

# Caster's Realm

<http://daoc.crgaming.com>

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When one seeks out a site devoted to their favorite game, what one usually looks for first is data. A searchable database of both spells and quests perhaps. Online references to all the skills, abilities and spells they may acquire. Maps and guides for where to find that NPC or creature you're looking for. But what is sometimes overlooked is that once you find such a site, the actual information there, while useful, is not something that is used regularly on a day-to-day basis. But the forums are another matter entirely. Though you will search forever to find that one site with all the information you crave, once found, you will spend countless hours on their forums.

What the forums have that the site does not is a community. Direct interaction with other players. People with at least one guaranteed common interest. And no amount of stored data can match the ability to get opinions and observations from your peers. So as I write this about one of the best sites I have found for *DAoC* (*Dark Age of Camelot*), it suddenly dawned on me that the site I frequent most, while it has databases, and lists, is more a community than a website.

What makes this site so appealing? Speaking as a Sorcerer, this is by and large the most active community of Sorcerous discussion available on the web. There are many forums available (one for every class in the game, actually), but the Sorcerer forum outnumbers the activity on all others by at least a factor of ten. And most impressively, the general tone and etiquette rarely falters. Even new posters can rest assured they can ask that n00b question for the 800th time, and someone will take the time to give them a valid answer. Sure, some topics have been volatile, and tempers can flare, but as a whole the entire community usually realizes that everyone is there for the same reason, for the betterment of the Sorcerer community as a whole.



The Casters Realm has quite a bit of history to it. Established in the earliest days of *EverQuest*, it became a haven for Necromancers and Enchanters alike. Many of the old posters are still there, and some have migrated to other games, *DAoC* among them. There are niche sites and small communities dedicated to many classes, for many games. But if you are a crowd-control class in *DAoC* or *EQ*, then the Casters Realm is the place for you.

So what exactly does the site itself provide? Many of the standard features can be found on the Casters Realm, like archived news features. While not as robust as some other news offerings, the archive of patch notes is invaluable, and very easily accessed and navigated. There are also editorials, interviews and developer chats archived.

For those wanting more game-related information, there are sections on the skills available in the game, and a spell listing. There is a quest database available, and also a tool for locating NPCs throughout the lands. Character creation and player races are also covered. Some of the more useful tools on a day-to-day basis are the guides to horse routes for each realm, and some Armor Factor and Damage Per Second charts to print out, if you don't want to keep a calculator on hand while in game. There is even a player registry, broken down both by server and by guild.

The links page lists some of the more common and useful sites about *DAoC* on the web, and even lists guild web pages. There is an active link to add your guild's web site to their listing, if you so desire. All in all, the offerings are rather useful, if sometimes a bit out of date — with the current rate of change in *DAoC*, however, it is near impossible for any site to remain completely accurate. But the Casters Realm has a lot of good information that is timeless.

But for all that, I would not frequent this site on a daily basis if it were not for the forums. Frequent posters have not only become a group of distant friends, but almost an extended family of Sorcerous mind. The Casters Realm forum is where most of my non-game-playing *DAoC* time is spent online. So if you're looking for a welcome change from some of the more general forums, and you want to share thoughts and ideas with Sorcerers in a relaxed and free environment, then the Casters Realm just may be the place for you.

## MOGspeak

"POD"

Pay Or Die, shorthand for extortion. Player Killers will often brace younger players with this — pay them money/credits/etc. or they will kill you.

