

# ULTIMA ONLINE™

UNOFFICIAL  
STRATEGIES  
& SECRETS™

The Essential Survival Guide  
For the Lands of Britannia



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# Ultima Online

Strategies & Secrets



The Burning Heart Guild



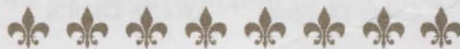
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# Ultima™ Online

## Strategies & Secrets™



The Burning Heart Guild



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## About the Burning Heart

The Burning Heart is a guild of *Ultima Online* players formed in 1996 by Daylar the Bard. The guild consists of over 150 active members, many of whom are experienced role-players. We participate in *Ultima Online* for more than just the hack-and-slash-type play so common in many other online games. Our guild is built on the principles of truth, trust, and honor, and our members seek to uphold the eight virtues of Avatarhood: Honesty, Compassion, Valor, Justice, Sacrifice, Honor, Spirituality, and Humility. We strive to help the less fortunate as well as players who are new to the game.



The Burning Heart has a lot to offer to those who follow the path of virtue. We are a tight-knit family dedicated to helping each other. The result is that we all have a great many friends with whom to enjoy the world of *Ultima Online*. We play on the Great Lakes server and have a village of buildings located south of Yew to the west of the road to Skara Brae. You're all welcome to stop by and say hello when you're near our village.

<http://www.burningheart.org>

## Disclaimer

The information presented in this book was gathered entirely by the members of the Burning Heart Guild, a guild dedicated to the furtherance of good gaming in *Ultima Online*. While we have done our best to be thorough and complete, the information we have gathered may change as the world of Britannia evolves and is updated. Basically, what we're saying is that if everything you find in this book doesn't turn out to be true, don't blame us! We expect to see changes, and we're doing our best to keep up with them. We'll keep an update site current for some time. Link to it from: <http://www.sybex.com>. If you've discovered something that you want to share with us, you can send e-mail to:

[guideinfo@burningheart.org](mailto:guideinfo@burningheart.org)



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# Introduction

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## What Is Ultima Online?



*Ultima Online* is a multiplayer gaming environment. This means that most of the people you'll encounter in Ultima are real people sitting at their computers just like you. It also means that unlike other games you may have played, this one has no set ending or conclusion. It's more like a living environment—what's sometimes called a “persistent world.” The world of *Ultima Online* is called Britannia.

The world of Britannia was created by Richard Garriott (a.k.a. Lord British) many years ago as the setting of the Ultima series of computer games. Among the basic elements of that world are the quest for Virtue and the ongoing struggle of good versus evil.

When you participate in *Ultima Online*, you'll start by creating a character that represents you—a character that possesses certain skills and attributes. As you play the game, that character will change, improving many of its attributes in the process. (When you stop playing the game for a time, your character will remain in Britannia for a short period, then disappear. However, when you return, your character will be where you left it.)

Britannia is a huge world. If your online persona, or Avatar, were to attempt to walk the entire map, it would take many hours to do so. Just walking from one end of a town to another can take quite a while! Soon



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after entering the realm, you'll begin to feel the sense of reality that Britannia possesses. Each town, forest, and swamp has its own particular nature. You'll meet animals and monsters. You'll explore deep Dungeons, or specialize in some craft through which you can earn money—or both. You can even own a house or a ship. In addition, you can train other animals to be pets and guardians.

It's important to remember that in a multiplayer game such as *Ultima Online*, each Player Character, or PC, is the star of his or her own story. We're all protagonists in this game, just as we are in the real world. Some of us may choose to play alone, while others may find that they enjoy playing with other people. If you prefer company, you can join a guild and participate in the events of that particular group. The truth is, it doesn't matter how you play the game; what counts is that you enjoy yourself. Don't be afraid to experiment and explore different kinds of play. One day you may be a mighty Warrior, the next a Tailor making clothing and armor for others. You might even decide to try your hand at Healing, Alchemy, or Magery. Whatever appeals to you, you can do it here. The restrictions are few; however, the road won't always be easy.

One thing to keep in mind is that your actions matter and your Notoriety will fluctuate as your actions change. You'll be known for what you do in this world—good or bad. If you kill people without cause, you'll gain Notoriety as an evil person. If you help others, give to the poor, fight monsters, and generally live like a good character, you'll gain a more virtuous Notoriety. This is all a part of the world you're in, so don't be surprised if a Shopkeeper won't talk to you or a Guard attacks you. If you become too immersed in evil, there will be consequences.

Origin, the creators of *Ultima*, want the world to be free for people to express themselves in their own ways. But Britannia is a rough-and-tumble world. Danger exists, not only from animals and monsters, but from fellow players. Many PCs enjoy combat with others—but some prefer mortal combat. Player Killers are part of the game, and it's these individuals that you need to be wary of, because they relish the thought of killing innocent players who've done them no harm. Only in towns are you relatively safe, because the Guards offer protection from attack



by other players. But once you pass the town limits, you must survive by your Sword and your wits.

## Using This Book



When you use this book, understand that we've done our best to give you as comprehensive a look at *Ultima Online* as is possible in these early days of an evolving world. We realize that we're aiming at a moving target. However, we think that almost all the information in this book will remain useful during the lifetime of *Ultima*, and that you'll find many answers to your questions within these pages.

The book is divided essentially into two sections, the first focusing on characterization, the second on survival. In Part One, "Creating *Ultima* Characters," you'll learn how to build a character from the ground up by familiarizing yourself with the skills available to you. You'll also learn how to configure your system using macros and windows, and how to travel within the realm. In addition, you'll discover the wonderful Non-Player Characters, or NPCs, that populate Britannia.

In Part Two, "The World of Britannia," you'll learn about specific aspects of the realm, including survival techniques, monsters and animals you're likely to encounter, and various weaponry you'll need. There's also a helpful reference guide for using magic and practicing Magery and Alchemy. Maps of all the cities and Dungeons of Britannia, and valuable website information, are located in the appendices.

## Logging On



When you first start up *Ultima Online*, be sure your Internet connection is established. Then double-click on the UO.EXE file to start the game.



## The Login Servers

You'll first encounter the login server, which will check your version of *Ultima Online*, deliver any special messages from Origin, and download and apply any program patches that have been released. Patches keep your version of *Ultima Online* current with the latest changes in the program. If you have to reinstall *Ultima Online* for any reason, the login server will automatically download all patches that have been released since your copy of the game was created. This can sometimes be quite a lengthy process, so be patient.

Once you've gotten the program up and running, you'll see the *UO* chest screen, or Main Menu. Click on Enter Britannia to get started.

## Selecting a Server

*Ultima Online* is actually several essentially identical worlds, each of which can hold several thousand players at a time. You'll be presented with a list of possible servers on which to play. The server that's geographically closest to you will be at the top of the list. This server is the most desirable for you to choose if you have no reason to want to play on some other particular server. Of course, if all your friends play on the Atlantic server and you live on the West Coast, you may have to choose between a better connection to the game or being with your friends. Unfortunately, the game on one server cannot communicate with the game on another, nor can you take a character from one server to another.

Once you've selected the server you wish to play on, you'll be connected to that server unless it's currently down or full. If you get a message that the server is full, keep trying. (People log off all the time and even if at one moment it's full, you'll quickly get on.)

# Calling for Help



The “Call GM” button on your Paper Doll provides you with access to assistance and support 24 hours a day. It’s your gateway to personal attention whenever you have problems or questions in *Ultima Online*. The Counselors and Game Masters (GMs) are there to help you, so never be afraid to use them. However, if your question is a simple one, such as “How do I get to the Blacksmith from here?” consider asking another player first. Most players won’t hesitate to offer help with directions or simple game-play questions. Otherwise, feel free to press the Call button. The title is a bit misleading, because you actually call a Counselor when you press it. What follows is an explanation of the roles, duties, and powers of Counselors and GMs.

## Counselors

Before we explain exactly what Counselors are, you should know what they’re not. Counselors are not Origin employees; they’re not compensated for their services; nor are they allowed to assist players in any material way. Counselors are ordinary paying customers who have volunteered their time to help their fellow players.

When you press the “Call GM” button and enter a description of your problem, your request is added to a queue. Counselors simply jump from player to player, in the order in which their requests were received. Most of the time, the Counselors don’t even check the queue before moving to the next player.

Counselors have very limited powers. They can teleport the next player listed in the queue to one of 14 Counselors’ Guild locations in Britannia or to the jail. A Counselor may use a special command to find





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his or her x and y coordinates in Britannia, and may use a command to temporarily show the name and identification number of every PC on the screen.

If a player violates the agreement he or she signed during the creation of an account, the Counselor will ask that player to stop. Violations include profanity, racial slurs, and other derogatory or defamatory speech. If a player refuses to control his or her tongue, a Counselor can take that player to the jail. While in the slammer, the player will have the opportunity to speak with a GM about the problem. If the problem can be resolved, the player can be released to his or her previous location or to one of the Counselors' Guilds. In extreme circumstances, the player may be left in jail or, as a last resort, banned from the game temporarily. Only deliberate and repeated violations of the agreement will result in the banning of a player.

When you're dealing with Counselors, the most important thing to remember is that they're players and customers just like you. Don't ever think that a question is stupid. Counselors enjoy answering questions about game play and giving advice more than they like answering calls about technical problems. They're there to help you, but always remember that it's not their job to speak for Origin or to take criticisms directed at the staff. That is the responsibility of the GMs.

### Game Masters (GMs)

Game Masters are paid employees of Origin Systems. Unlike the volunteer Counselors, GMs are part of the Quality Assurance team. They're responsible for handling technical problems, and for taking any abuse that the players may throw out. If a Counselor is unable to resolve a problem, he or she enters a request into the GM queue. The GM will respond as soon as possible, but this may be a while, depending on the number of players logged on. As a rule, you should always treat others with respect and courtesy, whether they're players, Counselors, or GMs.

## So You Want to Be a Counselor ...

As *Ultima Online* continues to expand, Origin will be looking for new Counselors periodically. Check the Update site at [www.owo.com/update](http://www.owo.com/update) to see if there's any news on Counselors. Even if Origin isn't accepting new Counselors at the moment, you can still send email to [support@origin.ea.com](mailto:support@origin.ea.com) under a subject such as "Application for Counselor." You should explain why you want to be a Counselor and why you would be a good one. Note somewhere how long you have been playing *Ultima Online*. Above all, be honest. There are no material incentives for being a Counselor, so if money or free stuff is your goal, don't even bother to apply. Before you apply for a Counselor position, ask yourself if you are experienced enough to handle the kinds of questions that players may ask. If you've been playing regularly for several weeks or months and you keep up with the information on the World Wide Web, you're probably qualified. If you're relatively new to the game, you would only be doing yourself and your fellow players a disservice by applying. Just wait until you have a bit more experience.

## Player Guilds



Being in a player guild will greatly enhance your rate of advancement, because they provide a market offering raw materials, Gold, and finished goods, all at your fingertips and usually at favorable prices. If you don't belong to a player guild, we would suggest joining one. The official *Ultima Online* guild search database is at <http://www.geocities.com/timessquare/castle/3563/guild.html>.

Please note the difference between player guilds and game guilds. Player guilds are guilds in the traditional sense, with real players running them and playing in them with their guild-mates. Game guilds





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are merely “savings clubs” for players who choose to join them. Joining a game guild (these are sometimes called NPC guilds) is relatively simple. You just go into a game guild hall and ask for membership. Membership in game guilds is free, but you can belong to only two at a time. At this time, game guild members receive an as-yet-insignificant bonus with their NPC purchases and sales, which makes game guilds useless for the most part. However, this may be changed in future updates.



## Part One

# Creating Ultima Characters

Chapter 1, “Building Character.” Learn how to build a character who can survive and prosper in the world of Britannia.

Chapter 2, “Configuring Your System.” Everything you need to know about windows and macros to help you command and conquer.

Chapter 3, “Movin’ and Shakin’ in Britannia.” Travel through Britannia made easy, whether by land, by sea, or by Moongate.

Chapter 4, “Dealing with NPCs.” Learn how to interact with the wonderful NPCs of Britannia.





1

# Building Character



In the amazing online world of Britannia, you'll meet a host of wonderful and enchanting characters. In this chapter, you'll learn how to create your own character, first by naming it and then by deciding on the various skills you'd like to have. It helps to read through the entire chapter before you create a character. You'll find valuable information about the effects of gaining and losing Notoriety, and about the way the economic functions of Britannia operate.

## The Name of the Game



When you enter *Ultima Online* for the first time, you'll need to create a character to represent you in the world of Britannia. You can have five separate identities on one account, so after you've become more familiar with the world, you may choose to create additional characters. The



Creating a password for your character is entirely up to you. Unless you're worried that someone else in your household may play with your character, it's not at all necessary.

first step in creating a character is to choose the Create Character button. Enter a name for that character on the next screen and, optionally, enter a password. Now you're ready to determine what kind of character you'll create.

On the same screen with the name and password is a Templates button. You can press this button to see a list of ready-made characters. However, you don't need to use this method, and in general you won't. Instead, you'll first determine how you want to mix your three main attributes: Strength, Dexterity, and Intelligence. You have 65 points to allocate among these three characteristics, so you'll want to set them according to the type of character you're planning to create. At this point, it helps to know what the effect of each attribute will be. Table 1.1 shows how your points (and your skills) are allocated for the templates you might choose.

TABLE 1.1 Starting Templates

TEMPLATE	SKILL 1	SKILL 2	SKILL 3	STRENGTH	DEX.	INT.
Alchemist	Alchemy	Resisting Spells	Taste ID	13	17	35
Animal Tamer	Animal Lore	Animal Taming	Veterinary	16	14	35
Assassin	Hiding	Poisoning	Taste ID	13	20	32
Bard	Peacemaking	Provocation	Musicianship	13	26	26
Blacksmith	Arms Lore	Parrying	Blacksmithy	32	12	21
Bowyer	Parrying	Bowcraft/ Fletching	Archery	16	29	20
Healer	Anatomy	Healing	Forensic Evaluation	13	17	35
Ranger	Camping	Archery	Tracking	21	18	26
Shepherd	Animal Lore	Herding	Veterinary	13	23	29
Thief	Snooping	Lockpicking	Stealing	13	29	23
Tinker	Item ID	Lockpicking	Tinkering	13	23	29
Trader	Item ID	Arms Lore	Cartography	13	17	35
Warrior	Arms Lore	Parrying	Tactics	24	20	21
Wizard	Inscription	Magery	Resisting Spells	16	14	35

## Strength = Hit Points

Your strength determines how much life force, or how many Hit Points, you possess. It also determines how hard you hit in battle and how much you can carry. Some armor and weapons require a minimum amount of Strength to use. For example, if you want to be a Fighter, Blacksmith, or Lumberjack, you'll certainly need a lot of Strength.



### NOTE

The measurement unit used in Britannia is Stones. To determine how much you can carry, multiply your Strength (Req Str) by 4 and add 30. So the formula is:

$$(\text{Req Str} \times 4) + 30$$

## Dexterity = Stamina

Dexterity measures your ability to move. Carrying too much equipment, being wounded, or shoving someone will lower your stamina. Eating food increases your Stamina slightly.

## Intelligence = Mana

Mana is used when you cast some magic Spells. Your Intelligence—your Mana—increases when you use certain skills.

# Distinguishing Yourself



You've already chosen the name you'll play under, so you recognize it. No surprises there. But your name also conveys some useful information. For instance, it tells what your "profession" is (which is actually just your highest skill). So, if you're high in Mining, you'll be a Miner. If you're high in Swordsmanship or Mace Fighting, you'll be a Swordsman or an Armsman. Remember, though, that as you play the game, this may change. Suppose you start as a Lumberjack or Bowyer, but then you practice Archery until the cows come home. After a while, you'll open your Paper Doll (each character has one to show pertinent information about the character) and see that you've become an Archer. If you're really conscientious, you may even have become a Grand Master Archer.

## Notoriety

In time, there may be an extra piece of information attached to your name in the Paper Doll. It won't show up when you first start playing, but, depending on your actions, you may see a special title appear after a while. This is a measure of your Notoriety. If you have performed noble acts, you may become the Noble Philpott or Lord Philpott. If you've been a Thief or a Player Killer, or even if you've accidentally attacked another Player Character (PC) or someone's pet, you may have lowered your Notoriety to the point where you become the Dastardly Philpott, or even the Dread Lord Philpott.

How does Notoriety in *Ultima Online* work? Every action is noticed. It's a little Big Brotherish, but there it is. If you kill an innocent bystander, it's noticed. If you kill a nasty Orc Captain, it's noticed. If you give a fish to a Beggar, it's noticed.



To understand what is considered a “good” act and what is considered a “bad” act, you must understand that Britannia, and the entire Ultima series of games, was based on a philosophy of Virtues and Karma. It doesn’t take a rocket scientist to figure out that giving to others would be good karma and killing someone’s pet would be pretty bad karma. In fact, anything that would get you killed by a Guard if you did it in a city is on the bad side.

On the good side, giving to others and killing monsters are two pretty reliable ways to accrue good karma. Probably the best way to become a Great Lord is to go out and scour the land for evil creatures and vanquish them mightily. Other ways to improve your karma include killing evil PCs (just be sure to do it outside of town) and attacking someone with a less savory reputation than your own. Of course, the opposite applies. If you’re neutral and you kill another neutral, it isn’t good. If you kill a Noble Lord, that’s *really* bad news.

Everyone starts out neutral, which means they bear no title. The various titles you can receive depend on an invisible point system. On the “good” side, you can be Honorable, Noble, Lord, Noble Lord, or Great Lord. On the bad side: Dishonorable, Dastardly, Dark Lord, Evil Lord, or Dread Lord.

The only way to do something bad and still avoid the effect of evil Notoriety is to steal without any witnesses. Killing always counts, but stealing, if nobody notices and you get away with it, won’t affect your Notoriety.

## The Effects of Notoriety

Notoriety may seem like a meaningless title added to your name, but it’s much more:

- ♣ Shopkeepers often ask higher prices from persons of low reputation, and they’ll be much less friendly. If you’re a Dark Lord or worse, they may not even deal with you at all.
- ♣ Guards and other Non-Player Characters (NPCs) will make comments about your general untrustworthiness.
- ♣ Guards will actually kill Evil Lords and Dread Lords on sight.

Notoriety tells other players something about your character. For example, you'd be much more likely to trust a Great Lord than a Dread Lord any time, and it's unlikely that a Great Lord is a Player Killer, whereas it's entirely possible that his evil counterpart is. Of course, low Notoriety is not a guarantee that a character is a Player Killer, or even a generally bad person. There are several ways in which your Notoriety may go down that have nothing to do with your being a menace to your fellow players.

## Losing Notoriety

If you want to avoid losing Notoriety, there are two additional factors to be wary of. The first is accidentally attacking a friendly PC during a melee battle. The second is killing a pet.

During a battle, the screen often gets crowded. If you accidentally attack one of your friends, it may affect your Notoriety. Of course, if you do this too often, perhaps it really isn't an accident . . .

If you kill someone's pet inside a city, the Guards will kill you; however, if you kill a pet outside the city, you'll accrue some bad karma. Check the names of animals before attacking them. One good rule of thumb is that pets all have one-word names. Animals in the wild have two-word names (a gorilla, a rabbit, a grizzly bear). Okay, so some have more than two words, but they always start with "a." If you see an animal whose name doesn't start with "a"—that is, it has a name—you may not want to kill it. Also, be aware that pets don't log out with their owners, so if you see an animal that's obviously a pet, but there's nobody around, it's still a pet. Don't kill it if you want to keep your Notoriety high.

## Ways to Bring Notoriety Up

Should you find that you haven't been well endowed in the Notoriety department, there are four ways of bringing your character up to snuff. For starters, you can kill evil NPCs or PCs. Just like in the real world—good always triumphs over evil. Giving items away to NPCs who own less than you do is another way to move up the ladder. Also, if you have the means to do so, healing good or neutral players or NPCs will



increase Notoriety, as will completing quests given to you by neutral or good NPCs. Remember, practice makes perfect.

## Choosing Skills



When you're finished naming your character and determining settings for Strength, Dexterity, and Intelligence, it's time to move on. Click on the Continue button to move to the next screen.

The next step in creating your character is to choose three skills that will be your character's main abilities at first. These three skills will determine your initial "profession" in the game as well as the equipment you'll receive at the beginning. Many skills are complementary. For instance, a Bowyer/Fletcher uses wood to create Bows and Arrows. Therefore, a good complementary skill is the Lumberjacking skill, which makes it easier to get wood to work with, and also starts your character in the game with an Axe suitable for chopping wood. A Blacksmith, on the other hand, needs metal ore to smelt into ingots. He then uses the ingots to create weapons and armor. A good complementary skill for a Blacksmith is Mining, so he can get his own ore and start with a Pick or Shovel.

In order to help you select the skills that best suit you, first read through the sections below, which offer suggestions on how to make good use of your skills and the wealth they can provide.

## Starting Equipment

With each skill you choose among the first three, you'll start out with the equipment you need. For instance, if you choose Swordsmanship, you start with a Sword. If you choose Tailoring, you start with cloth and a Sewing Kit. Bards start with a Musical Instrument; Miners, a Shovel or a Pick; Lumberjacks, an Axe; and so on.

In addition, at the time of this writing, each character begins life with 100 Gold Pieces (GP) and a Dagger. This Dagger is used for a



**NOTE**

All characters start out with a Candle and a Journal in which you can write personal notes and information.

variety of purposes, including fighting (if no other weapon is available), gutting and skinning animals, knocking kindling off trees, making Bows and Arrows out of wood, and more.

When you're finished choosing your skills, click on the Continue button to move to the next screen, but before doing that, read on. A better understanding of Ultima's monetary functions, along with the following descriptions of various professions and skills, may prove helpful when you're choosing your character.

**TEAMWORK IS BEST**

Playing in *Ultima Online* is very difficult for the lone wolf. Teamwork is much more effective. If you're a Blacksmith, for example, you might team up with other players who have developed the Mining skill. In exchange for the ore your partners provide you with, you can make armor and weapons for them. This is a win-win situation. All players improve their skills and statistics by using them. You might even consider having a few Pure Fighter types to act as guards so the Miners don't get killed.

## The Golden Rule

*Ultima Online* is very much a real, living, breathing world in that it shares something with our real lives: money. Without money, it's hard to get a good start in the game. You do start out with 100 Gold Pieces (GP), but that amount is all too soon exhausted, so many players begin their exploration of Britannia in pursuit of wealth. With money, you can buy equipment, better weapons and armor, training in specific skills, and a variety of other items. Save enough and you might even end up buying your own castle.

Starting as a dedicated Fighter or a Pure Mage is very difficult. Without a source of income and without the skills needed to survive in the areas where monsters roam, there's almost no way to stick around long enough to become adept at your chosen profession. For this reason, most players choose a good money-making character first, then build up to what they really want to be.

Some of the better skills for getting money in *Ultima Online* are Bowcraft/Fletching, Carpentry, Blacksmithy, and Tailoring. Remember that whatever your chosen profession, you aren't limited to selling only to NPCs. You can also sell to your fellow players. If players won't give you Gold for your wares, there's nothing to stop you from bartering. Shopkeepers are stingy NPCs, so you may find better prices among the living.



### NOTE

The exception to this "golden" rule applies if you have friends or belong to a guild. In that case, you may be able to start as a Mage or Fighter or some other character and be supported and protected by your group. Thus, you can rely on others until you're strong enough to contribute to everyone's well-being.

During your travels, though, be careful not to become overloaded. For instance, if you're chopping wood, stack it all in one pile by dragging each armful of logs onto your character's icon in the game one at a time. This way, if an enemy approaches, it's much easier to toss the lot and fight or run. But if you become overloaded and can't move, you're dead. The same advice goes for anyone who's going to be carrying a lot of stuff.

Above all, watch out for Player Killers. They look for people who are innocently going about their business, often preying on "newbies" (new characters) so they can take their equipment and Gold.

## Building Your "Nest Egg"

There are many different ways to make money in *Ultima Online*. Just use your own ingenuity and creativity. Part of the fun of the game lies in creating your own little niche in society. Open up a bakery, a tavern, or your own black market. It's all out there waiting for you.

The following are some recommended professions to start with in *UO*. Remember that the skills system allows you to change as you play. You can also start a whole new character as well, if any of your five slots are still unused. The two most prevalent and lucrative professions



### TIP

There are a few "tricks" you can use in *UO*, but they aren't technically considered appropriate game play in most cases. One trick is to use someone as a "mule." What this means is that you dump a lot of stuff on another character, log off, and return to the game with another character and collect the stuff from the mule.



in Britannia are the Blacksmith and the Bowyer. The others are certainly suitable for making money, but they may take a little more time and patience.

## Blacksmith

Being a Blacksmith can be very rewarding, not only at the start of your character's career but throughout your game play. Blacksmiths have the ability to smelt ore into ingots and to make and repair armor and weapons. A Blacksmith is always in demand and can command a good price for his services, either by selling to NPCs or, more commonly, by providing services to other players. There's always someone looking for a bigger Sword or stronger armor.

To create a Blacksmith, you'll need the Blacksmithy skill (and, optionally, the Mining skill) to start with. This will supply you with Smithy tools and some ingots. Follow the procedure in Chapter 8 to mine your own ore, which you then smelt into ingots that you can use to make or repair items. Once your Blacksmithy skill is high enough, you can build above-average Plate Mail armor. This armor is far better than the armor that any NPC in the game can make, and will command a high price.

It's possible to be a Blacksmith without the Mining skill, but then you have to rely on outside sources to supply you with ore. If you're in a guild, or have friends, this may be acceptable, but for an individual, it's best to have the Mining skill to avoid being too dependent on others. If you're highly successful as a Blacksmith, of course, people will bring you ore in exchange for weapons and armor.

When you create your character, it's good to start with at least one percent of Tinkering. That way, you'll start with a set of Tinker tools with which to make or repair Smithy and Mining tools. When you're in the forge, try to hire as many Miners as possible and trade them your wares for their ingots. The most important factor in your endeavor to improve your Blacksmithy skill is a constant influx of ore/ingots. But don't expect all the Miners to come back; you'll lose some to apathy, to tool breakage, and especially to Player Killers. If you see a high-skill Miner, do your best to snag him.

**WARNING**

Blacksmith is a very popular profession, and most forges tend to be quite crowded. This can be unpleasant at times, but you may have to consider it an occupational hazard. Look for less populated forges, or join a group that has its own. (Yes, you can purchase your own forge.)

To increase your skill more rapidly, offer to repair items for other players cheaply or for free. Also, look around the forge to see if there's a high-skill Blacksmith around. If you see one, make sure you're facing him while he's smithing. This way, you'll gradually "learn" from his skill until you've reached half his total skill level. Be aware, too, that whenever anyone other than you uses the Blacksmithy skill, you'll also receive a small portion of it. Thus, crowded forges *do* have some advantages.

The ultimate aim of a Blacksmith is to become sufficiently skilled to make "above average" quality items. NPC Shopkeepers sell "average"

**TIP**

You can improve your Blacksmithy skills most quickly by working with a group. Have them bring you ore and ingots while you turn out armor and weapons for them. In almost no time, you'll become a Grand Master Smith and your fortunes will be assured.

quality non-magical items, and monsters that give non-magical items give “average” non-magical items. Thus, a Smith who can create high-quality items will never lack for a market.

## Bowyer

If you make Bows, you can sell them to Fletchers, Provisioners, Armorers, or Blacksmiths. If you can't find anyone to buy them, the best choice is to hit a Moongate (see Chapter 3) and try the next town. Sooner or later, someone will have a little extra cash and the desire to purchase your goods. In most cases, you'll be able to sell Bows somewhere and can build your *nest egg* rather quickly. Also, remember that the NPC economy will fluctuate. If you can't sell the Bows somewhere at the moment, who's to say you can't sell them there a few hours later?

To create a Bowyer, you'll need the Bowcraft/Fletching skill and the Lumberjacking skill (optional) to start with. With the Bowcraft/Fletching skill, you'll start with Boards, Shafts, and Feathers. If you choose the Lumberjacking skill, you'll also have a Practice Axe you can use to chop wood from trees. Then you can use your Dagger on the cut logs to make Bows, Arrows, or Kindling. At higher Bowcraft/Fletching levels, you can create Crossbows and Heavy Crossbows, which will naturally sell for more Gold.



### TIP

It's possible to be a Bowyer without the Lumberjacking skill, but then you have to rely on outside sources to supply you with wood. If you're in a guild, or have friends, this may work, but as an individual, you do need the Lumberjacking skill.

## Begging

A humble practice indeed, but when you see your outstretched Hat filled with coins, it can be tolerable. What else needs to be said about Begging? It's straightforward and requires no equipment—just people. NPCs can be quite generous, as can the occasional PC. All you need to start with is a high Begging skill and a plea for help. Your best bet is to beg from a Noble, if you can find one. They tend to have the most money to give.

## Hunter

To hunt, all you need is a weapon (or offensive magic) and something to hunt. The forests of Britannia are filled with all kinds of beasts and monsters. When you kill a beast, you not only increase your Fighting skills, but you also get meat, hides, or furs, which can be sold in towns



### TIP

There are some variants of the traditional Hunter character. One is the Animal Tamer. If you tame some strong animals, such as Bears, for instance, you may be able to tell them to attack other animals. For instance, a good grizzly will have little trouble with a deer or a cow. If you have two or three such animals, you can stand back and let them do all the work. Similarly, a Bard can use the Provocation skill to set one animal against another, picking up the hide of the loser. Of course, this won't raise your Combat skills or any related statistics.

or made into armor (hides only). Monsters carry a variety of additional items, some of which are rare.

## Fisherman

Ah, there's nothing like the sound of water flowing past you as your fishing line undulates below the surface of the river. To be a Fisherman, all you need is a Fishing Pole and a body of water. Simply stand by the shore, cast your line in, and hope the fish are biting. Unlike other resources, the waters are never fished out. All you need to start with is a high Fishing skill. This will provide you with a Pole and a nice-looking Hat as well. Fish are a pretty reliable item to sell, though they don't bring much money. However, if you're patient, you can build up a good nest egg this way.

## Tailor

Tailoring in *Ultima Online* doesn't exactly amount to sitting behind a sewing machine, but the end result is the same—you use your Sewing Kit on cloth and produce clothes. You can also use the Sewing Kit on hides to make Leather Armor and shoes. To accomplish this, you'll need a high Tailoring skill, which will get you a Sewing Kit and some cloth to start out with. You can then make articles of clothing and sell them to NPCs and PCs.

In addition, if you shear sheep, you'll get wool, which you can then use on a spinning wheel in a local tailor shop to create yarn. Take the yarn and use it on the loom (again in the tailor shop), and you'll create a bolt of cloth. So, with a little hunting and the loan of a Tailor's equipment (no, they don't mind if you use the equipment as long as you don't take it), you can supply yourself with cloth.

Tailors can produce many wonderful items of clothing, and with the addition of some dyes and a dyeing tub, they can create a wide assortment of colored fabrics. Anyone can dye clothes, since it doesn't require any skill, but you'll find that many PCs want their clothes dyed, because players love to dress up. It's fairly easy to stand outside a tailor shop and broadcast your ability to dye. It won't get you much per item dyed, but it won't cost you anything either, because dyes don't run out.



## Thief

The occupation of the petty Thief, while not the noblest of professions, is certainly one of the oldest. Being a successful Thief can keep you in the money. To steal from NPCs and PCs alike, you simply peek into their Backpacks. If you see anything you want, you drag it to your character. If your Snooping and Stealing skills are high enough, the item is yours. Be wary, though, for if they catch you Snooping into their Backpacks, one call to the Guards is all it takes to put you six feet under. If you wish to defer to chance, however, you can steal from another player without snooping through his belongings. Simply use the Stealing skill and target his character. By doing this, you'll attempt to steal a random item from his Backpack.

To be a successful Thief, you need to start with high Snooping and Stealing skills. Snooping allows you to peek into the target's Backpack without being noticed, while Stealing determines how successful you'll be at taking items unnoticed. A slip in either procedure, however, and the target becomes aware of your actions.



### NOTE

You must be standing relatively close to your targets to steal from them. Many players will be tipped off when you stand next to them without speaking. At least distract your victims with idle chatter while you rob them blind. (Is it any wonder that thieves don't often live long?)

## Pure Warrior

It's very difficult to start as a Fighter and gain wealth. However, if you can survive long enough to improve your skills and find ways to trade



services or adventure with others, you can gain Gold, weapons, armor, and other items of value by killing monsters. You'll need the help of your friends or a lot of luck to pursue a successful career as a pure Fighter without other money-making skills. (Of course, one other way to go is to be a Player Killer, but we wouldn't feel comfortable recommending that. You can be successful as a Player Killer, but if you want to follow that path, you're on your own.)

### Banking on Your Skills

In order to become a Mage, for example, you'll need to make enough money-making runs to get a full set of armor and weapons for a Warrior, or a Spell Book, Scrolls, and a good supply of Reagents. Once you have all you need and some extra money, your next priority should be to deposit some of it in a bank. If you have your money in a bank, it can't be stolen, and if you die, your money is still safe. Bank branches can be found in the cities of Britain, Nujel'm, and Trinsic. Also, in Yew at Empath Abbey, there is an NPC who is a banker. The money there goes into your Bank of Britannia account.

If you have some money left over, ask the Shopkeeper (or other NPCs) to *teach* or *train* you in some skill. Then go out and start working on your skills. You always have your money-making skill to fall back on if you need more cash.



### NOTE

This chapter has introduced you to some of the main starting character types. For a more personal and creative approach to character building, take a look at "Different Paths," online, where you can learn from real players what has worked for them and why.

## Character Appearance

Now that you've selected your skills, you can determine what your character will look like in the game. Your choices are gender, hair style, beard style (if desired), and skin tone. There are no real guidelines for choosing your character's appearance. It's entirely up to you. Once you've created the most impressive character you can, the one who best reflects the *real you*, click on the Continue button to move to the next screen.

## Starting Location

Next, choose the city, and the location within that city, where you want to begin your adventure. Britannia is a vast place, but with time and hard work, you can visit all of its many locations. You'll need to start somewhere, though, so you may want to base your choice of a city to start from on the types of skills you've chosen. For instance, the city of Yew has a lot of wood and game. For Hunters and for people who need to use a lot of wood, Yew is a great starting place. Table 1.2 provides some detail about the possible starting cities.

TABLE 1.2 Starting Cities

Yew	Good for hunting, lumberjacking. However, it has fewer shops where you can buy and sell goods.
Britain	Good for all shopping. Can be crowded; watch out for Thieves and Player Killers.
Trinsic	Good for shops; not quite as crowded as Britain, but still gets Player Killers and Thieves.
Jhelom	Good for Fighters in training. Smaller, less crowded.
Minoc	Good for Miners/Smiths. Is a haven for Player Killers because they know Miners will be there.
Vesper	Good for many skills. Less crowded; doesn't seem to have too many Thieves or Player Killers. Many places (at least eight) to sell Bows.
Moonglow	Good for Mages. Is less crowded.
Magincia	Not crowded at all. Not much there. Some need for minerals and ore.



## Entering Britannia

Once you've chosen your starting location, click on the Continue button and you'll be transported to the world of Britannia.

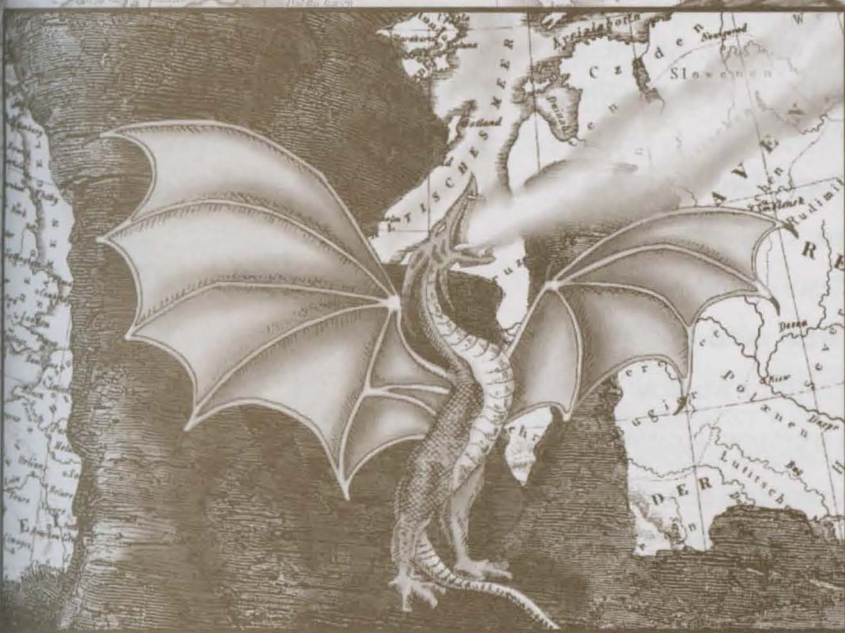
You'll start out within the town or city limits, where there are Guards and you're relatively safe. But be careful—even the cities have their own perils. Pay attention if someone steps up close to you and doesn't say anything—especially if they're not carrying any weapons (Thieves must have both hands free). This may be a Thief trying to steal from you. Also, you could be attacked in town, though it's less likely than out in the wilderness. Whatever you do, don't go wandering outside of town until you're prepared. There are many dangers in Britannia, and the weak and unprepared don't survive long. So do your homework.

In the following chapter, you'll learn how to set up your screen and the tools you'll need to begin your adventure.



# 2

# Configuring Your System



In this section, you'll learn about the various key commands and information windows you'll use during your stay in the world of *Ultima Online*. This is also a key reference section to help you better understand your options, skills, and crucial log-out capabilities.

## Using Windows



You'll find many useful information windows in *Ultima Online*—some that monitor your health and other statistics, others that show your skill levels. Additional windows give you more information about the world around you. Most windows can be closed by right-clicking on them or minimized by left-clicking on the minus-shaped button located somewhere on the window. All windows can be dragged around to different locations on the screen, whether they're open or minimized. The main *UO* windows are:

- ✦ The Paper Doll
- ✦ Backpack
- ✦ The Status window
- ✦ The Skills window
- ✦ The Options window
- ✦ The Overview window

All windows can be opened by using one of the preset macros that come with *Ultima Online*, as shown in Table 2.1. These macros can also be modified if you can think of combinations that work better for you.

TABLE 2.1 Keyboard Shortcuts

KEYSTROKE	COMMAND	MODIFIER	EFFECT
Alt-S	Open	Status	Opens the Status window.
Alt-B	Open	Spell Book	Opens any Spell Book you may be carrying.
Alt-C/Tab	War/Peace	—	Toggles between War and Peace modes.
Alt-P	Open	Paper Doll	Opens your character's Paper Doll.
Alt-K	Open	Skills	Opens the Skills window.
Alt-J	Open	Journal	Opens your Journal window.
Alt-I	Open	Backpack	Lets you look in your inventory.
Alt-R	Open	Overview	Opens the Radar View window (click again to make it bigger).
Alt-O	Open	Configuration	Opens the Options window.
Alt-X	QuitGame	—	Lets you stop playing at any time.
Ctrl-B	Bow	—	Your character bows.
Ctrl-S	Salute	—	Your character salutes.

Once you've entered Britannia, it's a good idea to set up your screen and check your stats before you begin adventuring. After you're an old hand at this, you'll probably just go through a few actions to start with and then get going. But the first time you go into the world of *Ultima Online*, you'll want to familiarize yourself with some of the options available to you. You'll start by opening your Paper Doll image.

## Paper Doll (Alt-P)

Double-click on your character in the game or use the Alt-P macro, and in a moment a window should appear, showing your character in all his or her splendor. If you've just started, your character will be a bit plain, but you'll soon find ways to add your own stylistic flourishes.

Like most *UO* windows, your Paper Doll can be minimized by left-clicking on the small dash to the right of your name, or it can be closed by right-clicking on it anywhere.



## Backpack (Alt-I)

Below the image of your character is a small Backpack. Double-click on it, or use the macro Alt-I, to see what it contains. When you first begin the game, you'll have some items in your bag, depending on which types of skills you selected to start out with. As you know, everyone starts with a Candle and a small book or Journal. In addition, you'll have clothing and possibly weapons or tools that your character will be carrying or wearing. You can pick up and move any item from your Backpack, or from your Paper Doll. Wearable items can be removed or worn, weapons and some tools can be carried or put away; you can drop any item on the ground near you, or drag it over onto another player to offer it to them.

Some items are used by double-clicking on them. For instance, the Dagger is used for a variety of purposes, such as to butcher animals or to make Bows and Arrows out of wood. For more information about items that can be used, look in Chapter 8.

## Journal (Alt-J)

Check the Journal to see the conversations and events that have happened recently. For instance, if you were a.f.k. (away from keyboard) or looked away and missed something someone said, quickly open the Journal to see whatever it is you missed.

## Peace/War (Tab or Alt-C)

This command toggles between attack and non-attack modes.

## Skills (Alt-K)

As you already know, each time you create a new character, you choose three skills for that character to begin adventuring with. For instance, a Bowyer might choose Bowcraft/Fletching, Archery, and Lumberjacking. An Animal Tamer might choose Animal Taming,



Animal Lore, and Veterinary. However, you may want to choose other combinations, depending on which skills you most want to use when you enter the game.

The first three skills are only the template for your starting character. Every skill in the game is available to every player, and you gain proficiency in skills by using them. For instance, to be a better Fighter, you'll need to fight someone or something. To be a better Blacksmith, you'll need to smelt ore and make things from the ingots. If you don't use a skill, it will eventually become less effective. You can see your current skill rating by opening the Skills Window, which you can access from the Paper Doll window.

### Skill Types

There are two basic kinds of skills: those you use actively and those that simply increase with repetition of a specific action. For instance, a skill you might use actively is Tracking. You select Tracking from the Skills window; then you determine what you want to track: animal, creature, or human. Stealing is another active skill. You must choose Stealing, then designate a target you'll attempt to steal from. Lumberjacking and Mining are examples of skills that are not used actively, but if you chop some trees or mine some ore, your stats in the associated skills will continue to rise.



#### NOTE

Because skills are so critical to the enjoyment of *Ultima Online*, you'll find a lot more information about them throughout this book. In particular, check out Chapter 8.



It's a good idea to use a variety of skills frequently. For instance, if you start out with a minimal rating in Tracking, keep using that skill during idle moments in the game. Not only will your Tracking ability improve, allowing you to locate animals, monsters, or people nearby, but your Intelligence attribute will also rise, since the use of Tracking also increases Intelligence. (Likewise, other skills increase other attributes; for example, Blacksmithy increases Strength.)

## Status (Alt-S)

The Status window shows your character's statistics.

## Strategy

At present, this window is non-functional.

## The UO Guide

The small book to the left of your image is a link to the *Ultima Online* website. Double-clicking on it will open your default browser, if necessary, and will log you onto the website, where you can look for answers to any questions you may have.

## Options (Alt-O)

When you click on the Options button in your character's Paper Doll window, it opens a window with four areas accessed by tabs at the top. The four options are General, Macros, Filters, and Friends. At the bottom of the window are four buttons: Cancel, Save, Default, and Apply.

- |                |  |
|----------------|--|
| <b>Cancel</b>  | Cancels any changes you've made since you opened the Options window or since you last saved changes. |
| <b>Save</b>    | Saves any changes you've made in the Options window.   |
| <b>Default</b> | Resets the options to their original status.   |
| <b>Apply</b>   | Activates your changes for the current game session. Does not save them.                             |

We'll look at each tab at the top of the window—General, Macros, Filters, and Friends—separately.

### General Options

When you first open the Options window, it displays the General options. On this tab, you can change the color of the text you type and the color shown when you use Emote commands (see Table 2.2). You can also switch between full screen and partial, turn sound and music settings either on or off, or adjust their volumes individually. If you're satisfied with the changes you've made, you can click on Save to save them, then close the window. If you don't like the settings, you can click on Default to return everything to the original settings, or Cancel to keep them from becoming permanent. Click on Accept to save the settings only for the current play session.

### Macros

Macros may be one of the most important aspects of the game. You'll want to experiment with macros and define the ones that represent the way you play the game. As shown in Table 2.1, *Ultima Online* comes with several macros already defined. As useful as those pre-made macros are, you can, and will, create many more for your own style of play. One keystroke can actually handle several actions, and with some experimentation you can accomplish some complex tasks with great ease. Table 2.2 shows you the options you can choose from.

Here's an example of a macro that uses multiple actions. Often when you first enter the game, you want to open your Backpack, your Status (minimized), and the Radar Map. To do all this, you would create the following macro:

- ♣ Open Status
- ♣ Minimize Status
- ♣ Open Backpack
- ♣ Open Overview

Be careful when you're defining macros. If you try to do too much in a single macro, it may not work. Experiment with combinations.



TABLE 2.2 Available Options

Say	Preset something you want your character to say at the push of a button. For instance, if you're selling Crossbows, you might want to make a macro saying, "The finest Crossbows in Britannia for sale. Dirt cheap!" You can also string different actions onto this. For instance, you might make your pitch, then add a Bow to your macro, or have your character walk in a certain direction to reposition you in a new place.
Emote	Use Emote to indicate an action that isn't speech. For instance, if you want to smile at a friend or wink, you would use Emote. You can attach an Emote action to a macro. If you want to Emote without macros, type a colon (:) before you type the action you want to perform.
Whisper	Whisper has pretty much the same options as Say. The difference is that your text will be "heard" only in adjacent squares. To whisper without using macros, type a semicolon (;) before you type your speech.
Yell	Yell has pretty much the same options as Say. The difference is that your text will be "heard" only in adjacent screens. To yell without using macros, type an exclamation mark (!) before you type your speech.
Walk	With a keystroke, you can tell your character to walk in a specific direction. Hold down the macro keys to keep your character walking in that direction. You can use this macro technique to create your own keyboard movements if you like.
War/Peace	Toggles between War mode and Peace mode. Same as Alt-C or Tab.
Paste	Allows you to paste from an outside application, such as Notepad, into a book or bulletin board within the game.
Open/Close	Use Open and Close to open and close windows such as Configuration, Status, Backpack, and so on.
Minimize	Like Open and Close, Minimize works with various <i>UO</i> windows and puts them in their minimized state.
Maximize	Like Open and Close, Maximize works with various <i>UO</i> windows and puts them in their fully open state.
Open Door	Self-explanatory.
UseSkill	UseSkill is a very important macro. It allows you to map any of your action skills to a keystroke. Available skills are Anatomy, Animal Lore, Animal Training, Arms Lore, Begging, Cartography, Detecting Hidden, Enticement, Evaluating Intellect, Forensic Evaluation, Hiding, Inscription, Item Identification, Peacemaking, Poisoning, Provocation, Spirit Speak, Stealing, Taste Identification, and Tracking. For more information on each skill, see Chapter 8.
LastSkill	Reuse the last skill you used.
CastSpell	Cast a specific Spell from the pop-up list. You must have the necessary Reagents and Spell available.

TABLE 2.2 Available Options (continued)

LastSpell	Recast the last Spell you used.
LastObject	Reuse the last object you used.
Bow	Execute a bow.
Salute	Execute a salute.
QuitGame	Quit the game.

Another very common use of a macro is the LastObject command. Suppose you're a Lumberjack chopping wood or a Miner digging for ore. Without a macro, you'd have to click on your Axe or Pick each time you wanted to perform an action. It's much easier to use LastObject to do repetitive tasks like that. Of course, you'll want to assign commonly used skills to macros. For instance, if you're an Animal Tamer, you might want to assign Animal Taming, Animal Lore, and even Tracking to macros.

In time, you can create a useful variety of macros. Remember, you can use the Ctrl, Alt, and Shift keys singly or in combinations. You shouldn't run out of possibilities.

## Filters

The Filtering options have two aspects. One is to filter obscene language; the other is to filter out people who annoy you. You can edit the list of possibly offensive language and click on "Filter Obscenity." Also, if a person really annoys you, open this window and double-click on "New." Use the target cursor on the person you want to silence and you won't have to listen to him or her any more. Be aware, however, that silenced people can still attack you or attempt to steal from you.

## Friends

The Friends option allows you to see if particular buddies are currently in *Ultima Online* and on the same server as you. To add someone to your list of friends, stand near them and double-click on "New" under



## NOTE

If you want people to add you to their list, you can click on "Permit All" to allow anyone to add you, or you can give specific permission by double-clicking on "New" under the Permit Notification heading and then using the target cursor to click on the character you'll allow to add you.

the Friend Notification heading. Then use the target cursor to select the friend you want to add.

## Minding Your Manners

Your primary method of communication with people and NPCs in the world of *Ultima Online* is through typed conversation. Ordinarily, you simply type what you want to say and press Enter. Your text will appear above the head of your character in the game and will follow you as you move. After a few moments, your speech will disappear.

There are several ways to express yourself. First, you can talk normally, as we've described. Or you can talk "loudly," or yell, by typing in capital letters. (This is not considered polite.) You can also use the Yell command (!) before typing your speech, which will cause what you say to be broadcast over several screens. The Whisper command (;) will make your speech heard only a few squares from your position instead of all over the screen.

You can use the Emote command (:) to cause what you type to appear in a different color. Emote statements are usually used to indicate an action or state of being rather than a direct statement. For instance, you might say, "I am very grateful" when someone helps you,

or you could use Emote and type **Grateful** which would appear in a different color as \*Grateful\*.

If you want to repeat something you've just said, use the special keyboard command Ctrl-Q, then press Enter again. (To repeat something often, create a macro.) You may want to create macros such as "Guards, HELP!" or "Tailoring Done Here," or macro greetings such as "Hail, my friend." Macros can save you time and can even save your life. If you're attacked, you may not have time to type "Guards, HELP!" But a simple combination of buttons—Ctrl-H, for instance—will bring any nearby Guards to your rescue instantly.

### Online Etiquette

There are certainly some ways to disturb your fellow players, and you may want to avoid those. Here are a few tips:

- ❖ **Avoid spamming.** Spamming is the unnecessary broadcasting of text into the environment, especially long text that tends to obscure the screen for other players. This will not be appreciated.
- ❖ **Watch your position.** Be aware of your position relative to others and try not to block someone else's speech with your own. Try to stand in a position that allows everyone's speech to be seen.
- ❖ **Be polite.** There's really no reason for rudeness in the game. There will be times when the screen is crowded or you're in a bad mood, but being polite is well worth the effort. We're all in the game together, and you'll get a lot more cooperation if you communicate in a good spirit. You may think it's funny to call people names or to taunt someone, but unless it's done in the spirit of role playing, it may not be funny to someone else. Exercise restraint.
- ❖ **Be considerate of people's privacy.** By all means go up to people and greet them. But if someone tells you they'd rather not talk, or if they seem to be engaged in another conversation or action, don't push yourself on them. Either wait until they're free or find someone who's in the mood for company.



- ♣ **Offers of help and assistance can bring you great rewards.** If you can offer someone help, advice, Gold, or any other benefit, you'll make friends, and in *UO*, friends can be more than fun to hang out with. They can also save your life! Don't hesitate to be generous when you can safely be so.
- ♣ **Don't block the way.** Though this warning is not technically concerned with speech, it's very important that you be aware when you're blocking doorways and other areas where people are trying to move. These places include forges, areas near training dummies, and other places where people gather. Move out of the way of others. Also, if you're trying to enter a crowded building, let people who are leaving come out first. This makes room for you and lets them get on with their business.

## Log Out or Alt-X

This command stops play in *Ultima Online* and returns you to the opening screen.

When you log out of *UO*, your character will remain in the game for about five minutes (real time), so you don't want to log out in the middle of a dungeon or any other dangerous place. Listed below are three very safe ways to log out of *UO*, followed by some other reasonably acceptable options:

- ♣ The best place to log out is in an Inn. When you do that, your character disappears instantly.
- ♣ If you have a Bedroll, knock some kindling off a nearby tree with your Dagger, drop the kindling on the ground, and double-click on it until it lights. Wait until you get the message that your camp is secure, then double-click on the Bedroll to log off. Your character will disappear instantly.
- ♣ If you're inside a building you've purchased *and you have the Key in your possession*, you'll log out instantly.
- ♣ Have one or more friends watch over your character until it disappears.



## NOTE

Log Out takes you back to the Main Menu so you can log on again. The macro Alt-X actually closes the program and returns you to the desktop.

- ✦ Find a secluded place in a town, possibly near a Guard or behind the roof of a building, and log out from there. Chances are you'll be safe for the time your character remains.
- ✦ As a last resort, hide behind a tree where casual passersby won't notice you. This is still very risky, but it will work in an emergency.
- ✦ In really dangerous situations, use the Hiding skill to become invisible before you log out. It will give you a better chance of survival.

If you happen to lose your Internet connection or are otherwise accidentally bumped from *UO*, be sure to return as soon as possible, especially if your character was left in an unsafe location. If you don't return quickly, anything could happen.

Lastly, if you're going to log out anywhere but one of the first three (completely safe) places listed above, be sure to take precautions against Thieves. Put all your belongings inside a second Backpack in your main one. This will make it much more difficult for Thieves to pick your pocket while you're vulnerable.

## Call GM

This option calls a Game Master (GM). Use it only if you really need help. It will initially call a volunteer Counselor. The Counselor can help you with problems or can answer questions, but there are only a few Counselors and they're very busy, so try to be considerate about calling



them. For normal situations, you should be able to find another player to help you.

If your situation is really serious, a Counselor has the ability to call a GM, but be prepared to wait some time, because there are even fewer GMs online at any one time than there are Counselors.

Keep in mind that if you really misbehave and don't cooperate with a Counselor, he or she can put you in a jail cell for any length of time. Also, don't bother to try to attack a Counselor. It can't be done. And don't try to mess with a GM unless you really have a death wish. (See the Introduction for more information about GMs and Counselors.)

## Completing Your Configuration Session

When you're done with the various options:

- ✦ Click on the Save button to save all your changes. If you close the window without saving, your changes will not be kept.
- ✦ Click on Cancel if you've changed your mind.
- ✦ Click on Default if you want to return all the options to their original settings.
- ✦ Click on Apply to activate your changes for the current game session only. It doesn't save them.

In the next chapter, you'll learn how to get your bearings and move around in the world of Britannia.

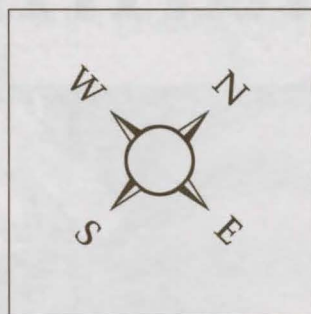
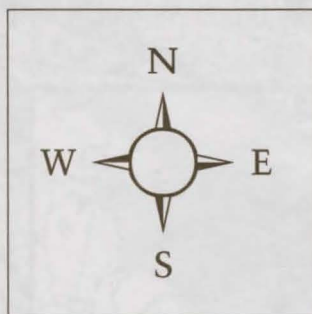
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# Movin' and Shakin' in Britannia



**I**n this chapter, you'll learn the basics of map reading and moving around in the world of Britannia, whether it's on foot, on horseback, by sea, or via the portals known as Moongates. When you initially arrive in the game, the best course is to spend some time just walking around to get a feel for the environment before you investigate other modes of transportation. But before you attempt this, it's important to understand the lay of the land and the orientation of the map.

In Appendix A, you'll find complete maps of all the cities and Dungeons in Britannia, as well as an overall map of the land. These maps are oriented like any other map you might read, with north at the top of the page. The online world of Britannia, however, is oriented differently—all the base directions are rotated 45 degrees. To make it simple, north is not the top of the screen; it's the upper-right corner of the screen. Likewise, south is not the bottom of the screen; it's the lower-left corner of the screen. East and west are treated the same way.



This system may seem confusing at first and will take some getting used to, but one trick that will help you get the hang of it is simply to rotate your paper map 45 degrees to the right so it will match the screen.

# Walking and Running



Walking is the simplest and most common form of travel. To walk, simply point the mouse cursor in the direction you want to walk and click the right mouse button. When you right-click, your character will step in the direction of the cursor.

In terms of movement controls, running is simply fast walking. If you experimented for a while with movement using the mouse, you probably found out that the farther away the cursor was from your character, the faster you moved. That's how running works.

To move your character at a casual stroll, keep the cursor a couple of inches away from your character. To move at a dead sprint, position the cursor near the edge of the screen. Remember that while running, your character will run in the direction your mouse is pointed.

## Continual Movement

You'll find out quickly that having to right-click all the time gets rather tiresome. There's an easier way to walk, and that's Continual Movement. To use it, simply place the cursor some distance away from your character in the direction you want to travel. With the cursor extended away from your character, click and hold the right mouse button. Your character will continue moving in the direction of the cursor until the button is released or your character comes up against an obstacle, such as a wall or a tree. Changing direction is easy when you're in Continual Movement mode—simply move the cursor around while holding the right mouse button down and your character will move accordingly.

It may take a while to get the hang of it, but Continual Movement is really quite simple. Spend your first few minutes online getting used to moving this way. When you feel comfortable with Continual Movement, there's another trick you can use to avoid holding the right mouse button down. While you're in Continual Movement mode (the



right mouse button is depressed and your character is moving), single-click the left mouse button and release both mouse buttons. Voilà, now your character is moving and your fingers can relax! You'll find this comes in handy, especially for those longer treks across Britannia.

## Pathfinding

Pathfinding is another handy option built into the game; it allows the computer to select the best path between your character and your destination. This is extremely useful in crowded buildings and in the thick jungle, because the program itself maneuvers your character around obstacles.

To pathfind, place the cursor where you want your character to end up and double-click with the right mouse button. Then sit back and watch your character maneuver around obstacles to the target location. The text "Pathfinding" will appear above your character when this option has successfully been invoked.



### NOTE

Pathfinding will not move obstacles or automatically open doors.

## Keyboard Movement

If you're a terminal mousephobe, you may opt to use your keyboard. To execute moves using the keyboard, just hold down the arrow keys or the outer numbers (arrow keys) on the numeric keypad. Your character will move in the direction of the key you press.

# Horses



If you feel like playing Lone Ranger, horses can be purchased in cities that have stables. Some of the remote islands even have wild horses that can be tamed and then used. Once you purchase a horse, your character automatically assumes a riding position. To get on and off a horse, double-click on the horse. Traveling on horseback is the same as if you were walking or running—just faster. By saving time, you can cover distances rapidly and conserve your stamina; this keeps you ready for a fight. You can also enter all buildings, as well as Moongates, while you're on a horse, so horses are a preferred mode of transportation when you can afford to buy one.

Keep in mind that horses are pets, and you must treat them as such or they will get disgruntled and leave you. The main thing to remember with horses—as with all pets—is that you must feed them. If you starve them, you'll get a message saying they're annoyed. Some additional commands you can use with horses are:

- ♣ **horse name stay**—Commands the horse to stay where you dismounted.
- ♣ **horse name guard**—Commands the horse to guard the character you select.



## WARNING

You can't ride a horse unless you own it. To pass a horse on to another player, you must tell the horse that the player is a friend, then release the horse.



- ♣ *horse name friend*—Commands the horse to stop following you and become the property of the player you select.
- ♣ Right-click and drag on the horse to open the status box for the horse. If you click in the box, you can rename the horse anything you like.

## Ahoy, Mateys!



Got the urge to play Captain Ahab? Then purchase a ship from a Shipwright at the docks in any port city. When you purchase a vessel, the Shipwright will give you a deed of purchase, which must be “used” at the ocean shore to build the actual ship.

Ships move your character even faster than horses do and you need them to reach certain islands. Smaller ships can easily hold a dozen passengers (although they’ll be a bit crowded), while larger ships can easily accommodate dozens of passengers. Every ship comes staffed with a Tillerman. Bear in mind that ships *can’t* be locked and are easily stolen, so be careful when you buy one. You may even want to consider hiring some Guards to protect your floating investment.

Should you indeed take to the high seas, a few additional tips will prove valuable. The first is that PCs can’t swim and they can’t be forced overboard, but a PC who falls overboard will wash up on the nearest



**WARNING**

Be careful where you build your ship. You don’t want to build it in a location where you can’t reach the ocean. Also note that ships can’t pass under bridges.



## Chapter 3: Movin' and Shakin' in Britannia

island or coastline. Second, if you leave your ship, you risk losing it. If all PCs on board log off during a voyage and don't return, the ship can be lost at sea. If this occurs, your ship may not be there the next time you log on. If, however, you log off near shore or in a port, you'll have your ship when you log on the next time. Occasionally, if you log off along a remote coast and you're away from the game for a long time, your ship may have disappeared when you return. If you leave for an extended period of time, you should plan to check on the ship occasionally.

### Naming Your Ship

You can name your ship, like many other items in *Ultima Online*. To name the ship, simply stand by your Tillerman and type **Set Name** *boat name*. Instead of *boat name*, put the name you want for the ship. You can also ask the Tillerman to "Remove Name" or ask him the "Name" of the ship.

### Walking the Plank

To embark on (or board) a ship, you must extend the gangplank by clicking on the side of the ship. To retract the gangplank, click on the side of the ship a second time. With the gangplank extended, you can either double-click the right mouse button on the gangplank or simply "walk" your character aboard the ship. Double-click on land (with the gangplank extended) to disembark.

### Cargo

Ships are an excellent way to transport large quantities of cargo. For example, if you have a mining operation and need to transport ore from the mines to the Smithy, a ship can carry much more than several characters can. In fact, a ship can carry an infinite amount of stuff in its forward cargo hold, which functions much like the Backpack your character carries. You can store lots of items in the cargo hold, but, alas, you can't sleep there.



## Navigation

As you already know, the ship is steered by the Tillerman, who is an NPC in your service. He never leaves the ship and can't fight, though he may have a few tales of the sea to share. The Tillerman will obey any PC or NPC who is closest to him. Therefore, while Tillermen will obey your commands, they would not be overly loyal to you if someone stole your ship.



### TIP

In battle situations, try hiring a Guard to stand next to your Tillerman. That way, if an enemy comes by and tries to give your Tillerman an order, he won't obey, since the Guard is closer to him.

To move the ship, you must give the Tillerman the following commands:

- ♣ **Unfurl sail or forward** (moves the ship forward)
- ♣ **Furl sail or stop** (stops the movement of the ship)
- ♣ **Drop anchor, raise anchor** (toggles ship movement either on or off)
- ♣ **Turn left, starboard, left, drift left** (turns the ship to the left)
- ♣ **Turn right, port, right, drift right** (turns the ship to the right)
- ♣ **Forward left, forward right, backward left, backward right, back left, back right, backwards, backward, back** (move as indicated)
- ♣ **Turn around, come about** (turn around and proceed)

- ♣ Slow forward, slow left, slow right, slow backwards, slow back (move as indicated)
- ♣ One forward, one left, one right, one backwards, one back (move slightly ahead or back, then stop)

## Charting Your Course

The above commands are good for tight maneuvering close to islands and other ships. However, for long voyages, there's an easier way to navigate: by charting out a course on a Map. Any Map can be used, as long as it shows the body of water the ship is on. This includes Maps bought in shops or Maps made by PCs using the Cartography skill.

Every Map has a button you can click on to chart a course for your ship. Once you're in Navigational mode, you select your course on the Map by placing "pins" in it along the course you want the ship to travel. The ship will automatically begin moving from pin to pin along the course you've laid out. It travels in a straight line, so if there's an obstacle in your path, the ship will stop next to the obstacle until you rechart your course.

## Combat at Sea

While you're aboard a ship, be aware that combat is possible. You can be attacked by sea monsters or by other ships. The ships themselves cannot be sunk, but the passengers on deck can be wounded as though they were on land. In addition, missiles can be shot between ships and you can attempt to maneuver the ships close enough for one crew to fight the other in hand-to-hand combat. Needless to say, the victor can claim both ships as his.

## Moongates



Perhaps the finest and most common mode of quick travel throughout Britannia is the Moongate system. Best of all, Moongates are free.



What money-scrounging adventurer wouldn't love that? In short, Moongates are portals, or doorways, that link to other Moongates throughout the land.

Before we talk about the actual process that makes the gates work, it should be noted that any Moongate can be reached by simply entering one gate after another until you reach the right one. Sometimes it can take a while, but it's easier than trying to calculate when to step through. If you decide you want to understand the way Moongates work and not just rely on trial and error (lots of error), you'll need to grasp some of the complex physics of Britannia.

## Two Moon Junction

Britannia has two moons, Trammel and Felucca, and Moongate travel is based on their regular phases. Each of the eight Moongates we know about is located near a town. There are Moongates near Britain, Yew, Minoc/Vesper, Magincia, Moonglow, Jhelom, Skara Brae, and Trinsic.



### NOTE

The Minoc/Vesper Moongate is approximately equidistant from the two cities, and therefore can serve either, though it's technically the Minoc gate.

When you step into a Moongate, your destination is determined by the current phases of the two moons. Because the phases are regular, destinations change according to a definable schedule, as shown in Table 3.1, the Moongate Travel Schedule.

The order of towns connected through the Moongates is: Moonglow, Britain, Jhelom, Yew, Minoc/Vesper, Trinsic, Skara Brae,

## FINDING MOONGATES

Before you can use a Moongate, you'll have to find it. If you have a Sextant, finding Moongates is much easier. Just use these coordinates:

Moonglow Moongate (29°47'N 220°48'E)

Britain Moongate (29°16'S 5°41'E)

Jhelom Moongate (158°39'S 13°13'W)

Yew Moongate (76°31'N 38°31'W)

Minoc/Vesper Moongate (81°42'N 96°46'E)

Trinsic Moongate (116°24'S 35°21'E)

Skara Brae Moongate (39°16'S 47°56'W)

Magincia Moongate (45°04'S 157°42'E)

Magincia, and back to Moonglow. If you analyze this sequence, Britain is one step from Moonglow. Jhelom is two steps from Moonglow, and so on.

If you have a Sextant, you can read the phases of the two moons directly. The way you can determine your destination is to count the number of phase steps between Felucca and Trammel.

The phases cycle as follows: New, Waxing Crescent, 1st Quarter, Waxing, Full, Waning, 3rd Quarter, Waning Crescent, and back to New. So if Felucca is Full and Trammel is New, entering the Moongate will take you four steps. If you enter from Moonglow, you'll end up at the Minoc/Vesper gate.

If you don't have a Sextant, you'll want to use Table 3.1, the Moongate Travel Schedule. You'll need to know the current Britannian time. If there's a Guard at the Moongate, you can ask him for the time. Or get a Clock from a Tinker and check that.

TABLE 3.1 Moongate Travel Schedule

STEPS TO DESTINATION	TIMES YOU CAN TRAVEL					
Nowhere	12:00–12:10	2:00–2:10	4:00–4:10	6:00–6:10	8:00–8:10	10:00–10:10
1 Step	12:10–12:30	2:10–2:30	4:10–4:30	6:10–6:30	8:10–8:30	10:10–10:30
2 Steps	12:30–12:40	2:30–2:40	4:30–4:40	6:30–6:40	8:30–8:40	10:30–10:40
3 Steps	12:40–1:00	2:40–3:00	4:40–5:00	6:40–7:00	8:40–9:00	10:40–11:00
4 Steps	1:00–1:10	3:00–3:10	5:00–5:10	7:00–7:10	9:00–9:10	11:00–11:10
5 Steps	1:10–1:30	3:10–3:30	5:10–5:30	7:10–7:30	9:10–9:30	11:10–11:30
6 Steps	1:30–1:40	3:30–3:40	5:30–5:40	7:30–7:40	9:30–9:40	11:30–11:40
7 Steps	1:40–2:00	3:40–4:00	5:40–6:00	7:40–8:00	9:40–10:00	11:40–12:00

If you have neither a Sextant nor a way to get the current time, you can intuit where the phases are by trial and error and by observing where you go when you enter the Moongate. Remember the order of the cities.


**TIP**

The order of cities in the Moongate system is: Moonglow, Britain, Jhelom, Yew, Minoc/Vesper, Trinsic, Skara Brae, Magincia, and back to Moonglow.

The order of phases of the two moons is: New, Waxing Crescent, 1st Quarter, Waxing, Full, Waning, 3rd Quarter, Waning, and New again.

Remember this information.

## Practice Makes Perfect

You can travel through Moongates in three ways: by trial and error, by using a Sextant to determine the phases of the moons, or by checking the time and using our Moongate Travel Schedule. In any case, you'll need to know the Moongate order. If you have no Sextant and don't know the time, you'll just have to wing it.

### If You Have a Sextant:

1. Determine the current phases of Felucca and Trammel.
2. Count the number of steps between Felucca's phase and that of Trammel.
3. Count the same number of steps on the town list.

SAMPLE QUESTION: Felucca is Waning. Trammel is 1st Quarter. How many steps is that? You're in Trinsic. Where will the Moongate take you?

ANSWER: Trammel is five steps from Felucca. You'll start in Trinsic and end up in Jhelom.


### If You Know the Time:

1. Check the Moongate Travel Schedule to determine how many steps you'll jump at the current time.
2. Wait until the timetable tells you the right number of steps to get to your destination.
3. Enter the Moongate.

SAMPLE QUESTION: You're at the Skara Brae Moongate. The time is 5:35. You want to get to Jhelom. How long do you have to wait?

ANSWER: This is actually a trick question. Since from 5:30 to 5:40 Moongates will travel six steps along the city list, you can jump from Skara Brae to Minoc/Vesper and immediately jump again to end up in Jhelom without waiting a long time. Or you could wait until 7:00 to jump directly, but why would you?

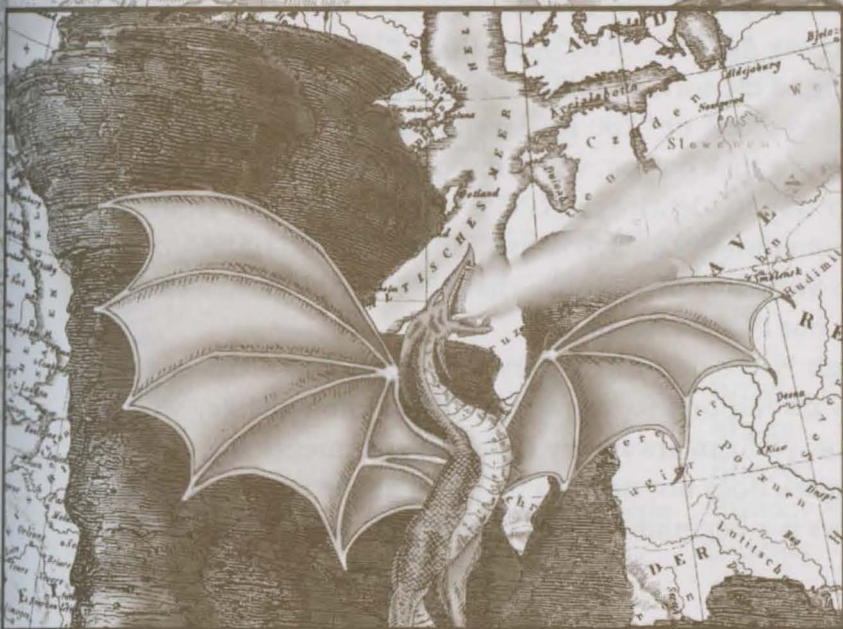



 WARNING

Moongates are supposed to be patrolled by Guards, but don't count on it. Player Killers often show up at Moongates, so travel with caution.



# 4 Dealing with NPCs



This chapter is devoted to a study of those wonderful characters you'll meet throughout Britannia—the Non-Player Characters, or NPCs. NPCs are characters in the game who are controlled by the computer. They have very limited artificial intelligence and a very limited spectrum of available options. However, they will talk to you, relate important information, offer training in skills (for a price), buy from you and/or sell to you, or even work for you.

## How to Identify an NPC



NPCs look pretty much like the other characters in the game, but there is one generally reliable way to tell whether a character is a player or not: If you say “Hail,” “Hi,” “Hello,” “Howdy,” “Greetings,” or something of the sort, an NPC will respond with something like “I am listening to thee,” or “You have my attention.” Real players, unless they’re playing a trick on you, won’t respond that way.

Another way to identify an NPC is to open its Paper Doll. NPCs will have something like “Sylvia the Tailor” instead of “Algonquin, Apprentice Swordsman.” (Notice that NPCs don’t have a skill level designation but PCs always do.)

Although NPCs don’t have very well-developed artificial intelligence, they do respond to key words. If you know the key words, it helps. If not, you can always try different statements and questions (question mark does not need to be typed at the end of questions). What follows is a beginning list of keywords you can use with NPCs.

## GENERAL KEYWORDS FOR ALL NPCs

Avatar	Jhelom	Ruler
Blackthorn	Job	See ya
Britannia	King	Serpent's Hold
Buccaneer's Den	Leave me alone	Shrine
Bye	Lord British	Skara Brae
Capitol	Magincia	Take a hike
Cove	Moonglow	Trinsic
Farewell	Name	Vesper
Go away	New Magincia	Virtue
Greetings	Nujel'm	Yew
Hasta la vista	Occupation	Yo
Hello	Ocillo	
Hi	Profession	

## HIRING

If you want an NPC to work for you, try using these words:

Hire	How are thou	What's wrong
Hireling	Thou fare	You fare
Hiring	Thou need	You lack
Mercenary	Thou require	You need
Servant	Thou want	
Work	What is wrong	

## CITY- AND PLACE-SPECIFIC KEYWORDS

These are words you can use in specific cities and places:

## Britain

Alchemist	Bard	Bread
Ankh	Bay	Bridge
Armor	Blacksmith	Brittany
Armour	Blackthorne's Castle	Brittany River
Artisan	Blue Boar	Butcher
Baker	Boats	Camp
Bank	Bowyer	Carpenter



Cartographer	Great Bridge	Poor gate
Castle	Great Northern	Provision
Cat's Lair	Guild	Resurrect
Cemetery	I'm lost	River
City wall	Jewel	River's Gate
Clothes	LB	Sage advice
Clothiers	Leather	Ships
Conservatory	Lighthouse	Steal
Crypt	Mage	Sweet dreams
Customs	Mages' Guild	Tanner
Customs house	Mage shop	Tavern
Cypress Bridge	Mage tower	Temple
Death	Magic	Theater
Dummies	Mausoleum	Undead
Dummy	Mechanician	Unicorn's Horn
Ethereal	Miners	Vet
Ethereal goods	Mining Guild	Virtue's Pass
Farmers	Minstrel	Wall
Farms	Moat	Warrior
Fighter	Oaken oar	Where am I
Fletcher	Oceans	Woodworker
Gate	Old Keep	Where is
Graves	Orc	
Graveyard	Paws	

### Buccaneer's Den

Ale	Fort	Provisioner
Armor	Fur	Smith
Armour	Heal	Supplies
Bath	Hide	Tanner
Cove	Inn	Tavern
Dock	Lighthouse	Woodworker
Drink	Orc	

**Wind**

Eat	Lab	Reagent
Food	Library	Scholar
Forest	Magic	Supplies
Healer	Mushroom	Tailor
Inn	Provisioner	Wood

**Yew**

Abbey	Farm	Meat
Baker	Flour	Mill
Bowyer	Food	Prison
Butcher	Gaol	Produce
Cemetery	Healer	Storehouse
Court	Jail	Wine
Empath	Market	Woodworker

**Jhelom**

Ale	Clothes	Grave
Amber	Clothier	Guard
Amethyst	Diamond	Guardhouse
Armor	Dock	Guard tower
Armorer	Drinduel	Hammer
Armourer	Drink	Healer
Axe	Dueling pit	Healing
Baker	Emerald	Horse
Bakery	Farmer	House
Blacksmithy	Fighters' Guild	Inn
Carpenter	Fish	Jeweler
Cartographer	Fishers' Guild	Library
Cemetery	Gem	Mace
Citrine	Gold	Mage
City Hall	Good	Map



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Mapmaker	Silver	Thieves' Guild
Pit	Sleep	Tinker
Provision	Supplies	Tourmaline
Ranch	Supply	Town Hall
Rubies	Sword	Warehouse
Ruby	Tailor	Weapon
Sapphire	Tavern	
Scorpion's Tail	Theater	
Shipwright	Theatre	

### Magincia

Allies	Council	House of Parliament
Architecture	Craft	Inn
Artist	Dock	Item of protection
Artwork	Fish market	Jeweler
Baker	Healer	Kidnap
Cartographer	History	Lyceum

## What Can NPCs Do for You?



Knowing how to get what you want or need from NPCs will be a great help when traveling through Britannia. The first step is to identify the kind of NPC you're dealing with. There are many kinds of NPCs, but the three essential categories you'll find are Shopkeepers, Citizens, and Guards. (For detailed firsthand encounters with Guards, see Chapter 5, "Staying Alive.")

### Shopkeepers

Of all the NPCs, the Shopkeepers are the most interesting. For instance, you'll be able to interact with a Tailor to buy and sell cloth, hides, and

similar items. You may even be able to ask for training in Tailoring and other skills that the NPC may be able to teach. Clearly, if you deal with a Shopkeeper, your options are to ask for information, to buy or sell, or to ask for training. Other NPCs vary by profession. If you want to learn about Musicianship, you would not expect to ask a Warrior, nor would you likely ask a Bard for information about Arms Lore.

## Shopping

You can buy items from and sell items to any Shopkeeper. To buy something, get their attention by saying “Hail” or “Hello” or something, then say “Buy.” An inventory/order scroll will appear. Double-click on items you want to purchase and they’ll be listed on your bill of sale. When you are finished, click on the Accept button to complete the transaction. If you change your mind, click on the Clear button to clear the bill of sale.

To sell something, get the Shopkeeper’s attention and type **Sell**. The Shopkeeper will respond in one of several ways:

- ♣ If the shop has no more Gold to buy items with, the Shopkeeper will say: “Sorry, I cannot afford any more of that right now.”



### TIP

Not all stores sell at the same prices. In fact, prices of items may vary from one region to another, and will change according to the principle of supply and demand. What this means is that if an item is in great demand, its price will naturally tend to rise as supplies dwindle. If an item is not selling and there is a surplus of it, its price may fall.



- ♣ If the Shopkeeper isn't interested in anything you have to offer, you may get this response: "You have nothing I would be interested in."
- ♣ If the Shopkeeper is interested, a window of available items in your Backpack will appear in a bill of sale scroll. Click on the items you want to sell and then click on Accept to complete the transaction. Be aware that not all Shopkeepers are interested in every item. For example, a Tailor probably won't want a Magic Sword, and a Butcher probably won't buy Spell Reagents. This is all common sense, but you can experiment to find out who buys what and at what price.

## Banking on NPCs

If you're successful in Britannia, chances are you'll collect a sizable amount of Gold. As you've already learned, it's dangerous to carry all your money with you, not to mention that Gold is heavy and enough of it will weigh you down. That's when the Bank of Britannia is happy to take your deposits and withdrawals.

In addition to placing your hard-earned wealth in a safe place, you can use money in your bank account to purchase directly from NPC Shopkeepers—provided the amount of the purchase is greater than 2000 GP (and assuming, of course, that you have that much in your account). Banks are located in Britain, Trinsic, Vesper, and Yew (a monk in Empath Abbey).

Knowing how to communicate with Bankers is important. To deposit Gold in your account, simply drag the Gold onto the Banker. That amount will automatically be credited to your account. Simple commands enable you to perform simple functions. To check your bank balance, say "Balance." To withdraw money, say "Withdraw *x*" (*x* being the amount of Gold you want). To take all your money out of the bank, say "Withdraw all."



## The Yodas of Britania

If you have some extra money, a great way to get used to new skills, or to improve existing ones, is to purchase training from an NPC. When you get an NPC's attention, say "Teach" or "Train," and the NPC will tell you what skills it has available for training. If you see a skill you want to learn more about, ask for training in it. For instance, to train in Camping, say "Train Camping." The NPC will then tell you how much it will cost you to learn all it has to teach. You can pay the full amount to get its entire training, or pay less for less skill advancement. Be aware, though, that NPCs will not train you to Grand Master status. They will get you started, but you'll have to increase your skills by practicing them.

The training offered by each NPC is somewhat random. Each one will train you in skills appropriate to its profession. For instance, you can be sure a Tailor NPC will be able to train you in Tailoring. However, the other skills offered are randomly chosen. Fencing and Resisting Spells appear to be the most common skills NPCs can teach you. Also, NPCs will not all be able to train you equally. Some may only take you up a few skill points, while others can take you to the maximum allowed through training.

## NPCs for Hire

You can also hire NPCs to work for you at a certain daily rate. But bear in mind that a day in Britannia is only two hours in the real world. While NPC Fighters will guard you and fight with you, know that other NPCs may tag along for a price, but won't be all that useful. For instance, you might hire an NPC Mage with the expectation of having him cast wondrous Spells to vanquish your enemies. But you may find that he'll simply start fighting at close quarters where he's not very effective, and only while he's being slaughtered will he unleash a Spell or two. You might find a Healer NPC useful to resurrect you if you





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should get killed, but basically hiring an NPC isn't the best deal. Better to find some real PC friends to go kick butt with.

### Virtual Information Booth

NPCs can be used to answer a lot of questions. For instance, you might ask where the Blacksmith is or where Trinsic is. You might also ask if the NPC has seen one of your friends. If you mention the friend's name, and inquire if he or she has passed by recently, the NPC may be able to tell you which way your friend went. Some NPCs, particularly Tavern Keepers, Innkeepers, and Bards, may also have useful rumors to report. And keep in mind that NPCs can always give you the time of day—as long as it's Britannian time.

### Giving to NPCs

As you already know, there are myriad ways to increase your character's Notoriety. One of those ways is giving to NPCs. For instance, if you give a fish or some Gold to a Peasant or a Beggar, you'll receive some benefit to your reputation as an all-around good citizen. If you've accidentally killed someone, you may be able to make up for it by doing charity work.

### Attacking NPCs

Some players like to kill and loot NPCs out in the wilderness, where there are no Guards. Be careful, though; the fact that the NPC is a Healer doesn't necessarily mean he or she won't be pretty tough. I've seen some macho Warriors go down under a Healer's staff. And it should go without saying that you don't want to try to attack a Guard. They're way too tough.

A detailed historical map of Britain, showing various regions and towns. The map is oriented with North at the top. The title 'Part Two' is centered over the map. The map includes labels for various regions such as 'Ardmanneth', 'Allyn Shire', 'Badgenoth', 'Allynray', 'Bridgwater', 'Mar', 'Lornie', 'Broad', 'Strath', 'Albay', 'Lornie', 'Ardmanneth', 'Bridgwater', 'Mar', 'Lornie', 'Broad', 'Strath', 'Albay', 'Lornie', 'Ardmanneth', 'Bridgwater', 'Mar', 'Lornie', 'Broad', 'Strath', 'Albay', 'Lornie'.

## Part Two

# The World of Britannia

Chapter 5, “Staying Alive.” Firsthand accounts from *Ultima Online* gamers to help keep you alive and kicking.

Chapter 6, “Demons, Gargoyles, and Ghouls, Oh My!” Descriptions of monsters and other living creatures in Britannia.

Chapter 7, “Armed and Dangerous.” Learn about weapons, armor, and creature comforts you’ll find in Britannia.

Chapter 8, “Advanced Skills.” Learn more about advancing your character with additional Action, Combat, and Lore and Knowledge Skills.

Chapter 9, “Magery and Alchemy.” Cast a Spell and become a Merlin in Britannia.

A detailed historical map of Britain, showing various regions and towns. The map is oriented with North at the top. The title 'Part Two' is centered over the map. The map includes labels for various regions such as 'Ardmanneth', 'Allyn Shire', 'Badgenoth', 'Allynray', 'Bridgwater', 'Mar', 'Lornie', 'Broad', 'Strath', 'Albay', 'Lornie', 'Ardmanneth', 'Bridgwater', 'Mar', 'Lornie', 'Broad', 'Strath', 'Albay', 'Lornie'.

N I C V M .



# 5

# Staying Alive

MARE



If you don't get killed a dozen times or so when you first start playing *Ultima Online*, then either you're very lucky or you've already read this chapter.

The land of Britannia is a dangerous and treacherous place. Monsters will attack you simply because they don't like you, Thieves will steal your hard-earned belongings, Player Killers will chase you across the countryside if you look at them the wrong way, Lord British's Guards will sentence you to death for even the most minor infraction, and even small animals can kill you if you're not careful. What follows are examples of treacherous situations as experienced by *Ultima* players who have learned the hard way.

Here's an example to show you why you should be careful about attacking cute, cuddly, tiny animals:

*I'm embarrassed to write about this, although I know that all who have ventured into Britannia have had similar experiences.*

*Imagine me beating my head against the monitor, muttering, "Stupid, stupid me . . . why, why, why?"*

*I started as a Bowyer at the Ironwood Inn in Vesper. My skills were 50% Bowcraft, 45% Lumberjacking, and 5% Archery. With the Lumberjacking skill, I was knocking trees over left and right. As soon as I chopped them down, Bows and Crossbows filled my Backpack. Oh, what a fortune I would reap in town!*

*As I began to stumble toward town, reeling under my heavy Backpack laden with Bows to sell, I heard a chirp. Ah, a bird! How nice. I will just find this bird, pump an Arrow or two into the bugger, take his Feathers, and increase my Arrow stockpile.*

*A small gray warbler flew to the ground nearby. What a cute little bird! I strung an Arrow, aimed, and let it fly. I missed. The warbler charged me! I knocked off another Arrow and missed again.*

*The tweety bird attacked me, driving his cute little beak into my eye socket. Blood was spraying everywhere, and it was MY BLOOD! This little twerp was going to kill me!*

*I ran into town, thinking I'd just get into an Inn and shut the door while he flew off in search of another hapless victim. I counted on some other poor fool to attack this vicious and vile beast. I ran toward the Inn, turning every now and then to shoot an arrow at the little birdie. People standing around in the square could not believe their eyes. Players everywhere burst into laughter! I really felt like an ass.*

*Eventually the little birdie killed me. By the time I resurrected, the laughing citizens had collected all my intricately wrought Bows.*

*Moral of the story: Don't attack ANYTHING if you can't hit it! And at least wear armor if you do. If you're still inclined to do it, at least make sure nobody can see you while you make a complete fool of yourself.*

-Elric

As ridiculous as Elric's story may sound, nearly all players have experiences like this as they begin to explore the world of *Ultima Online*. Britannia is a large environment with a complex society, so a new player needs time to adjust. However, there are so many straightforward ways to die that you shouldn't have to worry about all the silly mistakes you can make. Before we discuss honest deaths at the hands of monsters and murderers, we'll explore the various ways you can die at the hands of Guards. What follows are some very simple rules guaranteed to increase your life expectancy. Read on, and don't say you weren't warned!

## Letting Your Guard Down



Attacking anything in town is one of the most common causes of death for the new player. Any of the following maneuvers will cause you to



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die quickly at the hands of a Guard. In our first example, Icewalker explains her encounter with the town Guards:

*Early one morning I was in town buying armor. I saw a rat in the building. I decided "What the hell," and attacked it. As soon as I entered War mode and took my first swing at the vermin, a Guard came and killed me. I resurrected and retrieved my belongings. When I finally got the rat to hold still, I noticed that it had a name, so I assumed it was a released pet. I figured I would be safe as long as I didn't attack any more pets.*

*An hour later, I saw "a rat" (no name) wandering around town. I tried to kill this new one. One swing, and a Guard killed me AGAIN. Either some crazy Animal Tamer had been catching rats and releasing them all, or the Guards just don't like blood staining the city streets.*

*-Icewalker*

You may be tempted to attack critters you see scurrying around town, but it's better to leave them alone than to risk being executed by a Guard. The towns of Britannia are safe havens for all but the most despicable characters. Lord British's Guards will tolerate no violence within these towns. Whether you're hunting rats or trying to avenge the death of a friend, the penalty for fighting on the city streets is the same: summary execution. If another player taunts you, it doesn't matter if you're a Great Lord and he's a Dread Lord. If you attack, *you're* the one the Guards will kill. Don't get sucked into starting a fight within the city limits. Remember that Shrines and Moongates are also within the Guards' jurisdiction. The same rules that apply in the towns also apply in those locations.

Stealing anything in town is another surefire way of incurring a Guard's wrath. Know that stealing includes more than just grabbing something in the Backpack of the person standing next to you. Whenever you take something from a shop or a home, you're stealing. The contents of the barrels on the docks are protected by the Guards. Even if you think you're sure there are no Guards around, you may still



find a Halberd blade at your neck if you try to steal. One player understands the consequences of taking an item that belongs to someone else:

*Once when I'd been hunting with my friend Malimn, the two of us decided to head to Vesper. While in town, we wandered into the Music Hall. We were alone. I closed the door and began exploring the building. I examined a Harp and thought to myself, "Cool, I'll just pick it up." I did, and POOF! A Guard came and killed me on the spot! "Malimn, my friend, why did you report me to the Guards?" It wasn't his fault. He was a "witness" to this crime, and that's all it took for the Guards to come.*

-Sir Rob

Sir Rob didn't think he'd be killed for stealing simply because he picked up a Harp from a table. However, a crime does not have to be witnessed by a Guard. If any player sees a crime occur, a Guard will respond. If you're a rogue and you do decide to steal deliberately, you'll be killed whenever you're seen trying to steal an item or snoop in another character's Backpack. To be completely safe, never take anything in a city unless it's lying on the ground. Remember that Moongates and Shrines are also patrolled by Guards.

Also, be careful where you point that mouse! NPCs are very sensitive. It's all too easy to make a mistake while looking at another's Paper Doll. Here's another example of learning the hard way:

*I'd just gotten full Plate and I had 3300 Gold when a Guard walked over me. I double-clicked my character while the Guard was standing on top of me. Our Paper Dolls looked the same at a glance, so I double-clicked on what I thought was my Backpack. Oops.*

-Nekrasov

Often the world of *Ultima Online* becomes very crowded, especially in popular shops within the cities. When so many people are so close together, chaos and confusion are inevitable, so whatever you do, always pay attention. Similarly, be very aware of what you're pointing



## TIP

Whenever you finish fighting, wherever it is, always turn off War mode and return to Peace mode.

your mouse at. (It's also advisable never to try to open an NPC's Paper Doll while in War mode.)

Another way to ask for certain death is to touch something when a Paladin says, "Please do not touch that." While Guards protect the cities from danger, the Paladins are NPCs in the service of Lord British who offer their services to players for a price. This is what happened when Scipio didn't listen to a Paladin:

*Like many of my new characters, the one I was playing was an apprentice Blacksmith and Miner. I had only begun the journey to the ore mines of the Trinsic hills when I encountered a Warrior standing on a pile of items. Since there were many bright and shiny objects in the pile, I was naturally drawn to it. The odd thing was that the Fighter kept repeating the same sentence over and over: "Please do not touch that." Thinking nothing of it, I poked and prodded at the things under his feet. I moved some trinkets around and perhaps even took a few, but he didn't respond. The Swordsman simply kept repeating, in a monotone, "Please do not touch that." Meanwhile, I started a conversation with the NPC so I could figure out exactly what he was. I learned that he was a Paladin. I had heard stories of their kind; stories concerning players who had hired them to kill dragons, to slaughter the innocent, and so forth. I was so curious about this Paladin that I double-clicked on him to view his Paper Doll. That was a big mistake.*

*Before I even saw the Paladin swing at me, the screen faded to black and I saw the gray words staring back at me: "You are dead." I don't know if the Paladin had a delayed response to my nosiness or if he just didn't like my looking at his Paper Doll. In any case, when a Paladin tells you not to touch something, don't.*

*-Scipio*

Later, when we thought about exactly how powerful Guards and Paladins are, we realized that it's probably not wise for *any* player to upset an NPC who can slay several dragons by himself. If a Guard or a Paladin tells you something, listen to him.

## Preventive Measures



Now that you're aware of the various types of instant death, you may want to know what steps you can take to insure your survival outside of town. Of course, if you're a novice Tailor with no battle gear of any kind, you should probably stay within the city limits. Generally, the evil creatures of Britannia are quite enthusiastic in their desire to kill you. Nevertheless, there are many precautions that you can take to increase your life expectancy.

Should you decide to travel through the wilderness in search of fame and glory, be sure to prepare yourself for the dangers that await you.

## Traveling in Groups

Unless you're a Grand Master Warrior wearing full Plate armor, you should always travel with other players. This is especially true when you're exploring Dungeons. With a group, there's the obvious benefit of having someone watch your back; however, this is not the only advantage. Consider what an individual player would have to know to explore a Dungeon successfully. They would need to know how to pick



locks to open treasure chests, would have to know Alchemy or Healing so they could heal themselves after battle, and would probably require some knowledge of magic. All this in addition to the regular Fighter skills. Is it impossible for one player to fill all these roles well? Of course it is. When you're adventuring by yourself, you must become a jack-of-all-trades—and a master of none. A prime advantage of traveling in groups is that different characters can have specialized functions. For example, an adventuring group might include a trained Locksmith, an experienced Healer, a dedicated Mage or possibly a Bard, and several Fighters. An adventuring party allows players to be specialists in their fields. Joining a group or creating one of your own can be difficult if you're not a member of a player-guild, but it's not impossible.



### TIP

If you value your virtual life, always travel with at least one other person.

Surprisingly, many players you meet in your travels will be happy to include another in their parties. Naturally, you shouldn't automatically trust them and they have no reason to trust you, but if you're a new character, most players won't be especially fearful of you. It's good to look for player-guilds that are assembled online. If you see eight players in uniforms saying they're going to the Dungeon Despise, ask if you can join them. The worst they can do is say no, but it's more likely that they'll let you join them.

## The Healing Process

It's also important to make sure you're capable of healing yourself if you become wounded. Yellow Healing Potions are the easiest way to

restore Hit Points, but Bandages, Spells, or Scrolls will also work, especially if you are, or a traveling companion is, a Healer or a Mage.

Often, the sole factor that determines who walks away from an encounter with a monster or a Player Killer is which player has healing Potions. Yellow Healing Potions are readily available from alchemy and magic shops and from many players. Restoring between about 10 and 20 Hit Points for each bottle, they're relatively inexpensive. You'd be wise to carry as many as you can.

If you are, or someone who is traveling with you is, a skilled Healer, Bandages will be even cheaper and more effective than Healing Potions. Buy them from the town Healer or cut some from a bolt of cloth.

Healing Spells require Reagents and a Mage, but they're often quite effective. Still, Bandages and Potions are generally cheaper than magic. Use magic for healing only if there's no cheaper alternative. Occasionally, however, you may find some cheap Healing Scrolls in a magic shop. If you can get a deal on these, don't hesitate to buy them.

## Gold

Whenever you earn a substantial quantity of Gold, either spend it or deposit it in a bank, if for no other reason than that Player Killers can't use your Gold against you unless they get their hands on it. If it's safely deposited in the bank, others can't touch it, and if you die, you can use the funds in the bank to rebuild your character. Just as you'd never carry a stack of hundred-dollar bills with you in real life, you should



### WARNING

Never carry large amounts of Gold around. Deposit it in the bank, where it's safe.



never allow your character to carry hundreds or thousands of GP unless you plan to spend them immediately.

## Haste Is Not Waste

As a corollary of the previous tips, when you're traveling alone, *keep running*. Don't stop to talk with others unless you're very strong, or you know them, or you have a really good feeling about them. Always be wary. This is especially true if you see a crowd gathered around a recently killed player. *Don't stop* to look at a corpse. These could well be Player Killers and you could well be next!

Similarly, if you see something you don't recognize, it could be a monster. If you slow down to investigate, you could be dead meat. Keep running unless you know what it is *and* you know you can handle it.

## Know What You're Attacking

If you decide to go hunting alone—and we all do that from time to time—go slowly. Always keep your Status window open and minimized so you can see what damage you're taking. Attack weak creatures first and see how you fare. If a bunny rabbit takes half your life, it's a sure bet you're not ready to attack a grizzly bear or a ghoul.

If you already know from experience that you can take a creature, go ahead and attack, but be wary if there's more than one of that type of creature in the area. Even the most harmless of creatures can do mortal damage if they gang up on you. If you find yourself in big trouble and the thing you attacked is kicking your butt, get moving and try to escape.

## Trust No One

This is fairly obvious, but it never hurts to remind the player that *Ultima Online*, just like the real world, is not an entirely friendly place. Many players feed on the hard work and kindness of others while refusing to work themselves. Some kill because they see it as an easy way to gain wealth. Others kill because they simply want power through fear.

Yet others kill simply because they're sadistic and cruel, or immature and lacking in regard for others. Regardless of their motives, there are players out there who will deliberately mislead you and lure you into traps.

For example, if some guy approached you on the street and told you he'd found a pile of money in an alley, would you go with him? Surprisingly, many players in *Ultima Online* would not hesitate to follow if some guy named Dupre approached them and told them about a pile of treasure sitting on the ground. "It's right up here, but you have to come now!" Would you believe this person? If you have even the slightest doubt, don't go. If you want to explore new areas, make sure you go with someone you can trust. If you can't trust anyone, take a hired NPC along. Whatever you do, don't fall prey to the Player Killers' traps.



**TIP**

**When in doubt, run!**

Also, while friends and companions are essential, don't be too willing to trust someone you just met. If your group starts fighting monsters and the new player "accidentally" attacks you, be suspicious. It could be an honest error, but if it happens more than a few times, he's probably a Player Killer who's taking advantage of the situation to weaken you. If he never takes the lead, be especially wary. Make sure everyone takes the lead now and then, but if "accidents" keep happening, tell the player that you and your friends will attack him unless the accidents stop. If you let killers get away with these actions, they'll never cease to take advantage of the unwary.

Finally, don't overlook the obvious. If a player's name is Red and he's a Dread Lord, he's probably not a person you want to know. If an

experienced, well-equipped Warrior wants to travel with you and you're a new character, ask yourself why. If things look too good to be true, run!

Once you've gotten yourself into trouble, you'll undoubtedly want to get out of it. Listed below are a few ways to escape.

## Hiding

Practice the Hiding skill regularly and be absolutely sure to create a macro for its use. When you're walking in the forest, press Alt-H (or whatever the keystrokes are for your particular macro) and attempt to hide. Hide while strolling through town. Hide while standing in the weapons shop. Hide whenever you can. This is one skill that will save your life many times. If a Player Killer is chasing you and you successfully hide, it will be very difficult for him to locate you. He can't attack what he can't see, and it takes quite a while to search an area using the Detecting Hidden skill. Chances are that if you hide while running, the pursuer will give up and look for someone else to attack. Hiding is also effective against monsters as long as they haven't attacked you, but it's not as reliable a defense against Player Killers.

## Magic

Hiding may be the quickest and easiest way to sneak out of a dangerous situation, but it's not always successful. If a monster is already attacking you, hiding won't help you. Also, you may fail to hide several times in a row, and even if you do succeed, a player can easily discover you if he sees the message "You shove something invisible aside." Magic, on the other hand, allows you to make a clean escape. Using the Sixth-Level Spell Mark, you can select a Recall Stone or any other hand-held item and cast the Spell on it to mark the item with your current location. From then on, you can use the Fourth-Level Spell Recall on the item to teleport to the marked location. These are not low-level Spells that you can purchase in the magic shop, but they're so useful that every Mage will inscribe them in his book as soon as possible. Even if you're not a Mage, it shouldn't be too difficult to find someone to inscribe these Spells on Scrolls for a reasonable price. Once they've been inscribed, any player can



use Mark and Recall Scrolls without fear of failure. Get them as soon as you can and mark an item in the center of town. Any time thereafter, you can cast Recall on the item to return to the marked location.

Though the Spells will not be cheap, they can save you from almost any deadly situation imaginable.



## TIP

It's vitally important to have the Mark and Recall Spells before you travel to a Dungeon. Sometimes recalling is the only way you can escape alive.

## Using Bard Skills

If you have the Bard skills Peacemaking or Provocation, you may be able to use them to get out of sticky situations with animals and monsters, but be aware that they don't work so well against other players. With Peacemaking, you can stop a creature from attacking you, while Provocation can force another creature to fight the one that's attacking you. It's even better if you can provoke two creatures to battle against each other before they attack you!

## Fighting Back

Sooner or later, you'll die at the hands of a Player Killer (a PK, in the world of multiplayer gaming). It happens to everyone and it's nothing to be ashamed of. Once you die, however, there are many things you can do to make the murderer pay for his actions.

As soon as you can stand up and talk, tell everyone in the vicinity that "Joe Jones is a PK." Describe his appearance and mannerisms to as



many players as possible, especially newbies. Tell veterans to kill him. Tell everyone everything you can about the killer.

Later, you should try contacting a guild of Player-Killer Hunters. There are many guilds in the game that are devoted to bringing murderers to justice. Try searching the Web for these groups, because many of them allow you to submit the names of Player Killers who should be brought to justice. Remember that a screen shot is usually required as proof. Make sure you have a screen shot utility so you can record the actions of Player Killers.

Finally, if none of these options can satiate your desire for revenge, you can assemble an army of a Player Killer's victims, and hunt the killer down yourself. If the killer has been particularly active in an area, you shouldn't have any trouble gathering a group of willing combatants. While the Player Killer has no problem attacking a helpless apprentice, he might not find 10 or 20 others as easy to contend with. Be warned that many Player Killers will appear to uncover a streak of compassion or honor that they somehow neglected before. Don't buy it. If a known Player Killer begs for mercy when faced with superior odds, you'll only know with more certainty that he's a bully and a coward. He showed no honor or mercy toward you, so why should you treat him any differently?

*Ultima Online* is a free, open world that is, for the most part, self-governing. Player Killers and scoundrels of all kinds are normal, and perhaps even desirable, in this world. However, many players deplore senseless killing, instead devoting their time and energy to stopping it. The dynamic of a world like Britannia is fluid, and by fighting back



TIP

Do unto Player Killers as they do unto you.

against Player Killers, you're participating in the balance of the world you're in. If you want Britannia to be safe for you and your friends, you must keep fighting evil wherever you find it.


## Dungeon Tips



Once you become proficient in weapons skills, earn some decent armor, and have some Gold you can spend on equipment, you may want to explore one of the seven Dungeons in Britannia. As with most things in Britannia, it's better to be safe than sorry. What follows are a few general hints you should be aware of when exploring these abodes of evil.

### Be Prepared

To paraphrase an ancient axiom, you can never be prepared enough to venture into a Dungeon. With as many as five levels and monsters ranging from rats and bats to elementals, liches, daemons, and dragons, a Dungeon can always get the better of you if you're not careful. As a rule, you should always bring as many healing items as you possibly



#### WARNING

**Remember the Mark and Recall Spells. These can get you out alive. Don't leave town without one.**

**Only use a Torch inside a dungeon if it's absolutely necessary. Instead, turn up the brightness on your monitor or use a Black Night Sight Potion.**



can. Since continual fighting will weaken your weapons and your armor, it's also wise to carry spare equipment with you in case something breaks. Remember that the fifth level of a Dungeon can be a long distance from the entrance and that it'll often be harder to fight your way out than it was to fight your way in.

## Walk Softly and Carry a Big Stick

Always advance slowly and cautiously while traversing a Dungeon. *Never* rush into a room; it may be teeming with monsters. If you do see a host of evil creatures congregated in one area, stand off to the side and let them come to you one at a time. Always walk, never run. Running into them is a good way to commit suicide.

Another rule of thumb is to wear decent armor, equip yourself with the most powerful weapons you have, and, if possible, take a few of your Warrior friends along. Also, carry a few offensive Spell Scrolls that you can use if you really get into trouble. If you aren't strong enough to fight off the monsters, use a Recall Spell or your own two feet to get the heck out. If you ever feel you're getting in over your head, it's time to leave. We know you already know this, but *never* venture into a Dungeon by yourself.

In the following chapter, you'll learn more about the monsters lurking in Britannia and how you can best conquer them.



6

# Demons, Gargoyles, and Ghouls, Oh My!





The world of Britannia is loaded with interesting and eccentric human characters from Butchers to Bakers to Candlestick Makers, but that's only part of the population. Amid the Forests, Mountains, Swamps, and Dungeons of Britannia exist myriad monsters and animals that you will, no doubt, encounter during your Ultima journey. This chapter provides a brief look at the living creatures found in various parts of the realm.

## Animals



Highlighted in Table 6.1 are some of the animals you'll encounter as you traverse the byways of Britannia. For each animal, we've included as many facts and details as we were able to gather, including the animal's aggression, danger rating, where it can be found, and what it can provide.

TABLE 6.1 Animal Statistics

NAME	WHERE?	AGGRESSION	DANGER	GIVES	NOTES
Alligator	S	High	Med	Meat/Hides	Camouflaged
Bird	E	Low	Low	Feathers	Many kinds
Black bear	F	Low	Med	Meat/Fur	—
Boar	F, D	Low	Low	Meat	—
Brown bear	F	Low	Med	Meat/Fur	—
Bull	D	Med	Med	Meat/Hides	—
Cat	D	Low	Low	—	—

## Chapter 6: Demons, Gargoyles, and Ghouls, Oh My!

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TABLE 6.1 Animal Statistics (continued)

NAME	WHERE?	AGGRESSION	DANGER	GIVES	NOTES
Chicken	D	Low	Low	Meat/Feathers	—
Cougar	F, M	Med	Med	Meat/Fur	—
Cow	D	Low	Low	Meat/Hides	—
Dog	D	Low	Low	—	—
Dolphin	O	Low	Low	Meat	—
Eagle	M	Low	Med	Meat/Feathers	—
Goat	D	Low	Low	Meat	—
Mt. goat	F, M	Low	Med	Meat/Hides	—
Gorilla	J	Low	Med	Meat	—
Great hart	F	Med	Med	Meat/Hides	—
Grizzly bear	F, C	Med	High	Meat/Fur	—
Hart	F	Low	Low	Meat/Hides	—
Hind	F	Low	Low	Meat/Hides	—
Horse	D, F	Low	Med	Meat/Hides	—
Llama	F, M	Low	Low	Meat/Fur	—
Panther	M, F, J	Med	Med/High	Meat/Fur	—
Pig	D, F	Low	Low	Meat	—
Polar bear	I	Med	High	Meat/Fur	Most dangerous bear
Rabbit	F, G	Low	Low	Meat	—
Rat	D, F	Low	Low	—	—
Sewer rat	T, C	High	Med	—	—
Sheep	D, G	Low	Low	Meat/Wool	Can be sheared
Snake	F, C, D	High	Med	—	—
Walrus	O	Med	Med	Meat	—
Wolf (Grey)	F, C	Med	Med	Meat	—
Wolf (Timber)	F, C	Med	Med	Meat	—
Wolf (White)	I	Med	Med/High	Meat	—

Key: Locations

S = Swamps

F = Forests

C = Caves

I = Icy Regions

G = Grasslands

O = Oceans

M = Mountains

E = Everywhere

D = Domestic areas

J = Jungle




# Monsters



Animals can be passive or aggressive, but the monsters you'll meet in Britannia are never friendly. Some may ignore you, but be on guard at all times, because most will attack without hesitation.

Many of the creatures you'll encounter are intelligent to some degree, and it's these creatures that are likely to carry a variety of items. Depending on certain factors, these critters tend to possess a somewhat random collection, which we will call the "Standard Pack." The Standard Pack contains some combination of the following: Bread, liquor of some type, a Gem (on occasion), a Pouch containing money (averaging between 50 and 75 GP), and a magic item (on occasion). Sometimes there are packs within packs. More often than not, the higher-level monsters also tend to carry magic Scrolls. You should also be aware that monsters currently loot the players they kill, so additional items may be found that have been taken from other players.

If you attack a magic-using monster, it will cast Spells on you from a distance, often continuing to cast them after it's offscreen. When you're fighting these monsters, you should have either magic resistance or friends who'll protect your belongings. (Monsters' Spells can fail at



## WARNING

**Monsters will loot your body after you die, especially for magic items and Reagents. Often you will have to track down and slay a monster to get your possessions back.**



times, just as yours will.) Monsters don't generally succeed at Summon Spells, although, as a general warning, if you attack one monster, the others in the area will attack you too.

What follows are descriptions of the types of monsters found in Britannia, where they can be found, their danger levels, the Spells they cast, and what they carry. So read on, live long, and prosper!

### Air Elemental

<b>Where Found:</b>	Mountains
<b>Danger Level:</b>	High
<b>Spells Cast:</b>	Paralyze, Lightning Bolt, Weaken, Poison, Curse, Magic Arrow, Harm, Clumsy
<b>Carries:</b>	Standard Pack

### Corpser

<b>Where Found:</b>	Woods
<b>Danger Level:</b>	Low
<b>Spells Cast:</b>	None
<b>Carries:</b>	Normally nothing

### Daemon

<b>Where Found:</b>	Dungeons
<b>Danger Level:</b>	Extremely High
<b>Spells Cast:</b>	Paralyze, Lightning Bolt, Weaken, Poison, Curse, Magic Arrow, Harm, Energy Bolt, Fireball, Clumsy
<b>Carries:</b>	Standard Pack; often carries two of these packs



## Drake

<b>Where Found:</b>	Caves and Dungeons
<b>Danger Level:</b>	Extremely High
<b>Spells Cast:</b>	Fireball Breathing
<b>Carries:</b>	Standard Pack

## Dragon

<b>Where Found:</b>	Dungeons
<b>Danger Level:</b>	Extremely High
<b>Spells Cast:</b>	Fireball, Paralyze, Lightning Bolt, Weaken, Poison, Curse, Magic Arrow, Harm, Energy Bolt, Invisibility
<b>Carries:</b>	Standard Pack; likely to carry Scrolls

## Earth Elemental

<b>Where Found:</b>	Near Mountains
<b>Danger Level:</b>	Medium High
<b>Spells Cast:</b>	None
<b>Carries:</b>	Standard Pack; likely to carry Scrolls

## Ettin

<b>Where Found:</b>	Mountainous and Forested areas
<b>Danger Level:</b>	Medium
<b>Spells Cast:</b>	None
<b>Carries:</b>	Standard Pack

## Fire Elemental

- Where Found:** Dungeons  
**Danger Level:** High  
**Spells Cast:** Paralyze, Lightning Bolt, Weaken, Poison, Curse, Magic Arrow, Harm, Clumsy, Flamestrike  
**Carries:** Standard Pack

## Gargoyle

- Where Found:** Generally found in or near Mountains  
**Danger Level:** High  
**Spells Cast:** Paralyze, Lightning Bolt, Weaken, Poison, Curse, Magic Arrow, Harm, Clumsy, Energy Bolt  
**Carries:** Standard Pack

## Gazer

- Where Found:** Mountains and Dungeons  
**Danger Level:** Medium High  
**Spells Cast:** Paralyze, Lightning Bolt, Weaken, Poison, Curse, Magic Arrow, Harm, Clumsy  
**Carries:** Standard Pack

## Ghoul

- Where Found:** Graves, Ruins, and Dungeons  
**Danger Level:** Low  
**Spells Cast:** None  
**Carries:** On occasion, a Pack holding a Scroll and bones or a body part



## Giant Rat

Where Found:	Dungeons
Danger Level:	Low
Spells Cast:	None
Carries:	Normally nothing

## Giant Scorpion

Where Found:	Deserts and Dungeons
Danger Level:	Medium
Spells Cast:	None
Carries:	Possibly meat

## Giant Spider

Where Found:	Dungeons, Woods, Ruins, and Graves
Danger Level:	Low
Spells Cast:	None
Carries:	Nothing

## Harpy

Where Found:	Woods and Mountains
Danger Level:	Medium
Spells Cast:	None
Carries:	Nothing generally; possibly meat

## Headless

Where Found:	Near Mountains
Danger Level:	Low
Spells Cast:	None
Carries:	Standard Pack



## Liche

- Where Found:** Ruins, Graves, and Dungeons
- Danger Level:** High
- Spells Cast:** Paralyze, Lightning Bolt, Weaken, Poison, Curse, Magic Arrow, Harm, Clumsy, Flamestrike, Energy Bolt, Fireball
- Carries:** Often a magic Wand, Staff, Brazier, or Statue, and a Scroll and Pack (with two Scrolls and a body part in the Pack); in addition, things it has looted from players it has killed

## Lizard Man

- Where Found:** Swamps
- Danger Level:** Medium
- Spells Cast:** None
- Carries:** Standard Pack

## Mong Bat

- Where Found:** Mountains and Woods
- Danger Level:** Low
- Spells Cast:** None
- Carries:** Sometimes nothing; sometimes meat or whatever it has looted

## Ogre

- Where Found:** Woods
- Danger Level:** Medium Low
- Spells Cast:** None
- Carries:** Standard Pack



## Orc

<b>Where Found:</b>	Woods and Plains
<b>Danger Level:</b>	Medium Low
<b>Spells Cast:</b>	None
<b>Carries:</b>	Standard Pack

## Rat Man

<b>Where Found:</b>	Swamps
<b>Danger Level:</b>	Medium
<b>Spells Cast:</b>	None
<b>Carries:</b>	Standard Pack

## Reaper

<b>Where Found:</b>	Woods
<b>Danger Level:</b>	Medium Low
<b>Spells Cast:</b>	None
<b>Carries:</b>	Nothing

## Sea Serpent

<b>Where Found:</b>	Water
<b>Danger Level:</b>	Medium
<b>Spells Cast:</b>	None
<b>Carries:</b>	Nothing

## Silver Serpent

<b>Where Found:</b>	Woods
<b>Danger Level:</b>	Medium



Spells Cast: None  
Carries: Nothing

## Skeleton

Where Found: Dungeons, Ruins, and Graves  
Danger Level: Medium Low  
Spells Cast: None  
Carries: If anything, normally one set of the following:  
Shield and Cutlass, Shield and Magic Book  
(empty), Axe, Halberd

## Slime

Where Found: Dungeons  
Danger Level: Low  
Spells Cast: None  
Carries: Nothing

## Troll

Where Found: Woods and Plains  
Danger Level: Medium High  
Spells Cast: None  
Carries: Standard Pack

## Water Elemental

Where Found: In Water and, on occasion, on the Shores  
Danger Level: Medium High  
Spells Cast: Unknown  
Carries: Standard Pack



## Wisp

- Where Found:** Forests, Swamps, Fields; out in the Wild
- Danger Level:** High
- Spells Cast:** Unknown
- Carries:** Nothing
- Note:** These are not evil creatures and will not attack you unless you attack them; your Notoriety will be crippled by killing one of these.

## Zombie

- Where Found:** Graves, Ruins, and Dungeons
- Danger Level:** Low
- Spells Cast:** None
- Carries:** Sometimes a Pack containing one Scroll, some bones or a body part, and, on occasion, Bread

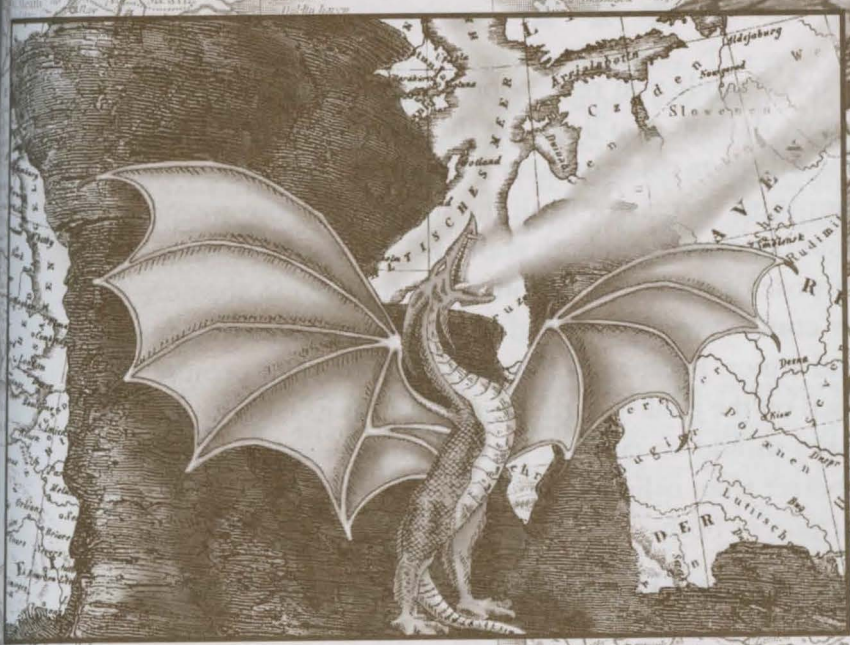
In the following chapter, you'll learn all about the various types of weapons and armor available to you in Britannia, and how to make the best use of them.





7

# Armed and Dangerous



Part of the fun of traversing Britannia is collecting various items you find along the way. In this chapter, you'll learn about a broad spectrum of weaponry, including Axes, Knives, Bows, Pole Arms, Shields, and Swords, to name a few. With this information, you'll be able to judge the damage these weapons can inflict, their speed, the associated skills, and the strength required to use them. Likewise, you'll learn about the types of armor, be it Chainmail, Plate Mail, Ring Mail, or Studded Leather, that will help protect your character from sudden death. Other miscellaneous items, or creature comforts you're likely to come across, such as food, furniture, and Potions, are also covered.

## Weapons and Armor



As you'd expect, while you're in combat, the better the weapon you have, the more damage you'll do. By the same logic, the thicker your armor, the less damage your character will sustain. There are some rather tedious algorithms that factor in all the statistics of your weapons, the armor of your opponent, and both your Skill and Attribute levels.

The purpose of this information is not to provide absolute truth about how combat works or to give you exact statistics regarding weapons and armor. Because each item is different, and because its ratings are based on the quality of the item as well as its current condition, these statistics should be taken as general guidelines indicating which items are better than others. The following information applies to weapons, armor, or both:

- ✦ **Damage Rating**—How much damage your weapon can inflict per blow


**TIP**

This reference material is by no means complete, nor can we promise that the information you find here will not change as time goes by. Be on the lookout for new items we haven't seen, and be skeptical about the figures we offer, since they'll give you approximate values that are subject to change.

- ♣ HP—Hit Points until the item is destroyed
- ♣ Spd—How fast weapon is wielded (higher number is better)
- ♣ Skill—What skill is associated with this weapon
- ♣ ReqStr—Strength required to wield or wear

## Weapons

All new characters start with Practice Weapons. The type of weapon is based on the starting skills you select when you create your character. For instance, if you select Swordsmanship as a starting skill, you'll be equipped with a Practice Sword. The Practice Weapons are not worth any Gold and have damage ratings from 2 through 8 and a Strength Requirement of 10.

### Axes

Both a useful tool and a deadly weapon, the Axe combines the cutting damage of the blade with the concussion damage of the Mace. Excellent for chopping wood or hewing Orc necks, the Axe is deadly to a wide range of foes. It must be wielded with two hands, so it has an advantage in raw power. You do, however, need above-average Strength to fully exploit its potential. Table 7.1 lists a variety of Axes and the statistics for each.



TABLE 7.1 Types of Axes

WEAPON	DAMAGE	HP	SPD	SKILL	REQSTR
Executioner's Axe*	4-28	31-90	50	Sword	40
Axe*	4-28	31-80	40	Sword	30
Large Battle Axe*	4-36	31-110	20	Sword	40
Double Axe*	7-31	31-110	35	Sword	35
Hatchet	5-23	31-80	55	Sword	15
Pickaxe	4-32	31-60	40	Fencing	25
Two-Handed Axe*	4-32	31-70	30	Sword	60
War Axe*	8-33	31-80	35	Mace	35

\*Indicates a two-handed weapon. All Axes may be used to chop wood.

## Bows

There are many folks in the woods of Britannia whose weapon of choice is the Bow. You don't have to be close to your opponent to use a Bow; therefore, you don't sustain melee damage. The only weakness of the Archer is a limited supply of Arrows/Bolts. Table 7.2 gives you the details for three types of Bows.

TABLE 7.2 Bows

WEAPON	DAMAGE	HP	SPD	SKILL	REQSTR
Bow*	9-24	31-60	20	Archery	20
Crossbow*	6-26	31-80	20	Archery	30
Heavy Crossbow*	6-34	31-100	20	Archery	40

\*Indicates a two-handed weapon.

## Knives and Daggers

Knives and Daggers are small weapons that are generally easy to wield and, for the most part, do less damage to opponents. They are both lightweight and easy to carry. Table 7.3 gives you more information about these slicers and dicers.

TABLE 7.3 Knives and Daggers

WEAPON	DAMAGE	HP	SPD	SKILL	REQSTR
Butcher Knife	2-8	31-40	80	Sword	5
Cleaver	3-12	31-50	70	Sword	10
Dagger	3-12	31-40	55	Fencing	10
Kryss	6-18	31-90	50	Fencing	10
Skinning Knife	2-8	31-40	80	Sword	5

## Maces and Hammers

For the Warrior who wants to be prepared for all combat situations, a Mace might be the best choice. Although it doesn't have the dismembering and disemboweling capabilities of the Sword, the Mace's concussion damage is reduced less by heavy metal armor. It may not kill a lightly armored foe as quickly as a blade, but its brute-force damage is more effective against metal armor. An added benefit is that Maces are cheaper to craft than Swords. Table 7.4 gives you the statistics on Maces and Hammers.

TABLE 7.4 Maces and Hammers

WEAPON	DAMAGE	HP	SPD	SKILL	REQSTR
Club	3-12	31-40	60	Mace	10
Hammer Pick*	9-33	31-70	30	Mace	35
Mace	4-16	31-70	55	Mace	20
Maul	9-21	31-70	40	Mace	20
Smithy Hammer	4-16	31-60	60	Mace	30
War Hammer*	4-36	31-110	20	Mace	40
War Mace	6-34	31-110	30	Mace	30

\*Indicates a two-handed weapon.



## Pole Arms

Dubbed the “human can opener,” the Halberd, with its giant axe head and spear points mounted atop a long pole, is the most powerful weapon. It excels in range and power, but you need an extraordinary amount of skill, dexterity, and Strength to use it effectively. Both the Halberd and the Bardiche are two-handed weapons. Table 7.5 provides details about both.

TABLE 7.5 Pole Arms

WEAPON	DAMAGE	HP	SPD	SKILL	REQSTR
Bardiche	7–35	31–100	30	Sword	40
Halberd	4–48	31–80	20	Sword	45

## Staves

Ever seen Merlin without a Staff? It’s unlikely, since the Staff has been the mainstay weapon of Mages throughout recorded time. Table 7.6 gives you the details.

TABLE 7.6 Staves

WEAPON	DAMAGE	HP	SPD	SKILL	REQSTR
BlackStaff*	7–23	31–70	35	Mace	35
Gnarled Staff*	9–21	31–50	40	Mace	20
QuarterStaff	6–18	31–60	50	Mace	30
Shepherd’s Crook*	3–12	31–50	70	Mace	10

\*Indicates a two-handed weapon.

## Swords

Of the four types of melee weapons, Swords are the most popular. Because a bladed weapon delivers its damage by slicing through bodily tissues and puncturing organs and blood vessels, it’s deadly against unarmored or lightly armored foes. However, its effectiveness decreases significantly against metal-armored targets, especially those in full Plate

Mail. Still, for most purposes, a blade will serve adequately. All swords are one-handed weapons. Table 7.7 offers statistics on a variety of Swords.

TABLE 7.7 Swords

WEAPON	DAMAGE	HP	SPD	SKILL	REQSTR
Broad Sword	5-25	31-100	35	Sword	25
Cutlass	6-18	31-70	45	Sword	10
Katana	4-20	31-90	40	Sword	10
Kryss	6-18	31-90	50	Fencing	10
Long Sword	4-28	31-110	35	Sword	25
Scimitar	6-22	31-90	45	Sword	10
Viking Sword	4-32	31-100	35	Sword	40

### Spears and Forks

Spears and Forks are pointed weapons that can pierce an enemy's protective armor. Table 7.8 provides details on both.

TABLE 7.8 Spears and Forks

WEAPON	DAMAGE	HP	SPD	SKILL	REQSTR
Pitchfork*	5-20	31-60	50	Fencing	15
ShortSpear	7-19	31-70	55	Fencing	15
Spear	7-27	31-80	30	Fencing	30
War Fork	4-28	31-110	35	Fencing	35

\*Indicates a two-handed weapon.

### Shields

A Shield is your first line of defense when being attacked. Its purpose is not to absorb damage directly, but rather to deflect blows away from your body. At present, the best Shields commonly available are the Heater Shield and the two Kite Shields.



The Wood Kite Shield protects nearly as well as the Metal Kite Shield, but has the added advantages of weighing and costing less than its Metal counterpart. The Metal Kite Shield has a higher AR and may be constructed by an Apprentice Smith. The Heater Shield requires a higher Blacksmithy skill, but offers the highest level of protection.

If ore is scarce, get a Wood Kite Shield. If you want maximum protection, get either a Metal Kite or Heater Shield. Do not waste your time or money on anything between the Wooden Shield and the Metal Shield, inclusive. For now, they're useless if a cheaper and lighter shield offers greater protection. Table 7.9 compares a variety of Shields.

TABLE 7.9 Types of Shields

SHIELD	AR	HP	REQSTR
Buckler	7	41-51	15
Chaos Shield	32	101-115	0
Heater Shield	23	31-37	30
Kite Shield (Metal)	16	101-115	20
Kite Shield (Wood)	12	46-58	30
Metal Shield	11	51-65	10
Order Shield	30	101-115	0
Round Bronze Shield	10	26-30	20
Wooden Shield	8	21-23	5

## Armor

The armor system in *Ultima Online* is fairly straightforward, but it can be confusing to the new player. Your Armor Rating (AR)—visible in the Status window—represents an average of the ARs of the separate pieces you're wearing on different parts of your body, including your head, neck, torso, arms, hands, and legs.

The formula that calculates your character's AR is weighted, which means that it takes a higher percentage from the area of your chest and lower percentages from the rest of your armor. For example, for any



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armor that you wear on your chest, approximately 40% of its AR will be added to your character's AR value. So if your Breastplate has an AR of 30, it contributes  $(30 \times 40\%) = 12$  AR points to your overall AR. The remainder of your armor will account for a smaller percentage, typically between 7% and 15% of your overall AR.

The overall AR is also affected by the quality of the armor and by its current condition. A Breastplate that's about to fall apart won't offer as much protection as one fresh out of the forge. The same is true of the quality of the armor. Chain Leggings created by a Master Blacksmith will have a higher AR than those created by a Novice Blacksmith.

When a player creates a Blacksmith character and begins with his Blacksmithy skill at 50%, he can create Ring Mail, Chainmail, and Plate Helms. The Ring Mail and Chainmail produced by a newbie Smith will be of below-average quality, although he can create excellent Plate Helms almost immediately.

The armor produced at this skill level is generally not desired by PCs, both because of its generally low quality and because of its inferior protection as compared with Plate Mail. As the Smith continues to develop his skill, the quality of his work will improve and he will gradually learn to forge the other five pieces of Plate Mail. Complete mastery of Plate Mail is achieved only at the Master Smith level (90%+).



### TIP

Some clothing may be worn in conjunction with armor. Clothes can vary in AR between 1 and 7 and in HP between 11 and 40. Again, the AR values are then weighted in the overall AR formula.



Although the ability to produce certain items is found at specific skill levels (i.e., Plate Leggings at 73%), the quality is more variable. The skill level listed for producing above-average, quality armor is only a guideline. Also, a Smith of any skill level can attempt to repair any item. He need not be able to forge the item himself—he either repairs the item or destroys it. Of course, an Apprentice Smith is far less likely to destroy Ring Mail Sleeves than a Breastplate.

The following tables show the Armor Rating, Hit Points, and Required Strength for each item of the various types of armor.

### Bone Armor

Possibly the most gruesome armor available is Bone Armor, which is rumored to have been created by a powerful Mage in an effort to intimidate his foes in battle. If you've ever seen a suit of Bone Armor, you know it accomplishes this very well. This armor can't be crafted by any known Smiths of Britannia, and is found only in the deepest Dungeons of the land. It offers great protection if you can find and acquire it. Table 7.10 provides the details about various pieces of Bone Armor.

TABLE 7.10 Bone Armor

ARMOR	AR	HP	REQSTR
Armor (Breastplate)	30	26-30	40
Arm Plates	30	26-30	40
Gauntlets	30	26-30	40
Helm	30	26-30	40
Leg Plates	30	26-30	40

### Chainmail

Chainmail, like Ring Mail, offers moderate protection, but at one half the weight. A player wearing a complete set of Chainmail with Ring Sleeves and Gloves will have an AR of about 22 for 38 stones of armor.

The ore cost will be 34. This level of protection is sufficient for most wilderness activities such as Hunting, but we wouldn't recommend going into battle with anything less than full Plate Mail. Table 7.11 describes Chainmail more fully.

TABLE 7.11 Chainmail

ARMOR	AR	HP	REQSTR
Coif	23	36-44	20
Leggings	23	46-58	20
Tunic (Arm Protection also)	23	46-58	20

## Leather Armor

Leather Armor, which is made from the hides of some creatures of Britannia, is the first armor most characters will encounter. It doesn't offer much protection, but it doesn't restrict your mobility at all. The statistics on Leather Armor are given in Table 7.12.

TABLE 7.12 Leather Armor

ARMOR	AR	HP	REQSTR
Gloves	13	31-37	10
Gorget	13	101-115	10
Leggings	13	31-37	10
Sleeves	13	31-37	10
Tunic	13	31-37	15
Cap	13	31-37	15

## Plate Mail

Judging only by the AR of each type, Plate Mail is far superior to Ring and Chain. A complete set of poor-quality Plate Mail offers an AR of well over 30, and with the addition of Plate Helm and Gorget, it should



be even higher. Poor-quality plate is only slightly better than equivalent Ring or Chainmail, but it weighs less—only about 28 stones—and costs only slightly more ore to make. Plate Mail of average or above-average quality offers vastly improved protection over Chain. Because of this, Plate is often the only armor that most PCs will consider buying.

Still, Plate Mail comes with a penalty—each piece of Plate armor you wear costs a little in the wearer's Dexterity statistic, which of course affects the wearer's Stamina.

See Table 7.13 for details on Plate Mail.

TABLE 7.13 Plate Mail

ARMOR	AR	HP	REQSTR
Sleeves	30	51-65	40
Breast	30	51-65	60
Gauntlets	30	51-65	30
Gorget	30	51-65	30
Helm	20	46-58	40
Leggings	30	51-65	60

## NOTE

We've heard reports that **Lightning Spells** are incredibly effective against targets wearing Plate Mail. We'll try to confirm this, but the UO design team will be making major changes in the Spell system in the game.

## Ring Mail

Ring Mail is the weakest of the metal armors. Its AR is comparable to that of Chainmail, but it's more than twice as heavy. Its only advantage is that it's easier to produce high-quality Ring Mail than high-quality Chainmail. Also, a player wearing Chainmail can also wear Ring Sleeves and Gloves, since there are no comparable chain pieces. Table 7.14 gives the details on Ring Mail.

TABLE 7.14 Ring Mail

ARMOR	AR	HP	REQSTR
Gauntlets	20	41-51	20
Leggings	20	41-51	20
Sleeves	20	41-51	20
Tunic	20	41-51	20

## Studded Leather

Studded Leather is nothing more than Leather Armor, reinforced at strategic points, but it doesn't interfere with your mobility and offers a little more protection than leather. Table 7.15 provides the details.

TABLE 7.15 Studded Leather

ARMOR	AR	HP	REQSTR
Armor	15	101-115	20
Gloves	15	36-44	25
Gorget	15	36-44	25
Leggings	15	36-44	35
Sleeves	15	36-44	25
Tunic	15	36-44	35



## Helmets

No suit of armor would be complete without protection for your head, so bear this in mind when selecting the type of helm that best suits your needs. Table 7.16 lists your choices.

TABLE 7.16 Helmets

ARMOR	AR	HP	REQSTR
Bascinet	18	101-115	10
Closed Helm	22	101-115	20
Helmet	15	51-65	0
Nost Helm	22	101-115	0
Orc Helm	20	31-70	0

## The Comforts of Home



There are many other items, found throughout the land of Britannia, that are necessary to your character's survival. Food, drink, storage, furniture, crops, and Potions are all necessary for survival in this magical online world, so don't take them for granted.

## Food

All characters need sustenance, if for no other reason than to maintain Stamina. Any raw foods you find can be cooked on a campfire, oven, or forge. Libations in Britannia include Ale, Cider, Liquor, Water, and Wine, and all are typically contained in a Bottle, Flask, Glass, Goblet, or Jug. To fill a container with liquid, simply double-click on the drink, then on the container.

Following are listed some of goodies you're liable to find during your travels. By all means, eat, drink, and be merry!

Apple	Fish steak	Pea
Bacon	Food	Pie
Banana	Gourd	Pizza
Bird	Grape	Potato
Bread	Ham	Pumpkin
Cabbage	Honeydew melon	Rub
Cake	Leg of lamb	Roast pig
Cantaloupe	Lemon	Sausage
Carrot	Lettuce	Soup
Cheese	Lime	Spam
Chicken leg	Melon	Sprout
Coconut	Milk	Squash
Cookies	Muffin	Stew
Corn	Mushroom	Tomato
Date	Onion	Turnip
Donut	Peach	Watermelon
Egg	Pear	

### Combining Items

As Table 7.17 illustrates, there are several ways you can combine your supplies to create bigger and better things. Bear in mind that these combinations could prove valuable on long journeys.

TABLE 7.17 Food Preparation

USE	ON	TO MAKE
Flour	Water	Dough
Dough	Honey	Sweet Dough
Sweet Dough	Honey	Cookie Mix
Dough	Meat	Meat Pie
Dough	Fruit	Fruit Pie
Sweet Dough	Flour	Cake Mix
Edged Item	Fish	3 Fish Steaks
Dough	Vegetables	Vegetable Pie



## Edged Items

Edged Items include certain types of Axes, Knives, Cleavers, Daggers, and the like. These are used for many purposes and are always handy to have around. Their most obvious advantage, of course, is in case of attack, be it by man, monster, or animal. But Edged Items can also be used to obtain hides from dead alligators, cows, deer, goats, or horses, as well as feathers from dead birds. Likewise, they can be used to shear sheep for wool or cut fur from bears and other furry creatures. And when it comes to cooking, they're useful for obtaining meat from a variety of creatures—for example, fish steaks from dead fish.

The following are all Edged Items:

Axe	Double Axe	Longsword
Broadsword	Executioner's Axe	Scimitar
Butcher's Knife	Hatchet	Skinning Knife
Cleaver	Katana	Two-Handed Axe
Cutlass	Kryss	Viking Sword
Dagger	Large Battle Axe	War Axe

## Furniture and Storage

While you're building your fortune in Britannia, you may find that you require more than the average Bedroll and Campfire. In that case, you may want to investigate the prospect of furnishing your surroundings. Beds, Benches, Chairs, Shelves, Stools, Tables, Thrones, Armoires, Bookcases, Boxes, Chests, and Crates are all available to suit your decorating needs.

Just as in the real world, though, it's easy to acquire more than you can carry or store. As listed above, stationary storage is easily achieved by using an Armoire, Barrel, Bookcase, Chest, Crate, or Chest of Drawers. However, if you have need of more portable storage, a Backpack, Chest, Pouch, or Mug can fill the bill.




**NOTE**

Books and Bulletin Boards are useful when playing Ultima Online. Use Bulletin Boards to post or reply to messages in Britannia. Printed Books are meant to be read. Blank Books are meant to be written in.

Additional Miscellaneous Items are listed in Table 7.18.

TABLE 7.18 Miscellaneous Items

ITEM	USE
Ankh	Use on yourself to cure wounds
Bedroll	Use to log out near active campfire
Books	Use in all kinds of creative ways
Britannia Clock	Get time of day
Curtains	Use to open/close
Dye Set	Use to dye clothes
Flour Mill	Use on wheat to make flour
Game Sets	Functioning chess, dice, backgammon games
Hay	Feed to horses
Kindling	Use to make campfire
Map	Use to set sailing course for ship
Millstone	Use on wheat to get flour
Oil Flask	Use to refill lantern or lamp
Runes	Use to make with magic
Sextant	Find out your compass coordinates
Shrine	Use to resurrect your ghost
Spyglass	Use to identify moon phases
Torch	Use to light dark places



## Crops

Fruit and field crops are in abundance in the land of Britannia and can be useful in their own right, depending on your character and profession. For example, fruit trees will provide fruit, while grapevines, obviously, can provide grapes. Field crops, on the other hand, serve a different purpose. For example, you can plant and then obtain cotton. Hay fields and their harvest are ideal for feeding animals, and for wheat, you can plant, then harvest, the wheat and grind it into flour.

## Reagents and Potions

Reagents and Potions, as you'll find out, are handy to have in Britannia. Reagents such as Black Pearl, Blood Moss, Garlic, Ginseng, Mandrake Root, Nightshade, Spider's Silk, and Sulphurous Ash, when used in conjunction with various Potions, can be lifesavers. Table 7.19 lists the Reagents and their effects.

TABLE 7.19 Reagents and Potions

REAGENT	POTION
Black Pearl	Refresh
Blood Moss	Agility
Garlic	Night Sight
Ginseng	Heal
Mandrake	Strength
Spider's Silk	Cure
Sulphurous Ash	Explosion

In the next chapter, you'll learn more about the Action, Combat, and Lore skills your character can acquire in Britannia.

8

# Advanced Skills

MARE



**B**y now, you've already created your Britannian character and have probably ascertained that the heart of each wonderful character is their skills. The skills you choose do more than just define your profession; they're the tools you have for exploring Britannia, staying alive, and, above all, having fun. To help you further your character's abilities, advanced skills are divided into three alphabetically organized categories: Action, Combat, and Lore and Knowledge. Miscellaneous skills are listed in their own section at the end of this chapter.

## Action Skills



Action skills, by definition, are skills you use directly. Animal Taming, Begging, Camping, Cartography, Detecting Hidden, Enticement, Hiding, Inscription, Peacemaking, Poisoning, Provocation, Spirit Speak, and Tracking are all examples of Action skills. As their names suggest, you'll definitely want to familiarize yourself with these life-saving options.

### Animal Taming

This skill is used to attempt to train or tame an animal or creature. If you're successful, the animal or creature will obey your commands. Be aware that when you log off *Ultima Online*, your pets remain in the world, so the best thing to do is release them before logging off. Otherwise, they'll stand around until they get hungry, then wander off. The exception to this is a horse, which will log off and on with your character. Also note that if you're killed, you can do very little as a ghost, but your pets will continue to guard your body and your Backpack.

**Starting Equipment:** 1 Shepherd's Crook

**Items Needed:** Animals to tame

**To Use:** Click on Animal Taming in the Skills window. When the crosshairs appear, target the animal you wish to tame. You have to be fairly close to use this skill, and be aware, because some creatures you try to tame can become hostile. Always be prepared to beat a hasty retreat.

**Feed 'em or Weep:** Don't forget to feed your pets, or they'll grow to dislike you and will eventually wander off, or possibly start seeing you as an appropriate snack.

**Naming Rover:** You can give any pet a new name. To do so, click on the animal and drag it to bring up its Status window. At this point, you'll notice that you can type in a new name. For example, if you've tamed a cat, the Status window should say "a Cat." Type in whatever name you prefer in its place and press Enter. Now, whenever you give orders to the pet, use its name—for example, "Kitty Follow" or "Bubba Attack." It's advisable to keep pet names short, since you'll be using them often. Many players use single letters or numbers for pet names.

**To Raise Your Skill:** Once you've successfully tamed an animal, you have a chance to raise your skill. The more difficult that animal is to tame, the more your skill will increase.

**Attributes Affected:** Using this skill will increase your Intelligence. Minor increases in Strength and Dexterity.

**Notes and Related Skills:** You should use the Animal Lore skill in conjunction with this skill, because it will give you more information about the creature. Veterinary is also useful if your pets become injured while defending you. The commands you can give are as follows:

- |        |   |
|--------|---|
| Come   | Calls your pet to your side.  |
| Follow | Tells your pet to follow the person or animal you select with the targeting cursor. |
| Guard  | Tells your pet to guard the person or animal you select with the targeting cursor.  |
| Stop   | Tells your pet to stop guarding or following.                                       |



- Fetch** Tells your pet to get a nearby item. All pets can carry up to 100 stones in weight. This means a pet bunny can carry the same amount as a pet dragon. After you tell the pet to fetch, click the target cursor on the item you want. It will be deposited in your Backpack for you. When you use Fetch with the Stop command (say “*petname stop*” after the pet picks up the item but before the item is deposited in your Backpack), your pet can carry the fetched item for you.
- Drop** Tells your pet to drop an item previously fetched.
- Attack** Tells your pet to attack a person, animal, or monster. Be aware that telling a pet to attack in a city will cause the Guards to kill you. You’re responsible for what your pets do.
- Friend** Turns your pet over to another player. This actually makes both of you co-owners. To give a pet completely to another player, you must first use the Friend command, then use the Release command to release your share of the pet.
- Release** Lets your pet go back to the wild or releases your interest in a shared pet.

## Begging

Use this skill to get money from NPCs without resorting to stealing.

**Starting Equipment:** 1 Gnarled Staff

**Items Needed:** None, except NPCs

**To Use:** Open the Skills menu. Choose the Actions tab and click on the Begging skill. The cursor will turn into a target. Put the target over the NPC you wish to beg from and left-click. The better your skill is, the more often you’ll get Gold from a person. You’ll get one of two messages. “I pity thee . . .” will result in your getting some Gold; the amount is based on how much they have. The message “I pity thee . . .” followed by “Thou dost not look

trustworthy! No Gold for thee today!” will result in no Gold. If you get the message “I cannot reach you,” you’re too far away. Get closer and try again.

**To Raise Your Skill:** This ignoble skill is increased through repetition. Training can be purchased from NPCs in the cities.

**Attributes Affected:** Minor increases in Dexterity and Intelligence.

**Notes and Related Skills:** This is a good way to get Gold, if you have patience. It takes some time to build it up and you’ll be pretty unsuccessful at first. Also, the amount of money they give you is based on the amount they have. If they have a lot, they’ll start at 10 GP. When their supplies of Gold diminish, they reduce the amount they give you by 1 GP at a time. They’ll give you the reduced number of GP a few times, and then they’ll lower it again. When they reach 1 GP, they’ll give you that much about 20 times. After that, they’re out, and will say, “You don’t look trustworthy . . .”

**Tips for Getting More Gold:** First find a Noble. They often wear fancy clothes and have “Noble” in their names. They are rich and normally give you 10 GP per successful attempt. Next, find Guards. They normally start at about 3 or 4 GP and go down from there. Lastly, find NPCs. They normally start at 1 GP and stay there for up to 30 times. Never try Shopkeepers; they’re very stingy and won’t give you anything.

## Camping

Camping is a skill used to protect your character between playing sessions. When you log off, your character stays in the *Ultima Online* world for approximately five minutes. During that time, you can be robbed or killed. To avoid this, use your Camping skill.

**Starting Equipment:** 1 Bedroll, 5 pieces of Kindling

**Items Needed:** Bedroll and Campfire

**To Use:** Take the Kindling from your Backpack; set it on the ground, and double-click on it. Every time you double-click on the Kindling, the game will check your Camping skills. If you’re



unsuccessful, you'll get a message: "You fail to light campfire." If you're successful, the Campfire will catch and begin burning. Now get out your Bedroll; set it next to the Campfire, and double-click on it to unroll it. You must now remain next to your Campfire for the next few minutes, until you get the message "Your camp is secure." Finally, double-click once more on the Bedroll to log out instantly and return to the main *Ultima Online* menu screen. Don't use the normal logout procedures!

To get more Kindling, double-click on any edged weapon or tool, then point to any nearby tree you wish to cut some Kindling from. If you're successful, a pile of Kindling will be put into your Backpack.

**To Raise Your Skill:** Keep Camping and your skill will increase.

**Attributes Affected:** Possibly increases in Intelligence, Dexterity, and Strength, but this is subject to change.

## Cartography

Cartography is used to map the area surrounding your character. All Maps you make will be centered on your character's current position. Depending on your skill level, the Map may depict your local surroundings or show the entire world.

**Starting Equipment:** 4 blank Maps, 1 Sextant

**Items Needed:** A blank Map

**To Use:** When you're in a position that you want to map, pull up the Skills screen and click on Cartography. Another option is to set up a macro to use the skill. After clicking on the skill, you'll have to click on your Map paper. A window will appear, allowing you to set the scale of your Map. You'll have four choices: Detail Map, Regional Map, Sea Chart, or Full World. With increased skill comes the ability to increase your scale.

**To Raise Your Skill:** This skill is increased through repetition. You can also purchase some training from a qualified NPC.

**Attributes Affected:** Increase in Intelligence. Minor increase in Dexterity.



**Notes and Related Skills:** One of the chief uses of Cartography is to create Maps that can be used to plot your course when you're traveling by ship. Otherwise, the Maps created by this skill are far inferior to Maps you can find by browsing the various *Ultima Online*-related sites on the Internet.

## Detecting Hidden

This skill is used when a player can't see something or someone with the naked eye but is sure that the item or person is there.

**Starting Equipment:** Black Cloak

**Items Needed:** None

**To Use:** Open the Skills menu. Choose the Actions tab and click on the Detecting Hidden skill. The cursor will turn into a target. Put the target over the area you wish to examine, then left-click. The better your skill is, the easier it will be to detect the hidden item/person. If you're successful, the item or person will appear and will be visible to everyone in the area.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from NPCs in the cities.

**Attributes Affected:** Major increase in Intelligence. Minor increase in Dexterity.

**Notes and Related Skills:** Detecting Hidden comes in handy when players are using the Hiding skill and seem to vanish right before your eyes.

## Enticement

This skill is your ability to draw an animal or player toward you using a Musical Instrument. Use Entice to keep a Guard nearby if you're waiting in the wilderness for a friend. You get some increase in Intelligence, and the added safety of a personal bodyguard!

**Starting Equipment:** 1 random Musical Instrument

**Items Needed:** A Musical Instrument



**To Use:** Select it from the Skills menu. You will then be asked whom or what you wish to entice. Select an NPC or a creature to entice. If you fail, you'll get the message "Your music fails to attract them." When you succeed, the chosen target will walk to you. If they are speaking types of NPCs, they will say "What is that I hear?" as they come to you.

**To Raise Your Skill:** This skill can be raised by practicing it on various NPCs and creatures. Training can be purchased from NPCs.

**Attributes Affected:** Minor increases in Dexterity and Intelligence.

**Notes and Related Skills:** This skill is good when it's used in conjunction with the Animal Taming skill. After you entice an animal so that it's close to you, you can tame it. Other related skills are Musicianship, Peacemaking, and Provocation.

## Hiding

This skill is used when you want to hide your character temporarily. While the Hiding skill is intended to be effective at keeping you out of sight of animals and monsters, it may not always work. We consider it unreliable protection at best, so use it at your own risk.

**Starting Equipment:** 1 Black Cloak

**Items Needed:** None

**To Use:** Open the Skills menu. Click on the Actions tab and choose the Hiding skill. If you use the skill successfully, your character will turn a light shade of gray, becoming "invisible" to all. If you fail, you'll get a message saying, "You cannot seem to hide here" and your colors will remain the same as before. Your character will stay hidden until another skill is used or you move your character. After you use this skill, it's important not to move. (However, simple commands, such as opening your Paper Doll, looking in your Backpack, and so on, are "safe" commands that won't reveal your character.) Your character can also perform simple actions, such as Training, Fishing, Mining, and Lumberjacking,

while hidden without being revealed. The higher the value of this skill, the easier it is to hide your character.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from NPCs in the cities.

**Attributes Affected:** Major increase in Dexterity. Minor increase in Intelligence.

**Notes and Related Skills:** This skill is useful when you're in towns or out in the world of Britannia. If someone or something is pursuing your character and you need a quick form of escape, this skill should be used if it's high enough. Your character will become invisible to your opponent. It's also very useful if you need a beverage break and don't want Thieves to peek into your belongings and steal your precious wealth. You should also be aware that someone may have a high Detecting Hidden skill and be able to reveal your character when you want to remain invisible.

## Inscription

Inscription is the art of taking a Spell that is written in a Spell Book and transferring the Spell onto a Scroll.

**Starting Items:** 2 blank Scrolls, 1 blank Book

**Items Needed:** Spell Book with Spells inside, Reagents used to cast the Spell, blank Scroll

**How to Inscribe:** Open the Skills dialog box and click on the Inscription skill. A target icon will appear, and a message asking what Scroll you wish to inscribe. Click on a blank Scroll in your Backpack. A box will appear, showing which circles you can choose from. Click on the desired circle, then click on the Spell you wish to inscribe on the Scroll. If the inscription is successful, the Scroll will take on the Spell you selected. Also, the Reagents required by the Spell will be removed from your Backpack. Be aware that you can't inscribe from a circle level beyond that of your current advancement. For example, if you haven't yet been successful at casting a 5th Circle Spell, you won't be able to inscribe from the 5th Circle.



**Using an Inscribed Scroll:** Once a Scroll has been inscribed, anyone can use it. Double-click on the Scroll to cast it. You don't need the required Mana to use the Scroll, because the Mage who made it has already poured the necessary magical forces into the Scroll. All you need to do is release those forces.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from NPCs in the cities.

**Attributes Affected:** Increases Intelligence.

**Notes and Related Skills:** Magery and Resisting Spells are good skills for any Mage who uses Inscription. Inscribing Scrolls and selling them is also a good way for a Mage to make extra cash.

## Peacemaking

This skill gives you the ability to effectively end combat by calming an attacker through the use of a Musical Instrument.

**Starting Equipment:** 1 random Musical Instrument

**Items Needed:** A Musical Instrument

**To Use:** Click on the Peacemaking skill in the Skills window. If you haven't already used an Instrument, you'll be asked to choose one. Otherwise, you'll attempt to play the Peacemaking melody. Peacemaking can be very useful when creatures are attacking, though less useful against other players. When you fail, you'll see one of two messages: "You play poorly, and there is no effect" or "You attempt to calm everyone, but fail." When you succeed, the message "You play your hypnotic music, stopping the battle" will appear in the lower left-hand corner of your screen.

**To Raise Your Skill:** The saying "practice makes perfect" applies here. You can easily raise this skill just by standing in one spot and using the Peacemaking skill. You can also purchase some training from an NPC.

**Attributes Affected:** Minor increases in Dexterity and Intelligence.

**Notes and Related Skills:** This skill is used to pacify creatures so they won't attack or will stop attacking. When it's used, all creatures,

PCs, and NPCs cease to fight. In other words, if you wish to stop a fight, use this skill. Player Characters will recover more quickly than NPCs or monsters, so even if you use this with friends, it should gain your side some advantage. Related skills are Musicianship, Provocation, and Enticement.

## Poisoning

This skill gives you the ability to create Poisons for use in foods or on weapons.

**Starting Equipment:** 2 Poison Vials

**Items Needed:** A Vial of Poison; food, drink, or a weapon

**To Use:** Open the Skills dialog box and select the Poisoning skill. Then select a Vial of Poison, followed by the target (food, drink, or a weapon). The item you select is then poisoned.

**To Raise Your Skill:** This skill can be increased through repetition. Training can also be purchased from NPCs.

**Attributes Affected:** Increase in Intelligence. Minor increase in Dexterity.

**Notes and Related Skills:** Alchemy and Taste Identification are skills that go well with Poisoning. Alchemy can be used to create your own supply of Poison and Taste Identification can be used to test foods or drinks for poisons.

## Provocation

This skill gives you the ability to provoke one player or creature to attack another. One of the best times to use Provocation is when you have a group of nasty monsters inside an enclosure or otherwise separated from you by a barrier. You can sit there and play them nice tunes and watch them wipe themselves out! This is the Bard at his or her best, and this practice can be effective even in the deepest Dungeons. A word of caution, though: Never, never use Provocation in town. It's a sure way to commit suicide.



**Starting Equipment:** 1 random Musical Instrument

**Items Needed:** A Musical Instrument

**To Use:** Select the skill from the Skills window. You'll see a message asking you who or what you want to provoke. Click on that person, NPC, or creature. Next, a message will ask you whom or what you want attacked. Click on another person, NPC, or creature. If you're successful, the first target will attack the second and they'll begin to fight. If Provocation is unsuccessful, a message will state that your music fails to incite enough anger in the targets.

**To Raise Your Skill:** To raise the Provocation skill, you need to practice it on humans or beasts.

**Attributes Affected:** Minor increases in Dexterity and Intelligence.

**Notes and Related Skills:** If you try to use this skill in town, the Guards will consider it an attack and you'll be toasted. Also, if you try to use this skill on another PC, NPC, or creature and fail, it's very likely that your target will turn on you and try to kill you. Related skills are Musicianship, Peacemaking, and Enticement.

## Spirit Speak

A player who is killed in *Ultima Online* can choose either to resurrect with penalties or to play as a ghost. While wandering the world in search of a Shrine or a Healer, a ghost can't be understood by living PCs, except for those skilled in Spirit Speak. A ghost can always understand what living players are saying, therefore, this skill is needed only for living players to understand the dead.

**Starting Equipment:** 1 Black Cloak

**Items Needed:** At least one ghost!

**To Use:** When a dead player is in Peace mode, they are invisible to the living world. However, a ghost in War mode is visible to living players. You'll know the ghost is dead because the hood on their gray death robe will be up. When you're in the presence of a ghost, click on your Skills window and choose Spirit Speak (or set up a macro for it). Depending on your skill level, you may then be able

to understand what the ghost is saying. If you're not successful, the ghost's speech will appear to be garbled words.

**To Raise Your Skill:** This skill is raised through repetition, or you can purchase training from a skilled NPC.

**Attributes Affected:** Major increase in Intelligence.

## Tracking

This skill is used when players are in the world exploring and wish to hunt animals, creatures, or other players. Use Tracking frequently when you're in the wild. It can save you from stumbling into a disastrous situation.

**Starting Equipment:** 1 Skinning Knife, 1 pair of Brown Boots

**Items Needed:** None

**To Use:** Open the Skills window and click on the Tracking skill. You should get a menu that asks what you would like to track. You can choose animals, creatures, or people. When you double-click on one of the three, a message will tell you if you fail to find any evidence of the particular life form you were tracking. This message is the same whether Tracking was unsuccessful or there was simply no creature of the desired kind in the vicinity, so it isn't always clear whether you were successful at the lower levels of the skill. However, if you get that message and there are two bears standing nearby, you know your Tracking skill is not too great.

If Tracking is successful and there are one or more creatures of the tracked variety in the area, another menu will show a picture of them. Simply choose the animal/creature/person you want to track and your character will tell you the direction in which that life form lies relative to your current position. As you and the life form move, your character will inform you as to any changes in its direction. If the creature you're tracking gets too far away or is killed, you'll get the message "You've lost your quarry."

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from NPCs in the cities.

**Attributes Affected:** Increases Dexterity and Intelligence.



**Notes and Related Skills:** Tracking is particularly useful when you're hunting game in the wild. If your skill is high enough and several life forms are in the area, your character will get a picture for each one. You can then decide which one to track. Tracking is also very useful when you're exploring the wilderness. If you keep tracking, looking for monsters, you may be able to find your enemies before they can find you. This helps you either to attack and vanquish your prey or to escape their notice if they're more powerful than you or your party. Camping and any Combat skills are good complementary skills.

## Combat Skills



Combat skills are those skills you'll use when fighting, either with PCs or with NPCs. There are a variety of related skills, including Archery, Fencing, Mace Fighting, Parrying, Swordsmanship, Tactics, and Wrestling, all of which are improved by using them.

## Archery

This is the Combat skill required to use all missile weapons, including Bows and Crossbows.

**Starting Equipment:** Bow, 25 Arrows

**Items Needed:** Bow or Crossbow, Arrows for Standard Bows, Bolts for Crossbows

**To Use:** You use it automatically when you attack while holding a Bow. You must have Arrows to attack.

**To Raise Your Skill:** You can raise this skill by shooting at other creatures or by practicing on archery buttes, found often in Bowyer shops. To practice Archery, stand back, line yourself up, and double-click on the butte. When you finish, you can walk to the butte and retrieve most of your Arrows. Some NPCs can teach this skill, especially those in the weapon shops.



**Attributes Affected:** Archery raises Dexterity. Minor increase in Intelligence.

**Notes and Related Skills:** Archery has the singular advantage of allowing you to attack from a distance without fear of reprisal. The rate of fire is no slower than that for the average melee weapon. On the other hand, Arrows or Bolts, even those fired from Heavy Crossbows, are not as powerful as a large hand-held weapon. Also, you must have Feathers to make Arrows, and these can be difficult to find. A bird corpse may be stripped of Feathers, but the number of Arrows you need to kill a bird may actually exceed the number of Feathers you get. Be sure to have a close-range weapon handy. The best solution for all these problems is to mix Archers with Melee Fighters. It's also wise to have a fair knowledge of Bowcraft/Fletching and Lumberjacking so you can supply your own Arrows and equipment.

## Fencing

This skill gives you the ability to use pointed weapons in combat.

**Starting Equipment:** 1 Spear

**Items Needed:** A Dagger, Spear, Pitchfork, Warfork, or Kryss

**To Use:** Attack with an appropriate weapon.

**To Raise Your Skill:** This skill is increased through repetition.

Limited increases can be obtained by using training dummies.

Training can be purchased from almost any Guard or Fighter-type NPC in any city. You can also spar with a friend (but don't spar in cities, because the Guards will come). Also, note that sparring will reduce your Notoriety.

**Attributes Affected:** Minor increases in Dexterity and Strength.

**Notes and Related Skills:** Tactics and Parrying enhance this skill, as does a Shield held in your other hand when you're using a one-handed weapon.



## Mace Fighting

This skill gives you the ability to use blunt weapons such as Maces, Hammers, Mauls, Hammerpicks, and Clubs when you're in combat.

**Starting Equipment:** Mace

**Items Needed:** Mace, Hammer, Maul, Hammerpick, or Club

**To Use:** Attack with an appropriate weapon.

**To Raise Your Skill:** This skill is increased through repetition. Limited increases can be obtained by using training dummies. Training can be purchased from almost any Guard or Fighter-type NPC in any city. You can also spar with a friend (but don't spar in cities, because the Guards will come). Also note that sparring will reduce your Notoriety.

**Attributes Affected:** Minor increases in Strength and Dexterity.

**Notes and Related Skills:** Tactics and Parrying enhance this skill, as does a Shield held in the other hand when you're using a one-handed Mace-type weapon.

## Parrying

This skill gives you the ability to use Shields to block the attacks of your opponents.

**Starting Equipment:** 1 Wooden Shield

**Items Needed:** Shield

**To Use:** Simply equip your Paper Doll with a Shield (you can't use a Shield and a two-handed weapon at the same time). In combat, the skill is checked automatically when you are attacked.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from almost any Guard or Fighter-type NPC in any city. You can also spar with a friend (but don't spar in cities, because the Guards will come). Also note that sparring will reduce your Notoriety.

**Attributes Affected:** Minor increases in Strength, Dexterity, and Intelligence.

**Notes and Related Skills:** Tactics and any attacking Combat skill enhance this skill.

## Swordsmanship

This skill gives you the ability to use edged weapons such as Swords, Axes, Knives, Cutlasses, Katanas, Scimitars, Bardiches, and Halberds in combat.

**Starting Equipment:** 1 Long Sword

**Items Needed:** Sword or other bladed weapon

**To Use:** Attack with an appropriate weapon.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from almost any Guard or Fighter-type NPC in any city. Limited increases can be obtained by using training dummies. You can also spar with a friend (but don't spar in cities, because the Guards will come). Also note that sparring will reduce your Notoriety.

**Attributes Affected:** Minor increases in Strength and Dexterity.

**Notes and Related Skills:** Tactics, Arms Lore, and Parrying enhance this skill, as does a Shield held in the other hand when you're using a one-handed edge-type weapon.

## Tactics

This skill gives you the ability to fight effectively with any weapon type.

**Starting Equipment:** None

**Items Needed:** None

**To Use:** This skill is checked automatically during combat. Your success in any combat situation is a combination of your Weapon skill and your Tactics skill.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from almost any Guard or Fighter-type NPC in any city.



**Attributes Affected:** Minor increases in Intelligence, Strength, and Dexterity.

**Notes and Related Skills:** Arms Lore, Parrying, and any weapons skill enhance this skill.

## Wrestling

This skill gives you the ability to attack an opponent with your bare hands.

**Starting Equipment:** 1 pair of Leather Gloves

**Items Needed:** Only your hands

**To Use:** Attack with no weapon.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from almost any Guard or Fighter-type NPC in any city. You can also spar with a friend (but don't spar in cities, because the Guards will come). Also note that sparring will reduce your Notoriety.

**Attributes Affected:** Minor increases in Strength and Dexterity.

**Notes and Related Skills:** Tactics and Parrying enhance this skill.

## Lore and Knowledge Skills



Knowledge of the various Lore surrounding the creatures of Britannia—both human and animal—will prove extremely helpful as you traverse the land. Lore skills include Anatomy, Animal Lore, Evaluating Intellect, Forensic Evaluation, Item Identification, and Taste Identification. Though they may appear obscure at first, as you read on, you'll come to find out how valuable these skills are.

## Anatomy

This skill is similar to the Evaluating Intellect skill, but instead of determining a life form's mental ability you can determine their physical abilities, including Strength and Dexterity.

**Starting Equipment:** Bandages

**Items Needed:** None

**To Use:** When you click on the Anatomy skill, the cursor will turn into a target. Put the target over the player or creature you wish to evaluate and left-click. If you're successful, you'll get a brief description of their physical abilities. The better the description you get, the higher that life form's abilities are. The higher the value of this skill, the easier evaluation is, and the more accurate the descriptions will be.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from NPCs in the cities.

**Attributes Affected:** Increases Intelligence.

**Notes and Related Skills:** This skill is useful if you decide to take on what appears to be a helpless player or creature wandering through the world. Before you choose a course of action, you may want to use this skill first. You may be surprised if you get a message that it "looks superhumanly strong" and "moves like quicksilver." It could save you from making a foolish decision and entering into combat you can't win, or save you from a nasty confrontation. Remember, discretion is the better part of valor.

## Animal Lore

This skill gives you the ability to determine the physical characteristics of animals/creatures.

**Starting Equipment:** 1 Shepherd's Crook

**What You Need:** Animals/creatures

**To Use:** First click on the skill; then you'll be able to choose the creature you want information about. If you're successful, you'll



learn more about the creature, including its mood (such as angry or content) and whether it's hungry or not.

**Attributes Affected:** Major increase in Intelligence.

**Notes and Related Skills:** Animal Lore is essential for anyone who wants to specialize in Animal Taming. It's the only way you can know whether the bear you're walking up to is starving or content. This is very important information. A starving bear may decide to have you for lunch instead of becoming your pet.

## Arms Lore

This skill gives you the ability to assess the condition and use of a given weapon or item of armor. It tells you whether the weapon or armor is in good shape or needs repair, and what kind of damage the weapon can inflict or what kind of protection the armor offers.

**Starting Equipment:** 1 random weapon

**Items Needed:** Any cloth, armor, or weapon can be examined. (You must be in possession of the item on which you wish to use this skill.)

**To Use:** Open your Paper Doll or Backpack (whichever contains the item to be examined), then open the Skills menu (or set macro) and click on the Arms Lore skill. Then place the target cursor on the item and click.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from most Blacksmiths and Fighter types.

**Attributes Affected:** Increases Intelligence, Strength, and Dexterity.

**Notes and Related Skills:** This skill complements a Blacksmith's skill, since a Blacksmith can repair any damaged items except cloth. This skill doesn't tell you the relative worth of an item, nor does it tell you magical characteristics. See Item Identification for further examining information.

## Evaluating Intellect

This skill is used for determining the mental capacities of other players or creatures.

**Starting Equipment:** None

**Items Needed:** None

**To Use:** Open the Skills menu and click on Evaluate Intellect. The cursor will change to a target. Put the target over the person or creature you wish to evaluate, and then left-click. If you're successful, you'll get a brief description of that life form's mental capacity. The higher the value of this skill, the easier evaluation is, and the more accurate descriptions will be.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from NPCs.

**Attributes Affected:** Major increase in Intelligence.

**Notes and Related Skills:** Especially useful when you're going up against another player or creature and you want to find out if that entity has a lot of Mana for Spell casting. The higher the entity's Intelligence, the more Mana that entity will have. You don't want to enter into a magic battle if your character is "fairly stupid" and your opponent is "superhumanly intelligent." In that case, obviously, the entity probably has a lot more Mana than you do.

## Forensic Evaluation

This skill enables you to identify a killer by examining the corpse of his victim.

**Starting Equipment:** None

**Items Needed:** None

**To Use:** Select the skill from the Skills menu, then click on a human or animal corpse. If the corpse has already been examined, you'll see the following message: "The forensicist (*Player Name*) has already discovered that." If the corpse is human, the following message will appear: "This person was killed by (*Player Name*)."



For both human and animal corpses, you will learn who, if anyone, has looted the body; the message “This corpse has not been desecrated” or “This body has been disturbed by X.” will appear.

**To Raise Your Skill:** Just keep practicing. Certain NPCs can also teach you this skill.

**Attributes Affected:** Major increase in Intelligence.

**Notes and Related Skills:** This skill is not very useful to the individual player, but it’s extremely useful for player-guilds. The examination of corpses tells who killed a person and who looted a corpse. This skill gives players concrete evidence that a person is a Player Killer or a Looter, and enables them to seek justice without fear of attacking an innocent bystander.

## Item Identification

Use this skill to identify an item and to determine its value.

**Starting Equipment:** 1 Gnarled Staff

**Items Needed:** Something to identify

**To Use:** Select the skill from the Skills menu, then click on an item in your possession or on the screen. If you succeed, you’ll see a full description of the item and a GP value. If you fail, you’ll see one of three failure possibilities:

- ♣ You get the same description you’d see if you clicked on the item, and the amount that the item is worth.
- ♣ You get the complete description of the item and the message “You have no idea what this item is worth.”
- ♣ You get the same description you’d see if you clicked on the item, and the message “You have no idea what this item is worth.”

**To Raise Your Skill:** Like all Lore skills, Item Identification increases with repeated use. Certain NPCs can also teach you this skill, but it’s not a skill worth paying for unless you have a lot of extra money.

**Attributes Affected:** Major increase in Intelligence.



**Notes and Related Skills:** Item Identification is convenient to have, but it's definitely not something you should start with. Just use it whenever you want to determine the exact nature of a magic item. If you succeed, you'll learn what enchantment is on the item, and you can determine its relative value by looking at its worth in Gold.

## Taste Identification

Use this skill to identify a Potion or to determine whether a piece of food has been poisoned.

**Starting Equipment:** 3 random Potions

**Items Needed:** None

**To Use:** Select the skill from the Skills menu, then click on a Potion or food item. If you fail, you'll see this message: "You cannot discern anything about this substance." If you succeed and you're tasting a poisoned food item, you'll see this message: "You sense a hint of foulness about (*food item*)."  
If you successfully identify a Potion, this message will appear: "This potion may have been made from (*Reagent*)."

**To Raise Your Skill:** Like all Lore skills, Taste Identification increases with repeated use. Keep practicing on a Potion. Certain NPCs can also teach you this skill, but it's not a skill worth paying for unless you have a lot of extra money.

**Attributes Affected:** Major increase in Intelligence. Minor increase in Strength.

**Notes and Related Skills:** Taste Identification is one skill that's almost completely useless. You can use it to identify a Potion, but this is pointless because Potions can be identified by color. You can use the skill to test a piece of food for poison, but the poisoning of food is a rare occurrence indeed. Use the skill to increase your Intelligence, but be aware that it has very few practical applications.



## Miscellaneous Skills



Miscellaneous skills include a number of essentially unrelated types of skills that will come in handy during your travels. Learning the benefits of Alchemy, Cooking, Fishing, Herding, and Tinkering, as well as Blacksmithy, Bowcraft/Fletching, Lockpicking, and Lumberjacking, can only help you in the long run. The following skills are listed in alphabetical order.

### Alchemy

The Alchemy skill gives you the ability to make Potions out of Reagents. (For more detailed information on Alchemy, see Chapter 9.)

**Starting Equipment:** 4 empty Vials, 1 Mortar-and-Pestle set, 4 random Reagents, 1 Red Robe

**Items Needed:** Mortar and Pestle, empty Vial, Reagents that correspond to the Potion you wish to make

**To Use:** To create potions, first be sure you have the items needed, then double-click on the Mortar and Pestle. A targeting icon will appear. Click on the Reagent you wish to grind into a Potion. If you're successful, the Potion will automatically be poured into an empty Vial. Alternately, you can select the Alchemy skill from your skill list, and then choose a Reagent.

**To Raise Your Skill:** To get better, keep making Potions. With time, you'll acquire the skill to make greater Potions that have stronger effects.

**Attributes Affected:** Increases Intelligence. Minor increase in Dexterity.

**Notes and Related Skills:** Resisting Spells, Taste Identification.

## Types of Potions

Potions are created by using Reagents either found in the wilds of Britannia or purchased from shops. Each Potion has a particular color, uses specific ingredients, and has a specific effect when used.

### RED POTIONS

**Effect:** Refreshment. This is very inexpensive and raises Stamina. The empty bottle reappears in your Backpack after use.

**Reagent Required:** Black Pearl

### BLUE POTIONS

**Effect:** Agility. It temporarily raises your Dexterity 11 to 14 points and is cumulative in its effect.

**Reagent Required:** Blood Moss

### BLACK POTIONS

**Effect:** Night Sight. This Potion allows you to see in the dark. It sells for only 1 GP (the bottle costs 4 GP).

**Reagent Required:** Garlic

### YELLOW POTIONS

**Effect:** Healing. The most useful of all Potions to Player Characters, because it restores health.

**Reagent Required:** Ginseng

### WHITE POTIONS

**Effect:** Strength. This potion temporarily raises your Strength and Max HP by 15, but lasts for only about 15 seconds. It may be worth only 3 GP if sold at a magic shop.

**Reagent Required:** Mandrake

### GREEN POTIONS

**Effect:** Poison. Drinking this Potion causes a loss of 1 HP per 15 seconds, which lasts for about five minutes. However, if you stand



still, you heal at almost the same rate. You can treat a blade using your Poisoning skill. A blade thus treated causes a loss of Stamina and a loss of HP in the creature or person attacked. After consumption, the bottle appears on the ground.

**Reagent Required:** Nightshade



Be careful when using the Green Potions, because the appropriate skill must be used. Double-clicking on this Potion will result in your drinking the Potion, which could have very unpleasant results for about five minutes. However, if you stand still, you heal at almost the same rate. You can treat a blade with the Green Potion using your Poisoning skill.

### ORANGE POTIONS

**Effect:** Cure. This Potion cures poison. It sells for only 3 GP in a store (the bottle costs 4 GP).

**Reagent Required:** Spider Silk

### PURPLE POTIONS

**Effect:** Explosion. This Potion explodes when thrown, causing damage of between 25 and 30. The bottle is then completely destroyed. This Potion now has an area effect equivalent to about 3 people in diameter. To use, double-click on the bottle, a targeting icon will appear. You then have three seconds to select the place where you want the bottle thrown before it explodes.

**Reagent Required:** Sulphurous Ash

## Blacksmithy

The Blacksmithy skill provides you with the ability to create and repair weapons and armor.

**Starting Equipment:** Apron, 1 random tool (Hammer or Tongs)

**Items Needed:** 1 Smith Hammer, Sledgehammer or pair of Tongs, 3 or more ingots

**To Use:** To activate this skill, you must be standing three or fewer steps from both an Anvil and a Forge. Simply double-click on your Smithy tool and a menu will pop up with options allowing you to repair an existing item or create a new item.

**To Raise Your Skill:** This skill is increased through repetition, though you'll advance more quickly when you make or repair difficult items. Training can be purchased from any NPC Blacksmith, Armorer, or Weaponsmith.

**Attributes Affected:** Increases Strength. Minor increase in Dexterity.

**Notes and Related Skills:** Mining, of course, as well as Tinkering to make/repair tools and Arms Lore to determine the quality of items.

### Creating Items

As a Blacksmith, you'll be able to create items based on your skill. Simply double-click on your Smithy tool and a menu of choices will pop up, based on your skill as a Blacksmith and the number of ingots in your inventory. Generally speaking, the more difficult the item is to make, the smaller your chances of successfully creating the item will be. If you're unsuccessful in your attempt to create something, some ingots will be destroyed. If you're successful, another check against your skill is performed. This will determine the quality of the item—below average, average, or above average. This calculation is also based on your skill versus the difficulty of the item produced. Your Smithy tools will break after a finite number of uses unless you have Tinker tools and sufficient Tinker skills to repair them with.



## Repairing Items

Weapons and armor lose their effectiveness through use over time and sometimes need to be repaired. In general, an item can be repaired only a certain number of times, weakening with every repair, before it is destroyed. However, depending on your Blacksmithy skill and the general difficulty of repairing the item in question, you can repair the item without weakening it and reducing the number of total repairs left in it. If an item is too difficult for your skill level to repair, you will repeatedly fail. It is unclear at this time whether or not this weakens the item. Repairing items, however, does raise your skill level.

## Bowcraft/Fletching

This skill gives you the ability to carve Bows, Crossbows, Arrows, and Crossbow Bolts from wood.

**Starting Equipment:** Boards, Shafts, Feathers, and a Dagger

**Items Needed:** Wood, Dagger

**To Use:** Double-click on a Dagger, then click on a stack of logs. You'll get one of two messages. If you failed to make an item, the message "You try to whittle away at the wood but end up making nothing but useless wood shavings" will appear. Your chance of success, however, increases as your skill increases. If you succeed, you'll see a window showing the items a Bowyer/Fletcher can make. Double-click on one of the icons and you'll create the item and place it in your Backpack.

Item	Cost
Kindling	1 wood
Arrow	All wood in stack
Bow	7 wood
Crossbow	7 wood
Heavy Crossbow	10 wood (available when skill reaches 61%)

**To Raise Your Skill:** Keep making Bows. Remember that your skill will improve faster if you make the most difficult items possible. If you can make Heavy Crossbows, do so.

**Attributes Affected:** Increases Dexterity. Minor increases in Intelligence and Strength.

**Notes and Related Skills:** Lumberjacking to cut your own wood and Archery to use the Bows you make for combat situations.

## Carpentry

This skill gives you the ability to make items such as Chests, Crates, and Furniture out of lumber. Some examples of Carpentry tools are Nails, Hammer, Iron Shave, and a variety of Planes. A Tinker can also make these tools for you if you have the misfortune of losing them.

**Starting Equipment:** Random Carpentry tool, 1 stack of 10 boards

**Items Needed:** Any Carpentry tool (all seem to have the same effect) and either boards or logs. Get logs from a Lumberjack.

**To Use:** Double-click on the Carpentry tool, then on the stack of wood (boards or logs) you wish to use to create something. You'll get either the message "Your carpentry has failed" or a selection box with the three categories of items in it. Select a category of items and another selection window will appear. This one has a list of the items you can make within that category and the cost of materials to create it. After selecting the item, you will get either a targeting cursor asking where to set the item or the message "There is not enough wood to create this." The categories, items, and costs of materials are as follows:

Tables	Cost
Small Table	17
Writing Table	17
Table	23
Large Table	27



Chairs	Cost
Stool (2 types)	9
Chair (2 types)	13
Large Chairs (2 types)	15
Bench	17
Bench-type Chair	17
Throne	19

Miscellaneous	Cost
Box	9
Small Crate	9
Crate	11
Large Crate	13
Chest	15
Bookshelf	21
Red Armoire	25
Brown Armoire	25

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased in the cities.

**Attributes Affected:** Raises Strength. Minor increases in Dexterity and Intelligence.

**Notes and Related Skills:** This skill works very well with the Lumberjacking skill. Since this skill relies heavily on raw materials, what better way to amass your stock than to cut your own wood? The items made with this skill can be sold for Gold.

## Cooking

During your travels you will, no doubt, have to eat. This skill gives you the ability to create edible food from the raw ingredients you're liable to gather at one point or another.



**Starting Equipment:** 3 raw food items, 2 piles of Kindling, 1 sack of flour, 1 water Pitcher

**Items Needed:** Ingredients needed for the recipe and either fire or oven, depending on the desired dish

**To Use:** Double-click on an ingredient or oven, then on another ingredient.

Use	On	To Make
Water	Flour	Dough
Oven	Dough	Bread
Honey	Dough	Sweet Dough
Flour	Sweet Dough	Cake Mix
Oven	Cake Mix	Cake
Oven	Sweet Dough	Muffins
Sweet Dough	Honey	Cookie Mix
Oven	Cookie Mix	Cookies
Dough	Fruit	Fruit Pie
Dough	Meat	Meat Pie
Dough	Vegetable	Vegetable Pie

**To Raise Your Skill:** Get into the kitchen and make a mess. Or you can train in the local towns.

**Attributes Affected:** Increases Intelligence and Dexterity.

**Notes and Related Skills:** Any Combat skill that lets you hunt your own meat. Cook it and sell it to anyone who needs an increase in health. Fish if you want to cook up some fish for dinner.

## Fishing

This skill allows you to catch fish in the oceans, lakes, and rivers of Britannia. The best part is, you get to wear a Floppy Hat!

**Starting Equipment:** 1 Fishing Pole, 1 Floppy Hat

**Items Needed:** Fishing Pole (you can use string on a stick to make a Pole if you don't have one), any body of water



**To Use:** Double-click on the Fishing Pole, then click on a nearby spot in the water. You'll get one of two messages, the first of which is "You pull out a nice fish!" At that point, you catch a fish and place it on the ground. (Each fish weighs 1 stone.) If you get the message "You fish for a while, but fail to catch anything," you've failed in your attempt because your skill was too low. Best to try again.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from NPC Fishermen, from Shopkeepers in certain food shops, and in the Fishermen's Guild.

**Attributes Affected:** Increases Dexterity. Minor increase in Strength.

**Notes and Related Skills:** Fishing is very easy. You have a high chance of success with 50% skill, and you can't deplete the resources of an area (this is not true of Mining or Lumberjacking). There are always plenty of fish in the sea. Fish sell for around 1 GP at the Fishermen's Guild, at a fish shop, or at an inn. The only disadvantage of fishing, of course, is that each fish sells for only a coin. You can, however, use your Dagger on fish to make fish steaks. You will net three steaks from each fish, which you can then sell at the local tavern for 1 GP each, thereby tripling your Gold.

## Healing

This skill provides a faster healing rate for the injured.

**Starting Equipment:** 1 pair of Scissors, 5 Bandages

**Items Needed:** Bandages (can be made by using scissors on a piece of cloth), wounded person

**To Use:** First, double-click on the Bandages. A message will ask you what character you would like to use this skill on. If you make a successful skill attempt, you Bandage the wounds and your healing rate is increased. If you fail, you bloody the Bandages and waste them.

**To Raise Your Skill:** Practice or purchase training in towns.

**Attributes Affected:** Increases Intelligence. Minor increase in Dexterity.

**Notes and Related Skills:** Any other skill would be well complemented by this skill; the speed with which you recover from your injuries could mean the difference between life and death.

## Herding

This skill gives you the ability to herd animals.

**Starting Equipment:** 1 Shepherd's Crook

**Items Needed:** A Shepherd's Crook and some animals

**To Use:** First double-click on the Shepherd's Crook, then target the animal you wish to make part of your herd.

**To Raise Your Skill:** Practice or buy training in towns.

**Attributes Affected:** Increases Dexterity. Minor increases in Intelligence and Strength.

**Notes and Related Skills:** Animal Lore and Veterinary are both good complementary skills. Musicianship and Peacemaking may come in handy on occasion as well.

## Lockpicking

This skill gives you the ability to open locked Doors and Chests using Lockpicks.

**Starting Equipment:** 5 Lockpicks

**Items Needed:** A Lockpick and a locked Chest, Door, or other object

**To Use:** First double-click on the Lockpick, then target the locked object you wish to unlock.

**To Raise Your Skill:** Practice or buy training in towns.

**Attributes Affected:** Increases Dexterity. Minor increase in Intelligence.

**Notes and Related Skills:** Any of the other thieving or rogue skills, such as Stealing and Snooping, will be useful. Also, Item Identification can be helpful to determine what your loot is worth.



## Lumberjacking

This skill allows you to harvest usable wood from the trees of Britannia.

**Starting Equipment:** 1 Practice Hatchet

**Items Needed:** Hatchet or Axe of any kind; trees

**To Use:** Double-click on the Axe, then on the tree from which you wish to chop wood. Note that you can click on any tree on the screen. You don't have to be next to the tree to use your Axe on it. You'll get one of these messages:

- ✦ "You chop some wood from the tree and put it in your pack." You have successfully harvested 10 logs from the tree.
- ✦ "You hack at the tree, but fail to produce any usable wood." You failed to gather any wood. Your chance of success increases as your skill increases.
- ✦ "There's not enough wood here to harvest." This tree has no more wood available. Find another tree.

**To Raise Your Skill:** This skill increases through repetition. Training can be purchased from Shopkeepers in either Bow or carpentry shops.

**Attributes Affected:** Increases Strength. Minor increase in Dexterity.

**Notes and Related Skills:** This skill works very well with either the Bowcraft/Fletching skill or the Carpentry skill. Using these skills, you can make Bows or Furniture from the wood you have harvested. These items can be sold to Shopkeepers. Since wood is plentiful and because you can carry a large amount of it, it's easy to produce large amounts of goods from wood using these two skills.

## Magery

This skill gives you the ability to successfully cast a Spell. In order to put Spells into your Spell Book, take the selected Spell Scroll and drag it onto your open book.

**Starting Items:** 3 random 1st Circle Scrolls, 1 Spell Book, 5 random Reagents

**Items Needed:** To cast a Spell, first you need the Spell written in your book; second, you need the appropriate Reagents (check the back of your Spell Book for the Reagents needed for each Spell).

**To Use:** Double-click on a Spell that has been put in your book. If you're successful, the Spell will be cast; if not, it will fizzle. Spells can't be cast if there's anything in your hands.

**To Raise Your Skill:** To get better at Magery, you need to practice casting Spells at, or just about at, your current ability. Casting 1st Circle spells when you can cast 5th Circle Spells will do little to increase your Magery stats. To increase your Int/Mana points, you can read certain books and use certain skills (Item Identification, Forensic Evaluation, Arms Lore, etc.).

**Acquiring New Spells/Reagents:** Spells can be obtained by looting monsters, opening locked Chests, buying from magic shops, or buying from other players. Reagents can also be purchased in magic/herb shops. Moreover, they can be found growing wild throughout Britannia.

**Attributes Affected:** Increases Intelligence.

**Notes and Related Skills:** Inscription is very handy, allowing you to copy Spells from your Spell Book to a blank Scroll for distribution to friends or to sell. Resisting Spells is also handy to reduce damage from opposing Mages.

## Mining

This skill is your ability to mine ore from mountains and caves and extract ingots from the ore through smelting.

**Starting Equipment:** Either a Shovel or a Pick

**Items Needed:** 1 Shovel or Pickaxe

**To Use:** Go to a nearby mountain with a Shovel or Pick. Double-click on the Shovel or Pick and it will change to a targeting cursor.



Click on the area of the mountain that you wish to Mine. You will receive one of three messages:

- ♣ “You mine some ore and put it into your Backpack.” You succeeded in your attempt to mine. One of four types of ore has been deposited in your Backpack. The type of ore depends on the total amount of ore remaining in the clicked area. There are large ores, two types of medium ores (differing icons), and small ores. The large ores weigh 20 Stones, the medium ones range from 4 to 10, and the smallest ones weigh 2 Stones. When you double-click, the cursor will change to a target and you’ll be prompted to select another pile of ore to combine the two, or a forge to smelt the ore on. When combined, the ore amount will be recalculated in small-ore form.
- ♣ “You loosen some rocks but fail to find any usable ore.” You failed in your attempt to mine. This failure reduces the total amount of available ore in the patch you just clicked on.
- ♣ “There is no metal here to mine.” The total amount of ore in the area that you clicked on has been depleted.

**To Raise Your Skill:** This skill is increased by repetition. This skill can’t be purchased from any NPC.

**Attributes Affected:** Increases Strength. Minor increase in Dexterity.

**Notes and Related Skills:** Blacksmithy, of course, as well as Hiding to escape Player Killers. Tinkering can be very handy to make additional Shovels or Pickaxes.

## Musicianship

This skill determines how well you can play a Musical Instrument.

**Starting Equipment:** 1 random Musical Instrument

**Items Needed:** A Musical Instrument

**To Use:** Double-click on a Musical Instrument. The quality of the tune you hear is an indication of your skill level in Musicianship.

Musicianship is also automatically checked when the Enticement, Peacemaking, or Provocation skill is used.

**To Raise Your Skill:** This skill is raised by double-clicking on an Instrument or by using one of the related skills. Training can also be purchased.

**Attributes Affected:** Minor increases in Dexterity and Intelligence.

**Notes and Related Skills:** This skill is a must if you wish to use any of the other three related skills (Peacemaking, Provocation, and Enticement). If you don't have this skill, or if it's low, you seldom succeed in the other three related skills. You're advised to start this skill higher than the related skills, because it's the hardest skill to raise.

## Resisting Spells

This skill gives you the ability to resist Spells directed at you.

**Starting Equipment:** 1 Spell Book

**Items Needed:** Nothing; the skill is checked automatically

**To Use:** Nothing; the skill is checked automatically.

**To Raise Your Skill:** This skill is raised by being exposed to Spells. The more Spells you're exposed to, the more your skill will grow. Training can be purchased.

**Attributes Affected:** Major increase in Intelligence.

**Notes and Related Skills:** Alchemy is helpful, as is Magery. These two skills constitute the core of a Mage's ability. Alchemy allows you to make Potions for healing and Magery allows you to counteract Spells.

## Snooping

This skill is your ability to look into another player's Backpack without getting caught.



**Starting Equipment:** 4 Lockpicks

**Items Needed:** Nothing; only your eyes and a deft hand

**To Use:** Double-click on someone (either an NPC or a PC), then double-click on their Backpack. A successful attempt and you remain anonymous. A failed attempt and the person is alerted to your attempt at snooping and may summon the Guards.

**To Raise Your Skill:** This skill is raised through repetition. Buccaneer's Den is a good place to raise your skill, because there are no Guards there.

**Attributes Affected:** Major increase in Dexterity.

**Notes and Related Skills:** Stealing is a must. Once you peek into someone's Backpack, you have to have good Stealing skill to take items without being caught. Lockpicking is also handy for getting into locked containers and rooms.

## Stealing

This skill gives you the ability to take items out of another character's Backpack.

**Starting Equipment:** 4 Lockpicks

**Items Needed:** Nothing; only your eyes and a deft hand

**To Use:** If you've successfully snooped into a player's Backpack, select the Stealing skill, and then select an item in the Backpack. If you haven't snooped into the player's Backpack, you can select the Stealing skill, and then select a person on screen (not the Paper Doll). If you're successful with this second method, you'll get a random item from the person.

**To Raise Your Skill:** This skill is raised through repetition. Buccaneer's Den is a good place to raise your skill, because there are no Guards there.

**Attributes Affected:** Increase in Dexterity.

**Notes and Related Skills:** Snooping is very handy, because it allows you to see items in the Backpack to determine whether



Stealing is even necessary. Lockpicking is also handy to help you get into locked containers and rooms.

## Tailoring

This skill gives you the ability to make clothing and Leather Armor using cloth or hides.

**Starting Equipment:** 1 Sewing Kit, 4 pieces of folded cloth

**Items Needed:** Sewing Kit, cloth for clothes, or hides for leather items

**To Use:** In order to make an item of cloth or leather, double-click on the Sewing Kit. Move the target indicator over the cloth or hide, and then click again.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from NPCs (in tailor shops) in the cities.

**Attributes Affected:** Increases Dexterity. Minor increase in Intelligence.

**Notes and Related Skills:** This is pretty much a solo skill. Fighting skills could be useful for gathering your own hides.

Tailoring supplies are listed in the following table:

Use	On	To Produce
Spinning Wheel	Wool	Yarn
Spinning Wheel	Cotton	Thread
Spinning Wheel	Hemp	Rope
Sewing Kit	Cloth	Clothing
Sewing Kit	Hide	Leather Clothing
Thread	Loom	Cloth
Yarn	Loom	Cloth
Dye	Cloth	Colored Cloth
Dye	Yarn	Colored Yarn



Tailoring items are listed in the following table:

Item	Cloth Used
Shirt	8
Fancy Shirt	8
Cloak	14
Plain Dress	10
Fancy Dress	12
Robe	16
Fancy Pants	8
Kilt	8
Skirt	10
Skullcap	2
Bandanna	2
Body Sash	4
Half Apron	6
Full Apron	10

Item	Hides Used
Boots	8
Sandals	4
Shoes	6
Thigh Boots	10
Leather Gloves	6
Leather Gorget	4
Leather Sleeves	8
Leather Leggings	10
Leather Tunic	12
Studded Leather Gloves	8
Studded Leather Gorget	6

Studded Leather Sleeves	8
Studded Leather Leggings	12
Studded Leather Tunic	14
Female Shorts	4
Female One-Piece	8
Studded Female One-Piece	10
Female Skirt	6
Female Top	4

## Tinkering

This skill gives you the ability to make and repair useful tool items from ingots smelted by a Blacksmith.

**Starting Equipment:** 1 set of Tinkering tools, 1 set of random tinkering parts, 1 Apron

**Items Needed:** Tinkering tools and wood or ingots suitable for refining or an item to repair

**To Use:** To make an item, double-click on the Tinkering tools, then on the ingots you wish to use. To repair an item, double-click on the Tinkering tools, then on the item you wish to repair.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased from NPCs (especially in the armories and blacksmith shops) in the cities.

**Attributes Affected:** Minor increases in Intelligence, Strength, and Dexterity.

**Notes and Related Skills:** This skill is very useful in the land of Britannia. It is needed to repair tools for the other crafts. Tinkering works very well with Blacksmithy, Mining, Carpentry, and Farming, as well as many other skills. Items made with tinkering can be traded.



**Tinker Items:** Tinkers can make a variety of items for different purposes. Here are some of those items:

**Jewelers' and Clockmakers' Items:** Gears and Springs, various Knives, Sewing Kits

**Farming Implements:** Hoes, Shovels

**Carpentry Tools:** Hammers, Planes, Draw Knives, Froes, Inshaves, and Scorps

**Mining and Forging Tools:** Tonges, Hammers, Pickaxes, Shovels, Axes, Clock Boxes, and Carpentry tools

**Sextants:** Sextant parts, Sextants

Tinker tools are listed in the following table:

Use	On	To Produce
Tinker's Tool	Wood/Ore	Selected Tool
Sticks	Gears	Axle with Gears
Spring	Axle with Gears	Clock Parts
Hinge	Axle with Gears	Sextant Parts
Clock Parts	Clock Frame	Clock
Sextant Parts	N/A	Sextant

## Veterinary

This skill is used to heal animals. At the time of this writing, the Veterinary skill works exactly like the Healing skill, except that your Vet skill is used to heal animals and your Healing skill is used to heal players.

**Starting Equipment:** 5 Bandages, 1 pair of Scissors

**Items Needed:** Bandages and injured or sick animal(s)

**Skill Usage:** To use this skill, you must have a healing item in your pack, such as Bandages. Double-left-click on the healing item and a target cursor will appear. Move the cursor to the animal that is to be healed and single-left-click. A text message in the bottom-left

corner of the screen will tell you whether you have been successful. The degree of healing is based on your Veterinary skill.

**To Raise Your Skill:** This skill is increased through repetition. Training can be purchased in the cities.

**Attributes Affected:** Increases Intelligence. Minor increases in Strength and Dexterity.

**Other Related Skills:** This skill can be used in conjunction with the Animal Lore and Animal Taming skills. When you're using an animal/pet to hunt or attack with, it's useful to be able to heal the animal when it's hurt or sick. Musicianship and Peacemaking are also handy for calming wild beasts.

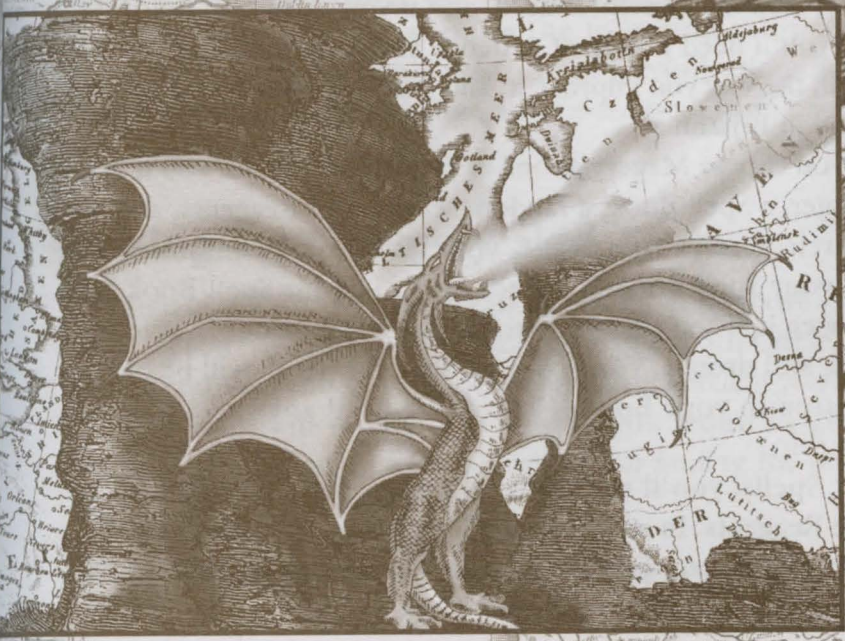
In the next chapter, you'll learn more about Magery and Alchemy and the wondrous Spells you can cast!





9

# Magery & Alchemy



Everyone loves to dabble in magic. What adventurer wouldn't enjoy playing Merlin, given the opportunity? Britannia is not unacquainted with magic and the power it provides; in fact, ultimately, survival in Britannia may come down to your skills, or someone else's skills, in Magery and Alchemy. The Mage can command some of the greatest powers in *Ultima Online*, while the Alchemist can concoct powerful Potions, particularly those for healing. In this chapter, you'll learn the particulars of magic, Reagents, mixing Potions, and casting Spells.

## Bubble, Bubble, Toil and Trouble



The Magery skill is powerful indeed, and if you choose to follow this profession you'll need plenty of patience and creativity. The way you use this skill, the way you improve it, and the Spells you learn can make or break you in Britannia.

When you choose Magery as one of your starting skills, you'll begin with a Dagger, a Spell Book, a random selection of Reagents, and several 1st Circle Scrolls. As a Mage, your closest companion will, no doubt, be your Spell Book. To place Spells in your Spell Book, you must first open it. Then take the Scroll you wish to include over to your open Book, and drop it. When you do this, the Scroll will be permanently written in your Book. (You don't need any special skill to accomplish this.)

To cast Spells, you'll need several things, the first of which are appropriate Reagents. In addition, you'll require sufficiently high Mana and mastery of the preceding Spell Circle. (Know that Spells must have been obtained and placed in your Spell Book.)



## Casting Spells from Scrolls

You don't need Reagents to use Scrolls, because the person making the Scroll has already paid for it. Scrolls now use half the Mana required for the Spell. In addition, to use a Scroll, you must have mastered two Circles below the Circle of the Spell you're trying to cast.

## Obtaining New Spells

You can obtain new Spells in several ways. The first is to buy Spells from any Mage shop. You'll find that they sometimes have a fair selection of Lower-Circle Spells from which to choose. A second option is to buy the Scrolls/Spells from other players in the game. This is the most convenient way of getting Spells, but it's also the most costly. A third option is to defeat creatures in the game, which will often yield a fresh new Spell. Just double-click on your victims to open their Backpacks and take a look at what they were carrying. The fourth option is to unlock a chest in a Dungeon. Often, this brings vast rewards for the aspiring Mage.

As you already know, Mana points are equal to Intelligence points. You can raise your Intelligence in several ways, the first of which is by reading books. You can also use the following skills: Arms Lore, Anatomy, Evaluating Intelligence, Item Identification, Spirit Speak, Forensic Evaluation, Inscription, and, of course, Casting Spells to raise your Intelligence.

## Raising Your Magery Skill

As a rule of thumb, it's best to cast Spells just at or above your current ability. If you have the ability to cast Spells of the 5th Circle, it's a waste of time and Reagents to cast Spells of the 2nd Circle if you're trying to increase your skill—unless, of course, you require a given Spell's effects. The following is a useful formula for finding the best Circle to cast in order to raise your ability:

$$(\text{Magery Skill} - 10\%) / 10 \text{ (always rounded down)}$$

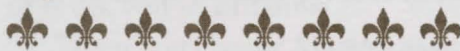


For example, if your Magery skill is 40%, cast Spells of the 3rd Circle. For 50%, cast 4th Circle Spells, and so on.

The following guidelines will be of help to you in raising your Magery skill:

- ♣ Spells from your Spell Book or Scrolls cannot be cast if you have anything in your hands.
- ♣ Any Spell that lowers stats, inflicts damage, or causes anything considered undesirable by other players shouldn't be cast in town. Unless, of course, you wish to be paid a visit by an angry Guard—which will result in your death.
- ♣ You can purchase training from most NPC Mages. Simply get their attention and type **train**. A list of skills the NPC can teach will be displayed. Type **train** followed by the skill the NPC is teaching and a price in GP will appear. Drag the amount of Gold asked for onto the NPC (in multiples of 10 GP) and they will impart some of their wisdom. You can't go over 25 in any skill using this method. Giving the NPC less than the amount requested will result in your being taught less, and you'll get a lower gain in points for that skill.

## Spell List



CS = Caster's Skill

d = a die, which, in the game, is a randomly generated number. For example, 1d6 means 1–6. 1d8 + 1 means 1–8, then add 1.

### 1st Circle (Mana Cost: 2)

#### Vas Flam (Reactive Armor)

Reagents: Garlic, Sulphurous Ash, Spider's Silk

Temporarily reflects some of the melee damage (done to you) back onto your opponent.

### Uus Jux (Clumsy)

**Reagents:** Blood Moss, Nightshade

This Spell must be focused on a single creature, because it temporarily reduces a creature's Dexterity by  $CS/10$ . This Spell becomes more powerful (and its victims become clumsier) as the caster's skills improve. The Spell lasts for  $6s \times (CS/5)$ .

### In Mani Ylem (Create Food)

**Reagents:** Garlic, Ginseng, Mandrake Root

Each casting creates a single item of food, which appears at the location the Mage designates.

### Rel Wis (Feeblemind)

**Reagents:** Nightshade, Ginseng

This Spell temporarily reduces Intelligence by  $(CS/10)$ , and must be focused on a single target. The Spell lasts for  $6s \times (CS/5)$ .

### In Mani (Heal)

**Reagents:** Garlic, Ginseng, Spider's Silk

Concentrates powers of healing around the creature you're focusing on. The amount of healing done is  $(CS/10) + 1d6$

### In Por Ylem (Magic Arrow)

**Reagents:** Garlic, Nightshade

Not for those sworn to protect life, this Spell casts a ball of fire at a single target, doing  $(1d4+1) \times (CS/10)$  points of damage to what it hits. This damage is not great by comparison with that available to a master of the higher Circles, but the Spell does become stronger as the Mage's skill improves.



**In Lor (Night Sight)****Reagents:** Spider's Silk, Sulphurous Ash

Sharpens the Mage's night vision, improving sight in areas of darkness or dim light. When it's cast, everything will appear brighter to the caster, but the vision of others will remain unchanged. More experienced Mages can maintain the aura longer.

**Des Mani (Weaken)****Reagents:** Garlic, Nightshade

Temporarily reduces the strength of the target creature by (CS/10). If this creature possesses great skill or Stamina, it may be able to resist the Des Mani Spell. The Spell lasts for  $6s \times (CS/5)$ .

**2nd Circle (Mana Cost: 4)****Ex Uus (Agility)****Reagents:** Blood Moss, Mandrake Root

Temporarily increases the dexterity of the targeted creature by (CS/10). The Spell lasts for  $6s \times (CS/5)$ .

**Uus Wis (Cunning)****Reagents:** Nightshade, Mandrake Root

Temporarily increases Intelligence by (CS/10). The Spell lasts for  $6s \times (CS/5)$ .

**An Nox (Cure)****Reagents:** Garlic, Ginseng

Neutralizes a "nox," or poison.

**An Mani (Harm)****Reagents:** Nightshade, Spider's Silk

In direct opposition to the healing power of In Mani (1st Circle), this Spell concentrates powers of harm around a single creature, doing (CS/10) + 1d12 damage to the victim.

### In Jux (Magic Trap)

**Reagents:** Garlic, Ginseng, Nightshade

Creates an explosive trap on any usable object. The next time this object is used, the trap will go off. Each trap explodes only once, doing 10 Hit Points of damage to the victim.

### An Jux (Remove Trap)

**Reagents:** Blood Moss, Sulphurous Ash

Removes any magical trap that may have been cast on an object. Each casting removes traps from a single object.

### Uus Sanct (Protection)

**Reagents:** Garlic, Ginseng, Sulphurous Ash

Temporarily increases a creature's ability to withstand the blows of its foes (whether physical or magical), adding a total of CS/10 AR for the target. The Spell lasts for  $6s \times (CS/5)$ .

### Uus Mani (Strength)

**Reagents:** Mandrake Root, Nightshade

Temporarily increases a creature's Strength by (CS/10). The Spell lasts for  $6s \times (CS/5)$ .

## 3rd Circle (Mana Cost: 6)

### †Rel Sanct (Bless)

**Reagents:** Mandrake Root, Garlic

Temporarily increases the health, agility, strength, and intelligence of the creature the Spell is focused on by (CS/10). The Spell lasts for  $6s \times (CS/5)$ .



**Vas Flam (Fireball)****Reagents:** Black Pearl, Sulphurous Ash

Casts a fireball at your target, more powerful than that conjured by In Por Ylem (1st Circle), doing a total of  $1d6 \times (CS/10)$  damage.

**An Por (Magic Lock)****Reagents:** Blood Moss, Garlic, Sulphurous Ash

Places a magical lock on a chest.

**In Nox (Poison)****Reagents:** Nightshade

This Spell poisons the caster's chosen victim, gradually reducing the victim's health. It can be countered if An Nox (2nd Circle) is also cast on the victim.

**Ort Por Ylem (Telekinesis)****Reagents:** Blood Moss, Mandrake Root

This Spell allows the Mage to use and manipulate objects without physically touching them.

**Rel Por (Teleport)****Reagents:** Blood Moss, Mandrake Root

Teleports the caster to a particular location. In this circle of magic, the Mage's power of teleportation is limited to places within sight at the time of casting.

**Ex Por (Unlock)****Reagents:** Blood Moss, Sulphurous Ash

This Spell unlocks magical locks, such as those created with An Por (3rd Circle).

## In Sanct Ylem (Wall of Stone)

**Reagents:** Blood Moss, Garlic

This Spell creates a temporary stone wall. It must be cast on an open patch of ground, because the Mage's power is not strong enough to build a wall on top of objects or creatures.

## 4th Circle (Mana Cost: 10)

### Vas An Nox (Archcure)

**Reagents:** Garlic, Ginseng, Mandrake Root

Neutralizes a poison, just like An Nox (2nd Circle), but amplifies the cure so that several creatures can be cured at once. Each casting cures all creatures within the area on which the Spell is focused.

### Vas Uus Sanct (Archprotection)

**Reagents:** Garlic, Ginseng, Mandrake Root, Sulphurous Ash

Creates the same type of protective force as Uus Sanct (2nd Circle), but extends it to all creatures near the focus of the Spell.

### Des Sanct (Curse)

**Reagents:** Garlic, Nightshade, Sulphurous Ash

In direct opposition to Rel Sanct (3rd Circle), this Spell temporarily reduces the health, skill, agility, and intelligence of a single creature by  $(CS/10)$ . The Spell lasts for  $6s \times (CS/5)$ .

### In Flam Grav (Fire Field)

**Reagents:** Garlic, Spider's Silk, Sulphurous Ash

Creates a temporary flaming wall that burns all who touch it, causing 10 Hit Points of damage per touch. This Spell must be cast on open ground, for the Mage's power is not strong enough to build the wall on top of objects or people. The Spell lasts for 20 seconds.



**In Vas Mani (Greater Heal)****Reagents:** Garlic, Ginseng, Mandrake Root, Spider's Silk

This Spell heals a single creature, similarly to In Mani (1st Circle), but to a much greater degree, healing a total of  $4 \times (CS/10)$  health.

**Por Ort Grav (Lightning)****Reagents:** Black Pearl, Mandrake Root, Sulphurous Ash

Directs a bolt of lightning from the heavens to the caster's target. The electrical charge is powerful, doing a total of  $(1d6+1) \times (CS/10)$ ; this Spell is more effective against metal-armored targets.

**Ort Rel (Mana Drain)****Reagents:** Black Pearl, Mandrake Root, Spider's Silk

This Spell drains all Mana from the creature on which it's cast. (The creature's Mana will regenerate normally, however.) It's a very difficult Spell to achieve, because most creatures have a strong resistance to it. The best defense against this Spell is the In Jux Sanct, or Magic Reflection, Spell.

**Kal Ort Por (Recall)****Reagents:** Black Pearl, Blood Moss, Mandrake Root

A Mage casts this Spell on a marked object to teleport back to the location at which the object was marked. Objects are marked with Kal Por Ylem (6th Circle).

**5th Circle (Mana Cost: 16)****In Jux Hur Ylem (Blade Spirits)****Reagents:** Black Pearl, Mandrake Root, Nightshade

Creates a deadly spinning column of sharp blades. Blade spirits move quickly, tracking the closest moving creature within their sensory field. All whom they touch are grievously wounded, taking 15 Hit Points of damage. The Spell lasts for about two minutes.



**An Grav (Dispel Field)****Reagents:** Black Pearl, Garlic, Spider's Silk, Sulphurous Ash

This Spell creates a void for about two minutes at the place on which the Mage focuses.

**Kal In Ex (Incognito)****Reagents:** Blood Moss, Garlic, Nightshade

This Spell must be directed at a single creature. The affected creature will no longer be seen by its appearance to be good or evil by those who encounter it. The duration of the Spell is  $6s \times (CS/5)$ .

**In Jux Sanct (Magic Reflection)****Reagents:** Garlic, Mandrake Root, Spider's Silk

Creates an invisible shield of etheric energy around a creature. This shield reflects the next Spell cast on the protected creature back to the Mage who cast it. Each In Jux Sanct Spell reflects just one Spell. It should be used with caution, because not even the Mage who casts this Spell is immune to its effects.

**Por Corp Wis (Mind Blast)****Reagents:** Black Pearl, Mandrake Root, Nightshade, Sulphurous Ash

Mages who attempt to cast this Spell should take care to avoid the deception of pride, for Por Corp Wis pits the mind of the Mage against the mind of the intended victim, and the less intelligent of the two is harmed. The amount of damage done is based on the caster's Intelligence.

**An Ex Por (Paralyze)****Reagents:** Garlic, Mandrake Root, Spider's Silk

This Spell paralyzes a creature for  $1s \times (CS/2)$ . Some creatures are able to resist the paralyzing effects.



### In Nox Grav (Poison Field)

**Reagents:** Black Pearl, Nightshade, Spider's Silk  
Creates a temporary wall that poisons all who touch it. This Spell must be cast on open ground. Lasts two minutes.

### Kal Xen (Summon Creature)

**Reagents:** Blood Moss, Mandrake Root, Spider's Silk  
Summons a random creature to fight for the caster. Lasts for CS seconds.

## 6th Circle (Mana Cost: 26)

### An Ort (Dispel)

**Reagents:** Garlic, Mandrake Root, Sulphurous Ash  
Destroys a single undead creature. A very powerful (or perhaps even very lucky) Mage might be able to dispel an elemental or a daemon.

### Corp Por (Energy Bolt)

**Reagents:** Black Pearl, Nightshade  
This Spell allows the Mage to direct bolts of pure energy against a target. The Spell does CS damage to its victim.

### Vas Ort Flam (Explosion)

**Reagents:** Black Pearl, Mandrake Root, Sulphurous Ash  
This Spell sets off an explosion in the location designated by the Mage, doing  $(1d8) \times (CS/20)$  damage.

### An Lor Xen (Invisibility)

**Reagents:** Blood Moss, Nightshade  
This Spell causes whatever it targets to disappear from sight. It lasts until the target moves.

### Kal Por Ylem (Mark)

**Reagents:** Black Pearl, Blood Moss, Mandrake Root

Marking an object at a specific location allows the Mage to later cast Recall (4th Circle) on the object and immediately return to the specified location.

### Vas Des Sanct (Mass Curse)

**Reagents:** Garlic, Mandrake Root, Nightshade, Sulphurous Ash

Magnifies Des Sanct (4th Circle) to curse all creatures in the area in which the Spell is cast. Some creatures may resist more than others. Lasts 6 seconds  $\times$  (CS/5)

### In Ex Grav (Paralyze Field)

**Reagents:** Black Pearl, Ginseng, Spider's Silk

Creates a temporary poisoned wall that paralyzes all who touch it. Some creatures may be able to resist this paralysis. Lasts for two minutes.

### Wis Quas (Reveal)

**Reagents:** Blood Moss, Sulphurous Ash

Reveals any invisible objects or creatures lurking nearby.

## 7th Circle (Mana Cost: 52)

### Vas Ort Grav (Chain Lightning)

**Reagents:** Black Pearl, Blood Moss, Mandrake Root, Sulphurous Ash

Casts down lightning on everything within the targeted area, doing  $(1d6 + 1) \times (CS/10)$  damage to all nearby.

### In Sanct Grav (Energy Field)

**Reagents:** Black Pearl, Mandrake Root, Spider's Silk, Sulphurous Ash



Creates a temporary wall of electrical energy that harms all who attempt to pass through it. Lasts for two minutes.

### Kal Vas Flam (Flamestrike)

**Reagents:** Spider's Silk, Sulphurous Ash

This Spell casts a pillar of fire down on the chosen target.

### Vas Rel Por (Gate Travel)

**Reagents:** Black Pearl, Mandrake Root, Sulphurous Ash

Casting this Spell on an object that's been marked with the Kal Por Ylem Spell calls up a red, pulsing gate. Anyone who enters this gate will teleport back to the location marked on the object.

### Ort Sanct (Mana Vampire)

**Reagents:** Black Pearl, Blood Moss, Garlic, Mandrake Root, Spider's Silk, Sulphurous Ash

This Spell allows the Mage to drink in all of one victim's Mana. The Mage's Mana is replenished, and the victim is left with none. (The victim's Mana is then restored to normal, however.) This Spell is tremendously difficult to achieve, because the level of resistance to it is high. The best defense against it is the In Jux Sanct, or Magic Reflection, Spell.

### Vas An Ort (Mass Dispel)

**Reagents:** Black Pearl, Garlic, Mandrake Root, Sulphurous Ash

Vas An Ort destroys all undead in the area on which the Mage is focusing. A Mage has a better chance of destroying a single elemental or daemon with this Spell than when using An Ort (6th Circle).

### Kal Des Flam Ylem (Meteor Swarm)

**Reagents:** Blood Moss, Garlic, Mandrake Root, Sulphurous Ash

Casts a storm of flaming meteors on the area the Mage focuses on. Does  $1d6 \times (CS/10)$  damage to all caught within its area of effect.

**Vas Ylem Rel (Polymorph)****Reagents:** Blood Moss, Mandrake Root, Spider's Silk

Transforms the caster into another type of creature for 6s × (CS/5). Only an illusion. Your stats remain the same. The Spell is not very useful for fighting; sometimes you can polymorph into a small creature and get away, or change into a large creature such as a daemon in order to scare off a would-be attacker.

**8th Circle (Mana Cost: 78)****In Vas Por (Earthquake)****Reagents:** Blood Moss, Ginseng, Mandrake Root, Sulphurous Ash

Creates a tremor in the earth that causes all mobile creatures in a large area around the caster to stumble and fall. The caster will, however, remain serenely upright. The Spell does 50% damage to all on the same screen and lasts for 10 seconds.

**Vas Corp Por (Energy Vortex)****Reagents:** Black Pearl, Blood Moss, Mandrake Root, Nightshade

Creates a fast-moving vortex of energy that will attack any creature coming near it. The vortex harms (An Mani; 2nd Circle), poisons (In Nox; 3rd Circle), and curses (Des Sanct; 4th Circle) any creature that touches it.

**An Corp (Resurrection)****Reagents:** Black Pearl, Garlic, Ginseng

Resurrects a human ghost.

**Kal Vas Xen Hur (Summon Air Elemental)****Reagents:** Blood Moss, Mandrake Root, Spider's Silk

Summons an Air Elemental to fight for the caster. It obeys the same commands as a pet. The summoned creature remains for CS seconds.



### Kal Vas Xen Corp (Summon Daemon)

**Reagents:** Blood Moss, Mandrake Root, Spider's Silk, Sulphurous Ash

Summons a daemon to fight for the caster. Obeys the same commands as a pet. The summoned creature remains for CS seconds.

### Kal Vas Xen Ylem (Summon Earth Elemental)

**Reagents:** Blood Moss, Mandrake Root, Spider's Silk

Summons an earth elemental to fight for the caster. Obeys the same commands as a pet. The summoned creature remains for CS seconds.

### Kal Vas Xen Flam (Summon Fire Elemental)

**Reagents:** Blood Moss, Mandrake Root, Spider's Silk, Sulphurous Ash

Summons a fire elemental to fight for the caster. Obeys the same commands as a pet. The summoned creature remains for CS seconds.

### Kal Vas Xen An Flam (Summon Water Elemental)

**Reagents:** Blood Moss, Mandrake Root, Spider's Silk

Summons a water elemental to fight for the caster. The summoned creature remains for CS seconds. Obeys the same commands as a pet.

## Alchemy



Alchemists are the premier Potion makers of Britannia. Any large hunting party should have at least one member with Alchemy skill to make Healing Potions.

## Oceans of Potions

To create a Potion, double-click on the Mortar and Pestle to start, then select a Reagent. (You'll be told if you don't have enough to make anything.) If there's only one thing you can make, the process will start. If there's more than one thing you can make, you'll be able to decide what to try and make. After 10 seconds you finish; either you fail and discard the contents of the Mortar and Pestle, or you put it in an empty Bottle in your Backpack.

If there is no Bottle present, you'll be asked to select one. If you cancel selecting a Bottle, the Mortar and Pestle will be full and the next time you use it you'll be asked to select a Bottle again.

Harder variants require more Reagents and are more difficult to make. You'll learn more if you successfully make a tough Potion. Success in making a Potion not worthy of your skill results in your not learning at all. Table 9.1 lists the various Potions and their effects.

TABLE 9.1 Potions and Reagents

POTION	DESCRIPTION	EFFECT	REAGENT
Red	Refreshment	Raises Stamina	Black Pearl
Blue	Agility	Temporary increase in Dexterity	Bloodmoss
Black	Night Sight	See in darkness	Garlic
Yellow	Healing	Restores health	Ginseng
White	Strength	Temporary increase in Strength (max HP + 15 for 15 seconds)	Mandrake
Green	Poison	Causes loss of 1 HP every 15 secs	Nightshade
Orange	Cure	Cures poison	Spider Silk
Purple	Explosion	When thrown, causes 25–30 dmg; radius about 3 people	Sulphurous Ash





## NOTE

Drinking a Green Potion (poison) causes a loss of 1 HP per 15 seconds and lasts for about five minutes. However, if you stand still, you heal at almost the same rate. You can treat a blade using your Poisoning skill. This causes loss of Stamina and a loss of HP in the attacked creature or person.

## How to Make Lesser and Greater Potions

When you have more than one Reagent for an available type of Potion, a screen pops up, allowing you to select the solution/recipe/strength of the Potion you want to make. Your success at making the higher degrees of Potions depends on your skill.



# A Finding Your Way



**F**inding your way through Britannia is no easy feat, especially for newbies. Since Britannia doesn't have an Automobile Club, we'll give you the next best thing. Within these pages, you'll find crucial information and maps for all the cities and the Dungeons of Britannia. Like all true adventurers, you're encouraged to explore for yourself; don't necessarily take our word for anything. After all, it's always more fun to journey the road less traveled! However, these maps should prove useful, because, as in most great lands, it's very easy to get lost in Britannia. The question is: Are you brave enough to stop and ask for directions?

## Cities

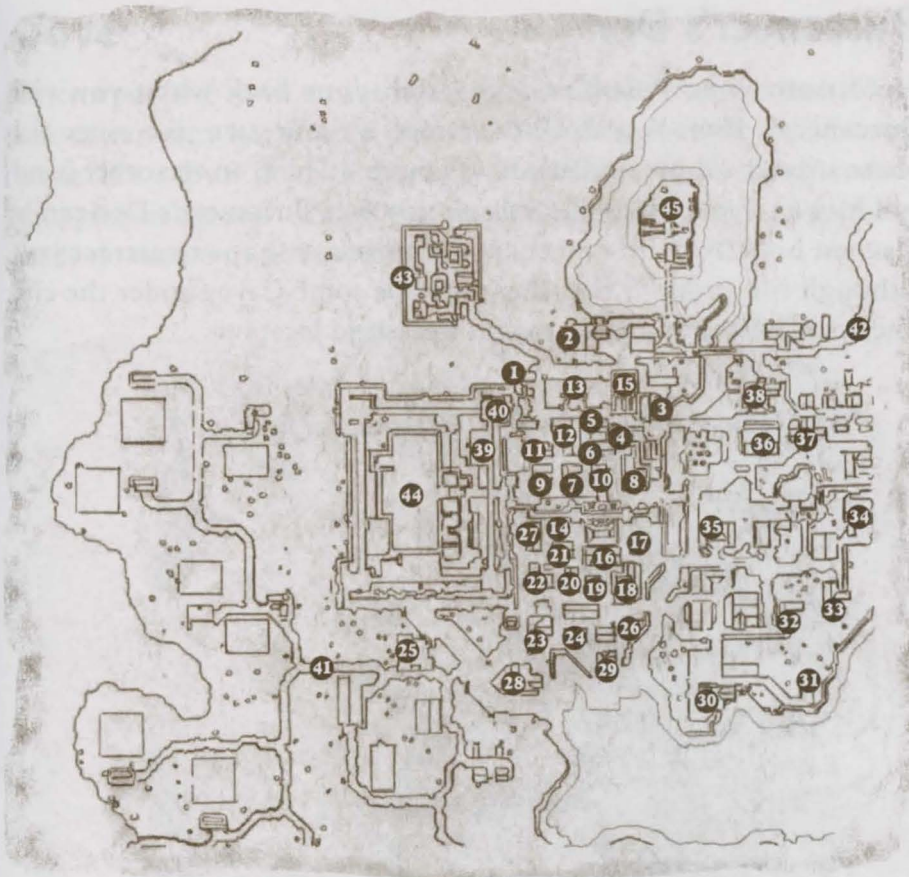


The following tips and maps should prove helpful as you negotiate your way around Britannian cities. You'll find that, as in the real world, each city has its own flavor and eccentricities. Don't get frustrated; have fun. After all, there's always something new and exciting around every corner.

## Britain

Britain is by far the largest and most diverse city in the realm. It's the home of Lord British and of Blackthorne, both of whom have castles in Britain. Like a major city in the real world, Britain is bustling with activity—people buying and selling and running about doing their business. If you fancy people-watching, Britain offers a full spectrum of character types that you'll find in Britannia. And if you're shopping, chances are you'll find what you need here.

If you feel like playing tourist, myriad options await you. Castles British and Blackthorne can be visited when they're open; you can read books in Britain's two libraries, visit various guild houses, or, if you're lucky, take in an event at the theater.



**“The Capital” Virtue: Compassion**

- |    |                    |    |                 |    |                       |
|----|--------------------|----|-----------------|----|-----------------------|
| 1  | Blacksmith         | 16 | Provisioner     | 31 | Watch Tower           |
| 2  | Inn                | 17 | Magic Shop      | 32 | Provisioner           |
| 3  | Animal Care        | 18 | Tavern          | 33 | Armory                |
| 4  | Armory             | 19 | Tailor          | 34 | Gems                  |
| 5  | Fletcher           | 20 | Gems            | 35 | Tailor                |
| 6  | Merchants' Guild   | 21 | Artists' Guild  | 36 | Inn                   |
| 7  | Bakery             | 22 | Bank            | 37 | Tavern                |
| 8  | Inn                | 23 | Tavern          | 38 | Calvary Guild         |
| 9  | Furier             | 24 | Butcher         | 39 | Library               |
| 10 | Healer             | 25 | Warriors' Guild | 40 | Miners' Guild         |
| 11 | Carpenter          | 26 | Library         | 41 | to Yew                |
| 12 | Theater            | 27 | Tinkers' Guild  | 42 | to Vesper             |
| 13 | Music Conservatory | 28 | Sailing Shop    | 43 | Cemetery              |
| 14 | Armory             | 29 | Customs         | 44 | Lord British's Castle |
| 15 | Mage Shop          | 30 | Tavern          | 45 | Blackthorn's Castle   |



## Buccaneer's Den

Hold onto your valuables and watch your back when you visit Buccaneer's Den. You stroll the streets at your own risk, since this pirate stronghold has no Guards. If you're a Thief, on the other hand, you may find yourself calling this place home. Buccaneer's Den can be reached only by boat, and there aren't many shops to attract you, although rumor has it that there may be some Caves under the city. There are few other reasons to visit this island location.



### "Thieves' Hangout"

- |   |                    |   |                             |
|---|--------------------|---|-----------------------------|
| 1 | Violente Woodworks | 5 | Buccaneers Den Leatherworks |
| 2 | Cutlass Smithing   | 6 | The Pirates Plunder         |
| 3 | The Peg Leg Inn    | 7 | Pirates Provisioner         |
| 4 | The Bloody Scab    |   |                             |

## Cove

Once a peaceful town on the northeastern outskirts of Britain, this seaside community has recently been terrorized by a nearby Orc encampment. It's a great place to practice your Warrior skills, but there's no shopping in the area. Unless you've a hankering for Orc battles, there's really no reason to go to Cove.



"City of Love"



## Jhelom

In the mood for a duel? If so, Jhelom may be your kind of town. The highlights of Jhelom are its armor and weapons shops and its central



### "A Warrior's Kind of Town" Virtue: Valor

- |   |                    |    |                      |    |                      |
|---|--------------------|----|----------------------|----|----------------------|
| 1 | Brother's in Arms  | 7  | Adventure's Needle   | 13 | The Morning Star Inn |
| 2 | Treasure of Jhelom | 8  | Jhelom Library       | 14 | Gadgets and Things   |
| 3 | Baker's Dozen      | 9  | Jhelom Duelling Pit  | 15 | Sailor's Keeper      |
| 4 | First Defense      | 10 | Second Skin          | 16 | The Horse's Head     |
| 5 | Town Hall          | 11 | The Ocean's Treasure | 17 | Needful Things       |
| 6 | Deadly Intentions  | 12 | Jhelom Healer        | 18 | Martial Bakery       |

dueling pit. Two islands constitute Jhelom; both are accessible by boat. (But only the main island, to the north, can be reached via Moongate.) The southern island has some worthwhile shops, including a magic shop. A word of warning: if you're not sure about your Fighting skills, you're well advised to hold your tongue. In Jhelom, duels start faster than elsewhere in Britannia, so be careful if you want to visit the large dueling pit only as a visitor.

## Magincia



### “Rebuilt and Back in Business” Virtue: Humility

- |   |                   |    |                    |    |                    |
|---|-------------------|----|--------------------|----|--------------------|
| 1 | Miners' Guild     | 6  | Stitchin' Time     | 11 | Merchants' Guild   |
| 2 | The Family Jewels | 7  | Soldier's Sactuary | 12 | Great Horns Tavern |
| 3 | The Bread Basket  | 8  | The Furled Sail    | 13 | Baker's Dozen      |
| 4 | The Stag and Lion | 9  | Magincia's Magika  |    |                    |
| 5 | The Tic-Toc Shop  | 10 | Fisherman's Guild  |    |                    |



The island town of Magincia can be reached only by boat or by Moongate, but it's well worth the trip. In an earlier episode of Britannian history, Magincia suffered for its pride and was destroyed. Now, as you survey its renovated opulence, you can marvel at the many great places to spend your Gold. Don't go to Magincia looking to do a lot of hunting, either for animals or for monsters, because there's not much to find here.

## Minoc

Minoc is the ultimate blue-collar town in Britannia; here hard, back-breaking work is the order of the day. Miners and Blacksmiths are everywhere. Minoc has a terrific blacksmithy and an armory, both of which have forges. They tend to be quite crowded, however, because of the easy access Minoc offers to mountains where ore is plentiful. There are pathways into the mountains, but they've often harbored Player Killers, so it's best to take along an armed escort to insure your safety while you're mining. Either that or hike up the north side of the mountains to mine on the outside.

There's also a stable at the north of Minoc that specializes in exotic animals as well as the usual horses found in most places. Minoc can be reached via a Moongate that's located southeast of town and about midway between Minoc and Vesper.





**"The Miners' Town" Virtue: Sacrifice**

- |                            |                       |                         |
|----------------------------|-----------------------|-------------------------|
| 1 The Slaughtered Cow      | 8 The Matewan         | 15 Miners' Tents        |
| 2 The Barnacle             | 9 The Oak Throne      | 16 Warriors Battle Gear |
| 3 Stables                  | 10 Town Hall          | 17 The Healing Hand     |
| 4 The Old Miner's Supplies | 11 The Stretched Hide | 18 Miners' Tents        |
| 5 The New World Order      | 12 The Mystical Lute  |                         |
| 6 The Golden Pick Axe      | 13 The Forgery        |                         |
| 7 Gears and Gadgets        | 14 The Survival Shop  |                         |



## Moonglow

The most obvious reason to visit Moonglow is for its shops that cater to the magic user's needs. And what adventurer can resist toying with a little magic? Within the fenced-in portion of this city, the shops are the main attractions. However, you'll want to visit the Lycaeum, the premier library of the arcane arts, and the Moonglow Zoo, where you can safely observe many of the creatures that inhabit Britannia. Moonglow is accessible only via Moongate or by ship, but no matter—it's well worth a look.

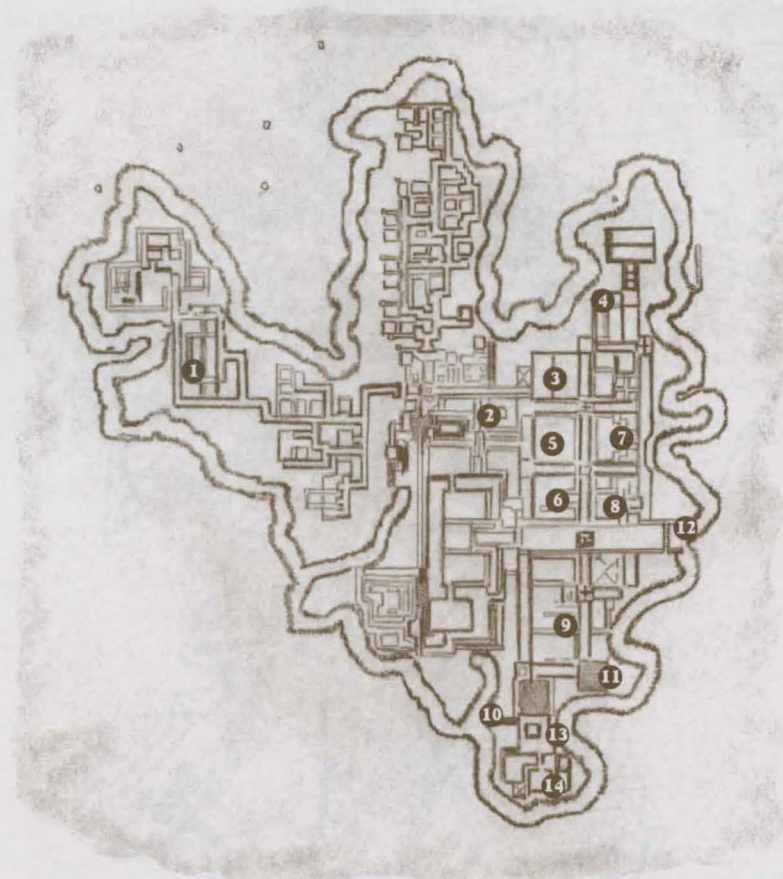
### "Magic Central" Virtue: Honesty

- |   |                 |    |                           |
|---|-----------------|----|---------------------------|
| 1 | Mage's Bread    | 10 | Moonglow's Finest Alchemy |
| 2 | Healer          | 11 | Student Hostel            |
| 3 | Scholar's Goods | 12 | Farmers Market            |
| 4 | The Mighty Axe  | 13 | The Scholar's Inn         |
| 5 | The Mage's Seat | 14 | Second Defense Armory     |
| 6 | The Fatted Calf | 15 | A Building                |
| 7 | Reagent Shop    | 16 | Merchants' Guild          |
| 8 | Scholars Cuts   | 17 | Gate                      |
| 9 | Herbal Splendor |    |                           |



## Nujel'm

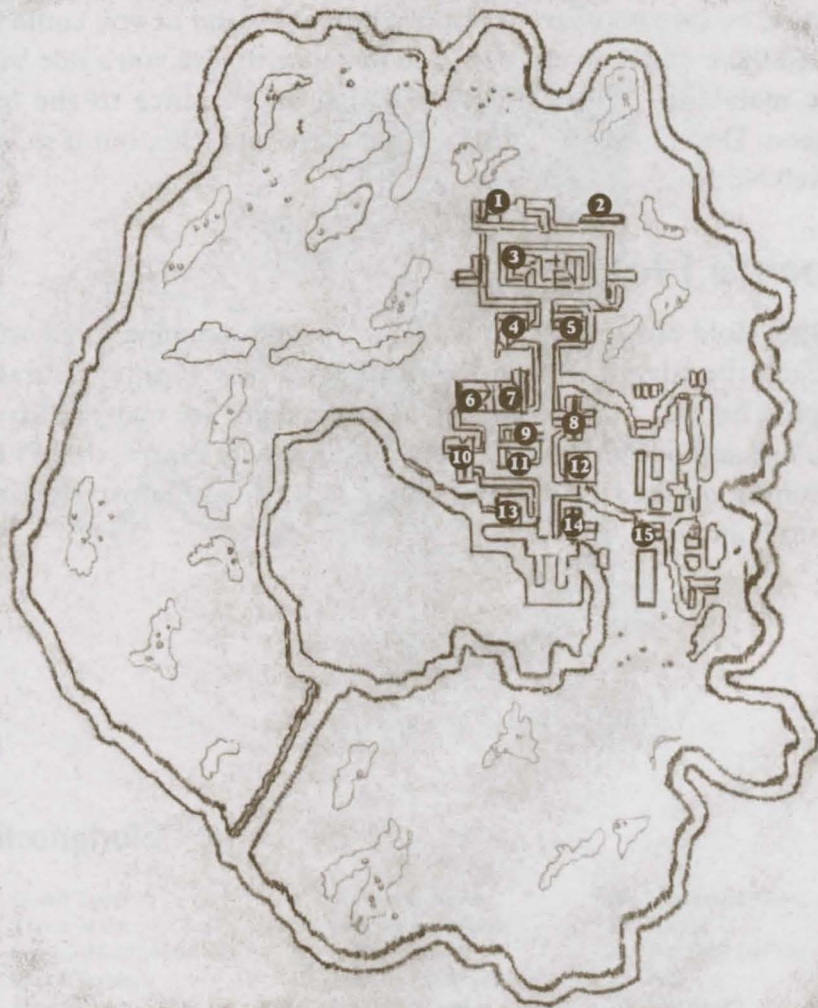
Nujelím (or New Jhelom) was founded by refugee warriors from Jhelom. However, it has developed into a city of sharp contrasts, with distinct divisions between the rich and the poor. Despite the division, there's good shopping in Nujelím. There's also a rule of law, as evidenced by the great castle, the large courthouse, and the guillotine.



### "Foundling City"

- |   |                     |    |                    |    |                 |
|---|---------------------|----|--------------------|----|-----------------|
| 1 | Nujel'm Marketplace | 6  | The Silver Bow     | 11 | Bank of Nujel'm |
| 2 | Customs             | 7  | Musical Spirits    | 12 | Docks           |
| 3 | Bardic Guild        | 8  | Tailor of the Isle | 13 | Guillotine      |
| 4 | Jewel of the Isle   | 9  | Restful Slumber    | 14 | Nujel'm Courts  |
| 5 | Nujel'm Theater     | 10 | Debtor's Prison    |    |                 |

## Oclo



## "Isolation"

- |                          |                                |                          |
|--------------------------|--------------------------------|--------------------------|
| 1 Oclo Public Library    | 7 The Last Chance Provisioners | 12 The Bountiful Harvest |
| 2 First Academy of Music | 8 A Stitch in Time             | 13 Anchors Aweigh        |
| 3 Paint and More         | 9 Hammer and Steel Smithy      | 14 The Albatros          |
| 4 Sorcerers' Guild       | 10 Better Leather Tannery      | 15 Sweet Meats           |
| 5 Bardic Guild           | 11 Island Sanctuary            |                          |
| 6 Now You're Cookin'     |                                |                          |

Occllo, located on an island of the same name, is an out-of-the-way location accessible only by ship. If you have the transportation, you can do well on Occllo whether you choose to hunt, use the forge, or shop. However, be sure you have transportation off-island or you could be stranded there until you can persuade someone to give you a ride back to the mainland. There are rumors that an entrance to the lost Dungeon, Doom, may be located somewhere on Occllo, but if so, it's very well hidden.

## Serpent's Hold

Serpent's Hold can be reached only by ship, and assuming a character can reach the island, it's a good place for a new Fighter to train. Shopping here can be rewarding, because there are many kinds of shops, but, although the city boasts two complete forges, there's no easy mining on the island. Nor is there much life—monster or animal—to hunt.



## “Stronghold”

- |                         |                                     |                             |
|-------------------------|-------------------------------------|-----------------------------|
| 1 Guard Tower           | 9 Britannian Herbs                  | 16 Fisherman's Brew         |
| 2 Tinker of the Isle    | 10 Silver Serpent Bows              | 17 Healer                   |
| 3 Serpent Hold Meats    | 11 Warriors' Guild                  | 18 The Dog and The Lion Pub |
| 4 Islandf Stables       | 12 Training Dummies, Archery Ranges | 19 Blacksmith               |
| 5 Silver Serpent Tailor | 13 House                            | 20 Supplies                 |
| 6 Docks                 | 14 Mess Hall                        | 21 City Gates               |
| 7 Plenty O' Dough       | 15 Serpent's Arms                   | 22 Study Room               |



## Skara Brae

Skara Brae is easily reached by Moongate or by sea. Though originally built by Shipwrights, it's in most ways an unremarkable city. Rumor has it that Skara Brae is a good place to shop because things cost less there. Of course, any economic advice is subject to change, and rumors can neither be confirmed nor denied.

Because of its nautical origins, Skara Brae is a fine place to purchase a ship, but be careful when you're setting sail. The waters around the island town are said to be alive with pirate activity. You'd do well to seek out the hedge maze near the city.



### "Seaport City" Virtue: Spirituality

- |   |                     |    |                  |    |                      |
|---|---------------------|----|------------------|----|----------------------|
| 1 | Beasts of Burden    | 8  | Town Hall        | 15 | The Falconer's Inn   |
| 2 | Rangers' Guild      | 9  | Bountiful Meats  | 16 | Healer of Scara Brae |
| 3 | The Honey Pot       | 10 | Sundry Supplies  | 17 | On Guard Armory      |
| 4 | Counselors' Guild   | 11 | Bloody Bowman    | 18 | Shear Pleasure       |
| 5 | The Shattered Skull | 12 | Mages Manageric  | 19 | Gore Galore          |
| 6 | More Than Just Mail | 13 | Builders Delight | 20 | Mystic Treasures     |
| 7 | Farmers Market      | 14 | Superior Ships   |    |                      |



# Trinsic



## “Walled-In Seaport” Virtue: Honor

- |   |                         |  |
|---|-------------------------|--|
| 1 Guard House                           | 11 Bank                 | 22 School??? Court???                          |
| 2 The Rusty Anchor                      | 12 Britannia Provisions | 23 Honorable Arms                              |
| 3 First Trinsic Stabulary               | 13 Baked Delights       | 24 Key and Anchor Inn                          |
| 4 Sons of the Sea<br>(Fishermans Guild) | 14 Pearl of Trinsic     | 25 Brotherhood of Trinsic<br>(Warriors' Guild) |
| 5 Trinsic Cut                           | 15 Jail                 | 26 Barracks                                    |
| 6 Trinsic Fine Skins                    | 16 Travellers Inn       | 27 Mess Hall                                   |
| 7 Adventures Clothing                   | 17 Trinsic Stabulary    | 28 House (Mayor's?)                            |
| 8 Healer                                | 18 Tinkers' Guild       | 29 Ankh  |
| 9 House (maybe Mayor's)                 | 19 Encyclopedia Magicka | 30 Training Hall                               |
| 10 Another House                        | 20 Shining Plate Armory |  |
|   | 21 The British Grille   |  |



Trinsic, located south of Britain, is a port city with a large dock. Oddly enough, it's completely enclosed by walls. In fact, you can walk all around the city on the tops of the walls, though this is not always the most efficient mode of travel. Although Trinsic is an excellent city for shopping and replenishing your supplies, its walls keep you in, limiting your ability to come and go as you please. One advantage is that it's at the edge of the great forest that extends north to Britain, so you may be able to find plenty of game and even a few monsters if you hunt among the trees.

## Vesper

Vesper is spread out among separate areas connected by small bridges. It helps to know where you're going in Vesper, so that you don't become confused by all the bridges you'll have to cross. There's plenty of shopping to do here, though, so all the running around may be worth it. Vesper can be reached by traveling overland, by ship, or via the Moongate located to the northwest, about midway to Minoc.

### "The Bridged City"

- |                          |                             |                         |
|--------------------------|-----------------------------|-------------------------|
| 1 Ironwood Inn           | 12 The Shimmering Jewel     | 23 The Marsh Hall       |
| 2 Cemetary               | 13 The Mint of Vesper       | 24 Tanners Shop         |
| 3 Town Hall              | 14 The Bubbling Brew        | 25 Verper Museum        |
| 4 The Champions of Light | 15 The Circles of Magic     | 26 Customs              |
| 5 Tailor                 | 16 The Colored Canvas       | 27 Youth Hotel          |
| 6 Provisioner            | 17 The Spinners Wheel       | 28 Fishermans Guild     |
| 7 Armorer                | 18 The Adventurers Supplies | 29 The Musicians Friend |
| 8 Blacksmith             | 19 The Busy Bee             | 30 The Majestic Boat    |
| 9 The Rangers Tool       | 20 The Gadgets Corner       | 31 The Butchers Knife   |
| 10 The Ore of Vesper     | 21 The Hammer 'N Nail       | 32 The Twisted Oven     |
| 11 The Musicians Hall    | 22 The Herb of Health       |                         |



## Wind

Wind is a very secret city, accessible only to high-level Mages and those they admit. Most of the city is located underground, so you won't see it on the surface. To find Wind, you must search the hedge maze north of Britain and use the Gate Travel Spell at the teleporter. You must also have Magery of at least 60 and Cast Spells through 6th Level.



"Limited Access"

## Yew



### “Bowyer’s Paradise” Virtue: Justice

- |                      |                              |                          |
|----------------------|------------------------------|--------------------------|
| 1 Jail               | 9 To Minoc and Vesper        | 17 Provisioner           |
| 2 Guard Tower        | 10 Deep Woods Healer         | 18 Baker                 |
| 3 Mill               | 11 Graveyard                 | 19 Butcher               |
| 4 Empathy Abbey      | 12 Lumberjack                | 20 Woodcutter            |
| 5 Moongate           | 13 Healer’s Residence        | * unmarked buildings are |
| 6 Old Winery         | 14 To Skara Brea and Britian | private residences       |
| 7 Court of Truth     | 15 Healer                    |                          |
| 8 Healer’s Residence | 16 Archery Store             |                          |



Yew is the ultimate forest town in Britannia; it's surrounded by deep forests. Known for its giant yew trees, this city is a haven for wild creatures and for Lumberjacks, Bowyers, and myriad Tailors honing their skills by making armor out of hides for other players. Yew isn't the commercial center that nearby Britain is, but it has a few useful shops, a Healer, and a first-rate Bowyer's shop complete with archery buttes for practicing your Bow skills. Slightly to the northeast are a winery and the famous Empath Abbey, where rumor has it that some dangerous but intriguing crypts exist.

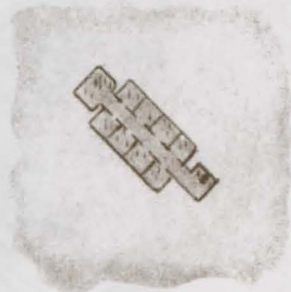
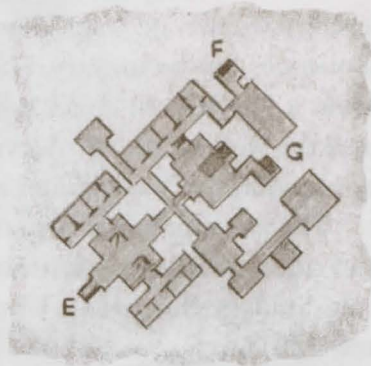
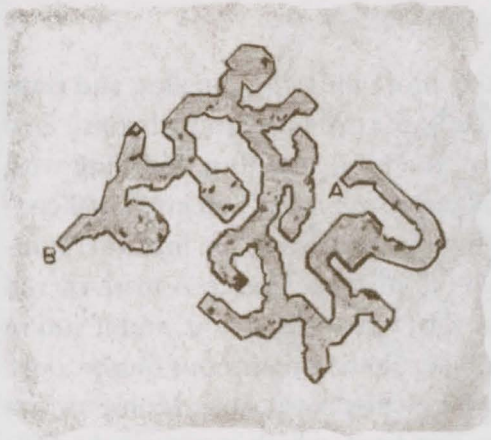
## Dungeons



In real life, monsters always lurk in the basement. In Britannia, Dungeons serve the same purpose. As you would expect, exploring Dungeons takes time, because some are loaded with tricks and traps. Go warily into these monster-infested depths and remember to take your nerve with you, because Dungeons are the place where Ultima courage is put to the test.

## Covetous

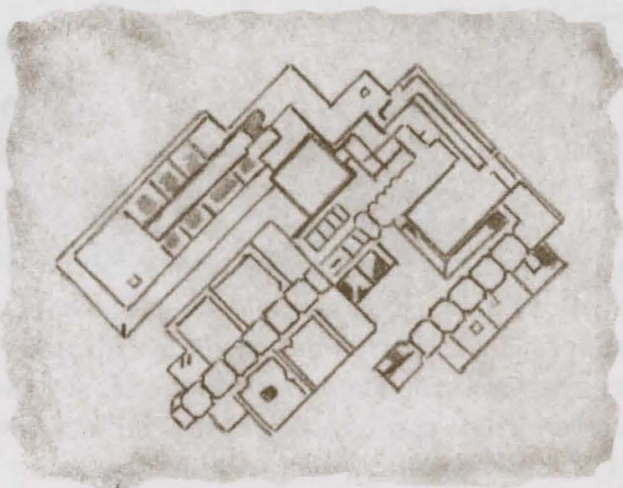
Covetous, located between Minoc and Vesper, is one of the more treacherous Dungeons in Britannia. With its small corridors and fire traps, it's very difficult to flee from. Drakes, Dragons, all Elementals, Gazers, Lizards, Spiders, Scorpions, and Skeletons lurk in its bowels. Generally, Covetous is inhabited by a vast number of weaker monsters rather than a few strong ones. Level one is easy (if you're mindful of the flame traps near the entrance), but beware of a Drake that sometimes inhabits this area. Also look for treasure chests in this area. Levels two and three are hell. Elementals spawn quickly on level two, and it's often filled with weaker monsters and an occasional Gazer. A Dragon often awaits the unwary traveler on level three. In the castle-like rooms of the lower levels, Dragons and Liches are common. Despite its small size, Covetous is quite deadly on all but the first level.



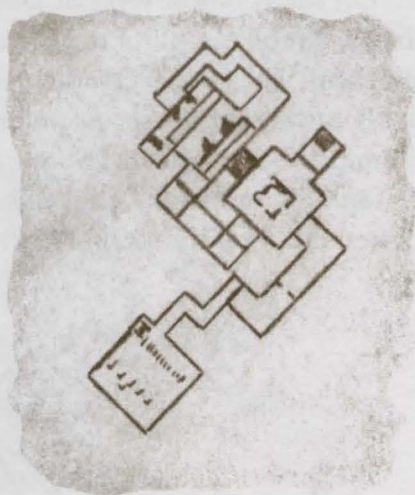
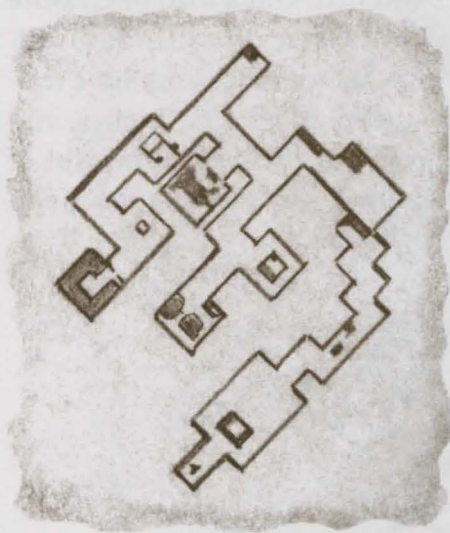
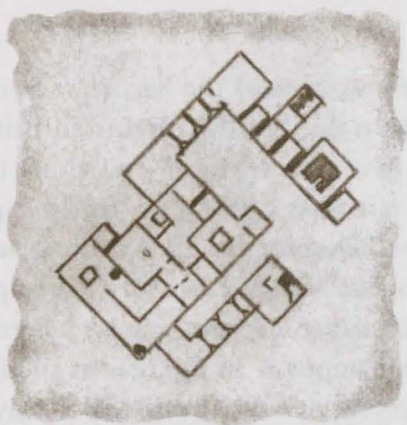
## Deceit

As its name implies, Deceit contains more illusions, puzzles, and traps than any other Dungeon. The first rule for exploring this labyrinth is to be extraordinarily cautious before touching anything. Fiddling with levers, switches, or magical braziers can have bizarre and even fatal consequences for the unwary. For example, a brazier on the first level summons a Daemon to attack you if you double-click on it. A mask carved into the wall on the third level can throw fireballs at you, and if you're not careful, you'll encounter a field of exploding poisonous mushrooms.

The monster population of Deceit is fairly reasonable. Monsters, rats and other nuisances constitute the first level, which is not overly difficult. Spiders, Scorpions, Undead, and Lizard Men inhabit the second and third levels, but with the exception of a few Elementals and Gazers, the monsters are not too tough for an experienced Warrior. The fourth level, however, unleashes all of the most powerful monsters in the game, including Daemons, Liches, Dragons, and Drakes. Journey to level four only if you're either highly skilled or prepared to die. And remember not to touch any switches on the walls on your way down.







## Despise

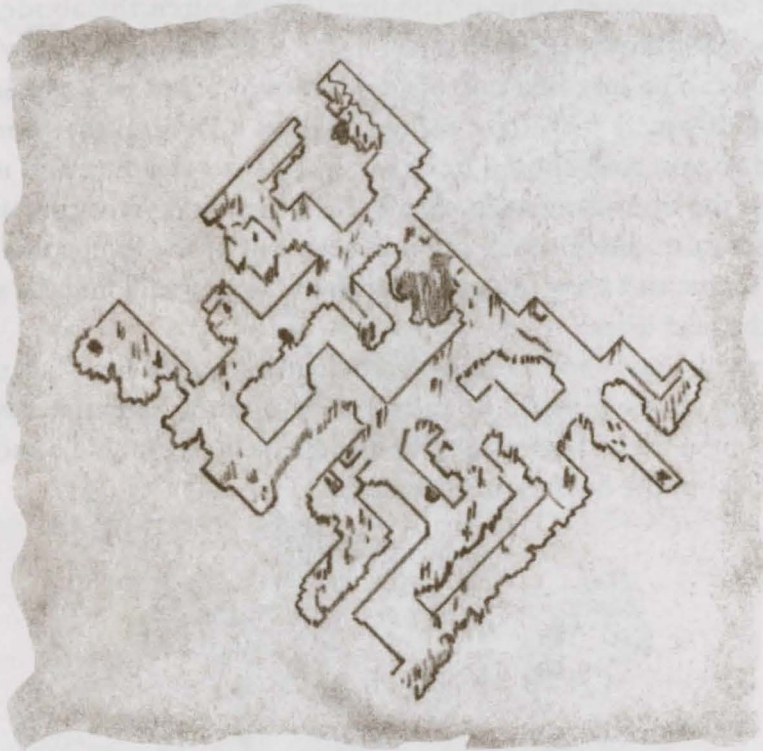
Hidden among the mountains of the Serpent's Spine, Despise can be difficult to locate. From the North Side Inn in Britain, walk north to the mountain range. Once there, head west along the range until you find a narrow mountain pass leading north through the mountains. Once you exit this pass, Despise should be to your left.

A fairly large Dungeon, Despise has very few traps, if any. However, its narrow, winding corridors can become treacherous in some places, so take care not to get trapped. In Dungeons such as Despise, where these corridors are present, it's more difficult to leave than to enter, so make sure you're strong enough to fight your way out once you get in.

On the topmost level of Despise, you may find a load of treasure chests, but be careful of the Elementals and Gazers that may be guarding them. The two levels above and below the entrance both have relatively modest monster populations, although Gazers, Liches, and Elementals have been known to appear. All the most powerful of Britannia's monsters, including Daemons, Drakes, Dragons, and Liches, dwell on the second level below the entry.



# Appendix A: Finding Your Way

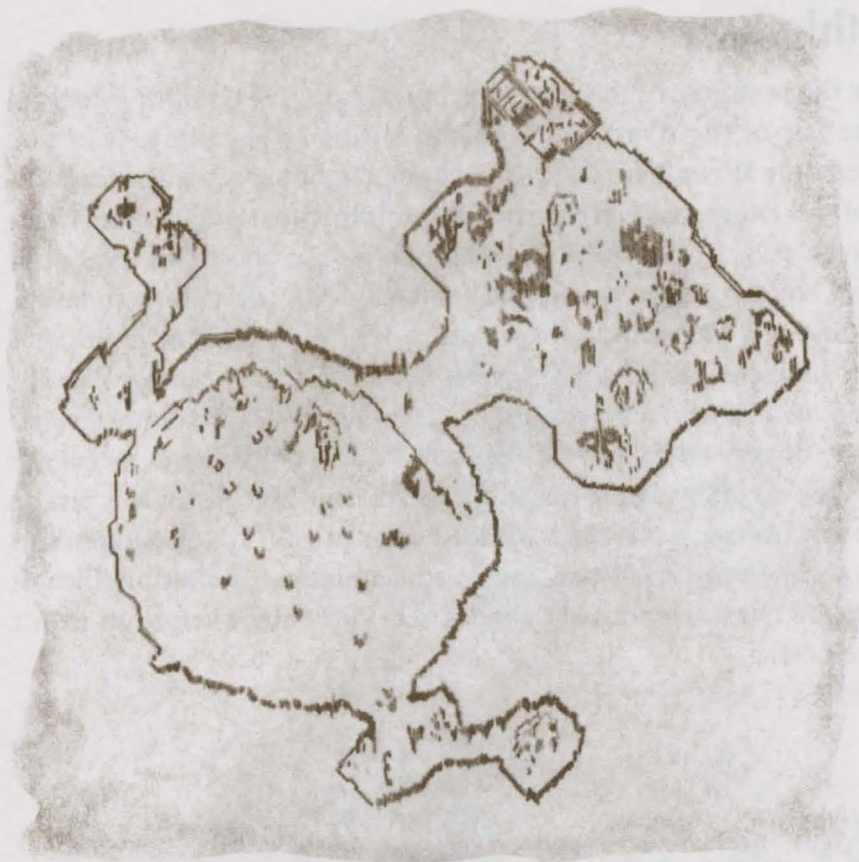


## Destard

Every adventurer from Oclo to Minoc can tell you without hesitation that Destard is infested with Dragons. Located due west of Trinsic and south of Skara Brae, Destard is home to the same variety of monsters that can be found in any of the other Dungeons of Britannia, but you're more likely to find a Dragon here than anywhere else in the realm. In this Dungeon, there are no mazes, no narrow, winding corridors, no magical puzzles, and no enchanted traps—only monsters and treasure.

The cavernous expanse of the first level is often the abode of a Drake or a full-grown Dragon. If you find yourself being chased by fireballs, you can be sure that one of these colossal beasts is too close for comfort. If you're fortunate enough to find a Dragon that doesn't respond to you, you should be thankful that it's sleeping and make haste. To the east of the main chamber is a smaller cavern, containing several treasure chests, while the northern half of the level contains a healing Shrine and a few more chests. To the west, you'll find the stairway to the next level.

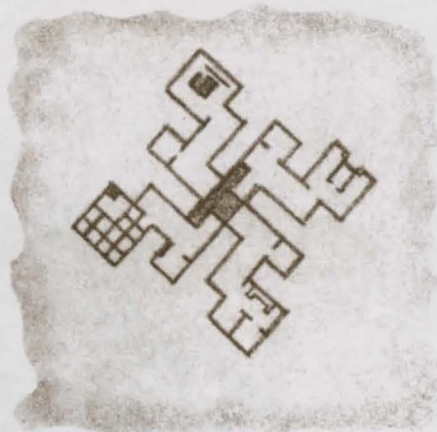
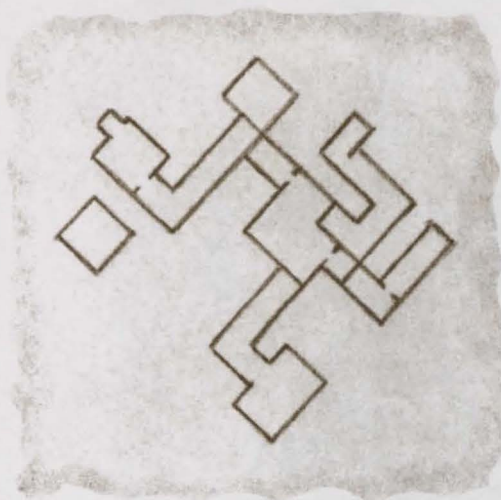
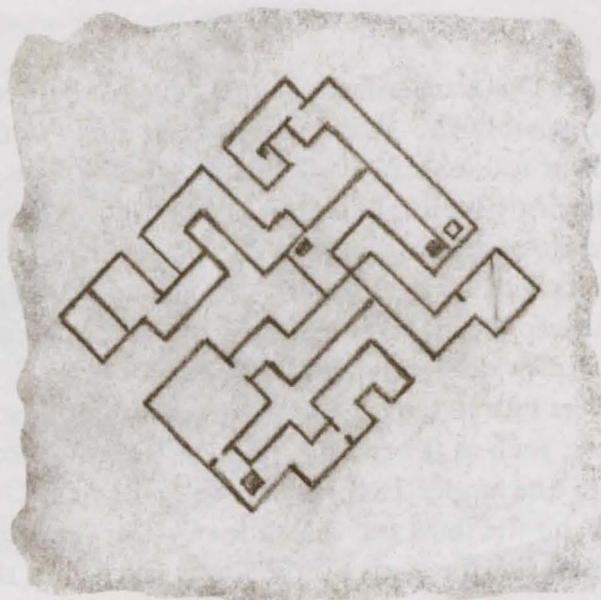
Levels two and three are tiny in comparison to the first, but there are treasure chests on both. Be careful on level three; oftentimes you'll find a daemon there. In any case, the Fire Elementals should be enough to deter all but the hardiest of adventurers.



## Hythloth

By far the remotest of the Dungeons of Britannia, Hythloth is located on the Isle of the Avatar, next to the Shrine of Humility. It can be reached only after a long boat trip. As one might expect of the least visited of the Dungeons, Hythloth is extraordinarily deadly. Lesser monsters such as Scorpions and Lizard Men infest the upper two levels, but the real danger lies on levels three and four. On these bottom levels, you'll find Fire Elementals, Daemons, Liches, and Gazers in addition to all the denizens of the upper levels. Unless you're a Master Warrior who's armed to the teeth, stay on the first two levels. Hythloth also has a variety of very tricky puzzle areas, and there's more than meets the eye. With so many Spell-casting monsters in Hythloth, it's vitally important to have a very high Spell Resistance skill. It's also important to know when to run. When you're confronted with multiple Liches, Gazers, or Daemons, staying alive is very difficult. The proud won't survive here.

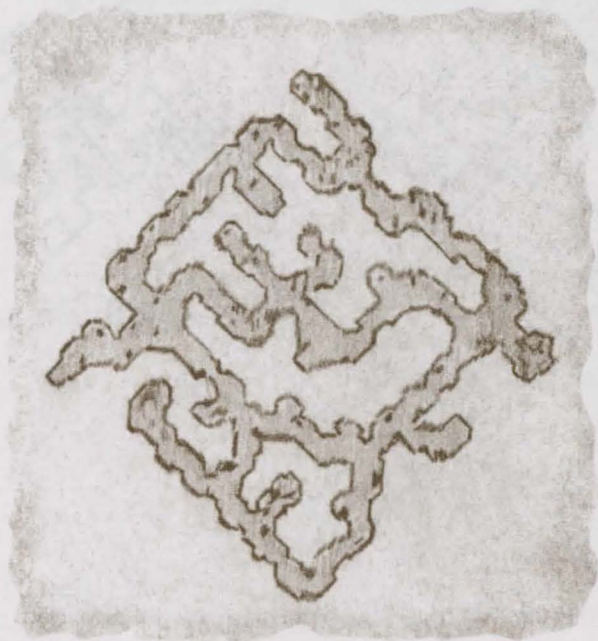




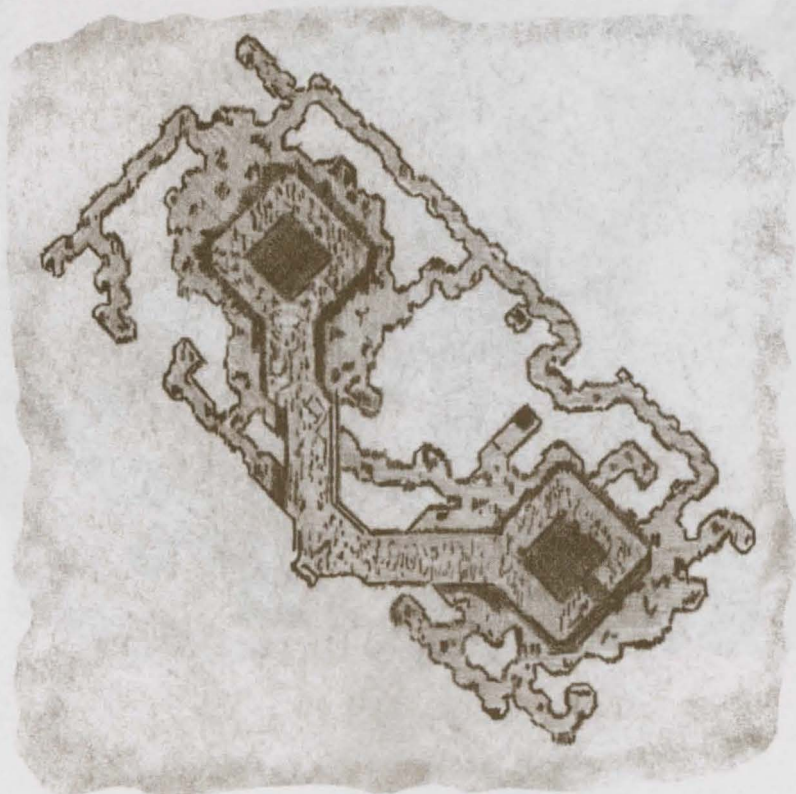
## Shame

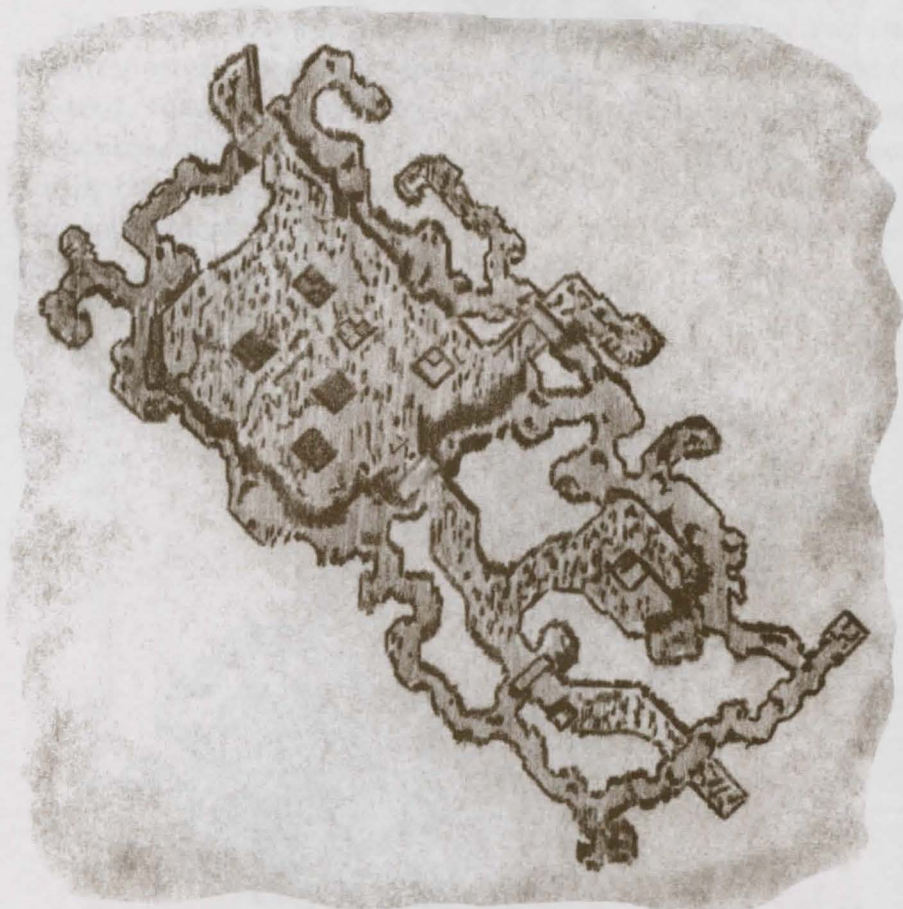
One of the larger Dungeons, Shame is near the coast between Yew and Skara Brae. Arguably the most magnificent and exciting of the Dungeons, Shame features a network of underground lakes, rivers, and bridges. On the first visit, this Dungeon is very confusing, because portals, scattered throughout, teleport the player from one place to another. With its wide variety of monsters, Shame is a good place for the less experienced Warrior to visit; the Scorpions, Spiders, and Orcs on the first level provide an adequate challenge.

The monsters to watch out for in Shame are the liches. The usual lesser monsters, such as Scorpions, Spiders, Lizards, Orcs, and the Undead, roam the upper two levels, while Liches, Gazers, and Elementals inhabit the third and fourth levels. The stronger monsters usually remain in specific areas on the lower levels, but they can be found anywhere in the Dungeon. Be careful, because Liches even appear right next to the entrance at times!



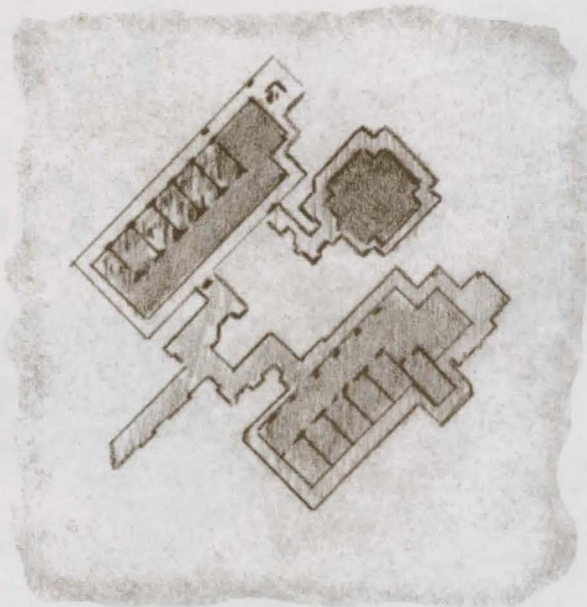






## Wrong

Built long ago as a prison for the living, Wrong has since been corrupted by a powerful Liche. The undead wizard's lair is on the first level, but in addition to the wizard and his undead servants, there are sizable populations of Lizard Men and Rat Men. Throughout the first two levels of this small Dungeon are treasure chests and piles of Gold. On the uninhabited third level is a teleporter to a magical maze. You may want to explore it yourself, but remember that the exit is at the bottom of the maze.





# B Other Resources



**U***ltima Online* is a dynamic and ever-changing world, and playing in that world is both fun and challenging. There are several ways the Internet can help you make the best use of your environment and keep abreast of what's happening. There are also various utilities, created by fans of the game, that will enhance your *Ultima Online* experience.

Please note that any website addresses we have printed here are subject to change, because sites come and go.

## Information Sites



**Guild Review:** To learn more about other guilds, including Burning Heart, go to <http://www.geocities.com/TimesSquare/Castle/3563/guild.html>.

**UO Vault:** One of the best day-to-day resources for the latest information from and about the game. *UO Vault* often summarizes important messages from Origin's site. Go to [www.uovault.com](http://www.uovault.com).

**www.sybex.com:** Go to the *Ultima Online* link at [www.sybex.com](http://www.sybex.com) to get the latest updates to this book. We'll continue to keep our information current to the best of our ability. Since *Ultima Online* is an evolving system and a changing game environment, many changes are likely to take place, and they can happen at any time. So when you first start using this book, it would be a good idea to check our site for changes.

**www.owo.com/update:** The OSI page for the latest information about *UO*, this site includes information about the latest patches and

the fixes and features that are coming soon. The site is updated regularly by one on the lead designers of *UO*.

**uo.allgames.com:** Pouncer's *Ultima Online* News House. The official *UO* site for the All Games Network, this site is updated regularly.

**ultima.scorched.com:** Ultima at Scorched.com. Another great news site, with many insights about *UO* from the author.

**www.moongates.com:** Auric's Ultima Moongates. Contains screenshots, a music gallery, and the history of Ultima.

**www.worldkey.com/atlas:** Grand Atlas of Britannia. This site contains maps of every city and Dungeon, locations of shops, and so on.

**www.outdoor.com/uocz:** LaWizard's Chat Zone, one of the best bulletin boards for *UO*, is extremely active.

## Utilities



Some of the utilities listed here are designed to overcome one rather important omission in the *Ultima Online* design—the ability to communicate over distances. Because the only way to communicate with others is when they're on the same screen as you (or at least relatively close, in the case of the Yell command), you'll want to have a way to tell your friends where you are, or to call for help if you're surrounded by Ettins and Cappies (*UO* slang for Orc Captains). Both ICQ and IRC can help you with that problem by keeping you in instant touch with each other as you play the game.

**ICQ:** If you haven't used ICQ, you may want to consider it. ICQ is a great way to communicate with your friends while playing *Ultima Online*. You can download ICQ from [www.mirabilis.com](http://www.mirabilis.com). To get a list of ICQ addresses for *UO* players, try [www.auxier.com/uoicq](http://www.auxier.com/uoicq).



**IRC:** Like ICQ, getting onto IRC can help you keep in touch with friends in the game. To install IRC on your system, you can log onto the following URL: <http://www.mirc.co.uk>.

The utilities we've found can make your life easier in several ways. Some are to help you determine your connection speed over the Internet, while others are designed to help you find out when the servers are back up after a crash or maintenance shutdown. There are also utilities that can help you while you are in the game.

**UOmon:** UOmon is a nifty product that you can use to launch *Ultima Online*. It will poll the servers, and if none of them are up, it will keep polling until it finds one, then automatically start the program. Check out the website: [www.primenet.com/~simpson](http://www.primenet.com/~simpson)

**UOLocator:** It's very easy to get lost in Britannia, but UOLocate can help. Keep it open in the background and use any map of Britannia to find out where you are and approximately how many screens you'd need to cross to get where you're going. If you have a Sextant, it can tell you where you are, using Sextant coordinates. <http://www.pconline.com/~stormcat/>

**UOTrace:** Authorized by Origin, UOTrace can help you find the most efficient server to use. Find it on Origin's official *Ultima Online* website.

**UOPing:** UOPing is a little DOS program that will tell you what your round-trip Ping time is to the *Ultima Online* servers. It's a quick way to check your turnaround time, but not as informative as UOTrace or Subtronic. Uoping should be available at Origin's website.

**Subtronic:** Another excellent trace program to show you the steps taken in your Internet connection to another site. You can see each jump your connection makes, and see any packet loss and any delays that might be taking place.



C

# The Britannian Economy



No, this isn't a textbook for Economics 101. But it almost could be. The designers at Origin have attempted to build a virtual world with at least a semblance of resource scarcity and a functioning economy. No easy feat, to be certain. Their hope, ultimately, was to install a system whereby the economy would determine its own directions. What follows are the basics of most real-life economic systems—namely, supply and demand and the process of buying and selling.

## Supply and Demand



The land of Britannia has many resources—trees, animals, minerals, and various plants—to name a few. These resources are interrelated with the various people working within the system and the Gold injected into it. Resources are renewed at a rate that is known only to the gods of Origin, but the idea is to create a balance of resources.

The game injects resources into the economy from a relatively fixed bank of items and materials. When a new player enters the game, some adjustment to that bank of resources is made. When an item or creature is destroyed, its material is returned to the bank for reinjection into the system. For instance, if a Sword is destroyed, it releases some ore, which is then returned to the mountains.

Events in the game dynamically follow the abundance/scarcity cycle. For instance, if small game is abundant in an area, it will be attacked by players and by larger game. As that small game becomes scarcer, the large animals will begin to widen their hunting circles. Ultimately, this may cause certain monsters and predators to move closer to towns, where players will then be forced to deal with them.

Practically speaking, what you'll find is that the particular resources you most want to find are sometimes depleted. For instance, if you go hunting to get some hides from deer and other animals, you may find nothing in an area that previously had many animals. The reason for that is that other players, and possibly other animals, have been there before you and the game animals have been wiped out. The good news is that game seems to return over time. The same holds true for other resources, such as iron ore and wood. Trees can be depleted of usable wood, but in time they seem to be replenished. Likewise, certain areas get mined pretty heavily, but, as with wood, you should have no problem finding ore if you look for it.

Reagents for Spells and Potions are also found in the environment, but they're rare. By keeping a sharp eye out, you may spot them, but probably not in large quantities. Therefore, you'll probably want to purchase Reagents from shops for the most part.

## Buying and Selling

As you've probably ascertained, the heart of the computer-based economy is the Shopkeeper system. Like a real merchant, each Shopkeeper buys and sells specific items. However, if everybody is selling and nobody is buying, the sellers run out of money. If merchants have too much of something, the price tends to go down and buyers won't pay much for that item. If merchants are low on an item, its price may go up, and they'll be eager to purchase more of that item from players (assuming they still have Gold to spend).

The economy in Britannia is cyclical, because there's a time base involved in restocking the shops. Just as in the real world, the scarcity factor can become frustrating. What happens is that as a store runs out of money, the merchant slowly sells off the excess stock to the "world economy" and receives some money in return. There's a fixed amount of Gold in the world, and as players start saving, that Gold is taken out of circulation. This decreases the amount that Shopkeepers receive and then have available during restocking. A Shopkeeper who sells off the shop's entire stock of one item will get more of that item during restocking, assuming, of course, that their Gold holds out. If you're trying to



get a lot of one item and you buy all a Shopkeeper has, you can return to the same shop after an hour for a chance to buy more of it.

The good thing about scarcity, though, is that it increases player interaction, since a lack of supply forces you to sell to other players. If a particular Shopkeeper can't purchase your goods, one of the best strategies is to try to go to another town. Each region has its own economy, which is, of course, affected by player supply and demand. If you can find a shop where players aren't all trying to sell the same item you're trying to sell, you'll have a better shot at making money from the NPCs.

Also, if you shop around, you should discover that not all shops sell the same items at the same prices. A Crossbow in Yew, where there are a lot of trees, may be worth less than that same Bow in Jhelom or Trinsic. Yew has plenty of wood, whereas Minoc has lots of iron ore. It would make sense that goods made with iron would be cheaper in Minoc than in Yew, where there are no mountains. As a rule, it pays to check out prices in various cities, paying special attention to areas where natural resources are plentiful.

When you're dealing with various Shopkeepers and NPCs, realize that commerce through them is entirely unnecessary. They are, in fact, greedy and somewhat intractable. You can make a fine living just by dealing with other players, because they will buy and barter for goods and services. Many players aren't in it for the money and will give goods and services for free just to keep increasing their skill levels. However, keep in mind that while you might get a great deal from one player, another one might give you a crummy deal.

## General Pricing Parameters

Shopkeepers in Britannia base the price of an item on several factors. For starters, each object's price is first determined by the cost of materials. Metal is figured at 5 GP per unit; cloth and wood at 1 GP per unit. Other items, such as ships and buildings, are figured similarly, by the quantity of resources needed to build them.

After figuring in material costs, some item prices are adjusted for effectiveness. Armor and weapons are prime examples of this practice.

**MOONDRAKE'S ECONOMIC ADVICE**

As the economy stands in Britannia today, you won't get very rich selling only to Shopkeepers. If you want to make a decent living, your best bet is to create a character with skills that let you sell things that are desirable to other players as well. Most players want armor, robes and capes, magic items, and Arrows/Bolts.

When you can't sell to the shops, sell to players. Tailors can stand outside a Tailor shop and advertise; Smiths often find players asking them for items. If you're a Warrior, you may find you've gathered quite a collection of magic weapons. Create a macro that lists your excess equipment and sell it in front of an armory. Feathers and Arrows/Bolts are hard to get from shops, so you can sell them to Archers for several GP each.

Obviously, fine Plate armor is worth more than the metal that it took to create it. Likewise, a razor-sharp Sword is worth more than its component material. Magically charged items are also valued by the number of charges and the particular magic they carry.

Bear in mind that if you're a member of a particular guild, you may be entitled to a 10% discount on items from shops that display that guild's coat of arms. For instance, some weapon shops will give a discount to members of the Warriors' Guild. This discount is available only to members of Britannian guilds, not members of player guilds.

And remember, if you're buying something really pricey, such as a castle or large ship, (items over 2,000 GP), you can have the Shopkeeper draft money directly from your bank account.

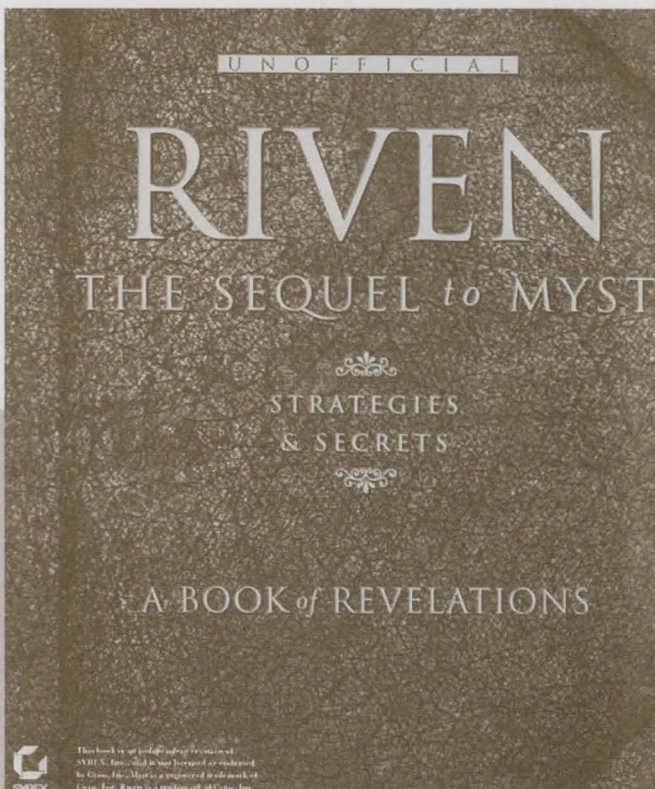


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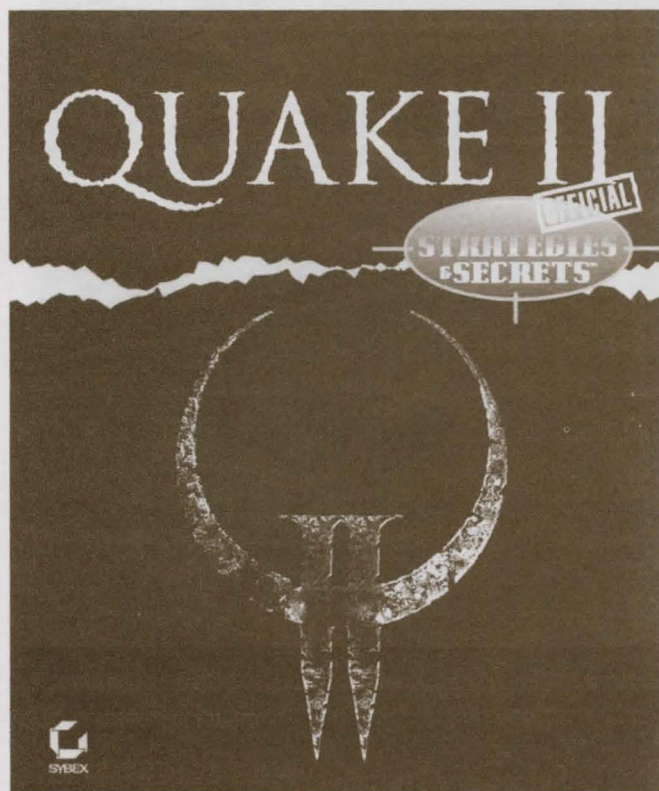


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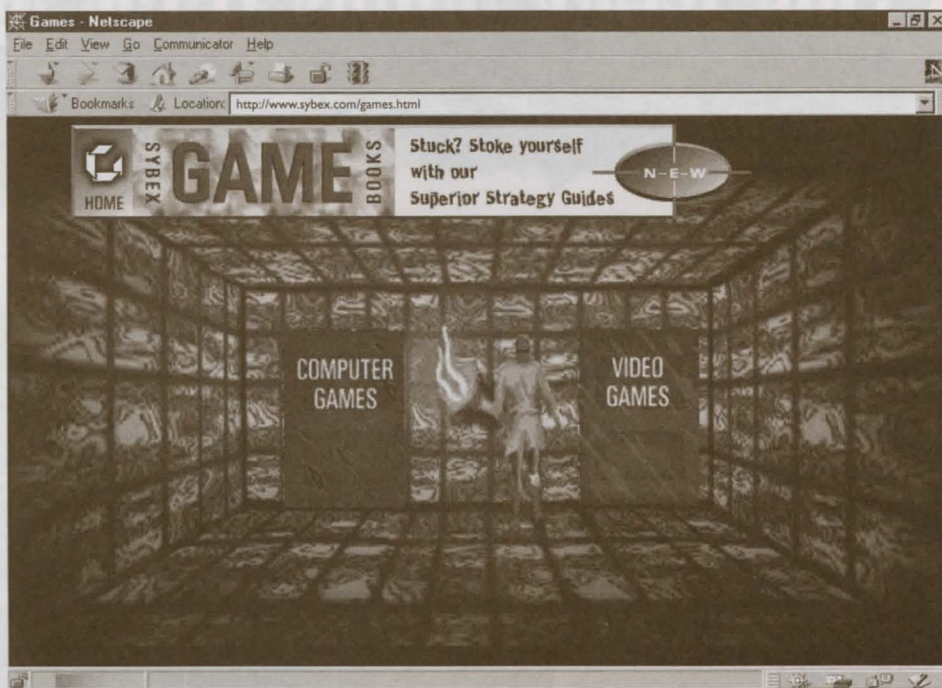
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