blow does to your opponent and how much each of their blows do to
you- restricted pk system- 200+ skills and spells in total- clans, clan
strongholds, and clan houses too much to list, only have 20 lines of
room here.Check it out, but beware, youll never be able to leave
-grin- !Paul

Mud   : AbsoluteMUSH
Code Base   : TinyMUSH 2.0.10p6+
Telnet   : mush.foobar.co.uk 6250 [193.122.182.20]
WWW   : http://absolute.foobar.co.uk/
Description :

    Based in the UK at an Internet Provider (Foobar Internet)
and run by a former employee, Absolute is a small MUSH but
has a friendly atmosphere. There's no overall theme to the
MUSH but sections of Absolute include Absolute beach, the
Wild West, a small village and even a sci-fi area with
locations ranging from Red Dwarf to Starwars.

    Connect as guest if you want to see what it's like.
The machine which hosts Absolute was recently upgraded
and the internet connection is due to be improved by

Summer 1996 so any lag should be fairly minimal.

Mud   : The Abyss
Code Base   : Merc 2.2
Telnet   : abyss.nucleus.com 1234 [199.45.65.128]
WWW   : None
Description :

    The Abyss is running on a Merc 2.2 Code base with many
modifications done by Altrag, Swordbearer, and Gallahad.
Upgrades to the code include clans, online creation, ansi
color,spells/skills, classes, origional areas, etc. The experience
and leveling system is based on 50 mortal levels and 10 immortal
levels. Pkill is now in, and we have 2 clans now, and have more
coming soon. Future plans to include expanded class selection,
races, guilds, and more...

Mud   : The Abyss of Hate
Code Base   : Circle 3.0 BPL11
Telnet   : abyssofhate.dyndns.com 4000 [208.142.25.20]
WWW   : http://www.trailerpark.com/siesta/mobrules/
Description :

    This is a new mud. I have one Area Builder and
need more. I have added several new commands and
functions. We constantly listen to new ideas and will
implement them if possible. No idea is LAME or STUPID
and never be afraid to offer advice or assistance.

This is in beta test at the moment but is pretty stable as
far as the code goes.

Look forward to seeing you online.

Mud   : Abyssmal Realms
Code Base   : ROM2.4
Telnet   : realms.reichel.net 4000 [151.185.108.3]
WWW   : None
Description :

    The Abyssmal realms MUD is a Roleplaying/Playerkilling
MUD based on ROM2.4 code. We have user-definable ANSI
color, and will be running quests 4-6 times daily once
players begin to arrive. We have only been 'open' for
about a week now. **Immortals/Builders/Coders Needed**

```
Mud          : AddictMUD
Code Base    : CircleMUD 3.0
Telnet       : addict.realms.org 4000 [206.185.33.1]
WWW          : http://tolkien.realms.org/addict/
Description  :

    AddictMUD is a smaller mud with a grand atmosphere and sparkling
personality. Currently, there is no player killing and multi-playing is
limited to 2 at a time, but AddictMUD has room to brag with many other
features:

 - A 9 classed system barren of confusing races, making character
creation a
   pleasure.
 - A remort system with a special Bard/remort only class.
 - Over 140 spells/skills
 - An extensive database of equipment and mobs to avoid characters not
exploring
   and the same equipment.
 - Over 90 zones, with more being added by our immortal team all the
time.
 - A soon to be installed PKill Arena, where players can battle to the
death
   without the bothers of dying. (soon)
 - A clan code with unique clan spells and skills.
 - A 30 level system so gaining a level is a much more celebrated event.
 - And finally, helpful, friendly, and caring mortals who will become
friends
   in no time.

    AddictMUD takes on ALL players, experienced or the newbiest of the
newbies...
everyone is welcome, SO WHAT ARE YOU WAITING FOR?!?!?!?!?!?
```

```
Mud          : The Adventurer's Destiny
Code Base    : Rom 2.4 beta
Telnet       : diggity.mudservices.com 4205 [205.147.201.185]
WWW          : None
Description  :

    This is a new mud that is currently under construction.  We are
adding new things every day and are very anxious to get new players.

We will be adding new races and classes as we think of them. Current
extra races include: Windrider-good magic class, Krill- lizard men,
and liches- a cool undead class.  We have a new guild system which
supports role-playing and restricted p-killing.  Our imms are eager
to help new players.  If you have any questions or suggestions, note
or E-mail us.
```

```
Mud          : Adventures of StoneGate
Code Base    : Envy/Merc/Diku
Telnet       : hendrix.huron.net 2345 [205.150.207.3]
WWW          : None
Description :
```

   As you stand in the center of the courtyard, inside the dank
walls of StoneGate Castle, you begin to wonder if the stories
that you have heard are true. Legend has is that a powerful group
of mages, known as the DragonLords, reigned terror on the realms
for hundreds of years. StoneGate Castle was the last to fall, and
to punish the valiant defenders of the castle for their defiance,
they turned all inside into living statues of stone and placed
a curse on the castle. Anyone who dare enters would be trapped
for eternity. According to the legend, the DragonLords themselves
disappeared soon after, and to this day have not been seen again.
Some say that they simply opened a portal to another dimension
and stepped into it, having to return every hundred years to
renew the curse. The murals lining the castle walls tell a similar
story, and you shudder as you realize that all of the statues
here, in all of their strange contortions, were once living people...
Welcome to Adventures of StoneGate, where you will travel time
searching for adventure. Extensive overhauled Guilds and Clans
2 ways of Dualclassing, 20 Classes and Races to choose from
each with unique abilities, Automated Questing, Immunities, and
Extensive skill/spell lists. Choose to be peaceful or Pkill.

```
Mud          : Adventures for Ancient Wisdom
Code Base    : Envy/Diku/Merc
Telnet       : score.ton.tut.fi 4000 [193.166.83.144]
WWW          : http://score.ton.tut.fi/~mud/
Description :
```

   AAW is heavily modified mud with with primary and secondary
class system with 70 levels. Currently, we have 7 races and
8 classes where you can choose from. Vampire is also added
as special attribute. Check out for our clans too! Many new
skills have been added to each class like runes system for
the Mages! We also have nice ANSI colors! OLC and Mobprogs
are also in!

   We have specially built newbie-friendly mud school and
newbie guide for those who just begin their mudding
adventure! Maps are also available at our special-built
hometown, Grand City. Check our homepage for overall map!

   What's new? Challenging Legend Quest area and Quest mobs
that allow you to quest whenever you feel like to! Also
writer, tattoer to tattoo siglas on your arms! and many
more..AAW is always under constant development!

   For those who want some challenging mud, we challenge you

to visit our mud and Why don't you give yourself a great
start to your adventure...Adventures for Ancient Wisdom!

Hope to see ya soon...

Mud   : Aesir
Code Base   : ROM/Merc
Telnet   : asgard.ncsa.uiuc.edu 7000 [141.142.103.48]
WWW   : http://asgard.ncsa.uiuc.edu/
Description :

   Aesir is a friendly and helpful environment. The Immortals
are almost also present, but try not to interfere in the game
of the mortals unless needed.   Aesir has a complex clan and
tribe system that is very dynamic. Quests are run weekly and
high level eq is given out. Aesir has 91 mortal levels, 1
builder level and 8 Immortal levels. Everyone has a chance
at becoming an immortal thru evolve. The coders are always
adding something that is beneficial to all. Aesir has approx.
80 areas in the game currently (7/8th of those are original
areas). New ideas are always welcomed and are usually
implemented. Come and see why all our players call Aesir the
best mud they have played.

Mud   : AethisMUD
Code Base   : CircleMUD 3.0
Telnet   : aethismud.imaginary.com 2222 [192.160.13.8]
WWW   : http://mason.k12.mi.us/~bminsh/aethis/index.htm
Description :

   AethisMUD is a new and developing mud. We have an
immortal staff that is willing to make this mud great and
we have a lot of new ideas and new code. The world is
also changing rapidly. We'd appreciate if you'd come and
try out AethisMUD.

Mud   : After Hours
Code Base   : LPmud
Telnet   : ra2.randomc.com 2000
WWW   : None
Description :

   After Hours mud was once a very popular mud. The mud lost
its site, and unfortunately the backup that was made at
that time was faulty.

   Now, an old backup of the mud has been found, and we're
looking forward to rebuilding our mud to be more popular

than ever! We have a good computer and a T1 network link,
and dont worry as we're backing up the mud every month.
So, stop on by and try one of the more unique and fun LPmuds
on the internet.

```
Mud          : Afterlife
Code Base    : Rom 2.4
Telnet       : mud.imperium.net 5000 [206.26.98.13]
WWW          : None
Description  :
```

   The Afterlife is based on Rom 2.4 with modifications occuring
as the players ideas are worked out. i.e. Traps for containers
and the skills necessary to detect and disable them, skinning/
tailoring of corpses. spell groups set specifically for each
individual class. There are 100 levels of mortality, 2 hero
levels and 10 levels of immortality. Optional customization with
30 races and 12 classes is available.Afterlife is Non-Pk. However
there is an arena for player vs player battles and of course
bragging rights. We are on a new server with a fast connection
and of course ANSI colour is supported... Stop on by and win a
quest run by one of the immortals or stop by our unique riddle
area and match your wits. If you win? your reward is excellant eq.
If you loose? The pit fiend could always use another leg bone to
pick it's teeth with :) For fun and adventure visit the Afterlife.

```
Mud          : Age of Chaos
Code Base    : Chaos Code, originally Circle 2.2
Telnet       : winds.pandapub.com 4000 [205.177.91.19]
WWW          : None
Description  :
```

        Formerly Known as Winds of Chaos and Chaos II.

We like people to roleplay, spells/skills have additional benefit for
those who group with properly aligned players. Over 300 skills/spells.
Welcome zone writers for experienced players, Patron God System. Whats
that mean? Your spells/skills vary from Deity to Deity for the same
race/class character. Guilds such as Knights, Dreamwalkers, Aiel. 30
levels, trans and do 30 more levels to be an immortal. We base this mud
off the popular Wheel of Time series and we keep all gear and characters
well balanced. No god gear here. We offer 90 levels, NO Equipment MAX
(although more that exists, harder to get more) Hearbeat ticks, clans,
new formation fighting, and more!

Recent Additions: SCRYE duelers, Wager Duelers, Clan and clan races for
superiority. 500 new rooms just this month, and average 300-500 new
rooms monthly!

```
Mud            : Age Of Chivalry
Code Base      : Envy 2.0
Telnet         : ac.mudservices.com 6000 [205.147.201.200]
WWW            : http://www.ac.mudservices.com/
Description :

    Are YOU looking for an adventure game that is new and exciting?
Well then Come check out Age Of Chivalry, A new and exciting mud
game created for the enjoyment of the players.

    Age of Chivalry is based on the theme of Medieval Times and AD&D&reg
type games. Here you will find immortals that are friendly and helpful.
You will also find IMPs that care about the players and YOUR ideas.

    Are you looking for a fun game to play and a place where YOU can
build and create areas? If so, once again come to Age of Chivalry.
We are a new mud in search of builders, both new and experienced.
And Yes,we have a complete online creator for the use of our builders.
So Come and play the game, or join our staff as a builder.

               -------------------------------------------------

Mud            : Age of Dragons
Code Base      : CircleMUD 3.0 (heavily modified)
Telnet         : krishna.ee.siue.edu 6900 [146.163.130.21]
WWW            : None
Description :

    {...Written in High Elven Script...}
Scouts have confirmed our worst fears, the dragons of
the Dark Queen have indeed returned to wreak havoc upon
all of Krynn.  Humans called 'Dragon Highlords' have been
seen mounted on these deadly leviathons, commanding massive
armies of strange lizard creatures and goblins.  We have
send messangers to warn the Knights of Solamnia of this
dreadful news.  May Paladine protect us in this coming
Age of Dragons.

    The Age of Dragons was concieved by a group of creators
who could not find a mud that had a strong sense of realism.
We wanted a place to mud where we could forget that it was
a mud we were playing and become absorbed in the fantasy
world the mud created.  Picture yourself joining armies and
clans which strive to protect their native lands from their
enemies.  This is the type of roleplaying we wish to encourage.
Age of Dragons is open for Beta Testing now, please stop
by and have an adventure on us!

               -------------------------------------------------

Mud            : aGe oF iNsaNitY
Code Base      : CircleMUD
Telnet         : newton.whit.org 4000 [205.238.84.11]
```

```
WWW          : http://www.databahn.net/~richard/cover.html
Description :

    aGe oF iNsaNitY is a world of mortals forever on the immortal
quest.  Legend says that if one makes it across a vast mountain
range far far away, the gift of immortality can be found.
However, history has proven this quest to be of extreme
difficulty, and some magically gifted individuals have used the
paths of necromancy and/or summoning to achieve their immortal
goals.  As a result, there are evil denizens roaming the earth:
products of the dark arts afoot.  People wall graveyards to keep
entities inside, not to keep treaspassers out.

    Unfortunately, the immortal quest has not yet been coded into
aGe oF iNsaNitY, and the world is still in its infancy as far as
building goes.  However, we have added classes to CircleMUD, and
a ranger class.  There are quite a few areas popping up.
Killer flags work differently on aGe also.  Only people with
killer flags may attack other people with killer flags.  Other
combat combinations are not possible.  However, thief flagged
players may be attacked by anyone.  If you want to be a killer,
simply ask an IMP for a killer flag.  Bub, the owner.

              ------------------------------------------------


Mud          : Age of the Throne
Code Base    : Custom
Telnet       : www.on-line.co.uk 4500 [193.130.168.7]
WWW          : None
Description :

    Age of the Throne is a medieval adventure, a land filled with
duelling knights, cruel barons, warrior-kings, and wicked enemies
beyond the walls of civilisation. Entering the land, you will begin
in one of the three centres of relative civilistion, Sorrento the
city of Justice, Fasthold, the bastion of Order, or Akarion, the
castle of Domination. From thence, you must sally forth into the
unknown, braving dangers, and duelling your fellow man, in order to
improve your honour and status in the world. Undertaking quests, on
behalf of your city, and slaying foes, you will grow in power, until
one day, perhaps, you will become monarch of your own city state, and
from there may defend your right to the the Throne.  With an advanced
quest system and intuitive duelling, Age of the Throne is an unparalleled
experience, enter now ye brave of heart.....into the Age of the Throne!

              ------------------------------------------------


Mud          : Age of War
Code Base    : CircleMUD 3.0
Telnet       : AgeofWar.org 4000 [208.201.41.203]
WWW          : http://www.ageofwar.org/~mcp/
Description :

    Age of War is a fairly new mud that opened on January
```

15, 1997... We have about LOTS brand new, great zones.
We have a new class, vampyres, and soon to have a paladin,
dragoon, and samuarai class. We are allways adding new
spells and skills. We are working on a clan code to go
along with the theme of Age of War.

We currently have 50 levels, with soon to be more.
Pkilling/Pthieving is not allowed. You can have a maximum
of 3 mortal characters. We have many friendly gods and imps
willing to help you get started.

If you have any questions email Age of War at: mcp@AgeofWar.org
Or check us out at: AgeofWar.org 4000 http://www.ageofwar.org/~mcp/

Mud   : Aiden
Code Base   : MouseMUCK
Telnet   : gentle.ydea.com 1660 [205.246.89.81]
WWW   : http://www.ydea.com/aiden/aiden.html
Description :

   Aiden is basically a social world where roleplaying and
combat are optional. Players must obtain a combat flag in
order to participate in combat. Also, players without combat
flags cannot be attacked. (Please note: The combat system is
currently in alpha testing.)

Our world is set in modern times. Building is highly
encouraged. Reality is not strictly enforced in most
areas, but we do expect builders to maintain realistic
spatial integrity.

The goal of Aiden's administrators is to provide an
environment which truly features something for everyone.
To this end, there are social areas, rp areas, and even a
distance education facility.We welcome any ideas which might
help us to improve.

Something to remember: On Aiden, 'No' means no. Harrasment,
sexual or otherwise, will not be tolerated. We look forward
to seeing you around...

--Phoenix, Wizard at large

Mud   : Alatia
Code Base   : LPmud
Telnet   : alatia.vol.com 3000 [209.42.128.18]
WWW   : http://www.geocities.com/TimesSquare/Dungeon/2277/
Description :

   Long before written history there was a world known as Alatia. It

was a place of stunning beauty and terrifying evil. It was a land where
legendary heroes did battle against impossible odds. Creatures long
since disregarded as myth and lore were commonplace. Alatia was much more
than a single land however, it was a nexus of realities. Existing within
Alatia's vast world was a doorway, a doorway like none other. This
doorway
was a gate to an infinite number of worlds and dimensions. Lands of
shadow and lands of mythology were accessible through this gate.
Once again this gate has appeared in reality, it is your entryway
to adventure, to magic, to glory, you need only to step through...

Mud   : Albion Mud
Code Base   : DGD-sim245
Telnet   : mud.veda.is 4000
WWW   : None
Description :

   A very friendly LPmud that's running the simlib-245 for DGD.
The gameplay is mostly hack'n slash (like most LPmuds) but
we have a very friendly, fairly large and still growing player
community. Just come visit us!

   Just in case you wonder, '.is ' is Iceland, so it might be
a little slow.

Mud   : Aldebaran
Code Base   : LP-MUD
Telnet   : mud.tap.de 2000 [194.162.200.11]
WWW   : http://mud.tap.de/
Description :

   Aldebaran is a still young fantasy mud located at a private
site in Germany. The admins are former wizzes of the
famous "Nemesis" and try to create a similar atmosphere on
Aldebaran, i.e. emphasis and roleplay, descriptions and
atmosphere and not on fighting and rivalry among players.
It is quite easy to get started in Aldebaran (not hundreds
of vars to be set &c), but nonetheless it can be a lot of
fun to play there and explore our areas. You will also meet
some very nice people in Aldebaran :) For more info mail
"admin" in the post office or send e-mail to mambres@tap.de.

Mud   : Aliens vs. Predator
Code Base   : CircleMUD 3.0bpl1
Telnet   : fear.athenet.net 4000 [204.120.6.34]
WWW   : http://www.geocities.com/TimesSquare/Dungeon/4050/
Description :

Aliens vs. Predator is a MUD set in the Aliens vs. Predator
universe of Dark Horse comics and 20th Cent. Fox fame.

 * Four races: Humans and Synthetics, Aliens, Predators
 * Each 'race' (Marine, Alien, Predator) has its own goals
 * Mass PKill.. RACEWARS!
 * No stock areas!
 * Loadable, thowable, area-effect, ranged weapons and guns
 * FULL OLC
 * Lots of cool new code

We are still VERY much in development, but are open
to Area builders and idea people (we have a coder).
NOT always up while in such heavy development phase.

(We are not affiliated with Dark Horse Comics or 20th
Cent. Fox. Aliens, Predator, and Aliens vs. Predator are
copyrights owned by both parties.)

Mud   : Allanthya MUD
Code Base   : CircleMUD 3.0
Telnet   : allanthya.org 4000 [206.152.182.208]
WWW   : http://www.allanthya.org/
Description :

    Allanthya MUD is a BETA MUD. It's a work in progress.
This project started over a year and a half ago and
continues to grow! We offer many things that other muds
don't. Here is but a short list of what we have to offer:

 1) Friendly play environment with a fast dedicated T1 link
    to the Internet.
 2) Full ANSI color
 3) Extended Races & Clans
 4) Spells, Skills, mountable mobs!
 5) Private chat channels
 6) FULL ANSI connections over the WWW!
 7) Helpful gods!
 8) *ALL* Original Areas. The areas in Allanthya were
    built from SCRATCH. Not one pre-made area was used.
 9) New item types (orbs, herbs, teleporters)

And the list goes on and on, with changes made and
additions made every day! Come visit us!

Mud   : Alter Aeon
Code Base   : Diku-like custom
Telnet   : sl9vg.dorms.usu.edu 4000 [129.123.230.80]
WWW   : http://sl9vg.dorms.usu.edu/
Description :

Alter Aeon is a multi-class mud that is similar to Diku and
Merc bases. It has a complete on-line building system,
along with features many muds do not support. The theme is
fantasy and medieval, with provisions for some futuristic
things. Players are encouraged to build if they have the
desire. Clan code is in place, including clan channels and
clan areas built by clan elders. There are two mud schools,
one catering to the quick draw hack-n-slash, and the other
very detailed and in depth. The help files are extensive,
and new code is being added all the time. Come check us
out!

Mud   : AlteredReality
Code Base   : Rom2.4
Telnet   : mud.starion.net 4000 [205.183.198.10]
WWW   : None
Description :

    AlteredReality is in a constant state of flux. We are adding new
commands, skills and spells on a regular basis, yet the code base is
stable and we have not experienced any crashes since our latest revision.
Here is a just a taste of what we offer:

 * 100 mortal levels, 6 classes with completely distinct
    skills/spells and 10 player races.
 * Limited PKILL System (+/- 10 LEVELS) with built in flags
    to prevent multi-killing and hasty quitting.
 * NoPK status for those who do not enjoy player violence.
 * Player ARENA -- an excellent place to settle grudges
    without loss.
 * Cool IMMs who don't play trusted mortals.
 * Banks for the rich, donation pits for the poor.
 * Revised clan system with clan hiearchy.
 * Automated Quests and Quests run by IMMs.
 * Full ANSI color and Automated Auction.

We welcome all types of mudders, whether old or new, to join us
at AlteredReality.

Mud   : Alvoria
Code Base   : Circle3.0bpl11
Telnet   : conan.ids.net 4000 [155.212.1.12]
WWW   : http://users.ids.net/~mudguy/
Description :

    Alvoria is a mud based in a time frame roughly the same as
the post-medieval era, similar to the Renaissance of Western
Civilization. We have 10 Races and 12 Classes, of which 3
are currently under revision and balancing. The MUD itself is

always under construction (as are most any other muds) and
we invite you to come and take a look, although we warn you
not to expect it to be easy to stay alive here...

Mud   : AmberMUSH
Code Base   : TinyMUSH 2.2.1
Telnet   : muds.okstate.edu 5150 [139.78.113.1]
WWW   : http://www.math.okstate.edu/~hfreder/ambermush.html
Description :

    This MUSH is based on the world of Roger Zelazny's Amber series.
Plots in the style of the books include conspiracy, intrigue,
battle and romance. Players are encouraged to read the novels to
get a better understanding of the genre.

    Amber allows for a wide range of character concepts, as long as
they are within a few logical restrictions (no book characters
without permission, etc). The registration address is given
in the connect message. Those interested should connect as
Guest and read the news files.

Mud   : AMBUSH
Code Base   : Circle
Telnet   : trader.tlx.net 9000 [206.27.87.1]
WWW   : None
Description :

    WE are just starting and are DIKU based. WE offer FULL
COLOR, 109 mortal levels, NO-RENT, Numerous races and
classes. WE now have dual and tri characters and and lots
of single classes. WE are looking for players that want
to contribute on all levels.

    As you noticed i used WE because that is how we will run THE MUD,
with your input.

Mud   : Anarchy
Code Base   : Home Brewn
Telnet   : kubsuh.kub.nl 4444 [137.56.0.150]
WWW   : http://www.cs.vu.nl/~fgdpater/
Description :

    Anarachy is a new Player Killing Mud. It is very unique
in that it allows for people to vote on a war type and then
pick a team and/or a class if applicable to that war type.
There are new wars often, and new teams etc. If you are
looking for something different or like to play PK MUDS or
like fast paced action try this mud out!

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Mud          : Ancient Adventures
Code Base    : Merc derived
Telnet       : adventures.telmaron.com 8888 [206.246.120.6]
WWW          : http://adventures.telmaron.com/~aa/
Description :

    Enter the world of Ancient Adventures and let fantasy grip
you as you venture forth into a land filled with mysterious
monsters and exotic races.  Perhaps the tales are true that
even werewolves and vampires roam the realm.  Join one of
our Clans or brave the challenges alone on a solo adventure.

    We offer a home for you that is stable and interesting and
always growing.  We have intelligent mobs, auto-quests, a
reward system for gaining unique equipment or even player homes,
a remort system and many other exciting twists. Our IMM team
orks hard to ensure the realm continues to be a place that you
want to be.  We value player input and often take votes on the
way things go.  Our IMM team is friendly and helpful but tries
to remain in the background as much as possible enabling you to
get on with your adventuring. :)

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Mud          : Ancient Anguish
Code Base    : LPMud 3.02 Native
Telnet       : ancient.anguish.org 2222 [205.226.195.7]
WWW          : http://www.anguish.org/
Description :

    Ancient Anguish is a very large LPMud which has remained
consistently popular since its inception in February 1992.  It is run
on it's own dedicated high speed machine, and enjoys a T1 link to the
Net. Ancient Anguish is a very social mud, averaging 150 to 175 players
on at a time, and rarely falling below 60 in the off hours.

In addition to the traditional pursuits of slaying monsters and
exploring the realm, we also run social games of Trivia, Stars,
Yahtzee, and Scavenger Hunts frequently.  Multiplayer Poker and
Chess can be enjoyed at any time.  In the library, players can
find a large and diverse range of reading material.

Ancient Anguish has a very rich environment, possessing a very
detailed and consistent World theme and living history.  Additions
to the game must adhere to strict 'describe all' standards so
that each room helps to immerse you in textual virtual reality.

Rather than bore you with race/class/guild/quest counts, we simply
ask you to find out for yourself why we've been consistently popular
since early 1992, and are called home by thousands of players.
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Mud           : Ancient Dreams
Code Base     : Merc 2.2
Telnet        : dreams.neca.com 8826 [205.246.42.10]
WWW           : http://www.geocities.com/TimesSquare/8826/
Description :

   An exciting new mud that is a heavily modified MERC 2.2.
We offer multi-classing, remorting, 90 mortal levels, 4
new hero levels, full ASCII color implementation.  Our
team of immortals has been carefully chosen and are very
helpful and caring to all players, new and old.  Pkilling
and Pstealing is not permitted.  Role playing is highly
encouraged.  Players are allowed to eventually bid on and
acquire their own property where they can build a house of
their dreams.  We are constantly developing new areas and
features, including new code, for the mud and welcome all
ideas and hopeful builders.  An atmosphere of friendship
and good sportmanship is encouraged so if you are looking
to get away from the typical pkill or political muds, come
and give us a try!  You may have just found your new home!

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Mud           : Ancient Ruins
Code Base     : Smaug (Merc/Diku)
Telnet        : ruins.gusto.net 4000 [205.211.8.3]
WWW           : http://www.gusto.net/ruins/
Description :

   An excellent mud PACKED with features:  Clans, Guilds, many
Races, many Classes, hundreds of skills and spells, auctions,
quests, mounts, pipes, great areas and players... Great for the
newbie and the veteran player alike!

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Mud           : Angalon
Code Base     : mudlib CD.00.30, driver AD.04.02
Telnet        : angalon.tamu.edu 3011 [165.91.110.201]
WWW           : http://angalon.tamu.edu/
Description :

   Welcome to the lands of Angalon.  Leyya's Playground.  Between Zewwi's
Cave
and Niruel's Sky.  Raised by Voorg.  Embraced by Agon's Sea.  And watched
by
the Watcher.

   Angalon is a wholly original medieval fantasy land.  Adventuring in
Angalon
goes beyond playing a 'numbers game'.  Strict attention to detail,
absence
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of typos, and a remarkable sense of consistency and believability have
produced a world of adventure and questing that will start you dreaming.

   Note - playerkilling is not forbidden, but neither is it encouraged.
Please
check the rules soon after you arrive in Angalon. And may the Watcher
look
kindly upon you.

Mud   : AnimeMUD
Code Base   : ROM2.4b2
Telnet   : nadrak.prophecy.lu 9000 [194.154.192.126]
WWW   : None
Description :

   AnimeMUD is based on the popular animation called
Japanimation. The mud has incorporated different themes
of certain animations and have combined them under
a common theme. We offer a wide variety of races that
consist of the basic four races to an addition of other
unique races, such as Vampires, Dark Elves, Dragonkins,
and Cyborgs. The assortment of classes include, Warrior,
Mage, Cleric, Thief, Ninja and Monk. Humans have the
opportunity to 'transform' in their mortal life span and
become either Espers or Demons, depending on certain
conditions which are explained in full. We have guilds
based on different animations, from Judge, Crying Freeman,
Dagger of Kumui, Battle Angel, and even Sailormoon.
Other different types of codes have either been or being
encorporated, such as the language, auto_quest, drunk,
and an Arena code..for those that like to challenge in a
friendly forum. Finally, we have added many new skills
to the base code and plan to upgrade even more in the
future. Stop by if your anime fan, you wont be disappointed.

Mud   : AnotherWorld
Code Base   : Circle 3.0 bpl 4
Telnet   : aw.pp.se 4000 [208.129.66.10]
WWW   : http://www.aw.pp.se/aw/
Description :

   AnotherWorld has now been open for over two years. During
that time, we have continually added new features, and new
areas. We're up to over 6500 rooms now, meaning that it is
possible to explore the world, and in fact, there are still
areas of AnotherWorld yet to be discovered.

We have over 100 different spells for our 7 casting classes.
Twentytwo skills, and more ideas for skills and spells are
in the works.

And through all this we've been working on stabilizing and
fixing old bugs in the Circle Code base. And we've been
marginally successful.

AnotherWorld has an open, friendly player base and an staff
that is willing to listen and help. Give us a shot.

Mud   : Ansalon Dreams MUSH
Code Base   : TinyMUSH version 2.2.3 #1
Telnet   : mush.2launch.com 4201 [38.226.9.5]
WWW   : http://dreams.2launch.com/
Description :

   The mists part and you find yourself standing at the edge of a swamp.
To
the east, you see the outskirts of a city, or town, and you realize you
have reached your destination. The port city of Narmaar. Here you will
experience many delightfull adventures from the mystical lands of Krynn.
You will encounter the different races that inhabit this world, feel the
presence of the various gods, the pull of good and the pull of evil. All
wrapped into this peacefull looking town.

Ansalon Dreams MUSH is set in Pre-Cataclysm Krynn. Comne and join a new
mush where plenty of RP is available!

Mud   : AntaresMUD
Code Base   : Circle 3.0 bpl11
Telnet   : mud.polarnet.com 4000 [204.119.24.14]
WWW   : http://www.polarnet.com/Users/gbarnett/mud/
Description :

   AntaresMUD is in the beginning stages of development. We are creating
an entirely new world, and making major changes to the stock code.
Changes already implemented include: Automated Auction, projectile and
thrown weapons, 1-100 stats, full equipment saving and damageable
equipment.
Currently under development is a completely new acting system using an
interpreted language (a subset of C.) Full online creation including
dynamic
mob/room/object/zone programming, via a menu based creation system is
provided.
If you are looking for a mud to play on, this is not the place (yet).

   If you want to be a part of the team working on this project, stop by
and look up Mallory or Loog. We'll show you the ropes. Note: In order
to build here you will be required to submit a building proposal for a
complete planet, including culture, physical attibutes, language,
monetary

and government system, etc. We have a dedicated server, a good relationship
with our ISP, and the implementors are dedicated to this project in the
long term. Currently we project a public opening date (post testing) of
August, 1997.

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Mud   : Antropo Mud
Code Base   : Lera3.0
Telnet   : mud.mds.mdh.se 6715 [130.238.251.216]
WWW   : http://www.mds.mdh.se/~frv95tjn/
Description :

Antropo is the best MuD!

We have 12 unique Quests on Antropo and we soon have many
more than that! The powers are very helpful and loves to help.
Antropo is rewritten from the base Aber source to Lera, wich
works MUCH better. We PROMISE you the best mud!!!

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Mud   : Apocalypse
Code Base   : Diku
Telnet   : sapphire.geo.wvu.edu 4000
WWW   : None
Description :

   This mud consists of many differant zones (59 to be exact) and lots of
friendly players

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Mud   : Arcane Nites
Code Base   : A truly sweet mix of Merc/Rom/Envy/Circle/Diku
Telnet   : mud.pht.com 3000 [207.0.62.66]
WWW   : http://mud.pht.com/~mud/
Description :

   Arcane Nites is a truly unique mud. Not only have we added
more spells and skills than _any_ other mud, but we have
specialty classes, and are the mud that pioneered the remort
system. With many different quests, and good players, not
to mention the overall playability of the game, I can truly
say that this mud is by far the best out there. It has a
fantasy based theme, and the immortals take into account all
peoples' views when creating new stuff. We are also the first
of the Rom-based muds to put in OLC. You should honestly
check us out, if only for a moment. 20 minutes of playing
Arcane Nites, and

You will be hooked...

BTW:
Did I mention that we have a reworked Psionisist class,
werewolves, vampires, ranged weapons, clans, rideable mobs,
configurable color, fighting stances, mob_programs, as well
as a built in tintin clone.

Mud   : Arcania
Code Base   : DUMII
Telnet   : arcania.ing.umu.se 2001 [130.239.116.238]
WWW   : None
Description :

    Arcania is a Fantasy roleplaying game which tries to
encourage roleplaying as much as possible. Arcania is
questbased, at least one quest is required for each level.
Playerkilling is allowed, but should be kept to a sensible
level in the line of roleplaying. Religion is made up of
Good, Evil and Pagan.

    Give us a try! The parser is friendly, as well as both
immortals, admins and players. The quests are interesting
and the NPCs deadly! :) (Nah, but possibly dangerous, at
least.)

Mud   : ArCheron
Code Base   : idirt-1.82
Telnet   : freeside.scsd.k12.ny.us 6715 [198.36.22.13]
WWW   : None
Description :

    ArChron is a very new MUD, but is constantly changing.
We recompile with code updates constantly, and we are adding
new zones all the time. Our geography is unlike many other
'aber' type MUDS, in which it's centrally located, ours is a
very different system, but you'll have to stop by to find out.
This is a good MUD to run on either if you are an experienced mudder,
or a newer mudder trying to get experience. Stop by and see us!

Mud   : Archipelago
Code Base   : Highly developed Circle 2.2
Telnet   : hot.virtual-pc.com 2895 [194.217.102.6]
WWW   : http://www.dorsai.org/~rkchin/archfaq/index.html
Description :

    Archipelago is a medieval and fantasy flavored world set on
islands in a sea. It is a classless based mud where anyone can
learn anything they want with limitations determined solely by
one's natural abilities. Magic is based on the Ars Magica game

system currently published by Atlas Games. Spells are powerful,
and virtually cost-free to all. Movement and combat are affected
by encumbrance. Nearly all of the places, objects, and creatures have
been richly and vividly described for your gaming and roleplaying
pleasure.

    It is the excellent coding, combined with the rich, evocative
quality of our created world, that helps make Archipelago be one
of the more unique, and sought-after muds on the net.

Mud   : Arctic
Code Base   : DIKU
Telnet   : mud.arctic.org 2700
WWW   : http://www.arctic.org/
Description :

    Arctic is a game for individuals seeking a more mature
role-playing environment. It has a unique, detailed world
based upon the DragonLance genre. The code is heavily
modified from the Diku base, with well-balanced classes and
more detailed spell and skill systems. Other features of Arctic
include regular quests, a friendly, professional staff, and a
realistic attitude towards aggression between player-characters.

    Please give us a try!

Mud   : Arkriss: The Great Change
Code Base   : SOH 3.01
Telnet   : fragile.termfrost.org 2000 [208.141.2.69]
WWW   : http://www.armory.com/~whiplash/
Description :

    Arkriss is a newly revamped version of the old 'South of Heaven' MUD,
we have switched to an original theme with new original zones, as well
as a new single, OR multi-class optional system, our theme is an original
work that allows for a great deal of roleplay, all guilds are player-led,
and controlled, although almost all of our areas are original works, we
have left Midgaard, and a few other areas for those wishing to use a
traditional hometown, and surrounding area.

If you would like to experience a challenging MUD with countless changes
(come see, you'll believe) to the stock base code, give Arkriss a try,
multiple hometowns, multiple newbie schools, and helpful players as well
as admins.

Mud   : Armageddon MUSH
Code Base   : tinymush 2.2
Telnet   : fsr5.fb5.uni-siegen.de 6996 [141.99.64.80]

WWW   : http://www.uni-karlsruhe.de/~un6b/arm/armageddon.html
Description :

    Armageddon MUSH is a roleplaying game set about fifty
years in the future, after the collapse of life as we know
it. Earth has been devastated by plagues, earthquakes, and
wars, until now only one city is left.

Demons rule the city and plot war against Heaven.
Angels continue carrying out God's mysterious plans.
Humans are caught in the middle, struggling to survive and
regain some control over their destiny.

Players take on the roles of angels, demons, humans, and fae
(soul-less creatures caught in a war not of their making)
in a dark, decaying world of war and intrigue.

Character generation takes place online. Both rules and
are home-made and explained in the news files.

Mud   : Arrant Destiny
Code Base   : Envy 2.0
Telnet   : mud.imperium.net 9999 [206.26.98.13]
WWW   : http://mud.imperium.net/~adminmud/
Description :

    Arrant Destiny is a role-playing mud base on the World
of Greyhawk my Lords Nerull and Boccob has sent me to tell
you a little about Arrant Destiny.

During the fall of 1995 Nerull and Boccob got together to create a
world. Nerull had decided that Greyhawk would be the theme of their
their mud. Therefore, over the last 1 1/2 years, they have taken
a stock Envy2.0 code and modified it and changed it to fit the world
of AD&D. It now has these features.

 * 4 Classes all classes now resemble their AD&D source
 * Clerics now have to pray for their spells
 * Thieves wear leather for armor get new skills
 * Warriors get to wear armor and also new skills
 * Mages get to carry spellbooks and must memorize spell in order
   to cast them.
 * Player starting points are in 4 different home cities with their own
   justice system.
 * Mobs and players can shoot bow and use slings
 * Mobprograms and Objects programs as will as a new money system
 * New wear location, New Spells, No level restriction on equipment No
   purgatory No stock areas
 * And much more

So come an show how good a role-player you think you can be.
And see if you can take on the armies of Good and Evil.

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Mud           : The Art of Damnation
Code Base     : Rom2.3/EmberMUD
Telnet        : sushi.st.usm.edu 9000 [131.95.127.5]
WWW           : http://www.hard2overcome.com/taod/index.html
Description :

   The Art of Damnation is a highly advanced Rom2.3 code,
probobly one of the most advanced out there. We have a
very friendly and relaxed atmosphere with a growing player
base. Come join us.. here's some of our features..

 .. Fully Automated Quests
 .. Dynamix Meta'ing System
 .. Free-Style Experience System
 .. Many Races To Choose From
 .. Fully Active Mobile Programs
 .. Banking System With Investments
 .. Optional Player Killing
 .. On-Line Area Building (Looking For More Builders)
 .. Exclusive Talent System
 .. Extended Racial Abilities
 .. and finally.. MULTICLASSING!
    (one of the only Rom's with MultiClassing!)
 .. and much, Much, MUCH more!

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Mud           : Ascension
Code Base     : MudOS/Nightmare
Telnet        : ascension.spokane.net 4000 [205.235.143.9]
WWW           : http://ascension.spokane.net/
Description :

   A fantasy realm where the focus is on user enterainment and
storylines. We believe that the mud should run as a Dungeon
Master would run it - fun, intriguing, playable, and full of adventure.
Storylines (quests alone are not enough) that run through the local
characters (NPC or otherwise) are the focus, as well as forging the
future of the mud in the present with the players. Creators in our
opinion are there for the users and the game, not to promote
themselves or their positions.

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Mud           : ASTARIA
Code Base     : Astaria v 2.0 (Based on TMI-2 1.1.1 drastically modified)
Telnet        : astaria.org 5555 [205.197.101.179]
WWW           : http://astaria.org/
Description :

 * ASTARIA is a Medieval, Fantasy based Role Playing environment
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* Balanced towards the best of Role Playing and Hack N' Slash
 * Six Guilds with almost 200 guild skills and spells
 * Player 'controlled' Familiars, Pages, Squires, Zombies and Pets!
 * Player formed 'Clans' with special abilities and expandable Clan
Abodes.
 * Totally Customizable and Expandable Player Homes
 * HUGE Beach and Ocean with 'diving' for treasure
 * New Forest with interesting, challending, and diverse denizens
 * Our own, *NEW* dedicated machine and T1 Connection (Limited Reboots)
 * Interesting, intriguing, challenging, yet unrequired, Quests
 * Live Events, Hunts, Merchant Caravans, Saturday Night Mayhem, and
Quests
 * Many new enhancements and features with version 2.0 (Six NEW, ORIGINAL
   Races!)
 * Internet Email: admin@astaria.org, astaria@pond.com or
AstariaMUD@aol.com
 * Quotes from Players *
 Pazuzu -   'Astaria has vast options for both the Roleplayer & the
              hack/slasher.'
 Kurin -   'I love Astaria!!!!! THIS IS THE BEST MUD EVER!!!! :>
 Galion -   'I like Astaria because of how diverse and fun it is.'
 Shandril - 'The roleplaying atmosphere is of the highest caliber'
 Vlad -   'Astaria is one of the most fun and best looking MUD's
              around! :)'

Mud   : AstroMUD
Code Base   : Diku/Circle
Telnet   : astro.mud.com 2447 [140.174.119.18]
WWW   : http://www.mud.com/astromud/
Description :

 * 151 zones 10,380 rooms
 * Controlled PK - Battle zone
 * Clans and Special Clan items(Clan Wars)
 * Quest Zones and Automated quest system
 * Automated auction system
 * Color, color, color, and more color.. (and user color codes!)
 * More socials than we have ever seen
 * Extended races and multi-class system
 * Hometowns /Fast Regen Rooms/ Mud Marriages
 * Special Player Afflections (like Vampirism)
 * Houses and lockers for Equipment storage
 * Elders (elected by players are the judge/jury and executioners)
 * Furniture, Books and Buried objects (and shovels too!)
 * More auto-(split, gold, loot, assist, diag, exit ...) commands
 * Run (speedwalk) and Dual wield
 * 30 wear positions, Items are re-equipped at login and FREE RENT
 * Buttons, Levers, Switches, & Knobs that do 'special' stuff (he he he)
 * Permanent spell affects on items and casting weapons.
 * Mass Transit
 * 100+ spells and 30+ skills

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Mud           : Asylum
Code Base     : Asylum Perpetual Gaming System / Aber / Dyrt
Telnet        : asylum-mud.org 6715 [194.73.130.30]
WWW           : http://www.asylum-mud.org/
Description :

    With the largest number of quests available of any Aber/Dyrt based MUD
on the Net, there really is no alternative! Asylum features a number of
highly original concepts including our unique Perpetual Gaming System,
our
body combat system and our spell object system.  Our famous 'defrob'
fluid
immortality system allows wizards to move back and forth between
immortality offering unlimited potential to know more about our world.
With a varied selection of zones and over 40 quests from easy and fun to
complex and bizarre, Asylum offers mdders the chance to visit a
fast-growing hybrid which is becoming one of the Net's favourites ...

              ------------------------------------------------

Mud           : AsylumX
Code Base     : Envy 2.0
Telnet        : asylumx.aros.net 4500 [207.173.16.29]
WWW           : http://www.aros.net/~trayk/asylumx.htm
Description :

None
    AsylumX started out as the MudX project back in late December 1995,
shortly before the final fall of the land once known as Vego. Currently
we have over 50% original areas with more planned. We've changed around
20,000 lines of code from stock envy 2.0. Our ultimate goal is to offer
a completely fresh, new mud unlike any other. We have to offer: A fair
pkilling system past 15th level that you can choose not to be part of;
A reworked game system that provides constant challenges at all levels;
ANSI color; stability: we've eliminated all the crash bugs in the code,
and while we do occasionally introduce new ones, they don't live very
long ;); many new areas, and more coming all the time...
Come see for yourself!

              ------------------------------------------------

Mud           : Aturion Dynasty
Code Base     : EmlenMud
Telnet        : 207.107.214.27 4444
WWW           : http://www.geocities.com/~palio/ad.html
Description :

    Aturion Dynasty is based on a medieval theme with a liberal sprinkling
of aliens to add just a touch of challenge. The only PKing aloud on this
on this mud is between alien and human. The areas on the mud are
challenging
and well written. Not overpopulated with mobs and reality based distance.
```

Very little importance is placed on equipment on this mud, weight and
warth of equipment should be large considerations. Weather plays a large
roll on the mud and you could very well freeze or broil to death. Players
can, based on their stats, choose a 'profession' that will help them in
their travels. After level 35 players may choose to add another
'profession'
at a cost of 35 levels, You are basically set back to level 1. In order
to
encourage exploration of the mud, to gain levels you must both collect
experience as well as travel points. Travel points are gained from
exploring
the mud and are randomly distributed around the mud.

Mud   : Auburn Mud
Code Base   : Envy
Telnet   : user5.auburn.mec.edu 1234 [206.231.34.5]
WWW   : None
Description :

    We are looking for Area Builders and Clan leaders. Very new mud
so you can get in now and be the most powerfull a month down the road!
This is a Medieval type mud which will eventually become a drgonlance
style world. There is limited Player fighting and thievery. Vampires
will be allowed as soon as there are enough players. Several clans in
the works, including a clan of annoying halfling/gnomes with their own
clan city! Many racial city's planned.

Mud   : Audacter Ire -- Palanthas Gamma Aeridon
Code Base   : DarkZone Gamma #2
Telnet   : aptlabta.wpi.edu 2194 [130.215.48.117]
WWW   : http://www.dragonfire.net/~Aeridon/
Description :

    Star Trek forges ahead with its vision of hope for the future,
exploring
uncharted quadrants of space, confronting new life-forms and continually
reinventing science and technology to better the universe for all. Such
has
been Gene Roddenberry's legacy and vision for more than 30 years.
As each StarShip Captain understands so well, its the unknown that must
be
conquered, and that means we must continue To Boldly Go...

    Audacter Ire begins in the Star trek Universe, far into the distant
25th
Century. The peace through the Alpha Quadrant is sporatic but seen by
many
worth to protect. Unfortunately, even the peace was not seen to last as
an
old nemesis begins its cold intrusion into the very heart of the Alpha

Quadrant empires. The Borg have returned.

Mud   : AugMUD
Code Base   : CircleMUD 2.20
Telnet   : marcello.augustana.ab.ca 4000 [199.185.3.120]
WWW   : http://marcello.augustana.ab.ca/~mud/
Description :

   AugMUD offers a friendly environment for passing time. We are
a relatively new MUD, and as such, are still working on
improving the world. The immortals and implementors are friendly
if not a bit overenthusiastic and are usually happy to help
out with difficulties. A word of warning, though: we do not
permit rude or obnoxious behaviour, whether roleplaying or
not, and any offenders will be deleted.

Mud   : AuroraMUD
Code Base   : MudOS, Custom lib (based on the Discworld lib)
Telnet   : aurora.imaginary.com 3000 [156.35.41.20]
WWW   : http://aurora.imaginary.com:3080/
Description :

   At first glance, it would seem that Aurora is a planet like
any other. There is more to it than meets the eye, however,
one of its mysteries being the fact that the naked, noisy
bipeds who settled all over its surface do not even suspect
that 'their' world is in fact run by an ancient feathered
race who rarely leave their hiding places, and even if they
do, few people are able to distinguish them from other
living creatures... The humanoids do not even suspect that
they themselves mostly came from a world distant in time and
space from the planet they currently inhabit, quite by
accident...

If you dare, visit Aurora to discover its many secrets and
face the dangers that await the unwary travellers treading
its paths...

The official language of the game is English, but because
it's located in Spain (and was in fact the first MUD there),
there is also an optional channel for those who would like
to exercise their (sometimes too colloquial! :) Spanish.

Mud   : Aurora MUD
Code Base   : TinyMUD
Telnet   : aurora.org.au 4201 [198.203.196.144]
WWW   : http://www.aurora.org.au/
Description :

Not to be confused with the hacknslash Auroramud in Spain,
AuroraMUD is a social/quest/creativity mud with friendly
people and a good feeling. We run TinyMUD 1.5.7 (although
we are currently in process of writing an entirely new platform),
and pride ourselves on being a fun, creative and happy net
community. We welcome visitors, players, and builders from
anywhere. When you connect, do a WHO and page anyone you
see. Except for our four bots, Indy, Kevin, Willy, and Ginsberg,
anyone will be happy to help you get started.

    AuroraMUD maintains a majordomo list to keep players updated
as to events, runs a regular building contest, and offers email
aliases to its qualified builders, (yourplayername@aurora.org.au).
If you think that you have a creative mind, wit, and personability,
feel free to visit Aurora, look around, create a player, and join
our community. If you have no mud client, try telnetting to:
reactor.aurora.org.au port 23 and logging in as mud. We look
forward to seeing you!

Mud   : AuroraMUSH
Code Base   : TinyMUX 1.1.1 ...and will continue to run the latest.
Telnet   : galaxy.neca.com 4190 [205.246.46.17]
WWW   : http://galaxy.neca.com/~soruk/
Description :

    AuroraMUSH is a new social MUSH, with friendly (sometimes
crazy!) admin. We welcome new players to build, code,
or just hang around and chat. An RP zone is being built,
however the info on that will have to come on a later
update.

Mud   : AustinMUD
Code Base   : Diku gamma 0.0
Telnet   : austin.prg.dtu.dk 4000 [130.225.91.226]
WWW   : http://hafnium.prg.dtu.dk:80/~diku/
Description :

    Since 1991, AustinMUD has offered a unique world, which we have
taken great care to make internally consistent. The areas are not
mere hack-n-slash places, and all have their own unique place in
the world. This gives a world that will take a long time to fully
explore, and where adventure lurks around every corner. There are
many builtin quest for brave adventures to complete, with more being
add. Plus live quests hosted by Immortal for both Muli-character
groups, and those who desire solo adventures.

    The code is heavily modified, allowing us to customize the
behaviour of things easily. Thus you need to think, not just
type, when you roam the world. Guilds run by players add to the

diversity and atmosphere, and coded and live quests make for
challenges of all kinds. With a dedicated group of immortals,
the mud is constantly growing.

Mud   : Avalanche MUD
Code Base   : Circle 3.0
Telnet   : avalanche.telec.com 8000 [143.207.31.45]
WWW   : http://www.megamed.com/~haddixx/
Description :

    AvalancheMUD is still under development. The code base is
just about finished and we are starting an aggressive
building campaign. The Mud is set in the arctic north where
blizzards and snowstorms are the norm.

    We are currently looking for dedicated people interested in
building for our MUD. If you are interested in building for us,
come take a look. :)

Mud   : Avalon
Code Base   : LP Amylaar 3.2.1
Telnet   : avalon.fh-augsburg.de 7777 [141.82.16.17]
WWW   : http://avalon.fh-augsburg.de:7777/
Description :

    Avalon is a steady growing LP-MUD featuring automapping in wilderness
and towns, races,multi-guild-system, ability to build parties, great
quests,
fight based on body locations (limbs).

    There are also some other features never before seen on *german
language*
MUDs. The MUD was build on the idea to provide more roleplaying-
character.
Although all the text is written in the german language, Non-germans
might want
to play Avalon just to improve their german.

Mud   : Avalon - The Legend Lives
Code Base   : Original
Telnet   : Use Homepage
WWW   : http://www.avalon.co.uk/
Description :

    Avalon is no ordinary Mud. A huge land of over 4000 locations where
the
worthy adventurer can develop from helpless novice to princely ruler of
one of the three major cities, and even onto immortality itself. With a

skill and combat system second to none, endless opportunity for roleplay
and thriving social hierarchies, Avalon must be experienced to gain a
flavour of what makes it so special.

    Comments:

    ** No port required! Perfect for those of you with port settings
blocked**

Mud   : Avatar III The Crypt
Code Base   : Proprietary engine running on Acorn computer
Telnet   : avatar.co.uk 1099 [194.205.58.141]
WWW   : http://www.avatar.co.uk/
Description :

    Avatar III The Crypt has been running for the last 5 years
in the UK on direct dial as a commercial game, and has now
been opened up for free access via the Internet since Jan 1.
It is one of the very few MUDs that has merged the best
aspects of AD&D&reg and MUD gaming into a true Multi-User
Roleplaying system, and one of the friendliest games around.

Play with multiple classes, questing, parties, continuous
ecosystem, highly sophisticated parser, lots of magic, weaponry,
armour, shopkeepers. The list is endless, and probably looks no
different to all the other games! Superficially, a 'serious'
AD&D&reg implementation; but examine anything and you'll find
Python or Disk World style humour everywhere.

Avatar III runs with two other games, Shades and Trash,
on the Games.World Best of British MUDs site at
http://games/world.co.uk. Don't be put off by 'connect refused'
as Avatar server currently closes 0400-0600 GMT when mudconnect's
spider goes spinning its web! See you in Lomah! Vick

Mud   : Avatar MUD
Code Base   : Diku Merc
Telnet   : avatar.walrus.com 3000 [206.24.16.26]
WWW   : http://www.walrus.com/~avatar/
Description :

    TIRED of investing hundreds of hours of play and development in a
MUD that wipes the pfiles, changes management, has an uncomfortable
social environment, disappears, or has less than 100 mortals on?
We were too, so we created the Avatar System, which has been a
stable MUD for THREE years! And we continue to evolve! We offer what is
possibly the most friendly and helpful newbie guidance on the 'net,
yet as you progress, the challenge increases so that even veteran
power mudders are never bored for long.

Our Coding and Area Staff have been working on our system for
almost 5 years, and have continued striving to provide a superior gaming
environment which is appropriate for all ages and walks of life, not
just CompSci guys. Some features include:

 ** We've got over 20 races and 7 classes with 50 mortal levels!
 ** Morphing allows evolution through 999 Hero, Lord, Legend and Titan
    Levels!!!
 ** Rational combat routines and calibrated spell lists (in color)
 ** Our famous HOGathons, to help you with those occasional ruts!
 ** Too many features to list within our space here... :(;)

Come try us out, you'll be glad you did! Our 8600+ players are!

Mud   : AxxenfallMUD
Code Base   : CircleMUD v3.0 beta patch level 11
Telnet   : sulmicki.erols.com 4000 [207.96.57.191]
WWW   : http://sulmicki.erols.com/~mike/
Description :

   A very quickly changing MUD, Axxenfall breaks further
from the mold everyday, new things are being added almost
every day, and the site is very stable and almost completely
lag-less. Role-playing is encouraged but not required, and
the world is expanding and changing all the time, creating
new and more interesting areas for heroes to adventure in.
The MUD is better than most others I've seen, and it is very
good.

o===o
                        Muds Beginning With: B
o===o

Mud   : Babylon 5
Code Base   : PennMUSH
Telnet   : bronco.hardlink.com 4201 [199.103.249.252]
WWW   : None
Description :

   Babylon 5 Mush is a roleplaying theme that starts in year 2258.
It follows the series as close as possible, although variations
are alowed. We offer 6 empires, more than 8 planets and more than
60 races. There is also an OOC city containing our famous club
PARADOXIAL which will be providing daily entertaimnment. The
place is still underconstruction and we expect to be officaly
open for the public in 2 months. Builders are needed. If you
are a fan of B5 and can code then you are welcomed to help. This
posting will be updated regularly.

```
Mud           : Bad Apple: Manhattan by Moonlight
Code Base     : TinyMUX 1.3 p3
Telnet        : nyc.telmaron.com 6666 [206.246.120.6]
WWW           : http://www.netrax.net/~msloane/nyc/
Description :

   Anyone who has ever lived in Manhattan can tell you
that it is a city of extremes - from the strip-joints on
42nd street to the posh suites of the famous Waldorf
Astoria hotel; from the 'kill or be killed' mentality of
Wall Street to fresh-faced Columbia University.  You will
find the worst and the best of people in NYC. People to
help little old ladies across the street, people who roll
bums, and people who would check a murder victim's pockets
for loose change rather than call the police.

The Bad Apple is set several years in the future, with the
darkness of corruption winning the battle against the light.
We support the majority of White Wolf's character races,
and one or two other races of our own choosing.  Mortals
may go through character generation without Wizard approval.
We've been around for almost two years, and hope to be
around far into the future.  Come join us!

           -------------------------------------------------

Mud           : Bad Trip
Code Base     : Heavily Modified/Tweaked Rom 2.4.. HUGE.
Telnet        : dragon.kdi.com 7777 [207.142.122.8]
WWW           : http://www.connecti.com/~bzedd/
Description :

   This, I would have to say, is my dream mud.  There is so
much to this place, I really can't say much more other than
to check it out.. Our player base isn't as huge as it used
to be, due to us switching sites repetitively, and a few
IMPs who are now gone.  Point being:  This place has the
most broad prospectives, the most modern themes, and it's
HUGE.  Huge as in, 91 different areas.  Over 325 skills
and spells.  9 races.  5 classes.  Lots of clans, clan eq
clan skills.. added RACE skills.. it's absolutely insane.
It lives up to it's name, too.. for you pothead/trippin'
balls' foolios.. Example: Bongs.. Yes.. bongs.. a 'pack'
and 'hit' command.  It heals you. And the acid/shrooms.
Talk about ANSI.. This mud has the best colors I've ever
seen, and when you eat the acid.. Random trippy messages,
too.  Anyways, this may offend some, I am sure, but this
is my playground, and not reality.  Our coders rule, our
quests are awesome. We have SO many added things.. That is
just ONE of the things.  Heh, Point being: It rocks me, it
rocks you, it rocks everyone.. It's the creation of many,
over a year old.  Just go to it, You'll be hooked.
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Mud            : BajorMUCK
Code Base      : MUCK
Telnet         : bajor.azaccess.com 1701 [206.62.242.4]
WWW            : http://199.171.190.29/~learfox/baj.htm
Description :

   Role-play or chat, whichever you wish...
BajorMUCK is the First FurrySpace MU* to combine furry
and trek.   There are very few rules and lots of
room for creativity.

Aimed towards mature players, 100% Furry and Trek Friendly!
'May the prophets walk with you.'

                 --------------------------------------------------

Mud            : BalanceMUSH
Code Base      : TinyMUX
Telnet         : balance.neca.com 6250 [205.246.42.23]
WWW            : None
Description :

   BalanceMUSH is a fantasy roleplaying MUSH based on an
original theme that was devised by one of the staff members.
There are many different races available for roleplay, both
mortal and immortal, though the immortals (dragons,
unicorns, wraithin and shapeshifters) are available only
through application to the race elders.  The world is large
and filled with diverse religions and societies, and the
gods are open to ideas and applications of all sorts from
the players, no matter what they might be.  The mortal races
themselves are fairly diverse, ranging from humans to
Sierilde (snake people that are part cobra in varying
degrees), from Dunarth (dwarf-based) to Walinth (elf-based).
There are many restricted characters open as well (nobles
and the like), as well as older chars (though understanding
and knowledge of the theme is required for these positions).
Just log onto balance.neca.net 6250 and talk to either
Creation or Destruction, as well as any other staff member,
and they will be more than happy to answer any and all
questions you might have.  Thanks =)
FULL OPENING : Feb 14, 1997!!!!!!!!

                 --------------------------------------------------

Mud            : Banished Lands
Code Base      : DentinMud (alter aeon)
Telnet         : sl8sj.dorms.usu.edu 4000 [129.123.230.74]
WWW            : None
Description :

   Banished Lands is an off shoot of Alter Aeon, and uses the
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same code base. Currently the world is undergoing massive
reconstruction, so that Alter Aeon will maintain it's
Medieval theme while Banished Lands becomes an experiment in
bringing the world of Cyberpunk to the mud scene.

Mud   : Barren Realms
Code Base   : merc2.2
Telnet   : barren.coredcs.com 8000 [198.150.193.1]
WWW   : http://www.tmn.com/Community/travisr/barren.html
Description :

            THE TOP FIVE REASONS: Why You Should Check Out Barren Realms

5. Choose from these races: Dwarves (warriors), Druids (clerics), Elves
(mages), Illithids (psionicists), Avians (half-human, half-bird), Humans
(martial artists) and Kender (thieves).Cross-training Availability - You
have
the opportunity to practice some spells and skills of other races.

4. A unique stat enhancing (training) system that allows you to improve
your stats without using your practice sessions after the first level.

3. Hands-on help for new players. Barren's players will help you out!

2. Easily customizable ansii color, allowing you to personalize the
color settings for channels, an area for PK, and 100+ innovative
areas...ranging from an expanded Smurf Village to the BR Museum to
Candyland and more!

And the Number 1 reason you should try Barren Realms is...simply...our
people....the best and friendliest on the Net. Come by and visit a while.

Mud   : BatMUD
Code Base   : LpMUD
Telnet   : batmud.bat.org 23 [130.233.40.180]
WWW   : http://www.bat.org/Batmud/index.html
Description :

   BatMUD is one of the oldest still running LpMUDs (it has
been online since 14th April 1990). The mud is constantly
evolving which makes it challenging even to many old
players. While there are lots of experienced mudders there,
new players have not been forgotten; although some newbies
may find the mud a bit confusing due to the rich set of
features.

BatMUD is run by Balanced Alternative Techniques Ry,
a non-profit organization located in Finland. The mud runs
on a dedicated 200MHz UltraSPARC 2 compatible computer,
which makes it a very stable home for mudders.

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Mud           : BattleStar MUSH
Code Base     : PennMUSH
Telnet        : consider.ferris.edu 4201 [161.57.201.5]
WWW           : http://consider.ferris.edu/bsm/
Description :

    Battlestar MUSH, the place for all you Battlestar Galactica
fans. Have you always wanted to be one of the glamorous
viper pilots? Did you always want to be a Councilor of one
of the 12 colonies? Battlestar MUSH offers these, and many
more chances. We're social RolePlay MUSH, with a military and
a colonial area. We have quality staff and great softcode
to support the RolePlay.

                ------------------------------------------------

Mud           : Bedlam Mud
Code Base     : Aber
Telnet        : thantos.mudservices.com 6716 [205.147.201.200]
WWW           : http://magicka.mudservices.com/
Description :

    Bedlam Mud - We have just recently moved to a faster
site. Come check us out, we offer comprehensive guilds,
quests, original skills and spells.  We have recently
taken on the task of re-engineering all of our zones.

Come to Bedlam -- Join The Insanity

                ------------------------------------------------

Mud           : Belgian UnderGround Mud
Code Base     : Circle 3.00 patchlevel 8
Telnet        : 194.137.63.10 6666
WWW           : http://studwww.rug.ac.be/~kadpoote/
Description :

    BUG Mud is a mud, which consists of great worlds to wander
around in. It also has some new features built in:
new skills, new races and new classes.
And the best thing is : we're certainly not finished with it!
Currently we are working on more classes, more skills, more
worlds, more mobs, more spells... in other words, MORE FUN!!!
We hope to see you soon on BUG Mud...

    (November 21st, 1995)

                ------------------------------------------------

Mud           : Belior Rising
Code Base     : TinyMUSH version 2.2.3
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Telnet      : belior.neca.com 4301 [205.246.42.23]
WWW         : http://belior.neca.com/~belior
Description :

   Belior Rising! is a TinyMUSH based on Anne McCaffrey's Pern books.  It
is an
officially sanctioned PernMUSH, and we live by certain guidelines Ms.
McCaffrey
has outlined.  We are firm believers in strong roleplaying -- from the
simple
joy of a snowball fight to the complexity and pain of a Pern-wide plague
-- and
vivid imagery and language to back it up.  Belior Rising has two unique
features:  Player Dragons and Dolphins, and a new Craft policy that
allows the
full spectrum of Crafters without the corresponding spectrum of Craft
Halls.
If you want more information about either of them, stop by and we'll hand
you
our fliers. We live just prior to the 10th Pass of the Red Planet, and so
are
preparing for the onslaught of Thread. In our timeline, the artificial
intelligence AIVAS *does* exist, but has been extensively damaged.  A
team of
technicians at Landing works with it and has occasional successes.  The
rest of
Pern continues in much the same way it has for centuries.  The Holds and
Halls
prosper, and the Weyrs drill almost continuously for the Thread that will
soon fall.  A new DolphinCraft has been established to understand the
dolphins, and what they can contribute to Pern.

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Mud         : Belgariad Mud
Code Base   : rom 2.3
Telnet      : freud.et.tudelft.nl 1234 [130.161.36.48]
WWW         : http://freud.et.tudelft.nl/~belgamud/
Description :

  Belgariad Mud is based on the belgariad series by David Eddings.
Right now you can choose from 17 races that appear in them. And we
have a total of 16 classes. Which ones you can choose from depends,
however, on the race you previously selected. (use help 'racename',
help 'classname', and 'classtable') We spend a lot of effort on
differentiating the classes.

  Right now we have 50 normal mortal levels; to gain such a level
you need a fixed amount of exp., which depends on the race/class
combination you have chosen. After that lvl51-56 are hero levels;
you'll need increasing amounts of exp to gain such a level. Finally
lvl 57-61 are royal levels.

  The mud now runs on a shared pentium 100 with 48MB ram, so i
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think (and hope =) you won't experience much lag.

Mud   : Beyond Exiled
Code Base   : CircleMud
Telnet   : shark.dls.net 5000 [199.199.16.100]
WWW   : None
Description :

    Beyond Exiled has lots to offer, we have just reopened
and are lookin for alot of old players and alot of new players.
we have been offline for about a year and are just starting back
back up. we have added alot of Spells/Skills, Socials, Areas,
and are looking for lots of players to come on by. There has
been alot of new work into this mud to make it better then it
used to be, so come on by and check us out. If you wanna ask
a few questions of the IMPS just email us at:
bexiled@mail.castle.net or iron@epix.net

Hope to see you there :)

Mud   : Beyond The Grave
Code Base   : Nuts 3.1
Telnet   : elwood.pionet.net 7276 [199.120.116.1]
WWW   : http://www.pionet.net/btg/
Description :

    Beyond the grave has a talker like atmosphere with a few
mobs. Setting is a campground overrun by ghosts and demons.
Staff are hellpful and users are fun and esay to get along with.
Come visit make some net.friends and most of all have fun.

Mud   : Beyond the Veil of Shadows
Code Base   : ROM2.4b4
Telnet   : mud.graphweb.com 5000 [199.120.107.141]
WWW   : http://btvos.home.ml.org/
Description :

    Beyond the Veil of Shadows (aka BV) is a well-established
ROM-derived mud. Among its current features are:

 * individually configurable, optional, ANSI color
 * rebalanced classes, including an entirely new clerical spellgroup
 * imm-run quests, plus several 'standing quests' and automated
   quests if you manage to get bored.
 * optional pkill, either individually or as a clan member
 * a very stable codebase which regularly runs for >10 days without
   rebooting

* home site for IMC2, an inter-mud protocol with more than 30 muds
active
 * approx. 50% original areas, with modifications to the stock areas
 * >100 other incremental changes (see 'help previous changes' when
   online), including: morgue, dual wield, missile weapons, more sensible
   PK limits, channel socials/emotes/who, multiple recall spots,
   lots of mud stats, scan, bonded questitems, permanent
   storage pits, updated exp system, pretitles, item volumes,
   player-run clan system, get/put/etc item grouping, many spell
   tweaks and additions, assassins, player-placed bounties,
   donate, clan rosters, color output optimization, and of course
   Mordenaire.

Mud   : Bio-Hazard
Code Base   : Bio-Hazard MUD Ind.
Telnet   : triton.cs.csufresno.edu 6666 [129.8.1.9]
WWW   : http://www.engr.csufresno.edu/~mattm/bio-hazard.html
Description :

    Bio-Hazard has been in development for over 4 years. It has
has been during this time, that several new things have been
introduced, into todays muds. Some of the features allow
various fonts (ie. copywrite symbol) etc. POSAIX term
emulators are highly recomended (windows 3.x default),
along with a fully supported ansi term. Original color
system designed, along with stock exchange system with full
menus. Another various aspect, is the full menu casino
games. Several hundered spells to choose from with just as
many skills. Over 20 races, 20 classes, to choose from.
Original designed Remort system, allowing several hidden
classes and races to choose from. Guns, clips, RPG's,
crossbows, weapons with spells, boomerangs, extended object
fields, are just some object related aspects. Communication
channels exceed 10, with mud-to-mud communication channel.
Help files are listed on the URL, along with players
currently playing the mud. If you enjoy playing quality
muds where code is ranked #1 on your priority list, then
perhaps you should just check us out. If interested in
helping.. send email to Admin.   Rev. 5/97 Darklord

Mud   : Bishoujo Senshi Sailor MUX
Code Base   : TinyMUX Version 1.2.0
Telnet   : darklin.telmaron.com 6250 [206.246.120.6]
WWW   : http://www.argo.net/~gregclem/bssm/
Description :

    This MUX has been created to allow you, as players, to enjoy
experiencing Sailor Moon firsthand. As such, we are allowing
and even encouraging artistic creativity in the RolePlay.
This MUX will not follow any specific storyline and all

plots and happenings will be decided purely by RolePlaying.
The RolePlay here will start Pre-Episode 1. This means that
none of the Senshi will be aware of their heritage and this
will all be played out through time. We are trying to create
as interesting an environment as we can for everyone
involved, so please realise that we cannot please everyone.
Currently, FanFic and Future characters (Sailor Stars, et
cetera) are not being accepted as they do not really fit in
or mesh with the original characters. Also, if we throw
everyone in at the beginning then we will have nowhere to go
as the game progresses. As the game progresses, we will add
in characters through plots to keep the game dynamic and
interesting for all. Those players interested in future
characters are encouraged to play their mortal counterparts
until such a time that we deem it appropriate for them to
learn their true heritage and gain powers.

Mud   : Black Dawn
Code Base   : Rom 2.4
Telnet   : mud.imperium.net 9000 [206.26.98.13]
WWW   : http://www.blarg.net/~zannah/bdawn/
Description :

    Black Dawn offers an innovative experience-per-hit system,
as well as class and race morphing abilities after you reach
level 91. Roleplaying is encouraged and rewarded, and you
will often stumble into a plot while visiting here. We have
a great immortal staff and extremely helpful players.

We have been running for about 2 years, and are an excellent MUD
for both veteran and newbie MUDers. Come give us a try and see
why some people never leave...

Mud   : BlackMUD
Code Base   : Diku/Silly
Telnet   : meeko.eecs.berkeley.edu 1997 [128.32.240.190]
WWW   : http://www.geocities.com/TimesSquare/4452/
Description :

    The world of Entia is again at war. The forces of chaos once
again seek to destroy the world itself. It is a time of fear and
darkness. It is a time for those with courage, to step forward
and defend their beliefs, and their very existence.

    BlackMUD is a Diku and Silly based MUD, although it has become
something far more than either. It boasts over 60 origional
areas designed around a comprehensive world theme and history.
BlackMUD is currently in the process of shifting into a role-
playing environment. With a wide array of races, classes and
sub-classes, BlackMUD offers the player a wide world of adventure

and excitement.

Mud   : BlackNight
Code Base   : CD.04.03
Telnet   : albert.caltech.edu 3011 [131.215.86.108]
WWW   : None
Description :

    BlackNight is a new CD mud, created by long-time CD advocates
who care about the quality of their world. Currently the mud
is in alpha stages, having just opened recently. The world at
this stage is small but hopefully enjoyable - we are doing
our best to make as much available as possible in a short
time. The basic theme of BlackNight is that of the ancient
fantasy genre; it is a world of elves and giants, gnomes,
orcs, and many other creatures dwell under the veil of
the sky unending. We hope you will join us our own ultimate
fantasy - BlackNight.

Mud   : Black Rabbit
Code Base   : MUX
Telnet   : blackrabbit.mudservices.com 1160 [205.147.201.249]
WWW   : http://blackrabbit.mudservices.com/
Description :

   Black Rabbit MUX is set in L.A, a few years in the future.
The setting includes several studios and each studio can
create their own role playing game. There are no genre or
building restrictions within the studio. Each studio will
have an opportunity to display or publish their best role
playing efforts.

Mud   : Bladesinger MUD
Code Base   : Envy 2.2
Telnet   : www.virtual-visions.com 4000 [204.92.71.8]
WWW   : None
Description :

    The past and future have collided and time travel is now
possible between the far future and the distant past! Check
out what happens when mercenaries meet mages as both mortals
and immortals strive for power and glory. Bladesinger is a
heavily modified Envy 2.2 (previously Merc 2.2) code base
with many interesting features including ANSI colour, remort
options, new skills and spells, two time periods, cool areas,
optional PK (not the Envy standard stuff), quests, clans with
clan areas and channels, stat rolling for new characters, a
way cool language system, player houses and much much more!

Come check us out! New players are always welcome!

```
Mud          : Bloodgeon MUD
Code Base    : ROM
Telnet       : irc.aohell.org 9000 [205.229.48.20]
WWW          : None
Description  :
```

   Bloodgeon MUD Awaits you. A heavily modified ROM based mud.
New races, ansi color, clan PK structure, many original
features, race and class specific skills. Original zones,
striving for a realistic PK environment. PK is optional
for clanners only. Many other features coming on daily!

```
Mud          : Blue Facial MUD
Code Base    : Merc
Telnet       : dallet.channel1.com 1234 [205.240.163.3]
WWW          : None
Description  :
```

   BFM is a player kill MUD with a heavy emphasis on roleplaying.

Levels are being phased out in favor of a skill based advancement
system. There are very few rules and a lot of lattitude is allowed
in player dealings. There is a seperate port running with an online
creation system, and we welcome player contributions.

The implementors are devoted to running an evolving and realistic
MUD. Any reasonable attempts by players to interact with the
world will be backed up by code wherever possible.

```
Mud          : BlueKnight
Code Base    : WorldMud (Mordor 3.1)
Telnet       : 208.150.45.11 8000
WWW          : http://www.hcis.net/blueknight/
Description  :
```

   Come to the New City of Devonshire and Blue Marble City.
Visit new and enhanced fighting arenas and Club Dungeon for
the best variety and cutting edge areas. A world where
dragons rule! -- A story for you to unfold..

Now open 24-7! Experience the rich coding of WorldMud! The
newest and best mud code out there! Enter the BlueKnight
today...

We're located on a new t1 server, will soon be t3! Stay
in touch by registering your email on our homepage. A

newsletter will be distributed. Also, new users can
request an apartment! Yes!! Your very own shack! (check
out homepage) Soon to come - many new realms to explore!
Experienced mudders behind the wheel at this outfit.
You won't be disappointed!

BlueKnight is for the serious adventurer.. Absolutely no
FEES! Direct telnet link is available from the homepage
should you forget or lose the ip number.

Mud   : BrouhahaMUSH
Code Base   : PennMUSH
Telnet   : spot.acorn.net 4201 [199.218.0.6]
WWW   : None
Description :

   A really new PennMUSH... BrouhahaMUSH. Basically it is
a social/ building/learning MUSH, we want 1/2 of the users
to evetually to move on to some other Role Playing MUSH.
We would like to prepare users, and to learn building and
mushcoding.

Mud   : The BUNKER Muck
Code Base   : TinyMuck
Telnet   : otterspace.com 4201 [198.182.207.37]
WWW   : http://otterspace.com/~tbm/
Description :

   The B.U.N.K.E.R. is a place for players to come together to enjoy a
mix of science fiction themes. The B.U.N.K.E.R. story tells of colonists
struggling to build a life on a planet full of unknown dangers and alien
mysteries, and now you are caught in the middle.

The B.U.N.K.E.R. is a fortress facility built by unknown beings in the
cone
of an extinct volcano. Enjoy our island paradise, a luxury resort, a
thriving seaport and a spaceport. Build a home, engage in research,
explore,
socialize, or join in the intrigue.

The history of the Bunker is largely anecdotal. It is compiled from
stories
and comments gathered from Sparhawk, and Dr.Tonya describing things they
heard from Servus Optio during the time Tonya was working to save
Sparhawk's
life, and later when Sparhawk managed to restore full power to the
computer,
bring it down, reload the system, and bring it back up.

Individuals from races from all corners of the known universe have gathered
here in search of information, excitement, and a desire to discover the hidden
secrets both on the island and within themselves. Others have come only to
find a home. Come to the spaceport on Terre Somnus, look around, and visit
with those who have come before. Perhaps you, too, may find something deep
inside the Bunker!

```
Mud          : Burning
Code Base    : Diku, heavily modified
Telnet       : burning.stacken.kth.se 4000 [130.237.234.81]
WWW          : http://burning.stacken.kth.se/
Description :
```

```
   Burning features:
 * 50 levels + 50 more as multi/dual -classed (16 combos)
 * Extensive ANSI colors.
 * Large World (7500 rooms in 100+ areas and growing.)
 * Very advanced hunt system (room, object and mobile)
 * Item Storage (lockers), Rent (eq positions saved!)
 * Many original skills & spells.
 * Unique Guide and Navigator transportation system.
 * Automated Mud and Newbie Introduction.
 * Room- (spheres), Exit- (firewalls) and Item-spells!
 * Meta Shop (buy stats up to 25).
 * Configurable prompt, tickcounter, and large toggle menu.
 * Automated auction system, Eq dice room.
 * Player killing arena (risk free).
 * Typing abbreviations (Why type so much?)
 * Multiple attacks, advanced mob specials.
 * Nice helpful immortals, Quests.
 * No multiplaying, limited equipment or playerfile deletes!
 * Young MUD, reopened 1 jan 1996.
 * Running on its own deidcated SPARCstation.
```

```
Mud          : Burning Lands: Amtmud
Code Base    : ROM
Telnet       : horus.anth.utep.edu 5555 [129.108.63.11]
WWW          : http://horus.anth.utep.edu/~amtgard/
Description :
```

   The Burning Lands MUD is based on the Live Action Role
Playing (LARP)Amtgard (see http://horus.anth.utep.edu/~amtgard).
Players fight with the virtual Amtgard counterparts.

   What sets The Burning Lands apart from all of the MUDs?

90 percent of hundreds of players know each other. The RP goes
to a much higher level. If you want to see some heavy gaming,
check us out!

o===o
                         Muds Beginning With: C
o===o

Mud   : CajunMUD
Code Base   : Circle 3.0
Telnet   : cajun.telmaron.com 6250 [206.246.120.11]
WWW   : http://cajun.telmaron.com/~cajun/
Description :

   Based in a town deep in the heart of Louisiana, CajunMUD is a MUD
run by Cajuns. Currently under severe development and expansion,
Cajun is presently pretty much stock Circle with a few key
differences... the largest being the multi-class system. Laissez
les bon temps roullez!

Mud   : Cajun Nights
Code Base   : TinyMush 2.2.1
Telnet   : Krynn.Solace.mh.se 7373 [193.10.118.130]
WWW   : http://www.geocities.com/BourbonStreet/1373/
Description :

   It's a cold night in the quarter. Wind whipping through the
cobblestone
streets. The only light coming from the lone window across the street
obscured by some heavy curtins, and the heater of 'her' cigarette. She's
a vision. A vision out of some horrid nightmare. The blood of that poor
slob still on her leather jacket. It was truly a cold night in the
French Quarter.

   Cajun Nights is a TinyMush based on the White Wolf Games Studio (tm)
in the
World of Darkness. Set in the city of New Orleans, Louisiana, USA. Our
version of the Big Easy is a dark and gothic mirror of the Cresent City.
We use the White Wolf games of Vampire: The Masquerade, Werewolf: The
Apocolypse, and Mage: The Ascension. Along with a number of homemade
supplements allowing Gypsies, and practitioners of the dark arts of
Voodoo.
Cajun Nights and it's staff have put a lot of time and effort into making
it, hopefully, the best coded, built and staffed World of Darkness mush,
let alone any other Roleplaying mush. Strong policies, along with an
active and friendly staff are there to help the players be more active in
their involvement and enjoyment of this mush.

   Any and all questions may be directed to the email address:
Blackthorne@delphi.glendon.yorku.ca.

```
                  ------------------------------------------------

Mud          : CanDUMII
Code Base    : DUM
Telnet       : candum.ts.umu.se 2001
WWW          : http://candum.ts.umu.se/
Description :

   Enter the realm of CanDUMII!

The only adventure you will ever need.
Friendly atmosphere, intriguing quests and YOUR future home.

                  ------------------------------------------------

Mud          : CarinaeMUSH
Code Base    : TinyMUSH 2.2.2
Telnet       : alpha.magibox.net 4201 [206.26.142.14]
WWW          : http://alpha.magibox.net/~carinae/
Description :

   CarinaeMUSH is a science fiction mush based on the year
2318 in which the human race has entered a new age of
colonialism.  It takes place near the Eta Carinae nebula,
far distant from our home system of Earth.  On December 25,
2317 the quantum gate to the quadrant collapsed leaving
the colonies of five warring superpowers cut off from
their homeworlds.

CarinaeMUSH is a roleplaying game of politics, intrigue
and war.  For more theme information please consult our
web page.

We hope to see you there soon,
Dareon Alpha

                  ------------------------------------------------

Mud          : Castle Arcanum
Code Base    : Envy2.0
Telnet       : arcanum.mudservices.com 6000 [205.147.201.194]
WWW          : http://arcanum.mudservices.com/
Description :

   Castle Arcanum has spent the last year in playtesting and
development and now is finally open to the public.

Tired of a mud that looks like it came right out of the box?
Want something exciting? Would you like to be a part a growing
mud with new features being constantly added?
Some of the features:

 * Ansi colors you can configure to your preferences with inline
```

color as well.
 * Over 100 areas and growing, with many original areas including
   the Castle itself.
 * Redesigned worldmap with new areas being added frequently.
 * 100 mortal levels and 5 Hero levels.
 * Friendly players and immortals with helpful heroes to help get
   you started.
 * Custom multiclassing system allowing you to choose several
   professions.
 * A Lobotomist to help you get rid of unwanted skills
 * A Casino gambling area with slot machines and blackjack tables
   allowing up to 6 players.

Mud   : Castle D'Image
Code Base   : PennMush 1.6.5 PL 2
Telnet   : cdi.mux.net 5555 [207.96.122.40]
WWW   : http://www.ultranet.com/~rogerc/cdi_intro.html
Description :

    Castle D'Image is a roleplay oriented MUSH set in an original
medieval fantasy world. Applications are required for magic
using or otherwise supernatural character concepts.

Mud   : Castle Perilous
Code Base   : Circle 3.0 pl 8
Telnet   : cp.coresco.com 1440 [166.82.99.1]
WWW   : http://www.coresco.com/cp/
Description :

    Castle perilous is based around a castle that opens up into 144,000
different worlds (not all of which are accessible.) We have tried to make
it a lot less hack&slash and more puzzle/quest oriented. We are opening
for
a testing on April 1, 1996, (sorry we had to push it back a month) but
you
are welcome to stop by and say hi before then! (just don't expect the
bugs
to be completely worked out.) Our plan is to have a classless group of
adventurers, who then choose their path by which worlds they explore and
which
clues they follow up. Each world has its own techno-magic ratio which
allows
only certain objects to work in certain worlds. Come help us make this a
truly different MUD.

Mud   : Caverns of Death
Code Base   : Circlemud 3.0
Telnet   : megatrondata.com 4000 [199.170.68.26]

```
WWW           : None
Description :

    Brand new mud.  I have not yet set up a strong theme,
but want it to remain a AD&D&reg type setting. The mud has been
modified somewhat, and has been setup for me to learn programming
in the Unix/Linux enviroment. Not to mention, i like muds.
I'm at a loss for ideas.  I need builders.  If you want to take a
crack at building on this mud please log in. You can build the
old fassion way by creating/modifing the files offline, or
you can use the building command i entered into the code. In any
case, the ares defined are stock to circle  3.0, and have
not been changed.  I need the help of builders, and i want
people with good ideas. Please keep the setting in the past,
not the future.  In other words, no Sci-Fi stuff. I prefer
AD&D&reg - Dragon Quest - ect.  Hope to see you there.

Raistlin.

                -------------------------------------------------


Mud           : Chalacyn Nights
Code Base     : Unique.  Derived loosely from Mordor 2.2
Telnet        : chalacyn.pronex.com 1000 [205.186.239.110]
WWW           : http://chalacyn.pronex.com/chalacyn/
Description :

    Chalacyn Nights is for role-players, pkillers, socializers...
anyone.  It is an alternate reality in which you choose your
origin, your stats, your skills...nothing is randomly selected
for you.  Everything in Chalacyn is original - absolutely NO
STOCK.  There are quests, guildmasters, betting games, and a
constant stream of monsters to interact with.  You can
participate in wars even as a lawful character.  All items
are saved with your character, or you can place them in a
rent-free deposit box for safe-keeping.  For those seeking
a good story to become part of, this may be the world for you.

    We strive to make your game convenient with familiar
commands, an excellent parser, ansi color, and over 200 help
files.  Our admin are fair and patient.  The game is on a
stable T1 line, so forget about lag.

                -------------------------------------------------


Mud           : Chaos II
Code Base     : LPmud
Telnet        : chaos.buckeyeweb.com 3456 [207.122.180.9]
WWW           : http://mca4-pc.acs.ohio-state.edu/Ardor/Pages/index.htm
Description :

    Chaos II (also known as Realms of Chaos) is becoming
established as an excellent, challenging mud on its fast
T-1 connection. This mud has inspired tremendous loyalty
```

from its players and coders for its uniquely enjoyable
system, which began as Nightmare eons ago but has
developed into a unique game, while keeping fun
Nightmare features such as Ansi color.

    We have a number of races, some common and others
unique to our mud, each of which has its own abilities
along with the stat differentials. We currently have
eight guilds, to which we are always adding additional
unique features. The game is a challenge, and there are
well-enforced rules against cheating. Therefore, you can
be proud of your accomplishments.   Players can affect
the game, such as with our player-owned homes, and a
player-owned shop and pub-- and all of this is just
a start. Try out this mud and you will see it is
one of the more detailed games you will find on the Net.

Mud   : Chaos Wastes
Code Base   : Merc
Telnet   : 204.71.107.51 9999
WWW   : None
Description :

    Chaos Wastes is a well developed, stable game. The MUD
offers a challenge to those who have the patience to learn
and explore its many aspects of play. There are chain
spells, special abilities for each class, fully automated
auction system, explosives, morphing objects, extensive clan
code, player settable channels, settable recalls, full
customizable ANSI color support, registered player killing,
many spells exclusive to Chaos Wastes, a combat zone,
ChAoSes, and even Freeze Tag! The areas are 98% original.
The equipment can be generalized or class specific, based on
either prime level or total levels. There is no rent, and
storage characters are allowed. It is not for the light of
heart.

    For those interested in contributing to the MUD,
Chaos Wastes has available through FTP, a menu-driven
off-line area editor with full documentation and on-line
support, completely written by the mud staff. Its
functionality is updated as the mud continues to be
developed, and includes a mud simulator for area testing.

Mud   : ChaoticMUX
Code Base   : TinyMUX
Telnet   : chaotic.mit.edu 4201 [18.243.0.123]
WWW   : None
Description :

A fun, friendly social MUX. Players are encouraged to
build, code, and just hang out. We are registration-only;
character requests should be sent to chaotic@mit.edu.
Quotas are not enforced, so people who like to build may
want to check us out. Public rooms and forums are required
to be PG-13. Spamming and other forms of harassment are
not tolerated. For more information, connect to the guest
and type 'news'.

Mud   : Chaotic Realms
Code Base   : Envy20
Telnet   : wraith.sub.net.au 8000 [203.24.16.15]
WWW   : None
Description :

    It is the age of Darkness.....   the gods have abandoned those of
the realms.. for survival the pockets of civilsation have huddled
together... Kingdoms withdrawing and closing there boarders to others..
the lands have become hostile and only the strong or well connected
survive... some band together to survive... others band together to
conquor.. and others still to rebuild what was once a well organised
realm of interacting kingdoms... death , destruction and Chaos await
await those who venture from there shelters unprepared....

Evil doers stalk the land the good the bad and the plain ugly!! also
take part in the paradoxical cycle of death and destruction which
ARE THE REALMS OF CHAOS!!!!!

Mud   : The Chatting Zone
Code Base   : Custom
Telnet   : tcz.galaxsw.co.uk 8342 [194.72.92.3]
WWW   : http://www.galaxsw.co.uk/tcz/tcz.html
Description :

    The Chatting Zone is a relatively new multi-user game/talker
system which has been running since December 1994. TCZ
features a friendly and ever growing user-base of people
from all over the globe, including the UK, USA, Canada and
Australia. There are plenty of friendly people to talk to
around the clock, a comprehensive and fully kept up-to-date
on-line help system, plenty of commands to make chatting and
general exploring easier and enjoyable, a flexible and
powerful building system (For those who want to do 'more
than just chat' - You don't have to take any tests either
to become a Builder), full ANSI colour support (Both 8 and
16 colour), plus many, many more features (Many unique) -
Please see the features page of our homepage for further
details.

    We aren't a 100% talking oriented MUD and we also aren't a

100% adventuring MUD either - We're probably the best
thing in between!

Mud   : CheesyMUD
Code Base   : half-Circle, half-original
Telnet   : cheese.kosone.com 4001 [199.246.3.134]
WWW   : http://cheese.kosone.com/
Description :

    CheesyMUD is a half-Circle, half-original MUD with a
funky-fresh outlook on gaming. With a relaxed environment,
constantly updated code base, saved aliases and equipment,
and no rent, CheesyMUD is the perfect place for both the
occasional and the dedicated MUDder.

    For more information, check out http://cheese.kosone.com/
We hope to see you there!

Mud   : Chicken's Den
Code Base   : Rom 2.4
Telnet   : snack.p.lodz.pl 7000 [194.92.128.66]
WWW   : http://snack.p.lodz.pl/~cd/
Description :

    Based in the mystical, magical and medieval Thera, the Chicken's
Den is a rapidly changing world. Everyday adventurers are discovering
new
lands, spells and skills. There is danger for the foolhardy and reward
for
the brave. Thre is an individual quest generator for those who like a
unique twist to their gaming, as well as quests run by immortals. Levels
that can be achieved by mortals are 1-51, immortal levels range from 52-
60.
Right now there are 8 races and 5 classes. More races and classes are
going to be added in the future and we would like suggestions for some
new
ones if you have them! Clans are going to be started soon. The mud is
VERY FRIENDLY and we welcome NEWBIES with open arms!! If you have any
trouble just type 'gossip help'! Currently PKilling/PStealing is not
allowed. Your local gods are: jaceks, Kagawa, Krecik, and Targos.

Mud   : Children of the Moon
Code Base   : TinyMush 2.2.2
Telnet   : roc.clawpaw.com 2005 [199.242.179.3]
WWW   : http://www.clawpaw.com/CotM/
Description :

    This mush runs on a parallel timeline where Desert Storm turned

into world war three, and it's now the year 2005, after picking up
the peices of what's left, a new world is being born. It is a world
where almost every kind of environment exists, from the darkest
streets where drugs and violence runs rampant, to the highest class
of living you can afford, and even to the woods where the animals run
free and untainted by the cities. This White wolf based gaming system
takes place in Michigan. Garou, Humans and Wolves are all allowed
as player characters. Bete and BSD are allowed, but by special app
only. Vampires and Mages are also now allowed. For more detailed
information, visit our homepage at http://www.clawpaw.com/CotM/

Mud   : Chivalry
Code Base   : TinyMUX
Telnet   : cadman.cit.buffalo.edu 7301
WWW   : None
Description :

    Chivalry is a strongly themed RP game based in a post
nuclear war world. The society is reverting back to the
feudal times and technology is slowing being replaced
with magic.

Mud   : ChromeBlasphemy
Code Base   : PennMUSH 1.6.8
Telnet   : hood.contract.kent.edu 4000 [131.123.210.20]
WWW   : http://www.contract.kent.edu/people/kris/chromeblasphemy/
Description :

    The years that have led up to 2095 have brought us medical wonders,
scientific breakthroughs, and the proclaimed second coming of the
Messiah....The Secular Science preach their galvinived heresy against
the word of the revitalized Church...The Church has started a crusade to
reach the masses.... But out, in the distance, beyond the VR goggles and
cybernetic nueral networks, a voice is heard. From amidst the din of
music, and the glare of televisions, a new voice is heard....

Mud   : Chronicles of Hyerward
Code Base   : Modified LPMud (Genesis)
Telnet   : hyerward.imaginary.com 5111 [195.244.132.3]
WWW   : http://hyerward.imaginary.com/~gundif/hyerward.htm
Description :

    Once there was a world, named, well.. for example - Earth. And there
were gods there, all kinds of them (Olympian, Indian, Scandinavian,...).
Let us not indulge in how they lived & how they died, sufficient to say
that those that managed to flee stayed alive. And, a group of them found
a new world. Which they decided will be a new starting point. And they
named the world Hyerward.

NB: Development stage. Open for coders only.

```
Mud          : The Chronicles of Nova
Code Base    : Mush (Alittle bit of everything)
Telnet       : koala.morningside.edu 4000 [199.120.111.82]
WWW          : None
Description  :
```

    Our mush is one that I hope everyone will enjoy as much
as we have had making it. We have a well written world
with a interesting background which I think you will find
extremely challenging. The ai we have put into our npcs,
is truely something to see. Some things that I think will
interest you.

Player run towns with economies and player made laws.
Player run factions/clans.

Ships for players to move around in, fight against or
use as trading. We have about 30 partial/unfinished areas.
We are looking for wizards/builders to help build the world
as it is unfinished. Send mail to our staff at
sorren@koala.morningside.edu to apply as a wizard.

```
Mud          : Circle of Ouroboros
Code Base    : Nightmare 3.x
Telnet       : tander.com 4444 [207.1.218.4]
WWW          : None
Description  :
```

    Circle of Ouroboros is based upon several of the
excellent books put out by Robert Heinlein. The
Omniversal Time Corps had set up a headquarters in this
town, creating drastics changes and holes within the
fabric of time. After the Corps left, the town was renamed
Temporal in honor of the dozens, if not hundreds of time
and space portals in the area of the city. These portals
offer a wide range of adventure for the player who wants
a wide variety of playing theme. There are portals to
places ranging from Darksun D&D to old Atlantis itself.

The entire backbone area has been rewritten, with a
detailed map available, for those players who have
grown bored with the standard issue Nightmare 'Praxis'
Town.

```
Mud          : The City
```

```
Code Base   : elsewhere two / summink
Telnet      : ToyBOX.InfoMagic.COM 4567
WWW         : None
Description :

    Picture the scene. A train rattles its way along the tracks, nearing
the
end of its journey. As you crane your neck out of the window, you can see
a
city approaching. Buildings of all shapes and sizes are to be seen.
The train pulls into the station, and as you step onto the platform, you
see
the people, feel the atmosphere, and you break into a smile at the sight
of
it all.

    The City is a place to relax, meet people from all around the world,
and
chat, all for free. You'll find that the City is a virtual world, around
which you can walk freely, talk to people, and visit them in their homes.
You can make friends, even fall in love.

                -----------------------------------------------

Mud         : City MOO
Code Base   : MOO
Telnet      : inchmurrin.dcs.st-andrews.ac.uk 1234 [138.251.200.21]
WWW         : http://inchmurrin.dcs.st-andrews.ac.uk:2345/
Description :

    City MOO, a vibrant and unique MOO, is set somewhere on the
West Coast of North America.  Players can explore the City,
construct their own areas in it, create new objects, as well
as chat, socialize, or simply hang out.  With over 50 public
rooms that players can build from (more coming soon!), City
MOO has unlimited things to see and do - with a financial
system, public transport, weather, and a fully integrated,
dynamic WWW interface - soon with Pueblo compatibility!

City MOO - Come and check us out today
inchmurrin.dcs.st-andrews.ac.uk:1234

                -----------------------------------------------

Mud         : Clay Valley
Code Base   : LPmud
Telnet      : mud.mds.mdh.se 3011 [130.238.251.216]
WWW         : None
Description :

    Clay Valley is a mud where you can wander among Angaraks
and Alorns. It is currently open for play-testing. Roleplaying
is encouraged and there is room for more wizards should you
wish to code.
```

The hearty adventurer can find many interesting things to do
and possibilities are numerous for the imaginative.
We provide the setting - you provide the story.

```
Mud          : ClearAs MUD
Code Base    : smaug
Telnet       : www.abws.com 4000 [204.188.116.135]
WWW          : http://www.abws.com/clearas/
Description  :
```

   A serious mud for players who don't take themselves
too seriously! We are a new MUD (founded 4/1/97), lots
of plans, and with an emphasis on fun and roleplay. We
have 10 races and 8 classes, optional player kill, clans,
orders and guilds, highly developed programming for
rooms, mobs and objects, and more. Based on the 'Smaug'
derivative on diku. Check out our no-frills web page at
http://www.abws.com/clearas/ or connect to www.abws.com:4000.
BTW, abws stands for A Big Web Site :)

```
Mud          : Clessidra
Code Base    : Diku (heavily modified)
Telnet       : ludonet.dsnet.it 4000 [195.32.0.16]
WWW          : http://www.ludonet.it/frame16.htm
Description  :
```

   Clessidra is the first MUD COMPLETELY in italian. New
races, new classes, and a new powerful rolling system.
All the areas are original and written specifically for us.
You can go adventuring or just chat in an internal dedicated
area. Meet the Tutor, and let him help you to find your way
in your first adventures in La Capitale, the main city.
Regularly up-to-dated.

Clessidra, il primo mud TOTALMENTE in italiano!
Nuove classi, nuove razze, e un nuovo potente sistema
di rollaggio. Tutte le aree sono originali e scritte
appositamente per noi. Puoi partire per un avventura
oppure semplicemente chiaccherare in una chat area dedicata.
Conosci il Tutor, e lascia che ti aiuti nei tuoi primi
passi nella Capitale, la citta' principale.
Aggiornato regolarmente.

```
Mud          : The Clone Wars MUSH
Code Base    : PennMUSH
Telnet       : confused.ddv.com 8822 [207.239.153.120]
WWW          : http://www.geocities.com/Area51/7140/clonewars.html
```

Description :

    The Clone Wars MUSH is our attempt at creating a MUSH
which we feel re-creates the era known in the Lucas universe
as the Clone Wars. We offer fully coded Languages, Personal
Combat, Space, Character Generation, as well as a mature and
fun place to RP within the Star Wars universe. The MUSH has
recently undergone remodelling and should be even better
than ever.

Mud   : The CocteauMUD
Code Base   : circle3.0bpl3
Telnet   : xnet.com 8888 [198.147.221.70]
WWW   : None
Description :

    The CocteauMUD has been running for over 2 years now at the
same site. It offers 7 races, 16 classes and multiclassing.
Races include the standard elves and such, along with others like
mutants. Special classes like vampires, dragons, dampeels and
demons are available along with the other classes like rangers,
assassins, warlocks, paladins, priests, healers and more. Two
power re-mort classes are available in druids and monks.
The mud is not rent or pkill orientated. You will not have to
worry about playing for hours to make rent. The world consists
of (ever decreasingly) modified standard zones and (ever
increasingly) completely new zones. There are 55 mortal levels,
and oppurtunities to use online creation and run quests and
special player killing tournaments upon immorting (there are 10
immortal levels).

Mud   : The Cold Dark
Code Base   : Cold
Telnet   : ice.cold.org 1138 [206.81.134.103]
WWW   : http://ice.cold.org:1180/
Description :

    The Cold Dark is the primary development site for ColdCore.
Discussions and questions in regard to ColdCore are welcome.

It also has two realms. The first is open-themed, named Taobh Thiar
(Gaelic for Beyond). The second is based in the realm of
En Requiem (http://www.cold.org/EnRequiem).

Mud   : Cold Fusion
Code Base   : Circle 3.11.089
Telnet   : amiga.tka.com 4000 [207.242.29.1]
WWW   : http://mud.tka.com/

Description :

   This is a new and very friendly MUD with loads of new code,
and lots of fun people. All players are welcome. Builders
needed for future expansion. Come play Cold Fusion!

Note: Was previously listed as 'Anarchy and Fools'

Mud   : ColoniesMUCK
Code Base   : Fuzzball 2.2fb5.54
Telnet   : spots.snowmeow.com 7000 [205.164.124.67]
WWW   : http://rio.atlantic.net/~flburns/cm0.html
Description :

   ColoniesMUCK, a muck for Role-players created by Role-players.
ColoniesMUCK is set mostly in space or on bases on uninhabitable
worlds, in a galaxy is divided among three factions... the
Intergalactic Colonization Fleet (a planned Colony), the REF (an
exploration group that arrived by accident) and TranStar Incorporated
(a corporation that also arrived by accident). Overall is the weak
United Colonies Government. Each faction remains fully independent
in their own systems, leading to inevitable stresses.

   ColoniesMUCK offers many specialized programs, such as a
Character Combat System, Vehicle Combat System, and a language
program.   Income is based on one's character background and can
be used to build ships and buy items for adventuring. A social
Roleplaying experience, as opposed to a MUD-style hack and slash, where
combat is allowed, but is not the main focus of the MUCK.

Mud   : Commonwealth, the Mystical Kingdoms
Code Base   : Envy 2.0
Telnet   : cwealth.traveller.com 8500 [198.49.103.129]
WWW   : http://www.citynet.net/personal/krugan/cw.html
Description :

 ** Cleric, Fighter, Mage and Thief with thirty levels each.
 ** Specialized skills for each class allow for great
    flexibility in the way you create your character.
 ** Challenging, but not impossible leveling.
 ** Unique, colorful areas that give a wide variety of
    playing possibilities.
 ** While Commonwealth offers player killing, it is an
    option that is open only to those willing to join a clan.
 ** Full ansi color programmable to your tastes!
 ** A dark vampire who may attempt to bring you into
    his brood.
 **Two continents for you to adventure on.

```
           -------------------------------------------------

Mud           : Core 2696
Code Base     : Nightmare 3.2.2
Telnet        : core.aa.net 4000 [204.157.220.240]
WWW           : http://core.aa.net/
Description :

    Core 2696 is based in the year 2696 A.D. on a remote planet
(the inhabitants simply call it the Core) at the edge of
currently explored space.  The settlement was originally
established as a mining colony.  However, the miners, refiners,
and other workers revolted and ousted The Company.  The leaders
of this rebellion are now known as Citizens, and they are in
financial and political control.

    As a Curmudgeon (player), your goal is to accumulate enough
experience, wealth and power to eventually allow you to become
a Citizen.  Citizens, in turn, vie against each other for
ultimate political control (wealth, resources, etc...).
Core 2696 features a player-run merchant shop system,
futuristic races, occupational classes, and guilds.  A
mass-transit system allows you to quickly travel from one
Citizen's dome to the next.  Everything in the entire game is
completely mappable on graph paper (no overlapping areas).
Player-killing is allowed, but only in designated arenas.  (Other
players can bet on the outcome as the computer lays odds!)

           -------------------------------------------------

Mud           : CoreDump
Code Base     : CoreDump (ex NM) beta version
Telnet        : kungce.sk-szeged.hu 3000 [193.225.94.3]
WWW           : http://petra.hos.u-szeged.hu/~xavier/coredump.html
Description :

    CoreDump is a rapidly developing mud in beta test with a kinda unique
skill/spell/ability/ psionics system which supports class/guild changes.
Lots of playeable races including flying ones and other things which
makes
races *different* not only because of their stats. Various uncommon stats
like perception, willpower, memory (agility, handiness, comelines is
being
implemented). We are tending to be a skill based mud, where stats changes
are rare. Skills are improving while using them, no exp draining
teachers!
Yes there are quest but you don't have to go questing like at many other
muds
just because you can't advance otherwise, our goal is to make questing
fun
and meaningful,and complex where there is not only *one* solution, where
part
of quests *are* rewarded as well (further plan is to get rid of exp,
levels and
```

make playing just for fun, socializing, making skills, whatever). We also have
an introduction system like at Xyllomer where you look rather to be a
wide-mouthed black-eyed kenku than lets say Joe, because your name is *not*
highligted on your forehead. And it is *your* task then to remember that
particular kenku *as* anyone you think that guy is. Lots of features like
bleeding, languages, flying, limb system (disabled, broken, chopped limbs),
casting time for spells where you can lose concentration if you are hit
meanwhile, etc. So basically the keyword is *complexity* & *realistic*! No
tell only to creators, of course some mage may summon a speaker stone and
there are other ways too. PKing? No god is watching you 24 hours a day and
sudenly pops out saying: 'no you are not allowed to kill that guy'. It's up
to you but better count with the consequences. Outta space to continue about
things/concepts/ideas, but please check our under develpoment html page for
more info!

Mud   : Cosmos MUD
Code Base   : LP, TMI-2 1.2 Lib
Telnet   : hawk.marist.edu 3141 [148.100.33.4]
WWW   : http://hawk.marist.edu:3136/
Description :

    Cosmos MUD is a rather unique MUD in a number of respects.
While there is a certain amt. of h'n's, Cosmos departs from
most other MUDs in that it is a 'coherent world' with races
of monsters that more or less match the races of the
players. A common theme holds the mud together and all
there is a 'common thread' tying all the areas together. Our
theme is different in that magic is a rare art and is
difficult to learn, but those that can learn it have great
power. There is also a huge war raging, and our pk is based
around that and our guilds in that you are allowed to kill
anyone over level 3 that you catch attacking your guild or
performing an act of war by attacking a city controlled by
NPC's of your race. We have a huge map which the world is
located on that effectively uses ANSI to make the
surrounding of the player more clear. We have a radical new
combat system on the way, as well as many other changes, but
just this week we made MANY changes to make the mud more
friendly to new players (major improvements on the
documentation, more creatures for new players to kill, and
much easier for new players to get started.accepting wizzes!

```
Mud          : CrapWeasel MUD
Code Base    : CircleMUD
Telnet       : imail.colstate.cc.oh.us 9687 [198.30.70.34]
WWW          : http://www.iwaynet.net/~dcarver/crapw.html
Description :

    Legend tells of a world that is supposed to be a dimensional
crossroads
to other worlds. This world is said to have a barrier of mists that
seperates
the worlds. A traveler that wanders through the mists will cross over to
another world. Few people believe that this world exists. The stories of
this
mythical place have been told mostly by swindlers, con artists, and your
general low-life weasels. However, a few people do believe the stories to
be
true. The faithfull followers are said to be 'full of Crap' for believing
this story. Those that do believe have taken this derogatory term and
have
made it there own. They have become know as Crap Weasels, and they call
this
mythical place  The World of CrapWeasel.

    The Crap Weasels meet in a coffee shop known as Central Perk. It is
rumored
that the trap door in the floor is actually a gateway to their world. You
have heard of this mythical world, have studied all the stories, and call
yourself a CrapWeasel. The Crap Weasels have invited you into their fold,
and have given you the secret to entering their world. They have
confirmed
the rumors and have shown you the trap door entrance. It is up to you to
enter
the world. Do you have the courage to see if your beliefs are true, or do
you
want to continue your normal existence. For once you enter through that
trap
door, your life will be changed forever.

             ----------------------------------------------

Mud          : CrazyLands
Code Base    : EW 2
Telnet       : skl.com 6969 [205.233.242.1]
WWW          : http://www.skl.com/~crazy/
Description :

    CrazyLands is a small but well staffed and friendly talker
with many of the latest EW command advancements. Come along any
time, anyone is welcome to look around and perhaps get residency!

             ----------------------------------------------

Mud          : The Creator's Shadow
Code Base    : Rom
```

```
Telnet       : cshadow.net 4000 [206.31.112.16]
WWW          : http://www.mlode.com/~swanberg/tcs.html
Description :

    The Creator's Shadow is based on Diku code, with quite a few
modifications.
TCS is based on the "Wheel of Time" series of books, by Robert Jordan.
We offer WoT races and classes, the channeling system has been rewritten
so
that spells can be sustained, tied, and inverted.  Channeling has also
been shifted from a 'mana' based system to one based on RJ's 5 spheres
of the True Source.  Blademaster has been implemented, as well as
'speardancer' for Aiel. Bond is in for the White Tower, and 'link' has
also been coded.  We are currently working to implement an 'overland map'
of the world, designed to link areas as they were linked in RJ's world.
We feel that mudding should be more rp based instead of the random pking
you find on other muds and have adapted the code to encourage good rp.
Although pking still plays a part in TCS it is not a must. Classes are
carefully balanced to allow players exellent playability in all classes.
Our code makes better use of skill % and emphasizes less on actuall
level.
The actual code is quite stable and we have dedicated coders able to fix
bugs when found. We have gotten quite a few compliments, and are
progressing nicely. The players and immortals are quite friendly and
helpful, and I hope you'll come visit us soon.


           ------------------------------------------------


Mud          : Creeping Death
Code Base    : Rom 2.3  heavily modified
Telnet       : hub.eden.com 6969 [199.171.21.21]
WWW          : http://www.cs.umbc.edu/~ssura1/
Description :

    Would you like to witness loads of disembowelments? Buckets
of blood and gore? Make your foes beg on their kness before
you finally release their worthless souls? Hmmmm so do I. So here
is the NEXT BEST THING. This mud is aimed at maximum playability and
enjoyment. There is death,blood,gore and other delightful things
*grin*. Creeping Death features an automated quest system, which
lets players go on quests without immortal interference as well as
old fashioned quests, config-able ansi colors,banks, extra
classes and races....blah blah blah...you get the idea.
So if you want a taste of the extraordinary come on down
you won't be disappointed.

    Try it now, satisfaction guaranteed or your money back (its
FREE..duhhh).Buy one get one free. Random acts of senseless
violence always welcome, so reach out and backstab somebody.
New ideas/builders/players are always welcomed. Sounds too good
to be true? Cross over to the other side and see for yourself.

Zor ....he who wrote the above
```

```
                   ------------------------------------------------

Mud           : Crescent City
Code Base     : TinyMUSH 2.2.2 (custom modified)
Telnet        : crescent.mudservices.com 8250 [205.147.201.199]
WWW           : http://www.crescent.mudservices.com/
Description :

   New Orleans... behind the facade of brightly colored masks,
music, and beautiful architecture lies a heart of darkness.
It is a city plagued by corruption and decay, and haunted
by evil that dates back to its very foundation. Vampires
pull the strings of politicians, magi fight their battle of
Ascension using the religions of the city as a tool, and
other creatures: shifters, faeries, and the spirits of the
dead lurk in the shadows, watching and waiting. Based on
the World of Darkness created by White Wolf Games.

                   ------------------------------------------------

Mud           : Crimson Circle
Code Base     : Circle/Crimson
Telnet        : 203.23.210.19 4500
WWW           : http://203.23.210.19/~sarel/
Description :

   CrimsonMUD III is a Circle/Crimson-based mud with over 50 zones
(and more in the works).  We offer extended class selection, 60 mortal
levels and 6 immortal levels.  You can also abbreviate any command,
object or mob.  There are new commands in the works but we already
offer commands not found on every mud, such as speedwalk, scan, etc.
You will also find may unique zones and spells. We are working on a
faster, more featured code-base, and are always open to zone-builders.

                   ------------------------------------------------

Mud           : Crimson MUD 2
Code Base     : Diku
Telnet        : cal005304.student.utwente.nl 4000 [130.89.221.174]
WWW           : http://www.panworld.net/~loki/
Description :

   Crimson MUD II is a very friendly mud environment,
with lots of cool players and zones it has been known as
a mud where most players return. It is not a graphical mud.
We have 41 mortal levels from which level 41 is the avatar
level and which is usually experienced as the best level to
play. We also have 8 Immortal levels. People who want to
participate in the administration of the mud can reach one
of those levels when having completed all the mortal levels.
Crimson II organizes Hellnights (special PKilling events)
but normal Pkilling is allowed too. Crimson II is not a real
pkill mud but it's possible to do so if players are willing
to deal with the consequences. Also various quests are played
```

on Crimson II. Crimson II is known as a mud where much friendships
arise and where people are found who are willing to help eachother
out and have a great mudding time together. Come and have a
look. I am positive the atmosphere certainly will attract you.

Mud   : The Crow MUD-BBS
Code Base   : The Crow LP Mudlib
Telnet   : the_crow.uan.mx 6660 [192.100.162.183]
WWW   : http://the_crow.uan.mx/
Description :

    The Crow, has passed many time, since the crow was created
by a superior been, now, the crow is a symbol, a Totem
of darkness and death, come and join, to a mud ever seen,
races never developed. All the code is original, in Spanish
Demonios, Necroides, Subterraneos, Saurios, Malkavians,
are the races where you can choose, but, there is
Ordenes too, which gives you with more power. Beware of
the darkness, because, maybe a player turned Undead, can
JUMP OVER your head, and suck all you blood before you realize
what ever happend...

The Crow is a multi-player Gothic enviromnent, with tons of
fun, and many other never seen feathures. It is, some how,
player killing oriented. We have over 15 quests, fully
developed, also offers, a mud for programming.

Come in, and JOIN to the dead and darkness...

Mud   : Crystal Shard
Code Base   : Silly
Telnet   : crystal.shard.org 9000 [206.117.25.33]
WWW   : http://www.shard.org/
Description :

    Don't let the base code fool you; in its nearly five years of uptime,
Shard has weeded out just about all of the annoying bugs one gets with
Sillymud code, while leaving in all the cool features that make Silly
code the choice of players-polymorphing,damageable equipment, fully
developed monk and druid classes,over 200 spells and skills, full
multiclassing, mini-quests required to level - you name it, Silly
probably had it, and if not, we've likely added it. Paladin and Ranger
classes are in the works; spells are being added on a daily basis; new
areas have been put in on the average of one or two a month for the
three years. Midgaard is gone, replaced by the more functional and
scenic Gwynedd Dyr. The gods are friendly and fair; the emphasis of the
mud is balance - if you can't function without a character with a
+35damage bonus, go elsewhere.

```
Mud           : Crystal Unicorn 2000
Code Base     : Rom 2.4
Telnet        : krypton.insomnia.org 9000 [130.157.38.36]
WWW           : None
Description :

    The world of Crystal Unicorn has been destroyed in
a mysterious holocaust that seems to have come from a
war of the gods. Among the rubble a few heroes survived
to rebuild the land. This mud is in the begginning
stages but is growing fast and the gameplay is improving
by the hour as our coders work non-stop to bring this
mud up to speed. We offer questing (still in test mode),
a growing list of classes and races, clans, beautiful
ANSI color (colour for you Canadians), and very friendly
immorts and heroes. This mud is perfect for beggining
players and also accomodates the more experienced players
with a wide range of areas and limited pkilling.

              -------------------------------------------------


Mud           : Cuckoo's Nest
Code Base     : ROM 2.4
Telnet        : mud.imperium.net 1234 [206.26.98.13]
WWW           : None
Description :

   The Cuckoo's Nest is a heavily modified ROM 2.4 MUD.  If
you've grown tired to slashing away with swords and axes
(as I had), perhaps you'd enjoy blazing away with phasers
and slicing and dicing with batl'lehs.

   There are more than cosmetic changes, however.  Numerous
enhancements such as banks (including the capability to
borrow money), seperate starships, and a enhanced empire
(once known as clans) system that allows empires to offer
bounties, and even declare wars.

   This is a very dynamic mud, with new ideas likely to be
introduced often.  Now that the summer is approaching I'll
finally have some time to put in more stuff.

   Be forewarned that the command set on the Nest is very
different from standard commands - you'll need some time
to catch up with the lingo.

We're new and need players desperately. Give us a chance.

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Mud           : Cuendillar Mux
Code Base     : TinyMux Beta version 1.3 patchlevel 3 #1
Telnet        : galaxy.neca.com 9999 [205.246.41.66]
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WWW           : http://galaxy.neca.com/~cuen/
Description :

    Cuendillar Mux is a brand new Mux, based on Robert Jordan's Wheel of
Time
series. Features include a friendly staff, online character generation,
and
of course roleplaying to your hearts content. Cuendillar also supports
ANSI
color, has online area channels and an operational global system.

Cuendillar is presently within the Pre-opening stages, which>means the
Wizards have decided to open the game for roleplay>in the completed area
of
Tar Valon and the White Tower. All sorts of characters are open for RP,
merely check out the boards and news before you create your character.
Also, check out our homepage when you get a chance, though please forgive
the developing stages it is going through. If you are interested in
obtaining a character, send email to nynaeve@shore.intercom.net and
characters will be created within 24 hours.

                -----------------------------------------------

Mud           : The Cult
Code Base  : EWToo/SensiSummink
Telnet        : cult.meep.org 6666 [194.133.16.187]
WWW           : http://cult.meep.org/
Description :

    A semi role playing gothic chatline. Free! Links to
gothic music, art, sounds, information. Programming,
administration and chat FAQ, downloadables, MUCH MORE.
Requires TELNET. Based on the popular EW-Too talker format.

                -----------------------------------------------

Mud           : A Cure For Scurvy
Code Base  : Circle
Telnet        : elmudo.televar.com 4000 [208.8.146.35]
WWW           : http://www.televar.com/~simon/
Description :

    ScurvyMUD is a new medieval/fantasy oriented mud based
on Circle 3.0, but running with far better world files. We
have multiclassing, races, multiple attacks, more thief,
warrior, and barbarian skills, new spells, limited items,
and a host of other great features.  Our latest edition is
the player manor.  At level 30, players are given the
option of building a manor.  Players build manors without
immortal supervision with a set of building commands.
Players can build orchards and create fruit that can be
sold at the market (even when the player is not on).
Players can create guards to protect the manor from siege,
create cannons to lay siege to other manors, create
```

lockable gates and doors between manor rooms and the
street, and even drop their equipment in storage rooms to
avoid the cost of rent. Stay tuned for more changes!

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Mud   : CyberASSAULT
Code Base   : Circle 2.0 (modified)
Telnet   : cyberassault.mudservices.com 1111 [205.147.201.192]
WWW   : None
Description :

   Civilization's last stand! Aliens! Again, even more than there were
last
time: they seem to materializae out of the very grains of the radioactive
desert sand. Venomous yellow eyes. The black gunmetal glint of laser
pistols
as they close in for the kill. There's nowhere to run, and nothing to
rely on
but your MAC 17 machine gun. What a way to save the human race.
Roam the deserts outside of town. Find out why neon lights can't even
compare
to the glow out there. Pistols, rockets, submachineguns, lasers weapons,
and running are all the magic you need. Hey, learn some survival skills
that
just weren't in the Boy Scout Manual.

MORE REAL THAN YOUR WORST NIGHTMARE!

CyberASSAULT features:

Clip-dependent weapons (along with your trusted hand-held weaponry)
Close to 60 Psionics, close to 40 Skills
Classes of Borgs, Crazies, Mercenaries, Stalkers
Remort Classes of Highlanders and Predators
Professions, Affiliations, Drugs. (Martial Arts are on their way)
A truly Sci-Fi theme, evident in all aspects of the game.

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Mud   : Cybertronics
Code Base   : LPMud 3.2.1@123
Telnet   : traveler.site.net 7680 [204.87.241.239]
WWW   : http://www.traveler.site.net/~mud/
Description :

   Cybertronics is a new mud. It is currently in alpha-
testing phase, and we are accepting wizard applications.
The theme of the mud, more exactly, is unlimited. The base
idea is each wizard recieves a 'planet', and thus is not
restricted to a specific theme. Builders are required to use
color when creating an area, at least in room descriptions.
(on game files exist to make this easy) From the player's
standpoint, we offer a variety of things, besides just color.

We also offer grouping, storage of equipment (currently
being improved so players may save equipment through
reboot), banking system and player killing. One of the big
points of the game are cybernetic implants, which add
extra excitement to the game. An implant is something
that gives a player 'an edge' be it via weapon, armour, stat
enhancement, or something else. Also, we offer what we
call 'chaos mode' During chaos, even wizards are
vulnerable to death. Final note, anyone interested in
applying for wizship, please login, and check out 'help
application' to recieve an app. Work is being done to
make the app available via the web page. (All wizards, as
a benefit, are offered chance to create a page as well.)

Mud   : Cyber Zone MUX
Code Base   : MUX
Telnet   : czone.neca.com 8000 [205.246.41.66]
WWW   : http://czone.neca.com/~lazer/
Description :

   The Cyber Zone MUX combines planets and races with the added feature
of
unions. Space travel is also involved greatly and the code is original.
The theme of CZMUX is all original and so is the code that is used.
Many positions are availible and role playing is suggested, but newbies
are always welcomed. Explore the multiple planets and enjoy the
wonderful
Cyber Zone space world :-)

Mud   : Cythera Mud
Code Base   : Diku
Telnet   : cythera.oakdalesi.com 4000 [205.147.201.192]
WWW   : http://cythera.oakdalesi.com/
Description :

   Cythera Mud is a fantasy roleplaying environment. Class is chosen
during
character creation but can be changed later if desired. This mud
encourages
wars between alignments and races as well as character role-playing but
this
is not required. There are 100 levels in each class. Many new skills
and
spells are available as well as a wide range of areas over 90% of which
are
found only on CytheraMUD and Worlds of Carnage. Each race his bonuses and
penalties and the mud supports a style of character development I have
not
seen on any other MUD. Current base of players have proven friendly and

helpful to newbies and the Immortals are constantly improving/adding new
areas, quests, skills and spells.

o==o
                           Muds Beginning With: D
o==o

Mud   : Dark and Shattered Lands (DSL)
Code Base : Diku, Rom2.4
Telnet   : dsl.nxs.net 4000 [207.65.168.2]
WWW   : http://www.dsl.nxs.net/
Description :

    DSL is a DragonLance based Diku Rom2.4 based Mud. We
offer a variety in races and heavily modified code. You
have the choice to be clanned or not and there are many
perks for each. We have over 13 different remorts,
including 10 different Dragons. We have reclasses which
you may take after joining certain clans. Non clanners
may conquer kingdoms and run them. Some are chosen by
their bloodline. We have a med-evil version of jedi knights/
highlanders/psionist which we call Manatonics. There are
many quests including roleplaying ones that may get your
name in our timeline/history. There is a court system to
fight unfair penatlies to help prevent immortals from abusing
their powers. We have installed additional things such as
languages, role playing gods including a prayer channel,
new skills and spells, new classes and spellgroups, new
areas including cities, non-clanned groups and armies and
much much more. Come and check us out, we hope you
like what you see.

Mud   : Dark Castle
Code Base : heavily modified MERC
Telnet   : dcastle.verse-ddg.com 6666 [204.200.220.250]
WWW   : http://www.dcastle.enteract.com/
Description :

    The anachronistic world of Dark Castle features a large number of
original areas unique to the MUD, with new ones going in on a weekly
basis. Special features include, but are not restricted to: clans, which
have their own channels as well as the chance to purchase their own clan
halls; settable recall; dream channel only visible to sleeping
characters;
weekly quests and trivias; actively engaged and helpful immortals; a DC
mailing list; more dance and kiss socials than any other MUD in
existence;
an upcoming bard class; player killing and stealing; an arena; up to date
(continuously modified) helpfiles; a homepage with information, news and
tips for players; fish raining from the sky when Sadus is in a good mood;

ranger, antipaladin and monk classes; pixie and giant races; and whatever
else our stable of coders comes up with.

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Mud   : Dark Gateway
Code Base   : ROM2.4
Telnet   : mud.frontiernet.net 7000 [204.168.13.11]
WWW   : http://decon.coe.uc.edu/~chossler/gate.html
Description :

    Dark GateWay is now up on a different site, will all new code.
Some of the new additions to the code are:

 - ANSI support in channels/titles/ect.
 - Coming Soon --> Custon ANSI color
 - AutoQuest
 - Lots of new areas
 - Brew and Scribe skills
 - New spells
 - Ranged Weapons
 - Hunt skill
 - Lots of other things, and much more to come

So come check us out, put in your $0.02, and stick around
for the fun.

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Mud   : Dark Heart II
Code Base   : Custom - diku feel
Telnet   : mudhole.ehche.ac.uk 2000 [193.62.1.220]
WWW   : http://mudhole.ehche.ac.uk/~myurr/darkheart.html
Description :

    Dark Heart II encompasses some of the latest in mudding
ideas with a very strong and user friendly interface. All the
latest crazes which we felt would add to the game have been
coded, and new code is being added all the time. As a result,
Dark Heart has one of the largest code bases in existance.
Just some of the many features are:

 * Completely new combat engine, which is better and more flexible
   than any other.
 * 4 base races, with 10 semi-immortal advanced races that players
   can become through playing. (Vampire, Dragon, Paladin, Warlock...)
 * Each advanced race has 8 or more disciplines which can be trained
   to give new powers and abilities. Each discipline has 10 levels.
 * Full Pkill of all advanced races.
 * Complete custom built psionics engine (no shoddy patch) & 200+ spells
 * Custom written OLC soon to be completed including an on-line
   'pico' like text editor.
 * etc. etc.

With over 2.6Mb of code (Rom 2.4 has 0.8Mb), this is a big
mud, which is getting bigger all the time. Be part of it.

Mud   : Dark Horizon MUD
Code Base   : Circle 3.0, patch level 11
Telnet   : case.cityscape.net 4000 [204.145.119.3]
WWW   : None
Description :

   Dark Horizon MUD is looking for players to help in the
debugging and alpha-testing stage of its development. For
lack of a cool logo or some other catchy thing to show off,
here are a few things we offer there:

 o 2500 rooms, only 126 of them from stock Circle.
 o Five base classes (black, white, red mages, fighter,
   and rogue.
 o Option of either dual-classing or powering up at level
   75 (much like the old-school Final Fantasy 1!) to black,
   white, red wizard, warrior, and assassin.
 o Full, involved clan system, proficiencies, and trapped
   rooms/chests are all in the works.
 o Lots of quests, because most of us came from a MUD that
   ran quests about every other week, and hated it.
 o Cool imms.. seriously, not just trying to get you to
   play there. :)
 o With a hostname like 'fooker.net', how can you possibly
   go wrong?!?

Mud   : The Darklands
Code Base   : Darklands mud, a variant of Dalemud
Telnet   : mordor.tcimet.net 4000 [198.109.161.24]
WWW   : None
Description :

   The Darklands, opening on June 26th, 1996, is a Diku
based mud, using dalemud v.3.0 as base code. The code has
been completely rewritten, and contains many exciting new
options. There are no longer any character classes, and
characters may, in time, learn any skills/spells they desire
to. The game also supports a custom-made race menu that
allows one to design a race from scratch. One can have
such abilities as wings, gills, poison attacks, and many
more (over 100 currently, and many still being developed).

   The world is a grim desert-like place, filled with
strange beasts possessing psionic and magical powers. Four
clerical types, each dedicated to one of the four
elements, have powers and spells unqiue to their
chosen area of expertise. So come explore the darklands!

Adventure awaits!

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Mud           : Darklord
Code Base     : Circle 3.0 (Mod)
Telnet        : pody.westnet.com 5000 [206.24.6.19]
WWW           : http://www.westnet.com/~classic/darklord.html
Description :

    Come check out a skillbased Circlemud (based on 3.0)
We've got races to cover all classes, new classes, more
being added.  Recoded guilds w/ ranking system based on
skill levels.  Hometowns exist for players to join (also
with town titles).  Skills train by usage, no longer the old
practice system.  Casters train spells & alchemy(in progress).
Combat system modified to give more realism, and better
balance!  Friendly players (although pk and pt is allowed).
Lots of levels and skill levels to keep players busy. To
keep the mud balanced we don't allow any coder interaction
with the mortal world.  Stop by, we'll buy you a drink.

               -------------------------------------------

Mud           : Dark Mist
Code Base     : Circle
Telnet        : mudhole.ehche.ac.uk 4321 [193.62.1.220]
WWW           : http://mudhole.ehche.ac.uk/~darkmist/
Description :

    The land of the dark mists is plagued by the curse of the undead. The
rewards for fighting on the side of good are few, and the fight against
the undead is hard, but for your soul to remain whole and pure, you must
fight it.

All is not lost should you loose this fight, for your affliction may be
cured, - be it vampirism, lycanthropy, demonic possession - indeed, much
may be gained for siding with evil, but it will steal away your free
will,
and your very self.

May your soul stay untainted if you choose to join us my friends.

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Mud           : Darkmists
Code Base     : Rom2.4
Telnet        : darkmists.mudservices.com 2222 [205.147.201.221]
WWW           : None
Description :

    Darkmists is a serious medieval setting with role-playing and player-
killing. Items are limited so you may have to kill for, or protect, that
nice sword you have. Players can join Houses for power and House
```

battles may often ensure during play.

    There are 6 Houses players can join for power and protection:
House Arcana, House Crusader, Enforcer House, Ancients, House of Life
and Outlaw. Joining a House gives you special powers and
responsibilities.
There are several races, each with seperate abilities to distinguish
them,
and 11 classes: warrior, thief, cleric, paladin, anti-paladin, ranger,
monk, channeler, necromancer, elementalist and nightwalkers). Each
class has special skills and spells unique to that class to make it
unique from other clases. Player killing is limited by hard-coded PK
level 10s etc.

Mud   : Darkover
Code Base   : DIKU
Telnet   : darkover.pointbbs.com 5000 [206.41.37.81]
WWW   : http://www.tiac.net/users/darkover/
Description :

    Darkover is a huge world -- at the moment more than 16,000
rooms divided into 137 zones and growing almost weekly. The
world is roughly divided into three kingdoms -- the Kingdoms
of Good, Evil, and Chaos, across which are distributed 9
races and 15 classes. When you come to Darkover, abandon any
preconceptions you may have: Darkover contains various
allusions to literature, movies, mythos, pulp-fantasy, and
various role-playing systems, but the majority of the world
stems from the ... interesting ... minds of its creators. The
mud is filled with interesting people and mobs -- most of whom
will chat with you if you just say 'hi' -- players and mobs
alike. Some mobs will even send you off on quests, rewarding
you handsomly if you succeed. Our mobs are for more than just
mindless slaughtering. ;) The mud does not support PK yet, but
the Great Game is in the works. The code is stable and the
site is secure.   All intelligent, considerate peoples are
invited to take a look around, but it's not our fault if you
can't leave. Be welcome to the Realms of Darkover ... and be
Warned.

Mud   : Dark Pawns
Code Base   : CircleMud 3.0
Telnet   : www.mystech.com 4000 [198.3.157.2]
WWW   : None
Description :

    Dark Pawns is an exciting, well-planned, fantasy mud that is sure to
bring
you hours and hours of enjoyment. The fast-paced combat is challenging
and

fun If you're loooking for an easy-to-play mud that doesn't require much
effort or thought, then Dark Pawns is not the place for you. However, if
you
want a challenging mud that will provide much thought (and possibly
stress)
to reach the upper levels of power, then this is the place to play. Dark
Pawns features 6 classes(plus 4 more for remorts only) and 6 races (with
more of each forthcoming), vampirism and lycanthropy(werewolves) for all,
ranged weapons, mounts, etc.

Mud   : Darkpowers
Code Base   : TMI-2 1.3
Telnet   : cbb090.lubb.ttuhsc.edu 6666 [198.213.104.14]
WWW   : None
Description :

    Darkpowers is an exciting mud based on the Rolemaster system
by ICE. The eastern theme of Darkpowers is further
enhanced by a clan system and the muds skill based
advancement.

Mud   : DarkRealms
Code Base   : Merc
Telnet   : Halhinet.on.ca 1234 [206.47.163.2]
WWW   : None
Description :

                    ** Dark Realms **

Dark realms has just been expanded, adding more monsters,
more classes, more skills, weapons, you name it...

 - 54 levels of mortal action!!!
 - 5 levels of Godly fun!!!
 - Extensive equipment lists
 - Many new areas
 - Fight for your life with other players to survive for
 - living the high life.
 - Many unique quests for every level and class(some never seen
   before classes eg. Druid!)
 - Helpful immortal staff
 - Newbie friendly!!!
 - Join an army and battle others in a fight to rule the
   world!!!
 - Online 24hrs!!!!
 - Extensive spell lists for better role-playing!!!!

Mud   : Dark Realms

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Code Base    : CircleMud 3.0
Telnet       : ftoomsh.progsoc.uts.edu.au 5000 [138.25.6.1]
WWW          : None
Description  :
```

   The battle between the major pantheons have always been
close, Good versus Evil, Greed versus Benevolence, no matter
who won which battle, in the end a balance has always resulted.
Until an unforeseen Darkness threatened to exterminate all that
exists, an unbeing that thrives on total destruction of the
fabric of existence itself. Even the gods of Evil never sought
to unravel life's mysterious thread.   This Unbeing entered the
world secretively, and with a short-lived battle, the homes of
the Gods were utterly annihilated! Cowered, the Gods escaped
to a small, broken world, the world of the Dark Realms, to
regather their strength, to learn, and someday, to seek
vengeance on the Unbeing.   Until then, all must hide from the
impending Destroyer!

```
Mud          : DarkeMUD
Code Base    : Darkelib 1.0
Telnet       : darke.oregon.com 5559 [205.238.1.181]
WWW          : http://darke.oregon.com/
Description  :
```

   Darkemud is the a darke dangerous world, full of
interesting players and locales. Let the would
be adventurer beware for danger lurks around every
corner. In a world in which the players control
the guilds, the economy, and the laws, you can
expect to have a great deal of fun and excitement...
if you live that long.

```
Mud          : Darker Realms
Code Base    : LPMud 3.01.02-DR
Telnet       : darker-realms.nostrum.com 2000 [206.28.8.8]
WWW          : None
Description  :
```

   Darker Realms is quite possibly the oldest LP style
mud in the USA. Started in early 1990, DR has never been
down for more than a weekend and still features most of
the original cast of gods and coders. Although a number
of guilds have cropped up, DR is still based on the
traditional LP mudlib. Ergo, it lends a classic feel to
what we believe is a classic game. There are about 700
active players, but rarely more than 25 or so on at a time.
DR recently moved to a much faster machine, so it probably
isn't the slowest LP in existance anymore :)

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Mud          : Dark Realms and Warlords
Code Base    : Merc 2.2 (And Diku)
Telnet       : halhinet.on.ca 1234 [206.47.163.2]
WWW          : None
Description :

    This mud does not have a story. It is mainly a player killing
mud. Gain experince and level quickly or die. There is a how to
mud txt file on the homepage if you go there. Also the skills and
classes are always being updated and quests for high level people
every night or everyother night depending on available IMMORTALS. A
good mud to stick with and play.

                -------------------------------------------------

Mud          : Darkside
Code Base    : Merc 2.2
Telnet       : darkside.gamma.net 4000 [204.255.7.100]
WWW          : http://darkside.gamma.net/~darkside/
Description :

    Darkside is a place of medieval fantasy and magic.  Originality
is what we strive for here, and new original spells and skills
are added daily.  We currently offer a 10 class and 30 race
selection, and support ANSI colour.  Running on a heavily
modified Merc 2.2 code base, Darkside is on the cutting edge
of MUD coding.

If medieval combat and magic are what you're looking for in a
MUD, come over the the Darkside!

                -------------------------------------------------

Mud          : DarkSide
Code Base    : Merc2.2
Telnet       : dreams.neca.com 8826 [205.246.42.10]
WWW          : None
Description :

    The administrators at DarkSide are very friendly and fun.
The general playing atmosphere is very relaxed, with some
stress placed on role-playing.  The players seem to like
it, see for yourself.  Multi-classing, Remorts, coded Quests
when you don't feel like waiting for an Imm, and unique
aspects based around our background.

The administration of DarkSide is in the process of
shutting its doors and moving onto bigger and better
things we are sure you will like much better!  Check
out the new site listed above to see what new surprises
are in store.
```

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Mud           : The Dark Towers
Code Base     : Rom 2.4
Telnet        : 206.114.134.252 9000
WWW           : None
Description :

    This is a great fun mud, Its got many new areas, many code
alterations, all kinds of new equipment, nice imps, and even
has its own clan leader commands, really friendly imps, its
a whole new world altogether...

                 ------------------------------------------------

Mud           : Dark Vision
Code Base     : CircleMUD
Telnet        : darkvision.ml.org 5000 [192.38.37.235]
WWW           : None
Description :

    Venture into a time and place yet travelled at Dark
Vision. As you journey through mystical lands ruled by
mythical creatures and chivalrous knights and meet
intriguing people watch your back for you know not what
lurks around that corner ahead!

Visit the next generation of Circle MUDs at Dark Vision.
We are not your ordinary Circle MUD. We have an
excellant coding and building staff that strive to meet your
ever-growing needs.

We have seen the rest and now its time to make the best!
We offer a unique clan and combat system. We have
ANSI and all of the other breaking MUD technologies, too
numerous to mention in this small space (you have to see
to believe).

Stop by and play...I guarantee you will be in for an
experience that no other MUD can offer!

If you are interested in building or coding stop by and
leave a note or talk to an immortal.

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Mud           : DarkWind
Code Base     : Custom LP
Telnet        : darkwind.darkrealms.com 3000 [208.128.117.27]
WWW           : http://www.darkrealms.com/~dwind/
Description :

    DarkWind is a Fantasy-themed mud which has been active for
nearly three years, which offers its players a wide choice
```

of guilds (over 20), races and activities. We have a very
active player base, with many people available to help
new players. More information is available on our web site.

Mud   : Dark Wizardry
Code Base   : Merc 2.2
Telnet   : galactus.starnetc.com 6969 [204.244.108.12]
WWW   : http://www1.tip.nl/users/t042421/darkwiz/darkwiz.html
Description :

    Dark Wizardry is an OLC-based Multi-Class Merc 2.2 mud.
We have many new commands and features, like: an automatic
ranking system showing the best players ever, a newly
developed clan system, store rooms for players, lots of new
skills/spells and classes, an auction system, teleports,
doors that open/unlock by switches, lots of new object types
and many many more.

Our world is built from scratch and is expanding rapidly,
creating a new, thrilling environment, even for experienced
mudders. Immortals are really helpful and very active. We
are also openminded to player's ideas, which results in a
world for players, by players. Feel free to look around.

Mud   : Darkworld
Code Base   : Diku/Merc/rom/rot
Telnet   : darkworld.mudservices.com 9999 [205.147.201.193]
WWW   : http://darkworld.mudservices.com/mud.html
Description :

    Hello thank you for being Interested in Dark World. We have
12 races,7 tier 1 classes and 7 remort classes....all the good
things from many Muds are here such as Clans, Dual Wield, new
socials, auto saving, no renting, all the auto's(such as loot
and sac, ect) You must see us to believe all we offer so see you
soon and thank you   Omni(Imp)

Mud   : Dartmud
Code Base   : LP Mud 3.1.2
Telnet   : dartmud.com 2525 [206.97.215.61]
WWW   : None
Description :

    Dartmud is based on an older code base, but has been
around for over six years at five different sites. Dartmud
is a mature mud, not one going through rapid change and upheval.

 * Tons of quests, 100% original areas.

* Consistent, Medieval fantasy feel.
 * Skill-based mud, no classes or levels at all.
 * 14 races, 6 never seen elsewhere.
 * Complex combat system with customizable fighting styles.
 * Elaborate NPC's which can respond to a variety of stimuli.
 * Hex based 'real' wilderness system with terrain and top-down view.
 * Numberless interface, describes most variables using adjectives.
 * Player crafting skills and player-based economy. Farmers and
   cooks can make a good living growing and selling food. Smiths can
   forge weapons and armor. Lots more to do than just kill things.
 * Multiple languages, cities, and cultures.
 * And, of course, an original spell system.

Mud   : Dawn of the Immortals
Code Base   : LPMud (MudOS)
Telnet   : immortal.org 2000 [206.205.199.65]
WWW   : http://immortal.org/
Description :

   Dawn of the Immortals is brought to you by a dedicated
collection of coders left over from Highlands I, II,
and III LPMud. A seamless world of fantasy and history
drawing on the idea of many gods locked in a battle of
shadow and light that effects the players every day.
The land is a single world with hidden portals to other
strange places. DOTI offers many player and high mortal
levels, guilds, player killing to those that join the
Blood Cult and advancement into an Immortal that battles
the opposition's greatest warriors.

   The Dawn of the Immortal Homepage features detailed
information with original illustrations of the mud's
guilds and areas. Extended help and user links are
also featured. DOTI's coders are hand selected by the
Adminstration based on coding experience and ideas.

   DOTI is growing both in ideas and players. Come and
join an exciting adventure.

Mud   : Dead of Night
Code Base   : Custom
Telnet   : dead.greenwing.com 5000 [204.107.81.15]
WWW   : http://dead.greenwing.com/
Description :

   The Dead of Night is a relatively new mud providing the player with a
large list of features including: no limit to advancement, choice of
multiple classes with 9 basic classes, 8 player races, over 70 skills,
over 120 spells, a unique continous action system. Nor is The Dead of
Night to remain stagnant, we have more classes and areas in the works.

Currently, we are offering 10 free levels to all new players.

```
Mud          : Death's Domain
Code Base    : Diku
Telnet       : 198.79.32.200 9000
WWW          : http://www.deathsdomain.net/
Description  :
```

   Death's Domain is a challenging mud with well balanced
races and classes. It offers 87 mortal levels, original areas
as well as modified stock areas. Players have the option
to get perfect stats at the cost of immortality (infinite
lives). Mobs and players are well balanced, with no super
buff players. There are four main classes of Thief, Mage,
Cleric and Warrior. Then there are eight subguilds of :
Necromancer, Druid, Enchanter, Conjurer, Assassin, Trickster,
Paladin and Mercenary. There are safe from pkilling zones.
People who pkill, get a flag, and lose safe zones.
Death's Domain is a mud everyone should try out.

```
Mud          : DeathWish MUD
Code Base    : Circle
Telnet       : dwmud.org 4000 [207.104.147.250]
WWW          : http://www.dwmud.org/~dwmud/
Description  :
```

   DeathWish MUD is a real treat for both veteran mudders and
the inexperienced newbie. A 50-level MUD, it has 80+ areas
to explore, and many neat features and user-friendly options
to play with, such as custom walkin/walkouts, prompts, a
built-in character description editor, custom score-screen,
toggleable fight messages, autosplit/autoloot of gold, and
much more.

   We have 3 fully-functional hometowns, 6 regular classes,
4 remort-only classes, and a player database of over 2600.

   Enjoy our recently added automated auction system! This
MUD has a "tax" system instead of rent, as well as the most
most helpful and friendly immortals around.

```
Mud          : Deeper Trouble
Code Base    : LPMud
Telnet       : sunsite.auc.dk 4242 [130.225.51.30]
WWW          : http://www.cs.auc.dk/~claus/dt.html
Description  :
```

   Deeper Trouble Mud is extremely old. It dates back to September

1990, and his been running almost continuously since then.
It is based on the books of J.R.R. Tolkien, but has made many
changes and extensions. It features a lot of interesting and
complex features not found on other Muds, such as player
owned merchant guilds, etc. The areas are large and very
detailed. We make an effort to avoid sloppy spelling and
bad coding, to ensure the quality of the areas.

Mud   : Deep Space MUSE
Code Base   : TinyMUSE 1.6
Telnet   : dsmuse.binghamton.edu 1701 [128.226.1.75]
WWW   : http://dsmuse.binghamton.edu/
Description :

   A roleplaying game based on Star Trek TNG and DS9. Players
can be a Klingon, Romulan, Ferengi, or can be one of the
Federation races, or can even be a Jem'hadar or Changeling.
Great Space & Economy systems.

Mud   : Defiance
Code Base   : LP (CD00.03.31)
Telnet   : ra2.randomc.com 3011
WWW   : http://www.randomc.com/defiance/
Description :

   Defiance is a mud based on Empires of the past. The mighty Roman
Empire
spans northwards and eastwards, whilst the impressive Egyptian Empire
expands
into the deserts of Africa. To the far east the First Civilization, the
Chinese conquer entire plains encompassing all in their path, whilst to
the east of them the lands of Nippon still remain locked up in silence
and stand on their own. The northern lands of Europe, the barbarous
peoples
of which fight amongst themselves for a few acres of land with a solitary
castle on a crag. These lands are amazing and diverse, and in this hotpot
of peoples comes magic, the terrifying destructive force; comes horses,
with mounted combat, ranged weapons and interactive weather with storms
that lash across vast areas and leave nothing in their tracks. This is
Defiance, the one...

Mud   : Delphine
Code Base   : LpMud (Amylaar 3.2.1)
Telnet   : delphine.iki.fi 23 [130.232.143.138]
WWW   : http://delphine.iki.fi/
Description :

   We are a lpmud running on Amylaar's gamedriver and

2.4.5 derived mudlib in fast enough machine (P166) and
fast connection to the net with some nice features for
players:

 - Mortal levels 1-99
 - Channels for easy communication
 - Multiple races and guilds
 - Featured using of skills and casting of spells
 - Possibility to create parties up to 16 players
 - Combat that uses limbs
 - Solid base for all items in the game
 - Equipment saving them over reboots
 - Player killing and multiplaying is allowed
 - Stabile and fast code, the game won't crash

 - There are few wizard positions available

Mud   : DelusionsMUCK
Code Base   : TinyMUCK (Fuzzball)
Telnet   : delusions.iglou.com 4999
WWW   : http://www.hh.se/stud/d93kb/index.html
Description :

    Delusions is a social-based MUCK with an emphasis on enjoyment. The
management is fun-loving and willing to answer any questions you have.
There
is a lot to explore and many things to see. Contains one of the largest
libraries of spells for MUCKs. Database size = 13,200+ objects. No
player-command logging!

    Among the multitude of features you will find on Delusions are ANSI-
colors
(paint the world!), Highlighting (have friends' messages show up in
colors),
FamilyMagic (keeps track of your family tree!), SpotMagic (helps you lie,
sit,
stand and swim in a logic way), Pathfinder (helping you plot the route
between
two locations on the Muck), Guide/Helpsystem (Del is *VERY*
userfriendly),
Hintcookies (giving you helpful hints every time you connect), MrTutor
(step-by-step tutorials), Linewrap (inserver!! No more cut of lines),
TravelMagic (catch a wagon and ride through the worlds), Online-Games
(poker, hearts, labyrinths, chess, purity test, combat games, 4-in-a-row)
Welcome!!

Mud   : Delusions of Grandeur
Code Base   : ROM2.4
Telnet   : darkhorse.triad.net 6969 [205.219.23.5]
WWW   : None

Description :

   After a full year in Alpha testing, we are proud to annouce
the opening of DoG. With continual upgrades and new features,
we strive to make this the best possible mud. While not 100%
traditional, we provide a nice place to spend your on-line
hours. If you like Clerics, then this is the mud for you. Our clerics
have some of the strongest spells in the game. Not to mention
our Monk class, a warrior/cleric mix.

We are a very laid-back mud, with fun players and fun IMMs.
We have included many features most liked on Muds. We have
Auto-quest, Brew, bank, donation, hunting mobs, 9 classes,
10 races, a nice clan system, cool color, auto-auction, many
new spells and skills, a dueling PK system, 6000 rooms, and
much, much more. This code has been assembled from the talents
of many great coders, and we would love to have you experiance
it. We welcome players of all types, including those that
prefer to socialise more than fight. We Welcome You.

- Kether.

Mud   : Dementia
Code Base   : Modified SMAUG
Telnet   : wopr.compu-aid.com 4000 [206.249.115.24]
WWW   : None
Description :

FEATURES:
   o An immortal staff who is _always_ willing to help!
   o 50 mortal levels, and 15 immortal levels, including
     a hero level
   o Choose your "path" when you enter the game... you
     may choose whether or not you wish to pkill. No
     more "surprises".
   o Occupational guilds for each class
   o Orders and clans
   o Councils (both immortal and mortal) for deciding
     important issues
   o Deities that will grant you favors for faithful
     following
   o Quests on demand (when imms are available)
   o Full ANSI/RIP color throughout the game!
   o Tons of skills and spells!
   o Dozens of social commands
   o A fun roleplaying environment
   o ... AND MUCH MORE !!!

Mud   : Demon's Gate
Code Base   : LPMud, CD lib

```
Telnet       : demon.rcc.se 3011 [194.117.188.130]
WWW          : http://www.rcc.se/~mud/
Description :

    Demon's Gate is an LPMud using the CD.01.00 mudlib,
started in early 1996. It offers a wide variety of fantasy
themes, loosely based on known fantasy, while others
pure creation of the wizards' imagination.

Player killing is permitted, although powerful players
killing newbies without provocation is frowned upon.
Other than that, you may feel free to hack and slash away
at each other, team up to massacre some fiends, or perhaps
embark on a glorious quest.

Demon's Gate offers three guild types: racial, occupational,
and laymen. Your character becomes highly customizable
by the selection of your guilds, since you can be a member
of one of each of these types at a given time.

So come on over to Demon's Gate. The admin are very friendly
and helpful, and you won't be disappointed!

             -----------------------------------------------

Mud          : Desolation of the Dragon
Code Base    : DaleMUD 3.5msw
Telnet       : filo.ebicom.net 4000 [205.218.114.5]
WWW          : http://www.public.asu.edu/~defer/dragon/
Description :

    Desolation of The Dragon is not your ordinary mud.  After
we took the best parts from other muds, added our own, this is
what we got!  Cool new races, new multiclass options, psi
spells that are totally cool.  Pkilling is allowed but is
limited to plus or minus one level from your level.  That
means no masters can beat up on newbies!  This mud will
always be fair, immorts will not play favorites.  Has a T1
connection on a server that is rarely used.  If you got an
idea or some code/zones, we'll be more than happy to look
at it and there's a good chance we'll implement it! Running
the most advanced Diku based code base!

             -----------------------------------------------

Mud          : Despair
Code Base    : rom 2.4
Telnet       : despair.mudservices.com  6666 [205.147.201.222]
WWW          : None
Description :

    Despair is one of the newest upcoming muds on the net.
What seperates it from all these other muds?  Well...let me
tell you...
```

I have worked personally on this mud for 9 months, I've put
my heart and soul into it, and I think it deserves a hard look
from any veteran role player/player killer. Come by, check us
out...thats all I ask. Gives us a fair shake, we deserve it.

Thank you for your time -
Oppenheimer - Implementor of Despair

Mud   : Destiny Mud
Code Base   : Envy20
Telnet   : duck.tronco.com 4000 [206.139.201.2]
WWW   : None
Description :

   Our mud is a heavily modified mud based on Envy 2.0.
There is a lot of races where you can choose from, and
more to come. We have lots of areas, around 81 areas
right now, and we are constantly adding more areas.
There is a remort system on our mud. Remort system works
in a way you can choose another class when you reach
level 50 and proficient in the other class skills, while
retaining your own. :)

Our levels range from mortals (1 to 50), Hero (51 to 75)
and Avatar (76 to 80). Theres a lot of new spells, and
we are adding more on it too. We are based on the medieval
era, the basic concept on our mud is just try to have fun.
Our imms are friendly, so come in and visit us.

Mud   : DiamondGate
Code Base   : Envy
Telnet   : mud.vii.com 4000 [206.71.77.71]
WWW   : http://www.vii.com/~olethros/mud.html
Description :

   DiamondGate is a Envy-based mud (which is Merc 2.2 derived).
Significant enhancements include:

 - Multiclass - players can level in all 5 classes)
 - ANSI color support - players can use color themselves too,
   in titles, communications, etc.
 - clans
 - private rooms for players
 - OLC (online construction)
 - a bookstore (with real books that you can read)
 - many new and original areas
 - rich set of social commands
 - warm and friendly staff :)
 - unique bard class

```
  - portals, teleportals, etc
  - CHAOS mode

After two years of development and testing, DG is now
OFFICIALLY open for play.  We welcome all to come and join
us.


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Mud           : DiamondMud
Code Base     : circle 3.4
Telnet        : diamond.st.hhs.nl 4000 [145.52.123.2]
WWW           : http://diamond.st.hhs.nl/DiamondMud/
Description :

    DiamondMud is a mud which runs from the Netherlands a small
country in Europe. The mud is situated in a medieval setting,
you chose what race you want to be and which class you want
to play. Of course each race has it's own unique abilities.
The Immortal Team is small but efficient, the players are
mainly online during the European day times, but we hope to
fill the place during US day times as well, and therefor we
need you.

The intention of DiamondMud is to change into a Role Playing
Mud. And therefor we are still changing and growing. If you
are intrested in helping a mud change into a Role Playing
Mud then you are most welcome to help.

If you want to play here then of course you are more then
welcome, you will see that the players that we have are very
friendly and they will help you get started.

              -----------------------------------------------


Mud           : Digital Horizons
Code Base     : 2.4.5 lp mudlib
Telnet        : 207.88.20.101 3000
WWW           : http://207.88.20.101:3040/
Description :

    Digital Horizons is a fantasy themed mud dedicated to a friendly
player
environment with help administrators.  We offer many options to the
prospective player such as class and technical guilds (players can join
one of each type), spells, ansi color, ascii art, built-in alias system
(i.e. macros) for long commands, a party system for adventuring with
others and sharing experience, player-killing by registration, and much
much more!  We hope you'll stop by and give Digital Horizons a chance.
=)

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Mud           : Dimensions 1
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Code Base    : CIRCLE
Telnet       : muds.com 8000 [204.188.88.41]
WWW          : http://www.cyber-city.net/~iago/dims1.html
Description :

    Dimensions is a friendly place to be, Come sit and chat in
CS (central Square), Go to Festival and see the Asparagus Boy
Search for Treasures in the Desert, and fight the mighty Dragons.

After being shut down for a brief period of time, we are
looking forward to once again bring the joy of mudding to
novice or seasoned players alike.

               ------------------------------------------------

Mud          : Diplomacy MUX
Code Base    : TinyMUX
Telnet       : wfd.net 6250 [206.184.226.162]
WWW          : http://digital.net/~tfreeman/
Description :

    Diplomacy Mux is based on the Real-World in the current
century. Have you evered wondered how it would feel  to
be a president of a country?? Or perhaps a diplomat who
unites the world into peace...or perhaps a stoic general
that is equals a present day Alexander the Great!! all
this is possible with Diplomacy Mux! We offer a VERY
realistic health system, an outstanding economy, and a
navigation system, that never before has been seen on the
net!! Stop by and check us out!!

               ------------------------------------------------

Mud          : DiscordiaMUSH
Code Base    : TinyMUSH
Telnet       : discordia.nevermind.com 4201 [205.246.41.70]
WWW          : http://discordia.nevermind.com/discordia/
Description :

    Discordia is the religion of chaos. Discordianism
understands that organization is the work of the Devil.
The whole Material Universe is exclusive property of the
Greco-Roman Goddess of Chaos, Eris.  In 'Principia
Discordia', Discordian Society co-founder Kerry Thornley
states, 'If organized religion is the opium of the masses,
then dis-organized religion is the marijuana of the lunatic
fringe..'

DiscordiaMUSH is a relaxed social place to be.

               ------------------------------------------------

Mud          : Discworld
Code Base    : Discworld LP
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Telnet      : discworld.imaginary.com 4242 [204.73.178.25]
WWW         : http://discworld.imaginary.com:5678/
Description :

    Discworld is a flat world ten thousand miles across that rests on the
backs
of four elephants who stand on the shell of Great A'Tuin, the sky turtle,
as
he, or, as it might be, she, swims through space. From Ankh-Morpork,
jewel
(okay, so it's a carbuncle) of cities, venture hubwards across the
brassica'ed
Sto Plains to the Ramtops, cross the Circle Sea to the dark and
mysterious
continent of Klatch or even brave the Rim Ocean and visit the secretive
kingdom
of Krull, balanced on the very Edge! Discworld is a mature mud of several
years
standing whose mudlib has spawned several sister muds. The mud is
infinite in
size due to several areas which have no limits on them. It offers an
interesting and fun environment based on the Discworld series of books by
Terry
Pratchett with 6 guilds, limited player killing, an advanced combat
system,
and most of all, humour.

            ------------------------------------------------

Mud         : Distant Lands
Code Base   : Circle / DikuMUD206.117
Telnet      : dl.smartlink.net 4000 [206.117.152.2]
WWW         : http://www.tcgcs.com/~lonewolf/dl.html
Description :

    Distant Lands was created by a handful of players from another mud
that
were unhappy with the immortals and stagnance of that mud so they set out
to create their own.  There dream is finally come true and the result is
Distant Lands...

Distant Lands attempts to support both hack n' slash and roleplaying so
that players can have the best of both worlds.  It is based loosely on
CircleMUD 3.0 with a world that has been created from scratch.

            ------------------------------------------------

Mud         : DizzyMud
Code Base   : Rom2.4
Telnet      : lostwaves.op.net 9000 [206.84.208.11]
WWW         : http://www.su.okstate.edu/pages/Business/headn.htm
Description :
```

Welcome to the realms of DizzyMud

Our mud is oriented around our players. We are here to
IMP ideas that are interestind and feasable. We want
to make the mud as enjoyable as possible to our players.
Each player on our mud is allowed to have their own
personal room located wherever they please. The coding
for these rooms can be done on their own, or our IMMs will
be happy to do it for them. We are changing all the time,
so the best way to describe the mud is to have you examine
it in person. However, here are a few small details.
[Color, 100 levels, PK within clans, many races, Qwests,
Unusual spells and skills, Interesting areas, and friendly
Immortals]

Mud   : Dragons Fang
Code Base   : Circle 3.0 bpl 11
Telnet   : sunsw8.te.hik.se 4000 [194.47.162.243]
WWW   : None
Description :

    The Dragons Fang is a mud that's based on the Wheel of Time
series, written by Robert Jordan. We have the following:
15 guilds, 7 classes, 15 origins, 200 mortal levels and 6 immortal
levels.

We have implemented the following in Dragons Fang:
The One Power magic system with the five weaves, player run
miniguilds ('clubs'), player owned boats(entire moving zones),
bows, horses, Tel'aran'rhiod, carts, questitems and -skills,
languages with gradual garbling, 50 guildskills, player tooling,
bonding, linking, gambling on horses, dicing, Angreal,
Sa'angreal, nobility and more (can't remember it all :)
We lean heavily on roleplay, so to really enjoy this mud, you
must be prepared to do that.

The mud is yet in a gamma stage, which means that many areas
are still not finished, but since we have more than 20 people
who build on it, it won't take that long. =)

Mud   : Dragonsfyre
Code Base   : ROM
Telnet   : dfyre.ccon.net 4000 [209.12.0.10]
WWW   : None
Description :

    Running on a dedicated server, you have more than 7000
detailed locations to walk through, or look for a merchant,
set up a caravan route, get wealthy and build a house (and
why not, some guards or even furniture). Pray to to the gods

in the moments of trouble, maybe when other player decides
to collect the bounty on your head. Run to the blacksmith to
repair or resize your armor or clothing so it fits you and
you can train your fighing skills in the arena safely. Look
for followers, start a clan, set your own clan ranks and
priviledges, go though a dangerous and exciting quest to get
new clan spells maybe even one of the first or second remort
spells. If you get tired of swords, buy a bow and train in
it's use. Learn how to follow the trails and track your
enemies down, but taking care where you go.. there are
dangerous places for a paladin or a ninja to be. With lots
of small details, nice and nasty (like object or room traps),
with active immortals that don't get involved on IC fights
and will hear your opinions and ideas, with mobs that you
can interact or even have a chat.

And more to come. Visit us, you won't regret it!

Mud   : Dragon Quest
Code Base   : Circle 3.0
Telnet   : 205.147.201.184 8000
WWW   : None
Description :

    Dragon Quest is a new MUD that is eager to grow to meet
all of your needs. We opened for beta-testing in April of 1997
and plan on opening Dragon Quest officially in April of 1998.
This is the perfect opportunity for anyone to get involved in a
MUD at the ground floor. There will be NO player wipes during
beta-test due to the fact that all coding for the player files
has been finished. You can connect and play as a mortal
character or talk to a God about becoming a builder. We are
currently running with mostly stock Circle areas, but that will
change as new areas are built.

    Dragon Quest is based on the medieval fanstasy type
of MUD. I know that is very common, but hopefully, you will
enjoy our heavily modified Circle code. We have added a number
of commands, races, classes, skills, spells, and many other
features. A very nicely coded clan system has been implemented.
This allows mortals to develop their own clans. Clans have MANY
advantages and wars are encouraged. Clan wars are in the process
of being coded, but the rest of the clan commands are fully
operational. Stop by and check us out! Dragon Quest may be the
MUD you have been looking for!

Mud   : Dragon Realm
Code Base   : Nightmare 3.2
Telnet   : mud.inna.net 5000 [206.151.66.11]
WWW   : http://www.bqnet.com/dragon/index.html

Description :

    Dragon Realm MUD is a premier fantasy, AD&D oriented
Role-Playing MUD operating on a stable site, with very
little lag or connection downtime.

Dragon Realm offers a large selection of Guilds to join
and races to select. We allow specializations within
guilds, and even a way to become 'undead'. New areas
are popping up all the time.

Mud   : Dragon Realms
Code Base   : Envy 1.0
Telnet   : realms.envy.com 4444 [207.105.6.129]
WWW   : None
Description :

    Dragon Realms is a mud aiming at providing a roleplaying
experience similar to that in games such as Runequest and
AD&D&reg. Six clans vie for control of the world, DRAGON -
servants of the DragonLord Balpherus, RED GAUNTLET - amoral
mercenaries whose only loyalty is themselves, NOBLE - the
destined rulers of the world, INQUISITOR - dedicated to the
destruction of evil, no matter the cost, ARCANA - masters
of the mystic arts and perhaps masters of the world as well
and FEAR, minions of the Drow Malvena.

    Dragon Realms is an almost totally original world (we have
Mud School for newbies) where roleplaying and world conquest
go hand in hand. Progression is not possible without
roleplaying. So if Machiavellian politics and high fantasy
are of interest to you, then try us out.

Mud   : Dragon's Den
Code Base   : MudOS/Dragon mudlib
Telnet   : hellfire.dusers.drexel.edu 2222 [129.25.56.246]
WWW   : http://hellfire.dusers.drexel.edu/~ddenweb/
Description :

    Dragon's Den is one of the oldest continuously operating LP-style muds
in existence, having opened in May 1991. The Dragon's Den features many
areas covering a variety of fantasy, historical, and science fiction
themes,
nearly two dozen fully-developed quests, several mature guilds, and a
collection of wizards and players who should probably be medicated. New
players are always welcome.

Mud   : Dragons Domain

```
Code Base    : Envy1.0
Telnet       : dopey.midland.co.nz 8888 [202.20.65.10]
WWW          : http://www.mud.nzl.com/
Description :
```

   The Dragon's Domain is a mud that lives in New Zealand
It is Envy1.0 based but has major modifications, the most
unique being a sub-class system where players reaching
level 30 have a choice of 3 possible paths. Thus allowing
a character to, either,specialize in his/her current class OR
pick 1 of 2 possible sub-classes (eg. a Mage can choose
to stay a Mage and gaining greater power or become
a Warlock (a type of warrior/mage) or a Necromancer (a
Death-Mage).

Other features inclued the re-working of the practice and
training systems. We have come up with what we call a
'Pre-Req' system , whereby all skills require lesser
skills/spells before they can be learnt. Eg a Mage might
need burning hands at 60% before learning of Fireball can
commence.

Other features of the Dragon's Domain are:- configurable
colour, a variety of races (13 but more are being added),
100 levels (again more are being added), clans, a fame
system, and automated quests.

Matt aka Brutus

```
Mud          : Dominion of Chaos
Code Base    : Based on Rom 2.4 and Merc 2.1
Telnet       : chaos.success.net 5000 [204.249.184.231]
WWW          : http://www.iup.edu/~d211hlwf/chaos.htmlx
Description :
```

   Recently (5/13/97) the player file was wiped to attract
new players.

This mud is a little over 2 years old. The code is stable
and rarely crashes. There are no level restrictions on
equipment. Eq is loaded randomly on mobs and more powerful
items are limited. There is no rent and you may quit
anywhere with full save except in a fight. It is not
possible to attack someone more than 10 levels lower then
you or someone who is 10th level or less. You can also pick
up a killer flag for numerous attacks on players. You may
roll your character stats as many times as you like but
cannot modify them once play begins except by use of
equipment. This is a 'classless' mud in that you create
your character as you level. You may gain skills/spells
from any of 8 skill groups: alteration, conjuration,
charm/divination, protection, evocation/combat, healing,

warrior, thief/assasin.

I hope to see you there,
The friendly minotaur Grog

Mud   : Doom Mud
Code Base   : Circle 2.2
Telnet   : www2.mauigateway.com 5000 [205.166.249.18]
WWW   : None
Description :

    Doom Mud is back! We are looking for new players to
join one of the best muds of all time! We have a unique
multiclassing system where you can gain the abilities of
3 classes! Two logins are allowed and we have some of the
biggest nastiest mobs around. No wimpy areas either!

Mud   : DragonLance MUSH
Code Base   : TinyMUSH version 2.2.3 #1 [11/17/96]
Telnet   : 38.226.9.5 6666
WWW   : http://dragonlance.2launch.com/
Description :

    DragonLance MUSH has returned from yet another cataclysmic
server crash. With an entire new database, code, and currently
being coded chargen, there is nothing but improvements to be made!
Native players, please come to the new site listed below and create
your character. New players, come and join the fun!

There is a Inn of the Last Home in OOC where everyone can chat
and hang out. Bboards, improved +mail, and other functions are
unlisted in the +help but will soon be added as soon as we get
our magic fingers to do the work.

Come join us, we've rebuilt Palanthas and Kalaman. There are
plenty of opportunitys to reapply for positions that might be
vacant, like mages, clerics, and especially knights! We will
be rejoining IC under the current TP with the dragonarmy of
Zelos hanging over the city of Palanthas! Who knows what
could happen???...

Will you be there to see the results? Will there be another
war? Who knows but Astinus...?

Mud   : DragonMud
Code Base   : TinyMUD
Telnet   : dragonmud.org 4201 [206.170.114.15]
WWW   : http://www.dragonmud.org/

Description :

    DragonMud is the oldest TinyMud style MU* in existence
(predating Islandia by a few months) and has been
continuously online since 1989.

    DragonMud is a single theme environment, based on a
rich and explorable history of magical strife and
intrigue, the core of DragonMud is the Walled City of
TinyLondon, perpetually fighting the encroachment of
the industrial revolution.

    This is not a hack-n-slash environment and role-playing
is reserved for theatrical performances. We heartily
encourage you to

Mud   : DragonMUD
Code Base   : dyrt/aber
Telnet   : gameboy.gia.rwth-aachen.de 6715 [134.130.159.58]
WWW   : http://gameboy.gia.rwth-aachen.de/
Description :

    DragonMUD is the oldest still active AberMUD and has been constantly
online (24/7/365) now since 1990. It takes place in a typical AberMUD
fantasy setting, with emphasis on atmosphere and entertainment,
rather than complicated rules and commands. Social interaction
is encouraged, player killing disallowed (we occasionally do
tournaments, that are separated from the normal game). Thus
the game is also well suited for people that are not computer or
role-playing experts. For committed players, we offer a wide
range of possibilities in participating in the development and
improvement of the game, as well as the possibility to create
their own web pages (including scanning of pictures) on our
web site.

Mud   : Dragon MUD
Code Base   : Circlemud
Telnet   : heather.greatbasin.net 4444 [140.174.194.41]
WWW   : http://www.greatbasin.net/~reddragon/
Description :

   DragonMUD has been in beta-testing for about five months
now, and we have added many new features such as multiclass
code and even more races & classes. We have about 95
areas, most of which are original.   In addition to our
multiclass code, we are adding over 150 original spells
and skills, and we plan to expand to over 100 areas soon.
Our arena has just been opened, among many other new features
(which are in development daily).

We are now approaching the ending phases of beta-testing,
and we are open to all who wish to come by. So drop in at
heather.greatbasin.net:4444 and check out DragonMUD--we think
you'll like what you see.

--Romulan of Dragon MUD

Mud   : Dragon Mud II
Code Base   : ROM
Telnet   : jgsdos.brooktrout.com 5000 [205.176.204.115]
WWW   : http://jgsdos.brooktrout.com:8000/~dragon/
Description :

   Dragon Mud][moved to a new site. * 6 Races, Can choose
skills/spells from each class * 6 Classes with more on the
way * Player Guilds * Pkilling with level restrictions * Mud
Run-Quests. * Guild Wars. Fight for you guild for eq and Land
* New areas created all the time. * 90 Mortal Levels. * Sick
of Pkilling and just want to hunt. Then chase them around and
shoot them. No Cheating or Immortal helped enhanced chars.
Everything A Mud should be.

Mud   : Dragons' Star
Code Base   : Heavily Modified Circle 3.0
Telnet   : dragon.azstarnet.com 4242 [169.197.1.120]
WWW   : http://dragon.azstarnet.com/
Description :

   Ever want to sail across the stars in your own spaceship? Take
a shuttle to a dangerous top secret mission? Become an explosives
expert? Heal others with your knowledge of herblore? Dragons'
Star, a new space-themed Diku-style MUD, allows you to do the
above in a futuristic, cyberpunk environment. Dragons' Star has
an original background story and complex race information--great
for roleplayers! There's no charge for rent, and food/drink not
needed. Our best features include: *Player customizeable
characters based on alien races *Realistic space travel,
including shuttle transit system and multi-room, maneuverable
spaceships (own your own Millenium Falcon!) *Ranged weapons
(fancy wielding a plasma rifle!) *Over 400 skills and
spells to choose from! *Newbie friendly system, including
levels and game information! *Zones that come alive (!)
with action teleports, mobs that react to players, trap exits and
items, area specific weather and more! New player to
Dragons' Star? Ruby Dragon Outpost, the center for learning and
research, has special school simulations you can attend to find out
much more about the game. So, what's stopping you? Become part of
the adventure at Dragons' Star today! And may the Dragons
guide your path...

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                -------------------------------------------------

Mud          : Dragon Swords
Code Base    : Merc 2.2 Diku
Telnet       : ds.kyrandia.com 1234 [199.231.128.1]
WWW          : http://ds.kyrandia.com/
Description :

   Dragon Swords, run by Arn Darkmoore and Shiver, has 170 levels of play
You play one class to level 100, then select another class to play to
level 170, gaining only 70 levels of it's skills.  All are classes are
very
full of skill, with warriors having 21 skills, and some having over 60.
We have a large and growing range of areas for all levels to be
challenged.
We offer a battle system for player killing - no loss pkilling. We have
highly
expanded the orginal code to offer countless new features and utilities
for
players.

Players gain considerable power,enjoying grouping for some of our
challenging
high level areas such as Kingdom of Hell, Land of the Lost, and the
Haunted
House.  Also, battling gets to be challenging as well as a huge world to
explore with many areas for players 1 - 170. We offer 5 temple cities
throughout the world, a large ocean with areas, and an extensive road
system
full of areas. Equipment is the basis of a player's power, as well as all
the
different skills offered. Dragon Mountain is the hardest area offering a
powerul group of Dragon Swords, this is where the mud's name comes from.
We pride ourselves on being friendly and working for the player's sake.
Come on and play around, I think you will like it.

                -------------------------------------------------

Mud          : DRANATH
Code Base    : MudOS
Telnet       : dranath.educom.com.au 9999
WWW          : http://dranath.educom.com.au/
Description :

   DRANATH is a relatively new mud which opened around the middle of
1995.  We have decided not to restrict our wizards or players by
making them to conform to any set theme, and have left our mud open
to multi-theme building.  These will range from medi-evil to futuristic
star trek domains.  Player killing is allowed with none of those
silly non-pkill tags etc. We feel its a fact of mud-life with the
exception of low level characters.
We like to stay as open minded in our mud as possible, and most
decisions are put to the general mud vote (Wizards mainly)
```

```
    WE ARE SEARCHING TO RECRUIT WIZARDS TO HELP US DEVELOP!

   If you have any experience with Mudos or mud coding in general
and would like to take part in our mud world, please log on and
mail 'admin'.

    Please note, we are still under heavy hack and slash development
and all players will be removed when we decide we have reached
a suitable level for opening to the public.

             ------------------------------------------------

Mud          : The Dreaming
Code Base    : TinyMUSH (customized)
Telnet       : dreaming.neca.com 4242 [205.246.42.10]
WWW          : http://www.best.com/~merlin/dreaming.html
Description :

    The first Changeling only MUSH, The Dreaming departs from
the standard WoD MUSH scene by offering a full consentual
style RP setup. Anyone that shows a fair knowledge of the
_Changeling: The Dreaming_ game by White Wolf (as
determined by an online questionnaire) can create a
Changeling, creation of mortals is also somewhat common. The
staff is small, streamlined, and excorsizes a liberal 'hands
off' attitude wherever possible. The setting is NYC, NY,
current day.

             ------------------------------------------------

Mud          : Dreams
Code Base    : Envy
Telnet       : gamenet.worldnetoh.com 3000 [206.183.31.5]
WWW          : http://dreams.gvi.net/
Description :

    Dreams is a friendly based mud created in the realm of
imagination. Many strange and wonderful things have changed
in this realm since the first day it went up over a year ago.
Many new things will be going into the code as soon as the
coders have a fair amount of time. Here are some things that
will be put into the code in the future:

 * Arena
 * Archer class
 * Sentient Equipment
 * Alloys in Equipment
 * Clans, halls, pk for those who choose to
 * Spell imbedded equipment
 * Mounts

and of course more spells and skills for all classes. So,
please come on by and try out this little nitch in the world
of Mudding.
```

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Mud             : Dreamscape
Code Base       : ROM 2.4
Telnet          : dreamscape.dfwmm.net 2424 [208.199.179.7]
WWW             : http://www.geocities.com/Area51/Vault/1688/dreams.html
Description :

    Dreamscape is a heavily modified ROM 2.4 based mud strongly
centered on role-playing.  We offer a large selection
of classes and races, each with their own unique traits and
abilities.  You can explore 200 mortal levels and a rapidly
growing world of unique areas.  If you are tired of the
run-of-the-mill hack 'n' slash, stock area, non role-playing
mud.  We got what you are looking for.  A unique experience
system allocates experience for various actions, such as:
brewing potions, scribing scrolls, healing other players,
and combat spells.  An extensive clan system, many unique
spells/skills, race morphs, and a unique code that offers
interaction and other special functions with rooms/objects/mobs
are just a few of the other attributes that you will enjoy.

Slip into a world where reality is limited only by the power
of your dreams.  Choose your host, but choose wisely, for
that will be your vessel to traverse the complex realm of
dreams.  Enter a world where you become your character and
live through his/her eyes.  Come, but be prepared, for the
wildest imagination always prevails in the realm of Dreamscape.

                    -------------------------------------------------

Mud             : Dreamshadow: The Legacy of Three
Code Base       : Lp
Telnet          : telmaron.com 3333 [204.180.173.1]
WWW             : http://www.cyberspace.org/~shepherd/legacy.html
Description :

    Choose your home, choose your time, choose your path...almost anything
is
possible within the universe of your Dreams! Join us and make a legend of
yourself, or just sit back and talk about making a legend of yourself.
Each
world has its own paths, its own races, its own rules, and they just wait
for
you to write history. Explore the stars, dabble in Magic or the shadowy
realm
of the Spirit.

    Dreamshadow: The Legacy of Three is a story you write as you go along.
We
provide the canvass, but our guests give it life. Come visit for a while,
but
bring a Dream.
```

```
                     --------------------------------------------
Mud           : Dreams of Anarchy
Code Base     : ROM 2.4
Telnet        : doamud.envy.com 3454 [207.105.6.129]
WWW           : http://www.alphalink.com.au/~tj/doa/
Description :

    Dreams of Anarchy is a new MUD originally based in Australia but
now running on an American Server. Many alterations have been made
to the base code including gambling, autoquesting, On Line Coding,
Over 40 new Areas attached, Hunting and tracking mobs and a host of
new spells and skills. Dreams of Anarchy also has several different
modes of play which allow different conditions to play. Chaos mode
allows pkilling anywhere at any time, whereas the much talked about
Anarchy mode, although seldom used has cataclysmic results.

                     --------------------------------------------
Mud           : Dublin Underground
Code Base     : Envy
Telnet        : 129.125.14.134 4000
WWW           : http://www.icce.rug.nl/dot/dublin.html
Description :

    Dublin Underground is currently being built and tested.
We aren't fully operational but it is up and running. When
we're completely ready to run we'll have a playerwipe.
Testers are welcome :)

Dot & Wild

                     --------------------------------------------
Mud           : DUMII
Code Base     : DUM
Telnet        : dum.ts.umu.se 2001
WWW           : http://www.ts.umu.se/~dum/index.html
Description :

    DUMII is different!

Good or bad? Judge for yourself.

Welcome!

(Oh btw, it's pure fantasy!)

                     --------------------------------------------
Mud           : Dune
Code Base     : LP-Mud
Telnet        : dune.servint.com 8888 [205.177.90.11]
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WWW          : None
Description :

    Dune mud is a fun, user friendly MUD based on Frank
Herbert's DUNE. As a player you travel from planet to
planet using the spacing guild to cross the distances
between planets. We have almost unlimited play capability,
meaning that it takes a LONG time before you get bored
here(at least thats the theory!). Dune is famous for its
user friendliness...Newbies are helped out quite a bit and
everyone(well almost everyone) is nice, friendly, and
courteous. We are an expanding mud, the machine we are
on runs on one of the fastest connections in the world.
The lag is little, the people are fun, the game is fun,
why not stop bye?

See you on Dune,
-Sauron

              ------------------------------------------------

Mud          : Dungeon of Souls
Code Base    : Smaug 1.02b
Telnet       : 206.28.207.130 4000
WWW          : None
Description :

    This is an all PKill mud, currently offering 2 new classes, Assassins,
and Paladins, with 2 more classes on the way, Werewolves, and Kinju's.
We offer storage rooms to store spare equipment in, and have 37 areas
to level and play in.  Stop on by for a taste of true pkilling.

              ------------------------------------------------

Mud          : Duris: Land of BloodLust
Code Base    : Diku
Telnet       : duris.org 6666 [199.177.127.66]
WWW          : http://www.duris.org/
Description :

    Duris: Land Of Bloodlust, is an off-shoot of the famous
Sojourn dikumud. Duris picks up where Sojourn left off, with
complex race wars and some of the most amazing mob A.I. around.
Duris features many races and many classes each carefully
balanced to be unique and different.  Duris now has well over
over 25,000 rooms, 151 zones and 15 home towns for the various
races to start.

    With one of the darker theams of any mud, Duris is meant for
the muture and advanced mudder who is ready for the next challenge
in mudding.  But be warned, Duris is NOT for those who want an
easy of time of it.  Duris is meant to challenge even the more
experienced mudder.  Now open and getting over 160+ per day!
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Mud          : Dutch Mountains
Code Base    : Merc 2.0
Telnet       : 129.125.14.130 4000
WWW          : http://www.icce.rug.nl/we/students/remmelt/dm.html
Description :

    Brought to you by the people who invented the acclaimed Anti-
Commercial!

Some new and weird features:

* Completely rewritten experience system so that you no longer have to
  worry about getting 0 exp for defeating a mob you have killed lots of
times.
* Death trap are redesigned; you don't instantly die anymore.
* Well balanced classes (thieves are no longer wimpy).
* We have added new classes, we have the following to offer:
  Warrior, cleric, mage, thief, paladin, antipaladin and psionicist.
* Corpse retrieval system to save your hassles. Of course, at a cost. :)
* Banks are available for those who are afraid of pickpockets.
* Arena system for those who like to bash each other's skull. Even
immortals
  can participate (they lose their wiz-powers in the Arena).
* New meaning of being drunk!! Being drunk still means you will be a
lousy
  fighter, but it helps you regenerate at a faster rate.
* Scan, Hunt, commands available.
* Buy Hp, mana and lots more at level 40
* A new 'note' system to save your energy.
* Many many little hidden things that make your life easier or more
exciting.
  See command 'changes' when you are in the game.
* Dutch channel for our Dutch-speaking players. :)
* Multi-playing has been removed.

   We Pamper Newbies

              ------------------------------------------------

Mud          : Dyre MUD
Code Base    : ROM 2.4 - Heavily Modified
Telnet       : bell.ce.utexas.edu 2222 [128.83.192.153]
WWW          : http://www.bga.com/~lefebn/index.htm
Description :

    Dyre MUD has waited a year for its release, and now the
struggle between the Houses and the Empire begins.  First,
we have made Dyre as newbie friendly as possible with all
commands and features available from a one-stop index.
Second, questions are encouraged by the Imps - we admit,
things are a bit different on Dyre.
```

Dyre has taken great care to allow a role-playing atmosphere
and also have a place where people could just socialize. The
Imps have been drawn from already well-established muds and
wanted to a place where players have more of a say. Here's
some of what Dyre offers:

Color, Artifacts and Relics, Necromancer Class, Class-Restricted
Equipment, Dual Wield, Pkill-Legal Rooms, Quests for Mobiles,
Emperor/Automated/Hero Quests, Guardian Mobs, New Races (Houses),
Mounts, Clan Leaders, Brewing Potions and Scribing scrolls,
Last Name for Players, Bounty Hunters (Contract), New Socials
(totaling to 296), Deathtrap rooms, Bladethirst Weapons,
Teleport Rooms, Full Help Indexes, and Ships.

o===o
                        Muds Beginning With: E
o===o

Mud   : Earthmud
Code Base   : Tmi-2 0.9
Telnet   : earthmud.org 2222 [194.229.18.27]
WWW   : http://www.earthmud.org/
Description :

    Earthmud is one of the oldest MudOS muds. It was founded
in november 1992 and has been developing since. Past, present,
future and fantasy themes are available, interconnected
through the central theme of Douglas Adams 'Hitchhikers
guide to the Galaxy' theme.

Mud   : Ebon Mists
Code Base   : CircleMud 3.0
Telnet   : ebonmists.cloudnet.com 8888 [199.199.220.253]
WWW   : http://ebonmists.cloudnet.com/~mud/
Description :

    Ebon Mists is a MUD which has been in development for over
a year and recently opened officially to the general public.
It boasts many innovative features which set it apart from
the rest of the MUDs out there:

Races: Human, Elf, Dragatta, Kenku, Dwarf, Centaur, Drow,
       Lizardman, Alaghi and Thri-Kreen.

Each race has its own attribute modifiers and special
powers such as a Drow's ability to invoke darkness at will
or a Thri-Kreen's ability to create throwing wedges from
it's own saliva.

An advanced class system including remorting. Classes to

choose from are: Warrior, Mage, Monk, Cleric, Thief, Bard,
Druid, Ranger, Knight, Samurai and Psionicist.

Skills advance through training and use, and sometimes
you will have to go out and find a mob to teach you a
certain skill.

Intelligent Mobs: They group together, heal each other,
call for help -- Just a few examples. Gives a whole new
challenge to fighting.

Mud   : Eclipse of Fate
Code Base   : circle
Telnet   : 207.140.30.49 7777
WWW   : http://www.argy.com/eclipse/
Description :

   Ready for excitement? Want a new world to adventure in?
Want to customize your character any way you want? Come to
Eclipse of Fate where new and amazing things are happening.

   We offer a 16 races and an unbelievble 1000 levels! There
are no classes, but instead you may join any guild you choose.
Our zones are completely new. You won't see Midgaard here.
Instead come adventure in Moonhaven, or the Hills of Arn Argrahm.
Interested?

-=-
                    eclipse.argy.com 7777
-=-

Destiny - I guarantee the mud will impress you and it continues
to improve. As always if you are looking for a building or
immortal position contact me at destiny@voyager.net; I can
always use new competent energetic immortals who are interested
in joining our team effort. We even have a mailing list to keep
you up to date.

Tink - Shhhh, don't tell everyone. :)

Mud   : The Edge of Darkness
Code Base   : Diku
Telnet   : edge.uccs.edu 2001 [128.198.65.19]
WWW   : http://edge.uccs.edu/
Description :

   Warriors have walked this way before. Followed the same dim, twisted
paths
beneath the bitter gleam of a distant crescent moon. Hunched shivering
beside

the same knotted and rusting trees with their impossible limbs and deep,
arthritic roots, writhing half-buried in the shallow, ashen soil. They
have
listened grimly to the same ancient and half-familiar sorrow in the harsh
symphony of the wolves. They have tried to dull their terror with the
empty
promise of a sunrise on the far side of this clouded dusk. It is a lie
which
goes unheard by the raving heartbeat, the heaving lungs, the trembling
flush
of hackles at the base of the skull. The howling grows deep and lonely
against
the wide, upturned basin of the sky and there is something among the
trees.
Something with the heavy, uneven limp of a crippled giant and the deep
cough
of a wounded grizzly. Something older than the forest, with smoldering
twilight eyes and the ruined voice of an avalanche booming down the
mountain.
It is unseen, hulking, thick with hate. A black mass, a shadow, a thick-
shouldered silhouette. Something...dark.

Mud   : Edge of Time
Code Base   : EnvyMud2.0
Telnet   : cal005202.student.utwente.nl 6666 [130.89.221.152]
WWW   : http://130.89.221.152/eot.html
Description :

   The story behind Edge of Time is too big to fit in here, so we invite
you
to have a look at our website, or of course logon to the mud, and read
the
story there. Here I'll describe part of EoT's history so far:

Edge of Time was created by a few people who all played at a mud they
liked,
but thought was too big to enjoy much longer. They decided to make their
own
mud, so searched for the right code-base to make a not-too-big and social
one.
What they found was an EnvyMud. They added ansi-color, On-Line Creation,
Inter
Mud Communication and a great deal of other things. Now, after several
months
of coding, EoT is ready for new players.

They have a building site where areas are made online. If you are
interested
in building, feel free to drop by and leave them a note with your e-mail
address and a little story about what kind of area you want to make.

```
Mud            : Eldorado
Code Base      : Rom 2.4
Telnet         : eldorado.mudservices.com 9000 [205.147.201.215]
WWW            : None
Description :

    The Land of Eldorado is a kewl place to visit for a bit, for
your escape from reality. We are young mud and very friendly
to visitors. We believe strongly in the idea a mud should be
fun above all else!

Eldorado is a medival realm based on the theme of the Goddess
Cultura. New things are being added each day and will continue
to be added as we fine tweak this realm to perfection! Come join us!

               ------------------------------------------------

Mud            : Electric Dreams
Code Base      : Rom2
Telnet         : dreams.iceworld.org 4000 [199.199.16.75]
WWW            : http://dreams.iceworld.org/
Description :

    Three Worlds! Nine Races!  One purpose...

Lithdor: a world of vast deserts, as cruel and hard as the
people who inhabit them.

Nenkemen:  a world of raging seas and wonderful treasures
locked in the watery depths.

Maegmenel: a world forged in battle and bent on conquest,
where only the strong and the quick survive.

Great features and an excellent storyline combine to
provide hours of challenge.  Hundreds of areas to visit,
friendly (but mostly invisible) imms, and helpful players
always willing to answer questions.

Coming soon -- Dream Code;  who knows what terrors come
beyond the veil of sleep?

               ------------------------------------------------

Mud            : Elephant Mud
Code Base      : TMI/Nightmare.II base, running on MudOS
Telnet         : elephant.org 4444 [194.70.126.10]
WWW            : http://www.elephant.org/~maa/
Description :

    Elephant Mud is some 4 years old now, and is based in London, England.
It was started by a couple of students who were unhappy with the lag
that UK players often experienced when connecting to the USA. We have
```

a permanent user base of between one and two thousand players, with several
hundred deleted on each idle player purge. The mud is heavily themed in a
fantasy medieaval environment, with Orcs, Elves, Dwarves and the like
fighting to preserve (or bring down) the last vestiges of civilization on
the continent; namely the town of Drakenwood and its neighbours. We
have a fair number of available races, and offer 8 classes that people can
play. Naturally, each race has its own distinct preferences and specialities,
giving them advantages in certain professions, although some of the most
powerful characters are those that have somehow become a Noble in unusual
class/race combinations....We also allow multi classing at higher levels,
and have a hierachy of Nobles from 25th upwards. Player killing is legal
on Elephant Mud. Or at least it is from an Admin point of view. The Town
Council disagree however, and so although you may happily PK, your fellow
players are organised to deal with those who do so indiscriminately. Admin
will, though, deal with persistent PKers, who are only doing so to cause
grief to others. The Mud is an eternally growing and changing place, and
new comers are always welcome. Who knows, you may just decide to stay.

```
Mud          : Elveszett Vilag
Code Base    : LPMud
Telnet       : dezso.westel.hu 6666 [193.224.154.101]
WWW          : http://www.westel.hu/~mudadm/
Description  :
```

   This is the first hungarian languague MUD. Over 3000
characters, more than 20 quests, 12 races, 6 classes
(ranger, mage, cleric, fighter, outlaw, shaman). Play
together with 40-50 another character (hungarian!!) on
a fast server and good mudlib. Some fantasy required..:)

```
Mud          : Elysian Fields
Code Base    : Heavily Modified ROM2.4b4
Telnet       : wintermute.echo-on.net 7505 [205.206.80.10]
WWW          : None
Description  :
```

   Elysian Fields, an extremly new mud which is currently
looking for beta test players to help shape the mud
and have a hand in creating it's final form.

We offer multiple new races and classes, each with it's
own unique features, such at a 100% hand to hand monk
class. And new classes / races are being added almost
daily! We also allow player killing to all guilded
players, currently there are five guilds a player can
join.

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Mud           : Embraced
Code Base     : Circle30bpl11
Telnet        : embrace.cs.plu.edu 6969 [152.117.6.70]
WWW           : None
Description :

    The administrators of Embraced seek to create a world that
is both challenging as well as rewarding for the dedicated
player. We offer a rather unique twist to the run-of-the-mill
multiclassing system, with a wide array of classes from which
to choose from (3 classes per char). We currently have a staff
of knowledgable and capable immortals who are working hard to
create an exciting playing environment. With 70 mortal levels
to progress through, players are faced with a great deal of
opportunity for advancement. Current classes include Warrior,
Cleric, Mage, Rogue, Invoker, Druid, Barbarian (and coming up
soon: Monk, Scout, & Paladin!) The eventual goal of our areas
team is to design a multi-planar scheme wherein players may
travel through many worlds, exploring places like the sandy
deserts of Dune to the vile pits of Ghenna, as well as every-
thing in between. A clan-like system of the Religious Pantheon
is also in place at Embraced. Each character has the option to
pledge his/her service to a deity (each of whom has a specific
ethos and area of control). We are currently in BetaTest
stage and are on the lookout for competent builders, as well
as players to test things out and most importantly, have fun!

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Mud           : Emerald MUD
Code Base     : Nightmare/Emerald LPMud v3.2E
Telnet        : hemlock.unl.edu 5000 [129.93.12.61]
WWW           : http://www.wolfenet.com/~kriton/Emerald/
Description :

   Emerald MUD is still up and coming.  The major project
holding back our opening date is the new player Government
System, which will allow players to build and manage their
own cities and then form armies to take them over (unless
control can be negotiated for through RPing).  Once this
system is done and more starting cities are added, Emerald
MUD will officially open.  Until then:  PLAY AT YOUR OWN
RISK.  Chances are, you'll be bored stiff and want to leave.
But PLEASE, come check us out when everything gets put into
place.  It should rock =)

    If you're familiar with the Wheel of Time books, and want
to help recreate the Wheel of Time world, feel free to mail
me at kriton@wolfenet.com.

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Mud          : Empire
Code Base    : Diku
Telnet       : einstein.physics.drexel.edu 4000 [144.118.44.120]
WWW          : http://www.mcs.drexel.edu/~ujkimmel/mud/empire.html
Description :

    Having been around over 3 years, Empire is quite unique.
Featuring a multi-continental world with 5 cities, this
mud has grown rather large over the last year. You will
always hear legends of exciting zones from the bards
and veteran players. Empire employs a zone docking system
to allow fast speed even with a huge (7000 rooms +) and
growing world with all unique zones. Though we try to be as
geared towards role play as we can, we also realise combat
is an essential and fun part of mudding. As such, we allow
PK with minor rules (You need to stay on for awhile after a
PK) and multiple characters (2 at a time). No rules against
bots or clients.

    Empires features include a unique introduction system,
semi-AI mobs, multiple coin type, ranged spells, spell
components, realistic travel, climate, and professional imms
who know exactly what it is like to be mortal. And, of
course the free boat rides :).

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Mud          : Endless Nameless
Code Base    : ROM 2.4 / EN 0.99
Telnet       : mserv1.wizvax.net 4301 [199.181.141.2]
WWW          : http://pendor.mit.edu/endless/
Description :

    Endless Nameless (EN) is a heavily modified MUD. We have been
up for a little over a year and have spend the time adding a lot of
cool features such as:

 * Online Area Building. Available for trusted mortals and immortals.
 * Ranger and Psionicist classes.
 * Eight new player races.
 * A large world. More than 12000 rooms, 5000 mobiles and 4000 objects.
 * We have a sophisticated religious system. If you are faithful, the
rewards
   are great and you may get a clergy to run.
 * We run a lot of quests. Another way to build your characters strengths

    We aim for putting a consistent medieval fantasy world together, with
many
different planes, monsters, plots and hidden treasures...a large world
for
your imagination to run wild in...

              ------------------------------------------------
```

```
Mud          : Enertopia
Code Base    : Circle 3.0
Telnet       : enertopia.com 4000 [206.126.33.150]
WWW          : http://www.cyberenet.net/~scarlett/Enertopia/
Description :

    Enertopia has been in operation for nearly a year now. In that time
we've coded more than 23 custom zones, added races and classes. We have
more than 90 spells available.

We run on a heavily modified Circle 3.0, our players rave about the ANSI
color we've used and say the interface is beautifully done. Whether
you're
a new player or an old vetran we like to think we have something to offer
everyone. We are also looking for zone creators- if you have the creative
bug in you come talk to us. See you online!

            ------------------------------------------------


Mud          : Enkil's Life
Code Base    : Lima 1.0a5 on MudOS v22.1b4
Telnet       : ashpool.com 4020 [206.229.212.11]
WWW          : None
Description :

    Enkil's life is looking for immortals who would like a
chance to code on new and completely open mud... we are
still very much in the formative stages and not open to the
public at this time. There is ample opportunity for those
who show the dedication and effort to become part of the
administration of the mud. No LPC experience is necessary
to become a creator. Our theme is mainly oriented on RP'ing
and realism without as much emphasis on magic although magic
will remain very much a part of Enkil's Life.

So if your looking to create a world of your own and want
a say in how your mud is shaped come to Enkil's world and
mail Enkil and let him know you want to join the team.

Good luck and good gaming
Flint

            ------------------------------------------------


Mud          : EnsiMud
Code Base    : Circle2.0
Telnet       : oldensbull.imag.fr 4000 [192.33.175.8]
WWW          : None
Description :

    EnsiMud is located at the ENSIMAG school in Grenoble, France.
It's a bilingual MUD where you can choose the language you
want to get messages... in (French or English). 13 classes
```

have been implemented and 9 races. It's a multi-thematic
mud where both medieval and futuristic worlds are available,
for your enjoyment. Around 100 areas are loaded, and a
wilderness system is being implemented. Our player base is
mainly European/French durint day-time (GMT) and Americans
durint nights (GMT). Features includes OLC (On Line Building),
OLM (On Line MobQuest), IMC (InterMud Communication)...

For your pleasure ensiMud is up 24h/day 7days/week :-))

Mud   : The Enslaved
Code Base   : Millennium
Telnet   : enslaver.com 4000 [207.91.189.129]
WWW   : http://www.enslaver.com/mud/
Description :

    Awesome mud, lots of experienced players from around the world
play here. Based on Merc 2.1 and ROM 2.4, full customized, immortal
positions available. If you like the mud tell a friend, hey its free!

Mud   : Enuph Mud
Code Base   : Circle 3.0
Telnet   : cassiopia.aye.net 5000 [206.185.8.8]
WWW   : None
Description :

    Welcome to Enuph Mud, the mud of generation X'ers!
We are a circle 3.0 based mud, but with much more than
the standard code. Experience our 10 races and 9 classes,
including (psi's, druids, monks, paladins, anti-pals)!
Up to 60 levels of happiness to explore, and if that's not
enough try our wonderful 3 new remort classes after that.
Avatar, Vampyre, and Werewolf

Of course we have the usually friendly immorts who are as
addicted to this society as you are. If you have any
questions, or would like to be considered for a building
position contact Walker at stulahnd@acs.eku.edu

Mud   : Eodon
Code Base   : LPC/MTM rewritten mudlib based on TMI 2.12
Telnet   : 131.174.124.32 5555
WWW   : http://rood.sci.kun.nl:5550/
Description :

    In Eodon you encounter a strange balance between good and evil.
Enter the Underworld to discover what an insane Lord can do or
walk through the heavenly land of the Gods, Coronnan, where you

can find peace and relax before you rush out into Pindiro, the
village where it all began. At the moment, creators are still
building in the various domains and new creators are still
welcome. The real opening of Eodon for players is planned for
february 1996, but if you can't wait... just check it out right
NOW!!!

Mud   : EQ:The Quest Continues
Code Base   : TinyMUX version 1.2 #1 [2/22/96]
Telnet   : roc.clawpaw.com 9999 [199.242.179.3]
WWW   : http://www.clawpaw.com/elfquest/
Description :

    EQ: The Quest Continues MUSH is just that, a MUSH based off the Pini's
wonderful world (all rights reserved) . This MUSH (our own of course) was
done with the labor of love as all Elfquest related sites and homepages
seem to share. This site had earlier problems when it was located on the
buddy.ludd machine and suddenly vanished. Well after months of
reconstruction
and heartfelt hope the MUSH is finally open and only now have the doors
been opened. Gliders are barely a race since the fall of Blue Mountain,
their lord vanishing the way she did. Another Lord now controls the
rubble
the few survivors now call home. Wavedancers (from the new series) are
but
babes in comparison of what they will be, and of course Wolfriders
outnumber
any other elf class. Roleplay and merriment are there for all for in this
beloved land of magical elves and betraying Troll ... amongst it all is
one
who will fly the Palace again.... for this.. has not yet taken place...
and will it?

Mud   : Eradicated Worlds
Code Base   : AberMud
Telnet   : odie.et.fnt.hvu.nl 6715 [145.89.82.30]
WWW   : http://jon.et.fnt.hvu.nl/users/mud/
Description :

    Come and join us on Eradicated Worlds. Chat with people, kill some
mobiles and joke around, basically: come and have a good time. Our Mud
offers you some of the same areas as any other aber as well as new and
challenging areas. We are always open to welcome you. See you there!

Mud   : Eternal
Code Base   : CircleMUD
Telnet   : smith.syr.edu 4000 [128.230.31.20]
WWW   : http://borogove.syr.edu/new/eternal/

Description :

   'A tiny spark flickered in the blankness, casting light upon
a face. With a gentle twisting, circular gesture, the spark was
cast outward. The radiance of fire brightened the void, warming
the onlookers. Smiling with accomplishment, one being turned to
another. A deep roar began in the distance, as billowing white
clouds tumbled over each other, darkening the sky. Eyes glinting
with an unspoken challenge, a watery figure drew up from the
great expanse of ocean, followed by legions of waves, and crashed
upon the rocks at the base of the tall cliff, causing it to
shudder. Standing at the top, a brown shape clad in green smiled
brightly, and the rumbling continued, as rocks and trees shook
with a force from deep within the earth. A cry was heard above
the growling of nature, which abruptly ceased with a jolt. A
small figure crumpled to the ground, then gingerly regained its
footing, glancing about furtively. The world was silent as the
powerful elements gathered around the greatest of creations. At a
slim six feet tall, the young Aelfin gazed curiously at the
shapes as they patted the long sunrise-colored hair and traced
the pointed ears. Suddenly the world seemed unimpressive next to
this spiritual creation, brimming with life and intelligence.'

Mud   : Eternal Chaos II
Code Base   : ROM 2.3
Telnet   : mud.mind.net 9000
WWW   : http://mud.mind.net/
Description :

   The reincarnation of Eternal Chaos, Eternal Chaos II, is a
completely different mud than the norm.

   Some features include:

* Modified Character Creation
* Optional P-Kill
* IMC (Inter-Mud Communication)
* Configurable ANSI Color Support
* Several new areas
* and most important:
* A VERY Friendly atmosphere.

   Mud Implementors: Takhus & Tohlan.

   Come check us out, and see for yourself what makes us one of
the best Muds on the net.

Mud   : The Eternal City
Code Base   : coldC
Telnet   : worlds-apart.com 6730 [199.170.88.10]

```
WWW           : http://www.worlds-apart.com/
Description :

    The Eternal City takes a leap above traditional on-line role-playing
fare, by offering a world with fully developed political, economic, and
military simulations, all from a first-person role-playing perspective.
Not only will you be able to lead the simple life of a craftsman, or the
exciting life of a mercenary hero, but with nearly total control over the
environment--you will make and enforce your own laws, struggle with one
another for political supremacy, even lead armies into the field.

If you can imagine it, you can do it in The Eternal City!

              -----------------------------------------------

Mud           : Eternal Darkness
Code Base     : circle 3.1
Telnet        : centcon.com 8000 [207.178.128.18]
WWW           : None
Description :

    Eternal Darkness offers an extensive skill and
and guild system.  This mud allows players to
divert from the classical classes you will find
on the typical mud to 30 different guilds.  This
allows players to experience over 450 different
skills and spells for a very unique experience.

    The mud has several unique features to it.
This mud also has unique items that cast spells and
do other afflections to make for anotherdimension
to the quest for better equipment.  Also E.D. has
a heal room with a friendly healer to keep you playing
not sleeping.  It has an extensive clan system that
allows players to build clan cities for their members.
A optional pkill system for those that want and don't
want to be pkillers.

Come and play Eternal Darkness for a very unique
experience in mudding.

              -----------------------------------------------

Mud           : Eternal Dreamscape
Code Base     : Highly modified Envy2
Telnet        : 206.67.78.250 5000
WWW           : None
Description :

They say that dreams are the doorway to elightenment and happiness..

             You'll soon find out they were wrong.

Welcome to the home of Eternal Dreamscape, where your dreams come true..
```

even the ones that frighten you. Being what it may, the Ed world is a dangerous place, as all who have ventured there will attest. So sharpen your sword, and your wits, because it's time for the nightmare to begin...

```
Mud           : The Eternal Empire
Code Base     : CircleMUD 3.x
Telnet        : empire.revealed.net 9999 [205.243.76.36]
WWW           : http://empire.revealed.net/
Description   :
```

   If your looking for a high powered unlimited leveling mud with a unique spell system and unique classes look no further come to the ETERNAL EMPIRE. Where chaos rules. A constant struggle between clans and bragging rights.

```
Mud           : Eternal Fantasy MUD
Code Base     : Rom2.4
Telnet        : gemini.neca.com 4000 [205.246.42.10]
WWW           : None
Description   :
```

    Come to the world of your Eternal Fantasy! Come to the world of the Mareisi, where the Marenian empire threatens to take over the entire world. You can fight for or against the Empire, or simply take advantage of the political confusion and stay neutral. You could join the Imperial Armed Forces or the Imperial Navy, join one of the mercenary groups like the Red Badgers of Iyre, lead your tribe of Valori plainsmen against the great Imperial swine, or secretly belong to the infamous assassins guild, the
Sanguine Brotherhood. Eternal Fantasy has it all: good vs. evil, secret organizations, mystery, intrigue, religion, politics and much, much more!

```
Mud           : Eternal Flames
Code Base     : Rom 2.4
Telnet        : mud.op.net 5000 [206.84.208.11]
WWW           : None
Description   :
```

   This mud was formerly a WoT mud and was converted back to standard rom. We are always coding and will continue to do so. This mud is fairly new but does have a few heros. It is friendly and gives away free newbie newbie packs at recall. Of coure we have all the stock area's but have many others and have builders working on new original area so we will have more to come. We have automatic questing and some new areana code. All in all it is very playable and

not hard to get into. Hope to see you there.

Wolfgang

Mud   : Eternal Twilight
Code Base   : ROM 2.3
Telnet   : phish.crown.net 9000 [204.179.112.68]
WWW   : http://isis.infinet.com/eternal/
Description :

   Eternal Twilight is a constantly changing and highly customized mud of
the ROM 2.3 variety that has been up and running for about 2 years now.
It has a friendly social atmosphere but at the same time it has plenty
of bone crunching skills and flesh frying spells to keep the most die
hard of mudders content. Some of the features you can expect to see
on ET are:

 - A guild system for expanding your character's abilities
 - New Classes including Ranger, Paladin, and Elementalist
 - New Skills such as Track, Super Healing, and Hand to Hand
 - New Spells such as Permanance, Stone Feet, and Time Stop
 - Fully customizable colour and A built in Alias system
 - A banking system that allows you to play the stock market
 - An unlimited level system! Take you character to level 100 and beyond.
 - Most importantly friendly players and a kind and curteous staff of
imms.

Mud   : Eternity
Code Base   : Circle3.0
Telnet   : 24.108.3.254 8000
WWW   : http://members.tripod.com/~Bellman/home.html
Description :

    In the realms of MUD's, another-YES-another mud erects.
Eternity. This NEW mud offers a wide range of new things.
Some of these include:

 * 115 levels--110 mortal levels
                5 god levels
 * Brew, Scribe, Forge commands.
 * AFK command.
 * An implementor that is online on a regular basis.
 * A great Wizlist, which make the MUD a great environment.

-Races will be added soon, as well as classes.

-Mouchie-

```
Mud           : Eternity's Trials
Code Base     : ROM
Telnet        : mud.moonlight.net 9000 [206.104.224.16]
WWW           : http://mud.moonlight.net/~mud/et.htm
Description :

    Eternity's Trials is an established ROM 2.4b mud that has been heavily
modified for your enjoyment.

It features several new and exciting ways to keep you always on your
toes,
and always having fun.  Some of these Cool New Features include:

 * Total Pkill. Choose to be in a clan or to be a loner from creation.
 * Get instant help on clans to choose from!
 * A very fun, friendly and experienced immortal staff!
 * Nightly quests for all players!
 * A LOT of color, all configurable!
 * Intermud chat. Interact with players on other muds!
 * A banking system!
 * 8 classes, 13 races to choose from!
 * Instant help for newbies!

    ...and thats only the beginning. You want to have fun on the 'net?
This is
the place to go. Come check us out!

               -------------------------------------------

Mud           : Eudaemonia
Code Base     : CircleMud3.0bp11
Telnet        : mud.kuntrynet.com 4000 [207.40.85.13]
WWW           : http://mud.kuntrynet.com/~wart/mud/
Description :

    Eudaemonia is a world in which you can escape reality
and the burden it holds.  It is run by a group of imps,
wizards, and god that are really involved in role-playing,
quests, and virtual REALness.  Stress the real.  Eudaemonia
has evolved greatly to include vampires, clans, multi-classing,
and class switching, and some quests.  We are still actively
searching for steady and trustworthy imps to administer
quests, make worlds, and help out newbies.

               -------------------------------------------

Mud           : Europa MUD II
Code Base     : Circle 3.0
Telnet        : www.rlj-consulting.com 4000 [207.229.147.6]
WWW           : http://www.rlj.net/~europa/index.html
Description :

    Europa MUD is no more, we are now Europa MUD II!  We have
upgraded the code, the system, and the internet link.  We are
```

new and improved. The new classes are in, the multi system
is in, and the mud is balanced and rocking! We still have
europa, standard, and doom mud type areas plus new ones that
have just been added! New gods, new faces, a new start, as
well as old familiar and friendly faces. Come check us out!

-R.W. Europa MUD II Administrator

Mud   : Everdark
Code Base   : lpmud
Telnet   : kanga.net-connect.net 3000 [204.181.38.55]
WWW   : None
Description :

   Everdark features:

 * 8 guilds: Fighter, Mage, Cleric, Rogue, Illusionist,
   Undead, Druid, and Tracker - Lycanthrope and Bard
   guilds are in the works.
 * An excellent level/stat advancement system:
   19 levels, 6 completely customizable stats
 * 13 challenging mental- and physical-based quests with
   new ones in development at all times
 * A complex nobility that offers advancement past simple
   level increases that has been developed for more than 3
   years since the mud started
 * An optional playerkilling system for those interested
 * A core group of dedicated and hard-working wizards that
   concentrate on quality, meaning extraordinairily thorough
   levels of detail
 * Much, much, more! (Did you expect me to leave that out?)

Mud   : Exodus
Code Base   : DIKU derived
Telnet   : mischief.com 9000 [205.180.171.53]
WWW   : None
Description :

   Exodus is the next generation of Diku-based roleplaying
games. Technically, you will not find a more diverse
selection of skills, spells, & songs anywhere. Socially, the
immortals and players are eager to help any neophytes to the
realms.

   Immerse yourself in our world: more than 60 original areas
melded together in a climactically stable world, with a
staff of builders constantly working to expand it. Choose
a profession unique from all others, and journey around the
world by foot, boat, transport, or magical means.   Interact
with intelligent, computer-controlled mobiles, and engage in

land, sea, or mounted combat with them should the need arise.
Exodus also has a fully-developed player guild creation and
guild war system, an online building system allowing players
to build clanhalls, stores, castles, and homes!

    Exodus also has an intelligent arena with spectator stands,
a full enabled player-killing and justice/jail system,
player run courts, fully customizable ansi color, and more!

Mud   : Eyeball
Code Base   : Merc atm, Will be Smaug
Telnet   : phobos.cimtek.com 4444 [198.69.137.50]
WWW   : http://www.crazack.demon.co.uk/
Description :

    This mud is going through a rebirth, new theme, history,
code base. Builders are very welcome, there is an application
form on the pages for new builders to fill out, after reading
the rest of the pages. The actual building will begin in
late december, but new builders need a little training before
they can start. We are shooting for late spring, early summer
as the grand opening.

o===o
                     Muds Beginning With: F
o===o

Mud   : FalconMUD
Code Base   : Rom2.4
Telnet   : falcon.sonic.net 9000 [199.4.118.18]
WWW   : None
Description :

    FalconMUD is a full Player Killing mud, with a medieval
theme. We are 51 levels. We have a pretty cool guild system
where players can create guilds online. Newbies have pk
protection until level 15. We have 9 classes, and 6 races.
More classes will be added soon, when we have the skills &
spells to support them. Other features include : specific
hit locations while fighting, equipment storage lockers,
banks, cool drag (drag objects), wordwrap, secret clans &
classes (clan & class hiding), more stuff I can't remeber
right now.. :)

Hope to see you there!

Mud   : Fallout
Code Base   : Circle

```
Telnet       : fallout.mudservices.com 2222 [205.147.201.177]
WWW          : None
Description :

    Are you searching for a new home, one without
censorship, one without a bunch of Imm meddling and
flexing? Are you sick of the old fantasy hack and slash?
Do you want something different, something that rocks?
Then come checkout Fallout! Fallout is a new mud
currently in beta. It's a mud with guns, cool mobs
stolen from TV and movies, it's a mud with attitude.
We arn't politically correct and we like it. You wanna
be part of building a new class of interactive adventure
then come help us test Fallout. Players that complete
the full playtest period will be rewarded when we hit
production. Hope to see you, if not, we don't care!

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Mud          : Fantasy Realms
Code Base    : Rom 2.4
Telnet       : athena.asms.state.k12.al.us 3000 [199.20.31.3]
WWW          : http://athena.asms.state.k12.al.us/~fantasy/
Description :

    Fantasy Realms focuses on the creation of a new tradition of
characters, skills and clans.  It is a fight for your life
when your only friend is your worst enemy as you crawl down
the dark forests and get drawn into seductions by people
with motives that are not like your own.  Join the fantasy
and the adventure.  Join Fantasy Realms.

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Mud          : Farside MUD
Code Base    : Merc
Telnet       : farside.i1.net 3000 [207.230.32.21]
WWW          : http://farside.i1.net/
Description :

    This is a mud where people like to have fun. From Gods to
mortals, everyone is friendly.* No Pkilling ** 1000 Mortal
levels ** and lots of FUN!   *The best way for you to
experience Farside, is to join. So click the link below...
and get ready for the time of your life!

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Mud          : Fate of Kingdoms
Code Base    : Rom2.4
Telnet       : fate.mudservices.com 4000 [205.147.235.178]
WWW          : http://www.fate.mudservices.com/
Description :
```

Welcome to the interesting world of Fate, a different kind of mud. We're
there to have fun, and player participation is welcome. In our kingdom/guild
system, players themselves chooses their own fate--including staging a mutiny
to depose their ruler. We have interesting new spells and skills, and more
coming every day. Including on our objective to create a new branch
of Rom2.4. Pk allowed and a fun group so come by and check us out!

Mud   : FieryMud
Code Base   : Copper DikuMud I
Telnet   : fierymud.org 4000 [163.246.96.103]
WWW   : http://www.fierymud.org/
Description :

    FieryMud has been around for a number of years now and
is proud to feature all original areas for its players'
enjoyment. We welcome new and experienced players alike,
but attempt to cater to the more seasoned veterans.
Drop by and see if we intrigue you enough to stay!

Mud   : Fifth Coming
Code Base   : CircleMUD
Telnet   : vincent.ludd.luth.se 4000 [130.240.16.50]
WWW   : None
Description :

    The code is very extended but we still lack some
zones until it will be really enjoyable to play here.

Any playtesters and builders are very welcome.
/Berzerk

Mud   : The Final Challenge
Code Base   : Merc, heavily modified
Telnet   : mud.primenet.com 4000
WWW   : http://www.primenet.com/~madman/tfc.html
Description :

    The Final Challenge seeks to offer a complete role playing
experience to mudders of all levels. We currently have over
70 areas on our mud, more than half TFC originals where you
can test your skills. We have 10 races, languages, 7 classes,
multiclassing, a god-follower system, allow PK's, and have a
lot more surprises... Come check us out and see if you are
up to the Challenge...

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Mud            : FinalFrontier
Code Base      : LPMud Amylaar 3.2.1
Telnet         : FinalFrontier.mud.de 7600 [141.44.22.50]
WWW            : http://FinalFrontier.mud.de/
Description :

    FinalFrontier is the first science fiction MUD in german
language. There are a few and growing planet systems to
explore. You can play as onpressing Akaardianer, brave
Rihannsu, intelligent Paksi, as J'naii-thief or normal
human. Finally you may travel the known universe as a
Traveller or create new worlds in space as a Q.


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Mud            : Final Realms
Code Base      : FRlib
Telnet         : fr.nrk.no 4001 [160.68.118.42]
WWW            : http://fr.nrk.no/fr/
Description :

    An incarnation of my own design...

    This Mud offers 8 different races and many different classes to choose
from
from.  Players are helpful and the Builders are nice and fair... but
if they don't do their work we kick them out.


                    --------------------------------------------------

Mud            : The Fires of Heaven
Code Base      : DIKU--ROM 2.4
Telnet         : heaven.idmp.com 4000 [208.199.216.228]
WWW            : http://www.io.com/~sionnach/mud/foh.html
Description :

    The Fires of Heaven is a roleplay-oriented, newbie-
friendly DIKU MUD running ROM 2.4. We are based on
Robert Jordan's Wheel of Time series, and offer three
WoT based races to choose from, as well as separate
character nationalities by race. We offer the standard four
classes and are in the process of implementing 2 more.
We currently have 3 original WoT areas and are opening a
builder port and olc for prospective area creators. We have
fourteen different guilds, each with their own original guild
spells and skills, and guild eq. Our code is stable (and has
great ANSI colour) and is only down for periodic reboots, and our
machine is a dedicated SUN server with 4 accounts on it total.
There is virtually no lag, and there is no rent or character
creation validation system. We have some open immortal positions.
Now is the perfect time to become involved with the Fires of Heaven,
```

as we need and encourage new players to assist us in expanding and
creating a fun, politic-free environment.

Mud   : First Light
Code Base   : LPmud on Phoenix Mudlib
Telnet   : fl.physik.uni-giessen.de 3000 [134.176.139.60]
WWW   : http://sicp.physik.uni-giessen.de/FirstLight/
Description :

    Hundred of years ago on the small silicon wafer called First Light the
town
of Saltor has been devasted in the long wizards' war. Now the immortal
heirs of
of Saltor. A perfect place for an adventurer to gain honour and fame ...

    First Light (est. 1992) runs on our completly new developed Phoenix
Mudlib
pioneering many features for players and wizards alike. As a wizard it is
still
possible to perticipate significantly our friendly small team. Try our
web
pages.

Mud   : FluffMUCK
Code Base   : MUCK
Telnet   : fluff.thewhat.net 8888 [207.100.79.65]
WWW   : http://www.thewhat.net/fluffmuck/
Description :

    Fluff is a full-featured, quotaless MUCK of moderate size. Recommended
for newcomers to furry mucks, it is friendly but not overwhelming (avg.
40
- 70 connected nightly) and welcomes roleplayers and socializers alike.

The overall theme is furry (anthropomorphic characters) with tech and
toon
aspects. The existing layout offers a wide variety of public and
residence
areas, including downtown (dining, lodging, nightclubs), underground,
oceanside, wilderness, and Outer Space (there are no public 'adult'
areas). Amusement areas, TinyPlots and specialty roleplaying are also
available. Extensive program library.

Mud   : Fool's Domain
Code Base   : circle 3 patchlevel 11
Telnet   : 199.120.88.10 4000
WWW   : None
Description :

Fool's Domain is a brand new mud looking for players.
Right now, we're stock, but tomorrow we wont be. We're
adding races, and more classes--the 'Fool' class being one
of our original ones. We don't use a theme, because all our
builders have such interesting ideas we want to try all of
them! Come see the Land of Tarot. Come visit Heaven. Wander
the jungles of the wookie villiage. :)

Player-testers: Come visit us. Your opinions will always
count with us. The immortals here are helpful and friendly,
determined to provide a good time if it kills ya. :)

Mud   : Forbidden Lands
Code Base   : Modified Diku
Telnet   : centcon.com 5000
WWW   : http://www.centcon.com/~flmud/
Description :

   "...It was foretold in the Chronicles of Qod, a millenia or more ago
in the Second War of Shadoe. The ascension of Agog, the Epoch of
Transformation, and the redirection of mortality...

   The last vestiges of the imperial wars, with Ryadel's failed
attempt, and the concurrent fall of Thalos left the great powers
scattered
and bathed the lands yet tamed once again into shadow. At this crucial
juncture did the Herald of Walutzu appear to Incubus, proclaiming the
new order, and the city of Korflu rose in its course, forever scarred,
but blessed with great resources.

   From this city rise the great adventurers, the legend-makers of
Keilar. Born of a kindred spirit, they journey out and tame the wild
places, and what was once forgotten has been rediscovered. These are
the heroes of the Forbidden Lands!"

Mud   : Forest
Code Base   : EW-too
Telnet   : realm.progsoc.uts.edu.au 3000 [138.25.6.30]
WWW   : http://realm.progsoc.uts.edu.au/forest/
Description :

   Hidden deep within the digital bitstream, there is a place
known only as Forest. It is surrounded by the fog of the
complex modern world, and unless you are shown by a friend,
it is hard to find. You can even pass through this place
and forget that it was there. It is a retreat from reality
that allows you to regain your soul and begin again from
a firm foundation. Explore the realm of Forest: An alternate
reality in a beautiful setting; a symbol of hope: something

that cannot be expressed, only experienced.

Mud   : Forest's Edge
Code Base   : Custom (C++, event driven, OLE/OLC)
Telnet   : forestsedge.com 23 [204.91.31.105]
WWW   : None
Description :

    Forest's Edge is a fantasy MUD stressing realism in the context
of trolls and dragons. Roleplaying is required and a valid
email address is required to create an account though the
process is automated and thus only involves the delay associated
with email.

 * All areas are original
 * Reagent based magic system
 * Multiple items treated correctly
 * Hierarchical skill system
 * Trees to climb, bookcases to push, graves to dig
 * No rent/pets save
 * Vt100/Ansi support
 * Automated Auction
 * Introduction system
 * Very detailed - Armor degenerates, lanterns require oil,
   apples contain cores, glass shatters, etc.

Mud   : Forgotten Realms
Code Base   : Smaug
Telnet   : mud.coolnet.net 4000 [204.255.189.45]
WWW   : None
Description :

    Forgotten Realms is a realm of might and fighting where vampires,
mages,
warriors, druids, thieves, clerics, rangers, and augurers can duel with
each other and various monsters. Forgotten Realms is a game where
anything
can happen.

Mud   : Forgotten Solitude
Code Base   : EnvyMud v2.0
Telnet   : mud.blink.net 5000 [207.3.233.1]
WWW   : http://www.blink.net/~paco/fs.html
Description :

    As Thalos prospered, so did Midgaard. The suddenly
Thalos collapsed, and fell into ruin. Everyone knew it was
inevitable that it would happen to Midgaard. Midgaard was

destroyed, and is now back in in all it's glory, but what
about Solitude? The quest is out to find Solitude, and to
make claim on it, and to see it prosper once again, as did
Midgaard.

We're a nice, semi-stable EnvyMud, with MythranMUD ties, and
are constantly adding new stuff. New races, new classes,
new features. We are one of the most rapidly evolving MUDs
based on MythranMUD, including immunities, vulnerabilities,
and other new features, soon to be fully implemented. And new
with our new theme, players can own a piece of Solitude city,
their own clan hall, their own home, anything.

Mud   : Forsaken Realms
Code Base   : Circlemud 3.0bpl11
Telnet   : drewl.v-wave.com 4000 [24.108.3.254]
WWW   : http://drewl.v-wave.com/frealms/index.html
Description :

    Submerse yourself in the world of Forsaken Realms; one of the most
dynamic
MUDs available. We feature friendly Imps, heavily modified code, an ever-
changing world, a NEW continent accessed by two deep-sea ships, and a
host
of other great features too long to list. New cities feature *great*
descriptions - each with it's own unique blend of culture and history to
add a sense of actually being there, and living the fantasy. Come and
explore our unique world.

Mud   : FoxMUD
Code Base   : Merc (mostly rewritten)
Telnet   : fox.interedge.co.uk 4848 [206.104.9.100]
WWW   : http://annex.com/foxmud/
Description :

    Are you tired of logging in and seeing Midgaard temple?
Are you looking for a mud with friendly players and wizards
who listen to them, creating an ideal environment for play?
FoxMUD, is your answer. A work-in-progress for more than
three years, the code has been stablized and added to,
boasting many popular features, and many more that cannot be
found elsewhere. All areas are originally written by those
who have advanced high enough to do so. Besides being able
to play untill all of your characters multiclasses are at
maximum level, you may then opt to become an immortal or
play on as a lord.   In conclusion, if you want to see what
a real mud should be, you should come and visit FoxMUD.

```
Mud          : Fractured Realms
Code Base    : Smaug 1.02a
Telnet       : mud.getnet.com 25000 [207.254.2.38]
WWW          : http://www2.getnet.com/fracrealms/
Description :

    Fractured Realms has undergone a code change.  We are now
Smaug.  The difficulty is higher, the rewards better, the
challenge incredible.  If you are a serious MUDder who is
looking for some serious fun, this is your place.

We are also looking for semi-experienced builders, mainly
offline, but some online positions are still available.  Come
check us out.

              ------------------------------------------------

Mud          : FranDUMII
Code Base    : DUM
Telnet       : mousson.enst.fr 2001
WWW          : http://autan.enst.fr/~frandum/index.html
Description :

    The emptiest mud ever!!

    Low on fighting, quests galore,
a huge medieval world to explore,
amazing deeds to be done...
If you manage to avoid hens
(some are quite nasty beasts, with a big pointy beak...)

              ------------------------------------------------

Mud          : FreeMUD
Code Base    : SMAUG
Telnet       : mud.jlc.net 4000 [199.201.159.7]
WWW          : http://www.mud.jlc.net/
Description :

Welcome to FreeMUD!

This mud has a 'Forgotten Realms' look and feel to it.
It is currently lightly based on 'The Woods Out Back'
written by R. A. Salvatore.

Unlike other 'hack and slash' muds, FreeMUD has a
developing player run, political system. You don't
have to go around killing things to earn money to
survive. You can obtain employment and residency in
one of the main cities or the rural surroundings.

A day to day job isn't for you? Go on quests to vanquish
evil (or good) in this mysterious realm.
```

As our player base develops, so does our style and feel.
Start playing FreeMUD now and you may obtain a leading
position in our environment as we progress.

Mud   : FrenzyMUCK
Code Base   : TinyMuck 2.2 FB 5.5
Telnet   : medsys.med.wayne.edu 9999 [146.9.3.62]
WWW   : http://medsys.med.wayne.edu/~frenzy/
Description :

    FrenzyMUCK is a wild, zany place where chaos rules
and there is no direct theme. We're pretty darned loose,
in fact, for one particular reason. We let the _players_
decide what to do! If you want to create an orange-and-
pickle castle with pimply-faced trojan guards, go
right ahead! In fact, we _encourge_ building! So,
if you like a place that's bustling with non-directed
energy, where you can do almost anything you want,
check out FrenzyMUCK!

Mud   : Frontiers
Code Base   : None
Telnet   : linux2.cms.shu.ac.uk 9999 [143.52.51.70]
WWW   : http://www.uni-corn.demon.co.uk/index.htm
Description :

    Frontiers is a professionally run, free MUD talker system
developed from scratch without benefit of a code base. We
are now open 24 hours, 7 days, and are reasonably stable.
As we near the completion of beta test, we are looking for
contributions from users. Hard coded (C++) features, areas,
quests, or simply ideas are all welcomed, as are new features
for our WWW site. Visit our website for an overview of
the game and how we will be implementing features. Creation
of an all-new website is underway.

In addition to a general chatting area, and accompanying
'town' features, we will also be coding adventuring areas
which will be user-extendable and fully featured. Presently,
we can offer a friendly welcome and a useful talker area.

Mud   : FurryMUCK
Code Base   : MUCK 2.2fb5.4whateverRevar'suptonow
Telnet   : furry.org 8888
WWW   : http://www.furry.com/
Description :

    A social/role-playing MUD themed around anthropomorphics; Furry

is the largest and longest standing MUCK on the Internet to date (note
MUCK, not overall MU*). With a database well over the 160,000 item mark,
and
a regular nightly showing of 325+ players, it's an active social
environment.
The theme is centered around the roleplay of Anthropomorphics (characters
combining animal and human traits such as werewolves; also 'funny
animals',
toons, etc.) but all who play with respect are welcome.

Mud   : FuskerMud
Code Base   : Diku Gamma(0.0)
Telnet   : alice.ibmpcug.co.uk 4000 [192.68.174.69]
WWW   : http://odin.cmp.ilstu.edu/~ishu/fusker.html
Description :

    FuskerMud is maybe the friendliest mud around, and we're
trying to make it better every day. We strive for getting
the world unique to this mud, but today we still have the well known
midgaard. FuskerMud is a very social mud, with a relaxed atmosphere.

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                         Muds Beginning With: G
o===o

Mud   : The Garbage Dump BBS
Code Base   : C and VB
Telnet   : dump.com 23 [204.134.96.2]
WWW   : http://www.dump.com/
Description :

        THe GaRBaGe DuMP BBS

You must be 18 or older to play here.
Although, there is no pornography.

What's available-
Major Mud, Tele-Arena, TradeWars 200, Lunatix
Swords of Chaos, Cross Wordz, Zbots!, Online
Trivia, Chess, Backgammon, Klondike Solitaire,
and much more!!!!

Although this is a pay system, there is a FREE
30 day trial available!

Play right from the web page with a Java Compatible
browser. ----------MUST SEE! CHECK US OUT!

```
Mud          : GarouMUSH
Code Base    : MUSH
Telnet       : proemail.com 7000 [208.131.128.11]
WWW          : http://www.proemail.com/GarouMUSH/
Description  :

    The first of the White Wolf MU*s to focus on Werewolf:
The Apocalypse, Garou has always emphasized responsive,
cooperative roleplaying with an emphasis on good writing
and clear communication. Players are screened through a
registration process, and character growth and development
come through roleplay.

A complex world with lively GMs, focussing on story rather
than individual characters. Please visit as a guest to find
out more about the game and the application process.

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Mud          : Gate
Code Base    : Gate v1.1
Telnet       : gate.tyler.net 3000 [205.218.118.53]
WWW          : http://www.jriver.com/~tom/
Description  :

    Gate is a mud formed loosely on Batmud, Zombiemud, and
Retroactive. It runs it's own highly optimized lib on a
Sparc 4. It is similar to an LPmud, and is connected to the
I3. Gate will support 175+ players at one time with no local
lag. Gate is located within Canada.

    Gate offers players one of the most diverse mud
experiences. Features include: huge 3d outworld with a
mapping feature builtin, player Castles to store equipment, a
customizable race system, playerkilling within certain
limits, a working economy, flexible guild structure,
quests, and many other features soon to come such as ships,
mounts, and families.

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Mud          : GateWay
Code Base    : LP
Telnet       : timewaster.infoblvd.net 6969 [149.84.128.9]
WWW          : http://lima.mudlib.org/~gateway/
Description  :

    GateWay is back from a long hiatus with new admin
at a brand new site!  We've been working hard to
ready for everyone.  And since we're almost done,
we're ready to welcome new and returning players!

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Mud           : Gateway to the Realms of Karnos
Code Base     : Silly
Telnet        : karnos.tradeweb.net 2000 [206.228.208.144]
WWW           : None
Description :

    Attention all adventurers!!  Hordes of monsters have invaded
the peacefull town of Kishar in the Realms of Karnos.  The
mayor of Kishar and his staff seek hardy eligible adventurers
who wish to fill their days and nights with blood-soaked
battle-raged fury.  They will be paid handsomely for their
efforts and possibly be rewarded in ways beyond their
imaginations.  For those of you who wish to tone down the
bloodshed and such, the mayor welcomes you too.  Afterall,
when the monsters are driven from Kishar the warriors will need
clerics and thieves(well maybe not thieves) to help them
recover.  All adventurers are welcome and if you are so
inclined, an adventure awaits your undertaking.

    Gateway to the Realms of Karnos has 10+ races, 10 classes
and numerous multiclass combinations that are well balanced.
We are an average to moderate mud on the difficulty scale
and we have a friendly group of immortals to help you become
familiar with our world.  Customizable ANSI color, Talking
Mobiles, Quests, Avatarhood, and over 300 skills/spells make
us a very robust mud.  Please come and join us.  You will
not regret it.

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Mud           : The Gathering
Code Base     : Gatherer
Telnet        : tg.spods.dcs.kcl.ac.uk 5000 [137.73.8.13]
WWW           : http://tg.spods.dcs.kcl.ac.uk/
Description :

    The Gathering is a fun and exciting talker, where you can meet and
chat
to people from all over the world.  It has a simple to use interface and
the
help system is even available via the webpage so you can find out all
about
the system before you log on.

    It is also unique in that it doesn't have any SuperUsers, the users
themselves decide who they want to allow on with a unique democratic vote
system.

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Mud           : The Gathering MUD
Code Base     : Circle 3.0
Telnet        : saturn.netusa1.net 4000 [205.139.170.11]
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WWW         : http://saturn.netusa1.net/~mud/
Description :

    The Gathering is a mud based on Circle 3.0 patch 9 that features all
original areas, except Midgaard (which we kept so everyone could have
SOME
common ground) and the Mage's tower (which we kept because it's my
favorite
area (: ). Being added to every day, the gathering has player- killing
areas
and arenas for those that wish to participate in those activities.

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Mud         : Gathering of the Mystics
Code Base   : Smaug
Telnet      : GOMystics.com 9000 [205.147.235.150]
WWW         : http://GOMystics.com/
Description :

    The year is Circa -450 DR.  At this time Dragons ruled the
largest forests, always having to drive our Elves from their
land.  In the forests edge live beasts such as orcs, goblins,
sabrelion, gnolls, and yuan-ti.  Deeper in the forest lands
in the open groves live the likes of pixies and slaadi.
Humans are in control most of the open land, with only a
few towns in the forests and at the water's edge.  Small
villages of halfling, dwarves, centaur, and githyanki
scatter the maps.  Some on occasion catch a glimpse of a
titan, shadow, or avian. From the depths of hell monsters
such as heucuva, vampires, and satyr appear destroying
villages and setting the forests afire. From the chaos and
impending danger the citizens of the realm were faced with
each and every day came the Mystics, bringing order to the
land.  This order can be held up only for so long, already
clans are being formed of those wishing to destroy the
others.  Those of elvish beings continually attacking the
chromatic dragons wishing to regain control of the land,
leaving the generally peaceful gem and metallic dragons be.
Only time will tell what the fates will bring upon the Gathering.

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Mud         : GenericMUD
Code Base   : DikuMUD
Telnet      : mud.futureone.com 4000 [137.82.67.8]
WWW         : None
Description :

    Generic Mud is one of the oldest muds on the internet,
continually running for over 6 years now.  We offer a massive
world, with 2 different time era universes, and a enourmous
astral plane.  50 player levels, 13 classes and 12 Races
allow the players to chose thier own level of challenge
```

and excitement.   We run quests on a dialy basis, and have
some of the most challenging areas anywhere. Areas like
Hell and The Barony which are famous for thier sheer terror
excitement.   This is no chat mud, the play is fast and
furious.

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Mud   : Genesis
Code Base   : Modified LPMud
Telnet   : spica3.cs.chalmers.se 3011
WWW   : None
Description :

    Genesis is the original LPMud, though little remains of the
stuff from the early days. The emphasis of the mud is to be a
challenging game. It is one of the largest LPMuds and also
one of the most popular ones. We have a queue system for players
that comes into action when the game is full. Wizardhood is by
application. We are always happy if skilled coders and
storytellers want to join us.

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Mud   : GENOCIDE
Code Base   : ROM2.3 (modified to the teeth)
Telnet   : genocide.vol.com 5000 [209.42.128.17]
WWW   : None
Description :

    Genocide has a unique story and several additions over standard
ROM. The story is based on a unique hybrid of technology meets magic...

In our new T3 home, lag will never be a problem...

 * 200 mortal levels
 * 2 new races (each unique, with special abilities)
 * 10 player classes
 * class restriction based on race
 * around 200 spells/skills
 * home towns (w/ race prejudice)
 * color code
 * mob programs that actually do something
 * teleporter code
 * lots of special mobs
 * OLC with lots of modifications (for would-be builders)
 * graphiti code, 44 wear locations
 * LOTS LOTS more, i wont even attempt to list it.

Please come by and check out the NEW --GENOCIDE-- ...and prepare
to be hooked.

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Mud          : Genocide
Code Base    : customized LPish driver, custom lib
Telnet       : genocide.shsu.edu 2222
WWW          : http://www.shsu.edu:80/~genlpc/
Description :

   Genocide is a competitive head-to-head wargame.  There are no
"monsters"
to fight. Players engage in wars (both solo and team) to gain rank.
Probably
one of the most unique "muds" on the Internet, and definitely the most
popular of the genre that it started.

              ------------------------------------------------

Mud          : GIZMO
Code Base    : Diku Based
Telnet       : gizmo.camalott.com 6969 [208.203.140.6]
WWW          : http://www.imcom.com/~red/gizmo/gizmo.htm
Description :

   A great mud that allows multi-playing or special perks for
solo players with a great original rank system and 50
levels!, several races, HUGE world, and a GREAT administration...
a very FUN and friendly MUD, come check it out, you will not be
dissapointed!

              ------------------------------------------------

Mud          : The Glass Dragon
Code Base    : Merc 2.2
Telnet       : dragon.ods.com 4000 [160.86.75.129]
WWW          : None
Description :

   A social, hack and slash, rp with 105 levels to immortality.
Recommended for new and old mudders, everyone is welcome.
Guilds are encouraged and are totally player driven.

Statistics;

 * Areas - 123
 * Rooms - 8542
 * Shops - 168
 * Mobiles - 8542
 * Classes - Mage, Cleric, Thief, Warrior, Barbarian, Paladin
             Ranger, Assasin, Healer, Burgalar

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Mud          : GLEAM Mud
Code Base    : Rom 2.4
Telnet       : mud.gslink.com 1234 [205.157.143.12]
WWW          : http://www.geocities.com/TimesSquare/Alley/2528/
```

Description :

    GLEAM Mud (GreeBo & Cthulhu's EXCELLENT Adventure Mud):
A MUD based on pure, unadulterated weirdness. We promote
fun, oddity, rarity and down right stupidity. We tolerate
everyone from the criminally-freaky to the legally-goofy.

'If you've seen it on Simpsons it can be done HERE!'
applies to all we do, and the way in which we treat our
fellow mudders. We encourage you to pop in and admire the
wild ascii artwork (by: GreeBo), and marvel at our
ludicrously well implemented coding done by our main man,
Cthulhu!

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 _____
| G L E A M   M U D ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! !|
|                                                     |
| Where the words: 'Heck NO! Its TOO Tacky!'  are |
| almost COMPLETELY unheard of.  Come over to the |
| DARK SIDE!  You *KNOW* you want to.  EVERYBODY's|
| doing it.  Try it.. you'll LIIIIIKE it...      |
'-------------------------------------------------'
```

Mud   : GODMud
Code Base   : Circle
Telnet   : godmud.belgonet.be 4000 [194.137.63.10]
WWW   : None
Description :

    In GODMud you play a character(s) which have been
transported into the future from an ancient past.
A large amount of the technology in the future has been
lost, but things are changing. The robot manufacturing
plant is still in operation, some areas are in good (safe)
condition. There are many dangerous areas though.
The world has become more unstable as a mysterious
satellite appears to be opening interdimensional space,
and unleashing new dangers!

Come and play GODMud :-)
Where your character never gets deleted.

Mud   : God Wars
Code Base   : Merc-Diku
Telnet   : www.gwdev.com 4000 [38.225.252.2]
WWW   : http://www.flnet.com/~mud/
Description :

    This is a player kill based mud, and is designed to be player
kill. If you are scared of dying this is not the mud to play.
When you first enter you are a mortal, and you cannot be killed.

When you feel you are strong enough to enter the realm of pkill,
you can train avatar and join the fun! There are unique classes
that have extensive attributes and abilities. Classes in now
are vampires, werewolves, and mages. Coming soon are ninjas,
monks, and demons. These are NOT your ordinary classes. They
must be seen to be appreciated. There are many clans and you
can always be assured of a good fight. This is one mud where
skill and knowledge is more important than which player has the
best eq or most hit points. If you have yet to experience a
REAL player kill mud you don't know what you are missing. Play
GoD WaRs and enter a new world!

Mud   : Grok: The Earth You Never Knew
Code Base   : NiMUD
Telnet   : grok.envy.com 8000 [207.105.6.129]
WWW   : http://www.main.com/~sommer/grok/
Description :

   A deranged interdimensional traveller who fancied himself
a world leader, used the knowledge he had acquired over time
to create a world over which he himself coudl rule. His
vision, however, was rather twisted (as is the vision of
most demented interdimensional travellers) and so this world
of his came out different than he expected. Timelines were
ignored, and both history and mythos met in ways never
imagined. The result is:

Grok: The Earth You Never Knew

Come explore the worlds we have now, and possible help create
new ones. Grok is a NiMUD that's been under scrutinous development
since February of 1995, and is now making the final push for
building and playtesting before opening to the public in the
late Spring of 1997. Help make or recreate history like YOU
want to at Grok: The Earth You Never Knew

Mud   : Ground Zero
Code Base   : Modified ROM
Telnet   : empire.revealed.net 6666 [205.243.76.36]
WWW   : http://www.monmouth.com/~mmortensen/gz/
Description :

   Ground Zero is the only mud of its kind. Once you enter
the game, you are placed on a grid of at least 25x25 rooms.
For every 15 players, another 5x5 rooms are added. Scattered
on the grid are weapons, armor, tanks, and other goodies.
There are two objectives to the game:

 1) Kill anyone or anything not on your team. There is
    a possibility of up to four teams.

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     Kill the other team's players, the guardian that
     protects their headquarters, and the droids that
     are assembled by the other team.

  2) Nuclear Domination! Get down to the third level,
     locate General Pataki, and destroy his deadly
     guards! If you can do this, and press the nuclear
     device that you must get two halves to the keycard
     to start, you will destroy everyone in the game,
     and get dozens of kills to brag about.

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Mud          : Granite: New Hampshire by Night
Code Base    : TinyMUSH 2.2.3
Telnet       : titan.neca.com 2005 [205.246.42.23]
WWW          : http://www.fred.net/keaeris/granite/
Description :
```

   Granite is set in New Hampshire. The current year is 2005
and Vermont, New Hampshire, and Maine, have created a veritable
separate, and wealthy nation. The population has grown to 2.5
million as people leave the rest of the US for jobs and a
chance to get their piece of the American Dream. The rich get
richer as the poor eek out a living in the mills and service
industries that support the influx of corporate activity.
Telling the good guys from the bad guys is not easy, even as
the state motto 'Live Free or Die' is scrawled in graffiti on
overpasses and disused billboards.

We are a writer's chronicle, encouraging collaborative fiction
among our players which we support through our mailing list.
This is an ambitious goal, requiring players who understand Consent
& Negotiation. We want fresh characters with well thought out
backgrounds for our game. Granite is Mortal friendly--and our
Chargen is set up so that anyone can log in, make a mortal and be
approved in short order. All supernatural characters are by application
only. Granite uses books and materials put out by the White Wolf
Game Studios.

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```
Mud          : The Great Hunt
Code Base    : Diku-Rom 2.3
Telnet       : wheel.imaginary.com 4000 [152.11.5.110]
WWW          : http://www2.cybernex.net/~barbiero/index.html
Description :
```

   The Great Hunt is based on the Wheel of Time series of books by
Robert Jordan. Rather than races, you choose what region of the
WOT universe you originate from. You enter the game in the city
of Baerlon, and should enjoy discovering all the other unique
WOT based areas including the Ways, the cities of Tear, Camlyn,
Shadar Logoth and many others. The Great Hunt is a player

killing MUD with a seven level limit.

Mud   : Greylands
Code Base   : Envy 2.2
Telnet   : bigfoot.link.lviv.ua 4000 [194.44.201.2]
WWW   : None
Description :

    Greylands MUD is just starting. Standard Envy 2.2 and
colors. We are looking for players, builders, and coders
to help us create a wonderful world.

    We are located in the Ukraine, so we are also looking for
players from Ukraine, Russia and other republics of the former
USSR.

Mud   : Grimne DikuMUD
Code Base   : DikuMUD
Telnet   : grimne.pvv.ntnu.no 4000 [129.241.210.228]
WWW   : http://www.pvv.ntnu.no/grimne/
Description :

    Grimne is the ultimate incarnation of a violent, hack-n-slash mud.
Filled with stat hungry, equipment hoarding players, blood and carnage
are all that matter. With a shaman that sells stats to higher level
characters, and a storage room in which items can be stored
indefinately for a small fee, there is an ongoing competetion as to
who is the 'best' in each class. Damage by each player can be
logged, and the more successful one is at inflicting punishment upon
mobs, the more one is respected. Experience, gold and equipment are
the ruling forces, and power is the ultimate reward. Newbies, however,
are not forgotten. An extensive newbie-guide is among the
equipment received upon character creation, including such basics
as how to talk and where to go. In addition, certain mobs will cast
beneficial spells upon low level characters, and there is a
newbie channel and a constantly updated list of 'newbie helpers'
to whom one can ask questions. If you wish to do away with all
of the fluff of some of the overdone muds and get right down
to the honesty of pure violence and greed, come to Grimne. You
won't be disappointed.

Mud   : Guardians of Miza'Har
Code Base   : Rom 24b4
Telnet   : guineapig.oneonta.edu 8888 [137.141.9.152]
WWW   : None
Description :

    The Guardians of Miza'Har is a roleplay mud with heavy emphasis

on player control. Clans are prevalent, and Lords rule over
entire sections of the three main continent. We have 99% original
areas, and are based on a post apocalyptic magical war. There are
no religions or gods here. Instead demigodlike creatures called
Guardians rule the world. They have their own agendas, and are
willing to do anything to accomplish their goals.

We have over 20 classes, and about 10 races, so the player
combinations are endless. New spells and skills daily.

THIS MUD IS IN BETA STAGE. TALK TO AN IMM IF YOU WOULD LIKE
TO BUILD OR TO CODE FOR US. WE ARE MAKING THIS MUD AS
REALISTIC AS A GAME CAN BE AND STILL BE FUN. :)

o===o
                        Muds Beginning With: H
o===o

Mud   : Hack n' Slash
Code Base   : Diku
Telnet   : beyond.malmo.lth.se 4000 [130.235.4.20]
WWW   : None
Description :

   Hack n' Slash mud is intended to be 'gamma-style' along the
lines of the long dead 'Eltanin' and 'Challenger' MUDs. There
are 30 mortal levels, with none of the massive hit point and
mana inflations you see in most of today's muds. Nearly all
the equipment is limited to one. Supplementing this is the
existance of random armors, which may or may not have magical
effects, thus making the detect magic spell actually useful.

Naturally, with the limited equipment, we completely expect that
there will be a healthy amount of player killing. We will not
restrict this, the players themselves are expected to police
the mud. Only in circumstances that players cannot reasonably
do this will the Gods interfere in any way.

Mud   : Hall Of Fame
Code Base   : LP Mud 3.2.319
Telnet   : hof.df.lth.se 2000 [194.47.252.38]
WWW   : http://lintilla2.df.lth.se/HoF/
Description :

   Hall of Fame is a re-creation of Genesis before the advent
of 3.0. It's a small, quaint little mud, with plenty of
room to grow. We just moved to a new dedicated server
and new driver, giving us little to no lag. Friendly
wizards and very active administration. We're up 24 hours
a day for your playing pleasure, and there are alot more

areas than meet the eye. Check us out!

Mud   : Harshlands
Code Base   : Diku
Telnet   : photobooks.com 1234 [130.207.133.27]
WWW   : http://www.photobooks.com/~harsh/
Description :

    Harshlands is a unique mud based on the HarnRPG world. Unlike
most diku muds we are not class-based,and we do not have experience
either. Instead we have anextensive skill system.The mud is
currently in a pre-alpha testing period, but we already have over
12.5k original, harn-related rooms andthe following attractions:
-Diversified religious system-Extensive skill system-Herbalism
-Alchemy-True magic system(under development)-Psionics(under
development)

Mud   : Haunted Lands
Code Base   : Rom 2.4b3 Modified
Telnet   : oden.hjampis.kiruna.se 1234 [193.45.226.10]
WWW   : http://www.hjampis.kiruna.se/~ewen/kindmud.html
Description :

    We have an extensive amount of new areas, all based on the AD&D
campaign world Forgotten Realms. We have automated quests. and quests
given by imms. Builders needed for level 50 and up areas, contact
any imm for information. This mud is was formerly Kindergarden MUD.

Mud   : The Haunted Pass
Code Base   : Merc 2.2
Telnet   : mud.ori.net 6666 [207.1.218.4]
WWW   : None
Description :

    The Haunted Pass is mud that is growing fast. We recently
moved sites to be able to hold the more people coming in all
the time. We have friendly immortals that are there to help
but we mainly like the players to adevnture on their own.
With 131 areas in the mud and all the areas with a directions
to show how to get there helps really helps adventuring.
We have stuff ranging from a fully automated quest mob to
aliases. If you are sick of the implementors that don't
care/ don't show up don't expect that here. Come check us out.

Mud   : Haven
Code Base   : NightmareIVr5

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Telnet        : softcon.com 4000 [206.66.101.210]
WWW           : http://www.ili.net/~duuk/
Description :

    Haven is a high-quality virtual role-playing environment
open to anyone ready to join.

The GodsWar is over, and the planet of Kailie is recovering
from the damage wreaked by feuding gods.  In the aftermath,
several races struggle to continue their lives in a world
of conflict.

From the noble Elves under the guidance of the Supreme God
Duuktsaryth to the bloodthirsty Drughkors, the inhabitants
of Kailie find a way to live in a world of destruction,
magic, and distrust.

Will you choose to wield magic spells with the skill of a
master as a Sprite, or become a member of the feared
Nosferatu race?

The choice is yours, should you enter the magical world of
Haven.  Kailie beckons...

            ------------------------------------------------

Mud           : Haven MUD
Code Base     : LP Rom Diku Silly Circle Haven
Telnet        : dwellinchaos.hip.berkeley.edu 6969 [136.152.95.211]
WWW           : http://dwellinchaos.hip.berkeley.edu/haven/
Description :

    Haven MUD is a world of puzzles and combat.  Few of
the online quests can be completed by shear force of
will. Those which can be won by sword alone are challenges
that no sane adventurer would face alone.

Haven MUD offers player initiated 'rebirth' (rerolling),
hidden skills and spells, secret guilds, guild wars.  The
skill system is 'classless'.  Effectiveness with a spell
or weapon is based on ones skills & attributes - not level.
The more powerfull races available to players are: DemiGods,
Drow and Vampires.  Haven MUD also runs a public OLC port
(1313).  The file format is close to Rom, and authors need
not write areas for Haven.  The administration of Haven MUD
does not believe in meddling in player affairs.  Player input
is always considered.

            ------------------------------------------------

Mud           : Heaven7
Code Base     : LPMud - Amylaar driver 3.2.1
Telnet        : shell.dialnet.net 6100 [206.65.248.2]
WWW           : None
```

Description :

  * Built in skills for fighter, thief, mage, cleric,
     paladin, ranger with MULTI-CLASSING in these skills
  * Fully integrated race system
  * Simple and user friendly saving party system
  * Not 20, 30, 40 or 100, but INFINITE level system.
  * Spells::area effect, spell immunities, magic resistance,
     casting times, spell components, and casting messages.
  * Ability to enchant magic items, scribe scrolls, brew potions
  * Searching, swimming, climbing, weather, day & night.
  * Player privledges at higher levels
  * 'Intelligent monsters' to fight
  * Inbuilt 'alias' & 'do' command (macro) system.
  * Saving Inventories (on a 'Quit', not 'quit')
  * Weapon immunities for monsters/players
  * Global channel system
  * Racial restrictions for classes/sub-classes
  * Advanced action commands similar to those boasted by LIMA
  * Global weapon mastery system
  * Intermud-3

Mud   : Heaven's Door MUCK
Code Base   : FB 5.43
Telnet   : peacedove.org 2212 [205.147.201.200]
WWW   : http://www.wam.umd.edu/~dove/
Description :

   You wake up on a staircase in the clouds. A bright
light becons you upward to a clear and sunny day.

Welcome to Heaven's Door.

   Many come to visit and most stay, saying that this
place is like no other they have tried before. It
is a place of calmness and serenity. A land where
silly and cute, mix with loving and caring. A place
where everyone becomes a part of the family and toys
can still make you grin from ear to ear.

   Come and visit. Take a chance. All you have to do
is walk through the door...

Mud   : Hellfire
Code Base   : LPMud 2.4.5 Compat
Telnet   : hellfire.org.au 6666 [203.63.221.205]
WWW   : http://hellfire.org.au/
Description :

   Hellfire is a fun new mud, with a more adult feeling.

It has a medieval theme with some modern twists.

Hellfire has a small player base at the moment, but we are hoping
it will improve with popularity soon, as those who do play there,
enjoy it immensely.

The mud is based in Australia, so if you're connecting from
overseas it may be quite slow, soon we are moving to a faster
server, so those days will soon be over. Please come and check
us out, we're very friendly, and the mud has a great atmosphere.

Mud   : Helliconia
Code Base   : Rom 2.4
Telnet   : mk.faho.rwth-aachen.de 9000 [134.130.57.99]
WWW   : http://mother.biolan.uni-koeln.de/Helliconia/index.html
Description :

         Helliconia is a real roleplaying mud.

Lots of features are added to the original rom2.4 code
eg towns/ships/triggers ..... Every player can be a member
of one of the 6 towns which are Codex,Chaos,Darkness,
Brightness,Mystery and Tristan. These towns are in war all
the time and every townmember has to defend his/her town.
If not his/her special town power can be lost.

The Towns:

Chaos: Dedicated to anarchy and freedom above all else
Codex: The keepers of the law
Brightness: The masters of all that was good and holy
Mystery: Dedicated to the study of the power of magic
Darkness: The evil ones who seek only power
Tristan: The haters of magic, dedicated to the old ways
            and trials by arms

Lots of adventures have to be solved ...

Mud   : Hell's Lake
Code Base   : Rot version 1.4
Telnet   : m21.sail.leon.k12.fl.us 6969 [205.223.221.21]
WWW   : None
Description :

   We have friendly imms who are always visible when
possible. We have 10+ races to choose from with more
being added. We Currently have 6 classes with four
more planed. We Have to tiers. When your reach hero status
you type reroll twice and get to choose from 6 new classes.

We also have a advanced clan system with clan spells and
clan items. We have 8+ coders so new stuff always goin in.
you can reach the mud admin at mud@m21.sail.leon.k12.fl.us
or reach me the head IMP at clayton@m21.sail.leon.k12.fl.us

Hurry Up and Get There while clans are still VERY cheep.
Quandre The Resident Head IMP

Mud   : Hemlock MUSH
Code Base   : MUSH
Telnet   : hemlock.unl.edu 1973 [129.93.12.61]
WWW   : http://hemlock.unl.edu/
Description :

   In the 21st century, a devastating plague has rendered the
human population almost extinct. Trial and error tests to
find a vaccine and cure for the plague have left a trail of
mutated forms, two of which have evolved into new races of
humanoids. Now, almost two centuries later in the year 2304,
after the three races had gone their separate ways; they have
made contact in the far reaches of space.

   Based on an original theme, Hemlock MUSH focuses on three
races of humanoids: humans, Colarin (Viking-like people),
and Ryushins (Evolved from ancient Japanese warriors). The
tensions are high, and the threat of galactic war is ever
present. Hemlock MUSH features a real-time, 3 dimensional,
space system, allowing trade, piracy, and combat. Hemlock
MUSH 1 was featured in the book Net Games (1). Now, this
round of Hemlock picks up almost a millenium before to
fill in the lost pieces of history.

Mud   : Heroes of Kore
Code Base   : Circlemud
Telnet   : kore.colo.neosoft.com 5000 [206.109.6.79]
WWW   : None
Description :

   Kore is a fun environment to play in. We're lenient on role-
play and are just out to have a good time. We work very hard
on the code and the world to make it exciting and new. We
have been up and running for about two years and have a brand
new dedicated machine on a T-3 backbone for minimal lag. Come
give it a try.

Mud   : Hero of the Lance II
Code Base   : ROM v2.3
Telnet   : icg.irdu.nus.sg 4040 [137.132.19.171]

```
WWW           : None
Description :

    A mud based losely on DragonLance with a lot of
features, including a total of over 16 classes,
each with unique ability, 10 races, 300 skills/spells.
Other than the normal mobprog, we also have additional
things like objprog, clans system, a specialise warzone
with tag team warfare.

    Mud located in Singapore and occassion lag is expected.
Has been running for over 2 years with a constant login
player at about 70 round the clock.

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Mud           : HexOnyx
Code Base   : circle
Telnet        : hexonyx.com 7777 [207.2.105.57]
WWW           : None
Description :

    Highly modified circle base.  This is a 6th generation mud.
It has been on many sites.  marble.bu.edu was the orgin.
There are 4 classes allowing multi-class.  There are 70
player levels and over 5000 rooms in 89 zones.  We have vampires
as well as werewolves.  Newbies welcome.

              ------------------------------------------------

Mud           : Hidden Grotto
Code Base   : Circle 3.0
Telnet        : unix.thegrotto.com 4000 [206.24.42.131]
WWW           : None
Description :

    Circlemud 3.0, 90% modified/original zones.
Full ansi color support and visually easy to seperate.
Full range of low to high level zones with multi level
interaction in each zone. level range 1 to 100.

Immortals online very often that can help with begining
mudders, however we do restrict god interference to pc's.
Team play coaxed, plenty of questor immorts online to
arrange group quests, and adventures.

Open minded Implimentors who will listento suggestions,
we want to improve the gameplay of the mud to it's fullest
extent:D

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Mud           : Hidden Worlds
Code Base   : Merc
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Telnet        : usa.net 4000 [192.156.196.1]
WWW           : None
Description :

    One hundred fifty years ago ...

    Nomads from the Great Eastern desert brought spices and slaves to the
Thalos Market.  Dwarven miners, rough and rude, sold precious stones
and drank the town dry of firebreathers.  Stone golems, created by
mages from the Tower of High Sorcery, stood sentry duty in watch
towers day and night.

    It was the morning of the 3rd day of Thunder in the Month of Shadows.
The Mayor of Midgaard (the great-grand-uncle of today's Mayor) arrived
at Thalos early in the morning to pay tribute at Thalos City Hall.
When he entered the Grand Gate, no guards challenged him.  He found
the streets and market places empty.  Spotting a nearby lamia, he
asked her about the residents.  Was there a festival today?  Perhaps
a grand religious ceremony in the Temple of Thalos?
The lamia didn't behave like a lamia.  Instead of answering him in the
helpful but stupid lamia manner, she produced a long, slim dagger
and stabbed the Mayor.  Other lamias, hearing the tumult, quickly
arrived and attacked the Mayor as well.  The Mayor was killed.
Now Thalos is an abandoned city.  Wild lamias roam the streets, killing
trespassers and sacrificing their bodies at the Temple of Thalos.  The
golems lost their responsiveness to command and watch eternally from
their ruined towers, as they have for fifty thousand nights since the
mysterious demolition of Thalos. Midgaard is next.

              ------------------------------------------------


Mud           : High Seas
Code Base     : Custom/Envy Derived
Telnet        : belegost.mit.edu 5555 [18.244.0.114]
WWW           : None
Description :

    High Seas offers a moderately challenging hack n slash
mud with a ton of new features/skills/spells/options,
including ship sailing, unique character setup allowing
for personalised class selection, specialized races,
and other such things. Room for advancement includes
unlimited remorting with gain for remorting, mud generated
quests to gain hero levels, 95 mortal levels, and areas
designed specifically for heroes.

Best described as an enjoyable mud with the depth and
features to please almost any mudder.
Opening 26th October 1996

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Mud           : HoloMOO
Code Base     : MOO
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Telnet      : holomoo.greenwing.com 1701 [204.107.81.130]
WWW         : None
Description :

    HoloMoo (Formerly Star Trek Moo) has been up for a year.
the timeline starts just after the discovery of the hostility
of the Dominion. Active orgs are Rihannsu, Ferengi, Klingon,
UFP, Maquis, Hellesport and several indi traders, etc) Space is
very large, rich and mainly unexplored. Space includes stars,
starsystems, nebula, starbases, etc. Ships have consoles for
Navigation,tactical, science, communications, damage, engineering
and viewscreens. Larger ships and bases have voice-activated
computers. Simulators are available for major ship classes so
characters can practice without getting killed. Guests have
access to simulators. The MOO is fully IC. OOC conversations,
are permitted but they are rare even between RL friends.

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Mud         : HoloMuck
Code Base   : mousemuck (daemonmuck derivative)
Telnet      : holo.rodents.montreal.qc.ca 5757 [132.206.78.1]
WWW         : http://www.bangornews.infi.net/~sjade/holomuck.html
Description :

    HoloMuck is a long-running muck running on a server derived from
daemonmuck source code, but heavily modified for the ease of use by the
average mu*er.  The muck began on February 11th, 1992, and has had a
long,
stable career since then.  Holo is comprised of a central city,
Tanstaafl,
whose theme is one of near future Earth.  Outside the borders of the
city,
the theme loses hold,  and concepts such as medieval realms, fantasy
lands,
regular space travel and other ideas hold sway.  The staff of Holo take
pride in the mu* environment they have created, and  make every attempt
to
make the mu*ing experience a pleasant one.  For any more information on
HoloMuck, please come on line and request a character.  Or you can
request
a character and get further information by checking the Web at primary
URL,
http://pobox.com/~sjade/holomuck.html, or at the other offical site,
http://www-personal.umich.edu/~estin/holo.  We hope to see you online
soon!

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Mud         : HoloMUD
Code Base   : HoloMUD v3.0
Telnet      : holo.lava.net 7777 [199.222.42.173]
WWW         : http://holo.lava.net/~amoeba/
Description :
```

HoloMUD version 3.0 is a fast-paced adventure. With over
10000 rooms and frequent quests, there's always something
to do. Imagine being on Sapphire Dragon Outpost, with a
holographic simulator machine at your beck and call - what
adventure will it be today? Will you bash your way through
Underworld, or perhaps a leisurely stroll through Dragons'
Rock? Come visit HoloMUD and experience the excitement and
the environment. We're newbie friendly, with lots of
addicts (*duck*) on daily to help answer questions, and
what not. There's a great immortal team with a lot of
good ideas to move HoloMUD even further into the lead as
one of the best MUDs on the Internet. Don't limit yourself
to a MUD laden with classes, or caught up in some role
playing scheme that has lost its novelty; HoloMUD gives you
the freedom and liberty to create a custom character, one
that will keep you wanting to come back for more! So stop
by today.

Mud   : Holy Mission
Code Base   : LpMud 0302@311
Telnet   : linux-1.idv.uni-linz.ac.at 2001 [140.78.40.62]
WWW   : None
Description :

    The original Holy Mission MUD! The Mud that started back
in January 1991 is still alive and kicking, now at its new
location. Come by and visit some of your old friends, or
stop in and make some new ones.

Mud   : Holy Mission II
Code Base   : lpmud 2.4.5
Telnet   : wildsau.idv.uni-linz.ac.at 2001 [140.78.40.25]
WWW   : None
Description :

    Holy Mission is a fantasy MUD based upon Forgotten Realms(tm)
You can choose from whittie (human, dwarf, high-elf,
halfling) and darkie (orc, troll, drow-elf) races which are
in permanent war (playerkilling is allowed only between
darkies and whitties). There are several classes (warrior,
thief, mage, cleric, barbarian, druid, abjurer) but you
can learn knowledge of other classes at higher level and
higher cost. Player is acting in zones which are connected
via overland represented by walkable ansi-colored moving
map (this feature can be turned off).

    Best thing you can do is to visit us. Have fun !

```
Mud          : Home Fires
Code Base    : IFORMS
Telnet       : kdcol.com 6906 [206.29.222.4]
WWW          : http://www.eoni.com/~mystique/Home/
Description :

   The talker of the 90's! Ansi color, new,
fun and innovative commands. See each
room of the Home on the web! Great
crowd. Come check us out!


             ---------------------------------------------


Mud          : Hyperborea
Code Base    : LPMud (Amylaar driver)
Telnet       : eclipse.sundial.net 2000
WWW          : None
Description :

   Hyperborea is a domain of adventure and fantasy.  There are
numerous realms to explore, monsters to vanquish and quests
to be embarked on.  The players are friendly and very social.
Hyperborea is small right now but is growing and sees new
lands and features often.



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                       Muds Beginning With: I
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Mud          : Iconoclast
Code Base    : Circle 3.0 (Customized)
Telnet       : seeker.hermesnet.net 7777 [205.177.6.2]
WWW          : http://www.hermesnet.net/icon/
Description :

   Iconoclast is an ALPHA stage Circle 3.0 derivative that meshes
the Cyberpunk/Gothic/Sci-Fi genres into a MUD. It is online 24/7
on a Sparc 10 w/ 96MB of RAM on a T-1.

   The Iconoclast world itself is completely original, as
are the majority of the concepts behind it. It is designed
to be realistic without being detrimental to play.
Roleplaying is supported, and encouraged, but not enforced.

   Iconoclast is currently in ALPHA development stage. If
you want to play a mud *right now*, it's not for you. If
you are a builder/coder/beta-tester, or just out looking
for something a bit unusual, drop by.


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Mud          : The Idea Exchange
Code Base    : MudOS v21.3/Foundation II
Telnet       : ie.imaginary.com 7890 [204.73.178.25]
WWW          : http://ie.imaginary.com:7885/
Description :

   The Idea Exchange is an LPMud dedicated to the exploration of LPC-
based
technologies.  Such exploration includes the teaching of LPC classes,
the development of LPC servers and libraries, as well as discussion
and development of protocols and applications for education, business,
and entertainment.

   LPC is an object oriented programming language resembling a cross of
C++ and Python.  It carries much of the power of the former with the
ease of use of the latter.  Its similarities to the C++ language
also serve to reduce the learning curve of the language.

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Mud          : IgorMud
Code Base    : DGD
Telnet       : igor.algonet.se 1701 [194.213.74.34]
WWW          : http://www.mtek.chalmers.se/%7Ez94bada/igor.html
Description :

   Igor is one of the oldest muds around and has withstood
the test of time.  Traditionally, the strongest emphasis
has been on social aspects; Igor offers customizable private
rooms and a wide variety of autoloading toys in the name
of creativity and fun.  Igor currently features five guilds
and a unlimited advancement system.  At higher levels,
players have the opportunity to build their own castles
and enjoy other hallmarks of their status.  Thousands of
users have enjoyed Igor over the years -- why not be next?

             -------------------------------------------

Mud          : Illusia: Quest for the Eternals
Code Base    : Graphical/Custom
Telnet       : Client Needed (Visit Homepage for details)
WWW          : http://www.illusia.com/
Description :

   Illusia is a multiplayer graphical world that will redefine
your idea of gaming on the Internet. With incredible 3D areas
to explore and hundreds of characters, both computer and
player-controlled, to interact with, Illusia: Quest for the
Eternals at last brings true commercial-quality computer
gaming to the Internet.

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Mud          : Illusionary Realms
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Code Base    : AberMUD/idirt v1.83
Telnet       : phantasia.phreebyrd.com 6715 [198.110.233.242]
WWW          : http://www.phreebyrd.com/~aberadm/
Description :

    Illusionary Realms is an iDiRT MUD, coded by Illusion and freely
distributable. IR (Illusionary Realms) is a MUD for players that
wish to have a relaxed atmosphere in which it is fun to explore
and meet new people. The object of the MUD is to gain 200,000
points to become a Wizard. Quests are also part of the system
but these are not required like on some MUDs. On IR, quests earn
players a new language.


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Mud          : Illusions Of Darkness
Code Base    : Rom 2.4b4
Telnet       : kiowa.wildstar.net 7777 [198.203.196.143]
WWW          : None
Description :

    A cool breeze blows across your face , and the mist at your feet
is think and heavy. The starts are shining bright and Both moons
are out. In front of you, you perceive an entity. A man walks out
of the forest, he is cloaked in black, and his hood comes down far
below his eyes. He turns and looks at you. The man lifts back his hood
revealing sharp silver eyes , they seem to lock you in a stare. You
body is numb and your appendages will not respond. The man walks
over to you and in his hand he holds a silver key. He says ' Iam am
Bane Lord ofi llusions'. and he gives you the key. Come to our realm
and live in our illusion. And with that, the image of Bane dissipates
into smoke. You are left there alone with only a ... key to another
realm.


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Mud          : Illusions of the Mind
Code Base    : Rom 2.4 (heavily modified)
Telnet       : illusions.tsa.net 9001 [208.132.2.6]
WWW          : http://kapow.loop.com/illusions/
Description :

    Illusions of the Mind is a heavily modified ROM 2.4 based MUD.
Illusions has a completley original theme-- the imps decided that
muds based on popular fantasy series were too restrictive--our
theme is constantly evolving which make for an exciting mudding
atmosphere. Illusions has many original coding features, as well
as many totally original areas to explore.

    In this world of Tibernas, we have elves, orcs, dwarves, humans,
serdaen (huge flyers) and cresnars (lizard-like humanoids), half-ogre,
half-elves and more. Come be a mage, druid, warrior, paladin, bard,
necromancer, cleric, thief, or barbarian. This is a role playing
environment which allows playerkilling.  Playerkilling is restricted
```

to a 6 level limit that is player enforced by the society of [JUSTICE].
Come, enjoy yourself and remember, this is all an Illusion!
P.S. If you are new to muds ask a [SAGE] member for advice..they
can be very helpful.

Mud   : ImagicaMUD
Code Base   : circle
Telnet   : imagica.rijnhaave.nl 4000 [194.151.56.23]
WWW   : http://imagica.rijnhaave.nl/
Description :

    ImagicaMUD is a cool mud with multiple races, multiple
classes and we are working on multiple hometowns.
Imagica is based on fantasy with some humor. You can
talk to monsters, some of them even talk back or ask you
to participate in one of the automated quests. Move around
the world on horses or by stage-coach which go from town
to town. Join one of the clans, buy your own house or
explore the world. Note: We are 100% midgaard free!!!
We are continuesly updating our world and code, so it's
never boring. Use some of the many skills and spells to
fight the monsters and gather equipment. Solve one of the
many puzzles by some levers, pull some chains and turn some
dials. This way gain access to many undiscovered parts of
Imagica. Try our homepage at http://imagica.rijnhaave.nl,
including a small tutorial how to start mudding.

We see you soon at the Imagica!!!
The Implementation Team,
Hero, Aragorn and Venice.

Mud   : ImbrisMUSH
Code Base   : TinyMUSH 2.0 v6
Telnet   : sun1.lrz-muenchen.de 6250
WWW   : http://www.student.informatik.th-
darmstadt.de/~ernie/Imbris/
Description :

    A German-language MUSH which tries to create an entirely new,
unique fantasy world as background, apart of the classical
fantasy schemes of Elves and Dwarves. Imbris is a world with
an exotic atmosphere, full of strange creatures, mystical
sorcery and cunning intrigues.

    Imbris is a roleplaying-oriented MUSH where players are
encouraged to add their creativity to the unique theme.

Mud   : Imperial Omega GizmoMud

```
Code Base    : Diku
Telnet       : Gizmo.camalott.com 6969 [208.203.140.6]
WWW          : None
Description :

   GizmoMud is a friendly mud that is limited to 4 multis.
It has 11 classes to choose from, and 10 immortal levels.
All characters under level 7 can simply type home to return
to town when they get lost.  We offer a wide range of clans
you may join if they accept you.  Quests are held monthly,
and we have many Immortals that regularly contribute new
coding and zones to keep things interesting. Only way to
know if its your home is to come explore.

                 ------------------------------------------------

Mud          : Imperial v.2
Code Base    : Highly modified Diku
Telnet       : Mandrake.cs.hut.fi 6969 [130.233.40.66]
WWW          : http://mandrake.cs.hut.fi/
Description :

   Imperial version 2 has been up for over 4 years.  It is one
of the most stable and diverse MUD's in the world, with over
80 original areas to explore and a huge original city.  Players
work together to progress up to level 50, where they have the
choice to become an immortal and help run the mud, or they may
begin to work on honor ranks.  There are seven honor ranks
and they provide long-term playability for the serious player.
It takes on average a year of playing to reach the 5th rank of Duke.
As of yet there are only a few people who have reached the highest
rank, Emperor.

Imperial is a friendly place to start for new players.  We have
helpful immortals and ranked players that take new players under
their wing.  Imperial has a meta system to improve your charaters
statistics and an auction system to find just the right gear
for him.  Dragons are often seen in the air above the capital
city of Kial-Qwyn.  Sometimes these are the famous Emperors and
Emperesses returning from a hard campaign, but sometimes it might
be a marauding dragon from the nereby dragon's lairs. If danger,
fame, fortune might be your calling then come and join us.  Become
part of the history that is Imperial.

                 ------------------------------------------------

Mud          : The Inferno
Code Base    : Custom
Telnet       : vui.com 23 [38.250.31.57]
WWW          : http://www.vui.com/
Description :

   Join the fight for the powers of Light in the gleaming city
of Idalon, worship the powers of Darkness in the service of
```

Kasira and the city of Keraagh, or serve yourself in the
Twilight city of Dilucium. Whether you want to play a holy
necromancer, fearless warrior, mighty magic user, deadly
unarmed monk, or a skilled craftsman, you can do it all in
The Inferno, a multi-user RPG from Valhalla Unlimited, Inc.

   Developed over two years, Inferno takes roleplaying to
depths never seen before. A rich and detailed world, hundreds
of spells and weapons, three cities and cultures with their
own unique flavor, twelve races featuring a blend of the
original and traditional, and 50 skills ranging from Animal
Control and Training to Martial Arts.

   'I am very pleased to be a part of the Inferno world.
the Inferno offers perhaps the widest variety of character
skills to be found anywhere on the Internet,' said Woody,
a user in San Jose. 'The programming staff is also constantly
adding new skills and enhancements. Unlike other worlds, in
the Inferno, you're never far away from a Gamemaster. The
GM's are very responsive and helpful.'

Mud   : Infinite Planes
Code Base   : Circle
Telnet   : 38.241.8.101 4545
WWW   : http://38.241.8.101/
Description :

   Infinite Planes was founded in May 1995, as a MUD which would be
dedicated to adding features into a gaming envirnoment that players
would consider fun as well as challenging. Over the last year,
Infinite Planes has established more than 12 existing player classes,
with several more in the works, providing a variety of experience
from the diehard fighters to those who live by magic and their minds.
Day by day, the story of Infinite Planes is constantly changing, and
always growing. The world map, which consists of a vast terrain to
explore, is still being completed, however there are well over 200
exciting zones to explore, with more being added frequently through
a full enu- driven Online Creation System which is available to all
Immortal players who show a talent and interest in creating worlds of
their own.

   If you're looking for a MUD with several hundred players on at a given
time, then perhaps Infinite Planes is not the MUD for you, however, if
you are looking for a fun, not over-crowded playing atmosphere which
is always expanding and adding new features, then give us a try! There
is almost always an Immortal character online and available to help
new players, and you'll find that the players themselves are quite
helpful as well. All this and more await you.

Mud   : The Infinite Point

```
Code Base    : Rot 1.3b1
Telnet       : october.upstel.net 4000 [204.252.180.4]
WWW          : None
Description :
```

    It is a basically new MUD as of April '97 and we are still building as
of
now, new areas and code are being Implemented every day. We request
role-
playing. but do not require it. Pkilling is limited but possible if
clanned.
We have approximately 6 clans, and clan eq too. Clan spells being put in
as
of right now. The Infinite Point is VERY newbie friendly and is looking
for
players as well area builders and coders.

```
Mud          : Infinity
Code Base    : LP
Telnet       : infinitymud.com 4242 [199.0.65.207]
WWW          : http://infinitymud.com/
Description :
```

    Prepare to immerse yourself in a land between times and
dimensions, an LPmud based on a city that allows entry
into any number of timelines. Infinity LPmud provides
willing adventurers and questseekers with a venue of
original areas, mindboggling quests, and bloodcurdling
beasts, spinning into realms of magic, power, and
technology, and a capacity of 50 players with whom to
share your adventures.

```
Mud          : Infinity Mud
Code Base    : Aber Dirt 3.1
Telnet       : sirius.nmt.edu 6715
WWW          : http://www.nmt.edu:80/~vwclub/
Description :
```

    Infinity is a three-year-old institution at New Mexico Tech
in glorious Socorro, New Mexico. It ranks with any of the
best and most popular abermuds because of its high quality
of coding and low occurance of crashes. Infinity was the
originator of many features commonplace in the abermud
community today, and unique features are always being
implemented, such as a complete solitaire game within the
mud.

    Players have unprecedented power at Infinity, and the
policy is straightforward and fairly unrestrictive. There
are plenty of well-developed zones and always several in the

works. Come see why people enjoy hanging out with us. :)

Mud   : Infinity MUD
Code Base   : Envy 2.0
Telnet   : shell.dialnet.net 6200 [206.65.248.2 6200]
WWW   : None
Description :

    Infinity MUD has just recently opened and we are still working
on adding areas and upgrading the code. Please stop by and
see how we are progressing and what we have to offer.

Play for awhile or until Infinity.

Mud   : In Pace Requiescat MUX
Code Base   : TinyMUX 1.2
Telnet   : ruby.telmaron.com 9000 [204.180.173.11]
WWW   : http://cathos.telmaron.com/~ipr/
Description :

    In Pace Requiescat MUX is a roleplaying game set in modern
Washington, D.C., using the White Wolf's Storyteller game system
and the World of Darkness theme. The goals of the MUX are
several: To provide a mature roleplaying environment based on
moral and political, rather than violent, situations; to provide
an active staff of storytellers to create roleplaying situations
for players; and to avoid many of the other problems that plauge
World of Darkness MU*es. Detailed information about the MUX is
provided in its news files (type 'news' after logging in), and
you are encouraged to stop by to find out what makes In Pace
Requiescat special.

Mud   : Insomnia MUD
Code Base   : MudOS
Telnet   : insomnia-mud.com 4000 [130.89.227.72]
WWW   : http://www.insomnia-mud.com/~insomnia/
Description :

    Insomnia MUD is a popular UK based MUD, with a good UK and
american link and a broad cross-section of players.

Two years of radical code development and a hard-working team
has made the MUD reach a very stable, well balanced, and highly
enjoyable state of play.

With little or no lag from the UK, and mainly lag-free connections
from most of the States, this site has proved a winning feature
in our development.

A radically re-built codebase, and a sparkling presentation
have made the MUD very popular, very sociable and great
fun to play!

Come visit us!

Mud   : Intrepid
Code Base   : Circlemud/diku
Telnet   : 147.226.109.188 8400
WWW   : http://expert.cc.purdue.edu/~palpatin/mud/intrepid.htm
Description :

    Intrepid is a fantasy mud with many different influences.
This is a smaller mud with a loyal following of helpful
characters.

 * 14 races, 8 unrestricted classes, and 2 restricted
   classes.
 * There are 80 mortal levels and 6 immortal levels,
   with multiclassing as an option after level 20.
 * The landscape is unique to Intrepid, with two-
   thirds of the ares being original.
 * Player killing is unrestricted after level 20.
   Until level 20 player killing is restricted by
   level. NOTE: Not all players have to go the
   route of player-killers. Those who do not desire
   it do not have open themselves up to the threat.

Mud   : Ishar
Code Base   : Original (diku-style)
Telnet   : mud.cyberverse.com 9999 [204.140.176.2]
WWW   : None
Description :

    A consistent, credible world is embodied in over four thousand rooms,
all of them well written, and completely original. We do _not_ feature a
ridiculous number of mortal levels, annoyingly detailed combat
descriptions,
or devastating weapons for everyone. Subtlty and consistency are favored
over
LOTS OF IMPRESSIVE LOOKING CAPS. If you are interested in something a bit
less glaring than the standard hackNslash, give it a try.

Mud   : Isis
Code Base   : Rom2.4 beta
Telnet   : panworld.net 4444 [206.154.207.103]
WWW   : http://www.panworld.net/~isis/

Description :

    Isis is a mud based on Rom 2.4 beta. The max level for mortals is
101. The races available include the basic dwarf, elf, human, and giant,
as well as our own original saurian, wraith, wereman, minotaur, and
denguri. Saurians are reptiles and have a special skill called tailsweep,
in which they use their tails to trip their opponents. Wraiths are
permanently translucent, so they can pass through doors. They are also
good at magic. The wereman race changes form during the night hours from
human to either a werebear, werebat, or werewolf. During these night
hours, they are slightly enhanced and recieve special abilities.
Minotaurs are strong, excellent fighters, with the gore skill, in which
they use their horns to attack. Denguri are shapeshifters, allowing them
to create a weapon from their arms. Among our classes, there are
warriors, thieves, clerics, mages, monks, savages, mercenaries, and
warlocks. Each class has it's own special abilities, many of which make
Isis a very original mud. We have autoquests available withe the
Questmaster, as well as regular IMM type quests which the IMMs
occasionally will run. Isis is still getting built up, with new areas
ready to be installed, as well as OLC which will facilitate our building
and help us to make Isis a much larger and much more original mud than
many others.

Mud   : Isle of Death
Code Base   : ENVY 2.0
Telnet   : isle.telmaron.com 9000 [204.180.173.3]
WWW   : None
Description :

    ISLE OF DEATH is a fairly new mud that uses HEAVILY modified
and improved Envy 2.0 Code. Some of its features are:

 * option to join clans and participate in player killing, while
   non-clanned people are safe from player killing.

 * a very unique multiclassing system where players can select two
   classes right from the beginning.

 * Very Good Ansi color.

 * Extended Race selection including vampire,dragon and many others

 * A special ARENA where players of any level or clan may go and
   oppose one another if willing to do battle.

 * Personalized 2-bedroom houses for characters once they reach
   level 20

Come check us out and meet our friendly group of players and imms. :)

```
Mud          : The Isles
Code Base    : NiMUD/The Isles - Merc derivative
Telnet       : sauron.hacks.arizona.edu 2000 [150.135.84.12]
WWW          : http://www.contrib.andrew.cmu.edu/~heg/isles.html
Description :

    A long-time development project, The Isles is a
work-in-progress that has been developed over the past
four years with great attention payed to detail and
quality of design.  We are always looking for supporters,
builders and creative individuals to add to the fray.

The mud is based on the NiMUD software which was released
as a derivation of Merc 2.2 -- the mud has been rewritten
from scratch, however, while still retaining some of the
features of Diku/Aber servers.  We have an online creation
system as well as a script language for ultimate gameplay
interaction.

A graphical client is in the works.

We are currently in ALPHA TEST, but we are looking for
builders, designers, administrators and playtesters.

Contact the administration for details.

            ----------------------------------------------

Mud          : Ithacas' Mud
Code Base    : lpmud
Telnet       : light.lightlink.com 6969 [205.232.34.1]
WWW          : None
Description :

    It is fairly new mud, up since July 1995. It is a modified 2.4.5
lpmud with an amylaar driver. We make backups daily.

It is rather easy to become a wizard here. It is a non-pking mud.
We have monsters from easy to hard to real hard. We have quest that
requires hack and slash and some that don't. We are working on making
this a fun and friendly place to play and work. So if you are looking
for a change from the pking muds give us a try. We will be waiting to
greet you with a Big Hello. Even if you aren't looking for a change
why don't you stop in anyway.We now have guilds, Druid,Elementalist and
Mercenary. We also have a portal to a future Ithaca, for extra
fun. So come join the friendly  players and wizards of the mud
and join in on the fun.


o==========================================================================o
                        Muds Beginning With: J
o==========================================================================o
```

```
Mud           : Jedi Mud
Code Base     : Circle
Telnet        : jedimud.com 4000 [205.252.71.59]
WWW           : http://irish.tibex.com/
Description :

    This new Star Wars mud has been adapted from a stock
Circlemud and Slash' - style mud to an interactive quest-style
environment. We offer extremely friendly gods, an administration
that is willing to listen to players' ideas, and a constantly
growing environment. Even the shopkeepers are friendly! Knowledge
of the Star Wars Universe is not required, but helpful.

    We offer:

 o Limited Playerkilling (only assassins can kill other assassins,
   or at war)
 o 6 classes, (Bounty Hunter, Jedi, Healer, Thief, Warrior,
   Emperor's Hand)
 o 7 races (Rodian, Wookiee, Gotal, Devaronian, Human, Ithorian,
   Twi'lek)
 o Ongoing quests based on class (i.e. assigned bounties per level)
 o Multiplaying encouraged
 o Quest-only equipment
 o On-line Creation (OLC)
 o Monsters that interact!

            ---------------------------------------------

Mud           : Jellybean MUD
Code Base     : Merc 2.2
Telnet        : rivendell.rosmail.com 4000 [194.87.177.26]
WWW           : http://www.atlantis-bbs.com/jellybean/jellybean.html
Description :

    Jellybean MUD prides itself on being one of the most friendly
and helpful muds around. We have a small but growing family
since our opening last year and have a lot to offer whether
your a complete newbie or a experienced player just looking for
a unique fun place. New players start out by choosing one of
many careers ranging from the old favorites to new classes
found only on Jellybean. Next you'll be welcomed personally by
our bunny staff. (Our version of Immortals) If you ever need
help our bunnies will be there for you.

    Jellybean also offers tons of areas to explore for every level.
Some famous zones are here in addition to original and detailed
places based on just about anything. Involving quests are just
as common as the kind players. There's no rent and even
limited multi-playing is allowed. 50 levels await you before
choosing to Remort into a new class or joining our elite bunny
staff! Many folks have gained Immortal status for the first
time here. NO Pkilling/Stealing or harsh words...just
friendship and fun. Come and give us a try! =)
```

Firegirl

```
                 -------------------------------------------------
```

```
Mud           : Joran-Mud
Code Base     : ROM 2.4 Beta
Telnet        : joran.wish.net 4000 [195.64.74.6]
WWW           : http://joran.wish.net/~joran/
Description :
```

   Joran-Mud was started as a programming project. Very soon
players start visiting the mud, asking for new features and
new areas. A lot of players have become immortal and are
now working on areas and quests for the mud.

   We at Joran-Mud try to create a mud that should be fun
for a lot of players. We listen to what the players want
and try to build and/or implement it. Come and visit us,
maybe you can help us too.

```
                 -------------------------------------------------
```

```
Mud           : JudyMUD
Code Base     : Diku-Fugue
Telnet        : henry.indstate.edu 2150 [139.102.14.12]
WWW           : http://henry.indstate.edu/~judy/
Description :
```

   Evolving since 1991, this Diku-derivation now allows
Online creation/modification of entire areas, socials, etc
The test site at henry.indstate.edu 6666 and is still
allowing immediate builder access, Log on and start
creating online right away.

```
o=======================================================================o
                          Muds Beginning With: K
o=======================================================================o
```

```
Mud           : Kains estate
Code Base     : lpmud  based on lib 2.5.4
Telnet        : cognac.informatik.uni-kl.de 2000 [131.246.162.41]
WWW           : http://www.cck.uni-kl.de/~kannenbe/kains.html
Description :
```

   Kains estate is a pure pkMud with much action for the players. You
take
part in wars in which you play in teams (or not) to kill the other teams.
You
can choose one of many classes
(fighter,magician,hypno,spacer,trapper,monk,
thief, and more). After you get teleported somewhere in an area, you run

around to get equipment, then meet your teammembers to hunt the others..

The areas are rather big, but we are still looking for wizzes to build
new
areas and to improve the game.

For players from outside *.uni-kl.de the mud is open from 16.00 to 8.00
CET.

Mud   : KAOS HQ
Code Base   : Diku
Telnet   : flower.aud.temple.edu 4000 [155.247.42.7]
WWW   : http://www.metronet.com/~emes/kaos/home.html
Description :

   KAOS mud has a long history. After 6 months of initial
construction, KAOS Opened its realms on 12/19/93. KAOS is
based on in roughly this order: Diku I, SillyMud, Renegade
Outpost, with pieces from epic and sloth. One of our
stronger points is that through our years of code rewrites
KAOS provides one of the most stable mud environments
available. Our biggest complaint is the mud stays up too
long, we want a reboot! KAOS provides 9 classes (7 mortal)
and an unlimited leveling system. Multiclassing is
supported and all characters may purchase stats from the
'dm'. Player Killing is prevented by the game itself, with
the only exception being cooperative arena fighting or our
weekly KAOS Nites during which the player files are saved,
the PK flags are turned off and all hell breaks loose for
several hours followed by a restore of the original pre-
KAOS Nite files. Our admin policies are basically that of
hands off the mortal realms. While anyone is allowed to
build for the game on our builder site, there are only a
small number of gods allowed in the real game.

Mud   : Keranset Island
Code Base   : MUX
Telnet   : mux.mudservices.com 5252 [205.147.201.248]
WWW   : http://nw3.nai.net/~keranset/
Description :

   Keranset Island is a sword-and-sorcery fantasy MUX with
with a strong emphasis on roleplaying. There are two major
opposing factions. There are also unaligned parties
occupying the Neutral Zone between them--though these
are few, for much of the Neutral Zone is beset by storms
of chaotic magic.

Many different kinds of characters are available for
play, as long your proposal is well-prepared and presented,

your concept fits into the setting, and it hasn't been
overused. The magic is similarly free in structure.

Mud   : Kerovnia
Code Base   : LPmud 2.4.5-KEROV
Telnet   : atlantis.edu 1984 [205.197.26.2]
WWW   : http://www.atlantis.edu/~kerovnia
Description :

    Kerovnia was setup in 1992. Since then we've grown to over 60 megs
in size (pretty big for an LPmud). We're not only a good adventuring
mud, but we've always been known for our social atmosphere as well.
The primary theme of the mud is Fantasy, but we allow all types of
areas and make some ingeious way not to break themes and connect it to
our world. We have hack and slash as well as puzzles to solve! Everyone
is welcome and we want everyone to have a good time! We're our own
custom lib, written up from a LPmud 2.4.5 base. We have multiple races,
guilds, classes and more! Werewolves, Vampires, and even Clans! Check
us out!

Mud   : KidMUD
Code Base   : DIKU
Telnet   : server1.powernet.net 5120 [199.172.142.2]
WWW   : None
Description :

    KidMUD features SEVERAL new features over the standard DIKU MUDs.
KidMUD has 100% configurable ANSI standard colors. Player killing
is available in the Pkill Funland, a player killing area set
to the theme of a fun park (Hall of Mirrors, etc). Everything
is made simple and easy-to-use for players. We feature over
5000 rooms/monsters/objects/etc for you to explore/fight/use/etc.

    A 'mud-mail' program and bullition boards have been installed
for easy communication with players that are not available
at the time. Come check us out, we have no more words to
possibly describe KidMUD.

Mud   : Kingdoms
Code Base   : LP, own mudlib, CD driver
Telnet   : luthien.dd.chalmers.se 1812 [129.16.117.12]
WWW   : http://www.dd.chalmers.se/~kingdoms/Kingdoms.html
Description :

    Kingdoms LPmud is based on a medieval/fantasy environment.
The mud is skillbased although levels are used. Questing and
exploring makes up a central part of the game.
Players are divided into professions and we're currently

working on dividing the mud into nations.
Playerkilling is allowed with the game setting the limits.
Watch your back, playermortality is high. It's not an easy mud.
We want to keep it that way.
We've been up and running since april 1992, which makes us one
of the older of the LPmuds out there.
Welcome to Kingdoms, a game to die in.

    Yappo@Kingdoms

Mud   : Knight of Camelot
Code Base   : Diku 2.4b [heavily modified]
Telnet   : proxy.riccione.net 6210 [194.184.48.163]
WWW   : None
Description :

    The mud is based on King arthur and the whole arthurian legend.
The mud offers unique races and classes, along with unique areas.
The mud supports ANSI and a whole bunch of other stuff.

Mud   : Knights of the Red Dragon
Code Base   : Rom 2.4
Telnet   : dragon.rdsnet.com 4000 [207.77.84.5]
WWW   : http://www.lebmofo.com/~turbo/
Description :

    We have Inter MUD Chat incorporated. You must be level 5 for IMC.
No fees for equipment, but it is level restricted. No powerhungry
imms. We have players of all levels. New races being added. We also
have clans. Modified Rom2.4. Lots of areas. Fast t1 connection. Give
this mud a try!

Mud   : KoBra
Code Base   : LP 3.1.2+17
Telnet   : kobra.et.tudelft.nl 23 [130.161.38.161]
WWW   : http://www.latech.edu/~hcr/mud/
Description :

    KoBra is a well established Star Wars based MUD that has
been around since the beginning of 1991. We are currently
running on a dedicated Pentium.

There over 30 planets to explore, nearly 20 major quests
available to solve, and 16 races to pick from. Players
can also purchase spaceships to travel with.

This MUD does not require a port number, for those of you
with restricted port access!

```
o=====================================================================o
                        Muds Beginning With: L
o=====================================================================o


Mud           : The Labyrinth
Code Base     : ROM
Telnet        : amergin.org 9000 [205.161.30.222]
WWW           : http://www.total.net/~sneil/
Description :

   Looking for a challenge?  Want options and a solid system?
A place where you don't just play house?  Somewhere you can
amass power... but roleplay along the way?

Based on Rom2.4b3, The Labyrinth features:  Diety-based
character generation; lunar phases and seasons; two levels
of remort; holy symbol or foci based spell casting; mounts
and special skills for mounted combat; traps and skills (or
spells) to find and disarm them; mob/room/object programs;
non-supervised and supervised quests; tracking and tailing;
gaze attacks; insanities caused by demonic exposure; OLC;
owned objects; unique world layout; clans and private
residences.

              -----------------------------------------------


Mud           : Lakes of Darkness
Code Base     : Envy 2.0
Telnet        : pita.dth.com 1234 [199.227.110.67]
WWW           : None
Description :

   Lakes of Darkness, run by Beanly Alcathiax Dracar and Chantal, has 170
levels of play. You play one class to level 100, then select another
class
to level 170, the last 5 levels being questing levels. We have a Battle
Field for no loss player killing. The original code has been heavily
extended with more features for players, skills and spells.

   Lakes of Darkness is a friendly mud. Grouping and cooperation is
needed
for some of our difficult area's. We are ever growing in code base, so
not
to become stagnant. Stop by and check us out.

              -----------------------------------------------


Mud           : The Land
Code Base     : Merc
Telnet        : land.hig.no 4000 [128.39.140.112]
WWW           : http://home.sol.no/grum/land/
```

Description :

    The Land mud is somewhat based on The Cronicles of Thomas
Covenant by Stephen Donaldson.

The setting is a 'fantasy' world, which Covenant finds himself
in when he's about to die of leprosy. This world is about to
be overthrown and devastated by the the evil Lord Foul and his
enslaved followers.

Covenant was summoned to help the good and gentle people of the
Land, since his white-gold wedding ring has wild magical powers.
However, he does not believe it's real, and fails to help them,
until the final battle...

Its a heavily expanded merc-type combat oriented mud, with a degree
of playerkilling allowed between the evil and the good races. Lots
of places to explore, a good communication system, and online building
for wizards. The game is currently very quiet, due to lack of imps
and little PR. So tell your friends, and pop in for a look!

Mud   : Land of Legends
Code Base   : Envy 2.0
Telnet   : legendz.com 1234 [199.171.28.48]
WWW   : http://www.legendz.com/
Description :

    Become known throughout the land for your heroic
exploits. LoL was created by a team of players with
several thousand hours of MUDding experience. We've
seen a lot of things that we like, and don't like, but
most of all, we want to know what YOU like.

LoL is being transformed into a medieval fantasy world.
Quests are frequently run, and an automated quest reward
system is in place. The immortals can conentrate on the
strategy of the quest, and leave the mechanics for the
MUD to worry about.

Stop by and visit our MUD... Our MUD, but YOUR game.

LoL now has a dedicated P-200 server with dual T1s.
LoL specific news is available at news.legendz.com.

Mud   : Land of Lords
Code Base   : LP
Telnet   : effie.osir.hihm.no 2001 [158.36.27.11]
WWW   : None
Description :

LoL is a traditional, Fantasy-based RPG LP-Mud, started by players from Final Realms. The Mud is quite new, so if you hurry, you might have a chance of being involved in shaping it. Ask an immort for free newbie equipment, and start exploring Krelonia, Brishana, or maybe Karakorum with the many wonderful islands dotting the dangerous ocean.

Mud   : Land of the Lost Unicorn
Code Base   : Rom 2.3 (heavily modified)
Telnet   : lun.org 1701 [205.230.140.12]
WWW   : http://www.lun.org/
Description :

    Land of the Lost Unicorn is a heavily modified Rom 2.3 MUD that places a priority of friendliness and enjoyment of a mudding atmosphere. The immortals are exceptionally responsive to the players, and most ideas or proposed changes get implemented. The players are cordial and happy, and often communicate extensively on our many channels. Some mudders find this disconcerting, but we enjoy it.

LUN, as it is called for short, offers 12 races and 12 classes. We have left the original customization in though most prefer to use the base skills and spells each class has in. We have also replaced mud school and Midgaard, with other main areas, though most of the stock areas are still in. One thing that we do pride ourselves on is our complete and up to date help files. This makes us a good choice for new mudders and those who are sick of having to ask about everything. Pk and Psteal are restricted, just as in RL. If you PK or Psteal then you must earn a pardon with a punishment. If charges are pressed you go to trial, otherwise a small fine is likely. We disapprove od PK and Psteal but we believe that it is necessary for realism. LUN has a religion system, 9 of them, that operate as clans. Each is led by an immortal, and follows a mythical god and ethos. Anyway, I encourage you to try us out. You may be glad you did.

Mud   : The Land of the Ruins
Code Base   : CircleMUD bpl11
Telnet   : cyberplayce.com 8000 [206.165.33.253]
WWW   : http://cyberplayce.com/ruins/
Description :

    The Ruins is a mud with a unique and realistic role playing style. Though it sounds as if it would be a serious atmosphere, it is to the contrary. The Ruins is an easy going, laid back atmosphere with the sole purpose of having fun. With our unique features, great staff, and great players you will love what we have to offer. All of our areas are unique,
and especially created by us. If you are looking for an original, unique,

and overall great mud with an easy going and stress free atmosphere,
choose
the ruins at cyberplayce.com 8000! We'll be waiting for you.

Mud   : Land of the Weekend Warriors
Code Base   : Rom 2.4b4
Telnet   : 206.13.99.251 4000
WWW   : None
Description :

    The Mud is open on WEEKENDS ONLY, from after 7pm Fridays (California
time) to about 2am Monday Mornings. This mud is going to be based on
weekend warriors.

Its still in the stages of construction, but all are more than welcome
to play, if you see something you'd like to have added let an immortal
know, and we'll see about adding it.

Come take a look, and please add your comments of what you might like
to see in the game, this includes races, classes, skills, spells and
the like. All input is welcome. Thanks for taking a look ahead of time.

Mud   : The Last Aerie
Code Base   : Rom 2.4 b2
Telnet   : lastaerie.games.wildstar.net 1212 [206.103.114.11]
WWW   : None
Description :

    The Last Aerie is loosely done up around the Wamphryi series
by Brian Lumley. More is being added daily, with the ultimate
goal of eliminating all stock areas and most of the spells/
skills. Imms are all very friendly, with an IMP on usually
least 16 hours a day. We have recently added OLC, so the
world will be rapidly changing.

Mud   : The Last Battle
Code Base   : Circle 3.0bpl11 - Being seriously modified
Telnet   : ford3.mudservices.com 5320 [205.147.201.243]
WWW   : http://www.ford3.mudservices.com/
Description :

   The Last Battle mud is BRAND NEW and is in need of Playtesters!
We are based on the Wheel of Time series and offer everything
from the books. Classes have been taken out and a brand new guild
system that is player run has been put in. The skill system has
been totally redone and spells have been taken out and replaced
with a channeling system. We have been up for playtest since
3/1/97, and have 7 full guilds in place. We have several

dedicated coders, and a building team hooked on caffine laboring
away on zones. We already have several major cities in place,
including; Illian, Caemlyn and Tar Valon with others like Fal
Dara and Alcair Dal on the way. If you want to be surprised,
if you want to be a part of a WoT mud that stands out from all
the rest, connect to The Last Battle, and join us for an hour or
two.

Mud   : The Last Sunrise
Code Base   : Rom/EOD
Telnet   : jazz.cybercon.com 9000 [199.217.156.22]
WWW   : None
Description :

    The Last Sunrise is a new 'Wheel of Time' mud. The
code base is from EOD(Eternity of Discord). The current
time period is early book four. We are open and very
stable, so if your want a place were you are treated like
you are wanted, come on over. We are ready to listen to
your ideas and code some neat stuff to make our mud unique.

Our guilds are ran by the players, and meetings are held
so the players may vote on guild leaders. At any time the
majority of the guild can ask the immortals to have another
meeting if they are unsatisfied with their leader. So as
you can see, we want the players to count. Whether your
style of mudding is hack and slash or role-play master, TLS is
is the place for you. Come over and check out our great
customizable color, minions, auto-stand, nice note system,
relax command, and better exp for groups. We believe
you mud for fun, so we code things that are fun, not
annoying.

Mud   : Las Vegas
Code Base   : NUTS
Telnet   : pioneer.nevada.edu 7000 [131.216.1.95]
WWW   : http://www.geocities.com/TimesSquare/6964/
Description :

    Las Vegas is one of the hot new talkers out now. It is different from
most talkers in that it offers a multiplayer poker game. Once you log on
you can request poker chips and play with other from around the world.
But
you can also enjoy the friendly conversation and nice room pics as well.
Come and see what all the fuss is aboutat Las Vegas!

Mud   : Laurasia
Code Base   : LP (Amylaar's), MudLib: 2.4.5 modified

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Telnet        : minerva.psc.edu 3000 [128.182.61.122 ]
WWW           : http://www.contrib.andrew.cmu.edu/~moose/mm.html
Description :

    Do you miss the muds of Old?  Do you remember when all
the towns were alike?  How about the Fire/Frost/Stone giants,
or the octopus with the treasure chest? Remember when you
had a quicktyper, and all you needed to Wiz was exp points,
stats and some quests?  Then you'd take the church elevator
to Leo the Archwiz to say, 'give me a castle'!

When's the last time you flung a sheep? Threw a boomerang
and whacked someone in the head? Flicked a domino and
watched a roomful more tumble after it?  Our areas range
from modern to classic to futuristic to bizarre. Our quests
go from the stock favorite 'Orc Quest' to ones that will
challenge your mind and/or make you giggle. We'll keep you
busy and keep you laughing.  If you've never mudded before,
our Newbie Guidebook will help you along, and if you're never
visited us before, Enis will show you around.

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Mud           : Legacy
Code Base     : MudOS v21.7
Telnet        : legacy.org 5000 [204.96.52.188]
WWW           : http://legacy.org:5080/
Description :

    Four years in development and still going, Legacy offers a unique
role-playing environment not currently available in any other mud. The
theme
is strictly traditional medieval fantasy; everywhere you look you will
find attention to quality, detail, thematic consistency, and features
that
are only found in the top 1% of the muds in development, if at all.
Custom
designed limb based combat, skill system, one of the most original
character generation approaches, an enormous continuous world,
automapping,
languages, multiple currency formats, npcs that must be conversed with,
affordable inn rent, crash protection, and creators dedicated to staying
behind the scenes while remaining responsive to player feedback are only
some of our offerings. Join us if you are ready for serious in character
role-playing!

    Note: Prior to September 5, 1995, Legacy was called 5th Dimension.

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Mud           : Legacy MUCK
Code Base     : TinyMuck 2.2 Fuzzball 5.48 Pk 1.3
Telnet        : laurel.actlab.utexas.edu 9999 [128.83.194.15]
WWW           : http://laurel.actlab.utexas.edu/~artie/legacy/
```

Description :

   Welcome weary traveller! You have discovered a place to
rest your weary bones, chew the fat of tales long past
and forgotten, and have a darn swell time!

   The general theme is based in medievil times or the
rennaisance era style buildings and activities. There
are various themeless areas hidden about throughout the
realms, if you can find them. Magic and mysticism abound
everywhere.

Mud   : LegendMUD
Code Base   : original
Telnet   : mud.aus.sig.net 9999
WWW   : http://mud.aus.sig.net/
Description :

   "If you are only visiting one mud, make it Legend." - the
Electronic Newsstand

   Legend is based on "history as it should have been." Features: 150+
spell word-based magic system, a classless system, 75+ skills
including bardic, medical, and herbalist skill sets, historical and
legendary areas, customizable ANSI color, an Out Of Character Lounge,
a variable-attack-rate proficiency-based fight system, guns,
vehicles, and other technology, missile weapons, a player description
system for roleplayers, optional playerkilling via themed clans
(bards, assassins, knights, secret society, and others), XP for
exploration, killing and quests... Plus we use a custom mobacts
system to make truly interactive mobs--there are several dozen
automated quests in the mud. All this and a newsletter and email
discussion list for play input into design, immort-run trivia, recall
tag, flag and scavenger hunts with personalized items as prizes,
plenty of friendly folks, and a mature atmosphere.

   Our Homepage was named a Top 10 site for Interactive Fiction
on the Web by XYZZYNews.

Mud   : LegendsMUX
Code Base   : MUX 1.3
Telnet   : fremont.scs.unr.edu 5555 [134.197.65.125]
WWW   : http://www.i-connect.net/~sether/legends/
Description :

   LegendsMUX. A place where the weary, the strong, evil and
righteous combine to create their unending story, where the mystical
and the solid intertwine to create a realm where the next day is
never a certainty. Focused on a land known as Ventria, the world
finds itself recovering from the brutal attacks of barbarians, the

mysterious decline of it's neighbors, and the suspicious plotting
noble families have developed as a part of their quest for power.
It is a dark land, yet one that carries the hope brought with the
new day, and despite the unsureness of the next sunrise ever showing,
the land prospers, a place where the brave can forge a path into a
rich life. It awaits thee. The land of Legends, where the future is
always turning into the presant, where what happens now becomes the
myths of next year. A land of stories, one with dreams to be carried
and conquests to be won.

Mud   : Legends of Blade and Magic
Code Base   : Circlemud 3.0 beta patch level 11
Telnet   : mud.inc.net 9000 [204.95.199.4]
WWW   : http://www.physics.uiuc.edu/~bambenek/mud.html
Description :

    Legends of Blade and Magic is one of the fastest growing MUDs on the
net. With friendly players and approachable admins, the environment is
very social. The Immortal staff is constantly upgrading features and
creating new areas. We currently offer a player-arena where players can
fight each other for a cash prize, almost 100 zones, dual classing, sub
classing, an automated auction system, and a betting system on the arena.
If you are looking for a great place to place, it is Legends of Blade and
Magic at mud.inc.net 9000!

Mud   : Limbo
Code Base   : Amylaar
Telnet   : delphine.yok.utu.fi 4000 [130.232.143.138]
WWW   : http://delphine.yok.utu.fi/limbo/index.html
Description :

    Limbo is based around the heaven7 library. New classes
include werewolves and demonoigists. Two quests have been
coded so far with more to follow. A wide variety of races
are available with limited ways to change youre race in game.
New players welcomed and a party facility and recall are available.

Just added: crash proof storage

Mud   : Legion Outpost
Code Base   : TinyMUSH
Telnet   : muds.idyllmtn.com 3333 [206.16.238.1]
WWW   : http://www.lsh.org/mush/
Description :

    Legion Outpost is a free fan-operated online roleplaying
environment, set in the 30th Century of the post-Zero Hour
DC Comics universe, as shown in the DC comic books _Legion

of Super-Heroes_ and _Legionnaires_. The focus is the LSH,
a team of young heroes from around the galaxy with a wide
diversity of super-powers.

The Outpost emphasizes quality roleplaying within the known
universe of the 30th Century, with players able to RP
either characters from the books, or of their own creation.
All players are able to apply to run plots for the heroes.
New players are always welcome!

Mud   : Legions of Anarkee
Code Base   : Circlemud
Telnet   : anarkee.com 4000 [205.216.10.22]
WWW   : http://www.anarkee.com/
Description :

    Legions of Anarkee was created because some of got
the brilliant idea of starting our own mud. There is
no purpose to this mud, it is just for fun. We created
a mud which allows players to be able to have fun and
enjoy mudding. To connect to Legions of Anarkee simply
telnet to anarkee.com port 4000 and have fun.

Mud   : Leviathan
Code Base   : Leviathan (NM IVa)
Telnet   : shimoda.cis.temple.edu 1691 [155.247.207.120]
WWW   : http://shimoda.cis.temple.edu/mud/
Description :

    After beta testing for more than 14 months, Leviathan opened
on November1, 1995, under the name 'Paradox II'. We've recently
changed our name toLeviathan, to reflect our unique character
and stable nature. In addition,this fundamental change was
prompted by the installation of several newfeatures: Multi-classed
characters, enhanced limb combat, a battle arena,and player-owned
shops. With regards to theme, we've taken a rather unique approach.
The centralcity of Equius is decidedly medieval in tone, but as the
daring adventurer wanders further into the wilderness, s/he may
find a diversityof creatures from a multitude of milieux. Indeed,
investigativeexploration may often result in quite bizarre
discoveries! Finally, the dedicated and sympathetic staff of
Immortals make playing Leviathan an especially rewarding
experience. We frequently listen to and act on player suggestions
regarding new spells, items, and other features of the mud. Our l
oyal player base insists that the environment that we've created is
the most dynamic, literate, and compelling one of its kind, and it
is with complete confidence that we invite you to pay us a visit, and
make Leviathan your new home.

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Mud           : Lima Bean
Code Base     : LP -- MudOS + Lima Mudlib
Telnet        : lima.mudlib.org 7878 [208.192.43.32]
WWW           : http://lima.mudlib.org/
Description :

    Lima Bean is the official development and support site for
the Lima Mudlib, which boasts such features as zork-like natural
language parsing (put the third red baloon in the basket), a
flexible modular design to select features for your mud,
Intermud-3 support, a top-flight security system, many many
features for player usability (news, socials, channels, etc),
menu driven administration, etc...

    Lima is currently the most advanced and best-desgined LP mudlib
available.

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Mud           : Llyrendal
Code Base     : ROM 2.4b3
Telnet        : llyren.telmaron.com 6996 [206.246.120.6]
WWW           : None
Description :

    Llyrendal is a heavily modified ROM 2.4 mud based upo Middle
Ages Germany.  We have been up only a few months and already
have lots of new areas and lots of new coding.  We're a very
new MUD and we are still under a lot of change but we welcome
any players and hope you'll come check us out and leave some
feedback.  Some features to be found:

 --Full customizable colour as well as German character set
 --Variant classes; your character's class specializes as you
   reach higher levels (e.g. you may start as a recruit and
   later become a solider, later going on to become a veteran)
 --4 new races
 --2 new magic systems:  Runes and Alchemy
 --New monetary and experience systems and a healing system
   that makes more sense
 --Over 15 new skills, mostly for variant classes
 --Lots of creative, new areas
 --Lots of other small goodies

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Mud           : Loch Ness
Code Base     : LPMud MudOS 0.9.19
Telnet        : armageddon.imp.ch 2222  [157.161.1.2]
WWW           : http://www.imp.ch/lochness/
Description :

    One of the older MUDs, MultiUserDungeons, found in
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the internet is looking back to six years of being
online. Many people came, many left, some enriched
the realms with wonderful secrets, some did not,
and so is it still today....

Mud   : London by Gaslight MUSH
Code Base   : PennMUSH 1.6.10p3
Telnet   : lbg.telmaron.com 5555 [206.246.120.4]
WWW   : http://www.ultranet.com/~rogerc/lbg_intro.html
Description :

    LbG is set in a mythical London, England during the reign
of Queen Victoria. This is the London of fog and gaslamps,
wet cobblestones by night, of good and evil, the light and
the dark. Dr. Jekyll's Mr. Hyde and Jack the Ripper stalk
the allyways, strange and wonderful experiments into the
very nature of life itself are being conducted in dimly lit
laboratories behind closed shutters and drawn blinds.
Sherlock Holmes sits in his upstairs flat on Baker Street,
drawing quietly on his pipe as he plays his violin. The
industrial revolution is in full swing, science is
undergoing a creative explosion, and the lines between
science and magick, between fact and fantasy, are truly
becoming blurred.

Mud   : LoneportMUSH
Code Base   : PennMUSH
Telnet   : spots.snowmeow.com 1112 [205.164.124.67]
WWW   : http://home.earthlink.net/~tenil/lone.htm
Description :

    Loneport is a fantasy furry themed MUSH world set in the
medieval/renissance city of Loneport 'The Loneliest City'.
Being a furry MUSH you get to play animal like humanoid such
as a tiger, fox, wolf, skunk, equine, feline, or any other
animal. Also you can play mythical beast such as unicorns,
griffons, gnolls and the like as long as they are of a furry
version. It is posable to be a dragon, but due to the theme of
the world all dragons must be goodly creatures. Loneport is
creatures. Loneport is a 100% furry MUSH, so humans are not
allowed.

Mud   : LooneyMUD
Code Base   : LPC
Telnet   : looney-1.savvy.com 8888 [204.177.159.11]
WWW   : http://looney-1.savvy.com/
Description :

LooneyMud is unlike most muds based on cartoons and sitcoms.
There are five different guilds you can choose from and
there are some quests. It's also a social mud, some people
just like to come on and chat. There are huge areas you
can discover and there are tons of monsters to kill. After
4.5 years LooneyMud has become pretty large.

Mud   : LordMUD
Code Base   : Circle
Telnet   : lord.dmv.com 4000 [206.25.190.12]
WWW   : http://lord.dmv.com/~lord/
Description :

    LordMUD is a fantasy game, based in Middle Earth as told
by J.R.R Tolkien. The Code is CircleMUD with a Year and a
Half of cusotm programming.

We feel the builders are rapidly creating a rich and full
Middle Earth land for players to explore and enjoy.
There are still some stock areas throughout the land, but
they are rapidly being replaced.

We feel the players are friendly and helpful to a young
hobbit, fresh to the land. While we are still technically
in Beta, with some exiting changes forthcomming, we invite
you to give us a try.

Morgoth

Mud   : The Lost Mud
Code Base   : LPC
Telnet   : goofy.cc.utexas.edu 6668 [128.83.42.61]
WWW   : None
Description :

    Lost Mud has now been up for almost 4 years now.The game
layout is varied and sticks to no particular theme.Player
killing is allowed but not encouraged.Lost has a friendly
atmosphere and is a nice place to enjoy mudding experiences.

Mud   : Lost Rivers
Code Base   : LTTM v2.2.24
Telnet   : ns2.vic.com 9000 [206.31.139.11]
WWW   : http://www.graphweb.com/lr/
Description :

    Lost Rivers is a fantasy mud with friendly players.
There are 13 races and 6 classes to choose from with over

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100 areas to explore.  We have several player run clans.
We recently converted from ROM2.4 to LTTM, and added lots
of new stuff in the process.

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Mud           : Lost Souls
Code Base     : Amylaar 3.2.1 driver, LSLib 1.3
Telnet        : lostsouls.org 3000
WWW           : http://www.lostsouls.org/html2/
Description :

    Medieval fantasy theme with a coherent theme and cosmology;
strict quality standards.  Detailed limb-based combat (how many
muds do you know of where you can tear someone's arm off and
beat them with it?). Unlimited player advancement, thirteen
guilds, thirty-two starting races, dozens of areas, adventuring
companies, equipment saving, ranged weapons, color.  Running with
LSLib 1.3, a highly evolved 3.2 mudlib featuring the work of
some of the best coders on the net.  More fun than you can stand.

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Mud           : Lost Wishes
Code Base     : LPMud
Telnet        : link.xs4all.nl 5555
WWW           : None
Description :

    Enter Lost Wishes, a complex fantasy world where wishes
sometimes do come true. It features a strictly fantasy theme,
a developed race system, a variety of guilds, and an unlimited
advancement system. Lost Wishes is a fairly young mud, with
new areas and features opening up almost daily.

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Mud           : Lunar Eclipse
Code Base     : Rom 2.4
Telnet        : lunar.mudservices.com 1234 [205.147.235.173]
WWW           : http://www.lunar.mudservices.com/
Description :

    Lunar Eclipse is a fun and unique MUD that is so diversified, it
offers
a challenge not only to newbies, but to long time mudders as well. LE
offers
limited pkill to those who go loner, or to those who join one of our five
existing clans.  Our fast growing and inventive building team have
created
many alternative and bizzare areas just begging to be explored, and many
more are in progress.  There are 101 mortal levels, approximately 100
areas,
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with many more on the way, automated and immortal ran quests, and much
much
more. We have five classes, with five more being worked on, and to be
implemented soon, and 13 races.

Come on and give us a try!! You are sure to like it!!

Mud   : Lumen et Umbra
Code Base   : DIKU Mud
Telnet   : mclmud.mclink.it 6000
WWW   : http://www.mclink.it/gioco1.htm
Description :

    In English:

    Lumen et Umbra is an Italian Mud.
The official language is, of course, Italian.
It's based on the world of the Imperial Rome.

    In Italiano:

    Lumen et Umbra e' un Mud italiano.
La lingua ufficiale e', appunto, l'italiano.
E' ambientato in un mondo fantasy ispirato al primo impero Romano.

Mud   : Luminous Horizons
Code Base   : CircleMUD
Telnet   : luminous.netride.com 4000 [205.243.44.9]
WWW   : http://luminous.netride.com/
Description :

    Luminous Horizons is a newly opened mud, originally created
with CircleMUD, but now has over 99% new code. We take pride
in our extensive and innovative coding and our VERY friendly
and helpful Immortal staff. Some of the features we have:

 - Hardcoded clan system allowing player to run their own clan
   without any divine interferance.
 - Extensive Races and Classes available each with their own
   skills and spells to make them unique.
 - Combat based on a limb system where limbs each have their
   own stats and abilities, including the ability to be severed!
 - Mobs that walk and talk and perform daily routines - making
   them just a bit more realistic.
 - A large, totally new fantasy world that is getting bigger
   and more diverse every day.

Feel free to stop by and tell us what you think.
-Comorey

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Mud          : LustyMud
Code Base    : LPMud 2.4.5
Telnet       : lusty.com 2000 [141.214.32.35]
WWW          : None
Description :

   LustyMud is one of the oldest US muds, established in
early 1991 and operating almost continuously since then.
There is a huge variety of areas with very imaginative
themes and strategies. The mud's economy is player-run,
with guilds that players manage in order to gain various
benefits (heal rooms, teleport rooms etc). Check out
some of our games and puzzles (the Puzzle Palace is an
all-time favorite, for example) or simply hang out in
the bars and socialize. Newbies and old-timers, all are
welcome on LustyMud!

(Contrary to what the name may imply, this is a G-rated
mud.)


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                       Muds Beginning With: M
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Mud          : MadCat
Code Base    : Merc 2.2
Telnet       : darrell.nyiq.net 1234 [206.102.112.137]
WWW          : None
Description :

   An old but wise man tells you, ''To begin your journey my
young friend, Enter the Realm of MadCat. It is a friendly place,
a dynamic place where the Imms change the very nature of the
universe at will.  There you will find your destiny.  BUT! Be
wary, for a new challenge awaits behind every corner, behind
every tree and in the eyes of all you meet!''

MadCat is a multi-user realm where you can simply open a book
and find strange, new worlds.

Classes: Warrior, Thief, Mage, Cleric, Necromancer and Exorcist

                 ------------------------------------------------

Mud          : MadROM
Code Base    : ROM
Telnet       : mad.rom.org 1536 [206.102.31.198]
WWW          : http://www.interlog.com/~sofa/
Description :
```

MadROM is an insane mud with loads of areas to tour, many
unique to MadROM. We have zillions of new features, spells
and skills, and are always adding more. MadROM is not a PK
mud, but mortals can create and run their own Tribes (clans)
as well as buy rooms, items and monsters for their Tribes.

Mortals who choose to shapeshift temporarily into the body
of a totem animal of their choice may tour the mud freely,
exploring, fighting and overcoming any challenge they wish,
with no fear of harm to their mortal body, which rests safe
until they choose to return to it. Home of the almost
extinct Beastly Water Buffalo and the Tazmanian Devil!
Tribes currently roaming MadROM include: The Pirates of the
Dragon Sea, The Dark Gathering, The Illuminati, Order of
The Dragons, and the Eternal Alliance.

MadROM is a very friendly and laid back mud, with enough
diversity to make it a great first mud for newbies, but
challenging enough for long time mudders to die once in a
while too :).

Mud   : Magrathea
Code Base   : Rom 24b4
Telnet   : magrathea.mudservices.com 2000 [205.147.201.173]
WWW   : http://magrathea.mudservices.com/
Description :

   Magrathea is a fun mud run by 3 friends who have
been mudding together for quite some time. The theme
is loosely based on the strange things that happen in
The Hitchhikers Guide to the Galaxy, esp. the planet
Magrathea. We are fairly new, so there are many
changes at hand. We offer olc usage to any players
that pass level 100 and are accepted as immortals.
Mortal levels are 100-300, with remort and immortality
at 100 or higher. We will have Challenge PK and Arena
PK in the near future. Come on by and check us out!
Players joining the mud during the development phase
might get special treatment... *inn*

Mud   : Marches of Antan
Code Base   : MudOS, custom mudlib
Telnet   : sdphul.ucsd.edu 3000 [132.239.62.2]
WWW   : http://sdphul.ucsd.edu/antan/
Description :

   The Marches of Antan, first established in 1991, continues
to offer one of the most finely and completely detailed MUDS in
existence. Loosely based on the literary works of James Branch
Cabell, Antan offers one of the most completely imagined virtual

text worlds where players can build Homes, Houses, Guilds
and Businesses. Playerkilling is allowed under a chivalric
code.

   With custom skills, abilities, combat and magic systems,
Antan has both a familiar feel and unique attraction.
Skills, spells, and all levels of training are available
to everyone, regardless of race or guild affiliation.
Sleeping, while keeping all of your treasures, can be done
anywhere, from flophouse dorms to sumptuous palace bedrooms,
from rented private apartments to forest clearings,
but be careful, Glaum, the Sylan-without-bones, might steal
your body!

Join the best players of any mud, explore the Marches of Antan.

Mud   : MarlDOoM
Code Base   : Custom Perl code
Telnet   : eel.st.usm.edu 7777 [131.95.127.8]
WWW   : http://sushi.st.usm.edu/~jjchew/doom/faq.html
Description :

   MarlDOoM is a successor to Wilson's now defunct ScrabbleMOO, and is
frequented by Scrabble(R) players from beginners to world champions.
It offers no user programming, no mail services, no character classes,
and in general, nothing that would distract from playing our favourite
board game. It does offer fully configurable boards and the closest
possible implementation of tournament rules, including optional chess
clocks, a rating system (actually, several, for variant games and
dictionaries), and tournament move protocol. We're currently averaging
over a hundred rated games played each day, but if you can't find an
opponent, or want to practise against a non-human, there are two robot
players that play at an expert level. The user interface is completely
internationalised, with your choice of English or French for now, and
Spanish under development. This server is also used as a dictionary
server for over fifty MOOs running Quinn's @ospd/@osw commands.

Mud   : Mars Mud
Code Base   : Merc 2.x
Telnet   : 208.135.31.86 4000
WWW   : http://www.alteredego.com/mars.htm
Description :

   Mars Mud is a Merc 2.x mud operating under Windows95. We specialize in
Mud Marriages and soon will also have Houses. We try to give the players
both a challenge and a good time. Players can purchase their own Home
after a certain level and can add to that room as they rise in levels.
We are expanded on the basic code considerably and have many extra
features that our current players seem to enjoy.We are currently in beta
mode as we are adding many new features every week. If you would like to

help us grow and offer your thoughts and Ideas then just stop by :).

```
Mud         : Masquerade
Code Base   : TinyMUSH
Telnet      : masq.strange.com 9999 [128.83.108.3]
WWW         : http://www.masquerade.org/info/
Description :
```

   Masquerade, the original World of Darkness MUSH has returned
for fans and friends enjoyment. Located at masquerade.org on
a stable site, you'll quickly find that this incarnation of Masq
is more enjoyable than any before. Looking for plots and action?
You've come to the right place, as Masq has dozens of plots that
just need players to come join them. Looking for a realistic
World of Darkness game without a bitter, moody staff or twinky.
egotistical supers? Masq has a friendly and hardworking admin
core, and supers that won't spoil your fun. Mortals are especially
welcome, and we have many programs designed just for you!
Drop into the Masquerade for mystery, intrigue and adventure.

```
Mud         : Mawg
Code Base   : MudOS - mudlib : Foundation
Telnet      : ifhamy.insa-lyon.fr 2469 [134.214.104.15]
WWW         : http://www.insa-lyon.fr/People/AEDI/pchampin/mawg.html
Description :
```

   Mawg is the Muddern Art Workshop & Gallery. It's a virtual place where
all people with artistic sense can gather and create (virtually)
anything
they could imagine. All we want is this place being living and full of
new
creations.

```
Mud         : Mayhem
Code Base   : LPMud (current MudOS)
Telnet      : mayhem.imaginary.com 3333 [141.218.40.187]
WWW         : http://mayhem.imaginary.com:3210/
Description :
```

   Mayhem is one of the newer breed of online games; competition between
players is stressed, rather than against unintelligent NPCs. Some would
label this as a PK (player killing) MUD, since the goal of the
competition
is to eliminate your opponents. However, it's really a completely
different situation than on most other online games. The motivations,
consequences, and attitudes toward it can be described best by calling
this type of game 'Quake Deathmatch-- text only.'

Mayhem is still being constructed by the coding staff, so it is not yet
fully open for play (although it is playable, if you like alpha testing).
If you are familiar with LPC (the coding language of LP muds), or are
willing to learn LPC, stop in and give us a look, since we're still
hiring coders to create areas (No theme requirements... Anything is
acceptable, from sci-fi stuff like Star Trek, Shadowrun, and Star Wars to
fantasy settings such as Dragonlance, Forgotten Realms, Wheel of Time,
and
even Vampire: The Masquerade). Or, if you are more of a player than a
coder, stop by some time and take a look at something that is probably a
lot different than what you are used to playing.

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```
Mud          : Mayhem MUX
Code Base    : TinyMUX
Telnet       : thoth.anth.utep.edu 4201 [129.108.26.29]
WWW          : http://horus.anth.utep.edu/~chaos/mayhem/
Description  :
```

Based upon the collectable card game Magic: The Gathering. Where
gryphons and wizards clash and minotaurs and goblinssmash... This is
the chaotic world of intrigue politics, battle, magic and technology
mixed. Clockwork golems and pixies, catfolk and wraiths. Mysteries
abound... Who is really your ally? Come and find out... We are soon to
install acombat/economy system as well as new races for each realm!
Come join the fun and rp! Guilds from necromancy to monk are available
to join!

```
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```

```
Mud          : MediaMOO
Code Base    : MOO
Telnet       : mediamoo.media.mit.edu 8888 [18.85.11.138]
WWW          : http://www.media.mit.edu/~asb/MediaMOO/
Description  :
```

MediaMOO is a professional community for media
reseachers. The first 'professional' MUD, MediaMOO has
been open since January 1993, and is home to a
thousand artists, anthropologists, computer scientists,
psychologists, writing teachers, and others. An application
is required to become a member, and all members are
identified by their real names, email addresses, and
a description of their research interests.

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```
Mud          : Medievia
Code Base    : Custom
Telnet       : medievia.com 4000 [205.147.247.36]
WWW          : http://www.medievia.com:8080/
Description  :
```

Medievia is one of the oldest and most established games on the
internet. We opened in 1992 and never stopped coding and re-coding
the game. Our goal is to create the best combat mud in the world and
also to make sure this combat takes place in the most realistic virtual
world on the net. Medievia features trading via covered wagons, mounts
that you can fly on, over 4 million rooms and 110 original zones. Our
combat code uses formations for battles, tracking, traps, tons of skills
and spells, ranged weapons, throwable weapons and some of the most
challenging and inteligent monsters to battle against on the net. We have
some of the most feature rich clan code in the world which includes full
clan battles and clan castles. We have herobattles that can be viewed
and wagered on by everyone. We have the Mudslinger which is our player
driven press publication. Catacombs code created zone that is known world
wide as the scariest of all zones. True storm and weather system. Real
player driven economies. Come join our 18,000 active players and enjoy
the game.

Mud   : Medina
Code Base   : MERC
Telnet   : nescafab.upc.es 4000 [147.83.61.26]
WWW   : None
Description :

    We're First MUD translated to Spanish in Spain.
We offer:

 * 5 base classes with multiclass system.
 * We have SECTAS (clans) and coming soon religions in which
   you get bonus if your leader is connected.
 * 116 mortal levels, soon with HERO special system.
 * Crash handler.
 * Player homes for sale.
 * Quests, No-rent, PKilling allowed in specific areas,...

    If you were looking for a Spanish mud, this is Medina.
For non-native Spanish speakers is there any better way
of learning Spanish wile playing muds?

See-you there.

Mud   : Meep
Code Base   : MeepMUD (No code in common with ANY other MUD)
Telnet   : meep.earthlight.co.nz 5000 [202.49.187.20]
WWW   : http://www.earthlight.co.nz/users/meep/meep.html
Description :

    Meep has been written from scratch in C under Linux.
As of 16th October 1996 it is still in the testing stage.
We have 12 races (soon to be over 30), languages,

EVERY character can build on-line, currently 40 armour types,
40 weapon types, many creatures, meep-mail, hundreds of
commands, menu system for room editing, etc etc.

We need friendly people and good builders to help get
Meep fully operational.

Meep is under development, and is easily modified to suit
players needs. Any commands can be captured and used
to trigger events (everything from telportation to
illness, recieving items, quests, information etc).
Meep is interactive - you can do things with objects you
find (levers that open hidden doorways, etc).

Meep is unlike any other MUD out there. Only a few people
know about it, but we have a dedicated and capable team.
Any and all help welcome.

Mud   : MegaHeroes
Code Base   : TinyMUX v1.3
Telnet   : slac.com 7777 [198.82.216.51]
WWW   : http://www.friend.ly.net/FN-Entertainment/mh.html
Description :

   MegaHeroes is a MUX set in a dismal state of affairs for
multiverse. Set in a time after much chaos and confusion of what
could have been named World War III, the cold hand of the near
apacolypse is felt over all of Earth. Not only that, strange
beings of unknown origins, aliens, super-natural creatures,
elementals, mutants, have started popping up all over the place
over the past 5 decades. What were once countries are now city
states, each with their own set of laws and chaos.

It's Palladium's Rifts, Meets FASA's Shadowrun, meets White
Wolf's World of Darkness, Meets Iron Crown's Champions, with
a little of everything to boot.

Come for a visit, become a Hero, Villain or something in
between. Choose from 10 origins of power, and use your
imagination.

Gameplay is generally not monitored, players are free to
make plots up as they wish, along side the big plots and
events that go on every day.

Mud   : A Merging Of Fates
Code Base   : Rom 24 b4a
Telnet   : mergetel.com 9000 [207.107.54.1]
WWW   : None
Description :

This mud has had so much added to it in its beta
testing. I have added colour and a bank system and many
other non standard pieces of code. We offer a system that
is player friendly and imms that really care. We also offer
a way to allow mortals to become low level imms and to
advance their way even farther.

The possiblities are endless and this mud continues to grow at an
astonding rate. The mud is very seldom down and crashes almost never.
We are no longer into testing and we will not be doing a pwipe.

Your are invited to come take a look and see what we mean...
Sharhazad

Mud   : MerMUX
Code Base   : tinyMUX
Telnet   : galaxy.neca.com 1492 [205.246.41.66]
WWW   : http://galaxy.neca.com/~mermux/
Description :

   MerMUX's theme is set on earth, hundreds of years from now.
The worlds oceans have greatly expanded and flooded the
land, leaving only scattered islands available to mankind.
Many resources have become scarce, and trading between the
islands is highly profitable, but dangerous. Pirates are a
common sight upon the oceans. Each island in the MerMUX
world has developed its own distinct culture, and vary
from being deserted to great trading centers. Petroleum is
still refined, and gas powered engines are common. Several
different types of humanoid races have developed. Humans are
their ancestors but they have mutated and adapted to
surviving under the water for long periods of time. Small
cities exist on the ocean floor. Life has become a struggle
to survive, as many resources dwindle.

Mud   : MetropolisMUD
Code Base   : JopseyCode (A Variation of Tiny)
Telnet   : psicorps.org 4201 [152.52.52.40]
WWW   : None
Description :

   Players on MetropolisMUD play themselves in a near future city.
Quests
are based on urban life, but we do have a number of fantasy quests which,
while
not strictly on-theme, are integrated into the MUD via books players read
in
the city or people they come across. MetroMUD boasts several player home
areas

as well as a virtual museum.

```
Mud          : MiamiMOO
Code Base    : MOO 1.7.8p4, heavily modified 1 Oct 94 LambdaCore
Telnet       : moo.cas.muohio.edu 7777
WWW          : http://miamimoo.mcs.muohio.edu/
Description :
```

   MiamiMOO is dedicated to presenting historical and religiously
important
sites in the MOO environment. It is a place to not only present research,
but also to explore other users research through both a traditional text-
only
telnet front-end, and a WWW browser.

   If you don't want to present research or tour the educational aspects
of
the MOO an entire realm is devoted to you. Build, code and do whatever
you want
in chaos. MiamiMOO is an official project at Miami University and is
unlikely
to disappear before MUDs are obsolete.

```
Mud          : Middle-earth MUD
Code Base    : Rom 2.4
Telnet       : shell.darkelf.net 4000 [205.237.65.199]
WWW          : None
Description :
```

   Middle-earth MUD is based completely on the world of
JRR Tolkien's 'The Lord of the Rings'. Although currently
most of the areas are ROM stock, we are re-writing the entire
MUD. We hope that within a year we will have everything
finished so that we can switch it all over to a replica
of JRR Tolkien's Middle-earth. Midgaard has been succesfully
transformed into Rivendell, and other changes are noticable.
(Watch out for those Nazgul! They get pretty nasty).
We are currently adding 24 new races and 2 new classes.
The races should be in within the next 5 or 6 reboots.
PK is very very very very very limited, and may be dropped
completely in the future.

```
Mud          : Midnight Sanctuary
Code Base    : Modified SMAUG
Telnet       : mud.imperium.net 4000 [206.26.98.13]
WWW          : http://www.pathcom.com/~miked/ms/
Description :
```

Welcome to Midnight Sanctuary! If you are looking for a new challenge
in MUDding, we've got the site for you! We consider ourselves to be a
funloving, totally unpredictable, non-pretentious bunch of freaks! The
only requirement for you is to be prepared for anything! We are the
perfect mix of seriousness and casual non-conformity. No anal retention
here! Come, play, have fun, make your mark. We welcome new ideas and
friendly opinions. We have full ANSi color, extended races, classes,
clans, peaceful orders, guilds, and councils. Our areas offer
MOBprograms,
OBJECTprograms, and ROOMprograms. We have 'smart' mobs that will hunt you
should you choose to attack them! Currently we are seeking people who are
familiar with OLC and wish to build GOOD areas! We would like to have a
fully staffed team of ten to twenty builders building full time! If you
want recognition for work well done come by and give an immortal a tell!
We are also taking applications for an EXPERIENCED full time coder.
Please write email to mudmstr@mud.imperium.net for this position.

Mud   : Midnight Shadow
Code Base   : Modified Diku
Telnet   : server1.powernet.net 5120 [199.172.142.2]
WWW   : http://www.rit.edu/~jmw7750/msmud.htm
Description :

    A highly recommended MUD, it features multiplaying, restricted
playerkilling, aliases, mail, bulletin boards, and friendly
gods. For easy typing, everything is abbreviatable, eg:
player names, commands, mob names, spells, object names, and
everything else.

    To learn more about this MUD, come on-line or check out
the homepage.

Mud   : Midnight Sun
Code Base   : LPmud
Telnet   : midnight-sun.ludd.luth.se 3000 [130.240.16.13]
WWW   : http://mud.ludd.luth.se/midnight/
Description :

    Midnight Sun is a strictly medieval fantasy LPmud. Several guilds
exists,
and all players should belong to one. You earn experience both by
fighting and
by solving quests. We have no level quests, players may choose which
quests
they want to solve and in what order. The average amount of players
connected
is 30-45. Most players, and all (?) immortals very helpful. I am positive
that
you will enjoy the time you spend in Midnight Sun. Welcome.

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Mud          : Midnite MUD
Code Base    : ROM
Telnet       : eclia5.ec-lille.fr 4000 [193.51.52.49]
WWW          : http://www2.ec-lille.fr/~mudmastr/
Description :

   Midnite is constantly being enhanced, but is stable now and
still nice to play... OLC is now fully implemented and works well.
Many features will be added.. new races, classes, skills, bank,
and so on, but we just need players to test it and tell us what
they think of it, and builders to create new areas.

   We've already got a powerful clan system, global socials, ansi
colors, nice imms (any suggestions are welcome), restricted pk,
automatic questing, gravity, and much more... Midnite runs on a
fast computer with T1 line, which prevents from lag...

        *** COME and TRY it ! We're waiting for YOU! ***

                 ------------------------------------------------

Mud          : MidPoint Void
Code Base    : custom
Telnet       : mpv.radiks.net 4321 [207.3.67.234]
WWW          : None
Description :

   MidPoint Void has a well-established (fanatical) playerbase,
stable and original code, and a long and bloody history. We offer:

 -> Full Good vs. Evil pkilling with warpoints, rating, and trophies.
 -> A completely original world with over 70 full areas. No stock zones.
 -> 22 player races including Dragonkin, Wild-Elf, Swamp-Troll and Orc.
 -> No classes: Over 120 spells and skills taught by specialized
    trainers across the world. Full learn-by-use system.
 -> 80 player levels and Full remorting; choose your own stats that
    increase, add + natural damage to your character or gain extra
    practices, nullify hunger and/or thirst, all by remorting.
 -> Clans: build you own clanhouse with guards, bankers, and lockers.
 -> Full Arena combat system with bets and a global spectator channel.
 -> Battlegrounds: free-for all combat with prizes for the survivor.
 -> Unique groundfighting system with configurable options: you just
    have to see this one! Tackle, headbutt, choke, etc.
 -> Limited items. Flurry. Automated auctioning. Scan. Bloodtrails.
    Heartbeat regen. Corpses saved on crash. Storage.

Your powerful bash sends *+ An Evil Orc +* sprawling onto the ground!

                 ------------------------------------------------

Mud          : Millennium
Code Base    : Rom2.4
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Telnet       : enslaver.com 8000 [207.91.189.129]
WWW          : None
Description :

   Millennium is fantasy MUD based on ROM.  It is fun for
newbies as well as advanced players.  We don't force people
to roleplay, but roleplayers are rewarded.  The MUD is
well balanced, which means no one class can easily over
power another and the immortals actually listen to players.

   There have been a lot of enhancements made to the base
ROM code.  Including, but not limited to, autoquests (imm
run quests also), arena fighting (pk with no penalties) and
a redesigned clan structure.  Of course we have added many
new skills and spells.

   Millennium is very good MUD (players words not mine,
although I think so too) and it is improving everyday.
Ideas submitted to the immortal staff are reviewed and if
accepted are normally implemented in a week.  Millennium
is here to stay and we could always use new players so come
on over and give us a try.

                  ------------------------------------------------

Mud          : The Mind's Eye
Code Base    : Rom2.4b4
Telnet       : mindeye.mudservices.com 7777 [205.147.201.232]
WWW          : http://mindeye.mudservices.com/
Description :


            The Mind's Eye is a player friendly mud
               that always welcomes new players.

The Mind's Eye is a new mud which has 8 classes and 11 races.
New spells and skills have been added to enhance and make
the classes different from one another. There are 50levels
with a unique remort system for those who wish to level
to 51 and then to level 52. There are 6 clans with specific
clan halls and clan portals. The Mind's Eye has many areas
that have been added to give the player a vast world to
explore. There is also many new additional commands like
donate and glance. There is also Ansi color available to
those who choose to use color. The Mind's Eye is a mud that
is very helpful to new players and has very nice Immortals
that are always willing to help should a problem arise.
There is also questing available with more additions to
questing that are being added in.

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Mud          : Minos
Code Base    : CircleMud
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```
Telnet       : alice.pcug.co.uk 6666 [192.68.174.72]
WWW          : None
Description :

   Minos is a well developed mud with great hopes for the
future we try to listen to the players Ideas and hopefully
make a mud which develops to how the players want it.

There is a clan system, a quest system, ranged weapons and
much more, oh and we got rid of Midgaard however the new
city which replaces it offers more functionality and
greater enjoyment.

              ------------------------------------------------


Mud          : Mirkwood
Code Base    : ROM 2.3
Telnet       : mirkwood.bplanet.com 4000 [204.83.132.94]
WWW          : None
Description :

   Mirkwood is an experienced and fun mud. They have been up
consistently for almost 2 years now and have just moved
(2/04/97) to a new and permanent site. They have modified
the existing 'hack and slash' code over the course of these
two years so that the mud is both reassuringly familiar
and fun and quirky too. Mirkwood is a good mud for beginners
as well as experienced mudders. They facilitate role-play
for those who desire it, but also encourage just plain ol'
fun without role-playing. Tribes (complete with their own
areas, channels, equipment, socials, customized objects,
pets, and just about any other thing that players can
create), new spells and skills, no player-killing or
stealing, different races, and customizable classes, but
most of all the fun folks who play there make Mirkwood the
mud to visit.

              ------------------------------------------------


Mud          : Mists of Darkness
Code Base    : Smaug
Telnet       : ash.mudservices.com 4000 [205.147.201.189]
WWW          : http://www.ash.mudservices.com/
Description :

   We are currently in Alpha testing... our code is fairly
stable but we are massivly building areas. By early May
we should be ready for play testing.

              ------------------------------------------------


Mud          : Misery MUD
Code Base    : Envy 1.0 & ROM 2.3
Telnet       : Bern.Stanford.EDU 4000 [36.37.0.126]
```

```
WWW          : http://www-leland.stanford.edu/~kreiner/misery.html
Description :

    Newly opened PK MUD based on ROM 2.3 and Envy 1.0
with heavy modifications.

 - Roleplay and general havoc strongly encouraged!
 - Tired of your neighbor's blabbering?  Kill 'em!
 - Lusting after that new sword your neighbor's using?  Loot 'em!
 - Unrestricted, skill-based use of equipment.
 - More challenging and versatile mobs.
 - New skills/traits/classes/etc.
 - Greater equality among classes.
 - Player-defined clans.

All the mayhem with none of the whining. Immortals
who keep it that way without telling you how to
play. Join us!

             -------------------------------------------------


Mud          : A Moment in Tyme
Code Base    : MikkiMUD 1.0 (heavily modified Circle)
Telnet       : tyme.envy.com 6969 [207.105.6.129]
WWW          : http://www.gnt.net/~jbjordan/tyme/
Description :

   _A Moment in Tyme_ is a MikkiMUD based on Robert Jordan's
bestselling _Wheel of Time_ series of books.  Role-play is the
heart of the mud, and playerkilling is limited only to certain IC
situations. Features include:

 * All WoT-based areas consisting of over 6000 rooms
 * No classes.  Creation is based on your selections from over 50
   WoT-related Talents that determine which of the 60+ spells and 40+
   skills you will later be able to learn.
 * WoT-based spell system.  The amount of the One Power you grasp
   determines the power of the flows you weave.  Burn out,
stilling/gentling,
   and linking are all possible.
 * WoT-based combat includes 90+ combat forms.  Different forms are
   offensive or defensive and work with different weapons.
 * Each guild has its own special skills and equipment. The 19
   WoT-based guilds are Aiel, Asha'man, Band, Council, Dragonsworn, Daes
   Daemar, Forsaken, Gleeman, Hunters, Illuminator, Kin, Ogier, Seafolk,
   Seanchan, Sedai, Tinker, Warder, Whitecloak, and Wolfkin.

             -------------------------------------------------


Mud          : Mo' Mud
Code Base    : Rom 2.4b4
Telnet       : empire.globalimage.com 9999 [207.107.214.95]
WWW          : None
Description :
```

```
Races: Human      Dwarf      High Elf   Giant
       Halfling   Gnome      K'tyrian   Gryphon
       Half-Elf   Dark-Elf   Wood-Elf   Svirfneblin
       Duergar

Classes: Sorcerer   Healer       Rogue      Warrior
         Ranger     Necromancer  Paladin    Assassin
         Druid      Templar
```

 - Combat system has been redone to take body parts into account.
 - Clan system has been redone to incorporate clan ranks and skills.
 - Tons of new skills and spells to go along with the new classes,
   with many more on the way.
 - Customizable color, lots of other small additions/tweaks.
 - Very experienced imm/imp staff: 3 of the 5 highest level immortals
   have been mudding for 6 years or more.
 - The mud opened for ptesting 5/5/97. While the basics of the new
   combat and clan systems are in, we're still tweaking and adding
   features. Feel free to stop by and take a look, we're having a
   'bug hunt' contest, and the more participants the better.

```
Mud          : Moongate
Code Base    : Custom
Telnet       : moongate.net 4000 [207.235.58.11]
WWW          : http://www.moongate.net/
Description :
```

   Welcome to the ancient land, where adventurers can live out their most
incredible fantasies. Journey through a world where dreams are reality
and
the supernatural is natural. Step through the moongate and become one
with
your dreams...

A few of the many features of MOONGATE include:

 * Fully realized, terrain-mapped, ROUND world, with over one million
rooms!
   Entirely original areas! Full-color, ANSI graphical display offers an
   alternative to boring text-only MUDs. Your view changes depending on
time
   of day and weather, and you can see other players moving around
nearby!
 * Multiclassing, allowing a range of skills and spells. Players may
change
   classes up to four times, gaining new skills as they go along,
selecting
   from fourteen different classes!
 * NPC artificial intelligence! The non-player characters of Moongate
group

together, communicate with one another and with players, remember
previous
   conversations, and more!
 * A travel system unmatched elsewhere, the magical ship Magnicia lends a
hand
   in moving you to other continents, and imp-powered vessels can take
you as
   far as the moons! Hop on an enchanted broomstick, or fly a magic
carpet!

Journey Onward, Adventurer. The Moongate is Waiting...

Mud   : MoonMUD
Code Base   : Diku (Circle3.0 based)
Telnet   : mud.bluemoon.net 4000 [206.42.160.105]
WWW   : http://www.bluemoon.net/mud/mud1.html
Description :

   MoonMUD is a Circle3.0 variant combining the best of our
Circle2.52(unoff) mods with the extended capabilities of 3.0.
As of 12-25-95 there are over 4300 rooms with a like number of
mobs and objs in some 70+ zones. Offerred are many unique spells,
various free transport systems to most of the major areas, user
attainable immortality, free access, many spec procs and unique
to MoonMUD zonefiles including turn of the century historically
accurate railroad zones with operating, ridable trains, a geo-
graphically accurate Buffalo, NY zone where OJ wields a very
sharp knife, Barney the Dino with spec proc who you can KILL!,
NO MIDGAARD, some very powerful objects and spells, extended
levels, all immortals can practice all skills from all classes,
continuously updated zonefiles, continuously added spells and
objs, continuously created spec procs, very easy to very tough
zones for a wide range of playbility, helper admins and routines
for new players and much much more.

   Soon to be added are more zones, more classes, multi-classing,
more hand built spells, more railroads with trains, possibly
multi-session playing and basically everything we can jam into
it! MoonMUD represents 2 years of development and will continue
to grow! Have fun!

Mud   : Moonshadow
Code Base   : Nightmare 3.3.2 (modified)
Telnet   : asylum.flex.com 4000 [206.126.0.15]
WWW   : http://asylum.flex.com/~mud/
Description :

   Moonshadow is a fantasy role-playing mud, primarily combat oriented.
The mudlib is markedly modified from the stock Nightmare, including
overhauled classes (warrior, mage, gypsy, monk, seeker, darkspawn), a

highly modified combat system, improved and expanded chat, socials, and
skills. The command systems have both extensive ansi-color support, or
compact plain text alternatives, allowing for players with fast or slow
links to thrive.

   Areas on the mud make up a diverse mixture, ranging from light humor
and
puns to a dark, macabre tapestry of ghosts, gargoyles and undead
apparitions. Moonshadow ended its Beta Test period in July of 1996 and
opened fully to players with approximately 200 rooms in play, and
approximately 100 more in developement.

Mud   : MOOsaico
Code Base   : MOO
Telnet   : moo.di.uminho.pt 7777
WWW   :
http://mes01.di.uminho.pt/RVirtual/AMB_VIRT/amb_virt.en.html
Description :

   MOOsaico is one cultural connectivity. MOOsaico, like the
world, is woven together out of the individual fabrics of a
variety of local cultures. Although real world cultures vary
from one to another, they are forced by circumstance to
co-exist in the tiny confines of the globe, and whatever they
collectively form comes to define the world as we know it.
So, too, with MOOsaico.

Mud   : MOOSE Crossing
Code Base   : MOOSE
Telnet   : moose-crossing.media.mit.edu 7777 [18.85.11.135]
WWW   : http://www.media.mit.edu/~asb/moose-crossing/
Description :

   MOOSE Crossing is a place where kids 9 to 13 can learn to program and
do
creative writing. Kids are making things like baby penguins that respond
differently to five kinds of food, fortune tellers that predict the
future,
and the place at the end of the rainbow--answer a riddle, and you get the
pot
of gold. The MOOSE language was specially designed to make it easier for
kids
to learn to program. Teachers are welcome to bring their classes.

Parental permission forms are required, and must be submitted on paper
either
by surface mail or fax.

```
Mud           : MooseHead SLED
Code Base     : Diku
Telnet        : sled.moosehead.com 4000
WWW           : http://www.moosehead.com/
Description :

   Have a bucket of buffalo chicken wings, kick your boots off, and
go kill your friends!  Skill based combat with playerkilling
as an optional experience are what you'll find at the SLED.
SLED stands for: Slightly Liquid Earthy Dimentia
In other words, when you see the head of the Moose be prepared
for a bit of a whacked out MUD.  Join one of our clans, make some
friends and KILL some things.  Hours of fun and excitement!


              ------------------------------------------------

Mud           : Monster Mud
Code Base     : Envy
Telnet        : mud.idsweb.com 1210 [206.85.136.10]
WWW           : None
Description :

   A mixture of stock areas mixed in with original and
ftp'ed areas based around Tokyo.  Tokyo is run by that
menacing-turned-mayor monster Godzilla.  He and some of his friends
run about the mud.  Midgaard is conected to Tokyo
via a tunnel and the stock areas are in the normal places.
It offers adventure to those that want it and normality
to those who want that Red Dragon Orb for sanctuary.
God worship is in, and with a larger player base clans
will be added.  The stock 4 classes are offered to start,
but players over level 35 may advance to a respective
class.  Warriors become monks, mages to archmages, clerics
paladins, and thiefs assassins, offering up to 97 levels
of play.  Hero's may become expositors that gain all
skills and earn practices instead of experience.


              ------------------------------------------------

Mud           : Morgaelin
Code Base     : Modified Circle3.0
Telnet        : 206.109.54.10 3000
WWW           : None
Description :

   A dark mist passes across the land, slowly fading from
existance the good and evil, and replacing it.  Rifts open,
forming gateways to new, unseen lands.  No longer can one
survive alone in these troublesome times, leaderless, helpless,
only time will tell what will happen.


              ------------------------------------------------

Mud           : MorgenGrauen
```

```
Code Base   : LPMud
Telnet      : mg.uni-muenster.de 23
WWW         : http://mg.uni-muenster.de/
Description :

    MorgenGrauen is a native German LPmud. It is 24 hours reachable.
The players may become Seers (Seher, high level player) or
Wizards (Magier) after fulfilling a number of quests. In addition
there are lots of other adventures in our quickly growing world.
MG features regions of different theme. Seers have the opportunity
to build their own houses and have faster movement through magic gates.

    The MUD is open to up to 190 players (latest max. was 170) and
is host for 78 players in average (including holidays and weekends).
Interested persons may also take advantage of our MudWWW frontend
  http://santana.uni-muenster.de/~mud/Interaktiv/MudWWW.html,
which allows to look around a few places without creating a
character or to know any playcommands. Also it features a web
page to access InterMUD information on LPMuds:
  http://santana.uni-muenster.de/htbin/mudwww?REQ=intermud
which has functions to finger persons on other muds or get the
current list of players.

             ------------------------------------------------

Mud         : MornMud
Code Base   : Ember
Telnet      : morn.telmaron.com 4000 [204.180.173.3]
WWW         : http://www.telmaron.com/~morn/
Description :

    We are currently working on building an entirely new world
from the ground up.  All new areas to explore, new equipment
to be found, new mobs to kill (or be killed by ).  Once we
are done..there will be brand new races and classes all of
which will be imped to be distinct, to enhance role playing.
With the new races and classes will come all new skills and
spells..Exactley what those are now? Who knows? :)  We are
always looking for players who want a fun atmosphere to
role play in..So come on and check us out, you might actually
want to stay there forever! *shrug* Stranger things have
happened.

Current Implementors:
-Tyrluk
-Thanatos
-Time

We'd love to see you there :)

             ------------------------------------------------

Mud         : Morris Mud
Code Base   : LP
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```
Telnet        : hunter2.eac.cc.az.us 8888 [198.60.152.60]
WWW           : http://www.geocities.com/Athens/Acropolis/5799/mud.html
Description :

    A fun combination of Fantasy, Modern and Future. In
developmental stages. Friendly Players, and Wizards. The
major area is a simulation of an actual college. Players
will be able to join guilds (one guild system is college
majors). Note that it's always in development. Any help
is appreciated.

              -------------------------------------------


Mud           : Mortal Realms
Code Base     : Merc 2.1
Telnet        : 204.162.115.56 4321
WWW           : http://www.ee.utulsa.edu/~david/mrmud/
Description :

    Mortal Realms is a combat based mud with 7 classes and 8 races, and a
huge world with over 110 areas. We have an advanced VT102/ANSI color
interface with tactical information along with the normal color text
interface.  The gaming system is named MrMud v1.3, and is a 90% rework
of the Merc 2.1 code.  We have over twice the amount of commands and
actions.
With advanced user responsive creatures, and objects, we normally have
a daily average of 125 players.  Our objective is to create the most
user-friendly mud possible on the net.

    Mortal Realms is working in conjunction with the Arcadium gaming
service.
The server that the machine runs on is powerful enough to support play
with
no game lag. Our web page includes MrTerm v1.35 a terminal program for
Win95,
and numerous links to Mortal Realms related pages.

              -------------------------------------------


Mud           : Mozart MUD
Code Base     : Silly
Telnet        : mozart.apk.net 4500 [207.54.133.79]
WWW           : http://mozart.apk.net/mozart/
Description :

    Mozart is one of the oldest, largest muds on the net.  It
has a huge (better than 17,000 room) worldfile, nearly all
of which is unique and which is expanded continuously.  It
has many options for players, and is staffed by an excellent
group of folks.

We look forward to your visit.

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```

```
Mud          : MUD2
Code Base    : MUD2
Telnet       : mud2.com 23 [204.50.51.240]
WWW          : http://www.vttoth.com/mud2/
Description :

    This is the latest incarnation of Richard Bartle's MUD2. MUD2 is
the direct descendant of the _original_ MUD, as developed by Richard
Bartle and others at Essex University, England, in 1978.

The stated goal for this site is to provide a stable, long-standing
home for MUD2 players around the world. The game is available for a
low monthly subscription fee which helps cover the costs and the
effort associated with software development and system maintenance.

MUD2.COM is operated by Viktor T. Toth, aka Gandalf the arch-wizard,
who was also an arch-wizard on the Kesmai and NVN incarnations of
the game. Players of CompuServe's British Legends (BL) know him as
MrSpock the wizard.

             ------------------------------------------------

Mud          : Mudgik: The Gathering
Code Base    : Circle Mud 3.0
Telnet       : gwain.mercia.net 8000 [194.164.45.12]
WWW          : None
Description :

    This is an excellent way to escape from reality. Pkilling
is allowed (Please don't do it without cause and refrain
from killing newbies). Common and give it a shot. This mud
is always expanding and adding on new areas. Come on and
test a few if you wish.

             ------------------------------------------------

Mud          : MudSlide
Code Base    : ROM 2.4
Telnet       : mud.blink.net 4000 [207.3.233.1]
WWW          : http://mud.blink.net/~apelons/
Description :

    MudSlide is a dynamic and constantly changing mud.  New
features pop out every week with hard at work implementors.
Currently offers a ninja superclass, for those who reach
level 51 and then reincarnate, and will have more to come!
Come give it a try.

             ------------------------------------------------

Mud          : MUD-The Quickening
Code Base    : Originally circle based
Telnet       : 206.87.85.1 2526
```

```
WWW          : None
Description :

    MUD-The Quickening is a fantasy MUD loosely based upon the
"Highlander"
theme.  As players live out a life in any particular profession
they gain certain inalienable skills for life, as well as
an immortal power and level to go with it.  Danger comes from all sides
when you are immortal-- don't let your guard down or you may lose your
head -- and the immortal level that goes with it.

                  ------------------------------------------------

Mud          : Muddy Waters
Code Base    : LPmud (CD)
Telnet       : mw.cs.washington.edu 3000 [128.95.4.92]
WWW          : http://mw.cs.washington.edu/
Description :

    Are you seeking adventure and role-playing opportunities in
a high quality environment? Look no further!

    Muddy Waters is a theme-based fantasy mud in the
swords-and-sorcery genre. We've been around for a few years
now. The setting is medieval with an original, unique
history and mythos. When you play Muddy Waters, you'll be
part of a story, and you can add to it. Muddy Waters prides
itself on providing a fair and challenging experience in
an artistic and high quality setting. Most of all, it's fun.

    Muddy Waters is based on a skill and stat system rather than
a level system, with a variety of guilds to choose from.
Characters can belong to different types of guilds. It runs
on a dedicated machine. Character creation is open, and we
have a guest account if you just want to look around.
Player killing is permitted, although not encouraged. Our
world has a day and a night. We are newbie friendly.
Use the links below to check us out, and we'll see you there!

                  ------------------------------------------------

Mud          : MUD X
Code Base    : Mythran
Telnet       : digital.brotherhood.com 6666 [208.8.215.20]
WWW          : None
Description :

    MUD X is an (almost) anything goes place where fun is #1 on the
agenda.
We have a unique clan system for those who like to playerkill and an
option
of not participating for those who don't.

We sport friendly immortals with 50 mortal levels and an interesting race
```

and class system! So come play MUD X (where X = Y over Z).

```
                -------------------------------------------

Mud          : MULTI MUD
Code Base    : CircleMUD 3.0
Telnet       : 132.230.36.55 4242
WWW          : http://uhura.biologie.uni-freiburg.de/multi.html
Description :

   MULTI MUD is a heavily modified CircleMUD 3.0 with:

* lots of new spells and skills
* fantasy, medieval, jurassic, nowadays and science-fiction areas
* option to switch between 'ancient' and sci-fi worlds with one char
* clans, mobask and a mission system
* detailed maps and area lists
* a lot of new, original zones (including a new hometown)
* ...and of course the friendly immortal crew with lots of mud
  experience....

   c u, Aragorn and the MULTI crew ;)

                ----------------------------------------------

Mud          : MUME
Code Base    : Diku I (Code modified since 1992)
Telnet       : b65201.student.cwru.edu 4242
WWW          : http://www.sparta.lu.se/~mume/
Description :
```

   MUME is a multi user role-playing game based upon the works of J.R.R.
Tolkien.

   The action takes place in the late Third Age, before "The Hobbit" and
after
the loss of the One Ring by Sauron. The key of Erebor was just found by
Gandalf
and all the epic tales narrated in "The Lord of the Rings" may take
place.

   MUME is server orientated game: connections to the game are made
through a
variety of servers throughout the world. Players can connect to their
nearest
server, which will provide the best link. The current servers can be
found
either on MUME's homepage, either by connecting to lbdsun4.epfl.ch port
4242.

   MUME was ranked as the best mud in the September 95 edition of
'Internet and
Comms Today' magazine.

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                 ------------------------------------------------

Mud            : MuMu Land
Code Base      : nuts230.c
Telnet         : mumu.oanet.com 4321 [204.209.13.16]
WWW            : None
Description :

   MuMu Land is a TALKER type mud whose main purpose
is to provide users a place to talk with friends & meet new
people that live all over the world. We are a quality
establishment that seeks to continue to improve our place and to
continue to expand our operation.. Thanks!

   -Len & Kien


                 ------------------------------------------------

Mud            : MUSHMellow
Code Base      : PennMUSH version 1.6.0, patchlevel 5.
Telnet         : chilipepper.com 4201 [208.212.156.50]
WWW            : http://www.chilipepper.com/mushmellow/mush.htm
Description :

   Welcome to MUSHMellow! Creative worlds, puzzles, interesting
people, irreverence, that sort of thing. We walk like camels.
We compose haiku. We fling afterbirth.

We get chased down and shot by Yul Brynner. We're down to earth.
We have paintball wars in Mayberry. We have fresh pie. Join us,
join us, join us.


                 ------------------------------------------------

Mud            : Mutatis Mutandis MUX
Code Base      : TinyMUX 1.3
Telnet         : mserv1.wizvax.net 4520 [199.181.141.2]
WWW            : http://www.best.com/~gryffon/mmmux/
Description :

   Mutatis Mutandis MUX is an adventure in interactive roleplay based
in the world of the X-Men. Hopefully a divergence from the standard
X-Theme commonly found online, Mutatis Mutandis starts off with
What-If?! Donald Pierce had not destroyed the Siege Perilous and
it was instead used to hasten the end of mutantkind? This basic
premise allows for creative interpretations of the characters we've
come to know and love from Marvel's X-books, by having these
characters pass through the Siege. We also allow Non-feature
Characters, characters of your own design.

The MUX itself has extensively soft-coded features to assist with
gameplay and an expansive IC world in which to roleplay. For much
much more information about the MUX, visit us online or on the web.
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Mud           : Mystery
Code Base     : Rom 2.4 (Heavily Modified)
Telnet        : barney.vpresence.com 4000 [194.78.101.29]
WWW           : http://www.vpresence.com/~seytan/
Description :

    We've decided to create Mystery because
all muds we've played were all the same.

We've added new classes (monk, neuromancer,..)
and new races (drow, nekojin ...). On most
of muds when you become hero, playing starts
to be boring ... here we've changed that, now
you could restart an new char (multiclass).
We're waiting a lot of new players

We are looking for some GOOD area builders ...

                  -------------------------------------------------

Mud           : Mystic
Code Base     : LPmud
Telnet        : mystic.magik.net 3000 [207.176.4.122]
WWW           : http://www.io.com/~slaric/mystic/
Description :

    Mystic offers vast realms to explore,
challenging quests to solve, and a
strong sense of community. Come and
join us - see how good it can be.

Established in early 1991, Mystic
is an LP-based MUD running under
the MudOS driver.

                  -------------------------------------------------

Mud           : Mystical Mud
Code Base     : DIKU
Telnet        : mystical.netwalk.com 4000 [205.156.197.12]
WWW           : http://www.netwalk.com/~mystical/
Description :

     Mystical Mud is a wonderful place to adventure in.  We are NOT a
boring
stock DIKU.  Mystical is a huge mud with unique areas, races, spells and
classes (multi-classes included).  Journey into a world of fantasy,
adventure
and excitement! Make new friends and visit new lands!  Get into an actual
role-playing quest or start a clan, as Mystical is full of new
opportunities.
```

We welcome both experienced and non-experienced players. With an optional PK
system, new players can rise to new heights too. Mystical is among the best
and we would love to have you. Come and join the carnage and adventure.

Mud   : Mystic Realms
Code Base   : Smaug
Telnet   : xroads.com 4000 [204.96.10.36]
WWW   : None
Description :

   Mystic realms is a Pkill optional mud. We have imms who
are very involved with our players and very helpful to Newbies.
We're running on a now enhanced smaug code. We take player
suggestions for improvements, and players of any age are welcome.

The mud is not easy..its a 150 mortal level mud, but does not
get repetitive or boring. Players constantly receieve new spells
to make the mud more enjoyable.

The mud will be fully functional as of Mid June but we're
open for mortals to play. First to heroes on our mud will
be awarded clans.

Mud   : Mystic Vale
Code Base   : MUX
Telnet   : telmaron.com 5555 [206.246.120.2]
WWW   : http://telmaron.telmaron.com/~mystic/
Description :

   This MUX focuses on Role-playing, not Roll-playing,
unlike most mu*'s. Mystic Vale MUX is somewhat similar to
tabletop RP, and makes use of the StoryTeller gaming system.
The MUX is set in a World of Darkness environment, which
means that all manner of monsters, including vampires,
lycanthropes, wyrms, and changelings. The MUX also includes
more familiar archetypes such as the Mage. Players may also
choose to be a mortal character, and carry out their life as
a normal human being. There is an extensive staff on this
MUX, and we are here to make sure you enjoy your visit.

   The MUX focuses heavily on role-playing, and that is
the SINGLE most important aspect of the game. There is no
need to have previous knowledge of the StoryTeller system in
order to play here; it is a simple system, and the staff will
be more than willing to help you out. It is very important
that you be willing to spend time developing your character.
The more thought and creativity you invest in your character,
the more fun you will have interacting with other players as

your chosen personality. Please drop by, and take a look; we
hope you'll be pleased with what you see on Mystic Vale MUX.

Mud   : The Mystik Isles
Code Base   : Modified Envy 2.0
Telnet   : mystik.telmaron.com 9000 [204.180.173.5]
WWW   : http://fit.ivnet.com.tw/~neysa/
Description :

    This is the new Mystik Isles, running on modified Envy 2.0
code. We have new classes, new races, and a new world map
based on a continent theme (which means, of course, new
areas!). What hasn't changed is our attitude... We are
still a friendly and social mud, especially to newbies. We
still listen to player suggestions on all levels, and we
still give our players more respect than most imms get on
other muds. Don't believe me? Heard it all before? Come
prove me wrong.

Mud   : Mythos
Code Base   : LPC 3
Telnet   : mythos.uni-koblenz.de 3000
WWW   : http://www.uni-koblenz.de/~linux/index.html
Description :

    Mythos, based in medieval times, invites you for a visit. We are
currently still under construction but a large landscape is
already finished. We have several races with more planned, 3 guilds
open and a magic system nearly finished.You can reach us with
telnet mythos.uni-koblenz.de 3000 from Germany.
Players from outside Germany must connect with either telnet
ernie.mi.uni-koeln.de 3000 or telnet fsinfo.cs.uni-sb.de 4242.
We are also available over the Tuebingen mud relay service telnet
134.2.72.3, login GAMES, menu MUDS.

Mud   : Myths and Legends
Code Base   : NM3.2/MALIB
Telnet   : mal.imaginary.com 5000 [128.143.67.41]
WWW   : http://www.drpnetworking.com/MaL/
Description :

    Myths and Legends has been in development for over two
years now. It has the comfortable feel of Nightmare 3.x,
but with a lot of more realistic and fun changes. There are
no stock races, classes, spells, skills or areas. We have
done away with conventional NM quests, and set up a
system of saving items. Some highlights. Doppleganger
player race (shape shift to any player race!), Multi-classing,

extensive poison/herb system, spar with other players
with wooden weapons for exp without needing to kill,
skill/stat quests, players can train other players in skills,
the list goes on!

Currently open for BETA play testing!

o===o
                          Muds Beginning With: N
o===o

Mud   : Nalle Mud
Code Base   : idirt 1.82
Telnet   : nalle.tellus.vallentuna.se 6715 [193.13.236.180]
WWW   : http://nalle.tellus.vallentuna.se/~mud/
Description :

    This is a new mud, it's based on the iDirt code and have
been heavily modified by me (Beldin).

At this time we haven't got a special direction for this mud
but we are thinking about specialising in fantasy-book-
series. Right now all objects give their full value
independant the number of users online, later i'll change
that so objects are worth more when there are more players
online.

Magnus 'Beldin' Ullberg
Waiting for you... ;)

Mud   : NannyMUD
Code Base   : standard LPMud (from early 1990)
Telnet   : mud.lysator.liu.se 2000 [130.236.253.159]
WWW   : http://www.lysator.liu.se/nanny/
Description :

    NannyMUD is the oldest original LPMud still around. It first opened
in the summer of 1990 and has been up and running continuosly since
then. The theme is mediaeval fantasy, with magic added. The
game now features over 21000 locations, a dynamic quest
system (more than 70 quests), several guilds and the NannyMUD soul,
a marvel in modern LPC coding. NannyMUD is also the home of the Shell,
an advanced tool for mortals and wizards alike. Currently NannyMUD has
about
100 active wizards and about 1000 more-or-less active players.
Several different playing styles are possible, from player killing and
pure hack-and-slash to quest solving and social chatting, and several
people
have been known to meet their real-life spouses at NannyMUD.

It has been said that the way of nanny is questdo, with more than 70
to
choose from. There are also some ten different guilds, which work more or
less like classes in other muds: The adventurers guild, the Champions of
Khorne, the Holy Monks order, the Assembly of Knights, the Druids guild,
the Damneds guild and the Magicians. In addition to this, there are some
twenty clubs, which are more or less mini-guilds, but each character can
be a member of any number of clubs. The mud is run on a dedicated P100
with
96Mb of memory and 1.8Gb of disk space. We have no local lag and a 10 Mbs
connection.

Mud   : Necromium
Code Base   : Circle
Telnet   : necromium.com 4000 [206.14.125.152]
WWW   : None
Description :

    Necromium has only been open for three months, and already
has a player base ranging from 10-40 players at peak and
idle hours. It offers 5 classes, and full multiclassing.
Clans are available, and the new clan war code is complete
and running. Clans are able to capture zones, for purposes
of gaining royalties, as well as player killing. Player
killing is restricted to specific zones, so no one is ever
caught off guard.

Over 10,000 rooms make up the world, and all are built by
hand with NO stock zones. We offer two different
continents at the moment, and adding more as well. The
continents are connected via boat, that runs regularly
between them.

Necromium supports full color configurabilty for players,
as well as configurable prompts. Tons of special processes
make the mud unique. Full qutomated newbie helpers will
greet you as you log in - furnishing you with equipment,
maps, and even help you gain your first few levels. Stop
by today, this is not a mud to miss.

Mud   : NecroMOO
Code Base   : moo
Telnet   : necro.mcc.ac.uk 7777 [130.88.202.49]
WWW   : None
Description :

    A MOO based over in England, with the sole aim of providing
for the creativity of anyone who wants to use it! There's
an active coding base of some 300 people, and various
educational courses take place here at present!

RPG areas are being worked on, there's a good social base
and we're always after enthusiastic builders and programmers
to help extend the MOO, so if you're happy, sad, cranky,
bouncy or just plain mad come take a look...

Mud   : Necropalis
Code Base   : Rom2.4
Telnet   : necropalis.mudservices.com 8288 [205.147.201.231]
WWW   : None
Description :

    Necropalis is a 100 level mud using rom2.4 code. New
skills and spells are always in the works, and areas are
often added or revamped. Players can choose from 13 races
and 14 classes and numerous skills and spells. The Immortals
are very player-friendly and maintain a nice atmosphere.
Necropalis is growing in leaps and bounds now that it's off
the ground, so if you enjoy a quality pk mud, stop by and
give it a shot.

Mud   : Necropolis
Code Base   : TinyMUSH version 2.2.1 #2
Telnet   : cesium.clock.org 6250 [17.255.4.43]
WWW   : http://pubweb.acns.nwu.edu/~khu286/necro/
Description :

    Necropolis: a city of the dead, a bleak, twilight nightmare,
a thousand souls making a futile stand against Oblivion -- and a
very good game. No vampires, no werewolves, no mages, no faeries,
simply the restless souls of complex human beings adrift in the
shadows between being and nothingness. Based on White Wolf's _Wraith:
the Oblivion_, Necropolis loosely conforms to the Storyteller format
of game play with a heavy emphasis on characterization and roleplaying
rather than statistics. Set in the fictional city of Viola, Louisiana,
the game seeks to explore the trials and tribulations of souls struggling
to survive in the afterlife amid a tangled web of corruption and
political
intrigue. This game is registration-only.

Mud   : Necrotelicomnicon
Code Base   : Dikumud
Telnet   : mudhole.ehche.ac.uk 8888 [193.62.8.220]
WWW   : http://mudhole.ehche.ac.uk/~impmud/
Description :

    Necrotelicomnicon is a heavily modified dikumud, based
in the city of Bangor. From there you may move out into
the surrounding fantasy areas, including such themes as

Star Wars and Aliens. The game features 1000 mortal levels,
a player killing system, bulletin boards, ansi colours and
mudmail.

Do you have what it takes to meet the challenge? If so,
connect to Necrotelicomnicon NOW!!!

Mud   : NergMUD
Code Base   : Circle 3.0
Telnet   : nerg.me.fau.edu 4000 [131.91.113.12]
WWW   : http://www.nerg.com/
Description :

    NergMUD is a MUD made by longtime Mud players for all mud players!
The code is updated and enhanced almost daily. We of the IMP staff
are proud to say that we listen to our players and always except ideas
and suggestions.   NergMUD offers something for every style of Mud
player. We have one of the largest worlds, a PK arena, role-playing
spec-procs, races, almost any spell you can think of, hunter mobs,
horses you can ride, and much more. Stop by and play awhile.

Mud   : NetLink - MajorMUD
Code Base   : MajorMUD
Telnet   : wcos.com 23 [206.165.124.2]
WWW   : None
Description :

    We are a friendly Mud for the most part at this time. Player vs.
player
does happen ocassionaly. Most of the players are friendly towards each
other or at the very least civil. As far as we know we are the only
MajorMUD that offers multiple characters on one BBS account. Please
direct questions to the Mud Imp.

Mud   : NetherWorld
Code Base   : Merc Diku 2.2
Telnet   : ruby.telmaron.com 3666 [206.246.120.11]
WWW   : http://www.lexiconn.com/users/mud/
Description :

    NetherWorld has been up for nearly a year, and it is now
bigger and better than ever! NetherWorld offers many fine
features, including:

 * 3 fully populated continents and oceans (a complete world)
 * 9 classes, 20 races, 40 mortal levels
 * Remort system that allows characters to multiclass
 * 6 different, full-fledged hometown cities

* A good mix of stock and original areas
 * No renting! Balanced experience and gold systems
 * Fully customizable ANSI Color support
 * Role-playing clans with limited pkilling
 * Questing and trivia. Save up points for goodies!
 * Purchase personalized castles with guardian mobs and more!
 * Arena where all may fight other player characters safely
 * Permanent server with a T1 connection

Our goal is to provide a balanced system that caters to
both neophytes and experienced Mudders. Please stop by and
check us out. You'll be glad you did, and so will we!

Mud   : Neverholm
Code Base   : Aber / Dyrt
Telnet   : neverholm.dial.pipex.com 6715 [158.43.128.49]
WWW   : http://neverholm.dial.pipex.com/
Description :

   Neverholm is a version of the Aber / Dyrt code. It has at present
many of the standard zones with 'tweaks' here and there. The
whole land, however, is in the process of being re-written so
keep an eye on us as it should be pretty interesting. The code
base is also in for a revamp just to make it even more stable.

We are running on a dedicated machine which is connected to
the reliable and quick PIPEX backbone. You should find no
problems with that dreaded lagbeast as long as your end of
the network is up to it. Enjoy playing!

Mud   : Newark
Code Base   : Circle
Telnet   : cuy.net 4000 [204.141.121.115]
WWW   : http://cuy.net/newark/
Description :

   Newark is a new mud based on circle code. Its theme is based on life
and times in Newark NJ but of couse with fantasy overtones.   Player
killing and robbing is allowed and as the game ages there will be crack
houses, gangs and not so honest policemen. Possibly even a subway train
to NYC but that will be in the future. There are the 4 basic classes to
choose from Cleric THief Fighter Mage and all will play an important
part in the game. Newbies will need to be tough yet friendly and find
people to group together with or perish because Newark is a rough place.
Try it out! Thx

Mud   : New Eden
Code Base   : CircleMud 3.0

```
Telnet       : neweden.mud.circlemud.org 7000 [192.135.233.214]
WWW          : http://www.cs.nott.ac.uk/~rxw/neweden/
Description :

   New Eden,  What Can I say... it's the tops!
Featuring...

+ THE TWIST OF FATE ARENA
+ Quests
+ Immortals with a sense of humour
+ Over 60 Zones
+ 125 levels 6 classes
+ Personalsed Equipment
+ Free Cake on entry to the MUD!

--- IF YOU DON'T PLAY YOUR MISSING OUT ---


               ------------------------------------------------


Mud          : New Moon
Code Base    : LPmud, Discword/New Moon mudlib, MudOS driver
Telnet       : eclipse.cs.pdx.edu 7680 [204.203.67.45]
WWW          : http://eclipse.cs.pdx.edu/
Description :

   New Moon, a brave new world where epic tales of medieval fantasy are
made, offers:

 * A realistic and engrossing medieval-fantasy environment to game in,
   with a large range of player races to choose from.
 * A wide variety of areas, including: 3 cities, towns and villages,
swamps,
   plains, forests, mountians, sewers, coastlands, mines, oriental and
islands.
 * A detailed but logical skills system, allowing players to train in
combat,
   magic, worship, covert and general skills.  Skills can be advanced
either
   through general experience and/or through practice (targeted
experience).
 * A wide range of player guilds including: Warriors, 3 magic-using
guilds,
   3 priest guilds, thieves, rangers, chaos knights, plus more in
development.
 * An awesome spell system, with around 200 wizard and priest spells.
 * A sophisticated and never dull combat command system, including many
   combat commands and spells, a huge variety of combat messages,
   interesting arms and armour, intelligent npcs and group combat.
 * Full support for role playing, including optional Player Killer
status.
 * A big selection of quests for players of all levels (over 50 quests).
 * A friendly and fun environment to play in, including two chat channels
   and a huge selection of all your favourite soul commands, plus emote.
 * Many many more features, including herbalism, player housing, sailing,
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naval warfare, languages, special epics etc.

Mud   : NexusMOO
Code Base   : MOO
Telnet   : nexus.otaking.org 2222 [206.86.91.186]
WWW   : None
Description :

     NexusMOO is a unique multi-themed MOO, with the emphasis on
pure Role-Playing. Current and planned themes include:

  * Gene Roddenberry's Star Trek
  * Anne McCaffery's Pern
  * George Lucas' Star Wars
  * An original theme-Delta Station.

     These themes will also provide a unique setting for Role-
playing in that particular universe.   For example, the
Star Trek area is set in an alternate, Dominion-controlled
galaxy.   If you enjoy created rich, full characters and
interacting with other well-rounded characters, come check
us out!

Mud   : Nexus Mush
Code Base   : tinymush 2.2
Telnet   : fsr5.fb5.uni-siegen.de 6996 [141.99.64.80]
WWW   : http://www.uni-karlsruhe.de/~nexus/
Description :

     The old order has ended. The elder gods, once builder of the
Nexus, masters of magic and rulers of the realm, have withdrawn,
and no mortal has seen them again for the last decade.

The laws and rules which connected the three lower races in the
past, are gone now, and new rules are yet to be found. New leaders
have risen, claiming rulership over their people. Even now, as you
read this, the tide of powers may be changed and a victory for one
side may determine the fate for another.

The Realm of Nexus is a fantasy-oriented medieval world with three
different dimensions and their races, plus a Nexus-dimension which
links the other three together, but homes none. The three races
have different abilities, society structures and habits, but they
share one common goal: To become the master-race of the whole realm.

Mud   : Nightfall
Code Base   : LPmud 3.1.2/mudlib NF3.0.0
Telnet   : nightfall.org 23 [134.2.170.99]

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WWW          : http://www.nightfall.org/
Description :

    Nightfall is a LPmud at the Institute of Theoretical Astrophysics and
Computational Physics (TAT) at the University of Tuebingen, Germany.
It is international (English language), but because of its location
chatting in German is possible.

    Nightfall is based on a fantasy setting, with a dream world for all
sorts of queer ideas. Currently there are about 70 quests,
13 races and 9 classes. Nightfall was founded in December 1990
and now consists of about 100 MBytes of mudlib source code.

                 ------------------------------------------------

Mud          : Nightfall's Keep
Code Base    : TMI-2 1.4alpha
Telnet       : cyanide.mudservices.com 2673 [205.147.235.172]
WWW          : http://cyanide.mudservices.com/
Description :

    Nightfall's Keep is a mud in the very beginning stages of creation.
The concept of the mud is based upon the standard AD&D system and
rules (specifically Planescape(tm) campaign based), including such
concepts as THAC0 and saving throws.

    Eventually, character selection will include plane of origin, as well
as race, etc; and most standard campaign world races and classes will be
represented.

    Should you happen to wish to carve your own little demiplane, or
would like to code something from a pre-existing campaign, and are
familiar with the increasingly rare TMI-2 mudlib, by all means mail
the Nightfall's Keep administartion at the email address given.

                 ------------------------------------------------

Mud          : Nightmare LPMud
Code Base    : MudOS v21.3/Nightmare IV
Telnet       : nightmare.imaginary.com 1701 [204.73.178.25]
WWW          : http://www.imaginary.com/LPMud/Nightmare/
Description :

    Nightmare LPMud is an internally consistent virtual fantasy
society.  The goal to the game is only what you make it.  If
you like hack-n-slash, then you can play the game as a mighty
fighter.  Or perhaps you prefer the teamwork of being a cleric,
or the role-playing of being a fisher.  There are 7 base classes
on Nightmare which help determine how you play the game: cleric,
fighter, fisher, kataan, mage, monk, and rogue.  Your advancement
on Nightmare is determined not by how many monsters you kill,
but instead how you do as a member of your chosen class.  And
multi-classing is available for those who chose to do so.
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Of course, you must always watch out for death. Unlike on other
muds, however, death on Nightmare takes you to the Underworld,
a vast domain of the undead. You may seek out resurrection and
return to the realm of the living, or instead risk permanent
death and play the game as a member of the undead. Death to
the undead is permanent.

    Nightmare features also include:

* Player equipment saves between logins
* Quests are optional, but have great rewards
* Consistent command interface
* A user friendly and expansive help system
* Limb-oriented combat
* 17 player races
* Many areas and guilds

    Finally, Nightmare runs on a machine bought
with player dollars, meaning that Nightmare will always
have a site.

Mud   : Nilgiri, the Forgotten World
Code Base   : DikuMUD
Telnet   : nilgiri.mythril.com 8888 [205.169.40.250]
WWW   : http://nilgiri.mythril.com/Nilgiri
Description :

    Nilgiri DikuMUD originated in 1990 with base gamma DikuMUD I
code. Since then, a great deal of enhancement has been made
to the game, making it very unique. We have avoided
inflation of character power and equipment in an attempt
to keep a friendly atmosphere.

We are continuously developing new features and new areas.
Most of the areas on Nilgiri are unique, and the ones that
aren't have been heavily modified.

If you don't like the bureaucracy or the aloofness of big
muds, but you want the features and reliability of a big
mud, give Nilgiri a try.

Mud   : The Ninth Circle
Code Base   : CircleMUD v3.0 (Heavily Modified)
Telnet   : quarry.axisdata.com 5000 [199.184.181.237]
WWW   : None
Description :

    The Ninth Circle is a funky, friendly land of myth and magic.
We specialize in hack'n'slash excitement, without taking
ourselves too seriously. If you can battle an evil wizard to

the bitter end and still laugh at the antics of some silly NPC,
then this may be the MUD for you.
The Ninth Circle is running a heavily modified version of
CircleMUD v3.0. We've added many new spells, skills, and
original areas, but most of our mods are designed to increase
the playability and longevity of the game. We want your 100th
hour of play to be just as enjoyable and interesting as your 1st.

Mud   : Nirvana
Code Base   : LP3.1.2DR,LP2.44 modified
Telnet   : elof.acc.iit.edu 3500
WWW   : http://www.iit.edu/~petebre/nirvana.html
Description :

   An old style, no overall theme LPMUD, established Feburary 26, 1991
Many different guilds and areas to explore of various themes
ranging from fantasy to sci-fi to just plain wierd.

Mud   : NiteMare
Code Base   : HEAVILY Modified Rom 2.4
Telnet   : mud.pht.com 3000 [207.0.62.66]
WWW   : http://mud.pht.com/~mud/
Description :

   NiteMare is a heavily Modified Rom-based MUD which has:

 * Clans, Alignment based, Race Based, PKILL Based
 * Many Races, Classes
 * Hundreds of skills
 * MOBPrograms (yes, in Rom!)
 * A Magic 8-Ball
 * OLC for Area Building
 * Many Great Quests. (Not Just Kill a Mob quests)
 * Great Players, Imms, Heroes
 * Original Re-Mort system for Multi-classing

   There are ongoing additions of skills, spells, areas,
If you've been here before, its still NEW stuff!

Mud   : Noah's Ark
Code Base   : Playground '96
Telnet   : talkers.skl.com 4003 [205.233.242.56]
WWW   : http://talkers.skl.com/~noahsark/
Description :

   Noah's Ark was created as a Christian talker where believers
may come and fellowship with others. We try to maintain a
friendly and wholesome environment. Rudeness and abusive

behaviour is not encouraged or permitted. If you want to
meet a nice group of people who enjoy each other's company,
then Noah's Ark is the place for you.

Mud   : No Name Mud
Code Base   : Rom2.4
Telnet   : dragon.mudservices.com 1234 [205.147.201.229]
WWW   : None
Description :

    Based on on DragonLance. Our mud is un-named so far.
We have been up for 3 weeks so far and have added alot
of cool stuff...

 * Extended races based on DL races
 * Optional PK flag, so pk fanatics can slay eachother, and non-pk fans
   can enjoy the mud
 * TOTAL COLOR, uh.. just about
 * Druid and Ranger class soon to be in
 * Empires, such as Solamnic...etc..
 * Automated quest system, and quest given by imms
 * Lvling here is alot more fun, make a char and lvl to 2 and you will
   see what I mean
 * Extended areas based on the realm of krynn, soon to have the whole
   mud DL areas
 * Roleplay is welcomed, extremely welcomed
 * 100 mortal levels
 * We plan to add ALOT more skills/spells.

Mud   : Northern Lights
Code Base   : AberMUD 4 - NL-dirt 1.3   (based on DIRT 3.0)
Telnet   : aber.ludd.luth.se 6715 [130.240.16.29]
WWW   : http://www.ludd.luth.se/mud/aber/northern_lights.html
Description :

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  (, /| /
   / | /
) / |/ orthern Lights opened officially on June 6, 1992. Since then we
(_/   '   have grown to become one of the most popular MUDs of the Aber
          variety. Our aim is to create challenging puzzles, a friendly
environment for the players, and a place for people to relax and have a
good time. Come and explore the secrets of the Empire and the barbarian
lands, or find a way to gain the eternal gratitude of a real Pirate King!
You might even manage to find the real reason behind crop circles...

Our web site contains information about Northern Lights, pictures of some
of our many players, some of the yarns that our immortals have spun and a
comprehensible guide on how to write good zones in the dirt format.

It also contains a manual on to how to use the unique catch code system
that
allows the zone writers to write their special cases directly in the
zone.

Mud   : Nowhere Like Home
Code Base   : Circle 3.0
Telnet   : hacker.soupweb.com 4000 [207.20.121.26]
WWW   : None
Description   :

    We offer over 150 areas ranging from the typical fantasy
mud zones to the absolutely bizzare, 9 classes, a full clan
system, 1000's of monsters and items and some of the
craziest imps around.

If lots of rules, enforced role playing and greed are what
you're looking for - well, don't look here. If you're looking
for a place to hang out, take off your shoes and have a
good time. . than you've found the right place.

Mud   : Nuclear War
Code Base   : lpmud
Telnet   : nuclearwar.astrakan.hgs.se 4080
WWW   : None
Description   :

    Nuclear War is a cyber themed mud set in a post nuclear
holocaust age where the world is ruled by mega corporations
and unruly street gangs. The mud offers optional playerkilling,
a friendly tourguide system, and five very original guilds.

o==o
                          Muds Beginning With: O
o==o

Mud   : Ombra
Code Base   : Diku
Telnet   : ombra.aspide.it 6000 [194.184.248.197]
WWW   : http://www.aspide.it/piazza/mud/ombra/
Description   :

    Well, here is another Italian Mud! Bene, ecco un'altro Mud
Italiano! Ombra is really challenging, having a great world.
Ombra e' stimolante, con un mondo immenso. Ombra is nice to
explorers, cause you never lose more xp than 20% (10% in some
special cases) Su Ombra e' facile esplorare, perche' non si
perde mai piu' del 20% (10% in alcuni casi) Ombra has 4 Major

Gods working as Imps and co-Imps.Ombra ha 4 Dei Superiori che
si prendono cura dei giocatori.

Mud   : Onyx III
Code Base   : Modified Nightmare
Telnet   : onyx.me.iastate.edu 3456 [129.186.2.245]
WWW   : http://onyx.me.iastate.edu/
Description :

    The original Onyx is back. This time with a new machine
and no lag. All the old areas you loved are still here
along with new and exciting areas. We have all the traditional
classes along with some special ones of our own, such as
the Assassins, and the Paladins. Player killing is allowed
but be prepared for the Foot Patrol to come and throw you
in Jail. Guilds include Bounty Hunters, Jesters, Fishers,
Twisted Legion, and of course those wonderful peace loving
Foot Patrol. Come and join us today!

Mud   : The Orange
Code Base   : TinyMUCK
Telnet   : homer.bus.miami.edu 9999 [129.171.39.247]
WWW   : http://www.bus.miami.edu/~mud/
Description :

    The Orange is a great big social chat system that's
theme is based somewhere in between South Beach
Miami (Florida) and the Jersey shore. It's a whole
lotta fun and a whole lotta free.

Mud   : Orion
Code Base   : OrionLib
Telnet   : orion.tyler.net 2000
WWW   : http://orion.tyler.net:2080
Description :

    A mud based on a new Mudlib, being written On the Orion mud.
lots of neat things, including ftp server and http server both
written completly in LPC.

Mud   : Orion's Gate
Code Base   : circle mud v.3.0 bpl 11
Telnet   : Slip2.orion-online.com 4000 [205.242.182.100]
WWW   : http://205.242.182.100/
Description :

Orion's Gate a Mid Evil bases mud, with the mystic town of Midgaard
and a series of special areas...

We are very newbie friendly with our Academy of Learning which will
lead you on your journey....great for beginners or experienced players...

Come visit us and we hope you have fun and good luck on your journey.

Mud   : OtherMUSH
Code Base   : TinyMUSH 2.2
Telnet   : other.org 4201 [204.151.79.125]
WWW   : http://other.org/~other/
Description :

    OtherMUSH is an experiment in Virtual Surreality, based on the notion
that, "If you think strange things hard enough, you will crash reality."
We are not for the conservative or for the easily insulted. OtherMUSH
is either a role-playing game based on Medieval Nebraska, or a Giant
Ethereal Toilet located somewhere in Tibet. The jury is still out on
that one.

    OtherMUSH: We Make Underwear. No rules, no registration, NO CANNIBALS.
You can more or less do whatever you want here, but if you break us,
we will hunt you down and utterly destroy you. We love you. We love
your pants. Were those my hands on your pants?

    Bring your friends to OtherMUSH. Bring your grandparents to OtherMUSH.

Mud   : Our Place MUD
Code Base   : Envy
Telnet   : ourplace.org 6543 [206.117.78.2]
WWW   : http://www.mindspring.com/~opm/
Description :

    A dynamic mud, professional coders. Enormous world, full maps
available for those that desire it. Not only do mobs have 45 races,
they may have mob programs. Object materials, each with different
characterstics. Automated siege system. Automated battle system
Tintin like speedwalking feature installed so tintin users have
no advantage over others in that regard. Older more mature
immortals. A warm friendly atmosphere that doesn't attract
the wrong crowd.

You'll see immediately the thought and care that's gone into
the development of Our Place. Come in and make it your place

The OP Staff

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Mud           : Outer Space
Code Base   : LP MUD
Telnet        : mud.stack.nl 3333 [131.155.141.166]
WWW          : http://mud.stack.nl/
Description :

    Outer Space is a fantasy mud, based purely on our imagination.
The mud is a mix between the future, present and the past.
The domains in OS represent a planetor solar system in the
Galaxy, being linked togher by space ships or other (magical)
connections. The level of civilization on each planet differ
greatly. For instance Earth is a very hi-tec planet while Aurora
is still situated in medieval times. So if you are into si-fi
muds or historical muds this is the mud for you.

    This conection was brought to you by the admin of OS and
Brent.

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Mud           : Outlands of Darkness
Code Base   : Circle
Telnet        : ood.twd.net 4000 [208.210.064.046]
WWW          : None
Description :

    The Outlands of Darkness MUD (previously on centcon.com 4000
and buffett.eznet.net 4000) is currently back in operation on
OOD.TWD.NET 4000.  We have re-implimented and improved our old
code as well as added new and original spells and skills for
our 16 completely different class types.  In the future we plan
to add compelling new ideas and extreme zones for your mudding
enjoyment.

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Mud           : Outskirts of Insanity
Code Base   : Heavily modified Envy 2.0
Telnet        : the-link.net 4050 [206.25.198.1]
WWW          : None
Description :

    CHECK IT OUT! The Immortal staff invites you to come out and see our
MUD! While still new and in BETA mode, we have lots of Great Features!
Loads of things not found together in many places like:

 - Clans! Clan equipment available! New clans on the way! Dreaded OUTCAST
CLAN!
 - Multiclassing! You wanted it, we got it!
 - Great new spells! Gateway, shadow, warcry, and more!
 - New area's! Never seen anywhere else! A must see!
 - HUNT comand available! Find that pesky mob or annoying player!
 - PK registration! Level 15 and higher!
 - Great Immortals! They're the best!
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    - Lots of NEW features on the way!
    - 100 levels of fun!
    - Banking coming soon! Play the stock market!
    - Buy your own home!
    - No rental fees, no lost equipment when you sign back on!
    - Lots of friendly, helpful people!

    This is but a SMALL SAMPLING of what you get on Outskirts of Insanity!
Sign on today! It's the BEST!!


o=====================================================================o
                        Muds Beginning With: P
o=====================================================================o


Mud           : Paintball Net
Code Base     : PBN Server 1.00
Telnet        : shell.busprod.com 4444 [206.154.138.57]
WWW           : http://www.ee.utulsa.edu/~dug/pbn.html
Description :

    PBN is an ongoing tournament of Paintball where players
compete against each other and computer-controlled 'bots.'
The game features many unusual pieces of equipment
(camies, jetpacks, locators, etc.) that can be 'bought'
with game dollars that you earn by surviving games and
collecting tokens.

              -------------------------------------------------

Mud           : Pandamonium
Code Base     : Circle 3.0
Telnet        : darklin.telmaron.com 4000 [206.246.120.6]
WWW           : None
Description :

    Pandamonium is a totally customized mud that centers around
Dragons and Undead.  Most of the 'world' is controlled by
really nasty mobs, except for three central cities.  Players
are one of three races trying to drive back the evil hoards.
We've totally revamped the Combat and Magic systems, with
tons of new spells and combat skills.  We also feature:

 -Casters can be Silenced or stunned.
 -Thieves can duck behind other players during battle.
 -Attacks target body parts and can damage EQ.
 -Multiple attacks can range as high as 10 per round.
 -Necros can halt healing on any given victim.
 -Mobs switch targets during battle.
 -Dragons can... heh.   It's a secret, but it's darn cool.
 -No Midgaard!  Most zones are customized for Pandamonium.
 -OLC for Builders.
 -Imps with a sense of humor.
```

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 -A huge newbie area.
 -A consistant theme.  (No Barney or Smurf zones)
 -Coders who care.  We're constantly adding cool new stuff.

Come by and check us out.  We're open all hours.  =)

                 -----------------------------------------------

Mud          : PantheonMUD
Code Base    : CircleMUD30pl11
Telnet       : pantheon-mud.com 4000 [195.89.131.12]
WWW          : http://www.pantheon-mud.com/
Description :

    A great mud for both newbies and experienced players. The gods
are friendly and helpful, and offer periodic quests that all levels
of players can enjoy. Offers 2000+ rooms with more coming all the
time! It has many new areas that only PantheonMUD offers, but still
has the familiar CircleMUD with more coming all time! With 100 mortal
levels and 11 immortal levels the enjoyment can last a long time.

Quests will be run, but we need more players.

Multiplaying is allowed though P-killing is heavily frowned upon.
Offers extended race and class selection.

Come enjoy PantheonMUD, You wont be sorry!

                 -----------------------------------------------

Mud          : Papillon
Code Base    : Rom2.4
Telnet       : papillon.cicrp.jussieu.fr 4000 [134.157.61.123]
WWW          : http://maya.cicrp.jussieu.fr/~mud/
Description :

    Papillon is a new mud seeking to combine a mud environment with a chat
environment. Based in France, it is an ideal place for Europeans tired of
long distance lag. Work is under way for a new race for chatters.
Imagine,
no hunger. Pkilling is limited to the clan system. Players have the
option
to clan or not. New races and areas are in development. Friendly IMMs
offer frequent quests.

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Mud          : PARADOX
Code Base    : ROM2.4 beta 4
Telnet       : mud.thehub.com.au 9000 [203.17.162.9]
WWW          : http://smople.thehub.com.au/~mud/
Description :

    PARADOX is a Brisbane based MUD in Australia. We have made
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it our mission to 'alleviate the consistency' in the MUD by adding
bizarre and amusing features and increasing the number of lemmings
that can be found while wandering.

    If you want something added to the MUD, get some support and
send the idea to the Implementor... it usually pops up as an
option briefly thereafter.

The best way to find out more about PARADOX is to immerse yourself.

Mud   : Paradox II
Code Base   : Paradox II (Nightmare IVa)
Telnet   : paradox.temple.edu 1691
WWW   : None
Description :

    After beta testing for more than 14 months, Paradox II opened on
November
1, 1995. Since then, we've been picking up new players every day, who
insist that the environment that we've created is the most dynamic,
literate, and compelling one of its kind. Rather than create a vast,
sprawling megapolis for bloodthirsty hyper-mudders to dash through
maniacally, we've opted for dynamism, comprehensive descriptions, and
imaginative areas and quests.

    With regards to theme, we've taken a rather unique approach. The
central
city of Equius is decidedly medieval in tone, but as the daring
adventurer wanders further into the wilderness, s/he may find a diversity
of creatures from a multitude of milieux. Indeed, investigative
exploration may often result in quite bizarre discoveries!

    Finally, the dedicated and sympathetic staff of Immortals make
playing Paradox II an especially rewarding experience. We frequently
listen to and act on player suggestions regarding new spells, items, and
other features of the mud.

    For excellence in an LPmud, experience Paradox II.

Mud   : Paradigm
Code Base   : Envy 2.0
Telnet   : shell.dialnet.net 6200 [206.65.248.2 6200]
WWW   : None
Description :

    Paradigm is a growing mud adding new areas constantly, while
removing the stock areas. We offer a remort system and custom
built player houses for higher levels. We have the four standard
classes plus rogue, psionist, mercenary and ninja and more to come.

We also feature a very advanced clan system with commands held by
the player members for all clan activities. PK is optional, but all
may quench their PK desires w/o harm in our ARENA. We have a very
friendly imm staff that has at least one member on to help new players
to muds and veterans.

We feature OLC and offline building for all interested.

Currently the home page is being redesigned and will be back
online very soon.

Hope to see everyone on Paradigm

Mud   : Patterns Of Time
Code Base   : LPMud
Telnet   : shell.dialnet.net 6100 [206.65.248.2]
WWW   : http://www.dialnet.net/~mud1/
Description   :

    Patterns of Time has been under heavy development since
April, 1996. Your world starts in the hub city of Nexus.
From here the other domains can be discovered and
explored. The current domain's include shadows, mythic
and drakken. We started as a 2.4.5 mudlib. We offer
multi-classing in fighter, thief, mage and cleric. Guilds
are comming soon. Players levels are NOT limited. Player
killing allowed on a five level deviation. More information
to come as development continues...

Thanks,
Adept

Mud   : Pax Magica MUSH
Code Base   : TinyMUSH 2.2
Telnet   : mellers1.psych.berkeley.edu 7911 [128.32.243.78]
WWW   : http://mellers1.psych.berkeley.edu/~lwl/ars/pax.html
Description   :

    Pax Magica is a roleplaying, story-oriented MUSH based on
the Mythic Europe of Atlas Games' ARS MAGICA roleplaying
game. The game begins in the year 1201, in Venice, shortly
before the Fourth Crusade. Mythic Europe is the medieval
world as superstition would have it be -- the powers of
heaven and hell are very real, as are the powers of the
faeries and mighty wizards. We are dedicated to provided
an environment for mature, creative people, both through
creating a cooperative yet conflict-oriented roleplaying
environment, and providing a friendly OOC Room for player
relaxation between in-character scenes, where one can
expect to find intelligent discourse on Ars Magica,

history, philosophy, and MUSHing and Life In General.

Mud   : Pegasus
Code Base   : TinyMUCK2.3b2
Telnet   : thrash.isca.uiowa.edu 4242 [128.255.200.25]
WWW   : http://scivax.stsci.edu/~gonnella/peg/peg.html
Description :

    Pegasus is one of the oldest extant social MUCKs. With
no central theme and a small group of dedicated
administrators, there is plenty of room for player
development. Players can be nearly anyone or anything
and most building can be worked in with little adjustment.
So, life on Pegasus is what you make make it!

Mud   : Perilous Journeys
Code Base   : Smaug
Telnet   : perilous.telmaron.com 9999 [206.246.120.4]
WWW   : None
Description :

    Travel to the mystical realms of Faelosh in search of fame,
fortune and glory. Take part in the politcal maneuverings
of the waring factions as they battle for control.

 * PKill optional
 * Unlimited amount of items to find with random item
   generator
 * Many classes to choose from (8 currently, more to add)
 * Many races to choose from (12 currently)
 * Limted Items (even over reboots)
 * OLC for rapid area development
 * Mob/Object/Room programs
 * Friendly Implementors 8)
 * Currently we need leaders for our 10 clans. So the first
   person that matches the clan's philosophies and makes it
   to 50th levelcan opt to become leader if s/he so chooses.

Are you brave enough to take your perilous journey?

Mud   : Perilous Realms 1
Code Base   : Custom
Telnet   : pr.com 23 [155.229.1.4]
WWW   : http://www.pr.com/
Description :

    One of the longest running muds still going. Lots of
changes happening. Most of these on PR2 which will have

all new areas and many other cool changes.

Perilous Realms players can NOT be killed or looted
unless they 'choose' to be.

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Mud   : Perilous Realms 2
Code Base   : Custom
Telnet   : pr.com 2151 [155.229.1.4]
WWW   : http://www.pr.com/
Description :

    This is a revamp of PR1. We have removed all numerical
values and replaces them with descriptions. Combat is
alot slower and based on weapon and character speeds.
Many other changes and more to come including all areas
will be entirely new. Players can NOT be killed or looted
on PR2 unless they 'choose' to be.

This mud is currently under massive changes and testing
so please only play here if your willing to live with
this and offer feedback or suggestions.

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Mud   : PernWorld
Code Base   : MUSH
Telnet   : pernworld.otterspace.com 2222 [198.182.207.40]
WWW   : http://www.otterspace.com/~aivas/index.html
Description :

    For 2500 Turns, the denizens of Pern have fought the
Threads which fall from the sky. Finally, they have
succeeded in stopping the threat from above.
Now, less that 100 Turns later, they are building
a new world about them, seeing how far they can reach,
Craft, Hold, and Weyr together.
Features: 16 Crafts (some with NPC CMs), 5 open Weyrs,
1 open Weyrhold, 7 open Halls, 3 open Holds;
Craft- and Hold-riders; IC Economy; several Global
systems; Random Impressions; +hangout; and several
other innovative things. Come visit today!

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Mud   : Perthigal
Code Base   : Rom 2.4
Telnet   : perthigal.mudservices.com 8000 [205.147.135.170]
WWW   : http://www.perthigal.mudservices.com/
Description :

    Perthigal is a Fantasy MUD based on modified Rom2.4 code.
We are still in our development stages, but are accepting

players at this point. Most of the modifications so far
have been to code rather than to areas, however we plan to
have only 100% original areas as soon as this becomes
feasible without a sacrifice to playability.

    We are still seeking builders and have a working OLC
system installed. If you are interested, please contact
Dworkin online or send email to the address associated with
this entry (dworkin@erols.com).

Hope to see ya online with us soon!

Mud   : Phidar
Code Base   : Rom 2.3
Telnet   : phidar.com 9000 [198.49.103.129]
WWW   : http://www.hsv.tis.net/~phidar/
Description :

    Stable - Phidar has been around for over three years now
and the site is very stable. New skills & spells - a large
variety of skills and spells are available giving you the
opportunity to 'customize' your character. Original zones -
Phidar has a wealth of original zones that make up approx.
15000 rooms, all created by dedicated in-house zone builders.
Clan system - Phidar has a full realized clan system with
weekly clan events. There is also special code allowing clans
to challenge one another in various arenas at any time.
Modified code - which includes multiclass, intelligent mobs
that you can interact with and that run quests, the ability to
customize terminal types and colors, a mail system which
includes the ability to receive internet mail and forward your
mud-mail to your internet address, a full featured banking
system, and much more.

Mud   : The Phoenix
Code Base   : Rom 2.4 / Rot 1.3
Telnet   : phoenix.isomedia.com 1234 [204.157.237.108]
WWW   : None
Description :

    Phoenix started out as a Rom 2.4, but with the addition
of Rot 1.3 the mud has exploded to 13 races and 14 classes.
Phoenix also offers full Ansi Color, a ton of areas to
adventure in. There are 101 mortal levels and 9 Immortal
levels. With the addition of Rot there is also a reroll
code that allows mortals to go thru the mortal levels,
again with a harder class coding, so it isn't so easy.
We are a player friendly mud, I try to keep an Imm on line
as much as I and they can spare. So come visit us ......

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Mud         : Phoenix MUD
Code Base   : circle 2.2/3.0 mix modified
Telnet      : mud.phoenixmud.org 4000 [198.78.178.131]
WWW         : http://phoenixmud.org/
Description :


 * 200 Mortal levels, 12 Imm levels
 * Over 50 Skills, 130 Spells
 * 10 classes, 8 races
 * Customizable character stats
 * Fully implemented clan system
 * Battle zone for player fights with no loss of eq or xp
 * Optional info and score bars that always remain on your screen
 * Opponent health meter for infobar
 * Free recall
 * No rent, just camp and equipment stays on you and in your containers
 * Damlog command to let you know how many mobs you've killed or how many
   times you've been killed
 * Quest points to allow you to increase your stats through questing
 * Quest token system to allow you to save up for bigger prizes
 * Automatic Auction system
 * Many modifications taking the best commands from other code bases and
   some original commands
 * 7500 rooms, with new areas put in often
 * Always seeking qualified and talented builders

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Mud         : PhoeniX-MUX
Code Base   : MUX
Telnet      : teleute.com 6060 [206.156.21.101]
WWW         : None
Description :

    PXM is based off of The Marvel Universe, as put out by
'Marvel Entertainment'.  The MUX is set shortly before the
'Onslaught' plotline put into the X-Men comic books.

We have a wide variety of Feature characters still
available, and players are permitted to create new characters
or 'none feature' characters.

For an updated listing of which characters are available
to apply for, or a copy of the application, either log
in to the site as a guest or e-mail phoenix@teleute.com
with a request for information.

Our Wizards are non-oppressive, and we true the continuity
break as just that a continuity break, so freedom with feature
characters is much better than most X-MU*s.
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Mud           : PixieMUD
Code Base     : LP
Telnet        : elof.acc.iit.edu 6969 [198.87.165.30]
WWW           : None
Description :

   Welcome, friend, to Pixie's MUD, And welcome, welcome back...,
To friends from ages, tree to bud, Too many to keep track...
Bards and mages, druids and sages, Slugs and Dragons and more...
Quest through our stages and come turn the pages, Of Pixielands'
Most Ancient Lore...              --Yaliebear

   Welcome to PixieMUD, where the sands of time stand still and
wonders never cease.  A place filled with the imaginations
of hundreds of players from over the years.  PixieMUD has
returned, after three years of down time, at its old
location and with many of its old players and wizards showing
their whole-hearted support of the MUD that went above
and beyond any other MUD of its day!  Come join us, and
see what has brought players out of 'retirement' to join
us on PixieMUD.

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Mud           : PKmud
Code Base     : Merc/PK
Telnet        : beyond.malmo.lth.se 5000 [130.235.4.20]
WWW           : http://seas.ucla.edu/~peckham/pkmud/
Description :

   PK....The name tells the whole story.  PKmud is completely
and totally about playerkilling.  Its fast action and hard
core combat.  All players begin with max level stats and
equipment.  The rules are simple.  The game is a series of
wars, the last player alive wins.  Each war every player
starts with new equipment, fully healed and ready to fight
to the death.  We are a bit rough on newbies, but if you
think you have what it takes to fight something other than
a big dumb non-thinking mob, stop by and give us a try.

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Mud           : Planes of Desire
Code Base     : Mythran 3
Telnet        : planes.telmaron.com 4269 [204.180.173.5]
WWW           : None
Description :

   Planes of Desire is currently under development, working up
new ideas.  We are not fully open for playing, but if you
want to swing by, you are more then welcome.  Your ideas are
like them.
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Mud           : Planet Zero
Code Base     : ROM2.4
Telnet        : zero.datatek.com 9000 [205.219.244.25]
WWW           : http://www-vms.oit.umass.edu/~abg/zero.html
Description :

   Yes, that's right, it's Planet Zero! The fun alternative
to work, school, loveless marriages, long prison sentences,
uncomfortable rashes, Michael Jackson impersonators (they're
bad), and anything else that generally detracts from the
quality of your life. FUN! Fun is the basic premise of life
on Planet Zero, with a good dose of senseless violence to
mobiles such as Power Rangers, Barney, annoying campers,
along with the rest of the Diku cast.

The implementors welcome suggestions from their players
and try their best to accomodate them. The mud runs on
newly updated Rom2.4 code and offers color, character
customization, clans (which include limited PKing), and
something similar to scan.  The existence of clans and
immortal assigned quests allows for a very complex social
structure and interesting adventures that transcend the,
'Find monster, kill monster,' trap of other Dikus.
Finally, we warn you to expect a touch of bizzare on Planet
Zero, as many of the immortals uncertifiably insane! You
might even see the UMass basketball team parading down
Main St in Midgaard, so keep  your eyes open!

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Mud           : PlethoraMUD
Code Base     : Circle3.0
Telnet        : plethora.icplus.net.au 4000 [203.32.4.2]
WWW           : http://www.mtmc.edu/~ssandra/pleth/main.html
Description :


   ----------=< plethora.icplus.net.au 4000 >=-----------
          -=< Melbourne, Victoria, Australia. >=-

- Features -

 o Running CircleMUD 3.0, with many custom changes
 o Configurable ANSI color system
 o Extensive training and skill improvement system
 o New zones/items/mobs added regularly
 o Nearly 50 zones, many unique to PlethoraMUD
 o Many original spells and skills, unseen elsewhere
 o 11 Base classes with dual and multiclasses supported
 o 12 races, each with their own unique abilities
 o 100 Player levels
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   o Thousands of mobiles and objects discover
   o Extensive online help
   o Friendly Implementors and Immortals
   o Minimal downtime


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Mud          : PlowMOO
Code Base    : LambdaMOO Core
Telnet       : waystation.com 7777 [198.68.2.28]
WWW          : None
Description  :

   A small little MOO where the wizzies are easily accessible, quota is
plentiful, and the people friendly.  The theme is fairly broad,
essentially
being anything within the realm of imagination, while staying within the
boundaries of good taste.  Generally we strive to be weird, offbeat, and
increase the general wackiness of the world.


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Mud          : Poddington-on-Slossip MUSH
Code Base    : Tiny MUSH
Telnet       : pod.mudservices.com 7033 [205.147.235.152]
WWW          : http://pod.mudservices.com/
Description  :

   The tiny village of Poddington, perched upon the River Slossip in
mysterious Cornwall, seems to be an ordinary hamlet deep in the heart of
the
English countryside. Its inhabitants are mostly farmers, small tradesmen,
and
the odd eccentric or two, though the DeWinter family manor occasionally
attracts visitors from the cities.

Our timeline is set in a golden age of Britain's history between the
wars.

Not all is what it seems in Poddington-on-Slossip. Although most of our
players
will enjoy the pleasant rural atmosphere of the village and the
neighbouring
provincial college, choosing to play farmers and students and tutors and
shop-keepers, the town and the moors are full of secrets: some dark, many
delightful...and a few quite deadly.

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Mud          : PoMUD
Code Base    : DikuMUD
Telnet       : tuik.mcb.rhno.columbia.edu 6666 [128.59.131.31]
WWW          : None
Description  :
```

PoMUD is a Diku based DragonLance theme MUD. We promote
roleplaying based upon race, patron god and class. PoMUD
allows character to dual class, join the knighthood, become
a bard or druid, memorize spells, and much more.

Mud   : Poncenet MUD Service
Code Base   : CircleMUD, version 3.00 beta patchlevel 11
Telnet   : ponce.inter.edu 4000 [164.42.157.2]
WWW   :
http://ponce.inter.edu/whoiswho/organiza/abacus/sergio/mud.html
Description :

    Poncenet MUD Service is the 1st MUD running in Puerto Rico. Right now
the mud is in CircleMUD, version 3.00 beta patchlevel 11 and the immortal
staff is working hard to create new zones and new things for the Mud.
I hope to see ya there. A fantasy realm where the focus is on user
entertainment and storylines. We believe that the mud should run as a
Dunegon Master would run it - fun, intriguing, playable, and full of
adventure. Storylines (quests alone are not enough) that run through the
local characters (NPC or otherwise) are the focus, as well as forging
the future of the mud in the present with the players. Creators in our
opinion are there for the users and the game, not to promote themselves
or their positions.

Mud   : Pothole Mud
Code Base   : Envy 2.0
Telnet   : mars.cimtek.com 9999 [198.69.137.50]
WWW   : http://hms.reps.net/~krypt/pot.html
Description :

    Pothole MUD is the 'bump' on the information superhighway!
If your looking for a GREAT hack & slash type MUD with cool
races, classes, spells, and skills (with new ones always in
development) and a group of immortals that listen to the
mortals of the mud and try their very best to please them,
then Pothole MUD is the MUD your looking for. Stop by, give
us a try. I bet you'll like what you find.

------FEATURES-------
 * extensive ansi color
 * nifty clan system
 * unique multi-class system
 * aliases (variable enabled)
 * new areas, along with old ones
 * friendly imms who actually LISTEN to your ideas

What are you waiting for? Connect.

```
Mud           : Powerstruggle
Code Base     : LP 2.4.5 (loosely!  Quite updated)
Telnet        : powerstruggle.astrakan.hgs.se 3000 [130.238.206.14]
WWW           : None
Description :

    Powerstruggle is a mud based in a nice little town called Netherton
in a modern-day setting.  That is to say no shoulder-mounted rocket
launchers, or fire breathing dragons, but there's a hell of a lot
of fun stuff!  We completely make the mud the way we (we being the
admin and the players) like, if something is fun, we'll put it in!
We also have some of the coolest admins around, who are open to
ideas and questions, have warped senses of humour and are damn good
coders, and are actually ACTIVE (despite the rules for enforced
idling for admin!), so things get done!  We allow multi-charactering,
there are many lifestyles, and players can create their own groups
like guilds), and have lots of secret areas and fun stuff you find
by exploring, as well as a lot of very special features that are
unique to this mud!  Examples... nah, you'll have to come see to find
out :)  Pop in and see us at our new site (powerstruggle.col-ed.org
3000), running on a dedicated machine with a good dedicated link!
Come along sometime and join in the Powerstruggle!

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Mud           : PrairieMUSH
Code Base     : PennMUSH 1.50 p11
Telnet        : bluestem.prairienet.org 4201 [192.17.3.4]
WWW           : http://www.prairienet.org/~mush/
Description :

    PrairieMUSH is a Social MUSH, hosted by Prairienet, the free-net
of East Central Illinois.  We welcome anyone to hang out in our
coffeeshop, explore our roleplay worlds, or bring your tabletop
style roleplaying game to our home!

    PrairieMUSH also welcomes refugees from downed MUSHes!  If you
would like to create a refugee center, please just stop by and
contact our staff.  We're also open to new mini-mushes, as long
as they do not contain copyrighted material.  Welcome!

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Mud           : The Pride Lands MUCK
Code Base     : MUCK
Telnet        : tpl.firstlight.net 2222 [205.162.83.24]
WWW           : None
Description :

    The Pride Lands MUCK is the place where you become an African animal
and live out your life somewhere between reality and 'The Lion King'.
Test your survival and social skills as the animal you become and see if
you can make it to the top, or fall by the wayside. Great fun for the
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animal in you.

Mud   : Prohibition
Code Base   : Pennmush 1.6.9
Telnet   : haven.idyllmtn.com 7000 [206.16.238.104]
WWW   : None
Description :

    Prohibition MUSH is a world of darkness game set in 1920's
Savannah. The world is currently almost completely built
and the backbone of the coding is completed. We are
currently looking for strong role players who want to give
running one of the IC leadership characters. We have room
for about a dozen of these characters. Just log in as
guest and talk to us about the game, we don't bite, yet. :)

Mud   : Project Infinity MUX
Code Base   : TinyMUX
Telnet   : twinsuns.isone.com 1997 [199.125.96.6]
WWW   : http://www.globalserve.net/~sommer/pimux/
Description :

    Enter the coast town of Narmaar, in Pre-Cataclysm Krynn. Initially a
border outpost of Solmania, it is has now become an important trade
location, with it's trade benefitting both Istar and Solmania.

Mud   : Prophecy
Code Base   : Rom 2.4
Telnet   : mud.prophecy.lu 4000 [194.154.192.125]
WWW   : http://www.prophecy.lu/mud/
Description :

    Prophecy is an ever growing mud based on a story
from David Eddings: 'The Belgariad'.

The mud is very alive and new areas area added
permanently by Landren, Belsambar, Lustrious and
Goth and the builder team. The code changes as the
players wish it. his is done by Belgarion, Kyler,
Belgarath and Talesin.

We intend to make this place as fun as possible and
try to recreate the ambiance of the Eddings books.

We feature a special clan system with ranks and rooms
and lot more. We have Quests done by Zedar and Belkira
and sometimes others.

And a lot more specials!!

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Mud   : The Providence of Coranthia
Code Base   : ROM 2.3
Telnet   : mserv1.wizvax.net 9201
WWW   : http://www.cris.com/~shiroken/corehome.htm
Description :

    The Providence of Coranthia is currently undergoing extensive
modifications to the ROM 2.3 base code, and when completed and
officially open, will feature a completely original, logical,
and "real" roleplaying world. For code-testing purposes, we
only have basic stock Merc/ROM areas online at the moment, with
a couple of original areas for variety. When we officially
open in the early fall, the stock areas will all be gone.

    If you'd like to stop in and dodge the falling construction
materials, you're more than welcome. While right now we don't
offer a lot of exciting new places to explore, we have a small,
very friendly group of players and playtesters, as well as a
friendly and helpful staff of immortals. We're also open to
suggestions and ideas, for both features and for the world of
Zaelia that we're creating. And if you're a builder, and are
interested in helping to create a real, consistant, and fluid
world, we'd be glad to work with you.

```
                -------------------------------------------
```

Mud   : PuKaK
Code Base   : ABER
Telnet   : vortex.netbistro.com 6715 [204.244.105.1]
WWW   : None
Description :

    Well.. PuKaK is MY way of learning the basics behind
C... I've been playing on AberMUD's for a couple of
years now so I like to think of PuKaK as a place where
players PLAY...not just sit around and chat
(but idle players are not frowned upon either!!)
so come on by...it's not a hard game to learn...
**PERFECT for the player who does not want to fool around
with class selection etc...**
see you online!
CHUMP


```
o=====================================================================o
                       Muds Beginning With: Q
o=====================================================================o
```


Mud   : QuarantineMUD

```
Code Base   : CircleMUD
Telnet      : exit2.i-55.com 4000 [204.27.97.7]
WWW         : http://exit2.i-55.com/~mud/
Description :

    QuarantineMUD is a fantasy-based MUD now newly opened
in version 2.0. We offer extensive race-class combinations,
close to 70 zones to explore, optional player killing,
arena combat, and much more. Our staff is friendly and
our players are loyal. Check us out!

              ----------------------------------------------

Mud         : Quest
Code Base   : Diku
Telnet      : quest.wcupa.edu 2112 [144.26.27.208]
WWW         : None
Description :

    Welcome to the Weigh-Station Question.  Take a look around.
Inside the weigh station you will find much to do.  There
are many different shops to visit for supplies for your
journeys, and many knowledgable guilds to help you learn
your trade.  If you look hard enough in the station, you may
stumble across a portal through time, which can transport
you to many mystical and fantastical places.  With the
right equipment, you can journey throught the Sea of Dreams,
visit lands ruled by dragons, pixies, or drow elves.  Quest
offers a wide variety of role playing opportunities, with
many levels to excite every level of player, from a newbie
on up to the highest attainable mortal level.  A complete
contingincey of immortals is available to help you on your
way and assist your gaming.


o==============================================================================o
                      Muds Beginning With: R
o==============================================================================o


Mud         : Rage
Code Base   : Rom 2.4
Telnet      : wckn.dorm.clarkson.edu 9000 [128.153.129.2]
WWW         : http://www.clarkson.edu/~kobyladm/rage.html
Description :

    RAGE is a Clan based MUD. There 8 clans in total, two are independant.
There are several races to choose from including hatchlings which can
grow into one of eight different dragons. As this is a new mud, the
player
base is small but growing rapidly.

Pkill-nk is allowed but only among clan members. It is not required that
you join a clan so if you don't want to be killed by other players, you
```

have that option. The mud is up 24/7 so you can play any time.

Mud   : Ragnarok
Code Base   : ROM 2
Telnet   : bohr.sos.clarkson.edu 9000 [128.153.32.6]
WWW   : None
Description :

    Ragnarok is a Rom2 based mud. There is a consistant effort to
make the mud harder. Mobs are pumped up ... PKing is encouraged
by the 9 guilds. Future work will increase the intellegence of
mobs. Of course, Ragnarok does have the majority of your
mandatory eye candy.

    There are no classes per say. Your skill selection is determined
at creation time. Basic game balance has been sufficiently
changed so that people used to Rom2 muds will have significant
problems initially. For example, your intelligence effects how
much damage a mage offensive spell does, as does your race. So
dwarven mages do VERY little damage with their spells.
Guilds, PKing, restricted eq, and restricted levels all conspire
to keep the game dynamic. People can lose levels, and it does
happen often.

    Try Ragnarok, but don't be afraid to die. You will. And your
end may be sooner than you think.
    -Hawke

Mud   : Ragnarok: Twilight of the Gods
Code Base   : Merc/Envy/Mythran
Telnet   : mud.blink.net 7000 [207.3.233.1]
WWW   : None
Description :

    Great way to waste time between class, jobs, meals, lives,
and what-not. The gods are funny, the players are funny, the MUD
is cool. New areas being added all of the time as well as happy,
player-friendly code! C'mon and have some fun with us!

Mud   : Rapture
Code Base   : Smaug
Telnet   : greatbasin.net 2222 [140.174.194.41]
WWW   : None
Description :

    We are a really new MUD, and still testing and building. We are
however open to mortals, so if you want to stop by, go ahead. We offer
multiclassing on character creation, however, due to a bunch of really

uncreative names and such, we have put authorization in. This just
means an imm has to auth you before you can enter the real game.

```
Mud          : RavenMUD
Code Base    : Circle 3.0 Beta
Telnet       : pantera.openix.com 8000
WWW          : None
Description :
```

   RavenMUD is actually a mud that has been kicking around for years. It
was
originally started by a handful of people from DaShadow's Domain and
ShadowMUD.
Since its first incarnation it has been through many rebirths and
transitions.
I seem to recall bringing up the first version under a modified Copper
release,
but I'm not even sure of that anymore.

   Some of the features that are currently in place or being developed:
10 classes; 12 races; 50 mortal levels; 100+ areas; clans; user features
such as saved aliases, shorthand names to ease amount of typing, future
GNU readline support; a new OLC system that is under development.

   A playerfile that will live forever which is one of the solemn
promises
I made as an IMP back in the early days. When expanding or moving,the
pfile
is always the first concern. We don't allow no steenkin purges.

```
Mud          : Realm of the Exiled
Code Base    : Circle 3.0 Modified
Telnet       : exiled.iceworld.com 5000 [199.199.16.100]
WWW          : http://exiled.iceworld.com/
Description :
```

   Realms of the exiled is a CircleMUD derivative, it has been
up for more than a year now, and will stay up until some
wicked communication act bans MUDs from the Internet :)
The mud offers support for Clans and Religions with their
own houses as well as private ones for minor fortunes.
The mud allowes multiclassing into 3 out of 12 possible
classes, as well as a choice of 26 races having different
modifiers and class restrictions. The mud has arround 90
areas where about 30% are unique and the rest are known
areas. There are added new areas all the time, beeing unique to the
mud, so it's not just a plain mud we're running at exiled!
We have various forms of quests as well as rumbles/arena.
Playerkilling is allowed in limited areas, but you don't
loose gold, eq nor experience by playercombat.

The players are nice and friendly, the mud has a lot of
options and abilities that make it stand out. Try it out
and see how fun a mud can be to play, not to forget how
nice the immortal staff CAN be. Join the fun, join us all
at 'Realms of the Exiled'.

```
Mud          : Realm Of Kaos
Code Base    : Rom2.4b
Telnet       : 131.247.1.93 9000
WWW          : None
Description :
```

    We are a new MUD currently in need of area builders.
The first 6 to reach level 50 become gods. Join an order
at level 10. Start a clan at level 15. Pk after level 10.
New classes, new races and interesting areas popping
up all the time. We are being renovated daily with new
features. Friendly admins, give us a try.

```
Mud          : Realm of Legends MUD
Code Base    : Proprietary
Telnet       : diversion.com 23 [204.189.48.1]
WWW          : http://diversion.com/docs/mud.txt
Description :
```

    In short, Realm of Legends MUD has an amazing engine and we have
a great group of people to play with. There's lots of group effort
and cooperation, as well as some nasty battles. We also have some
exciting expansion of the MUD in the works. Oh yeah, and forget
about lag. Our server is as responsive as you are.

```
Mud          : Realm of Magic
Code Base    : Circle/Diku
Telnet       : rom.mud.de 4000 [134.102.201.111]
WWW          : http://www.informatik.uni-bremen.de/~quota/
Description :
```

   The Realm of Magic has grown over the years to become Germany's
greatest
Circle-based Mud. There are more than 160 different zones waiting to be
explored, and an enourmous amount of NPCs and artifacts to be found.
The following features are unique to the Realm of Magic:

  - Orders, lead and founded by Mortal Players.
  - Chose the life of an outlaw, or be a good citizen. It depends on you!
    We have a system allowing the co-existence of player-killers and
    those chosing the path of peace.
  - The 'RealmNews', our Mud's monthly newspaper. Every month, you will

find great stories, and the latest gossip here.
  - There are many different communication channels and systems to be found
    here (even in the Web!)

We are proud of our homepage, which has become very huge, and is probably one
of the most detailed homepages around. Many of our players wrote high quality
fantasy short stories about life in the Realm, which can be read at our
webpages. We are frequented by players from all over the world, including
Americans, Asians, and Europeans. There is always a great number of average
players online, most during american respectively german daytime.
Warning: Most players having played this Mud for more than two levels, have
become addicted to it!

Mud   : Realm of Seduction
Code Base   : Merc 2.2
Telnet   : mud.mentasm.com 1234 [204.186.29.34]
WWW   : None
Description :

    The Realm of Seduction is the first mud I ever played
and I've loved every minute of it. Friendly immortals and
mortals, many classes/races, lots of areas, and a unique
look made this my favorite mud. It offers something a lot
of muds don't, a challenge. While people with no prior
mudding experience can do fine on ROS (I'm living proof),
it is also challenging enough that an experienced mudder
will enjoy playing it.

--Casdin

Mud   : Realms Of Aurealis
Code Base   : Circle2.2 / Roa0.1 Beta
Telnet   : roa.sunyit.edu 4000 [192.52.220.100]
WWW   : http://www.cs.sunyit.edu/users/ujtr/roa.html
Description :

    Realms of Aurealis is an up and coming MUD based on our
own brand of medieval fantasy, in some way similar to the
norm, yet in other ways different. Role playing is greatly
encouraged, but is not enforced. As you hear about every
MUD, the immortal staff at RoA is friendly and helpful, but
what makes RoA a little different, is the writing talent and
imagination of our builders. With an extensive On Line
Creation (OLC) area designing system, we think our areas to
match or better anything out there, both in quality and

content.

   A few of the features found at RoA are: No rent, full
PK for those who choose to participate in it, hometowns,
races, mounts, shamen, player arenas allowing players to
test their skill against others without anything lost, full
clan support and clan headquarters/hideouts, and a barrage
of user friendly commands making RoA a 'kewl' MUD. We are
connected via a T1 line and run on a P90 BSD2.0 machine, so
machine and connect speed are not a problem. Please, stop
by and browse around. Tell an immortal you saw this ad :)

Mud   : Realms of Chaos
Code Base   : LPmud
Telnet   : chaos.buckeyeweb.com 3456 [207.122.180.9]
WWW   : http://mca4-pc.acs.ohio-state.edu/Ardor/Pages/index.htm
Description :

   Realms of Chaos part 2.5 is an extremely challenging, thoroughly
engrossing reality. From the moment you set foot in the Realms, you
will be enchanted by the vivid, full ansi color descriptions, and the
the highly intricate and refreshingly logical structure to an extent
which you have undoubtedly never before experienced.

Realms of Chaos is not just a mud; to those who know it, it is another
dimension.

Mud   : The Realms Of The Dark Castle
Code Base   : Rom 2.4
Telnet   : church.une.edu.au 9000 [129.180.11.18]
WWW   : None
Description :

   This mud is only new, however, it has a number of capable coders
that have spent alot of time producing a mud that is as enjoyable
for the mudders as possible. 100 levs of fun are almost guaranteed
with immortal lev being accessible to all that reach 90..no retiring
here..:-) The immortals have been all given there position because
of their experience on other muds and hence are well able to answer
most questions that may be asked. They are there for the mortals
and not the other way around. Therefore feel free to ask questions
or for help as they will do all in their power to help you level as
that is what we like to see. We have mobile run quests as well as at
least 2-3 immortal run quests per day when possible. A junk store
is there and lots of new areas and eq to try out. Very easy to level
and area builders are welcomed and their char will benifit quite
well. Well thats all from me for now...anymore questions??...Then
log on to the mud and ask away...if Une hols are on there might not
be many on so email with any questions ideas or just for a chat(the
email addy is on the login screen) and I'll see what I can do..:-)

Yours in MUD...Krichard.
Defender of The Realm of the Dark Castle.

Mud   : The Realms of Dark Shadows
Code Base   : DikuMUD
Telnet   : thenew.gamesbbs.com 7777 [204.57.72.26]
WWW   : http://dsd.tchnet.com/
Description :

    The Realms of Dark Shadows is loosely based on the AD&D &reg boxed
sets of Forgotten Realms and Dark Sun, but has been tweaked enough to
allow playability to remain. The MUD has been around for almost as long
as Diku's, and plans to keep it that way. Many of the veterans will know
us as Sequent I (Ran by Savaki, not Duke), and many of the old immortals
still frequent the Realms, stopping by to chat.

Mud   : Realms of Despair
Code Base   : SMAUG
Telnet   : realms.game.org 4000 [207.136.80.35]
WWW   : http://realms.game.org
Description :

    Realms of Despair is one of the hottest muds on the 'net.
It runs on a dedicated Cyrix 6x86-166+ server with 128 Megs of RAM,
a T3 connection to the Internet, has over 10000 active players, clans,
guilds, many new areas, helpful immortals, tons of non-standard mud
features, and a strict medieval theme.

    Beware that this is a very popular and addictive mud, as you will
find an average of 350+ players on at peak times. RoD is also the
original/development SMAUG implementation.

Mud   : Realms of the Dragon
Code Base   : Rdlib based originally on Discworld
Telnet   : rod.umd.umich.edu 3000
WWW   : http://www.pr1.k12.co.us/~zbeg/rod/
Description :

    Do you like diversity? Decisions? The Renaissance? Realms of the
Dragon
is a mature mud, carefully crafted to be fun, exciting, and social. The
world
is rather huge, and the guild options and race decisions add culture
throughout.
The addition of a new machine has made Rod one of the best on the net.
Check
it out!

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Mud           : Realms of the Forgotten
Code Base     : Smaug
Telnet        : shell.cisi.net 4000 [206.137.129.16]
WWW           : None
Description :

    Realms of the Forgotten, is one of the 1st muds to offer
Extended classes on the class list when it started out.
It also offers extended races. The classes are as follows:

  * The standard 8 classes from SMAUG, and 4 new ones.
  * The new classes are, Archer, Assassin, Demon and Angel.
  * All of these classes are very nice, especially the demon.
  * The races are standard smaug races, and added one.
  * The new one is Monster, which is known for strength.

Role playing is allowed, but not necessary.
So, why dont you get your buts up and start playing..

                  --------------------------------------------------

Mud           : Realms of Frustration
Code Base     : Circlemud
Telnet        : zaphod.cs.utwente.nl 4000 [130.89.10.36]
WWW           : http://www.cs.utwente.nl/~ia_remko/rof/
Description :

    We're a relatively new mud, once based on CircleMud. In a year time
we have transformed the codebase to a far more flexible one, including
lots of entirely new features. Players with new ideas, that fit into
our theme, may well see their ideas imped on short notice.

RoF is mainly a fantasy/medieval world, with many new areas.

Current features:
 - 9 races, each with different abilities and advantages,
 - 6 classes, likely to be extended in the very near future,
 - On-line entertainment (custom), guaranteeing constant mobile activity,
 - Entirely new mob-progs to liven up mobiles and give them an attitude
    (custom),
 - War zones, allowing players to kill each other without restrictions,
 - Extensive clans (custom), including clan houses/fortresses/mercenaries
 - Lots of (new) event-driven spells and skills (custom), new ones almost
    every week,
 - Cool immorts and morts,
 - Intermud connected (custom, not _the_ intermud),

Try Realms of Frustration at: zaphod.cs.utwente.nl 4000

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```
Mud            : Realms of the Phantasm
Code Base      : heavily modified Envy 2.0
Telnet         : digital.brotherhood.com 6666 [208.8.215.20]
WWW            : None
Description :

    Realms of the Phantasm is an exciting new MUD that offers many
features that normal muds do not.

 * Friendly immortals
 * Special races rewarded to players on the basis of good RP
 * A unique society/clan system

Come and join us in the Realms of the Phantasm....but beware..for
perhaps you do not step out of the ether alone.

              -------------------------------------------------

Mud            : Realms of Reality
Code Base      : CircleMUD
Telnet         : login.greatbasin.net 4000 [140.174.194.42]
WWW            : http://www.greatbasin.net/~cyber/index.html
Description :

    Welcome to Realms of Reality, we are a CircleMUD based mud
with races, classes. We have ridable mobs as well as extensive
quests. We have been open for 5 months for beta testing and our
code is now very stable. We got tired of the old ELF, HALF-ELF
and ORC races and have implemented totally new races, plus when
you reach level 100 you have the option of restarting as a stronger
class offered only to those that make level 100. We are constantly
adding to our world and code to make it a better place. In case the
mud is down we also offer a Nuts3.32 talker so people can get news
on why it is down and when it will come back up.

    Most of our immortals have had a lot of experience on other muds
but we have taken some new builders under wing and have gotten better
because of it. We are quick to reply to problems and ideas plus
we have WORKING houses.   Stop on by and take a look....

Let your imagination run wild!!
Talker address is login.greatbasin.net port 7000

              -------------------------------------------------

Mud            : Realms of Thoth
Code Base      : ROT 1.2
Telnet         : rot.com 9000 [207.170.64.162]
WWW            : http://www.rot.com/rot/
Description :

    Realms of Thoth is based on ROT 1.2, which is a derivitave of ROM 2.4.
R.O.T. is a newbie-friendly MUD where you start with enough trains and
practices to build a character quickly, yet the challenge grows as you
```

learn. 101 mortal levels, dual wield, color codes, long and short flags,
alignment sensitive exits, pkilling (only allowed between clans), both
pkill and non-pkill type clans, 9 races (with more in the works), 7
classes (additional classes in the works), and new areas constantly
being added (Both unique, and ones donated by other MUDs).

 * Diku based code,
 * Pleasant ANSI color,
 * 7 classes,
 * 9 races,
 * No rent,
 * Friendly Immortals,
 * Quest point system.

Mud   : The Realms of Mituen
Code Base   : Circle bpl1 highly modified.
Telnet   : mordor.os2bbs.com 4000 [204.194.180.112]
WWW   : http://www.os2bbs.com/mordor/
Description :

Features:

 * Great for beginners or pro's.
 * Lag free!
 * Huge world, skillfully written with lots of detail.
 * Original hometowns.
 * Easy to use-interpreter.
 * Extensive clan sytem with limited role-play PK and an arena.
 * 50 levels of well balanced gameplay.
 * Large, friendly immortal staff always looking for new ideas.
 * Friendly player base. Lots of good roleplaying.
 * Leveling requires skill, not friends. (Although friends do help.)
 * Ansi color.
 * Fast, lag free site.
 * Intelligent monsters with automated quests
 * Intelligent Immortals (Over 30!) with non-automated quests.
 * Over 130 zones, with new ones being added constantly.

This is an exceptional mud, with exceptional people, and we invite
you visit.

Mud   : Realmsmud
Code Base   : Amylaar LPmud
Telnet   : realms.dorsai.org 1501 [206.127.32.200]
WWW   : http://www.dorsai.org/~james/
Description :

   One of the oldest LPmuds, founded June 1991

Realmsmud is a large LP based MUD with 100+ players on in the peak
hours of
the early evening. We offer 9 guilds, many different races, OPTIONAL
player
killing, 11 quests, 50 player levels, option to be a multi-guild at level
30,
3 days between reboots, and most of all, a VERY fun & friendly
atmosphere.
Our current computer is a Pentium 90Mhz with 64Megs of ram and a 1 Gig
hard
drive. With over 100 users, we use approximately 40% of the cpu power,
which
means we have plenty of room for more players, and no machine-based lag!
The
realmsmud computer has its own port on a new switched ethernet hub, and
our
site plans to add another T1 line to a different internet provider, for
increased reliability.

    So, stop by and try us out. New players start out as adventurers,
which on
Realmsmud is a temporary guild. You should join one of the other guilds
as
soon as you can decide on one. Once you join a guild, you gain access to
that
guild's storage rooms, and other guild members will probably help you get
started if you ask nicely.

Mud   : Red Dragon
Code Base   : LIMA Lp
Telnet   : reddragon.org 3000 [206.42.36.240]
WWW   : http://www.reddragon.org/
Description :

    Red Dragon rides on a designated P150 with 128 megs of
Ram. The connection is very fast with multiple T1's.

The guild system is layered offering many months and years
of playing without downgrades. The channel system is
extensive and easy to use. The combat system is detailed.

The Lima Mudlib http://lima.mudlib.org is extremely powerful
and the mud administration has a few actually LIMA core
mudlib developers (developers of the base mudlib itself).

Red Dragon offers player castle creation and maintance.
Clan systems, many races, and much much more. Our designated
host provides a lag free experience. Come enjoy the fun!

Mud   : Redemption

```
Code Base    : Rom 2.4
Telnet       : shell.reach.net 4000 [204.50.58.11]
WWW          : http://www.reach.net/~durand/redemption/index.htm
Description :

   The childrens of Bosco having been banned from Midgaard,
retreated to the depts of the land, waiting for Bosco to
die so they could conquer Midgaard once more.  Each child
gathered supporter to flock to their banners for what would
be a never ending quest.  Thus formed the clans of
Redemption.  I won't bother you with praises and promises.
All you need to know is that role-playing is encouraged,
pkilling is optional, many many spells, skills, classes,
races and features were added, and that we are running on
a high end server which translates into less to no lag.

Come and visit us :)

              -------------------------------------------------

Mud          : Regent of Dune
Code Base    : MUX
Telnet       : regent.nakednuns.com 4201 [207.230.128.101]
WWW          : http://www.nakednuns.com/regent/
Description :

   The year is 10,209. The Emperor Paul Muad'dib has sacrificed himself
to Shai-Hulud, in fulfillment of the Fremen prophecy. His sister, Saint
Alia-of-the-Knife, now rules the universe as Regent to the Atreides
Dynasty.
Alia has commanded the members of the entire Landsraad Assembly, as her
noble subjects, to reside in the Imperial Palace on Arrakis.  By Alia's
decree, representatives of the Bene Gesserit, the Bene Tleilax, the
Spacing
Guild, and Ix have also been ordered to relocate to Arrakeen.... The
universe, only recently emgering from eleven years of brutal warfare, is
in
flux.  The traditions of ten thousand years being questioned by a tribe
of
warriors from the desert: the Fremen. Come and join us.

              -------------------------------------------------

Mud          : Rehobaom's Legacy
Code Base    : Rom 4.1b
Telnet       : hypercube.org 9000 [208.201.224.18]
WWW          : None
Description :

   Rehobaom's Legacy is the step between Tesseract, our
previous mud, and athen, our next project.  It offers
optional roleplay, over one hundred new spells and many
new skills, player-operated organizations, the chance to
build your own personal area, and much more.
```

Antoinette of Rehobaom's Legacy

Mud   : Renegade Outpost
Code Base   : Renegade base
Telnet   : nebula.cnct.com 9999 [165.254.118.53]
WWW   : http://www.cnct.com/~renegade/
Description :

    Renegade Outpost, one of the often cloned muds (KAOS HQ,
Temporal Rifts, Forbidden Lands, just to name a few) and is
possibly the best use of Silly code since Silly itself!
Come give us a try! Classes include: Mage, Cleric, Warrior,
Thief, Paladin, Ranger, Druid, Psionicist, Barbarian, Monk plus
we allow players to multi-class, character expansion beyond
maximum mortal level, full Online Creation for Immortals,
EQ damage levels, EQ repair, polymorphing, abbreviations
of names, standard Midgaard for those that like it, and a
host of new cities for those that dont, variable rent rates,
non-timed EQ, and lots lots more. Please visit us and see
whats up!

Mud   : The Resort
Code Base   : EW2
Telnet   : evans.cudenver.edu 2323
WWW   : http://ulibnet.mtsu.edu/%7Eafoxson/resort/
Description :

    The Resort is a full-featured chat program, which is specially
designed to be a fun, comfortable, and secure atmosphere to
make new friends, and to meet people. The Resort is a virtual
community comprised residents who are the regular users of the
program. There are many features to make your stay more
enjoyable, and we guarantee that anything that is done in
private, cannot be snooped upon or monitored in any way. This
service is provided completely free-of-charge. Some of the more
popular features include, your own user-configurable rooms,
news, mail, full ansi color support, and lots, lots more.

    Within the last year the Resort has become one of the most
popular internet chat programs on the internet, with over 9600
registered users (at last count), and an average of 7000 total
connections daily, and as many as 350 logged onto the program
simultaneously. Come Visit the Resort for a bit, we're sure
you'll enjoy your stay...

Mud   : ResWorld
Code Base   : DGD

```
Telnet       : tao.btc.uwe.ac.uk 2000 [164.11.100.7]
WWW          : http://www.tao.btc.uwe.ac.uk/~khaine/
Description :


    From the dark ages of strife came the scattered tribes of men and
rebuilt civilisation and yet the fair lands of ResWorld are far from
safe.
Foul creatures plague the land and dark magics are still practiced
threatening to send the world back to those dark times. Do you, as an
adventurer, have the skills nescesary to seek the ultimate prize and gain
the ability to shape the world like those who lived long before?.
Or will the darkness return again? You have the power to make a
difference.
ResWorld is a small but rapidly expanding mud. If you are new to mudding
or feel like a change from the normal run-of-the-mill muds, then why not
give us a try?

             -------------------------------------------


Mud          : RetroMUD
Code Base    : RetroMUD (1.0)
Telnet       : retromud.org 3000 [204.112.20.11]
WWW          : http://www.retromud.org/~retromud/
Description :


    RetroMUD consists of no less than six worlds, each with its
own unique theme.  Battle djinn in the air world of Raji, fight
fishfolk in the water world of Wysoom, bag yourself a Tyrannosaurus
in the steaming jungles of Sosel, wander the massive underground
complex in the dead world of Crypt, go wild in the crazy and violent
place known as Perdow...or just go dragon hunting in medieval
fashion on Welstar. Our guilds are heavily researched and we use
real life inspirations for their backgrounds.  The Templar guild is
really based on the Templars (from the titles, to the starting
equipment).
Psionicists are based on the actual principles of Chakras.  Druids are
true to their Celtic roots rather than a bunch of eco-terrorists!

Not enough?  We've got 60 races, 20 classes, hundreds of unique
skills and spells, quests tailored to guilds, explosive events, wars,
quests, arenas -- you name it, we've got it.  And if we don't have it,
we're working on it. It's six MUDs in one.  Come by and check us out.
You'll be glad you did!

             -------------------------------------------


Mud          : Revenge of the End of the Line
Code Base    : LP Mud
Telnet       : mud.stanford.edu 2010 [36.21.0.99]
WWW          : http://www.pobox.com/~eotl/
Description :


    Once in, avoid everything that
```

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    moves.  Only the swift thinking
    and swift moving survive.  Don't
    touch anything without checking
    it out with a toss-away char
    first.  Power is currently held
    by a group of petty, cruel people.
    They will do what they can to
    prevent you from suceeding in any
    way they can.  Things change
    constantly and without much
    notification.

    You will have your ego crushed,
    your time destroyed, and if you
    complain, there are many people
    whose sole job seems to be to
    ridicule you.  This is their job,
    and they take pride in it.
    Welcome to Hell.

        -Minister, 29 Nov 1995


            ----------------------------------------------


Mud          : Revenge of the Jedi
Code Base    : CircleMud 3.1
Telnet       : corillia.keene.edu 9400 [158.65.14.144]
WWW          : None
Description :

    Revenge of the Jedi is the creation of several Star
Wars freaks looking for a change of pace.  It offers various
alien races and our own unique character classes.  The world
is full of suprises for the Star Wars lovers out there.  You
won't find any two-handed swords or suits of plate mail, but
you will find blasters and high tech equipment galore.
Anyway stop by for a visit, see what you think, any
suggestions are taken seriously as we are constantly
striving to create the perfect Star Wars Universe.


            ----------------------------------------------


Mud          : RexMud
Code Base    : Circlemud
Telnet       : elektra.iu.hioslo.no 4000 [128.39.89.251]
WWW          : None
Description :

    If you want to find a new mud, with a healthy crowd of new
and energetic admins, maybe RexMud is something for you. We
currently have 8 races, 8 classes, 115 levels, scan, track,
ANSI color, weapon spells, multiple attacks, and many, many
more features. Join the playerbase at RexMud for an exiting
and evolving mud. We are looking for ideas all the time, and
```

maybe you have something you want added? Join us now!

```
Mud          : Rhostshyl
Code Base    : MUSH
Telnet       : rhostshyl.nu.edu 4201 [192.215.128.2]
WWW          : http://www.contrib.andrew.cmu.edu/~mr69/rhost/
Description  :
```

   Rhostshyl is a social fantasy-based MUSH originally based on the books
by
J.F. Rivkin. Started in 1991 by Nyctasia, Rhostshyl has a long history
and
a devoted fan base. Numerous guilds offer a social structure and
opportunities
for interaction. Come one, come all!

```
Mud          : Reims mud
Code Base    : circle 3.0 patch 11
Telnet       : reims.mudservices.com 4000 [205.147.201.218]
WWW          : http://www.reims.mudservices.com/
Description  :
```

   Reims Mud is a science fiction based circle mud in the
early stages of development. We have extensive code changes
and altertations, including new classes, new races, the
ability for certain races to 'shape shift', auto questing,
simple mob programming, enterable objects, ranged weapons,
on line creation, ansi color, new attacks, players abilities
affected by moon phases, subway system, simple mob
programming, pk arena, and much more. We need builders
willing to help create our world. Please stop by.

```
Mud          : RiftMUSH
Code Base    : TinyMux
Telnet       : 208.206.192.228 4201
WWW          : http://www.foodsci.purdue.edu/~vicki/Feist/
Description  :
```

   RiftMux, sanctioned by REF, runs an alternate time line from the
books. Our time frame is after the Riftwar Saga and Empire series.

In our world, destruction reigns as an explosive meeting of good
and evil magics, during what is now called 'The Night', has left
the world of Kelewan destroyed, and the world of Midkemia in
pieces. Focusing on the west coast, centered in the town of
Crydee, a small group of people struggle to survive.

This includes factions from the Prince of Krondor, the Duke of

Crydee, a few Tsurani families, the Mockers, the Eledhel and the
Moredhel.

How will they survive? Who will rule? Will the magic of 'The
Night' come back and destroy them? Will the Tsurani bring back
the 'Game of the Council' and rule all?

Come join us and find out!

Mud   : Rifts
Code Base   : CircleMud 3.0 / Diku
Telnet   : rifts.org 6666 [150.159.253.111]
WWW   : http://www.egr.msu.edu/~hackneyj/rifts/
Description :

   The Rifts is a Circle Based Mud that has been under construction
for almost 3 years now. We offer 11 races to choose from, 20 classes,
and a different hometown for each different race. Approx. 400 spells
and skills for all our different races and classes. Purchasable, rentable
mounts. FREE Rent system. On Line Creation system for our builders. Full
implementation of clans. (Currently 7 of 10 max exist). Full scale
mobile
revamping, every mob has a unique class, hits, thac0, ac, etc. Almost
entirely unique areas to the Rifts. Around 10000 rooms currently. Unique
classes, ex, Thieves have the ability to collect rare ingredients to mix
thier own poisons to do with what they will including coating weapons
etc.
Trap implementations (find, disarm, etc.) Optional playerkilling system
involved with the evil races and clans of the Rifts. Enterable rifts for
newbies to get a quick and easy start. All newbies start with base eq.
Weapon/Object spells (permanent and timed) Room affect system (ex, drow
summon globe of darkness about the room. Corpse save system implemented.
(if you die and we crash you DONT lose your eq!!) Automated auction
system.

** FULLY AUTOMATED ARENA (BET, FIGHT, DUEL to the death all for fun!!!!)
** FULLY AUTOMATED QUEST SYSTEM (quest for the most powerful items!!)

In addition our new site sports a T1 link and is a TON faster than our
previous site. We encourage all to stop by and let Rifts become your
home.

Mud   : Risewyn - After the fall
Code Base   : ROM
Telnet   : risewyn.mudservices.com 9000 [205.147.235.184]
WWW   : http://risewyn.mudservices.com/
Description :

   The eclipse is the last thing you remember seeing.. Its memory is
strangely beautiful. The moon of Laksia, in it's orange glow tumbling

over Poalas, the great green moon of the eastern nights. Making the
ground glow with a strange light, almost as if it wanted to ascend into
the heavens along with the night... Risewyn - After the fall

 * 100 mortal levels
 * MobProgs
 * Restricted Pkill
 * Fantastic Color scheme (no ANSI overload)
 * 24 races
 * 20 classes
 * A House 'guild' system
 * No gods, an RP structure that provides for the imm duties.
 * A very strict RP structure coming into place.
 * ROLEPLAY IS REQUIRED
 * Stock and Custom areas

Mud   : Rites of Passage MUD
Code Base   : EmlenMUD (private)
Telnet   : unix.worldnetoh.com 3737 [204.183.31.4]
WWW   : http://worldnetoh.com/rop/
Description :

   Rites of Passage MUD (RoP) is a pkill MUD where players join one of
two
sides in the Good vs. Evil conflict. The code is similar to Mortal
Conquest,
Midpoint Void, and Void2, but RoP is a unique place with new and
interesting
ideas. There are currently 21 races in a classless society. Each side
of
the conflict has its own Homeland which contain some small racial
hometowns
(not all races have a hometown). There is 'neutral territory' between
the
two homelands which house 2 major cities (Twilight and A'daar). There
are
many skills and spells for players to choose from and 8 Sects/Religions
that
players may become a part of, as well as 7 guilds to join. We also offer
player-run clans for players to form a 'tight-knit' society for
themselves.
Give us a try; we think you'll like what you find.

Mud   : Ritual Sacrifice
Code Base   : LP Mud, Custom Lib, Amylaar driver
Telnet   : ritual.iap.net.au 5555 [203.23.208.7]
WWW   : None
Description :

   Enter the world of Ritual Sacrifice. More than a year and a half

of work has produced this traditional medieval LPmud for the
world to enjoy. Original guilds such as Psychics, Rangers,
Warriors, Rogues, Clerics, Sorcerers and more adventure side by
side in a fantasy world of Giants, Elves, Dwarves, Dragons, Orcs
and countless many more traditional fantasy races. Multiple
continents, multiple currencies, and dozens of areas with
hundreds of rooms in which to kill or be killed. Are you good
enough to make it to the realms of the immortals??

Mud   : RivaMUSH
Code Base   : TinyMUSH 2.2.1
Telnet   : riva.neca.com 7777
WWW   : http://riva.neca.com/riva/
Description :

   RivaMUSH is based on the best-selling books by David Eddings. A
scaled geography, feature characters, intrigue, plots, and fun
role-playing are just some of the highlights you will find here.
Friendly admin, always willing to help out the newcomer, new and
interesting events happening all the time...stop on by...

Mud   : Riverhold
Code Base   : LP
Telnet   : mama.indstate.edu 3000 [139.102.70.201]
WWW   : http://www.cs.siena.edu/bchu/riverhold/
Description :

   Riverhold has been coded progressively over a period of two years. It
is based on a Amylaar driver, heavily modified in almost all areas. No
stock code remains and special attention has been paid to ensure that
all rooms meet strict guidelines on balance, quality and consistency.
The result is that a MUD that is unrivalled in my experience.

Riverhold is a fantasy-themed game set in medieval times. Attention has
been paid to ensure that the content of the rooms is in keeping with the
time-period.

PKing is allowed on Riverhold, but lower-level players are protected.
The wizards are primarily there for the advancement of the game and
coding of new areas, not to interfere with mortals. We will act only
when all other routes have been exhausted, meaning that the players are
left to create an atmosphere in which to play.

Our player base is now firmly established and growing rapidly. Come join
our little world; I think you'll like it.

Mud   : Rivers of MUD
Code Base   : ROM 2.7

```
Telnet        : rom.org 9000
WWW           : http://rom.org
Description :

   ROM offers a very challenging environment to play in (don't
expect easy levelling: even if you think you know the areas).
There are many subtle and not-so subtle changes, including
a dieties, class and race restricted items, more flexible
special procedures, more intelligent NPC casting, weighted
money, and a few other tricks.  I'm always looking for well
written areas.  Building docs (mostly current, though usually
a feature or three behind) are available on the home page.

              ------------------------------------------------

Mud           : Riverworld MUSH
Code Base     : PennMUSH
Telnet        : pennmush.tinymush.org 1996 [128.32.243.78]
WWW           : http://pennmush.tinymush.org/~riverworld/
Description :

   All of humanity has been reborn on a strange planet with
an enormously long river winding its way from pole to
pole. Players take on characters from any time in history,
roleplaying as historical figures. Will civilization
arise again (and in what form?) Will humanity ever learn
who has resurrected it, and why?

Riverworld MUSH is a roleplaying environment that offers
consent-based or Storyteller system mechanics.

              ------------------------------------------------

Mud           : The Roadhouse
Code Base     : AberMud idirt-1.82
Telnet        : nolta.mudservices.com 6715 [205.147.201.220]
WWW           : None
Description :

   This is an iDirt based AberMud. Full of zones with different types
of themes. Less then two weeks old, but growing each day with new
zones being added, and more players. Immortals from other Aber based
muds may get free points added to their scores.

              ------------------------------------------------

Mud           : Robotech MUSH
Code Base     : PennMUSH 1.50 patchlevel 15
Telnet        : ROBOTECH.DF.LTH.SE 2142 [194.47.252.42]
WWW           : http://robotech.df.lth.se/~robotech/
Description :

   Robotech Mush is a themed Mush set in Macross Saga, written by Jack
McKinney.
```

The Mush is an attempt to ... not as much recreate, as play and live the
theme,
and thus it will run from the very (nearly) start of the Saga, twisting
and
weaving through time as players and their characters effect it.
Roleplaying is
stressed, but what would Robotech be without the space combat? Thus
combat
exists, although it is not a main goal, it is however a part of the Mush
and
the results in the battles will perhaps ... make the Mush diverge from
what
happened in the books and series. But who knows? Not I, not You...But
give it
a try and Roleplay a human, or even a Zentraedi ... *8)

Mud   : RockyMud
Code Base   : Silly
Telnet   : rocky.divide.com 4000 [206.247.142.35]
WWW   : http://www.divide.com/rocky/
Description :

   Looking for a good mud? Well we have a great one. RockyMud is
based on last generation SillyMud code with plenty of new areas
and new coding. We have the greatest group of mortals and
immortals around. We are just one big happy family.

Mud   : RoninMUD
Code Base   : gamma DIKU
Telnet   : ronin.hudsonet.com 5000 [206.25.166.3]
WWW   : http://www-usacs.rutgers.edu/~worm/ronin/
Description :

   Hack!? Slash!? Of course, we're DIKU! While at lower levels
we're a 'run of the mill DIKU', we have many beautifully crafted
areas with plenty of puzzles and intrigue that are available to
the more powerful players. Other features include:
 * ANSI color, fully customizable and user realizable.
   Descriptions, titles, says, tells, battle actions, etc. can all
   be chosen and set by embedding color codes within your text, or
   by global settigs that save.
 * 10 classes -- plenty to offer for any player style.
 * Good balance between what's available to tintin-style
   multis and what's available to other players.
 * Perhaps not innovative, but at least more powerful engine
   than the original Gamma DIKU, allowing for more complex control
   underneath the hood (i.e. providing those higher level intrigues
   and puzzles). Sure gamma does this, but Ronin's is cleaner.
 * Active international player base, usually 30-40 players
   during peak hours.

```
   * Online editing for those who like to build.  (Still in
     'beta' mode, used successfully for installation, debug, and
     revamp of 18 new areas in the past few months, so we must be
     doing something right.)

                 -----------------------------------------------

Mud          : RowanMud
Code Base    : Envy2.0
Telnet       : mud.tander.com 3333 [rowan.tander.com]
WWW          : http://tander.com/~rowan/
Description  :


    RowanMud was formerly known as the Shadow of Despair. After
the imp, Kain, gave up on it, I (Gem/Iris) took over. There
have been many changes, and many more are coming. Come visit
us, you might find our mud to be one of the best muds around.

 - 100 mortal levels, 9 imm levels
 - 10 races, 6 classes
 - built in quest system
 - remort allowed twice
 - over 20 original areas, more coming
 - official clans
 - limited playerkilling
 - friendly imps (Iris, Gea, Daisy, and Vengeance)
 - much much more

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Mud          : RubberRoom
Code Base    : Hacked DiscWorld
Telnet       : mud.lds.co.uk 6969 [194.73.88.2]
WWW          : http://www.engr.mun.ca/~holm/rr/
Description  :

    You're trapped in a MentalHospital surrounded by guilds of
pyromaniacs, necropheliacs, schizophrenics & kleptomaniacs.
Run about, explore, and perform quests or just hang out
and chat while trying to escape the hospital or ultimately
become one of the hospitals directors and designers.

The new mud on the block may have a position for you if you're
qualified and dedicated.

                 -----------------------------------------------

Mud          : RushMUD
Code Base    : lpMUD 3.1.2/2.4.5 (compat)
Telnet       : pc40.ics.ele.tue.nl 5317 [131.155.40.240]
WWW          : None
Description  :
```

RushMUD is a small, beginning MUD which will hopefully
ultimately change some of the data mentioned above. At the
moment we have only a few races and classes and only one
realm and a few original quests. The one realm that exists is
still much the original 2.4.5 MUDlib. However, things are
meant to change in the (near) future: a Rush-specific
realm/area will be added. We already have some preliminary
support for sounds and graphics (ftp://pd19.eb.ele.tue.nl),
and this will be expanded and improved upon.

Because this MUD is located in Europe, the Netherlands, it is
very likely that people from the USA will experience some lag.
We apologize for this inconvenience and are trying to reduce
this discomfort.

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Mud   : R-World
Code Base   : ConMud
Telnet   : power.dynasty.net 5000 [208.200.172.11]
WWW   : http://www.anarkee.com/~mulder/rworld.html
Description :

    R-World has 100 levels, 26 races, and 12 classes.
Muti classing is availiale along with clans and
religions. There are also opportunities to buy houses.
There are loads of other special features available like
brew, forge, and scribe. Telnet to power.dynasty.net 5000
and take a look.

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                         Muds Beginning With: S
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Mud   : Sabotage
Code Base   : Diku
Telnet   : lionx1.rdsnet.com 7000 [207.77.84.5]
WWW   : None
Description :

    Sabotage is the ultimate envy based mud. 72 Mortal levels and only
3 god levels, so once you are on top, you have tons of power! Player
Killing, Clans, some unusual skills and classes PLUS the best DUAL
class code around, thanks to the coders of sanction. This mud is
run by 2 males who are out of college and have to goto work everyday,
so you won't have any pushy immortals telling you what you can not
do Run on a p133, 64 megs/ram, t1 unix server.

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Mud   : Sanctuary MUSH
Code Base   : MUSH

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Telnet       : ra.isisnet.com 1902 [199.45.83.5]
WWW          : None
Description :

    Deep within the small community of Halifax lies a darkness... a
darkness so great that it threatens to swallow all of humanity. But,
from the shadows come the creatures of legend, poised for the war to
save - or destroy - the world. Vampires, Werewolves, Mages, and the
Fey are just some of the inhabitants of this world of Darkness.
Sanctuary offers WOD fans a chance to play anything from any of the
WOD sourcebooks. It also has a rich background and social climate for
those who are more interested simply in interacting with others in a
real world surrounding.


                ------------------------------------------------


Mud          : Sanguinis Nobilis
Code Base    : TinyMUSH version 2.2.*
Telnet       : master.tardis.ed.ac.uk 4444
WWW          : http://www.tardis.ed.ac.uk/~jenifer/SN/
Description :

    A WoD MUSH set in present day London, England and based on
White Wolf's rules for Vampire: the Masquerade. The emphasis
is heavily on Camarilla/ Anarch politics and players can choose
to generate either a neonate vampire or a mortal in chargen,
more powerful characters are by email application only.
The rule system used is a cross between LARP rules and
tabletop and is fully explained in online +news and +help.


                ------------------------------------------------


Mud          : The Sanitarium
Code Base    : Diku/Merc/Smaug
Telnet       : grassi.cs.rockhurst.edu 4000 [192.94.230.6]
WWW          : http://cs.rockhurst.edu/~myers/sanitarium.html
Description :

 * The Sanitarium is a friendly mud with both stock Diku
   and original areas.

 * We have an extended class structure with several non-basic
   classes such as Vampire, Ranger, Augurer, and Druid.

 * We have a clan pkill system which is completely voluntary.
   If you don't wish to participate in pkilling, you don't
   have to.

 * For those who wish to build, we have an extensive
   OLC system.

 * Above all, we're here to have fun.

 * All are welcome, come take a look!
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Mud           : Sanity's Edge
Code Base     : LPC
Telnet        : mathconnect.cc.colorado.edu 23 [198.59.4.175]
WWW           : http://mathconnect.cc.colorado.edu/
Description :

    Sanity's Edge is a cyberpunk genre mud set in the decaying center of
Edge
City. Two sides of life are vividly depicted, the rich, opulent life of
the
corporations and the wretched squallor of the street. The year is 2020
and
local politics have been effectively controlled by the corporations, led
by
the dominating Cybernetic Matrix Designs corporation. The glittering CMD
building looms brightly at the center of downtown, but not far away the
seedier aspects of life hide in run-down apartment buildings and shadowy
alleyways. Street gangs stake out territory, and are always looking for
more
cannon fodder like you to join their ranks. Just remember, it's a war out
there, and you never know when you might get caught in the crossfire.
Crime
is on the rise, and netriders are the wave of the future, becoming the
backbone of the crime scene with their intimate knowledge of the Net.
Safety
has become a thing of the past; you may find yourself assaulted by a
street kid
with a switchblade or an irate shopowner with a sawed-off shotgun. But
with
a little luck and some smarts, you might fight your way to the top --
even into
a corporate job.  And then you'll only have one thing to worry about,
your
CredCard -- never leave home without it. Welcome to the street. Welcome
to
Sanity's Edge...

                    --------------------------------------------------

Mud           : Santuario ELITE MUD
Code Base     : Circle MUD, updated to ELITE-MUD code
Telnet        : santuario.del.ufrj.br 4000 [146.164.70.196]
WWW           : None
Description :

    This is simply the BEST ELITE MUD on Brazil!!!
Here you will find great and interesting things
never seen before! There is an average of 25-30
people connected all day and sometimes all night!
These people will be able to help you on whatever
you may need. There is always an implementor
```

on-line to keep helping you with bugs, making
new ideas to grow and so on!

STAY AWHILE! STAY FOREVER!

Mud   : SchMOOze University
Code Base   : MOO
Telnet   : schmooze.hunter.cuny.edu 8888 [146.95.128.7]
WWW   : http://schmooze.hunter.cuny.edu:8888/
Description :

    SchMOOze U. was established in 1994 as a place where people studying
English as a second or foreign language could practice English while
sharing
experiences with other learners and practicers of English. Although
schMOOze
was founded with the ESL/EFL student in mind, it welcomes all people
interested
in cross-cultural communication.

Mud   : Scimitar
Code Base   : custom
Telnet   : drscape.com
WWW   : http://www.drscape.com
Description :

    Scimitar is a long-running multi-user adventure game. Your goals in
Scimitar
are to attain higher levels of experience in your field, participate in
quests
to rid Boldhome of evil, and most importantly, to have fun.

Mud   : Secret Of ATLAS
Code Base   : Mordor (WorldMUD 1.0a)
Telnet   : soa.mudservices.com 4444
WWW   : http://www.staticunderground.com/secretofatlas/
Description :

    Atlas is no more.' He says to you. 'Our land will soon
sink into the abyss of Chaos unless something happens soon.'
He rubs his eyes as if he hasnt slept in days and continues.
'My visions just hours ago told me you are the one the gods
have chosen you to find the secret.' He backs away from you
and wipes his forehead. 'If you dont find out what happened
to our god Atlas, we're all doomed.'

SOA has hire-able monsters, slot machines for earning
more gold to level. Over 64 new spells. Quests and

a friendly playerbase. Adventure in a world of over
10,000 rooms. Player killing is restricted to chaotic
players. All players are to roll play their characters
personalities / gender and races. Incredible immortals.
New T1 upgraded twice server! Every race / class can cast
spells with a percentage based outcome. Earn new skills
for multi-classing by training for them with your wisdom
and gold!

Mud   : Seifenblase
Code Base   : LP Amylaar 3.2.1
Telnet   : 141.7.1.39 3333
WWW   : http://hermes.stud.fh-heilbronn.de/Online/Seifenblase/
Description :

    Note from the Connector Admin: I do not speak German so please do
not ask me to translate this for you.

    Seifenblase is a German MUD that has been under construction
since July 1995 and still is. Since Seifenblase's language is German,
I shall continue in German:

    Seifenblase wird aus voneinander unabh0xe4ngigen Welten (Seifenblasen)
wie z.B. einer Schlumpfwelt, einer Toon-Welt, Lummerland bestehen.
Das Tr0xe4umen wird eine gro0xdfe Rolle spielen, es wird kaum Kampf
geben, vor allem nicht so, wie man es von anderen MUDs her kennt.
Jeder Spieler wird bei seinen Abenteuern von einem Pl0xfcschtier
begleitet.

    Im Moment gibt es in Seifenblase noch nicht sehr viel zu bewundern.
Wir sind noch sehr stark an begeisterungsf0xe4higen Programmierern
interessiert.

Mud   : SentinelsMUSH
Code Base   : TinyMUSH 2.2.2 #2
Telnet   : zor.com 7626 [205.147.201.235]
WWW   : http://www.pathcom.com/~onghio/homepage.htm
Description :

    This MUSH is based on Palladium Games Robotech Sentinels RPG
book. The players have crash landed on an alien world, along
with a group of Invid. Both are trying to figh for dominence over
the other and the battle rages on strongly. There are hidden
aspects to the plot the characters are now just starting to
learn about. Come check it out!

Mud   : Seventh Circle
Code Base   : Mythran (Envy / Merc custom)

```
Telnet        : mud.oro.net 4000 [198.68.62.116]
WWW           : None
Description :

    At the beginning of the Light, seven circles were crafted
from gold mined from the Rock of Immortality, atop towering
Mount Zor.  The circles were imbued with magical powers.
The Light ended when the Evil defeated the Immortals and
captured Zor.  The circles were thrown to the winds in
an attempt to hide them from the Evil.  Rumor has it that
the first six circles were eventually recovered by
the Evil and distributed to its supporters, but the
seventh remains at large.

Since posession of all circles will bestow upon the owner
the power over all living beings, it is vital that the
circles be restored to their rightful heirs -- the
Immortals.  You are charged with finding them, and the
rewards will be phenomenal to those mortals lucky enough
to find one and surrender it to its proper owner.
Good Luck.

                ------------------------------------------------

Mud           : Shades
Code Base     : Custom
Telnet        : games.world.co.uk 23 [194.205.58.227]
WWW           : http://games.world.co.uk/inshades/
Description :

    Shades is a traditional MUD along the lines of the original
Essex MUD, and is now 12 years old. For a long time it was
the most sucessfull commerical MUD ever, although it is
now running for free. Its sucess was often credited to its
easy to learn game-play and strong social atmosphere.

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Mud           : Shades of Evil
Code Base     : Ack!Mud 3.0 (beta)
Telnet        : soe.nuc.net 6666 [204.49.61.14]
WWW           : http://www.nuc.net/~shadeweb/
Description :

    Shades of Evil is an incredible new mud running Ack!Mud 3.0
(beta),a brand new merc derivative.  With only 6 months in
existence, we are already averaging 35+ players, 24 hours a day,
peaking near 70.  We offer an incredibly fair and dedicated IMM
staff, constantly updated code, and continually poll our users
for changes THEY want to see.  Come check us out!

    CURRENT ADDITIONS:  Note--with over 20 code additions/mods per week,
I am only listing the MAJOR ones.  Full Vampyre code. 80 multi-player
levels, 11 classes, fully original areas (except midgaard and the
```

chess board), connectable items, dozens of fully unique skills and spells, AI driven NPCs (NOT mobprogs), fully implemented clan code, including diplomacy, Highly modified fighting system. You won't regret checking us out!

   NOTE: Secondary port for AOL users, or those with connect problems to the primary port: Alternative Port.

   See who is on now: Shades of Evil who list

Mud   : Shades of the Past
Code Base   : Rom 2.4
Telnet   : 152.160.87.32 5626
WWW   : http://rgfn.epcc.edu/users/ah272/shades.html
Description :

   Shades is a fairly new mud based loosely on the Rom 2.4 beta code that has been heavily modified. Right now we have the normal 4 classes plus druid, but we also offer various races not normally seen with their own special abilities. For those that prove they can RP we also offer Shade and Dragon races. We are also continually working on upgrading and add-ons.

Mud   : Shadow
Code Base   : ROM
Telnet   : dark.x.dtu.dk 4000 [130.225.92.246]
WWW   : http://dark.x.dtu.dk/shadow/index.html
Description :

   Welcome wanderer. Join me on a fabulous voyage to the unknown, where heroes and mortals roam the vast planes of fantastic worlds, where mages and fighters join each other in the battle against evil, where only the bravest will survive.

As you embark on this voyage, you will encounter new people, monsters and strange artifacts. Your fate is in your own hands wanderer, as your actions
towards all these encounters can determine your destiny. Most people in the
Shadow world are very friendly, willing to help you on you hard journey through imagination. But don't let yourself be decieved by the friendlyness
of the surroundings. Some characters and monster will always be able to kill
you bare handed.

```
Mud           : ShadowGate
Code Base     : LP
Telnet        : firedragon.com 6969 [205.139.62.169]
WWW           : None
Description :

    ShadowGate is a huge MUD that sticks strictly to the AD&D
manual. You have lots of large areas to quest and conquer.

After you set up the character of your liking you have
access to most of the spells and skills mentioned the
AD&D manual. Come on in and play the best AD&D MUD you've
seen in a long time!!

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Mud           : Shadow Gate
Code Base     : Lp, Amylaar 3.2.1 : 2.4.5 Lib
Telnet        : shadowgate.oregon.com 2000 [205.238.1.170]
WWW           : http://www.oregon.com/shadowgate/
Description :

    Shadow Gate is a very new MUD in need of dedicated players
who who like to help exapnd the MUD. We have gotten many
good areas up as well as some guilds. Testing the guild
backbone is needed, alas players/player testers are needed.
We want to invite all creative minds (code/build/mortal) to
try an help us better our MUD. We are also in need of very
competant coders who have the time to spend in our
hirearchy. We have all spots from elder to arch open.
We also offer newbie coders an insta-wizzing program
if they 1) know 'ed' (mud editor) 2) can spend 12+ hours
a week at the MUD 3) Have some kind of programming
background.

If you are interested in any of this fill out an application
at the web page and stop by. Also We are working on a LpMud
Info Center. If you are interedted in helping in that see
the Admin at ShadowGate Center Html: http://www.oregon.com/lpc/

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Mud           : ShadowLands
Code Base     : ABERMUD
Telnet        : stock.vtek.chalmers.se 9999 [129.16.188.17]
WWW           : http://www.vtek.chalmers.se/~v94tylan/shadow/shadow.html
Description :

    Shadowlands is the second Swedish Aberdmud.
The powers are mostly from Sweden and USA, and therefore
there is always somebody on =).

Shadowlands is developing quickly right now, and we are
working on alot of new features, ie. reward for the
```

player with most time on, most kills etc every month.

The best quality of Shadowlands is that it's a players mud,
if you want it, we add it!

/EAZY - god on SL

Mud   : ShadowMud
Code Base   : DIKU (alpha)
Telnet   : info.starpoint.net 4040 [206.146.5.100]
WWW   : None
Description :

    Shadow is a role playing adventure mud. It was popular a
few years ago buy had been down for a long while. Shadow
is in the process of being further developed. I am looking
for role playing imms as well as area builders.

Mud   : Shadow of Terror
Code Base   : Merc
Telnet   : zeus.initco.net 4000 [205.162.172.3]
WWW   : None
Description :

    Shadow of Terror is a medieval mud with
over 11000 new and original rooms (no stock
areas) and growing. There are both an extended
number of races and professions, clans, group
and specific quests, color options, helpful
immortals, constantly updated help files, many
cool socials, totally new geography, an
automated arena where you can bet on
combatants, an automated auction system,
a great plot, and lotsa other great stuff.

    New and coming attractions include an
economy implementation,region wars and total
wars, full medieval campaigns, all sorts of
brand new races, spells, objects, natural
disasters, and many other diabolical traps.

Mud   : The Shadow Realms
Code Base   : SMAUG
Telnet   : tsr.org 8000 [205.147.201.237]
WWW   : http://www.tsr.org/
Description :

    It has been many centuries since my last visit to the realm

of Shaikari, and those who were my companions in that time
have long since returned to the dust. I have been watching
your world however, and recent events have precipitated
my return. Mystic portents tell of great events in your
world's future. Enemies thought banished returning from
the void, the dead crossing the eternal barrier, and Ao,
the lord of this plane achieving elevation. But what
dim horror seeps in, in the wake of his ascension? Without
him to hold the golden scales of balance and weigh us all,
who shall rise on its great platforms, and who shall
descend into the darkness...

Time grows short in your realm, and a new age of darkness
descends upon us all. Ask what you will, but keep in mind
the consequences of your newly discovered wisdom. You may
discover that what you knew to be true was nothing but
deception, while your worst fears are coming to pass.

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```

Mud   : Shadowrun MUSH
Code Base   : TinyMUSH 2.2.1
Telnet   : shadowrun.dnaco.net 4201 [206.150.232.50]
WWW   : http://www.dnaco.net/~shadow/
Description :

   Enter the vibrant world of 2055 Seattle on ShadowrunMUSH,
based on the outstanding RPG from FASA. Deck the matrix,
wield the arcane powers of the Sixth World, or lock and load
your UZI-III's as you prepare to take on the megacorporations
that run the Sprawl. Or, you can be a corper - pulling the
strings that make Shadowrunners jump. Or a media, reporting
on the glitz of this futuristic time.

   The possibilities are endless. Roleplaying is hot, fast, and
some of the best you'll find. A dedicated staff of 9 wizards,
34 wizards, 11 dedicated judges, and a mass of some of the most
creative builders in MU*dom today have teamed up to give YOU a
roleplaying experience beyond compare. Twinks and powergamers
need NOT apply - this is a ROLEPLAYING MUSH!

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Mud   : The Shadows
Code Base   : Envy2
Telnet   : gamenet.worldnetoh.com 4000 [206.183.31.5]
WWW   : http://www.execpc.com/~shadows/
Description :

   The Shadows is a new mud which is growing VERY fast.
We have over 10 races and 8 classes to choose from, and
many new skills and spells being added daily. We have a
complete and customizable color system, and many other
good features which makes this mud stand out.

We currently are looking for a lot of builders who would
like to participate in building through online coding.
If you would like to check this out, please contact fireball
on the mud.

--Fireball

```
Mud           : Shadows of the Mind
Code Base     : Merc 2.1
Telnet        : infobahn.icubed.com 4444 [208.0.145.2]
WWW           : http://www.icubed.com/users/allereb/shadows/
Description   :
```

   * Five class multiclass system. Maximum levels are 75-35-25-25-25.
Level gain & spells/skills depend on guild order preference.* 8 player
races, 29 mob races. Many spells/skills depend on player race & mob
race.* Very unique equipment loading scheme. No more standard diku
loading. Equipment randomly loads throughout the world depending on
object level, mob level, alignemnt restrictions, race restrictions (no
swords on clerics, no elven boots on giants).* Over 175 spells & skills
which are improved through their use.* 95+ areas, 55+ of which are
original, including a 400+ room main city. Over 8500 rooms and 3000
objs and always growing.* Pkilling/Pthieving optional.* ANSI color*
Autoassist, autoloot, autosplit, autoexit and other options.* No rent,
just shack down in any old inn.* Equipment damage & repair.* Real air
rooms that connect the world!* VERY extensive help files.* Friendly
players and Gods.* Great web site with help and maps!* The mud is NOT
for the weak and weary!

```
Mud           : ShadowSpace
Code Base     : LPMOO
Telnet        : shadowspace.nws.net 9990
WWW           : http://www.gate.net/~chow/
Description   :
```

   ShadowSpace (Formerly known as ShadowMOO) Is an RPG based upon
FASA's ShadowRun game. It has a coded combat system much like
any MUD. It is also still under construction, and will not
likely be officially opened until several key elements are
coded. (Magic for instance)

You may still log in and request a character. (automatic registration
using your email address) If you do so, consider yourself an alpha
tester.

(note regarding PK restriction above: Player Killing *is* permitted,
but only between players whose PK flags are both on. More information
can be found in the MOO by typing 'help pk.')

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Mud           : Shadow's Wreath
Code Base     : Smaug
Telnet        : skynet.csn.ul.ie 4000 [136.201.105.2]
WWW           : http://www.cs.nmsu.edu/~kmckeeve/swmud.html
Description :

    Long ago, before time began, there existed a being. This
being was alone in all existence and so it created a toy
for it's amusement. First of all, he created time and set it
in motion and then he created the world of Shadow's Wreath.
As time went by, the being began to get bored, and eventually
sank into despair. His mind began to weaken and eventually
eroded completely. From the fragments of its failing mind
came forces of unknowable power. Three of these fragments
were self aware and styled themselves as gods of the world
of Shadow's Wreath. Other forces roam the world with no
comprehension of the meaning of their existence.

                 ------------------------------------------------

Mud           : Shattered Dreams
Code Base     : Rom 2.4
Telnet        : hub.eden.com 7272 [199.171.21.21]
WWW           : None
Description :

    Shattered Dreams is a Wheel of Time based
MUD. For those familiar with the series of books,
it is oriented to be as close to the position
of the final book (to date) Crown of Swords.
There is a great deal of player killing. We
are returning to the 4 stock races and classes
in order to add a sense of Class/Race balance
within the lines of PK. There is an automated
questmaster, and quests run by Immortals (which
include player killing quests <no eq lost in these
quest>) Come visit. Stay a while...

                 ------------------------------------------------

Mud           : Shattered Kingdoms
Code Base     : SKMUD 2.01 (based on ROM 2.3)
Telnet        : mud.vividnet.com 1996 [206.149.144.4]
WWW           : http://mud.vividnet.com/~mud/
Description :

    Shattered Kingdoms (SKMUD) is a fantasy themed world
for roleplay and action. The code is excellent and is well
tested before changes are made so as to cause
very few crashes. Recently the 2.01 update added a law
feature that allows (npc) citizens to report crimes to the
local guards.  The incidence of casual murder has gone down
```

considerably and outlaws are now feeling the cost
of their actions. There are multiple hometowns and training
centers for the newbie adventurer. The search for the far flung
trainers of various skills and spells adds to the the role play
atmosphere yet is still fully enjoyable for combat afficianados.

    The implementors of SK are fair to a fault, and choose to
elevate players to immortality based on role play ability and
knowledge of the SK world. Higher immortals may accept
followers and are chosen to sponsor cabals dedicated to
in-character causes or acticivities (cabals will later confer special
abilities) Admission to a cabal is not automatic and is limited to
players who achieve the twentieth level of mastery and above.

Mud   : Shattered Quests
Code Base   : Rom 2.4
Telnet   : lina.ze.net 4000 [206.111.24.22]
WWW   : None
Description :

    Shattered Quests is a mud based on a medieval fantasy theme.
We have made lots of changes to the Rom 2.4 code. Shattered
Quests offers 10 player races, and 2 enhanced races: Demons
and Avatars. We also offer the option of remorting to enter
into an advanced class. Advanced classes have the bulk
of our new skills and spells, with such things as room affects
and the use of regents for even more powerful spells.
Role-playing is encouraged at Shattered Quests, but not
required. All guild leaders do expect their members to
role-play though. Player-killing is allowed, and restricted
to 7 levels below. There are no level limits on wearing
eq. We have lots of new areas, with more on the way. Quests
are offered regularly, and we have a friendly immortal staff.
And an arena system is in the works for those that like to
try their hand at playerkilling, without the equipment loss.
So if you're ready for a new challenge come check out
Shattered Quests.

Mud   : Shattered World
Code Base   : Shattered World Mudlib
Telnet   : ip1.cs.monash.edu.au 2666 [130.194.64.102]
WWW   : None
Description :

    Shattered was created in 1990, originally using LPmud 1.3.
The mudlib retains some of the flavour of the original,
but it, and the driver, have been considerably extended.
There are about 8 races, and a similar number of guilds.
The theme is vaguely medieval. Players can own shops and
homes, and can set buy and sell prices on their shops.

There is a legal system based on the game `nomic', which
players can use to change the rules under which the MUD
operates. There is a hierachy of lords (up to the king),
the leaders of which can form cults which players can join;
one becomes a lord by completing some percentage of the
quests, and advances up the lord hierachy in competition
with other lords. The guild system is rather rich and
interesting. There is no experience per se; Shattered is
an entirely skill-based mud (note that several other sites
are running our driver and mudlib, and some of them have decided
to reintroduce experience). The mud relies on an economic
system proposed by one of the professors here. NPCs are
rather intelligent here, but still at a disadvantage.
In short, Shattered is a very old, rich, intricate and interesting game.

Mud   : Silke
Code Base   : MudOS (LP)
Telnet   : silke.math.uni-hamburg.de 5555 [134.100.220.101]
WWW   : None
Description :

    Silke is an up and coming Medieval Fantasy MUD that is still
under heavy construction. However, we are looking for test-
players who are interested in giving input and helping us to
guide our coding. New and creative ideas are welcome!
Some of Silke's current features include:

 * A wide variety of player races, including subraces;
 * Special abilities granted to certain races, such as magic
   resistance, infravision, regeneration, and more;
 * Saving throws and magic resistance;
 * A large selection of weapons and armor, including magical
   versions and special magical weapons;
 * A detailed combat system with hit points assigned to
   specific body parts, possible stuns with each hit, and a
   critical hit and critical fumble system;
 * Drink, food, and movement points.
 * Items are recovered from crashes!

Guilds are being coded, and will include a variety of
standard and non-standard guilds. Areas are also under
construction, but there are already some to explore! Give
Silke a try, and tell us what you think. Ideas are welcome.

Mud   : SimpMUD
Code Base   : CircleMUD 3.0
Telnet   : liszt.eng.ox.ac.uk 4000 [163.1.5.170]
WWW   : http://www-pnp.physics.ox.ac.uk/~hill/page/
Description :

This MUD is based on the town of Springfield from the TV
show 'The Simpsons'. It is currently under construction.
The aim will eventually be to recover Bart's Slingshot from
the evil Principal Skinner.
Zones to beat include:

 * The Haunted House
 * Space Station Alpha
 * The Graveyard
 * The Woods

Plus many more to come. There are a number of 'city' zones
which provide the links between the real game zones plus
facilities such as a Post Office, a Bank, Guild Rooms, an
Inn (to store equipment between sessions) and shops/bars
etc.

Mud   : Sky Lords
Code Base   : Rom2.4+OLC
Telnet   : 205.147.201.185 7500
WWW   : None
Description :

    Sky Lord is an role-playing mud that has an arena area for optional
Pkilling. I am adding new stuff in every day including races and classes.
I have started out with friendly staff and hope to keep it that way. We
are always looking for coders and/or creative area builders(advanced
levels given for both). I hope you won't be dissappointed.

Join us,
Ryuujin(IMP)

Mud   : Sleepless Nights
Code Base   : aber
Telnet   : sleepless.cheese.org 6789 [194.159.1.20]
WWW   : http://sleepless.cheese.org/
Description :

    Sleepless Nights is a now well established mud. It is based on
blizzard.uni which is the classic Aber5 source. The code however has
been extensively modified and expanded to improve the game. In the past
few months a couple of new administrators have taken over and improved
the mud beyond recognition. As well as a number of new areas there has
also been a web page produced which tells you more about the game.
The important features of the mud are the following :-

 * Player Killing and Stealing are allowed.
 * There are 6 different guilds to join, which are -
   + Mage
   + Dark Priest

```
    + Nature Priest
    + Assassin
    + Barbarian
    + Thieves


    In addition there are also a number of quests to be solved before
anybody can reach the hallowed rank of wizard.


              ------------------------------------------------


Mud          : SlothMUD II
Code Base    : DikuMUD
Telnet       : ai.eecs.ukans.edu 6101
WWW          : http://www.speedsoft.com/sloth/
Description :

SlothMUD II DikuMUD
    One of the oldest and most popular muds ever is back up and running.
With new management, new and old players, and at a stable site.


    Features:

* 40 possible mortal levels in Warrior, Thief, Cleric, and Mage.
* A new and growing world, based on the old Sloth, but with new areas
coming
   in monthly thanks to on-line world creation, and a friendly staff of
   immortals.
* Highly group oriented, no restrictions on grouping.
* Many new skills, including demon bind, rope trick, shadow walk, and
   lloyd's beacon.
* Quests and the infamous "Chaos" nights, where all characters are placed
   in a temporary mud to fight each other while competing for prizes and
glory
* Open 24 hours a day, 7 days a week.

    SlothMUD II is currently running at:

    ai.eecs.ukans.edu 6101
    129.237.80.113 6101
    Stop by and take a look!

    If you have further questions, ideas, or comments, feel free to mail
me at: snake@kuhub.cc.ukans.edu

    Hope to see you there,
    Jake


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Mud          : SneezyMUD
Code Base    : Sneezy
Telnet       : sneezy.stanford.edu 7900 [171.64.12.242]
WWW          : http://sneezy.stanford.edu/
Description :
```

SneezyMUD is an advanced game beginning it's 6th year of
existance in 1997. It is coded completely in C++ and
provides the user with many unique features. Implemented
and programmed by professional network and system programmers,
sneezyMUD will be the pinnacle of your MUDDING experience!

```
Mud          : Sociopolitical Ramifications
Code Base    : Fuzzball MUCK 5.x
Telnet       : svansmoj.ctrl-c.liu.se 23 [130.236.252.42]
WWW          : http://tigerden.com/~unci/spr.html
Description :
```

    SPR is a freestyle furry-oriented MUCK. It does not have a
single theme, and there are very few restrictions to what
players can do. Building (no quota) and programming is easy.
SPR has quite a lot of exclusive programs that make it unique
and more user-friendly. To get a character, you can either
contact any connected wizard or send e-mail to the addresses
given in the intro screen. This is not a combat-oriented MU*,
the emphasis is on friendly roleplaying. There are SPR users
around the world, so at any time of the day you will find some
action there.

```
Mud          : SOLARealms MUX
Code Base    : TinyMUX
Telnet       : fantasy.yab.com 7777 [204.94.255.9]
WWW          : http://www.interactive.net/~vermin/solar.html
Description :
```

    Solar Realms is a MUX mainly devoted to political intrigue
between Noble/Corporate Houses, and the use of starships to
enforce their powers. We offer a huge space system with 4000
sectors, and over 10000 planetary objects to explore. A
complete trade system with 20 Trade Outposts scattered
around the galaxy and over 45 commodities to trade. Stop
by and check us out!

```
Mud          : Solar Eclipse
Code Base    : rom24
Telnet       : solareclipse.vdospk.com 1234 [206.28.93.7]
WWW          : http://www.vdospk.com/solar/
Description :
```

    Solar Eclipse is a 201 mortal level mud with really mean and
nasty immortals, Why you say? Well Our imms earn their levels not
by favoritism, but by their ability to build and add code to the mud.
Mean and nasty? Well just kiddin on that part!

Hundreds and hundreds of spells and skills to learn. Hundreds of
customs areas with intelligent mobiles and special mazed areas. Many
custom programed features like player killing arena and betting. 50
races and 10 classes to choose from. Special hotels with twice the heal
rate, Full glorious color and dualwield weapons with extra perceptions.

200 levels gives your player character a long life and special CONTESTS
and events with FREE tee-shirts and stickers to be mailed to winners!

Our master coder Viki has been running muds for our 5 years and was
the founder of the old Lunar Eclipse Mud that ran for over 3 years.
This is a all new code with many new custom features designed and
implemented from years of experience with Rom type muds. We welcome
all (RP and non-RP)to come have fun with us! See you there!

Mud   : Somerton Circlemud
Code Base   : CircleMud
Telnet   : dao.early.com 4000 [204.170.83.8]
WWW   : http://dao.early.com/somerton/mud.html
Description :

   Somerton CircleMUD is a quiet, peaceful MUD where friends
can gather and chat, or participate in the usual MUD-type
adventures. Originally based on CircleMUD 2.20, the code
base has been substantially changed and upgraded to include
new classes, new spells, and new abilities. Most of the
bugs fixed in CircleMUD 3 have also been fixed in Somerton.
Much of the original CircleMUD map remains, in addition
to some new zones. This MUD recently migrated from a
12-line dialup BBS (Somerton BBS, in the Philadelpha PA
region), so it is enjoying freedom from limits on
simultaneous connections and online time restrictions.

This MUD is dedicated to the memory of Harris Scott Mednick,
and the memory of Somerton BBS.

Mud   : Sorenda MURPE
Code Base   : Diku Merc Aldara
Telnet   : pinto.hardlink.com 4001 [199.103.249.253]
WWW   : None
Description :

   Sorenda is a MURPE, which stands for multi-user role-playing
environment. What that means, is that it is a world for
role-playing only, not another twinkish hack-and-slash.

The Aldara code that Sorenda uses extends beyond the mundane
'enter a character name', and 'enter your class'. There
are no classes on this mud, and there are no levels. You

choose what path you want to follow. You choose what skills
you want to learn and practice.

While Sorenda MURPE is not open for role-playing, we are
looking for creative builders. If you are interested in
building on Sorenda, please make a character and say so in
the application.

Mud   : Soul Keeper
Code Base   : Merc/Envy
Telnet   : coffee.bbs-la.com 7171 [205.147.34.12]
WWW   : None
Description :

   Soul Keeper has been in development for over 2 years, and has found
itself on many different machines. We are on a permanent, fast site.
Just some of the features Soul Keeper offers:* Lots of Classes and
Races.* Hundreds of extra skills and spells.* Roll you own character.
* A P-Kill Battle zone that doesn't affect your character.* A Clan system
that is really indepth, and involves clan wars, clan castles and no-mans
lands.* An automated auctioning system which works over a channel and the
players bid for items.* Over a hundred different areas.* Friendly and
helpful Immortals.So come over and have some fun roleplaying atSoul
Keeper Mud.

Mud   : South of Heaven
Code Base   : Circle 3.0
Telnet   : login.greatbasin.com 5000 [140.174.194.41]
WWW   : http://shrike.depaul.edu/~mroberto/soh.html
Description :

   Welcome to South of Heaven MUD. We are a new Circle MUD
in the midst of BETA testing. We offer a new world, with
many, many new original zones, mobs and ideas. Our immortals
are experienced mudders, and insist on creating a NEW,
INNOVATIVE, CREATIVE, and EXCITING mud. We have builders
adding new zones 24-7. We offer a mid-evil fantasy based
gaming environment, with 50 mortal levels, and 10 Immortal
levels. We are very close to completion and are currently
adding the final touches on all *NEW*...

 --> REMORT Class System
 --> EXTENDED Race Selection
 --> EXTENDED Class Selection
 --> QUESTS
 --> *NEW* Automated Mini-Quests
 --> *NEW* A Morphing ARENA which changes structure.

We have mobs which speak with you, cast spells, and even
offer rewards for valiant deeds. We will be moving out of

the BETA stange soon, so join us as we hit the big time! If
you enjoy mudding, roleplaying, and are looking for a new
place to call home South of Heaven is the place for YOU!!!!

Mud   : Spike
Code Base   : SpikeLib based on Nightmare3.3 running with a MudOSv21
Telnet   : spike.fa.gau.hu 4000 [192.188.243.132]
WWW   : http://spike.fa.gau.hu:3995/
Description :

    Spike has been on for 6 months now. The basic theme is Fantasy,
but our wizards' imagination is the decisive. The main classes
are: fighter, mage, cleric, monk, rogue, kataan, but we have
such subclasses(guilds) as florist, warlock, druid, samurai,
streetfighter and many more to come. We are proud of our two
main features:

 - A huge graphical map, where you can wander around and meet
   either monsters or entrances to classic text-based areas.
   Type: help MAP after you've logged in.
 - Big number of ascii graphics are put into the descriptions!

Check out for Spike and enter the first ascii-graph MUD on Earth!

Mud   : SpooMUD
Code Base   : CircleMUD 3.00 bpl 11 (modified)
Telnet   : isartr.isa-arbor.com 7766 [206.148.219.33]
WWW   : None
Description :

    SpooMUD is just a CircleMUD, with most of the standard
additions and such. It is evolving as we add more code,
so your input is welcome. We have already added an
original weather system, oasis olc, lua scripts w/ triggers,
projectile weapons, and much more. Some of the things we
are working on include an entirely new train/vehicle
system, extending the weather system further, and time
travel. Although we have several publicly available zones,
we don't have any originals yet. Builders are *very*
welcome at SpooMUD. If you'd like to help, or you're just
looking to have some fun, stop by anytime.

Mud   : Sprawl
Code Base   : MOO???
Telnet   : sprawl.sensemedia.net 7777
WWW   : http://sprawl.sensemedia.net/sprawl/
Description :

William Gibson/Cyberpunk, completely web accessable.

Mud   : Starbase II
Code Base   : HOLOmud 2.0, Circle 1.2
Telnet   : bbo.memphis.edu 7733 [141.225.1.41]
WWW   : None
Description :

     Finally, you've gotten some vacation time away from your job
mining corobite ore in the Dovian Asteroid Belt. Now, what
to do with it? One of your colleagues brings up the newly
opened station on the third moon of Astar. 'This station,'
he says, 'is full of entertainment opportunities and adventure.'
'You can enjoy several simulations or take a quick shuttle to
the planet Argon, and if you want to test your strength against
others, there's even an arena!' 'Best of all,' he said, 'It's
free!' 'That sounds pretty good.' you think to yourself. Of
course, you don't know what you're getting into....
You pack your bags and catch the next shuttle and your
adventure begins.

Starbase II
Running on bbo.memphis.edu 7733
Code base - modified HOLOmud 2.0
Administrator - Aramina
New, a little different, with a friendly staff and open to
ideas.

Mud   : Starfleet MUD97
Code Base   : Circle 3.0
Telnet   : mud.starfleet.zynet.co.uk 4000 [194.154.161.253]
WWW   : http://www.starfleet.zynet.co.uk/
Description :

     Starfleet MUD97 offers an extended set of world files
based on the ever popular Star Trek (next generation era)
Television Series.

We also offer some extended Clan functions, including
Clan Webpages, Clan Mailing Lists and Clan Bases.

We have implemented a whole batch of new commands and
we will continue to add more as time goes on.

The Starfleet MUD97 homepage is a hub of all information
regarding the MUD, it also offers some MUD clients for
players to try out.

Players of the MUD will also be allowed access to a special
area of the Webpage, which gives them some added bonus

functions.

We're also continously adding new stars, new stories and
new worlds to explore!

Mud   : StarMud
Code Base   : LPmud
Telnet   : starmud.solace.mh.se 4000 [193.10.118.149]
WWW   : http://www.solace.mh.se/~starmud/
Description :

   A futuristic MUD, over two years old. Neat features:

* Half a dozen professions (guilds)
* Over a dozen alien races, most with special features (not just
  different vital stats)
* Newbie assistant droids
* Player killing and all-player wars (both optional)
* Several planets of varying levels of technology
* Equipment storage lockers and player-owned houses

Mud   : Star Wars: A New Threat MUX
Code Base   : TinyMUX Beta version 1.3 #9
Telnet   : starwars.shns.com 9999 [207.49.114.9]
WWW   : None
Description :

   Star Wars: A New Threat MUX is a Star Wars based game
set just after the Battle of Hoth. Players can join one of
several factions including the Rebel Alliance, then Galactic
Empire, or one of the independant organizations like Jabba's
crime syndicate. The focus of this game is on quality role-
play, but it offers a wide variety of coded systems, including:

 * A complete Space system with ship-to-ship combat
 * Ground and Air travel with combat
 * A working Economy system
 * Unique point based character generation system
 * Multiple languages and races
 * Fully coded combat and Force systems

Character creation is done with a simple registration system,
so please come by and check us out. Questions, comments, and
requests can be mail to: starwars@starwars.shns.com

Mud   : Star Wars: Galaxy
Code Base   : TinyMUSH 2.2.3 (Pueblo enhanced)
Telnet   : starwars.telmaron.com 4201 [206.246.120.4]

```
WWW          : None
Description :

    Star Wars: Galaxy is a role-playing MUSH for mature,
experienced roleplayers looking for a chance to play character
in Lucas' Star Wars galaxy. The time period starts at just
after Jabba's sailbarge is destroyed, and does not contain the
second Death Star. The concentration of the game is not on
the Rebel-Empire conflict; rather, it is on the individuals,
alien races, planets, smugglers, and small player-driven
plots. The Rebel-Empire line is a story arc, but not the
main focus. The stat system is an original one, a hybrid
of Amber DRPG and WEG's Star Wars RPG, with some Castle
Falkenstein concepts, and emphasizes player-player
arbitration and RP of scene resolution. We offer a full
economy system at the micro and macro levels, space
movement over 11,500 possible systems, and a full range
of TinyMUSH code features.

Questions, requests and comments welcome at the
administrative address: starwars@starwars.telmaron.com

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Mud          : Stellar Frontier
Code Base    : HUB
Telnet       : sf.roy.org 9500 [206.25.121.53]
WWW          : http://sf.roy.org/
Description :

    Stellar Frontier is an experimental game.  Mainly useful for chat
at this point, and to get input from prospective players about what
features they would like to see in later versions.
Some Features:

 * Ansi Color Support
 * Inventory Saved
 * Unix like command set
 * BRAND SPANKING NEW base code

Stellar comes directly from the creator of these promising
games:  Stellar Universe (1992), Stellar Genesis (1994)
Player suggestions welcome AND considered.  Non-coding builders
welcome!

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Mud          : Stick in the MUD
Code Base    : ROM
Telnet       : mud.stick.org 9000 [128.100.13.111]
WWW          : None
Description :

    Stick in the MUD is an ideal place for new players and other
```

MUDders who are interested in a friendly social atmosphere.
If you are looking for a MUD where you can systematically
hunt down and kill other players, look elsewhere--Stick is
not a pk MUD.

   What we are is an established ROM 2.3 derivative that has
been going strong for over two years. We are continuing to
add new features and areas as you read this and are sure
to please anyone who has managed to remember that MUDs are
games and that games are supposed to be fun.

Mud   : StickMUD
Code Base   : LPMUD 3.1.2, heavily modified
Telnet   : stick.jyu.fi 7680 [130.234.16.21]
WWW   : http://www.jyu.fi/~np/stickmud.html
Description :

   StickMUD has been online from June 17th, 1991. We have over 50
player levels, and the main reason for playing is to have fun
and keep playing, since we don't have automagic coderhood.
Actually we were one of the very first to introduce continued
player levels, we started it in about August, 1991.
We have many non-standard (in LPMUDs) features:

* Sitting and resting heal you like in DikuMUDS.
* Except for the main city and some sanctuaries the whole mud
  is a player killing area. If killed by a player, one loses only
  a fraction of experience compared to monster kills and no
  stats.
* We have some minor quests that players have to complete
  before advancing to certain levels. Typically these are far
  more easier than normal quests and may have some "mud
  educational" purposes like introducing areas etc.

   There are many more features that differ StickMUD from other
muds. Perhaps the biggest difference is that we have very "old"
players, so that players that have been over 50 days logged in
are not rare. Players do enjoy playing StickMUD.
At the moment we have six guilds: Fighters, Thieves, Priests,
Mages, Necromancers and Ninjas.

Mud   : Stonia (The Cruel and Lost World of Stonia)
Code Base   : VUM: Diku - Rivers of Mud v2.3 - recodings 40-60%
Telnet   : stonia.ut.ee 4000 [193.40.5.125]
WWW   : http://www.cs.ut.ee/mud/
Description :

   This mud has different races, all fighting for their future - The
Black versus White, Dark against the Light. There are many interesting
things in this mud: you can ride with horses; playerkillings are saved

in your own trophy list; you can gain these skills and spells what you
want; on level 40 (52 mortal levels and 8 immortal levels) you must
choose, do you want to be an immortal or a legelnd player; and many
other things...

    Just now the mud bases on J.R.R.Tolkien's books, but in nearest future
ther'll be new version of code: VUM v2.0, totally new world and
Stonia will be rest on new story:

    "The Story of Ilmarine": http://www.cs.ut.ee/mud/text/ilmarine.txt

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Mud   : Storm
Code Base   : Circle 3.0
Telnet   : xanadu.pet.cam.ac.uk 4000 [131.111.209.69]
WWW   : http://xanadu.pet.cam.ac.uk/~mudadmin/
Description :

    Storm is a mud which is constantly evolving to become the
ideal player mud.

We have just undergone a massive revamp, removing all but
one of the stock circle areas and adding new zones. Many
new commands and spells have also been added. We currently
have 2 female immortals and we find the small number works
well but there will be opportunities for players to become
immortals in the future.

We're fun and have a friendly playerbase, so come along and
try us!

Mud   : A Stormbringer Based MUD
Code Base   : Rom 2.4
Telnet   : lostwaves.op.net 6666 [206.84.208.11]
WWW   : http://www.best.com/~jamin/
Description :

    StormbringerMUD is an Elric - Diku Rom 2.4 based MUD.
We offer:

 1 - New and Unique Race
 2 - Cool Color Scheme
 3 - New Classes
 4 - Unique Areas
 5 - PK option
 6 - Specific Clan Skills - Vampires have an energy drain
     bite but watch out in the open daylight!
 7 - New Skills
 8 - New Spells
 9 - A Unique History
 10 - Strong Role Play Environment

We look forward to you visiting our part of Thera.

Mud   : Stormriders
Code Base   : Envy
Telnet   : 155.212.99.146 1234
WWW   : None
Description :

   Stormriders is a relaxed mud, focusing more on player enjoyment
rather than power wielding imm enjoyment.

We currently have 60+ original areas and working to bring more.
Stormriders has pkill clans for those that want pkill, and
peacefull clans for the roleplaying types.

This mud has evolved from the original Eye Of the Storm, and has
been running since the dissolve approx 2 years ago.

So come try Stormriders and enjoy!!!!
Walius

Mud   : StormWORLD
Code Base   : PennMUSH 1.6.9
Telnet   : horus.anth.utep.edu 6969 [129.108.63.11]
WWW   : http://horus.anth.utep.edu/~chaos/
Description :

   StormWORLD is based on the writing of Michael Moorcock and
the gaming system of Chaosium's Elric. More or less based
in the fantasy setting of the Young Kingdoms where Elric of
Melnibonae wanders the land for new experiences. This world
is to simulate RP/Social atmosphere.

Mud   : StrangeMUD
Code Base   : C (Custom)
Telnet   : strangemud.org 9332 [207.90.192.40]
WWW   : http://www.strangemud.org/
Description :

   StrangeMUD is a completely original MUD. Players have
access to over 150 areas all of which are original. Players
also have the capability of Specializing into a class Or
have the choice of Remorting into a new class, and have the
chance to Specialize into quite interestinc classes.
StrangeMUD's environment is very friendly.

By far, the players are of the closest-knit families in the

MUD system. StrangeMUD also has friendly Implementors as
well as Immortals who are ready to assist in whatever
problem you may have. We'll see you there!

Mud   : Strange New Worlds TrekMUSH
Code Base   : PennMUSH 1.50 p18
Telnet   : tsb.weschke.com 4201 [204.91.224.2]
WWW   : None
Description :

    Strange New Worlds TrekMUSH picks up where the original Star Trek
movies left off. Here, in the gap between the StarTrek Movies
and Star Trek:The Next Generation, empires struggle to
enhance their position by intelligence, deceit, and out-right
violence.

    This MUSH boasts ANSI color and a very RP oriented atmosphere.
Bloodletting P-killers need not bother.

Mud   : Straylight
Code Base   : LP
Telnet   : 199.80.240.200 2020
WWW   : http://userwww.sfsu.edu/~schubert/straylight/
Description :

    Straylight is a futuristic MUD based on the writings of
William Gibson, the film Blade Runner, and R. Talsorian
Games' Cyberpunk. It is running off a modified version
of the CD-4.01 Driver and CD-.31 Mudlib. The current
Maintainers for the mud are Tron and Elegy.

Mud   : Stuph
Code Base   : CircleMUD (modified)
Telnet   : fire.mes.umn.edu 2112 [134.84.162.142]
WWW   : http://www.prairienet.org/~mjohns/entrance.html
Description :

    Welcome to Stuph, a gathering place for travellers
on the internet everywhere, where you can meet friendly
people from all over the world and play in a fantasy world
of monsters and sorcery with them.

    Stuph is based on CircleMUD 3.0 beta patch level 8.
It has been heavily modified over the course of
approximately two years. We offer a variety of class and
race options including eight classes and nine different
races. There are some roleplaying elements in the game
including a well developed clan system. For immortals,

we offer online creation (OLC) so that zones may be
created online. There are several original areas including
the City of Rivendale which takes the place of Midgaard.
Our mud is still in the developing stages to some degree
but compared to most muds is fairly developed. New code
is being written and implemented all the time, so share
your ideas with us and become a part of the StuphMUD
experience today.

Mud   : STYX
Code Base   : LP
Telnet   : dollar.daimi.aau.dk 3000 [130.225.16.10]
WWW   : http://www.daimi.aau.dk/~clemen/styx.html
Description :

   STYX was based at New Mexico State University till May 1996.
By that time the original creator/administrator was getting
tired of administrating, so the mud was moved to a European
location. The link is very fast so american players can log
on without worrying about lag.

STYX is a fantasy based game with all the relevant classes
and guilds. Player killing is allowed with level restrictions
It is niether encouraged nor discouraged...it happens, so
watch your back!

Play STYX and experience the thrill of surviving in a
harsh and brutal world... IF you are able to survive.
The game is rated R, so dont play it if you are looking
for family entertainment... you definitely wont find it
here.

Mud   : SuperHero MUX
Code Base   : TinyMUX Beta version 1.3 #5
Telnet   : shmux.org 9889 [198.209.250.150]
WWW   : http://www.shmux.org/
Description :

   SuperheroMUX takes place immediately after the events of Zero
Hour in the DC Universe with one key exception. Parallax
succeeded in his goal of remaking the universe and the timeline
as he saw fit, and he made it precisely how SuperheroMUX unfolds.
When Parallax rebuilt the world, including Coast City, he rebuilt
Metropolis as the players build their homes. When he was
considering what heroes and villains to place in the world, he
decided on whatever characters are created by the players. And
when he decided what backgrounds and histories these characters
would have, he made them precisely how the players here have
decided to make them.   Do you want Superman not to have died?
Fine, Parallax remade history such that it never happened. Do

you want to Spider-Man and hang out with Batman? Fine, when
Parallax remade the universe, he included characters from other
places too. The players of SuperheroMUX will not be penalized
just because the rights of some characters are owned by different
companies, making interaction between these characters rare and quick.

Mud   : Sushi
Code Base   : lp
Telnet   : rsushi.swan.ac.uk 5500 [137.44.102.20]
WWW   : http://rsazure.swan.ac.uk/~rsjames/sushi/sushi.html
Description :

   Sushi is a mulit-realm/time based mud which has been
running for the last 6 years. At present the realms are
Stone, Fantasy, Modern, Cyberpunk, Sci-Fi and Newbie.
Each realm has it's own time-frame and characteristics,
so if you want to buy a spaceship and fly to different
planets, no problem, just make sure you have enough money!

   Anyway.. Enough of the sales pitch.. Feel free to pop in
and have a look around, most of the current players are
friendly(ish) and would be glad of an new victim.. I mean
face!

Regards
Alvin

Mud   : Synergy
Code Base   : LPMud
Telnet   : synergy.sigmasoft.com 2000 [204.94.181.12]
WWW   : http://synergy.sigmasoft.com/
Description :

    If you are looking for a MUD with a friendly atmosphere,
then Synergy is the place for you. The admin are very much
involved and we seek out the opinions and ideas of everyone
that visits. I won't bore you with a long list of the
things we offer in the way of guilds and other perks.

    The theme of the mud is medieval fantasy, although we have
a group of coders working on a space station, and we will
soon be able to allow our mortals to travel to other
planets! For one more bit of detail...we use the CD mudlib
and driver. For those that don't know, this is the mudlib
developed by Genesis. We have made a 'few' changes
however. :) Please visit and give us your comments!

o==o
                          Muds Beginning With: T

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o=======================================================================o


   Mud          : t@p chat
   Code Base    : diku / circle
   Telnet       : bird.taponline.com 4000
   WWW          : http://www.taponline.com/
   Description :

      t@p chat is a chat line where people can log on and shoot the
   breeze with others.  It is associated with the t@p online web
   page, which is one of the largest internet zines devoted to
   college students.

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   Mud          : Tales From The Floating Vagabond
   Code Base    : Highly modified Circle
   Telnet       : mud.dataphone.se 3000 [194.23.94.240]
   WWW          : http://mud.dataphone.se/~vagabond/
   Description :

      Hi My name is Spit Luger, and I bid you welcome to the
   Floating Vagabond. It is a bar in the middle of the known
   universe in here you will meet characters from any place any
   time any dimension.

   The Floating Vagabond MUD is a humoristic mud in a crazed
   universe whos natural laws are out to lunch. We have a fully
   integrated Sci fi and fantasy setting, where magic and Tech
   co-exist. you will have good old spells like fireballs mixed
   in with futuristic skills such as sniping etc.

   On the Floating Vagabond we promote casual Role-Playing in a
   friendly atmosphere. The highly dedicated immortals will be
   a part of the game as much as the players. There are a few
   rules, the most important are ...

   No credit given ! If you break something you buy it! And the
   first drink is on the house. The bar is open.

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   Mud          : Tales of Ta'veren MUSH
   Code Base    : TinyMUSH 2.2
   Telnet       : trouble.ccs.yorku.ca 4201 [130.63.166.43]
   WWW          : http://fly.ccs.yorku.ca/mush/tav.html
   Description :

      Tales of Ta'veren is a role-playing MUSH based on the Wheel of Time
   series created by Robert Jordan. The first novel in this series is "The
   Eye of the World". The setting of the MUSH is faithful to the novels, but
   we create and explore our own unique characters and plotlines. The MUSH
   has been running since January 1995.
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Learning materials are provided on our Web pages and on the MUSH
itself to
help those unfamiliar with MUSH learn how to use the game. Extensive
information on the setting is also available. Please log on as Guest to
have a look around, or email to: rhonda@fly.ccs.yorku.ca for a permanent
character. New characters are normally created within 24 hours.

    Tales of Ta'veren is not a MUD, people who enjoy that atmosphere
can find other Wheel of Time MUDs on the Connector.

Mud   : TAPPMud
Code Base   : LPMud 2.4.5 (heavily modified)
Telnet   : surprise.pro.ufz.de 6510 [141.65.40.11]
WWW   : http://surprise.pro.ufz.de:8080/
Description :

    TAPPMud, a world of fantasy, strange realms (friendly and unfriendly
ones), like the busy, almost civilized, continent of Tharr, the friendly
wooden realms of Garbor, the deserted wastelands of Pirion, mysterious
lands of Aibon and more! Home of a variety of races, spanning from nice
and
friendly faeries to the creatures born on the darker side of this world.
Travelling the world you will meet interesting people, get challenged
by mindboggling puzzles, follow your vocation into one of our numerous
classes to reach levels of experience you never dreamed of, become
more powerful than you ever imagined, choose between the challenges of
playing into highest levels or becoming a wizard who participates in
creating our world.

    TAPPMud was opened in January 1992 using a 3.1.2 gamedriver and the
standard
2.4.5 mudlib ...It has grown continuously since then, adding highlevel
players,
dualclasscharacters, a guildsystem, a racesystem and a unique look and
feel
a lot of players seem to enjoy. We are only accepting direct connections
from
within germany due to hostrestrictions, but we are offering relays.
Please
check our homepage.

Mud   : Tazmania
Code Base   : Circle
Telnet   : mud.iglou.com 7000 [192.107.41.6]
WWW   : http://www.geocities.com/SunsetStrip/6005/
Description :

    Tazmania MUD is very unique. The way it works is like this:
You come to have fun, mess around, talk to your friends, kill

some mobs, gain some levels. It's not a real RPG where you
'have' to do this or that. It's a place where you can hang out
and just have some plain ol' fun!

Mud   : TDome][
Code Base   : Tdome base code 1
Telnet   : tdome.montana.com 5555 [199.2.139.13]
WWW   : http://pearl.montana.com:80/tdome/tdome2.html
Description :

    ThunderDome][is one possible future of the planet earth.
The mud has been around for over 3 years and boasts many
'firsts' to diku style muds. There are high tech weapons,
cybernetic implants, performance enhancing drugs, and built
in quests. Magic and technology clash in this fast paced
chaotic future, and a good deal of humor is thrown in.
Tdome][has a very adult theme and feel, play at your own
risk.

Mud   : TechMud
Code Base   : 3.2.1 Amylaar (Tubmud) Lib
Telnet   : techmud.parsons.edu 7680 [149.31.1.12]
WWW   : None
Description :

    TechMud is a futuristic based MUD. It has been worked on since
last June, and we hope to open this month for players, but that
may not occur until April. You can set PK at level 5. You can
join 1 guild at level 5, and 3 guilds at level 30. Player levels
go up to 50. Wizard applications are generally not being taken
due to the closeness of opening. Multi-playing is not allowed
except for logged in wizards wishing to play the mud. The mud
runs off a Sparc 20 with 160 megs of ram from NYC.

Mud   : Tempered Steel
Code Base   : Derived CircleMUD
Telnet   : newton.whit.org 7000 [205.238.84.11]
WWW   : http://www.csun.edu/~pstecker/
Description :

    Tempered Steel is based in medieval times. All unique areas
and no 'stock' areas. Role playing mud with features such
as no-tank combat, 100 levels, all attributes have an affect
in the game, town healer (for a price), enhanced mobprogs,
weapon proficiencies, new spells, new skills, 5 basic races,
fully automated auction system, designated player killing
areas, and much more. Tempered Steel strives to be less
hack and slash and more interactive where roleplaying is

encouraged. Friendly Gods and Players.

Mud   : The Temple of Eternal Death
Code Base   : Rom2.3/Ember.025
Telnet   : morn.telmaron.com 4000 [204.183.173.3]
WWW   : None
Description :

    Our mud just recently found a home at morn.telmaron.com.
Now that we have a home we need to fill a few staff positions.
We are looking for 2 solid coders and as many builders as we
can find.

Our current staff consists of:
1 World admin   Ghan
1 Coder   Trice (the originator)
2 members learning how to code   Galen & Time
1 builder   Shadowdancer

We would like to see our world populated with around 250 - 300
solid areas. And are looking to add mulitclass/race code and
also to add MOBProgs to OLC.

If you are interested drop us a line at morn@telmaron.com
or dajy@jaxnet.com

Mud   : Tempora Sanguinis
Code Base   : ShadowDale 3.0
Telnet   : kame.usr.dsi.unimi.it 4000 [149.132.130.48]
WWW   : None
Description :

    Tempora Sanguinis is an italian dikumud, it has many
intresting features: formations, auction system, player
guilds, player killing arena, new classes (12), new
races and a lot of new scripts. It's in italian, so
you can play it only if you know this language.

Tempora Sanguinis has an average of forty players during
the day and ten players in the night.

Mud   : Tempus
Code Base   : Circle 3.0 (modified)
Telnet   : 129.59.205.171 2020
WWW   : http://129.59.205.171/~realm/
Description :

    Tempus MUD -- "Welcome, traveller, to the land we call

Tempus. Perhaps you will sit a spell as I explain to
you the bounties of our homeland," the elder manages
to whisper as he climbs out of his even more ancient
wooden chair. "For many generations, there was a great
calm that set upon our peoples, that is of course until
the magicians and scholars discovered in the depths of
their books and dusty relics a way to control the planes.
To be able to shift between time, between dimensions,
to travel into another era filled with amazing inventions.
Can you imagine?" His voice grows with excitment then
quickly fades, "But I am too old. But you, young spirit,
can venture there -- to see the wonder that is called
'technology'" Rampant thoughts fill your head, a battle
between age old magic and futuristic technology? Can it
be true?

    Come visit Tempus with: Over 100 original areas,
many unique spells and skills, new races/classes,
vehicles, mounts, friendly atmosphere, much more!
"You want ORIGINAL? You want Tempus!"

Mud   : The Ten Towers
Code Base   : ROM 2.4
Telnet   : polypc54.chem.rug.nl 4000 [129.125.35.145]
WWW   : None
Description :

    We are a mud still in development, we welcome area builders and test-
players. Guilds, clans, imc2, olc, and other standard stuff are
available.
A new mana system has been put in, replacing the standard mana system. We
also added some features for players without a mudclient, like command
history, better aliases, and autoeat/autodrink (hunger and thirst are
lethal
in our mud). Immortals are friendly and helpful (like they should be :).

Mud   : Terabithia
Code Base   : LPMud
Telnet   : terabithia.heron.org 7680 [207.227.89.69]
WWW   : http://www.terabithia.heron.org/terabithia/
Description :

    Terabithia is currently under development. We are looking
for people to test and code (preferrably coders who are
experienced with LP Muds).

Mud   : Tera Mud
Code Base   : Original

```
Telnet        : tera.winternet.com 4000
WWW           : http://tera.teralink.com/~mud/
Description :

    Tera Mud is an original mud.  The code is still growing as is
the world.  There are multiple classes and races to choose
from.  There are numerous special things that sets this mud
apart from the rest.  The best way to really understand how
great a mud this is, is to try it out. tera.winternet.com 4k,
(199.199.122.9 4k).

              -------------------------------------------------

Mud           : Terradome
Code Base     : Aber/Dirt
Telnet        : terradome.ohl.dk 8888 [130.227.72.10]
WWW           : http://terradome.ohl.dk/
Description :

    Contained within a vast dome, the Terradome is a complete
world with its own dynamic ecosystem, encompassing changing
weather and terrain ranging from deserts and deep forests
to frozen wastes.  Five towering airlocks allow the
adventurous soul entrance from the outside.  As you
explore the landscape, prepare yourself for both mental
and physical challenges, escalating from simple
hand-to-hand combat to mind-taxing puzzles.  Are you
ready for adventure?  Unshackle your mind and step into
the Terradome....

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Mud           : TerraFirmA
Code Base     : Terra Code (Aber)
Telnet        : 158.125.135.27 2222
WWW           : http://143.117.17.30/TerraFirmA/
Description :

    TerraFirmA offers a unique experience in the Aber community. A heavily
re-written code engine offers a substantial set of unique features. These
include : a full monetary system (banks, stores, pubs, + more), mobiles
with
intelligence, substantial interaction, newbie friendly admin with a
custom
written newbie area, over 25 unique quests found nowhere else, degradable
equipment, sliding attitude scales, plus plenty more!!

    We also offer a monthly Ezine, two web sites, Zone Editors in DOS,
UNIX and
Windows for the builder types. Give us a try, you won't be dissappointed.

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Mud           : TerraFrore
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Code Base    : MUCK
Telnet       : tf.otterspace.com 8765 [198.182.207.40]
WWW          : None
Description :

   Take on the persona of a powerful lone feline hunter or join the ranks
of a wolfpack or soar free on the wings of a great bird of prey in the
fully working skies of Terra Frore.

TerraFrore is a FuzzBall MUCK in which the characters are 'real' animals
living in what is roughly the continent of Asia.  Any animal that lives
there is allowed, but no humans or human interactions.  These animals
are not entirely real, of course...they can communicate with each other
and different species, though some of the more common species do have
their own language in addition to the universal one. The terrain is vast
and varried.  There are mountains, forests and meadows, something to
suit everyone's liking.

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Mud          : Thanatos MUD
Code Base    : Rom 2.4
Telnet       : thanatos.soark.net 5555 [206.153.26.1]
WWW          : None
Description :

   Thanatos MUD is a second generation entry.. Originally
Thanatos was a free for all pkill mud. Now it is based around
the concepts of good and evil.. Thanatos being the god of death
watches over all just waiting for his next victim. This mud is
in its 1st week of the 2nd generation(Sept 29). Multiple classes
and races will be prevailant and multi classing is in the works
We are designing an OLC code for this mud with ease of use..
Area builders are needed and cal mail orac@soark.net to submit
your app. We welcome you to join Thanatos MUD and bring your
friends.. We always have a clan or career  for every character.

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Mud          : Three Kingdoms
Code Base    : LPMud
Telnet       : marble.dcr.net 5000 [206.240.130.5]
WWW          : http://marble.dcr.net/
Description :

   3-Kingdoms is one of the oldest and largest muds around, and
features areas for the complete novice or the more sophisticated
high-end player.  The atmosphere of the mud is friendly, and the
emphasis of play is one of partying and questing.  It is at times
a noisy and raucous place to be, and has a very loyal following
with over 3000 active players, and an average of 130 players
online at any given time.  The game has three broad thematic areas
fantasy, science, and chaos (hence the name 3-Kingdoms),
approximately 20 guilds, and hundreds of larger areas (and
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thousands of smaller ones) that are designed to satisfy even the
most jaded of players. It has an active wizard community that
continually endevours to keep the game both fresh and challenging.

Mud   : Threshold
Code Base   : Custom
Telnet   : mud.chelmsford.com 23 [199.103.186.2]
WWW   : http://www.athens.net/~aristotle/threshold/
Description :

             Threshold Murpe (Multi User Role Playing Environment)
                    http://www.athens.net/~aristotle/threshold

 * High Fantasy, Detailed, Rich Role Playing Theme!
 * 8 guilds -
   fighter/mage/cleric/thief/psion/bard/alchemist/shapeshifter * 8
   races - human/dwarf/elf/gnome/feline/scorpien/dryad/canis *
   DEITIES and RELIGIONS - 13 deities each with its own specific
   theme and system of goals and motivations. Clerics and followers
   run the religions.
 * LEGAL/JUSTICE system - Completely player run.
 * ECONOMY/BUSINESSES - Player owned and run businesses and
   economy. * CLANS - Complex, highly developed, player formed,
   player run clans * MISSILE/RANGED COMBAT * Very advanced mounts
   and other vehicles. * ALL areas and quests are UNIQUE to this
   game. They are developed to fit into a consistent theme and many
   are linked in plot.
 * OPTIONAL quests provided for intellectual challenge and fun. *
   Dedicated site (commercial ISP) and machine (Sparc, 64megs RAM) *
   LONG uptimes - 1-2 weeks between reboots (Equipment saved over
   reboots)

Mud   : Threshold MUD
Code Base   : Rom
Telnet   : kleene.une.edu.au 6969 [129.180.11.20]
WWW   : None
Description :

   Threshold is a heavily customized Room 2.4 mud with many new levels
added, new classes as well as new races. Based loosely on the D&D&reg
world
and a few other favourite novels of various gods we offer a diverse
range of worlds to explore.

Threshold is a Pkilling mud with player killing allowed after level 25
and encouraged after level 190 with a unique Hero system that allows you
to take the rank of the person you just killed.

Skills and weapons abound in this mud and we really discourage nosy gods

so your mudding time should be trouble free and fun! We encourage all
and welcome new players to the realm of Threshold.

Mud   : Tietgen
Code Base   : diku/merc/silly
Telnet   : mud.calweb.com 4711 [208.131.56.51]
WWW   : None
Description :

    TietgenMud has undergone some site changes, but is back
and stablized now. Come check us out, we boast a very large
zone base, some stock some custom. Our atmosphere is very
relaxed and friendly, the few resident high level players
are friendly and helpful to newbies, and verterans alike.
Churches are available for membership, and allow members
to quest for the priests to obtain eq. Available now is
the black church, with white church in the works.

The Imms are very friendly, and helpfull when needed. Player
killing is presently limited to warring between clans Azash,
and Sparhawk. Our clans each provide clanskills, and private
clan halls, for you and your clanmates. Houses are
purchasable, so we beckon you to come, adventure, explore,
work towards Lichhood, or become a creature of the night,
and work towards a vampire. Those who seek higher knowledge
may make their way as avatars. Build a house and become a
permanent resident.

Mud   : Timeless Journeys
Code Base   : Diku
Telnet   : user.tradeweb.net 2100 [206.228.208.150]
WWW   : None
Description :

    TJ is a medieval fantasy game. It has no strict theme to create
boundaries. We have only fantasy D&D type areas from various books and
games.
We are laid back and allow the players to play without the hinderance of
many rules and regulations that would cause more problems than solve. If
you enjoy a free atmosphere where you can let your hair down and enjoy
yourself, this mud is for you.

  * 90+ areas (95% original)
  * Full online creation for builders
  * Clans/Sects
  * Quests, trivia and other fun extras
  * Intelligent Mobiles
  * 100 mortal levels, 30 avatar levels
  * Ansi color
  * 6 classes (6 more classes in development)

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   * 6 races
   * Tons of spells/skills, more added all the time

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Mud           : Time of the Shadows
Code Base     : Circle 3.0
Telnet        : boxoffpc.csc.edu 4000 [160.102.6.22]
WWW           : http://shadow.csc.edu/shadows/
Description :

   The Time of the Shadows is based on Circle 3.0, but we have done
a lot of modification.  We offer quests which require role-playing,
races, non-stock classes, remort classes, and a large number of original
areas. An Emperor from the world of Zandor has begun overthrowing the
lands, spreading his dark influence even through Midgaard.  The power
of the shadows has grown in strength, and chaos seems to have become
the law.  Whispers are heard of "wild surges" and "wild magic". Users
of the Arcane Arts are hunted throughout many parts of the world.  Come
join us in the Time of the Shadows.

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Mud           : TimeMUSE
Code Base     : TinyMUSE version 1.9f3
Telnet        : time.oceana.org 4201 [205.233.219.3]
WWW           : None
Description :

   If you could fit a host of nifty people, several pop-culture
references with jaunty hats, and five monkeys on LSD, you might
have yourself a mess. But you'd really have TimeMUSE. Visit Don,
the cranky bathrobe-wearing fanatic. Have a cup of tea and
discuss english with The Grammar Lady. Spit at the many citizens
from atop the clock tower, then slide down the twisty slide into
a pile of fun. Add your own areas, if you're up to it, and talk
to the colorful MUSE persons. We gaurantee a laugh. Well, maybe
a chuckle. Okay, at least we don't cause constipation, okay?
Just visit.

   The Lego catapult has been fired 3500 times. It has been
accurate for 1796 of those times, giving it a 51.314300%
accuracy rating. Did I mention that we have vivaciously yummy
citizens?  Come see for yourself, or e-mail time@time.oceana.org
for a character. Current projects include: Medieval times, 1930's
Hollywood, Feudal Japan, Ancient Greece, Post-Nuclear war-zone,
Old West Denton, Original History (Modern Egypt as it could have
been), Space, Victorian London, Ancient China, 1920's Denton,
French Revolution, Time Patrol (to prevent time paradoxes) and
more.

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Mud           : A Time of Chaos
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Code Base    : ROM 2.3
Telnet       : times.ofchaos.com 9000 [208.195.108.233]
WWW          : http://www.massachusetts.net/soul/
Description :

    Heavily modified ROM based MUD.  RP is the main theme,
but not strictly enforced.  Optional pKill, meaning either
choose to participate (permanent decision) or not (also
permanent). Modified multiclass system and friendly
atmosphere. Very original coding. 80+ areas, and more added
on a regular basis.  Come on by and you won't be sorry..

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Mud          : Timescape
Code Base    : Circle 3.0
Telnet       : cslib.ecs.soton.ac.uk 6969 [152.78.65.207]
WWW          : http://cslib.ecs.soton.ac.uk/timescape/
Description :

    In an attempt to avoid extinction, the remnants of the
human race flee to the moon, where they develop a doorway
into the past. The huge amount of energy required for this
doorway was generated by the destruction of the earth.

    The ships plunged into the resulting maelstrom of energy
and suddenly everything went wrong, the fleet was thrown
off course as they traversed the route that they needed to
reach our chosen point in time and we came out over what
looked like a different planet.

    A few days later that we noticed something wrong. Our
scouting parties went missing, our equipment stopped working
and people claimed that they had seen `Gods'.

    Life began to settle down, the gods created us a great
city, they bent the laws of time, allowing us to journey to
Earth's history, and other worlds where the inhabitants
were less.....familiar.

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Mud          : TinyCWRU
Code Base    : TinyMUSH 2.2
Telnet       : tinycwru.chaco.com 4201 [205.226.195.5]
WWW          : http://nimbus.cwru.edu/~glenn/web2mush.html
Description :

    TinyCWRU is an ancient MUSH with no theme.  You can do whatever
you want there and not worry about Wizards hassling you about
not having a name that's "In Theme".  TinyCWRU is probably
the biggest TinyMUSH ever, at about 127,000 objects.

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Mud           : TinyTIM
Code Base     : TIM MUSH Code
Telnet        : yay.tim.org 5440 [155.37.1.251]
WWW           : http://yay.tim.org/
Description :

    TinyTIM is the world's oldest continual MU* in existance. We have a
blistering social scene with frequent headache-producing events and
various
other things that make your stomach hurt. Most people never live through
the experience, but that doesn't stop them. Our wizards are utterly
arbitrary,
and we've been known to turn people into lawn chairs for using the letter
'o' in their name.

    We have a Pern Weyr that's really nice, except the carpeting is very
ugly.
Come on down and hang out in the TinyTIM Main Area Place (the Nexus),
which
we stole from TinyHell and they can't have it back, the bastards. It
likes
us better anyhow.

    We're run by a cow and a fish and some Klingons and a few dragonriders
and an
ancient Native American god and a guy who's really both a guy and a girl,
plus
some others. Sometimes it gets confusing, and often frightening. But hey,
you
only live once. h! Nearly forgot. We're not just a big game; we're a
REALLY
big game.

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Mud           : Tirn Aill
Code Base     : Circle3
Telnet        : falcon.cy-net.net 4000 [206.28.15.2]
WWW           : http://falcon.cy-net.net/~ta/
Description :

    Tirn Aill has a completely original world, a good admin team,
and many code enhancements.  We run on a dedicated machine...
P150.  We're in the beta-testing phase right now.  Come by
and check us out!

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Mud           : TNT
Code Base     : Envy 2.0
Telnet        : mudhole.ehche.ac.uk 4000 [193.62.8.220]
WWW           : http://mudhole.ehche.ac.uk/~tnt/
Description :
```

Tell you about TNT in as little space as possible, oh dear, where to
begin... TNT is primarily a MUD but also a fully featured talker: all
your
spodding requirements at one site! Here are Ten Reasons for Playing TNT:

 * Highly modified Envy 2.0 code base
 * 100% original areas
 * 60 Levels, NINE CLASSES and lots of races
 * Customisable characters
 * Unique style of multiclassing
 * CONFIGURABLE ANSI COLOUR
 * TALKER-STYLE LISTS AND HOME ROOMS
 * Guarantee of privacy for players.
 * The game doesn't stop when you reach Hero -- go for Knight!
 * Powerful command alias system, a bank and lots more...

Mud   : TooMUSH
Code Base   : TinyMUSH
Telnet   : cesium.clock.org 6666
WWW   : http://www.clock.org/too/
Description :

    TooMUSH is a small social MUD. Most of the residents are
professionals rather than students. People looking for
engaging talk with interesting people are encouraged to
visit. To acquire a character on TooMUSH, simply send email
to: edmond@cmf.nrl.navy.mil.

Mud   : Toril: the Journey Continues
Code Base   : Sequent
Telnet   : torilmud.com 9999 [199.177.127.88]
WWW   : http://www.torilmud.com/
Description :

    Toril: the Journey Continues is an off-shoot of the famous
SojournMUD. This MUD will continue along the same lines and
plan as SojournMUD did (more role-playing) and is run by the
majority of the original Sojourn Gods. This MUD averages
between 200 and 250 players during peak hours of operation,
and caters to both role-playing and hack n' slash crowds.

    Toril Features: extensive guild systems, classes, races,
skills, 95% all original areas, limited duplicate room descs
(if any), non-mana system, event driven timing system (NO ticks)

    Coming to Toril: ranged weapons, trade and economy,
drow, race wars, new combat system, new mob AI and much,
much more!

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Mud          : TOS TrekMUSE
Code Base    : TOS Trek 3.0
Telnet       : tos.tos.net 1701
WWW          : http://tos-www.tos.net/
Description :

   TOS TrekMUSE is an environment in which people who love the Original
Star
Trek television series and the movies (I - VI) can come together to have
a
little fun together.

   TOS TrekMUSE takes place just after the events of Star Trek
VI: The Undiscovered Country. Some people refer to TOS as a 'mud' or as a
'game', but we like to think of it as neither. The goal on TOS is to
create an
environment where people can interact and role play, unlike some other
places which appear to be much more like arcade games. That's not to say
that TOS lacks action -- in fact, we have an excellent Space and Economy
system that is, quite frankly, the best that's out there. Don't take our
word on that -- try it yourself!

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Mud          : Towers
Code Base    : modified Rom 2.4
Telnet       : Towers.mudservices.com 9000 [205.147.201.225]
WWW          : http://www.towers.mudservices.com/
Description :

   Into the land of the Dream you travel, wondering what
you will find, what you will choose to seek. Each of
the Clans beckon for your help, help in fighting each
other and also, more important, Help in gaining entance
the the Towers themselves. The towers, holding the
secrets and power of the very Essences of the World. Enter
and become a Legend, or perhaps you will not make it. Are
you brave enough?

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Mud          : Transformers 2005
Code Base    : PennMUSH
Telnet       : joshua.dnaco.net 5555 [207.238.206.52]
WWW          : http://aptlabta.wpi.edu/~tf2005/
Description :

   Transformers 2005 is a faction-based roleplaying MUSH set in a
fictional universe derived from the cartoons/movie/comics created
around the Transformers robot toy line.

   The MUSH timeline begins in the year 2005, after the events of
```

Transformers: The Movie have taken place. Players take on the
roles of established feature characters or original characters
within several different factions and species.

    The MUSH policies emphasize cooperative storytelling and
consensual RP in a friendly social environment. We've got nifty
coded systems *:), but they're just enhancements to RP, not
substitues for it. We're currently a mid-sized MUSH, with average
nightly attendance of 40-50 people. Drop by and take a look!

Mud   : Traveller's Mud (Trav)
Code Base   : LP MUD 2.4.5 (Modified)
Telnet   : trav.kingsnet.com 2418 [207.126.72.2]
WWW   : None
Description :

    Trav Mud has been around since 1992 and is a long-running,
stable environment. Using a highly modified 2.4.5 mudlib,
we have created a fun environment without the complexities
involved with many of today's newer systems. Though an older
system, we offer many features to increase a player's fun.
A guild system exists that allows players to specialize
their character's abilities, as they explore the world of
Trav through our many areas. These areas span from
medieval fantasy to science fiction, but still manage to
keep those areas separate. We have few, but challenging
quests which are only required for advancement to creator
status. PK is by registration, with registered players
fighting amongst themselves without limit. Finally, we
have a responsive wizard staff who are open to suggestions
for improvement. Come by and see Trav mud and see how much
fun simplicity can be for a change.

Mud   : TrekMUSE
Code Base   : MUSE
Telnet   : trekmuse.org 1701
WWW   : http://www.trekmuse.org/
Description :

    Role Playing based on Star Trek: The Next Generation.

Mud   : Tsunami
Code Base   : LPMud Custom Lib
Telnet   : tsunami.netusa.net 23 [204.141.0.40]
WWW   : http://tsunami.netusa.net/index.html
Description :

    Tsunami is one of the oldest LP-MUDs still in existence. And

constantly we've been the innovators of the genre. The first
to bring you the PKing war system, the first to bring you an
arena. Come visit what others try to immitate but pale in
comparison to.

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Mud           : TubMud
Code Base     : LPMud
Telnet        : morgen.cs.tu-berlin.de 7680 [130.149.19.20]
WWW           : http://autos.cs.tu-berlin.de/~tubmud/
Description :
```

   TubMud is Germany's first (and thus the oldest) MUD. Its
main aspect is the social interactivity among the
community's members.

For playing TubMud offers some dozen quests and scenarios,
an exploring system, but up to now no distinguished
character design. No guilds either. We are working on this.

The setting is placed in the long distant past (whatever
this means). No technical stuff available, rather dragons
and magicians.

Its language is English though many players and wizards are
from Germany and speak German.

For people who do not want to become wizards when they
have reached the final level, a Peerage system exists
which allows to take a leading role in a clan comprised
of players, or they can stay normal players.

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Mud           : Turf
Code Base     : Turf Code 1.50
Telnet        : cyberplayce.com 4000 [206.165.33.253]
WWW           : http://cyberplayce.com/~turf/
Description :
```

   Turf is a well established mud, being in existance
since June of 1994. Our innovative and extremely stable code
has often been copied but never duplicated. All of Turf's
areas are entirely new, with very tough and interactive
mobiles that will be assured to challenge even the most
experienced player. The pleasant atmosphere and people
allowed even the new player to succeed.

   Turf now has a new and unique Java Client, which can be
accessed from our web page, that allows you to play games with
other players on Turf. The combination of our superb areas,
Java Client, and our enhanced social commands, Turf promises
to be an enjoyable and unique place for all.

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Mud           : The Turning Point
Code Base     : ROM 2.3
Telnet        : tp.org 9999 [205.147.235.175]
WWW           : http://www.tp.org/
Description :

    The Turning Point is a Roleplaying MUD, incorporating player killing
into this respect.  We offer 8 clans that mortals can join for protection
and power.  Each clan has different skills/spells that joining will give
you, each with its own philosophy.  Clan battles are common, as each clan
has its opposite.  The Turning Point also offers religions.  There are a
many different religions a mortal can follow, each led by a different
god.  By joining a religion/following a god, one is marked by their god.
Religions are available for all alignments and ethos along with other
specialty religions.  Both religions and clans are incorporated into the
roleplaying atmosphere.

    The Turning Point has 8 races including, human, elf, dwarf, giant,
pixie, minotaur,  half-elf, and drow.  More races are planned for the
future.  We also offer 8 classes including mage, cleric, thief, warrior,
pandion, avernon, spellfilcher, and ranger.  More classes are planned
for the future as well.  We currently have many areas, including
specific areas for clans, and temples for each religion.  New
improvements are added every day, and new areas are being worked on and
connected also daily.  Come join our world, and venture forth bravely!
But always remember to watch your back.

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Mud           : Turns of the Wheel
Code Base     : Heavily Modified Rom 2.3
Telnet        : turns.sjcme.edu 4000 [24.3.66.183]
WWW           : http://turns.sjcme.edu/~mud/
Description :

    Turns of the Wheel presents a chance to step inside the books
of Robert Jordan's Wheel of Time series.  Currently we are under
construction, and not available for play, but are working hard to
ready the code and areas to be entirely in character with the
books.  We are no longer looking for Builders or Coders, but thank
those of you that did apply and for those who did not make it in
time, please keep looking here and at our web page as we may well
need more again in the future.  The hottest question so far has
been 'When will you open??'  Well, right now we are not sure when
that will be, as we are in the middle of totally redoing much of
the basic code such as spells and combat.  We will keep posting
up-to-date information both here and at our web page, so keep
looking!

For more information please refer to our web site!
-The Admin of Turns of the Wheel
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Mud          : Twilight Mud
Code Base    : Merc
Telnet       : twilight.telmaron.com 1234 [206.246.120.3]
WWW          : http://www.telmaron.com/~twilight/
Description :

    Twilight Mud is a heavily modified Merc 2.2 with many
advanced features such as a rather unique guild/clan system
and a totally automatic quest system. There are far too
many features to list here so stop by and give us a try!

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Mud          : TwiLIGHT ONE
Code Base    : MERC/TwiLIGHT
Telnet       : sand.it.bond.edu.au 7777 [131.244.8.21]
WWW          : http://www.geocities.com/TimesSquare/7127/
Description :

    TwiLIGHT ONE offers an all-in-one virtual meeting place for
socialisation as well as serious collaborative work. It offers
real navigation over the landscape, personal chambers,
internal mail as well as a unique support for anonymity.
It is open to all and rated 'G'.

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Mud          : Twist of Fate
Code Base    : MUX
Telnet       : fate.cntwk.net 9250 [206.98.20.201]
WWW          : http://fate.cntwk.net/
Description :

    Twist of Fate is a World of Darkness MUX set in the fictional town of
Lafayette VA.  Lafayette is a town with a dark past, and turmoil bubbling
just beneath the surface.  Each year, people come from around the world
to
participate in the 'Black October' festival, which is similar to Mardi
Gras,
and lasts the entire month.  However, Black October also serves as a grim
reminder to the people of Lafayette, who can never forget the town's dark
past.  Do you have what it takes, to survive the Twist of Fate?

                 -------------------------------------------------

Mud          : The Two Towers
Code Base    : Highly customized TMI-2 1.1.1 mudlib on MudOS v21
Telnet       : towers.angband.com 9999 [199.1.22.173]
WWW          : http://www.angband.com/towers/
Description :
```

The Two Towers is the only full featured LPmud based upon the works of
J.R.R. Tolkien. Dedicated to an exciting and challenging roleplaying
experience for the discriminating mudder and Tolkien afficianado, The
Two Towers offers adventure, excitement, dangerous foes and rich rewards.

   With over 16,000 rooms, The Two Towers is massive in size and rich in
content. A dynamic skill/profession system, along with 6 races,
languages,
guilds, and unique abilities, allows the player plenty of room for
self-expression and variation. Do stop in and give us a try!

o===o
                         Muds Beginning With: U
o===o

Mud   : U.F.P. MUD
Code Base   : Rom 2.4
Telnet   : ufp.webbernet.net 7779 [206.137.184.16]
WWW   : None
Description :

   Here is a cool mud to play, it is a modified Rom 2.4 base. This mud
has
many added areas. If you like Trek and you also like muds, you will love
this mud. In addition to the familiar items and areas you may be used to,
there are new trek mobs, items and races for you to choose, you can go
where no mud has gone before. You are given the choice of pk or non-pk
right from the start of your adventure. You can form your own clans or
join existing ones. This mud is loaded with color which can be turned off
for those emulations which don't support it. Check us out you wont be
dissapointed.

Mud   : UglyMug
Code Base   : Heavily customised Tiny
Telnet   : wyrm.compsoc.man.ac.uk 6239 [192.84.78.147]
WWW   : http://mrbounce.compsoc.man.ac.uk/~alluveai/ugly/index.html
Description :

   UglyMUG is one of the longest-established talkers in the
UK (up since 1990). It's seen thousands of players over the
years, and much building. The structure is free-form: no
role-playing is required and anyone is allowed to build.
We have large adventuring areas available, created and
extended over many years, and everyone is free to extend them
further.

No registration is required: simply connect and create a new
character. We have several friendly admin who are on
throughout the day to help newcomers, and full online
documentation for all the game commands and areas,

including many programming examples.

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Mud          : Ulantris
Code Base    : LPmud (Amylaar 3.2.1@136-UL, Lib UL-beta)
Telnet       : idlserver.idlinc.com 7680 [206.109.153.66]
WWW          : http://idlserver.idlinc.com/mud/
Description :

   Ulantris is a fantasy world with most action taking place
near the city of Covenant, although there is a large world
to explore and exploit.

Roleplaying is encouraged and all players and NPCs are
levelless.  Training skills allows players to excel.

We are still finishing up the roleplaying components of
the game, but are open for people to explore.  We will be
pushing for an official opening within the next couple
months, so this information will be updated then.

                 -------------------------------------------------

Mud          : Under Dragons' Wings MUSH
Code Base    : PennMUSH 1.6.9
Telnet       : haven.idyllmtn.com 8888 [206.16.238.104]
WWW          : http://www.radix.net/~klyon/udw/
Description :

   We are a roleplay oriented MUSH based around a series
of books written by Anne McCaffrey.  We are currently
accepting crafters and holders who are willing and able
to build small halls and holds and we have ONE active
weyr that is about to lay a large clutch of eggs so
there is the opportunity to impress a dragon of your
very own!  The Management is new and friendly, we're
honest, open, and everyone gets 20 quota to start,
builders get more if their needs are justifiable.

   We'd love to have you with us, all we ask is that you
respect Ms. McCaffrey's creation, obey the simple rules
and remember to remain in character when in public rooms.
Come Join the Fun and help propagate what has become
a great Net trend... keep Pern Alive!  Fight Thread!
Impress firelizards and maybe even a dragon! Learn a
craft! Open a Hold! Become Pernese and let the worries
of reality fall back for a while!!  See you there!

                 -------------------------------------------------

Mud          : Undying Lands
Code Base    : Circle MUD 3.0
Telnet       : undying.bios.net 4000 [206.62.103.44]
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WWW          : None
Description :

    A fantasy MUD currently in beta testing.  Running modified
circle 3.0bpl11 with many new rooms, skills, spells, and
other code being created constantly.  This is NOT a stock
mud, though it does have almost all the features of stock
Circle.  It also has many many new features!  Please,
come check it out!  We think you'll enjoy it!  And bring
a friend, too!  The more, the merrier!

             ------------------------------------------------

Mud          : Unholy Lands
Code Base    : Circle
Telnet       : onysd.wednet.edu 4000 [164.116.34.2]
WWW          : None
Description :

    Unholy Lands is an under-construction MUD with a lot to offer.
We have a class-race system, 31 mortal levels, Many worlds to explore.
We also have a dual-wield system for some of the classes, Full ansi-color
support.  And brand new meter-bars!  These show in a ascii graphic way
just how much life, mana, and move you have left.  They change colors
when
they go down also.  We are looking for beta-testers and players
to come down and check us out!

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Mud          : The Unholy Lands
Code Base    : Amylaar 3.2.1 Mudlib 2.4.5
Telnet       : freibier.htu.tuwien.ac.at 2010 [128.130.87.104]
WWW          : None
Description :

Hi folks!

We are just creating a new mud (yeah yet another) and looking
for wizards (coders).

Playing is possible, but restricted. If mud finally opens,
player-chars will be deleted (expect players to find really
bad bugs ;-) )

Just take a look !!!

             ------------------------------------------------

Mud          : UNItopia
Code Base    : lpmud amylaar 3.2.1 unilib
Telnet       : unitopia.uni-stuttgart.de 3333 [129.69.221.130]
WWW          : http://unitopia.uni-stuttgart.de/
Description :
```

UNItopia is the first german native language,
multi-genre fantasy mud, located in Stuttgart, Germany.

    UNItopia consists of two parts, a virtual implementation
of the University of Stuttgart campus, the serious part
and the fantasy world Magyra, the fun part.
Magyra itself consists of many different continents,
featuring different genres: Tolkien's Middle-Earth,
antique Celts, Greek mythology...
Between these continents players may travel with own,
self designed vessels or be transported by said so reliable
ferry crafts. Long playing species may ascend to angel or
god status, to add to our dimensions, to be Lord of stormy
waters and harsh lands... Come and have fun.

Mud   : Urban Legends
Code Base   : TinyMUSH 2.2.1
Telnet   : origin.alinc.com 4444
WWW   : None
Description :

    Urban Legends is a new MUSH inspired by the modern fantasy
genre as expressed by such writers as Charles deLint, Emma
Bull, Will Shetterly, Mercedes Lackey, Pamela Dean, Steven
Brust, and many, many more. We use a unique Tarot storytelling
system and focus on mortals touched by the magic that lies
just out of sight; unless you know where to look! :)

o===o
                         Muds Beginning With: V
o===o

Mud   : Valhalla
Code Base   : LP-derivative
Telnet   : hal-alt.hal.com 2444 [192.88.244.34]
WWW   : http://rokk.princeton.edu/val/
Description :

    Valhalla has offered some of the finest dark fantasy
adventure on the internet since 1989 and continues to
do so to this day. Players will experience a depth of
detail, intrigue, and adventure as they explore a
richly-evolved world of magic and strife. If you want
a land that will provide you with the chance to learn,
struggle, grow, and finally triumph, then Valhalla
is your ideal challenging ground. Take the first step
upon the path now!

```
Mud          : Valhalla Canada
Code Base    : Diku Mud II
Telnet       : guest.valhalla-canada.com 4242 [207.96.243.11]
WWW          : http://www.valhalla-canada.com/
Description :

    This MUD runs on DikuMud II - written by the original Diku creators.
It is set in a medieval environment where characters join and leave
guilds, instead of ascribing to a fixed set of classes.  This flexibility
offer the highest personalization of the individual characters.

It is one of the many services offered by the GameMaster (GM), a
large commercial gaming oriented service operating in Montreal
(Quebec, Canada).  The bilingual (french and english) community of
The Gamemaster enjoys the speed of a T-3 (over 30 times the
speed of a T-1!) connection to the U.S. Internet backbone.  All the
MUDs, chat and other games of GM are animated and regulated to
improve and maintain the highest level of enjoyment possible for all
age groups.

A free, without any obligation, demo of Valhalla Canada, and other
services of The Gamemaster, is available.  Try GM out and see the
difference!

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Mud          : Valhalla MUD
Code Base    : Diku Mud II
Telnet       : valhalla-usa.com 4242 [205.217.32.194]
WWW          : http://valhalla-usa.com/
Description :

    This is Dikumud II by the original Diku Mud creators!
Come join us in a medievial setting, battle the Norse
Gods, or the ancient dragons of the misty northern
mountains.

    We offer hundreds of quests, familiars, custom channels,
banks...

Check out our home page!

              ------------------------------------------------

Mud          : Valheru Mud
Code Base    : Valhalla / Diku II
Telnet       : mud.valheru.com 4242 [194.234.168.41]
WWW          : http://www.valheru.com/mud/
Description :


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  \\/ alheru - the next step in Dikumuds created by the team who brought
you
   V  the original Dikumud and DikuII (Valhalla). Among our many feature
we
offer:

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 * A richly defined world which is constantly growing
 * Extensive class system consisting of over a dozen guilds and
   flexible multi-classing capabilities.
 * AI-driven world allows interaction with mobiles, objects and the
   world around you. You'll end up in conversation with some of our
   mobiles unwittingly!
 * The friendliest immortals you will find, helping to make your
   stay a truly warm experience. You will feel welcome here immediately!
 * Completely automated newbie guide to help introduce you to the
   game and take you on a tour through your hometown.
 * Online (real-time) and automated quests to challenge your skill and
   ingenuity.
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If there is one mud you visit make it Valheru, you will be thoroughly
entertained!

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Mud          : Vampire Wars
Code Base    : Merc 2.1 + diku
Telnet       : vampire.flirble.org.uk 4000 [195.40.6.19]
WWW          : http://easyweb.easynet.co.uk/~joker/index.html
Description :

   Vampire Wars - where you don't have to worry about
class or race, and just get down to the killing. Fair
immortals, good players, and a large area make this one
of the best muds around. Try it, you might like it.

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Mud          : Vandal MUD
Code Base    : ROM 2.3
Telnet       : cdrom.lincolnsquare.com 9000 [205.198.248.242]
WWW          : http://cdrom.lincolnsquare.com/vandal/
Description :

   It's VANDAL-MUD! It's FUN! And it's *NOT* about *LEVELLING*
or *PLAYING AROUND IN THE SAND*! Kill, destroy, maim, and
mangle to your heart's content. Roleplay if you must, but
remember: Homicidal killers roleplay too! That's right!
Being a homicidal killer is considered *GOOD* RPing here!
For those of you who care, it's also based on the old
anti.nourlink.com 6969. Come and play, and have a nice day!
```

Expect to die...A LOT.

The Staff

Mud   : Vanderbuilt Hills Mush
Code Base   : PennmushWin32 1.6.0p5
Telnet   : vhm.dyn.ml.org 4201 [206.222.108.102]
WWW   : http://vhm.dyn.ml.org/vhm.html
Description :

    The VHM is a friendly mush, ran by two refugees of DelusionsMuck.
We're still fairly new, and growing fast. We should have a combat
area in working order in the next few weeks. Only one realm is
to be combat oriented, so you *don't* have to role play if you
don't want to. Our main theme is kinda like sliders, each exit
from the nexus room (the Pit #65) takes you to a different world
or dimension. We have medieval, post war city, residential, fantasy,
and Paradise themes. Everyone can be/is a builder too! We allow
multiple characters also, but ask that you don't over do it. Our
rules are simple too.

Please come check us out, Thanks,
Skeetre

Mud   : Vanishing Point
Code Base   : MUX 1.2.0
Telnet   : fantasy.yab.com 2000 [204.94.255.9]
WWW   : http://www.yab.com/~kansas/vpoint.html
Description :

        NEWS FLASH!!!! We have moved to a NEW DEDICATED GAME SERVER! Find
us now at our new address, fantasy.yab.com 2000 (204.94.255.9:2000)

    The Vanishing Point Mux is a Social/Light Rp Mux with a warm social
environment. Our theme is based around a world lost from time, yet
shadowing and stealing parts of the real world. We have a softcoded
ocean
system featuring more than 20 islands, motorboats, trade, and IC cash.
Player building and coding of areas is encouraged by the staff and we
will
help you as much as we can. Character creation is open, and our theme
allow
quite a bit of leeway in the types of characters which may be created.
Current players range from Shapeshifters, Timetravelers, Vampires, Mages,
Dragons, to characters. Stop in and see what we've got to offer or check
out our web page for more info...

Mud   : VCR MUSH

```
Code Base    : TinyMUSH
Telnet       : raven.uvic.ca 6250 [142.104.43.65]
WWW          : None
Description :

    VCR MUSH (Virtual Class Rooms) was set up as a space for
teachers of foreign languages to bring their students. It
was originally hoped that native speakers of many different
languages would come and relax at VCR MUSH, but, this hasn't
been the case.

Primarily instructors bring their classes in with specific
games or exercises in mind. This means that most of the time
the MUSH is either booming busy or dead quiet. I would like
to welcome people to come and play in our world. Bring your
ideas, languages (Yes, I'd even be willing to host a Klingon
area *grin*), and your text based games to VCR MUSH. Send
email to Susan, sm@uvic.ca if you need help or a place to
call home!

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Mud          : Venus Isle
Code Base    : LPmud/with heavy modifications
Telnet       : venus.chaven.com 9999 [207.238.162.18]
WWW          : None
Description :

    Venus Isle is a (relatively) new LPmud, which has been up
since christmas of 1996. Much care has been taken to create
a game which is fun for everyone, whether what you enjoy is
just popping in to kill a few orcs (or priests >:) or racking
your brain on a tough quest... or just lounging around talking,
there is probably something here for you.

We try to keep the atmosphere as friendly as possible, but
due to demand from the players, limited player killing is
allowed, providing both parties consent beforehand.

I invite you all to come on over and give it a try. You
won't be disappointed.

-Orion, administrator of Venus Isle

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Mud          : Victory MUSH
Code Base    : PennMUSH
Telnet       : ruulch.let.ruu.nl 4201 [131.211.194.40]
WWW          : http://user.itl.net/~adam/vmush/vmush.html
Description :

    We, the staff of Victory MUSH, are proud to present to you
a new sci-fi RP MUSH. This MUSH, sited in the Netherlands,
```

is based on the tv series 'V', recently shown in the US on
the sci-fi channel and in a few countries across Europe as
well. The MUSH is a social MUSH concentrated on RolePlay.
We are not quite ready for RP but hope to start end of
january 1997. Come join us!

Mud   : VieMud
Code Base   : VieMud (Diku)
Telnet   : viemud.org 4000 [205.138.26.27]
WWW   : http://cspo.queensu.ca/~fletcher/VieMud/
Description :

    At first glance, Gae (the planet of Vie) is a fairly
standard Earth-Like planet. Gae is anything but ordinary
however, having a higher level of intelligence. Gae
engineered the bringing of the myriad races to VieMud, for
reasons unknown to any but itself. VieMud is a constantly
changing landscape, uniquely coherant and quite original.
There are many options and settings to make the players'
lives easier, including name completion, nicknames, aliases,
prompts, and so on. In addition to all of this, there is
a totally new style of 'professions' where you can learn
skills and spells from other professions, even from other
players. You can even choose to change professions along
the way. The help files for VieMud are complete and well
written, explaining everything that the player needs.

    Players are strongly encouraged to try and fit in with what
exists already rather than making up their own 'special'
people in 'special' circumstances. How many un-heard-of or
lost people can you have before it just sounds stupid?
So how do you fit in? You tell us.

Mud   : ViKaR
Code Base   : LP
Telnet   : vikar.unix-ag.uni-kl.de 9999
WWW   : http://www.unix-ag.uni-kl.de/~europa/vikar_uk.html
Description :

    ViKaR is both a communication and information server and
a mud for 'just playing'.

Communication/information features:

* Communication projects: Disability information, conferences,...
* ViKaR implements Kaiserslautern, Germany as a virtual town,
  with the possibility to inform yourself about Kaiserslautern
* Implemented quests mirror reality. Inform yourself by playing.

Playing Features:

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*  Usual quality mud features: unique rooms and areas,
   extensively used, expansible skill system, hierarchies, ...
*  No playerkilling, almost no hack'n'slay. Use your brain.
*  Easy beginning, no races, no classes.
*  Financial system, economy simulation, Mudopoly on the way.
*  Democratic structures (will be expanded): Users may elect
   speakers who get seats in the elder conference.
*  One area of ViKaR is a strategic conquest game (like Risk).

    We are still beta-testing and expanding heavily, always looking for
new
ideas. Join now to participate in this process, we highly appreciate
feedback. Users who sincerely wish to participate in our projects can
apply for coder status.

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Mud          : Vilaross Mud
Code Base    : Rom 2.4
Telnet       : baby.indstate.edu 4000 [139.102.70.207]
WWW          : http://jessi.indstate.edu/users/ryouga/
Description :

Vilaross Mud:

    In the lands of Vilaross, strange and wonderful things
happen everyday, and now that the Clans have come close
to taking up arms against one another, things are about
to get even more so!  With the threat of the Darkheart
ever looming, and the Imagica practicing their mystical
rites, the Guardians batting the corruption, and the
Drifters seeking to cleanse the world of all 'wrong doing',
Vilaross could be on the edge of dire peril.  Of course,
there is also the power of Entropy, which threatens to
destroy all the universe.  Can the Humans, Elves, Dwarves,
Giants, Avariels, Mephits, Oni, Gnolls and Phalynxes live
together in piece, or will there be an Apocolyptic clash
that will rend the world, as a whole, asunder?

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Mud          : Vincent's Hollow
Code Base    : Unknown
Telnet       : Use Homepage
WWW          : http://keely.isca.uiowa.edu/
Description :

Description Not Available

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Mud          : Virtua Hotel
Code Base    : Custom
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Telnet        : cataract.nfss.edu.on.ca 7000 [207.134.136.1]
WWW           : http://www.interlog.com/~smithpro/hotel/hotel.html
Description :

    As of right now we are a basic talker, things will
be added as we go, there's not too much here yet but
stop on by and let us know what you think, maybe
We could add something for you...

            -------------------------------------------

Mud           : VirtualChicago
Code Base    : MUSE
Telnet        : vchicago.org 4201
WWW           : http://www.vchicago.org/
Description :

    A virtual copy of present-day Chicago with full ansi graphics,
an economy system, and a sea/naval system. Always looking for
enthusiastic and knowledgeable administrators and C programmers

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Mud           : Virtua Pern
Code Base    : MOO
Telnet        : moo.txk.com 9999 [206.245.199.100]
WWW           : http://www.virtuapern.txk.com/
Description :

    After the death of Robinton, things took a rather morose turn. With
such tragedy hanging over Landing, people gradually drew away from AIVAS
and its knowledge. Pern never reaches the level of technology that the
Colonists had originally set up.

    The Weyrs, having fulfilled the plan to erradicate Thread, fight out
the
rest of the Pass, but with the eventual death of F'lar and the greatly
decreasing sizes of dragon clutches, the Weyrs only made a partial
attempt to settle in the South at Honshu and Eastern Weyr. Over the next
680
turns the Weyrs diminish as the number of new dragons never exceeded the
number of existing dragons, to the point where now in the present
only two Weyrs are still open, the rest moving to Fort and Benden to make
full sized Weyrs.

    The Holds spread out. Many minor Holds grew in size to the point where
they are almost as large as the old major Holds. But the Red Star still
hovers over the horizon, each turn drawing closer and closer. Rumors that
the clutches at the Weyrs are growing in number as riders once again fly
out to Search outside the Weyr and that Thread might fall again. Only
time
will tell...

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Mud           : Virtual Surreality
Code Base    : MUCK
Telnet       : jaguar.velox.com 8888 [204.157.47.2]
WWW          : http://www1.allware.com/~taulbee/VS.html
Description :

    It has been said that Virtual Surreality captures the best of both
worlds - where country life, city life and the world of dreams
intertwine.
The serenity of natural beauty, the contemporary convenience of a suburb,
friendliness of a small town and surreality of REM sleep walk hand in
hand
within this quaint community. Virtual Surreality is a smallish, fun
place,
with a family atmosphere. In the intrest of fun, we strive to live
together
peacefully and avoid as much strife as possible. Virtual Surreality
prides
itself on the tradition of providing its residents with the best in MUCK
living. Our community offers warm furries and lush landscaping as well as
an
outstanding location.

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Mud           : Virtuelle Stadt Weiden
Code Base    : nuts3.1
Telnet       : www.weiden.de 7000 [194.77.186.3]
WWW          : http://www.weiden.de/vsw/
Description :

    Virtuelle Stadt Weiden is a german talker. Especially
for people living in the region of Weiden i.d.Opf, but
certainly guests are always welcome.


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                        Muds Beginning With: W
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Mud           : Wallowing
Code Base    : LP 2.4.5
Telnet       : wallowing.whatever.net.au 2000 [203.63.189.4]
WWW          : None
Description :

    Wallowing MUD is an LP mud that has been heavily modified
from the original 2.4.5 mudlib.  It runs on an Amylaar
driver that has also been modifed (ANSI support).  The mud
has a high social content but is evolving constantly.

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Mud          : Warcraft MUD
Code Base    : ROM 2.4
Telnet       : roipb.cs.pub.ro 4000 [141.85.37.80]
WWW          : None
Description :

   New areas are added all the time. And the Immortals are
friendly too. If you want to have a good time don't hesitate
and join The WARCRAFT Mud. Now we added new spells and skills
and soon we will have a lots of new classes and races.


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Mud          : The Weave
Code Base    : ROM 2.3/2.4
Telnet       : mud.iglou.com 6060 [192.107.41.6]
WWW          : None
Description :

   The Wheel of Time turns, and Ages come and pass, leaving memories that
become legend.  Legend fades to myth, and even myth is long forgotten
when
the Age that gave it birth comes again.  In one Age, called the Third Age
by some, an Age yet to come, an Age long past, a mud rose on the
internet.
The mud was not the beginning.  There are neither beginnings nor endings
to the turning of the Wheel of Time.  But it was a beginning.

   We are an rp mud based on the Wheel of Time series written by Robert
Jordan. Some of our features include:

 * We are an rp mud, but offer hack and slash for those who still wish to
   do so.
 * All Wheel of Time zones, no stock ones
 * A realistic spell system based on the books, magic is powerfull
 * Coded insanities for male channelers, you will really start going nuts
 * An innovative fight system based on time, faster people get more
attacks.
 * Playability of book characters, many are open and more become open all
   the time.
 * Random talents and channeling strengths so no two characters are the
same.
 * Coded linking of channelers, leashing of damane, capturing of
darkfriends.
 * Coming soon: traveling the ways, dreamwalking, and much more.

If you like the Wheel of Time series as much as we do, stop by today


            ------------------------------------------------

Mud          : The Web of Deception
Code Base    : Smaug/Merc mix
Telnet       : dm.mudservices.com 3000 [205.147.201.212]
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WWW           : http://dm.mudservices.com/
Description :

    Do you yearn to have a face to face encounter with a fire-
breathing dragon?  Dabble in the Arcane Art of Magic?  Explore hidden
trails and solve mysteries?  Quest for honor and glory?  You'll
find all that and MORE on The Web of Deception MUD.  The timeless
story of good vs. evil continues on the Web.  NEW classes, spells,
and skills are available as well as a few surprises you'll HAVE to
come and check out for yourself.

In the words of the Black Widow, 'Step into my parlor'

 &gt&gt&gt Pvp: Join a clan, order, or guild
 &lt&lt&lt Buy your own home: Butler, maid, pet dragon?  It can all be
yours
 &gt&gt&gt Find other towns & live in other towns
 &gt&gt&gt Full pvp zones: Walk in, either walk out, or get closer to god
 &lt&lt&lt More races, more classes, more 'worlds', more everything!
 &gt&gt&gt Come on over, tell them Xinu sent you!

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Mud           : Web of Destiny
Code Base  : Icebase/ROM
Telnet       : www.diracware.com 9000 [38.225.157.2]
WWW           : http://zorak.diracware.com/web/
Description :

    The Web of Destiny offers an exciting environment to challenge to
both seasoned and novice MUDders, with an entirely unique collection
of areas the represent Robert Jordan's Wheel of Time landscape. A
highly customizable creation process, ANSI color, 100 mortal levels,
banking, "smart" mobs, loads of channels, a concealed identity minion
system, 32 guilds, complete with individual subguilds and triguilds,
and a special channel for those "darker types" out there, complete
with codenames to protect your identity add to the enjoyment of our
players. Other popular features include many player toggles including
battlecry messages, a fully customizable alias system, extended wear
locations, a critical strike system, subdue mode, the ability to "pump"
spellcasting, a complex money system complete with "smart" shopkeepers,
guild skills and equipment, mortal guild leaders (and tons of leadership
positions available), an outstanding note system, and a staff of
friendly and helpful immortals make the Web of Destiny a nice place to
call home. We pride ourselves on responding to player ideas and interests
that will assist roleplay in the Wheel of Time environment. We're a MUD
for the players, continuously in development, so if you like a popular
place where you can have a voice in the future of the MUD, give us a try.
:)

             ------------------------------------------------

Mud           : WELLmuse
Code Base  : tiny
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```
Telnet        : well.com 4201
WWW           : http://www.well.com/conf/musers/
Description :

    The WELLmuse serves the subscribers to The WELL (The Whole
Earth 'Lectronic Link). If you are interested in meeting many
of the interesting artists, writers and professionals on The
WELL, drop by the WELLmuse, introduce yourself, and take a look
at what they've built. You need not become a subscriber to The
WELL to participate in the WELLmuse.

                -------------------------------------------


Mud           : Weyrmount
Code Base     : MOO
Telnet        : weyrmount.sensemedia.net 9020 [204.188.85.3]
WWW           : http://sensemedia.net/weyrmount/
Description :

    The Sensemedia/Weyrmount is based on the worlds of the Ultima
computer games produced by Origin Systems, Inc. Only members of the
Ultima Dragons - Internet Chapter (UDIC) are eligible to request
characters. However, almost anyone can join UDIC and if you're a
fan of Ultima, you should be a member too! Visit http://www.udic.org/
for more information.

                -------------------------------------------


Mud           : Wheel of Time
Code Base     : Diku/Circle
Telnet        : wot.mudservices.com 1234 [205.147.201.247]
WWW           : http://wot.mudservices.com/
Description :

    The Wheel of Time MUD is based on the book series
of the same name by Robert Jordan. If you're looking for a
MUD where you can play with no immortal interference, and
where the Implementors' top priority is listening to the
suggestions/requests of the players, look no further. Our
main goal is to have class and race balance, and match the
MUD as closely as possible to the books. To that end we've
included the various races, and a real notion of channeling.

Come match your skills against the world of WoT, as well
as against your friends and foes. We've got among the most
creative, hardest working, most concerned immorts of any
MUD out there. WoT is a mud for the player who wants to put
his skills to the test, not for one who wants his hand held.

                -------------------------------------------


Mud           : Whispers and Dark Secrets
Code Base     : MUSH
Telnet        : madant.med.wayne.edu 6250 [146.9.3.251]
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WWW           : http://www.dfw.net/~hollow1/whispers/whispers.html
Description :

    Whispers and Dark Secrets is a World of Darkness MUSH centered around
White Wolf's Vampire: The Masquarade, Werewolf: The Apocolypse, Mage: The
Ascension, Changeling: The Dreaming and Wraith: The Oblivion books. We
are
dedicated to making the MUSH different from other 'normal White Wolf
MUSHs'
by keeping a friendly and hard working staff as well as a dedicated
player
base. Registration is required, but only viewable by Staff. All
applications
are looked over for approval online, no emailing applications. The MUSH
is
set in Chicago, present day, and deep in the World of
Darkness/Storyteller
Theme.

              ------------------------------------------------


Mud           : Whitesands MUD
Code Base   : Merc2.2
Telnet        : whitesands.kelt.com 4000 [157.22.191.66]
WWW           : None
Description :

    Whitesands MUD is a gothic/medieval realm, where you won't
find muppets or smurfs.  We have a number of original areas
and are adding them weekly.  Currently we feature:

* no rent
* 9 races
* 7 classes (including ranger, paladin, & monk)
* guild channels for each class
* automated auction
* multi-characters are permitted
* enhanced consider command
* private notes to other players
* our own dedicated host server

Give us a look, our immortal staff is friendly and helpful
and aren't there to play mudcop.  The imps are usually
around to help and field questions as well.

              ------------------------------------------------


Mud           : WildStorm Mux
Code Base   : Mux
Telnet        : wildstorm.mudservices.com 7070 [205.147.235.186]
WWW           : http://wildstorm.mudservices.com/
Description :

    WildStorm Mux is based on Image Comic's WildStorm
```

Comics, and diverges directly prior to the WildStorm
Risin Crossover. Emphasis is on character development
and role-play, and fostering a fun and relaxing environment
to play in.

Mud   : WindsMARE
Code Base   : Mare
Telnet   : winds.org 7348 [130.101.78.27]
WWW   : http://www.winds.org/
Description :

    Are you looking for an adventure, but most other games have you bored?
Visit WindsMARE, telnet winds.org port 7348! WindsMARE is a complete
multi-user environment that not only features one of the best combat
systems of all-time, but also includes an intriguing storyline and
challenge that will keep you going for hours on end. Creating a player
requires no administrative intervention and you can play minutes after
you
create. Plus, there's no cost or obligation to keep the player as long as
you like; you only have to remain active. WindsMARE includes a helpful
administrative staff willing to be of service to you and we always
welcome
any ideas you may have for improving the game. Featuring several races
and
multiple guilds, any person has 105 combinations to choose from plus a
wide selection of spells and skills to aid in any adventure. So if you're
looking for adventure and excitement away from the drudgery of other
video
or interactive online games, WindsMARE is definately the place to go.

Mud   : Winds of Change
Code Base   : Rom 2.4 (modified)
Telnet   : sentry.k12.ar.us 9001 [165.29.1.143]
WWW   : http://www.nesc.k12.ar.us/woc/
Description :

    Winds of Change is an exciting adventure where
Role-playing is encouraged, and rewarded. Visit one
of the more friendly muds on the net. We have a
dedicated builders that are constantly expanding
and changing the world. There are currently 8 races
and 4 classes (more are underconstruction though).
We are still starting out, but you are welcome to
come in and check things out.

Features:
 * 11 Mortal clans
 * Automated auction system
 * New skills and spells available (and in the works)
 * No loss PK arena

* Player usable ansi color
 * Players may dream while they sleep

Mud   : Windy City MUSH
Code Base   : tinymush2.2
Telnet   : chicago.telmaron.com 7777 [206.246.120.3]
WWW   : http://www.tezcat.com/~tina/gaming/wcity/
Description :

   Windy City is a World of Darkness MUSH set in modern
day Chicago, in communities along Lake Michigan. We use
Vampire, Werewolf, Mage, and Wraith, plus Hunters and
Numina. Mortal rules are drawn from various sources.

Mud   : Wintermute
Code Base   : DIKU
Telnet   : 134.53.112.1 6666
WWW   : http://castaway.cc.uwf.edu/~snovota/winter.html
Description :

   Wintermute, a mud with over 100 zones (8700+ rooms), more than 220
spells and skills, at least 7 races, 7 classes, multi-play, p-killing, a
noble structure, clans, guilds, and cool gods, there is never any time
where you will have nothing to do.

If you think that's not enough, wait until you see what we have planned!
Included are more races, classes, zones and areas that will blow your
mind
in description, difficulty, and entertainment. So come on by
(mute.mhv.net 6666)and check it out!

Mud   : Wisney World
Code Base   : Circle 3.0
Telnet   : wisney.cadvision.com 5000 [207.34.96.3]
WWW   : http://www.cadvision.com/wisney/
Description :

   Wisney has been in existence for several years with
various code bases. The current mud is a modified
(surprise) Circle 3.0. The overall feel is that of a very
social mud although limited PK and Clans are available. The
player-base is divided between good and evil, each with
their own cities. There is a neutral 'non-rpg' social
area so everyone can mingle without any monsters or game
events intruding.

Wisney runs on its own machine with its own builder port
and administration. The gods are helpful and the mud

continues to expand both in areas and game features.

See you there!

Mud   : The Wolf's Den
Code Base   : Envy 2.2
Telnet   : wolfbbs.com 4000 [208.133.92.73]
WWW   : http://www.wolfbbs.com/
Description :

    The Wolf's Den is a new and growing mud. It is
based on the DragonLance saga. All classes and races
from the saga has been or will be implemented into
the mud. Players are incouraged to play the part of
the DragonLance saga but it is not required. What is
required is to have fun!

Mud   : Wonderland
Code Base   : lpc 2.4.5
Telnet   : mud.netpower.no 3287 [194.19.24.20]
WWW   : http://wonderland.netpower.no/
Description :

    Wonderland has been around for approximately five
years now. We have experienced downtime and site changes
but are now up and running at a permanent site (the mud
god owns the machine AND the site). Wonderland has a
lot to offer players and wizards who enjoy the smaller,
original style lpmud. We also have the capability and
room to grow. Right now we have 10-15 open areas, 5
quests, and 4 guilds (with a few others being coded).
We need more players and are also looking for experienced
coders who will be active. If you are interested in
helping make Wonderland a funner place to play, mail
Meecham on the mud. Come and check us out :)

Mud   : World of Pain
Code Base   : CircleMud 3.0 bpl 11
Telnet   : wop.mlx.net 4000 [207.67.198.208]
WWW   : None
Description :

    World of Pain is a new mud, offering many code extensions from our
base
CircleMud 3.0 bpl 11 base,including an extensive race system, and a
remort
sysem, where players play to level 89 in a base class, and then remort to
another, more powerful addon class. Some of the things we offer:-Many NEW

zones (most stock zones deleted)-Extensive race system-Class Remort
system-
Limited Multiplaying-Unique PK system and a special PK class-Many quests
(3 - 5 per month)-Many new spells / skills.

Mud   : WorldMOO
Code Base   : MOO
Telnet   : core.bisc.com 1234 [208.137.100.7]
WWW   : http://core.bisc.com:8080/
Description :

    This moo is modeled after the planet Earth, and it's solar
system. The time is set in the present. World MOO is growing
rapidly, and is a place for players to help build a city, or
interesting spot to visit and explore. After you get started
on a location you will see it grow as people move in and help
construct it. Most importantly it is a MOO setup to model
real world events, places and objects.

Mud   : World's End
Code Base   : R02
Telnet   : cyberwizards.com 9000 [199.171.21.21]
WWW   : http://www.eden.com/~wiz/mud.html
Description :

    A mud for people wishing to rp. This mud is constantly
changing to accomodate the role-playing aspect of the game.
We have about 10-12 guilds, 15 races, 20 classes, and most
importantly, a large staff dedicated to personalizing quests,
running guilds, (and keeping the mud up and running) ;).
Very little of the original code exists, making room for a
more enjoyable mudding experience.

Mud   : World's Finest MUSH
Code Base   : TinyMUSH 2.2
Telnet   : muds.idyllmtn.com 3333 [206.16.238.1]
WWW   : http://www.jdhancock2.com/wfm/
Description :

    World's Finest MUSH (WF), named after DC Comics' two icons, Batman
and Superman,is now open for IC play. Telnet to muds.idyllmtn.com or
206.16.238.1, port 3333, and type 'connect present guest' at the login
screen. Once online, type +news to read the information you'll need to
know to apply for a character.

WF is set in the present-day DC Universe, and loosely follows the
current comic continuity. MUSH events are said to come between comic
events, so no character will be taken out-of-play due to the events

in the character's book. Continuity is followed to make the MUSH more
more accessible to new players.

Player applications are being accepted. Many of the DCU's 'major'
characters, such as Superman, Green Lantern, and Flash are still
available. To see which characters are currently being played, type
+features while online.

World's Finest is Pueblo-enhanced, meaning that images, sounds, and
VRML can be (and have been) incorporated into the MUSH. Using the Pueblo
client allows one to add a web-like interface to your MUSH expereince.

Thank you for your interest in World's Finest MUSH!
--Andy, Co-Head and Continuity Admin for World's Finest

Mud   : Wormhole MUD
Code Base   : Circle
Telnet   : moo.innotts.co.uk 3000 [194.176.128.30]
WWW   : http://www.innotts.co.uk/~starstuff/wormhole.html
Description :

   Bored of the standard Dungeons and Dragons&reg style MUDs?
Ever thought that a MUD based completely on Science Fiction
themes would be cool, but you've never been able to find one?
Well, now The Wormhole MUD is here. It is based loosely on
many poplular science fiction shows and books, including
the Star Trek shows, Star Wars, Bladerunner and the Cyberpunk
genre. There are 16 Races and 14 classes. Also, there are
many enchancements, such as a great ansi colour system,
weapons such as grenades, landmines, sniper's rifles which
can shoot into other rooms, speeder bikes and much more.

 * 110 mortal levels + remorting with special remort skills/races.
 * Bounty Hunter Mobs, hire mobs to hunt down players.
 * Player toggleable PKOK flag. PK when you want, where you want.
 * Exits: Hidden, Push, Pull, Slide, Normal, Voice Activated and Small.
 * Good experience system.
 * Off-line and On-line editors for area builders.

   We're always trying to improve the MUD so why not come see what you
and maybe offer us some fresh, innovative ideas?

o==o
                        Muds Beginning With: X
o==o

Mud   : Xania
Code Base   : ROM2.3
Telnet   : xania.uk.org 9000 [131.111.225.72]
WWW   : None

Description :

   Xania is a British MUD, based on the ROM2.3 source code
but with many code improvements. Xania is a very friendly
MUD where role-playing is not required, but is welcomed.
We have a clan system, and run frequent Quests.

The areas are based on the stock ROM2.3 ones, with some
additions unique to Xania. There are enhanced race choices
which ensure your MUD game in Xania will be interesting and
different.

Xania runs on a prime UK site - making it a lag-free choice
for much of the world.

Mud   : XeoMUD
Code Base   : Rom2.4
Telnet   : mud.xeo.net 4000 [204.209.81.181]
WWW   : http://www.xeo.net/mud/
Description :

   XeoMUD is currently in Beta and is always looking for new
players to give us ideas on improving the mud. We have good
color too. (I'll make a more complete description when the
mud is out of Beta)

Mud   : XTC
Code Base   : AberMUD (Dyrt 1.2 to be specific)
Telnet   : xtc.tsa.net 6969 [208.129.19.6]
WWW   : http://xtc.tsa.net/~xtc/
Description :

   XTC is a very colorful, highly modified AberMUD (aren't they
all? :P). As a mortal the main goal is to kill mobiles and
complete quests in order to obtain immortal status. Besides
going around and killing everything, one can converse with
other players, throw frisbees, plant bombs, play trivia, and
many other fun things.

Mud   : Xyllomer
Code Base   : lpmud / dgd / own
Telnet   : xyllomer.uni-paderborn.de 3000 [131.234.10.45]
WWW   : http://www.uni-paderborn.de/~xyllomer/
Description :

   Xyllomer, formerly Padermud, is one of the largest muds around.
It exists for over 6 years and is run by a Club on an own dedicated
machine. It offers a huge complex world in a fantasy setting, players

can choose between many races, join guilds to learn, be everything from
a Magician to a Mercant, own houses and ships, fight wars or
be a farmer. Everything is possible, see the web pages for more
information.
Xyllomer has a very active Wizard and Player community that meets
frequently for real life parties. Xyllomer governs itself through
the player community, where players elect judges, create the law and
actively life the role. Wizards frequently take action into the
world by playing life-quests, unique one-time campaigns.
Be a part of this! Join us on Xyllomer.

Mud   : XystMUSH
Code Base   : Tinymush 2.2
Telnet   : art_next.calstatela.edu 4201 [130.182.151.10]
WWW   : http://design.calstatela.edu/xyst/
Description :

    XystMUSH is a small, multi-themed MUSH which is run by two
teenagers, krumm and Logan5. We are very open to new ideas
and different themes. We curently have no noicable lag and
we do not have tons of players connected at once. XystMUSH
has been online for near to two and a half years, originaly
designed for a small school to use. We are very open to
ideas and have no problem with players making changes to
the main areas of the MUSH. Tinymush lets players build and
code as they want and allows the buying and selling of
items. We are also a very strong hacking and phreaking MUSH
and appericate hackers/phreaks to join us and stuff. Logan5
is ex-LOD and krumm belongs to 'Da fish'. Curently we do
not have many players and encourage new people to check us
out and do some building. XystMUSH was also displayed at
the '94 SIGGRAPH.

o===o
                          Muds Beginning With: Y
o===o

Mud   : YAMud
Code Base   : YAMud
Telnet   : heather.greatbasin.com 6789 [140.174.194.41]
WWW   : http://www.greatbasin.net/~yamud/
Description :

        YAMud has finally moved to it's new US-site!

YAMud isn't an LPmud,or a Diku, or a MOO, or a MUSH, or any other
type of mud you get by the dozens. YAMud is YAMud! Original, and
Unique.

We've got a whole lot of stuff that you don't see in other places,

and we need players to help us try out all this stuff, and point
out ideas and bugs for us. This also gives you the chance to get
in quick with a mud that is hoping to grow with players. :)
We think we have a number of features which make us a good choice.

```
 Skill based  - You improve skills through training and practice.
 Spells       - Spells can be learnt and improved the same way.
 No Classes    - You describe your character through your actions
                 and how you build up your skills.
 Created items - Through experience and questing, you can earn the
                 ability to create you own items, which you name
                 and describe, and which stay with you when you
                 log out and log in.
```
And lots of more nifty things that add to the atmosphere of the
place, pets, quests, customizable aliases, descriptions, colour,
languges, ...

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```

```
Mud           : YAMud-Europe
Code Base     : YAMud
Telnet        : DA2015.a20.sbg.ac.at 6789 [141.201.23.15]
WWW           : http://heather.greatbasin.com/~yamud/
Description :
```

   Basically YAMud-Europe is a clone of the YAMud running
on a US site. This version is located in Austria and may
be interesting for mudders in Europe. Also this site is
used for the developement of new ideas and is most times
ahead of the other version

   A few informations on our mud:

```
 o Skill based:    No levels, no classes
 o Races:          The race you choose affects how easy you
                   can learn certain skills.
 o Created Objects: Create and describe your own equipment.
 o Lord ranks:     Special areas and ranks for high players.
 o Combat:         Advanced combat system with special
                   attack and defence types.
 o Sound, Vision:  Special forms of vision and sound.
 o Elements:       See how lightning goes crazy in water.
 o And much more:  customizable aliasas, languages, law,
                   pets, mounts, ganing up, ...
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```
Mud           : Yankees & Red Necks II
Code Base     : Morder 4.06
Telnet        : shell.mpsi.net 4040 [207.238.102.24]
WWW           : http://www.mpsi.net/~alewis/
Description :
```

   From the Author of Yankees & Red Necks BBS Door comes Yankees & Red

Necks II made playable for the Internet. Ya can't miss this one! Its a
hot one. Be sure to stop by and check out the wild and wacky MUD.

Mud   : Yggdrasil MUCK
Code Base   : TinyMUCK 2.2fb5.43
Telnet   : moral.addiction.com 4201 [207.238.138.2]
WWW   : http://www.addiction.com/~yggadmin/
Description :

   Yggdrasil, created in 1994, is a social MUCK with something
for everyone. Five differently themed areas, Old West, Arboretum
(nature/outdoors) Lorham(medieval) Space and Chaos. Building
bits are available on request. JT's muf version of Cyan's
MYST is now up and running. It's something to see!
Some other highlights of Yggdrasil are:

 * Yahtzee, Whack-a-Wiz and other games
 * Bungee jumping
 * Many surprising and occasionally irreverant global actions

                  ----

Mud   : Youth Engineering and Science Camps of Canada MUD
Code Base   : CircleMUD 3.0
Telnet   : vaav.carleton.ca 4000 [134.117.96.18]
WWW   : http://www.ualberta.ca/~discover/homepage.html
Description :

   This MUD is being offered to children to try out MUDs for the first
time.
Discover E Science Camp campers visit the site at least twice a week.
The
site is currently being modified to make it as appropriate as possible
for
kids aged 10 - 14.

o==o
                        Muds Beginning With: Z
o==o

Mud   : Zebedee
Code Base   : LP (Amylaar)
Telnet   : zebedee.mono.org 7000 [138.40.17.11]
WWW   : http://www.mono.org/~zebedee/
Description :

   Zebedee is a traditional popular LPMUD running in
London with a large userbase. Newbies are always welcome!
Playing style is a mixture of hack and slash with questing.
We pride ourselves with our balanced classes - each is very

different to play and mastering all is a challenge. But it
is easy to get started.

Mud features include: Multi-partying, Guilds, Classes,
hundreds of spells/abilities, original magical items,
interactive newbie help system, intelligent monsters,
1000s of rooms,

Legends: Players above level 20 never fall below that level.
They may build their own 'keeps' and control whole armies.
They can even run their own pub!
Zebedee is the home of 'INTERMUD' the popular mud-to-mud
communication system. See the Zebedee section [lgmz] at
Monochrome: mono.org

```
Mud          : Zee MUD
Code Base    : Diku
Telnet       : zee.pcnet.com 4000 [206.105.21.12]
WWW          : http://www.pcnet.com/~stenor/mp/mphome.html
Description  :
```

   Zee MUD is based on the old favorite 'Mudde Pathetique',
and is run by old M.P. staff. Our world is predominantly
original sections, though we do have some areas that are
'golden oldies'. While many Dikumuds emphasize the hack-
and-slash approach to playing, many of our newer sections
emphasize rich descriptions and puzzles to solve, that the
careful, observant player will enjoy.

```
Mud          : ZenMOO
Code Base    : MOO
Telnet       : zenmoo.zennet.com 7777 [206.138.5.134]
WWW          : http://www.zennet.com/
Description  :
```

   ZenMOO is a virtual meditation facility. Non-Zenists
are welcome, however. The MOO features a dojo, a meditation
hall, a cool-down and warm-up room, several showers and
bath areas, a downtown Paris mock-up, a Clue (tm) game(!),
different seasons, including spring, summer, and autumn,
several Quest areas (where wits and calmness of spirit are
equally as important as bashing the bejeesus out of monsters),
a player-killing-and-rebirth free-for-all area, several
motels, hotels, and brothels (of lesser and greater seediness,
depending on what one prefers and likes), a wild plethora
of different races, monsters, guilds, and such-like. The
only limitation on ZenMOO seems to be the indecency act, which
forced us to shut down our download area (ZenMOO is also, or
used to be, connected to an Adult BBS).

There is no player registration or confirmation. Characters are
totally free. Multi-playing is allowed as long as everyone
has fun. It's when the fun stops that we have to intervene.

Mud   : ZombieMUD
Code Base   : LP amylaar driver, zombielib
Telnet   : tollb199.oulu.fi 3000 [130.231.161.199]
WWW   : http://stekt.oulu.fi/~per/zombie/
Description :

 * Many guilds:
   Thief, Bard, Cleric, Abjurer, Necromancer, Paladin, Fighter,
   Mage, Sorcerers, Healer, Psionicist, Samurai, Ranger
   + lotsa sub-guilds
 * Multiclassing
 * Item saving (player castles and rent)
 * Automatic crash recovery
 * Devoted host, fast
 * Full featured party system
 * Advanced spell / skill system
 * Outworld size 100 x 100 rooms, many different areas
 * Over 100 players at peak hours

Mud   : Zombie MUD
Code Base   : Circle 3.0b pl8
Telnet   : zombie.iglou.com 2150
WWW   : None
Description :

    This is a MUD devoted to having fun. We have just finished
adding many new areas and are currently adding new classes,
objects, races, areas, and mobs. If you would like to get in
on the ground floor of a spectacular MUD then this is one you
will definitely want to check out. We have modified a Circle
MUD to be a 100 level game, with each level becoming harder
(of course). However there is a twist... If you want to know
what it is then come on by and check us out.

    Tell 'em Rolfour sent ya...
    Rolfour (from ZombieMUD)

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o==o