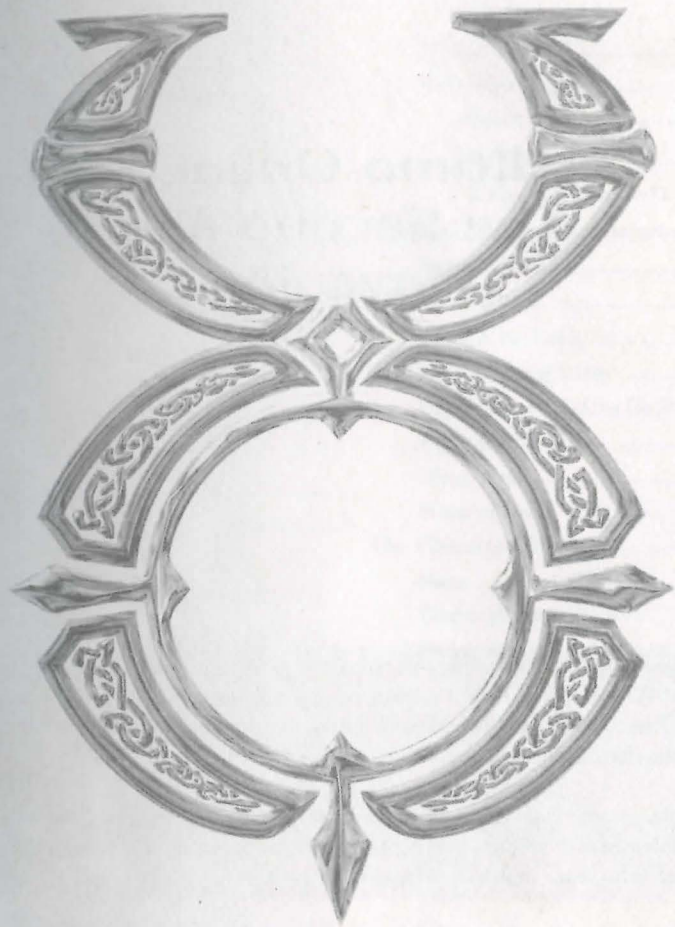




ULTIMA™ ONLINE  
THE SECOND AGE™  
Playguide



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# Ultima Online: The Second Age Playguide

*This playguide tells how to play the game as of when it first shipped. Ultima Online: The Second Age is a living, ever-changing game — please check the online Traveller's Guide and Help & Guidance for information on changes that have since occurred.*

*Also, please note that the new features in Ultima Online: The Second Age are not available if you are playing Ultima Online without the Second Age software that comes with this playguide.*

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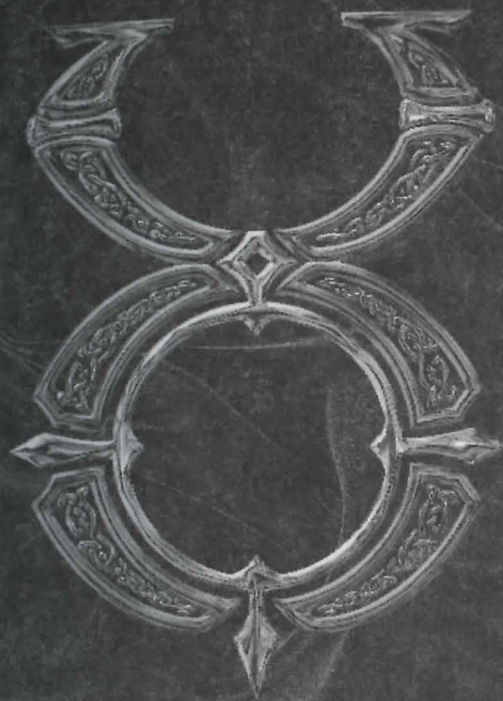


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*Getting  
In*

## Getting In

To start *Ultima Online: The Second Age (UO)*, select Start/Programs/*Ultima Online* from your Windows 95 Start Menu. (You can also choose to run the game immediately after installing it.)

When the game begins, you see the introductory movie, followed by the Main Menu.

Click ENTER BRITANNIA to begin log-in.

See the *Install Guide* for information on installing and setting up an account.

## Main Menu Options

*Note.* You can skip the game's introductory movie by pressing **Spacebar**, but we recommend that you watch it completely at least once.

SETUP launches the installation program. (You must have the UO CD in the drive).

ACCOUNT opens your web browser and links to the game account setup site.

INFORMATION opens your web browser to the UO website.

INTRODUCTION plays the game's introductory movie.

ENTER BRITANNIA takes you to the Log-In Menu.

QUIT closes the *Ultima Online* program.

## Log-In Menu Options

At the top of the Log-In Menu are two boxes. The top box is for your account name (not your character name), and the lower is for your account password. After the first time you enter the game, the account name box will remember and display the account name used the previous time that *Ultima Online* was accessed from your system.

MAIN MENU returns you to the Main Menu.

Remember Password is a check box that allows you to tell the game to remember your password from session to session just as it remembers your account name.



**Caution.** In order to ensure the security of your account information, we recommend that you do not use the Remember Password option, particularly if you share access to the computer with others.

CHARACTER SELECT takes you to the Server Selection and Character Selection screens.

## Server Selection

This screen allows you to select which server, or “shard” you will play on. Servers are located all over the US (with expansion overseas planned for the future), and each server runs a separate “world” of Britannia. These worlds are identical, except for the actions of the players within. Each shard is completely self-contained, and characters cannot move between them.

### “Sort By” Options

Because any given character is confined to one and only one shard, it is important that you, the player, be able to select the shard which will allow you to access the game with maximum efficiency and consistency. The internet is a complex and constantly changing environment which can offer obstacles to a smooth connection to *Ultima Online*. Therefore, this screen allows you to access servers in three different ways to gauge which server offers your best bet for a good connection.

**Time Zone.** This sorts the available servers by their distance from your location (as indicated in your registration information), from closest to farthest.

**% Full.** This checks the number of players on each server at the moment, and generates a list from least to most crowded.

**Connection.** This actually sends a data signal from your computer to each of the game servers, and lists the servers, from fastest to slowest response time. (The process can take several seconds to complete, so be patient.)

## Character Selection

Each account can have up to five characters per shard. This screen displays all characters on the selected shard. Click on the character you want to play and click Play Character, or double-click on the character you want to play, in order to enter the game.

**Create Character** takes you to the Character Creation screens. If you do not currently have a character on your selected shard, you will have to create a character before entering the game.

**Main Menu** returns you to the Main Menu.

**Play Character** puts you into the game at the site of that character’s last log-off (or when the game was last backed up).

**Character Delete** deletes a previously created character, freeing up a slot for a new character. Click on the character you wish to discard, then click on this button. You will be given a chance to confirm your choice before the character is eliminated. You cannot delete a character if that character was created in the last seven days. (This is to prevent certain abuses that would be possible with unlimited character switching.)

## Character Creation

Creating an *Ultima Online* character can be extremely simple, but the system also permits a great deal of flexibility to personalize your character.

### Character Names

Your character’s name is probably the first impression other players will have of you. Offensively named characters may be assumed to be offensive and treated rudely. If you wish to be taken seriously, choose a name for your character wisely, as your character will be stuck with it for life.

*Ultima Online* allows redundant naming, so there may be other characters at loose in the world with a name identical to yours. Most names are allowed, although egregiously offensive names are screened, and a few names of important characters (e.g., British, Blackthorn) are reserved.

## Ability Points

### Self Selecting

You begin with 65 points to distribute between Strength, Dexterity, and Intelligence. The minimum for a starting attribute is 10, the maximum, 45.

**Strength** governs how much you can carry, how much damage you can deal in combat, and which weapons and armor you can use. It also modifies several skills. Your Strength score is also equal to your maximum Hit Points, which determine how much damage you can take before dying.

**Dexterity** governs how quickly you react and modifies several skills. Your Dexterity score is also equal to your maximum Stamina, which determines how long you can keep moving, fighting or engaging in other strenuous activity.

**Intelligence** is extremely important to a number of skills, notably Magic Resistance, as well as many craft and lore skills. Intelligence is also equal to your maximum Mana, which determines how much energy you have available for spellcasting at any given moment.

You can manipulate these values yourself by moving the sliders to the desired settings, or you can select a pre-made template that pre-sets selections for the attributes, as well as three starting skills.

Even if you select a template, you can modify it by changing any attributes (on this screen) or modifying the skills chosen (on the next screen).

### Templates

The templates have the advantage that you don't have to do much of anything. Just choose one and keep going. The disadvantage for a new player is that you may not know what you're getting into. A template that looks like the perfect roleplaying profession for your character may turn out to be one of the more difficult to develop in the game.

Feel free to choose a profession from the templates and modify the attributes and skills to suit your preference. If you want to be a strong shepherd for example, just increase the Strength slider. (Note that your Intelligence and Dexterity will simultaneously decrease.)

## Skill Selection

Regardless of whether you chose a template to define your starting stats or not, the next step is to finalize your starting skills.

The skill to which you allocate the most points determines your occupation as shown in your Character Window (this occupation may change if your most developed skill changes through experience). Your other skills should complement your occupation enough to make you fairly self sufficient. See pp. 5.2-5.8 for available skills.

Once you are satisfied with your skill choices, click next to move on to your character's appearance.

## Character Appearance

Once you've decided on your name and profession, it's time to mold your character to look the role.

You can toggle your character between male and female bodies by clicking on the gender button.

**Skin tone** can be altered by moving the sliders in the center section.

You can select different **hairstyles** from a pop-up menu, and **hair colors** using the sliders. Male characters can choose if they wish to wear a beard, mustache or combination, and select style and color for their facial hair.

Once you are satisfied with your character's appearance, click **DONE** and choose a starting location.

## Starting Locations

Think of your starting location not just as the place where you appear in the world, but as your character's hometown – where you spent your impressionable youth.

Starting cities offer different advantages to different kinds of characters. A miner might expect to prosper in Minoc, where a carpenter might hail from Yew or another forested area. For more information on the towns of Britannia, see <http://www.owo.com/guide/index.html>.

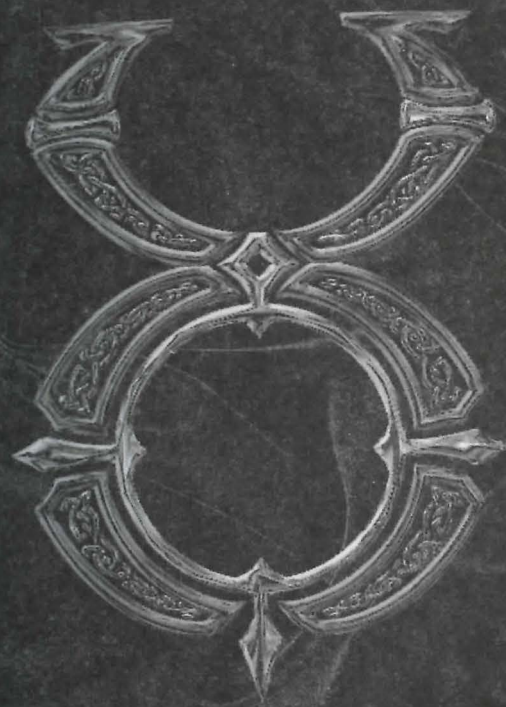
After selecting your character's starting location, click on **DONE** to enter Britannia!

## Tutorial Screens

The first time you bring any new character into Britannia, you will be given the opportunity to view a series of tutorial screens that illustrate basic game functions, plus the use of your three chosen starting skills. From any tutorial screen you can use the arrow buttons to move on to the next screen or back to the previous, or you can stop the tutorial and begin play with the enter game button. Even experienced players may find the tutorial screens useful if they are beginning a new character with an unfamiliar skill set.

## Tutorial Demo

There is a demonstration of how to play the game available from the start-up screen. See **Tutorial Demo**, in the *Install Guide*, for a description of the this tutorial.



Getting  
Started

## Getting Started

### Pop-Up Help

Holding your cursor over many of the objects in the game gives you a brief description of the object. Pop-Up Help can be turned off or reconfigured via the Option Menu (see [Help](#), p. 7.2).

### Moving and Communicating

Just like in the real world, the first thing you should learn in *Ultima Online* is how to walk and talk. Everything else follows from there.

### Starting Off

When you first arrive in Britannia, you will be in a public area of the city you selected. Your initial possessions will be a shirt, shoes, a pair of breeches or a skirt (depending on your character's gender), a Backpack, a candle, a blank book (your "diary"), and basic equipment for your starting skills. Initial objects have no monetary value to any of the merchants in the game. You will also receive 100 gold pieces in "seed money" to help you get started. Any weapons you receive are classified as "practice weapons," and do only very limited damage.

The first thing you'll want to do is learn how to move around, as described below. Practice in the starting area and in the street outside. You can also familiarize yourself with your Character Window and practice picking up and moving around objects.

### Walking Around

You move by right-clicking. Place your cursor over a point on the screen and right-click. You will face and take a step towards the cursor. (Note that throughout this document, "click" or "double-click" refers to a left-click, while right-clicks and double-right-clicks are so identified.)

### Continual Movement

If you need to go more than a few steps in a given direction, you'll want to move continually. Place your cursor some distance away in the direction you want to go and right-click-and-hold. You will move off in that direction and keep moving until the click is released (or until you run into something). You can change direction by rotating the cursor around your position while holding a right-click.

## Opening Doors

Before you can move through a doorway, the door must be open. To open a door, double-click on it. If the door is locked, the game will tell you so.

## Pathfinding

Pathfinding is a movement option that lets the computer do some of the maneuvering for you, making it easier to get around simple obstacles. Place the cursor where you want to go, and double-right-click. The computer will figure out the most direct route to the spot and you will walk there, moving around simple obstacles like corners or tables. Pathfinding will not automatically open closed doors or move obstacles for you, but it will take you through a door that's already open. (Some players prefer to have the Pathfinding option disabled. It can be toggled on and off from the Options Menu – see p. 7.6.)

## Keyboard Movement

You can also move using your keyboard. Hold the arrow keys or the outer numbers of the numeric keypad, and you will move in the corresponding direction.

## Running

You can run during continual movement. The farther the cursor is from you, the faster you move. To move at a slow stroll, keep the cursor just an inch or so away. To sprint, move the cursor out to the edge of your window.

## Following

Hold **[Alt]** and left-click on another character to follow that character wherever he goes. Note that if you fall too far behind the other character (due to crowds, combat or rough terrain) the Follow command will cancel itself automatically. To stop following, hold **[Alt]** and click on yourself.

## Overhead View

Sometimes, particularly in cities, you need a wider perspective than a single screen offers in order to get your bearings. As an aid to navigation, **[Alt][R]** will call a scrolling overhead map of the immediate area. Pressing **[Alt][R]** again makes the map larger (you can change this key command using the “overview” option in your **Macros**, see p. 7.5). This map shows buildings and terrain, but not individuals or creatures.

## Exploring

In general, cities are a safe place to be, even for a weak and inexperienced character. There are no monsters and no wild animals running loose in a city. Most NPCs (non-player characters, i.e., characters controlled by the computer) are

friendly, and the few that aren't will not react violently except under extreme provocation.

Some PCs (player characters) might be concealing evil thoughts about you, but even then you have some protection. If a PC attacks anybody innocent (i.e., highlighting blue, either PC or NPC) in a city, anywhere within the view of any NPC, the guards may be summoned and the miscreant will be dealt with accordingly. (The moral to this story is to keep to public places when talking to strangers.)

If you are innocent and somebody attacks you or you catch someone trying to steal from you, you may wish to call the guards. Just type **GUARDS** and press **[Enter]** (a **Macro** can make this process even faster, see p. 7.5).

In the wilderness, however, most people and creatures you meet will be hostile. Other PCs in the wilderness may be friendly or unfriendly, but if they're the latter there's nothing to restrain them except your fighting skills and those of your companions.

There are two things to keep in mind the first time you venture out into the wilderness.

*You are very likely to die.*

*This is OK.*

Death and Resurrection are just part of character development. You're not seriously penalized for dying, and it's not really difficult to get resurrected. Your skills do deteriorate at a faster rate while you're dead, so it's a good idea to get raised as soon as possible. (See p. 3.7 for more on **Resurrection**.) But the worst thing about dying is that You Can't Take It With You. All your hard-earned possessions will stay right where you fell, until someone or something comes along to claim them. For this reason it's always a good idea to go adventuring with companions you can trust. If you fall, they can gather your stuff and either stay with it until you return from the Other Side or take it with them and return it to you when next you meet. For more details, see **Reputation**, p. 5.9, and the Reputation FAQ on the website.

If you want to go adventuring and there are no other PCs available at the moment, you can always train a pet or hire a mercenary (see p. 6.1). Either sort of companion will stay with your possessions and guard them while you're dead.

## Other Forms of Transportation

There are horses and boats in Britannia that are available for players' use. These are considered luxury goods and can be quite expensive (see **Luxuries**, beginning on p. 6.1).

Horses are the cheapest, but do not allow overseas travel. Horses can be purchased at the local stables or tamed in the wild.

A variety of ship deeds are available from shipwrights, and basic models can also be purchased from provisioners.

## Talking

There's no particular trick to talking to other PCs who are within sight. Just type in your remark, press **Enter**, and they'll be able to see it. Whether or not they notice or acknowledge what you're saying is up to them. There are three flags which can change the way your text is viewed.

### Emote

If you type a colon ( : ) and a space before your text, that text appears as an emote. Emote text can be set to a different color than regular speech, and will appear to other players between two asterisks (\*Grins\*). It is usually used to indicate gestures, expressions or emotions. For example,

: Looks disgusted.

: Gazes at you with rapt attention.

### Whisper

If you type a semicolon ( ; ) and a space before your text, that text appears as a whisper, and can only be seen by characters immediately adjacent to you. For example,

; I don't like the looks of that guy.

; Psst. Wanna buy a chicken?

### Yell

If you type an exclamation point ( ! ) and a space before your text, that text appears as a yell, and can be seen by characters even beyond the edge of the screen. For example,

! Leo, where are you?

! STOP! THIEF!

Finally, it should be noted that in *Ultima Online*, as in most text-based net communications, typing in ALL CAPITAL LETTERS is considered to be "shouting." While typing in all caps is fine in a "yell," or if you're trying to address a whole group, it is considered rude in ordinary conversation. You should cultivate the habit of turning your **Caps Lock** key off while playing *UO*.

## Talking With NPCs

Before you can talk to an NPC in the game, you must first get his attention. Therefore, everything you ask an NPC must include his name. You can find out an NPC's name by clicking once on him. (Shopkeepers and vendors may also be addressed as "Vendor," "Merchant" or similar job title.)

You don't have to speak in complete sentences to NPCs, but ending each statement you make to them with appropriate punctuation might avoid some possible confusion. You can ask NPCs about their job (watch out for those who might try to duck the question), about the local area, or about any current news or rumors. You can also ask them if they've seen or heard of other PCs. Often, NPCs have some specific need; for example, a baker might be low on wheat to make flour. They'll be happy to inform you of such needs, and will pay well if you can fulfill them.

Useful questions to ask NPCs:

Where am I?

What time is it?

Where is (something)?

How are you?

What do you need?

Have you heard any rumors?

What's the latest news?

What is there to do around here?

Anything interesting going on around here?

Shopkeepers respond to **BUY**, **SELL**, and questions about their wares. See **Buying and Selling**, p. 3.3, for more details.

Your current Karma and Fame will affect how the NPC responds to you. Some NPCs just have better dispositions than others. Finally, note that NPCs like a certain amount of personal space. If you stand too close to them they're likely to ask you to back off.

## Dealing with Others

### Who is This?

When meeting other characters for the first time, there's a great deal you can discover about them without ever saying a word.

If you want to know how to address someone, you can click on him to display his name (and Guild affiliation, if applicable). You can get extremely important information from the color in which the name is displayed – blue characters are basically law abiding (which does not necessarily mean they're friendly), green characters have known criminal tendencies (which does not necessarily mean they're evil, but due caution is called for) and red characters are known murderers of law-abiding citizens, and should be presumed to be both dangerous and malicious. If you're in Combat Mode (see p. 3.5) the entire character name will highlight the appropriate color when you pass your cursor over it. See page 3.5 for more on the **Reputation** system.

To find out more about someone, double-click on him (or her) to open the Character Window and get a large-scale view of his appearance. This will show his full name, which includes any titles he may have earned. Click on the scroll icon in the lower left corner of the window to read his character profile (if any).

It is possible to get a look at another character's possessions by clicking on the Backpack, but *be warned!* Secretly peeking into somebody else's possessions requires a special skill called Snooping (see p. 5.6), and most people will not take kindly to anyone caught peering into their packs. Although Snooping into others' belongings is not actually a crime, if you are detected you will probably be assumed to be a thief and be treated accordingly.

To find out if a creature or character is wounded, click on him, hold the click, drag the cursor off the character and release. This will create a window with a bar graph showing his current hit points in relation to his maximum. You can also click and drag a similar window off your own character, but this one will also show your current mana and stamina.

### Making Friends

The most important thing for you to do until your character is ready to leave town is get to know other player characters, because:

The best thing about playing in a game with thousands of other people is getting to meet some of them, and ...

When you do leave town to go adventuring, you don't want to go alone.

The most important thing to remember when dealing with other PCs is that *they are real people*. They have feelings, opinions and freedom of choice. This suggests a few things.

Be friendly. Remember that you are a new character and most of the people you meet will be tougher than you. Don't annoy them.

Don't be pushy or demanding. Nobody *has* to help you. It's up to you to make people *want* to help you. If you're lucky you might get help getting outfitted for your first adventure, but they won't want to help you if you come across as a whiner or a beggar.

Don't be too trusting. Not everybody you talk to will have your best interest at heart. Watch out for people who are too eager to get you in a secluded area or out of town – they might be up to no good.

Don't get mad. If you get tricked, ambushed or set up, don't take it personally – it's just roleplaying. Chalk it up to life experience and don't be fooled the next time. (Of course, if your character wants to start plotting revenge against another character, that's fine – just remember it's all a game.) Likewise, if somebody is being obnoxious, insulting or offensive, don't let him bait you. (See **Interface Options, Filters**, p. 7.11) Ignore him.

The above warnings aside, you should find many other players who are just as eager as you are to meet new people, engage in friendly conversation and plan adventures. This cooperation with other players is the true heart of *Ultima Online*.

## MURDERERS/ THIEVES AND LOOTERS

*Ultima Online* does not prohibit players from roleplaying evil characters, but does ensure that evil in-game behavior is risky. Nonetheless, there are certain criminal types in the game that new players must be on the alert for.

Obviously, players who attack others with the intent to kill and rob them are at risk. If a player commits multiple murders he is flagged as a murderer, and his lights red when you pass your cursor over him. Murderers usually have a price on their head, which can be redeemed by taking the head to a town guard. (Using a bladed weapon on the body to take the head – caution, this action will have some negative impact on your Karma ... bounty hunting is not the most respectable pastime around.)

Professional thievery is an ancient fantasy tradition, and there are players who will cheerfully lighten your purse for you. The best way to avoid thieves is to stay out of crowds and don't let strangers stand too close. It also helps to keep your guard up and go into war mode (but be careful about accidentally attacking someone, which will flag *you* as a criminal.) A thief whose attempt to steal is detected will be flagged as a criminal for several minutes. A criminal highlights gray, and can be attacked by all passers-by without having to worry about losing Karma.

Looting is robbing the dead. If you attempt to remove items from the corpse of a PC before the corpse deteriorates, you are looting and will be flagged as a criminal for the next several minutes. The only exception is members of the same adventuring guild as the deceased, who can collect the possessions of a fallen guildmate immediately for later return.

There are other behaviors which, while not actually penalized by the game, are considered rude and immature, and will make you intensely unpopular among other players. These include:

Stepping in to administer the killing blow to a monster (and grab the associated Karma and Fame bonuses) when others have done most of the fighting.

Stepping in to grab all the treasure from a dead monster when others have fought or shared the risk of fighting it.

Scams, including inflating the price or misrepresenting the value of trade goods.

## LONG DISTANCE COMMUNICATION

A chat feature is provided, allowing you to communicate with other players who are logged into the game even if they are not physically present on screen with you. The chat feature can be accessed via the Chat button in the Character Window.

The Chat feature allows you to join real-time conferences with other players who are logged into the game even if they are not physically present on screen with you. The chat feature can be accessed via the Chat button in the Character Window. See p. 2.14 for a complete guide to using the Chat feature.

Long-distance communication is also possible via magic items called Communications Crystals, see p. 6.5.

## MESSAGE BOARDS

Each tavern and bank in the land contains a message board where you can leave messages for other players.

If you check a message board, you will see a list of current messages, threaded by topic. You can start your own thread (using the POST MESSAGE button on the main board) or reply to an existing thread (from within the message you wish to reply to). Messages left on boards are cleared out after a suitable span of time.

Message boards also contain an automated record of recent player vs. player killings in the area, and are often the source for information about current adventure and commercial opportunities. Some boards also list the current high-level bounties offered for murderers in the shard.

## QUESTS

A quest is triggered when an NPC offers you something in exchange for accomplishing a certain task. There are several ways to get quests in *Ultima Online*. Sometimes NPCs will approach you asking for assistance. This can range from very simple tasks, to more complex (and sometimes morally dubious) activities. Be warned that agreeing to murder someone, for example, will have a dramatic negative effect on your Karma!

Sometimes you will find postings on the local bulletin boards about quests; in particular, kidnappings (whose victims are in need of rescue) and job offers often appear there. You can hire on to escort a rich and foolish noble to a dungeon, or escort a bride to her wedding in a distant city, or rescue a prisoner held by evil bandits in the woods.



Then there are the “quests” you set for yourself. Many NPCs will have information about magical items, and they will be able to offer rudimentary directions and information about an item’s location. You can then attempt to obtain the item. (Sometimes the items may already be in the hands of other players.) A good way to elicit rumors of this type is to give gifts of food or money to NPCs.

For quests where an NPC must be taken somewhere, the NPC will follow you (You may have to unlock the chains first, which you can do by double-clicking on them). Once you are at the destination, the NPC will know it and reward you.

## Logging Out Safely

You can leave *Ultima Online* by clicking on the LOG OUT button in the Character Window.

When you log out of the game, your character will “hang around” for a few minutes before vanishing from play. During this time, your character will fight automatically if attacked, but will not be able to move, cast spells or take evasive action (this is done so that unscrupulous characters will not be able to unfairly escape dangerous situations simply by breaking their connections). There are only two ways to log out in complete safety.

First, you can log out instantly from any inn or tavern.

Second, you can use the Camping skill (see p. 5.4) to log out safely from the wilderness.

## Getting and Using Items

### Identifying and Picking Up Items

A single click on any item in the game will tell you what it is (to the extent you can recognize).

To pick up an item in the game (assuming, of course, the item can be moved), just click-and-hold. It’s now in your possession. To add it to your inventory, you can release it over your character, or drag it directly to your Backpack window or the Backpack in your Character Window (if either is open).

Because some items in the game are very small, and might be difficult to click on precisely, items in your inventory will highlight when your mouse is in the correct position to click on them.

## Stacked Items

Some items in the game (notably gold) are “stackable.” This means that all the items of that type in your inventory can appear as, and move as, a single item. If you want to do something with only some of the items in a stack (or just drop some somewhere), click and drag the stacked objects in your Backpack to whomever or wherever you want to leave it. It will appear as a window telling you how much you have at the moment. You can space over the amount and then enter any lesser amount. The amount entered will remain on your cursor, while the remainder will be returned, as a stack, to your inventory.

## Using Items

Double-click on an item to use it. For example, double-click on a book to open and read it.

Sometimes you will need to use one item on another item. For example, you might need to use a spinning wheel to change wool into yarn. In this case, you would double-click on the raw material (the wool) and then immediately single-click on the item being used (the spinning wheel). The wool will change into yarn. Any time you try to use an item that requires multiple stages or other items to use properly, the game will give you a prompt message to guide you to your next step.

## Dropping Items

At any time you may remove items from your inventory and “drop” them almost anywhere on screen (if you happen to try to drop an item at a spot where it can’t be dropped, an “error” noise will sound). A dropped item will stay where it is until it deteriorates naturally (a process which takes several real-time minutes) or somebody picks it up. Dropped items tend not to stay around for long, however – not only are other PCs likely to be interested in your discarded possessions, but NPCs and even monsters are also always on the lookout for items that meet their current needs.

## The Character Window

All the information about your character, as well as most of the game options, is accessible from your Character Window. To open the Character Window, double-click on your character.

The Character Window (and all informational windows in the game) can be closed by right-clicking on it. Likewise, most windows in the game can be minimized by clicking on a minus sign ( - ) somewhere in the window.

## Name

Your Character Window displays your character's *full* name, including profession, any titles, and guild affiliation and guild titles (if any). When viewing other players' windows, you will only see their profession if they have attained the rank of Master or better.

## Clothing/Armor/Weapons

The Character Window shows a close-up view of your character, including clothing and armor currently worn and any weapons you may have at your disposal. Click on any weapon or item of clothing to identify it.

To change one weapon or item of clothing for another, just drag the old item (there is one) to your Backpack or the ground, then drag the new item to the appropriate part of the diagram and release.

You must have at least one hand free to drink a potion, and both hands must be free to cast a spell from a spellbook or scroll.

## Backpack

Most of the things you own, including gold, your spellbook, and trade items, go in your Backpack. While it is possible to remove and discard your Backpack, this is a *very* bad idea – you'll have no way to carry around money, bandages, food, potions or any other essentials.

Double-click on the Backpack icon to the right of your character in the Character Window, and a separate Backpack window will open, showing you the contents of your Backpack. Once your pack is open you can remove items or use by clicking and dragging.

## Spells

The Backpack is particularly important to spellcasters, because some of the most important aspects of magic involve the Backpack window.

First, your spellbook is usually kept in your Backpack (although it can be carried in your hands, if you want to let the world know you're a mage). To cast a spell, go to your Backpack window, open your spellbook, and highlight the spell you wish to use. Spell scrolls may be kept in your Backpack or written into your spell-

book (drag a scroll over to the book to write the spell in).

Second, the Backpack is where your spell reagents are kept. Whenever you cast a spell, the required reagents are automatically removed from your inventory. See Magic, p. 4.1, for more information.

## Profile

The scroll icon in the lower left corner of the Character Window opens a character profile screen. You may fill this page with any information about your character that you wish to be public knowledge (click on the page and start typing; close the page when it displays the information you want others to see.) Other players viewing your Character Window can open the profile and read it at any time. (Profane and abusive profiles are not allowed.)

## Help

This button will alert the Game Masters that you need their attention. Depending on current demand, it may be several minutes before a GM can answer your call. GMs are to be called only in case of emergencies. See the section on GMs in the *Install Guide* for more information on their function.

## Options

This opens an extensive menu of Options to allow you to personalize your style of play. See p. 7.1 for a complete description of all in-game options.

## Log Out

This button will disconnect you from your current game server and return you to the Main Menu. See p. 2.10 for more on Logging Out Safely.

## Journal

The Journal button opens a scroll-shaped window that contains a written record of your most recent conversations and actions during the current play session. You can resize the Journal window by clicking on the tab at the bottom, then adjusting the size of the white outline.

Clicking on the padlock icon will lock the visible text in place until you click on the padlock again.

## Skills

This button opens a window listing all your skills and their ratings. Expect ratings to change over time as you improve or forget skills.

Skills are arranged by category: Miscellaneous (craft skills), Combat Rating Actions, and Lore and Knowledge. Click on a category to display your abilities with all the skills it contains (the abilities listed are modified by your stats, giving you a positive rating even in skills you didn't initially choose and have never practiced). If you wish to group together the skills you use most often, click on New Group at the bottom of the skills scroll. You may then drag any skills you wish into the new group.

Once you establish the new group, you can rename it by highlighting the words New Group and typing over them. You may make multiple new groups if you wish. You may delete any of the four default groups by completely emptying it of all the skills it originally contained.

Many of the skills listed have a blue jewel next to their listing. This means that in order to be used, the skill must first be evoked from this scroll. To evoke a skill, open the scroll and click on the blue gem. (You may also create Macros to evoke specific skills, see p. 7.5.)

For information on specific skills, see p. 5.1.

## Chat

This will open the Chat window. See p. 8.1.

## Peace/War Toggle

Clicking this box will take you from Peace mode to War mode and vice versa.

See Fighting, p. 3.5, for more information.

## Status

This button opens a window to display your character's Vital Statistics.

In addition to the basics to display your character's Vital Statistics.

Note that there are two values for Hits, Mana and Stamina (Stam). The number on the left is your current maximum possible in these stats, while the number on the right is your actual status at the time you open the window. By comparing the two numbers you can see just how tired or wounded you are, or how

far your magical energies are depleted.

The remaining information on the status window includes:

*Armor Rating (AR)*, which provides you with a general idea of the protection afforded by your current armor and clothing. Note that damage is allocated to specific locations on your body, so a high armor rating won't help you if you're hit in an unarmored location.

*Gold*, the amount of cash you currently have on your person.

*Weight (Wght)*, the total weight of all clothing and inventory items (in "stone," the standard Britannian weight unit).



# *Adventuring*

## Adventuring

### Money

Everybody has to make a living, even in Britannia.

### Getting Money

The way to start earning an income is to start trading. Find any small items that might be available (there will be something there, if you look hard enough), and then find a merchant who might need something of that sort. If you try to pick up something that already belongs to one of the non-player characters in town, the game will ask you if you're sure you want to steal it when you pick it up. Do not try to steal anything unless you have the appropriate thieving skills – you're unlikely to survive the experience!

Be prepared to spend some time building a nest egg – it's not easy. Note that shoplifting from local merchants is not the best way to build a nest egg – even if you get away with it, merchants can usually spot a “hot” piece of merchandise appropriated from a fellow tradesman's display.

You can make some money and train up your combat skills by “bunny bashing” – hunting small creatures like rabbits, birds, pigs and even rats. Be careful not to attack anybody's pet – that's a criminal action! When you kill small game, use your dagger or other bladed weapon on the corpse to take its meat, hide or feathers. Meat can be sold to butchers or tavern keepers, hides and skin to furriers and tanners, and feathers to bowyers.

Remember that because supply and demand is an important part of the virtual economy, shopkeepers will not automatically buy everything you try to sell. Shops can become overstocked with items, and while they will “sell back” overstock at regular intervals, they will not be interested in buying anything that's currently overstocked. Furthermore, shopkeepers will pay less for items they already have plenty of. One good way to gauge the “market potential” of a shopkeeper is to say “buy” to get a look at the shop's current inventory. Any items that seem particularly scarce will probably command a premium price, while items that show up in quantity will command a cheap price, or none at all.

If the market for a certain type of wares becomes glutted in one town, the best thing is probably to seek out a better market in another town. If you feel that you're not yet ready to venture out of town, perhaps a more experienced char-

acter could be convinced to act as a “middle man,” paying you for your wares and he can sell them in another town at a profit.

## Banking

Once you're in that happy zone where you possess more money than you can (or wish to) carry, you can start keeping the bulk of your wealth in a bank. Every citizen, including yourself, has a bank account (although of course your account will be empty when you start playing). Banked money is 100% secure from theft. To conduct most banking transactions, you must go to a bank (see the town maps for bank locations).

Your bank account and Safe Deposit box (see below) can be accessed from any bank in the land.

## Safe Deposit Boxes

If you say “Bank” to the banker, he will open up your personal chest. Note that there is a limit on how much this chest can hold. Also, gold in your account and gold in the box are the same gold; there's just two ways of getting at it now.

## Deposit

You can deposit money into your account just by dragging it from your Backpack to any banker NPC. You can also place it directly in your Safe Deposit Box.

## Withdraw

If you need money from your bank account, just type “Withdraw \$\$\$” (where \$\$\$ is the amount of money you wish, as in “Withdraw 100”) to the banker. The money will be transferred to your Backpack. You can also take the money directly from your Safe Deposit Box.

## Automatic Withdrawals

For very large purchases of 2000 gold or more (a house or ship, for example), or for purchases from a vendor where it would be difficult or impossible to carry sufficient cash on your person, the vendor, architect, shipwright or other tradesman can transfer funds directly from your bank account, even without a banker present, once the deal is agreed upon.

## Statement/Balance

To check your available funds, say “Balance” or “Statement” to any banker, and he will tell you your current balance.

## Criminals and Murderers

Criminals and murderers cannot bank until they are no longer flagged as criminals or murderers.

## Buying From Merchants

To buy or sell from a merchant – for instance, Vanessa the general-store proprietress – just say “Buy”, “Trade”, “Shop”, “Merchant” or a similar commerce-related word to her (to make sure she knows you're talking to her, say “Vanessa buy” or “Vendor buy”). This will bring up two scroll-shaped windows. The window on the left is Vanessa's stock of items for sale; the one on the right is your “shopping bag.” To select an item to buy, double-click on it in her scroll to transfer it to yours. If you want to buy more than one item of a given type, use the + and – buttons to increase or decrease the quantity (you can also increase the quantity by repeatedly clicking on the object). When you're ready to buy, click on the button with the check mark. If you have enough money to cover your purchases, the items will be added to your inventory and the money will be automatically deducted from your total. (If you don't have enough money for the transaction, a prompt will tell you so.)

## Selling to Merchants

To sell Vanessa something, say “vendor sell” to her (again, address her by name or as “vendor” so she knows who you're talking to). If you have nothing of interest to her for sale, she'll tell you so. Otherwise, the trading window will open, but this time the left window will display all the items in your inventory that Vanessa would be interested in buying, with her offering price. Double-click on each item to transfer it into her “shopping bag” and offer it. When you've transferred everything you're interested in parting with, click on the check mark. The items will vanish from your inventory to be replaced with the agreed-upon amount.

There are two reasons Vanessa might not be interested in buying something she's bought before. First, she may be too short on money to offer you a fair price, or second, she may be overstocked on that particular item. In the former case she'll buy again once her cash reserves improve, and in the latter once she sells off her overstock. Both events will happen automatically after a certain interval, although a PC making a purchase can also provide a temporary fix to either situation.

## Trading with Other Players

If you want to trade items or purchase something from another PC, take the item you wish to offer in trade, and drag it over the other character on the screen and release. This will open up a window with two fields, one for you and the other for the character you're dealing with. To conclude the transaction, both parties must click on the check button on their windows. This makes the transaction secure. If Josef promises to trade you your hat for his boots, he cannot grab the hat and run until you have the boots securely in your possession.

If you want to give something to Josef for free, it works the same way. You just don't need to wait for him to give you something before checking off on the transaction. Likewise, a cash transaction is treated as a trade where one party offers an object and another offers money.

There is a minimum distance limit on trading between players. You must be standing close enough to the other person to exchange the goods or money. If either of you wander out of this range, the trading windows are closed and the goods remain with their original owners.

**Important!** Trade wisely ... *check* what the other person is offering before you click the check button. If you are trading something for gold, wait until the other person clicks the check button first.

## Stealing

There are several ways to steal something from another character.

Say you're trying to steal from Mean Ol' Stig. Just using your Stealing skill, then clicking on Stig will (if you are successful) transfer a random object from Stig's inventory to yours.

If, however, you are after a specific possession of Stig's, you have to double-click on his character onscreen. This will open a Character Window showing a close-up view of your victim. Double-click on his Backpack to open it. At this point the game will check your Snooping skill to see if you've managed to check the back pack without getting caught. If you are caught, Stig will know you're trying to steal from him and take appropriate action. If you do succeed in Snooping but find Stig has nothing you want, you can break off without further risk by right-clicking on the Backpack.



Once his Backpack is safely open, you can try to use your Stealing skill and transfer his possessions to your inventory. If the stolen item makes it into your inventory without incident, the crime was committed successfully.

Stealing has a third use. If you try to pick up something that belongs to an NPC, the game will inform you of that fact and ask if you wish to steal the object. If you do, the game will check against your Stealing skill. If your skill check fails, the guards may be called if there are any witnesses to your action.

If you're caught stealing in a town, the guards will probably be called and *will* kill you. If you're caught stealing in the wilderness, you're flagged as a criminal and, for the next several minutes, your would-be victim can attack you with impunity.

## Fighting

### The Combat Interface

It is extremely easy to enter *Ultima Online* combat. (It is less easy to win.) You must be certain that the Peace/War toggle in your inventory is set to War. Now your chosen weapon (the one in your hands in your Character Window) is at the ready, and you will attack (rather than try to Use) anything – or anyone – you double-click on. You can toggle between War and Peace mode quickly by pressing the **Tab** key.

Any time you are attacked, you will counter-attack automatically, whether or not you're in War mode.

While in War mode, moving your cursor over another player, an NPC, animal or monster will cause that target to be highlighted in a color indicating how attacking it will affect your Karma. The highlight will be one of three colors: red, gray, or blue. Attacking a character or creature that highlights red will improve your Karma, attacking a blue will lower your Karma, and attacking Grays has no effect on your Karma.

### Practicing

Some of the larger cities have established combat training areas, where you can hone your combat skills. There are practice dummies for hand-to-hand practice, and archery buttes (targets) for bow.



Note that you do not have to be in War mode to practice on inanimate objects. And, outside of towns and guarded regions, you may spar with other players.

## Resting and Healing

### Stamina and Resting

Strenuous activities like running and fighting cause you to temporarily lose Stamina. The lower your Stamina goes, the less likely you are to succeed when ever you try to perform a significant action.

### Eating

You cannot starve, but if you are feeling "hungry" your performance may suffer.

If you double-click on a food item it will disappear – you just ate it. Eating restores a bit of lost Stamina, but more importantly it influences your healing rate for both Stamina and Hit Points. An empty stomach will result in a slow healing rate.

### Resting

You will regain your lost Stamina fastest if you stand still and take it easy for awhile.

### Healing

Damage in the game heals itself naturally in the course of time. You will heal at the fastest possible rate if you have recently eaten something. There are three other ways of healing damage in the game.

The cheapest and most common way is to use a bandage. Bandages can be obtained from healers, vets or several other merchants, or you can make them yourself by Using scissors on cloth. Bandages don't restore much damage, but they're an excellent way to deal with minor wounds, and a useful "first aid" measure for more serious injuries. The higher your Healing skill, the more benefit you can gain from bandages.

More powerful, but far more expensive, are healing potions, which are created by alchemists and can be purchased from alchemists, mages and some other NPC types.

Best of all, if you're a mage, or are travelling with a mage, you can cast healing spells on yourself, or request they be cast on you.



### Poison

Some monsters, spells and potions can poison you. If you are poisoned, you get a message to that effect, and your Health bar turns green. Poison causes you to lose Hit Points at a steady rate while the poison is active. Some poisons are so weak they barely slow your natural healing process, others are so virulent they can kill a strong man in a matter of seconds.

Poison from all sources can be cured with spells or a curative potion, or will wear off naturally with time (assuming you can survive long enough). You can also cure poison by visiting a Shrine. There are eight known shrines scattered around Britannia.

### Dying

It's said that the only things certain are death and taxes. In *Ultima Online* death is certain (or very close to it), but fortunately it's not permanent. (Only Lord British knows about the Britannian tax situation.)

When your character is killed in the game, you are offered a choice. You can opt for instant resurrection with a substantial and immediate loss to all stats and skills (but never lower than your starting stats and skills), or you can choose to wander as a ghost, at least until you find a healer or a shrine.

### Resurrection

Instant resurrection may seem attractive, and is certainly preferable in some situations, but consider your options carefully. An instant resurrection can easily undo days or even weeks of careful character development. Also, if you try an instant resurrection while the thing that killed you is still in the immediate area, you are more than likely to die again, since you resurrect with very few Hit Points and little Stamina. However, instant resurrection is often the best way to retain your important possessions.

Once you're alive again, you may try to hurry back to reclaim your possessions, but if you were alone when you fell (or all your companions perished with you) all your possessions will be exposed to whomever passes by to claim them. The only way to increase your possessions' safety is for a surviving PC ally to gather them up and return them to you, or for an NPC hireling or animal companion to guard them for you until you return.





You can resurrect only so often in a given period of time. Each time you resurrect in rapid succession, your tie to your physical body becomes more tenuous. If the tie becomes too weak, you must remain a ghost for a time while it regenerates itself. Even the services of a healer or a Shrine will do you no good until your link to the physical world is again strong enough for you to resurrect.

You may only resurrect 5 times in a period of 20 minutes. Every 20 minutes your "death count" is reduced by one.

## Being Dead

If you choose to become a ghost, you leave all your worldly possessions where you fall and wander as a spirit in search of resurrection (however, spell books, practice weapons and starting equipment will be with you when you resurrect). When your ghostly character gets to a shrine, a healer or a sufficiently powerful mage, you can be restored to life.

Note that while shrines and healers will automatically resurrect any ghost in their immediate area, a PC mage has to know you're there, and it's his own choice whether to help or not.

Shrines do you no good if you are a murderer. Shrines restore any other characters, but not murderers. (There are rumors of a so-called "Chaos Shrine" at an unknown location, where murderers are raised.)

While you're dead you can pass invisibly, or you can "manifest" so that others can see you. Your ghostly character will be invisible if you're in Peace mode and visible in War mode. A ghost can pass through doors and certain other objects, but not through solid walls. If you try to communicate while in spirit form, anything you try to say will appear to the living as inarticulate wailing. Characters who possess the Spirit Speak skill can try to understand your moans. Ghosts cannot directly affect the physical world in any way. They cannot use any skills or attacks. Manifested ghosts do sometimes frighten NPCs.

## Your Stats

It's in the best interest of a ghostly PC to seek out resurrection as quickly as possible, because your skills deteriorate at a much faster rate while you're dead, potentially undoing weeks or months of hard-won progress if the most direct route to resurrection is not taken.

However there are also penalties associated with instant resurrection. When you choose instant resurrection your attributes and skills are reduced by 10% but cannot drop below the minimum values for starting characters.

Murderers who are killed automatically lose up to 20% of all stats and skills (the exact effect depends upon how often and how recently they've killed, and the penalty cannot reduce them below starting levels), as cosmic "payback" for their evil deeds.

## Guilds

The guilds of *UO* are numerous and often have wide-spread influence.

## Professional Guilds

Each of the major towns in Britannia is home to one or more guild halls. To join a guild you must go to the guild hall, find the guild master, and pay him 500 gold for membership in the guild. You can only belong to one guild at a time – if you join a second guild, you lose your membership in the first.

These Guilds are currently accepting new members:

Guild of Arcane Arts	Bardic Collegium
Society of Clothiers	Order of Engineers
Guild of Healers	Maritime Guild
Merchant's Association	Society of Thieves
League of Rangers	Mining Cooperative
Warrior's Guild	

## Player Guilds

There are also PC organizations called guilds. These are groups of PCs banded together for a common purpose, or for mutual protection. See "Guild Halls" on the web site (<http://www.owo.com/guild/index.html>), for a complete list of currently active PC guilds and groups.

Any group of players can get together and declare themselves a guild. To be recognized by the "Guild Halls" list it is only necessary that the guild have a website and have registered its existence using the Guild Halls registration form.

### Guild Stones

However, guilds can also organize so that their existence is recognized by the game itself. To become a "recognized guild," at least one member of the guild must own a boat or house, and the guild must also invest in a "guild stone," an expensive object obtainable from Provisioners.

When you buy a guild stone you obtain a deed. The deed must then be used to place the stone by the door of a house or castle, or on the deck of a ship owned by a guild member. The person who places the stone must also be the owner of the house or ship, and may not already be a member of a "recognized" player guild. Only one guild stone is allowed to be placed on any given house or ship.

When a guild stone is placed, a name must be entered for the guild. Unlike character names, guild names must be unique on their shard.

The first person to touch (click on) the guild stone becomes the guild's guildmaster.

Guild stones give players and guildmasters access to a number of specialized functions related to the administration of their guild.

**Guild Members** may use the guild stone to:

Recruit someone into the guild.

View the guild roster.

View the guild charter (if any).

Declare fealty. (You may choose one guild member to whom you are loyal. The person to whom the most members declare fealty is recognized as the guildmaster. Until you declare fealty, you are assumed to be loyal to the current guildmaster.)

Toggle whether the guild abbreviation will be displayed along with your name when players click on you. The default is Off.

Resign from the guild.

View a list of current candidates for membership.

**Guildmasters** may, in addition to the above functions, use the guild stone to:

Open guildmaster options.

Set the guild's name. (Can only be used once every seven real-world days.)

Set the guild's abbreviation. (Can only be used once every seven real-world days.)

Set the guild's charter.

Dismiss a member.

Declare war (see below).

Accept a candidate seeking membership.

Refuse a candidate seeking membership.

Set the guildmaster's title.

Grant a title to another guildmember.

Return to Main Menu.

Guildmembers will be notified automatically of name, title and membership changes when they occur, or when the member next logs on.

Both the guild name and the guild abbreviation must be unique within the shard.

Guild stone changes can be saved with the continue button.

The guild stone Menu can be closed with the cancel button.

### Joining a Guild

To join an existing guild, you must first be recommended as a candidate for membership by a current member using the "Recruit Someone into the Guild" option at the Guild Stone. The recommendation must then be accepted by the guildmaster, then the candidate must touch the guild stone himself to become a full member. The guild stone can keep a record of no more than 12 recommended candidates at any one time.

### Guild Wars

Guild war is a way for those who enjoy player vs. player combat to indulge their tastes without risking harm to their own characters' Karma or ruining the fun of innocent bystanders.

Guild masters can declare war on other guilds. When two guilds both declare war on one another, a state of war exists between them. The members of warring guilds can fight, kill and loot one another without penalty to Karma and without fear of becoming a criminal or murderer.

### Chaos and Order Guilds

Order Guilds operate under the direct sanction of Lord British, Chaos Guilds are sponsored by Blackthorn. A guildmaster may declare his guild a Chaos or Order Guild if the guildmaster is a Lord or Lady, i.e., if he or she has a Fame of the highest level.

Once a guild is declared for Order or Chaos, all members of the guild with Fame of Lord or Lady status receive an Order or Chaos shield (these shields are extremely powerful defensive magic items). Those who have not attained this exalted Fame are cast out of the guild, nor can anyone of inferior Fame join an Order or Chaos guild.

More importantly, all Order Guilds are considered to be in an automatic and continual state of war with all Chaos Guilds, and vice versa (see "Guild War," above).

### Helpers

There are several different kinds of helpers in the game to take care of unusual problems that may arise.

### Game Masters

Game Masters (GMs) are paid employees of ORIGIN who keep the game running. A GM who is present and visible appears in a red robe with a hood. GMs can be paged from the help button of your Character Window, but should only be paged in *specific, emergency* situations. For more on the proper use of GMs, see your *Install Guide*.

### Counselors

Counselors are experienced players who have *volunteered* some of their playing time to helping others. Counselors appear in blue robes with hoods. They can be paged from the help button of your Character Window, and will be happy to answer general questions. Counselors can move about the world at will, and are invulnerable to harm, but otherwise their ability to effect the game is severely limited. Because counselors are volunteers who set their own schedule, they may or may not be available when you call.

### Seers

Seers are experienced players who volunteer some of their playing time to promoting roleplaying and adventure in the game. Seer's help organize quests, plotlines and in-game events too complicated for the automatic quest generator. When seers are present as seers they appear in green hooded robes, but they also spend a good deal of time roleplaying various special characters central to some plot, event or quest.



MagiC

## Magic

Spells can be the most destructive weapon in the world of *UO*. It is a good thing that spellcasting is not an easy skill to acquire. For those who choose the path of the magic user, we have included the following information on the subject.

### Casting Spells

There are two ways to cast spells in *Ultima Online*. You can either cast a spell out of your spellbook or by reciting a scroll. For a complete listing of spells, see p. 9.1.

In order to recite a scroll, you must choose a scroll from a circle no more than two circles above your own spell circle ability. This means characters who have only minimal Magery skill can recite up to Second Circle scrolls, while a mage whose highest circle spell is Sixth Circle can recite up to Eighth Circle scrolls.

To cast a spell from your spellbook, you must first have found the spell and transcribed it into your spellbook, and have the required reagents in your inventory. Your ability to cast a spell is based on the circle of the spell and your Magery skill. Spells that are of the higher circles are more likely to fail, but when they succeed they will probably improve your Magery skill. Spells that are very low circle (relative to your skill) may never be miscast, but they won't help you to improve either.

Open your spellbook and double-click on the spell you wish to cast. On targeted spells, your cursor will change into crosshairs; click on the thing or person you're casting the spell on and the spell will be cast. The reagents used in the casting will be automatically removed from your inventory. If you don't have enough reagents to cast the spell, the game will tell you. Your hands must be free of weapons or tools in order to attempt to cast. You can carry your spellbook openly in your hands, or leave it safely in your Backpack.

## Learning Spells

To learn a new spell, you must have sufficient Magery skill for the circle — anyone can learn First Circle spells, while only grand master mages can cast Eighth Circle spells, with the other circles scaled in proportion. If you meet this requirement, you then must have a scroll inscribed with the spell you wish to learn. Click on the scroll and drag it directly onto your spellbook window (or onto your spellbook in your backpack). It will inscribe itself into your spellbook, and you should be able to cast it thereafter.

## Simplifying Spellcasting

You can simplify and speed up combat spellcasting by using Macros to associate casting a spell with your chosen hot-key. Also, each spell in your spellbook has an icon on its page in the book. You can drag this icon off the page and onto your screen. Clicking on the icon will cast that spell. (Of course, this all assumes you have the correct reagents.)

## Inscribing Scrolls

To inscribe a scroll, you must know the spell, have the appropriate skill level to cast the spell, and have the appropriate reagents for that spell. Use the skill select a blank scroll, and a list of spells you can currently cast will appear. Choose one. If you are successful, the blank scroll will become a magical spell scroll. Success is based on your Inscription skill.

## Magic in Towns

If a player casts an offensive spell in a town, the guards will be called on the caster, and the damage to the victim (if any) from the spell is only one hit point.

Magic follows the same rules as combat for reputation changes (see p. 5.9).



# Character Advancement

## Character Advancement

### Attributes

Attribute building and skill advancement should be thought of as a measurement of your character's abilities. The idea is not to maximize a single skill or a way to "keep score" against other players, it's to find the optimal mix of attribute values for your character concept. If you focus solely on attribute advancement and neglect the broader opportunities for roleplaying and interacting with the other characters in the world, you will be missing out on a large portion of the game and the fun.

Every time you successfully use a skill that is based on one of your attributes – Strength, Intelligence, Dexterity – that attribute will also improve as well. However, attribute improvement is much slower than skill improvement. Attributes and skills both atrophy if neglected in play. Advancement at high levels is slower than at low levels.

Likewise, the higher the total sum of your attributes, the more likely they are to fall if you use a skill that boosts a different attribute. The total sum of your attributes is capped at a fixed number, and when you reach that level the chance is much higher of a random attribute being lowered when one is increased.

### Temporary Changes

Several potions and spells can cause increases or decreases in your attributes, as can several types of magical items.

Being cumbersome and rather restrictive, heavy armor causes your Dexterity to fall when worn.

## Skills

### Improving Skills

You have a base competency with all the skills in the game. The only way to master a skill is to succeed in using it. You won't succeed very often with low-level skills, but if you want to improve, you must keep working on the skill until you gradually start to get it right. Skills are rated from 1 to 100, but a 0 skill does not mean automatic failure, and a 100 skill does not mean you're guaranteed to always succeed. Skill success can be modified by your applicable attributes, and

can sometimes be affected by external conditions beyond your control, in addition to your raw skill level.

You can acquire a base competence in a skill by watching an experienced practitioner use the skill, but you can only go so far in a skill by observation alone. NPCs can train you in skills they know, but such training is quite expensive.

If you leave a developed skill unused for too long, you'll start to forget it and your competency will decline, so it's important to keep in practice. However, mindless repetition is of little practice value, since repeating the exact same action multiple times in a short span of time will greatly reduce your rate of advancement. Also, if you raise several skills to an extremely high level, advancement in one skill will start to produce a corresponding decline in others.

## Using Skills

Some skills are used automatically in appropriate situations. For example, your weapon skill is checked every time you try to hit somebody with a weapon of a given type, and your Magery skill is checked whenever you try to cast a spell. Most skills, however, must be deliberately evoked from the skill list in your Character Window, or from a Macro. You can also evoke some skills by using an item exclusively devoted to that skill – for example, using a shepherd's crook evokes the Herding skill. Your skill list can be rearranged by clicking and dragging skills, allowing you to put the skills you use most at the top, or to group similar skills together.

Below are notes on using the various skills. To find out what the skill does in fictional terms, see the *Traveller's Guide* on the web site (<http://www.owo.com/guide/index.html>).

**Alchemy.** Alchemy creates potions (see p. 9.13 for a list of potions). You must have access to a mortar and pestle, the appropriate type of reagent and an empty flask. Use the mortar and pestle, then click on the reagent (or you may click again on the mortar and pestle, and it will automatically attempt to make the same type of potion as the last potion you made). If there is more than one type of potion that can be made from the selected reagent, you will be presented with a list to select from. If you succeed, the mortar will fill with the appropriate potion (if you fail, you'll have to dump the mixture and lose the reagent). If you have an empty flask in your inventory, it will automatically fill with the new potion. You may also target a specific empty flask to fill it, if a flask is nearby but not in your inventory. You may leave the potion in your mortar, but will not be

able to make any other kind of potion with that mortar until you use the current potion, dump it or put it in a flask.

**Anatomy.** Use the skill, then click on the creature or character you wish to evaluate. If successful, you will see a text description of the subject's physical condition.

**Animal Lore.** Use the skill, then click on the animal you wish to know about. If successful, descriptive text about the animal will be displayed.

**Animal Taming.** Use the skill, then click on the animal you wish to tame. Some animals are much harder to train than others. See **Hirelings and Pets**, p. 6.1, for the capabilities of a trained animal.

**Archery.** This skill is checked automatically each time you use a bow or crossbow.

**Arms Lore.** Use the skill, then click on the weapon or armor you wish to evaluate. If successful, text will appear describing the item.

**Begging.** Use the skill, then click on an NPC in your immediate vicinity. If successful, you will be given some money (if the NPC has some to share).

**Blacksmithy.** Double-click on a smith's hammer or tongs while in the vicinity of a forge and anvil. A window will open displaying the types of armor and weapons you can make (based on your skill and your current supply of metal — either bars or metal objects). Select the item you wish to make, and if you're successful an item of that type is created.

Select the anvil icon in the selector window to attempt to repair a metal item, then click on the item you wish to repair (note that on a botched repair attempt, it is actually possible to damage the item further, or even destroy it completely). Some metal is lost every time an item is reforged, so you cannot keep reforging the same item into something else and back again.

**Bowcraft/Fletching.** Use a knife or other sharp object on a piece of wood, and the game will display the types of arrow shafts and bows you can make (based on your skill and your current supply of wood). Select the item you wish to make, and if successful an item of that type is created. To make functional arrows out of arrow shafts, you will need to attach feathers to them. Double-click on a supply of feathers, then click on a supply of shafts to create arrows.



**Camping.** Double click on a pile of kindling (kindling can be bought in town or gathered in wooded areas) to make a fire. Your skill will be checked automatically, and if successful you will receive a message that your camp is secure. To leave a camp, use your bedroll in the vicinity of the campfire.

**Carpentry.** Much like Blacksmithy. Double-click on a carpenter's tool (virtually any woodworking tool will suffice), and you will be presented with a window from which you can select the item you wish to try to make. You must have a sufficient supply of wood to select any item.

**Cartography.** Use the skill and click on a blank map. A window will appear which will allow you to set your map's scale. The higher your skill, the greater the maximum scale. If successful, the blank map will be inscribed with a map of the appropriate scale. All maps will be centered on your position at the time they're made.

**Cooking.** To use this skill you need access to a fire (campfire, oven or even a forge). Double-click on a food item, then on the fire to try to cook it. Cooking skill also lets you try to combine certain objects to make baked goods, i.e.:

Use water on flour to make dough.

Use dough with fruit, meat or vegetables to make a pie.

Use dough with honey to make sweet dough.

Use sweet dough and flour to make cake mix.

Use sweet dough and more honey to make cookie mix.

If you double-click on a caught fish, Cooking skill will also allow you to bone and gut it into raw fish steaks.

**Detecting Hidden.** Use the skill, then click on the area you wish to examine. If successful, any hidden characters will be revealed.

**Enticement.** This musical skill allows you to charm an NPC or creature to peacefully approach you. Use the skill, click on a musical instrument (or the game will remember the last instrument you used), then on the creature or character you wish to entice. Each time you try to use this skill, the game will check against both it and your Musicianship skill.

**Evaluating Intellect.** As Anatomy, above. Use the skill, then click on the char-



acter you wish to evaluate. If successful, text will be displayed describing his mental capabilities.

**Fencing.** This skill is checked automatically each time a weapon of the appropriate type is used.

Fencing is your skill with piercing weapons, including pickaxe, dagger, kryss, pitchfork, spears and war fork.

**Fishing.** Double-click on a fishing pole, then click on a body of water. If successful, you will catch a fish. Success with this skill also depends on the availability of fish in that specific area.

**Forensic Evaluation.** Use the skill, then click on a corpse. If successful, you will get an informational message about the circumstances surrounding the demise.

**Healing.** Double-click on a bandage, then click on the wounded character. If successful, the character will regain some Health and the bandage will be destroyed.

**Herding.** Double-click on your shepherd's crook and click on the animal you wish to herd. If successful, you will be able to click on the location you want the animal to move to.

**Hiding.** Use the skill. If successful, other characters will not be able to see you as long as you remain immobile and take no offensive actions. Success depends on skill level and the amount of "cover" available.

**Inscription.** To inscribe a spell onto a scroll, you must know the spell and have the appropriate reagents for that spell (reagents will be consumed in the attempt). Use the skill, click on the spell to be inscribed in your spellbook, then on a blank scroll. If successful, the blank scroll will become a magical spell scroll.

**Item Identification.** Use the skill, then click on the item to be identified. If successful, information about the item will be displayed.

**Lockpicking.** Double-click on your lockpicks, click on the door to be picked. Some locks are harder to pick than others, and magical locks and locks on player-owned houses and ships can't be picked at all.

**Lumberjacking.** You must have a hatchet or axe equipped. Use the axe, then click on a tree. If successful, you will get a wood log.



**Mace Fighting.** This skill is checked automatically each time a weapon of the appropriate type is used. Mace Fighting is your skill with bashing weapons, including war axe and all clubs, maces and staves.

**Magery.** This skill is checked automatically each time you attempt to cast a spell. See *Magic*, p. 4.1.

**Mining.** You must have a pick or shovel equipped. Double-click on the pick or shovel, then click on a mountainside or cave wall. If successful, you will mine some ore.

**Musicianship.** Double-click on your instrument. A music sample will play if you succeed, an ugly noise will occur if you fail. This skill is also checked automatically each time you try to use one of the three specialized bard skills: Enticement, Peacemaking or Provocation.

**Parrying.** If you are using a shield, this skill is checked automatically each time you are attacked. If successful, your attacker may miss his attack.

**Peacemaking.** This is a musical skill. Use the skill, then click on your musical instrument (or the game will remember the last instrument you played). If you are successful, all fights in the immediate area will stop, at least for a moment.

**Poisoning.** Use the skill, then click on a poison potion, then click on the food, drink or bladed weapon you wish to poison.

**Provocation.** Use the skill, click on your musical instrument (or the game will remember the last instrument you played), then click in turn on each of the creatures you wish to fight one another. Monsters and animals will fight for a time consistent with their natures and dispositions. Characters cannot be Provoked.

**Resisting Spells.** This skill is checked automatically each time you are attacked by magic.

**Snooping.** This skill is checked automatically whenever you try to open another character's Backpack. Snooping just allows you to see what someone else is carrying, Stealing skill is required to actually steal something. Although not actually illegal, other players tend to react unfavorably to snoops.

**Spirit Speak.** Use the skill. If successful, you will be able to understand the speech of any manifested spirits in the area.



**Stealing.** There are three ways to use stealing.

If you're trying to steal something on another character's person, you can Use the Stealing skill, then click on the PC. If successful, a random object will be transferred from his pack to yours.

If you wish to steal a specific item from another character, you must first open his pack using the Snooping skill, then drag an item from his Backpack to yours. This operation is significantly more difficult than the other kinds of stealing, in addition to requiring more skill checks.

If you are just trying to slip something left out in the open into your inventory, and it belongs to someone else, Stealing skill allows you to do so unobtrusively.

In all cases, Stealing is illegal, and if you're caught trying it in a civilized area guards will be called. In the wilderness, being caught Stealing will cause you to be flagged as a criminal.

**Swordsmanship.** This skill is checked automatically whenever a weapon of the appropriate type is used. Swordsmanship is your skill with slashing weapons, including butcher knife, cleaver and skinning knife, most axes (except pickaxe and war axe), bardiche, halberd and all swords.

**Tactics.** This skill is checked automatically whenever you're in combat. Tactics is a general offensive skill that increases your effectiveness in combat regardless of your mode of attack.

**Tailoring.** This skill is used to make a large number of objects and materials.

Double-click on flax or cotton, then click on a spinning wheel to make thread.

Double-click on wool, then click on a spinning wheel to make yarn.

Double-click on thread or yarn, then click on a loom to make cloth.

Double-click on scissors, then click on hide to make cut leather.

Double-click on scissors, then click on cloth to make bandages.

Double-click on a sewing kit, then on your supply of cloth or leather, to open a window displaying different clothing items that may be made. (Items will be displayed only if you have sufficient cloth or leather to make them.) Select the item you wish to make, and if successful it will appear.



**Taste Identification.** Use the skill, then click on the food or liquid you want to taste. If successful, you will be told what kind of potion it is (if the object is a potion) or whether or not it's poisoned (if it's not a potion).

**Tinkering.** Tinkering is one of the more involved skills in the game. Tinkers make tools for other professions, and they can also make clocks and sextant trap containers.

To make tools or clock/sextant parts you need a set of tinker's tools. Double-click on the tinker's tools, then on your supply of metal or wood. A window will appear displaying the items you can make from the raw materials available (either wood or metal).

To make a clock: make gears and springs from metal, make a clock frame from wood. Combine gears with sticks to make an axle with gears, and combine the axle with gears with springs to make clock parts. Finally, combine clock parts with the clock frame to make a clock.

To make a sextant: make hinge and gears from metal. Combine gears with wood to make an axle with gears. Combine axle with gears with hinge to make sextant parts. Double-click on sextant parts to make a sextant.

To place a trap on a container you must have a chest or other container, a poison or explosive potion, and a small supply of metal. Use your tools on the container, then click on the potion you wish to use. If successful, the container becomes trapped and the next person opening it will be affected by the poison used.

**Tracking.** Use the skill. You will be given a choice of tracking animals, monsters, or humans. Click on your choice. If successful, and if a creature of the appropriate type has passed by recently, you will be told in what direction that creature can be found.

**Veterinary.** Double-click on a bandage, then click on the animal to be healed. This skill works just like Healing, above, except on animals.

**Wrestling.** This skill will be checked automatically whenever you attack an unarmed combatant.

## Reputation

Your Reputation is the combined result of your current Fame and Karma. Fame measures how well known you are among other inhabitants of Britannia. Karma is a measure of your spiritual balance – whether you are “good” or “evil”. Taken together, they give you your character's title in the game. Titles are:

	Least				Most
<b>Fame</b>					
<b>Karma</b>					
<b>Best</b>	Trustworthy	Estimable	Great	Glorious	Glorious Lord/Lady
	Honest	Commendable	Famed	Illustrious	Illustrious Lord/Lady
	Good	Honorable	Admirable	Noble	Noble Lord/Lady
	Kind	Respectable	Proper	Eminent	Eminent Lord/Lady
	Fair	Upstanding	Reputable	Distinguished	Distinguished Lord/Lady
<b>Neutral</b>	none	Notable	Prominent	Renowned	Lord/Lady
	Rude	Disreputable	Notorious	Infamous	Dishonored Lord/Lady
	Unsavory	Dishonorable	Ignoble	Sinister	Sinister Lord/Lady
	Scoundrel	Malicious	Vile	Villainous	Dark Lord/Lady
	Despicable	Dastardly	Wicked	Evil	Evil Lord/Lady
<b>Worst</b>	Outcast	Wretched	Nefarious	Dread	Dread Lord/Lady

## Karma

Karma is gained or lost on a sliding scale. At the top of the scale it requires much more noble deeds to raise it further, while only murder is a horrid enough act to take you to the very rock bottom of the scale. Karma is most useful for helping you roleplay interactions with other characters.

These are some of the actions that will *raise* your Karma.

Killing evil NPCs

Killing monsters

Giving gold and items to good NPCs

Turning in the head of a bountied Murderer

Casting helpful spells on characters with positive Karma

These are some of the actions that will *lower* your Karma.

Being reported as a Murderer

Killing good NPCs

Killing dogs, cats, dolphins, horses, pack horses or pack llamas

Chopping up corpses (Yes, this does apply to chopping up Murderer corpses in order to retrieve a head for a bounty. You might be famous but your profession generally frowned upon.)

Casting helpful spells on monsters or evil NPCs

Summoning Daemons

Stealing

Snooping

Using the Poisoning skill

## Fame

Like Karma, Fame is acquired on a sliding scale. When you are already famous you're expected to do more heroic (or villainous) deeds than normal folk.

These are some of the actions that will *raise* your Fame.

Killing PCs who have higher Fame than you

Killing NPCs who have higher Fame than you

Killing monsters that have higher Fame than you

Killing animals that have higher Fame than you

Completing NPC escort quests

Rescuing prisoners

Generously giving gold and items away to good NPCs

These are some of the actions that will *lower* your Fame.

Using the begging skill

Dying

Fame decays with time (fame is fickle).

## Rules of Engagement

The main purpose of the Reputation system is to regulate combat between PCs, so that a player will think twice before attempting to kill or rob an inexperienced or law-abiding character.

Note that none of the caveats below apply to members of two adventuring guilds at war. See p. 3.11.

### Color Coding

*If your heart is true, don't kill blue!*

As involved as the Reputation system is, it all comes down to the statement above.

Characters (including NPCs, monsters and creatures) are all color-coded according to their moral standing. This color can be seen in the characters' names, and when you're in War mode the characters themselves will appear as this color when you pass your cursor over them.

Blue characters are Innocent. Attacking blue characters will have a negative effect on your Karma.

Gray characters are Criminals or Aggressors. Attacking gray characters will have no effect on your Karma.

Murderers and aggressive monsters are red characters. Attacking them can do nothing but improve your Karma.

Guildmates are green. Members of enemy guilds are orange.

All of these colors are customizable in the Options Menu (see **Interface Options: Reputation System**, p. 7.9).

### Murderers

Anyone who attacks a Blue character is guilty of attempted murder. If the victim dies before the damage from a murderous attack is healed, his attacker is guilty of murder, *regardless* of whether he actually administered the killing blow. This includes damage inflicted by pets, magic, or as a direct result of bardic abilities.

A murdered character can elect to report his murderer(s), and can also apply personal funds to a bounty on their heads (literally).

If you are reported in five or more successive murders, you are considered to be a murderer, and you will highlight red to other players. Also, those viewing your name will see it as, "The Murderer John Doe." The Murderer title replaces any other title you may have earned.

If a murderer is caught and killed, his head can be taken by using a knife or bladed weapon on the corpse. The head can then be delivered to any town guard for any reward that may be due (just drag the head onto the guard). Murderers will be killed instantly by town guards if they try to enter town. Also, any character who dies a murderer is assessed a substantial loss to stats and skills.

For every eight hours of in-game time that pass without attacking an innocent, the murderer's "murder count" is decreased by one. When the "murder count" drops below five, the murderer is no longer a red character.

### Criminals

Citizens of Britannia can defend themselves from criminals. Criminal actions include thievery and assault against a blue PC or NPC (including hirelings and pets of blue PCs). Looting a dead body is also considered a criminal action unless the body belonged to a criminal, murderer or member of an enemy guild.

If you are flagged as a criminal, you highlight gray. Any town guard will kill you on sight, and blue characters can attack you without penalty to Karma. For some criminal actions the criminal flag lasts only a short while. If you loot a body or launch a non-lethal attack on an innocent, your criminal flag will last only a few minutes. However, if you steal from another PC, you will remain a criminal to that PC until the next time you die.

### Aggressors

Although it is not illegal to attack criminals and murderers, it is also not illegal for unsavory types to defend themselves against unprovoked attacks. The first person to land a blow in combat is considered the aggressor in that combat, and any attacked party can defend themselves against any aggressor without fear of Karma repercussions. Thus, if you are attacked by Sheila the Murderer and she kills you, her Karma falls, and you can report your murder. However, if you attack her hoping for a bounty and she kills you, you cannot report the murder, because you were the aggressor.

A combat is considered to last until one of the opponents dies, or until about two minutes after the last blow. If you break off combat for more than two minutes, neither party will be considered the aggressor until one or the other launches a new attack.

### More Information

More information on the Reputation system, including numerous specific examples, can be found on the web site at <http://update.owo.com/repfaq/index.html>.

## Upgrading your Equipment

Once you have a few coins in your pack, you can start getting some basic adventuring equipment. You'll want to buy some footwear and probably some leather armor. You'll probably want a better weapon than your "practice weapon." If you want to specialize in magic you'll need a spellbook (if you didn't start with one) and some reagents.

Arms Lore and Item Identification are useful skills in determining the relative value of items you have in your possession.



Luxuries

## Luxuries

### Hirelings and Pets

Britannia is a land where it always pays to have a few friends at your side. If no friends are available when you need them, however, you can always buy some.

Pets and hirelings can perform a wide variety of tasks, but they're most useful as guards. They can guard houses, ships or belongings you have to leave exposed. They can guard your possessions while you're dead and seeking resurrection. And they can fight by your side in battle.

### Hirelings

NPCs of the following types will sometimes consent to work for PCs: peasant, pirate, sailor, thief, bard, beggar, gambler, brigand, warrior, mercenary, Magician servant, fighter, paladin and ranger. To offer an NPC employment, use the words "hire," "mercenary," "servant" or "work" in conversation.

Hirelings charge 10 to 80 gold pieces per day for their services, depending on how specialized their skills are. Peasants and beggars come cheap; paladins and rangers don't. Pay hirelings by dragging gold over them. The further in advance you pay your hirelings, the more loyal they will be (and the longer they'll stick to their posts in your absence).

### Pets

Horses, dogs and cats (and sometimes more exotic beasts) can be purchased. Many wild animals can be caught and trained. Most natural animals and even a few monsters can be trained, but some are much harder to train than others. Creatures can also be summoned. Summoned creatures assume the Karma and Fame of the caster.

### Naming Pets

If you are the owner of an animal, you can give the animal a name. Just click on it and then drag off of it to open up its Character Window, and enter the name you choose in the appropriate field. An animal must be given a name before it can obey commands.

## Feeding Pets

Animals remain loyal if they're kept well fed, and they also increase in loyalty each time you successfully command them to do something. Feed a pet by dragging food onto it.

The best way to tell if your pet is well fed and happy is by using the animal lore skill. Your pet's loyalty is set to maximum every time you feed it. Feeding it lots at one time is not as beneficial as feeding it periodically over a long period of time. Also, to feed your horse you must be dismounted.

## Stabling

To stable a pet, find an animal trainer. If you say the word "stable" to the trainer, he will offer to keep the animal indefinitely in exchange for a small fee withdrawn directly from your bank account. You can only stable animals and other creatures, not hirelings, of course!

A targeting cursor will come up and you will be able to target the pet. Once you target it, the fee will be withdrawn from your bank account. If you don't have enough money, the pet will not be stabled. You can hit **[Esc]** to cancel the targeting cursor.

When a pet is successfully stabled, it is kept safely offscreen, and fed the entire time that it is there, so it will not go wild.

Stables can become so full that they will take no further pets.

To retrieve stabled pets, find the animal trainer that you left your animal with. Then say "claim" to him. He will release all the pets that you have left with him back into your custody.

## Giving Orders

You give a pet or hireling an order by saying its name, followed by the command. For example, "Fido come" or "Brutus attack."

Pets and hirelings may refuse to attack creatures much more powerful than they.

Also, NPCs of relatively law-abiding professions may refuse to attack PCs or NPCs unless provoked first. Pets and hirelings respond to the following commands:

**Come.** Summons the pet or hireling to your location.

**Drop.** Drops everything it's carrying to the ground.

**Fetch, get, bring.** A targeting cursor will appear. The pet/hireling will bring you an object you click on.

**Follow.** A targeting cursor will appear. You can click on yourself or someone else. The pet/hireling will follow the person or creature indicated. If you give the command "follow me" the pet or hireling will do so with no specific targeting necessary.

**Friend.** A targeting cursor will appear. Click on the character you wish to mark as a friend. This character can then freely approach any object or area the pet/hireling is guarding, just as you could. Furthermore, the pet/hireling will follow all the friend's orders just as it would one of yours.

**Guard.** A targeting cursor will appear, allowing you to click on the thing, place or person to be guarded. If you give the command "guard me," the pet or hireling will do so with no specific targeting necessary. The pet/hireling will stay near its indicated assignment, warn off anybody who approaches, and attack anything or anybody that attacks or tries to use the guarded object.

**Kill, attack.** A targeting cursor will appear allowing you to indicate the creature to be attacked. Depending on the creature's toughness and the pet/hireling's loyalty, it may refuse to attack.

**Patrol.** If you have ordered a pet or hireling to guard two or more things, you can command it to "Patrol" between the places or objects. If one or more of the objects being guarded is mobile, it may be dropped out of the Patrol rotation if it moves too far from the others.

**Report.** Obviously, this command applies only to hirelings. Hirelings will report how they feel about their job, whether they are following someone, and who, and a list of anything they may be guarding at the moment. (A successful use of the Animal Lore skill can give you an idea of a pet's happiness and loyalty level.)

**Transfer.** A targeting cursor will appear. Click on the character you wish to mark as the new owner. You will no longer have control of the pet. This is commonly used in the sale of pets to other players.



Ranging from mutinous to faithful, the responses to the report command and indications given by the animal lore skill are as follows:

“confused”	“extremely unhappy”	“rather unhappy”
“unhappy”	“content, I suppose,”	“content”
“happy”	“rather happy”	“very happy”
“extremely happy”	“wonderfully happy”	

**Stop.** Cancels any current orders to guard or follow.

## Mounts

Horses, llamas and ostards are special types of pets. They provide another method of transportation in Britannia.

To ride a mount, simply double-click on the animal you've purchased or tamed. You will appear astride it and your normal walking/running movement will control that of your mount.

The mount itself can get tired and run out of Stamina. You will receive a message that your mount is tired when this happens. Just get off and wait for it to rest, and check if it needs to be fed.

When you wish to dismount, simply double-click the mount again, and you will appear standing beside the animal. Note that you must dismount in order to feed your mount.

Mounts will buck you off if they lose all loyalty to their master.

## Pet Questions

*I logged out with my pet, but now it is gone.*

Even if you log out in a safe area, pets can and will wander off, or even be killed. To ensure that your pets will be there when you come back, visit an NPC animal handler or stable, and ask him to “stable” your pets.

*My pet is well fed and should be happy, but says it is annoyed.*

If a pet is in guard mode, and a human comes near the guarded object or attempts to use it, the pet will become annoyed in response to a potential threat. This does not mean that it is going wild or becoming disloyal.

*My pet suddenly stopped responding.*

First, see if any commands will work for the pet. You should get some sound from the pet, even if it doesn't understand the command. If not, try having it follow you in the direction you came from.

*I tamed a creature, but it still attacked me.*

Some creatures, especially evil ones, can easily snap and turn on their masters. This change of loyalty can come at almost any time, so the best advice is be careful with your pet.

## Communication Crystals

Communication crystals allow people to communicate over long distances. They have a limited number of charges, and can be recharged by using gemstones. Communications crystals are sold by jewelers, as are the gemstones used to recharge them.

## Sending Messages

Each crystal can broadcast a message to several crystals. To link a crystal to another crystal, use the sender crystal and target the receiving crystal. Crystals can only be linked to other crystals.

To turn on a crystal, Use the crystal and target itself. It will turn red. Do the same thing to turn the crystal off (it will turn green again).

When a crystal is on, it will send anything that is said around it to all crystals it is linked to. Each message sent to a crystal will cost a charge (ex: a crystal linked to three other crystals will use three charges each time something is spoken around it).

If a crystal is on and inside a Backpack or container, it will still send messages.

## Recharging

To recharge a crystal, use the crystal and target a gemstone. The crystal will destroy the gemstone and regain some charges. Different types of gemstones recharge different amounts of charges (generally, the more expensive the gemstone, the more charges it gives). Crystals can hold a maximum of 200 charges, and any extra charging beyond 200 will just be wasted.

## Receiving Messages

When someone sends a message, the receiver crystal will bark the sender's name and message if on the ground. If the crystal is carried by a player character, you will see the message at the bottom of your screen. Receiving a message does not use any charges on the receiving crystal.

## Houses and Castles

Home, sweet home ... houses are a great way to store your worldly possessions. They also provide a safe haven in the harsh UO wilderness.

## Types of Domicile

There are many dwellings available in UO. Some types of houses may be added to the game over time, and some may be removed. Please check the *Traveller's Guide* on the website for the latest update of available dwellings and other buildings.

## Purchasing A House or Castle

Houses come in all sizes, from two different styles of tent to a very large castle. The larger homes are extremely expensive, and are more suited as the headquarters for a large guild than as a private residence. You can even buy shops, which come complete with all equipment needed for an operation of the appropriate kind, like forges, spinning wheels or flour mills.

Houses may be purchased from an architect. If you're buying a large house or castle on behalf of a guild or other group, you'll first want to get the other members to transfer sufficient funds into your bank account to cover the purchase. Because of the large sums involved in real estate purchases, architects can draw funds directly from your bank account. Provisioners are also known to sell houses and ships of the smaller sorts.

When you trade with an architect, you'll see a menu of house types and prices. Once you've made and paid for your selection, you'll receive a deed for a house of that kind. Watch out for bandits and pickpockets – you do *not* want this deed stolen.

## Building Your House

Once you have your deed, you'll need to select a site for your new domicile. Land in Britannia is free, outside the cities, as long as the king's right-of-way is respected. That is, houses may be built in any unoccupied location outside a city, except over roads. Of course, a site must be fairly flat, clear of trees or other large obstacles before it can be occupied (underbrush and other light vegetation is OK).



Once you've decided where you want your house to be located, stand at the spot you envision as the midpoint of the house's southern wall (the wall toward the bottom of the screen) and Use the deed. A translucent outline of the building's walls will appear on screen with a targeting cursor within it. Once you've got the outline situated where you want it, click and the house itself will appear.

A new house will be locked. The key will appear in your Backpack and a duplicate is placed in your safe deposit box. There will, of course, be no furniture (except for shops, which appear with the furnishing essential to their operation). Furnishings will have to be acquired and transported in separately.

If you buy a tent, there will of course be no door to lock. However, all tents do come with a locked chest.

## Naming Your Abode

There will also be a plaque by the front door. Use the key on the plaque, then type "set name" and the name you wish to give the building. You can enter your name ("Yurgi Bloodaxe, esq."), the name of your guild or organization ("Weird Sisters Guild"), the house's name ("Gloaming Gables"), or whatever. When you have a name you like, use the key on the plaque again to lock the name in place.

## Home Security

If you want to give people other than yourself (say, for example, the rest of your guild) access to your house, you'll need to make duplicate keys. You can buy blank keys and key rings from a locksmith or provisioner. Use your original key on the blank to create a duplicate key. Making duplicate keys is an action based on the Tinkering skill, so it's advisable to acquire a reasonable familiarity with Tinkering before you plan on making extra keys.

Your house key can be stolen by a sufficiently skilled thief (or if you and your companions are slain). From time to time there may also be ways for others to enter your building. Therefore, it's suggested that if you want to keep your valuables in your house, you also hire guards or train pets to watch over them. We also recommend that you store your most prized and hard-to-replace valuables in your safe deposit box in the bank. Houses are *not* secure structures. Anything that you keep in your house is not absolutely safe. Therefore, the GMs will not be able to assist you in recovering the lost items. Again, keep all irreplaceable items in your bank box.



Your house cannot be harmed by violence, but abandoned houses decay, and will eventually fall down and vanish (this is necessary to keep the wilderness from disappearing beneath the abandoned homes of defunct players). Each time you visit your house, however, it's fully repaired. If you're going to make the major investment of buying a house, make sure to plan on regular maintenance visits. If you're going to be away on a long quest (or if you know you won't be able to log on to the game for a substantial period of time), you should give a copy of your key to a trusted friend who can "house-sit" for you.

**NOTE:** It is best to visit your house and use the key on the door every three days (real time) to keep a house from decaying away. Any copy of the key will work.

## Ships

Ocean-going ships in Britannia are quite formidable. Even the smallest will hold a few characters comfortably, while the largest ships can easily accommodate a dozen or more.

### Types of Ship

There are many ships available in UO. Some types of ships may be added to the game over time, and some may be removed. Please check the *Traveller's Guide* on the website for the latest update of available ships.

### Launching & Boarding Your Ship

Ships are bought and built much like houses. A ship is purchased from a shipwright, who gives you a deed which must be Used by the ocean shore to build the actual ship. Make sure that when you build your ship, you do so in a location from which you can actually reach the ocean! Ships cannot, for example, pass bridges.

When your ship is created, the key will be placed in your Backpack and a duplicate placed in your safe deposit box for safekeeping. You can lock the gangplank to your ship.

To come aboard or disembark from a ship, click on the side of the ship to extend the gangplank (you can retract the gangplank by clicking on it again). Double-click on the gangplank to come aboard, or just walk off it to go ashore.

Ships can be commanded by any PC on board (see *Navigation*, below), and they can be boarded from any other nearby ship; therefore it is vital for you to hire enough guards to protect your ship from strangers when you're not around.

Ships can carry cargo. The cargo hold is a container, like a huge Backpack. You can put lots of stuff in a cargo hold, but you can't stay in it yourself. All characters on board a ship stay out on the decks for the duration of the trip.

### Harbormasters

To protect your ship and avoid crowding in busy ports, you can hire a harbormaster to dock your ship for you. To dock your ship, find a harbormaster and say "dock" to him (your ship must be located near the harbor in question). He will charge 25 gold for this service, your ship will vanish from the waterway and you will be given a claim ticket.

To redeem your ticket, return to the same harbor and Use the ticket as you would a ship deed. Your ship will reappear at that spot.

Ships do not deteriorate while in dock. However, your claim ticket can be stolen, and if it's stolen you can no longer get your ship out of dock – but the thief can.

### My Ship is Not Where I Left It / I Cannot Board It

You need to be sure that you drop anchor, and lock *both* sides of the ship, or it can be stolen. If you are on the ship, the gangplank will open when Used, but will remain locked. You must have the key, or a copy of the key to re-open the plank once ashore.

Like houses, ships that have been abandoned by their owners for three real-time days will decay from disuse and lack of maintenance.

### Naming your ship

You can name your ship by telling your Tillerman "Set Name Text" where Text is the name you select. The Tillerman can also "Remove Name" or tell you the ship's name if you ask "Name."

### Navigation

Your ship is steered by a Tillerman, an NPC who never leaves the ship's helm. Tillermen are known for their salty stories.

Tillermen are not fighters, and will obey the orders of anyone better armed than they are (i.e., any PC on the ship). Specifically, the Tillerman will respond to commands from the character (PC or NPC) closest to him. It is a good tactic to station an NPC guard next to the Tillerman to prevent him from obeying orders shouted by passing enemies.

The Tillerman will respond to the following commands.

### Commands

Unfurl sail, forward (moves ship forward). **Alt 8**

Furl sail, stop (stops current ship movement). **Alt 5**

Drop anchor **Alt 3**, raise anchor **Alt 1** (toggles ship movement on or off).

Turn left, port, left, drift left (left turn). **Alt 4**

Turn right, starboard, right, drift right (right turn). **Alt 6**

Backwards. **Alt 2**

Forward left, forward right, backward left, backward right, back left, back right, 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 in the direction indicated, then stop).

These commands are for close maneuvering, but for long voyages it's much easier and more efficient to chart out a course on a map.

Some of the commands above have pre-programmed Macros to save you typing time. These hot-key commands are indicated above. All the numbers listed for these Macros apply *only* from the *numeric keypad*. See p. 7.5 for more on Macros.

## Charting a Course

A masterless ship faces a dark fate indeed. If all PCs on board log off in the middle of a ship voyage, and don't come back soon, their ship is in serious danger. If you planned ahead and set a good course that ends near a coastline, you'll be all right; the ship will probably complete its voyage safely, and you'll appear on deck the next time you log on.

However, if you didn't leave orders that will take your ship near shore, your ship will founder and eventually sink if left unattended for several hours (real time). In this case, the ship is lost with all cargo and NPCs, and all PCs that were aboard will appear back at the last land they set foot on the next time they log on. Yes, it's entirely possible to be "stranded on a desert island" with no way off except to wait for another ship to pass by.

Even if left safely at anchor, a ship could well vanish without a trace if its master is gone for too long. This is very unlikely to happen in a crowded port, but much more common on wild stretches of coastline. It is not sufficient to simply leave a few NPC guards on duty (though this is a wise precaution to take for other reasons); an abandoned ship must be checked periodically by a PC (not necessarily the owner) to keep it from decaying away.

## Map Navigation

Any map, including maps drawn by PCs with the Cartography skill, can be used to navigate on any body of water it shows.

Each map has a button you can click on to chart a course. Once you're in navigational mode, you can click on the map to stick "pins" in it. The ship will move from one "pin" to the next, in the order set. You can remove a "pin" by clicking on it and dragging it off the map, and the course will automatically adjust itself around the change.

The ship will move only in a straight line between "pins." It will not automatically skirt a coastline – you must set a course that takes it around the coastline.

If you try to chart a course that ends on land or passes over land, your ship will run aground and you will not be able to proceed any further on your charted course. You will need to plot a new course that avoids the obstacle.

## Following a Charters Course

Once you've charted the course, give the map to the Tillerman. He will immediately give it back. While on the voyage, he will respond to the following additional commands:

**Start** (embark along the charted course and continue until finished or stopped).

**Continue** (resume course after a stop).

**Goto #** (where # is the number of one of the pins – the ship sails directly to that point, then continues on with the remainder of the plotted course).

**Single #** (where # is the number of one of the pins – the ship sails directly toward point, then stops)

**Nav** (the Tillerman will tell you which pin on the map you are currently in route to, if any).

## Nautical Combat

While on board a ship, you can be attacked by sea monsters or the crews of other ships. Ships don't take structural damage, but the people on deck can be damaged normally. Missile weapons can be used normally between ships. Also, if one ship manages to come up alongside another, members of one crew can try to board and engage the other crew with hand weapons. If everybody in the crew is dead, or if the ship's master surrenders, the victorious crew can take both ships.

Characters cannot swim (unless they "wash ashore" from a lost ship), but they also cannot be forced overboard, so PCs can't drown, and NPCs will only be lost if their ship is abandoned (see *Charting a Course*, above).

## Keys

The secret to safely and profitably using your house, boat or chest is properly managing their keys.

### Using Keyrings

Keyrings allow you to store many keys in one item, and prevent fumbling for a specific key among many – any time you use a keyring on a lock, it automatically tries every key it holds.

To put a key into a keyring, drag the key onto the keyring.

To try to unlock something with a keyring, use the keyring and target the object to unlock. It will try every key on the keyring on the lock.

To dump out all of the keys in a keyring into your Backpack, use the keyring and target the keyring itself.

### Making Duplicate Keys

You can buy blank keys and key rings from a locksmith or provisioner. Use your original key on the blank to create a duplicate key. Making duplicate keys is an action based on the Tinkering skill, so it's advisable to acquire a reasonable familiarity with Tinkering before you plan on making extra keys.

## Vendors

Vendors are NPCs that allow PCs to sell things to other PCs, even when they're not logged in. Vendors are indestructible and will not move from the site where they are placed.

### Interacting With Vendors

To talk to a vendor, a greeting and action must be on the same line ("Hi browse," "Vendor buy").

Greetings include the vendor's name, title (*vendor, shopkeeper, salesman, salesperson, saleswoman*) and general salutations (*hi, greetings, hello, yo, hey, hail*).

Valid actions include:

**Browse, view, look.** The vendor will display his inventory, so you can browse his goods. A prospective customer can use Arms Lore or Item Identification on the items. Double-clicking on a vendor acts the same as "browse".

**Buy, purchase.** The vendor will ask you to target the item to buy. The gold is removed from you inventory if you are carrying it, or from the bank if you're not. If you are the owner, he will tell you that you don't need to buy the items.

**Status, info.** If you are the owner, the vendor will describe his status, including how much gold he's holding, how much he charges per day, and how many more days he will continue working, assuming nothing changes.

**Collect, gold, get.** If you are the owner, the vendor gives you all gold he's collected from purchases.

### Obtaining a Vendor

Tavernkeepers and innkeepers sell a document called "a contract of employment." Buy this item, take it near a house you own, and Use it, and a vendor will be placed at that site.

Vendors charge an ongoing fee to remain active. The fee is a fixed amount, plus a percentage of the value of all the items in their stock. This fee comes out of the money you give the vendor, plus any money earned for you by selling items. If the money runs out, the vendor self-destructs, leaving your items in the corpse. Note that if the corpse decays, everything it had is gone.

## Maintaining a Vendor

To add an item to your vendor's stock, you simply drag it into your vendor's inventory. You will then be prompted to "enter a price, description." All items held by a Vendor must be priced for sale (the only exception is containers which contain items that are for sale).

If you wanted to sell a full set of plate armor for 1000 gold, you could enter "1000, Quality plate: a full set at a GREAT price!" "1000, plate," or simply "1000."

Owners can drag items around in a vendor's inventory at will.

Since all players can open containers in a vendor for browsing purposes, the owner can use containers to categorize a vendor's inventory.

If an owner gives gold directly to a vendor, the vendor will add it to his personal account. A vendor's personal account is checked first when collecting his daily bill, and is not included in the value of the shop when computing the daily cost of the shop.



# Interface Options

## Interface Options

This screen allows you to set how your speech will appear to others, personalize the game's sound settings and affect how you perceive your surroundings.

### Flexible Window

Anytime you set a resolution for *UO* that causes the play area to be smaller than the screen area you're using to play the game, the remainder of the screen area is black. You can then move any of the smaller movable windows (for example, your Character Window or the small overhead map) to the black area, so that they don't overlap the play area.

How do you set this up? To change the resolution for *UO*, see **Display**, p. 7.8. Since the *UO* play area is always 640 x 480, any resolution that is larger than 640 x 480 (i.e., 800 x 600 or 1024 x 768) fills the remaining *UO* screen area with black. This is possible both when running in full-screen mode (Use **full screen display** toggle on the Display screen) or when running with a window that is larger than 640 x 480. (To make the *UO* screen area window larger or smaller, click-and-drag its lower right corner, just as you would resize any other window.)

To move the play area around within a larger screen area, click-and-drag the gold braid border in the direction you want to move the play area.

### Common Buttons

Important game options can be accessed by using the Options button on your Character Window. There are many different screens you can access. Each of the configuration screens has the following buttons:

- Cancel.** Cancels all changes made on the screen since it was opened or saved.
- Apply.** Saves all changes for the duration of the current play session.
- Default.** Erases all previous changes, returning the screen to its pre-set default values.
- Okay.** Permanently saves all changes made on the screen since it was last opened or saved.

## Color

Several of the options below allow you to set the color of text, windows or other features. In all cases, selecting this option will present you with a color grid and a brightness bar. Click on the color grid at the color you want, then slide the brightness bar to set the intensity of the color. Left is darker, right is brighter. A sample will change color to allow you to check your selection. Click OKAY to save your choices; right-click to exit this screen without any changes.



## Music

These options allow you to configure the sounds in the game.

**Sound On/Off** is a toggle that you can set depending on whether or not you wish to hear sound effects. A Volume bar beneath it can be set by sliding.

**Music On/Off** allows you to toggle music on or off. A Volume bar beneath it can be set by sliding.

**Play footstep sounds** is a toggle that you can set depending on whether or not you wish to hear your own footsteps when you move.

**Reverse Speakers** reverses the sounds coming from your left and right speakers.



## Help

These options allow you to configure the game's pop-up help feature.

**Help On/Off** toggles the help feature on or off.

**Predelay** controls how quickly a help box will pop up under your mouse cursor.

**Text color.** Clicking on the colored box allows you to change the color of your help text. See **Color** (above) for more details.

**Text Font** lets you choose the font you want for help text. Click on your choice.

**Sticky** (toggle) means that the help box always appears in the same spot. (Move any help box to the desired spot, and subsequent boxes will appear in the same spot.)

**Persistent** (toggle) means that the help box will stay on the screen until you close it. You must close the help box before you can get help for a new object.

To close a help box when Persistent is On, remove your cursor from the box. To see additional text within the help box, click on the up and down arrows at the left of the box.

## Language

These options allow you to enable non-English-language support for tool-tips. (Tool-tips are similar to pop-up help, but they describe buttons, rather than items in the game.)

A second set of options allows you to translate foreign speech that appears during the game (see **Autotranslation**, below).

**Language** allows you to select the language you wish supported (English, German or Japanese). This will cause tool-tips to appear in a pop-up window in the selected language. Note that you must exit and re-enter the game to change the language being used.

**Use Unicode Speech** is a toggle that allows you to use Unicode fonts which support foreign characters.

**Font** lets you choose the font you want for tool-tips. Click on your choice.

**Sensitivity of Mouse Hover** controls how quickly translation boxes will pop up.

**Sensitivity of Window Timeout** controls how long the tool-tip will stay on your screen.

**Color of Translation Text** allows you to set the color of the text in translation boxes. See **Color** (above) for more details.

## Autotranslation

You can configure **UO** to automatically translate foreign speech (both in the game and while chatting).

**Autotranslation On/Off** toggles this feature on or off.

**Auto/When Clicked** toggles between two translation options. **Auto** automatically translates everything foreign that appears, into the specified language. **When Clicked** is the option you select, speech will be translated only when you click on it. Note that neither of these options will function unless you have **Autotranslation** turned On (see previous button).



**Destination Language** is a list of possible languages into which *UO* can translate speech. Select the language into which you want foreign text to be translated.

**Color of Translation Text** allows you to set the color of any speech that is translated. See **Color** (above) for more details.



## Chat

**Color.** The first Chat icon opens a list of different entries that appear when you are in Chat. For each entry, clicking on the colored box allows you to set the color and brightness of that type of entry. You will need to close and reopen the Chat Window for these changes to take effect. See **Color** (above) for more details.

**Input text** is text in the bottom window, that you have typed but haven't yet posted to the conference.

**Menu options** are the entries in the pull-down menus.

**Ignored players** are those players whose comments you have chosen not to receive.

**Player color in member list** is the color of your name in the righthand list of players in the conference.

**Chat text** is the text that other players have posted to the conference.

**Players without speaking privileges** are those players present at the conference whom the moderator is not allowing to post messages.

**Muted text** is any message you send just to a few members of the conference.

**Moderator** is the person running the conference.

**Moderator text** is all text by the channel moderator.

**My name** is your name.

**My text** is text that you have posted to the conference.

**System message** is any message signalling arrival of new players to the conference, departure, and so forth.

**Chat Font** lets you choose the font you want for chatting. Click on your choice.

**Background colors.** You may select the color and brightness of the background in each box on the chat screen. See **Color** (above) for more details.

**Text Output** is the large window on the left that shows all posts to the conference.

**Text Input** is the window at the bottom that shows text you are typing but have not yet posted.

**User List** is the large window on the right that shows all players currently in the conference.

**Conference List** is the bar at the top left that shows your current conference, with a pull-down menu that shows the conferences you can select.

**Command List** is the bar at the top right which has a pull-down menu showing the commands you can select.



## Macros

Macros are an important feature of the game that allow you to fully customize your interface. Macros let you string together complex command combinations to fit any circumstance that you think may arise. You can have as many Macros as you like (at least until you run out of keyboard commands), and a Macro can contain as many actions as you wish (of course, the more actions a Macro has, the less likely it is to be useful on a regular basis during play).

You can scroll through your current list of Macros using the **PREVIOUS** and **NEXT** buttons on the Macro screen.

To enter a new Macro, click on the **ADD** button for an empty command field. Enter the key you want to use to trigger the new Macro (numbers, letters and punctuation may be used). You may also toggle the **[Alt]**, **[Ctrl]** or **[Shift]** keys on or off, so, for example, if you wanted to enter four Macros for use in battle, they could be triggered by **[B]**, **[Ctrl]B**, **[Alt]B** and **[Alt][Shift]B**. (Note that Macro commands using only letters, or **[Shift]** + letters, may be unintentionally triggered during normal text exchanges.)

Once you've selected the trigger, enter the commands that will make up the Macro itself, in the field below the command field. Click on the field to see a list of available options. Each time you set an option, a new command field will open up for any further commands you wish to apply to your Macro. When your

Macro is done, just stop adding commands and click OK to save.

You can delete an existing Macro by putting it up in the window and clicking the DELETE button, then OK.

Note that any changes to your Macros will be applied to all characters on your account, not just the one currently in play.

The following commands are available in the Macro window:

**Say.** Selecting this command will open a text window where you can enter a line of dialog that your character will speak when the Macro is used.

**Emote.** As Say, but may be a different text color than normal speech (see "Change Emote Color" above). Also, any Emote text will be placed between two asterisks, for example \*grin\* or \*Broods darkly\*. The traditional function of emote text is to convey actions, attitudes or emotions rather than simple speech.

**Whisper.** As Say, but whispered text (e.g., "Psst, wanna buy a chicken?") can only be "heard" by characters immediately adjacent to you.

**Yell.** As Say, but yelled text (e.g., "HELP!") can be "heard" by any character up to a screen and a half away.

**Walk.** Opens a menu of compass directions from which you choose one. Using this menu causes your character to face and take a step in the selected direction.

**War/Peace.** Toggles you between War mode and Peace mode. See p. 2.14 for an explanation of War and Peace modes.

**Paste.** Pastes text from your Windows clipboard into a book or speech. Text length is limited. Speech can be only a few words, while books can receive a few sentences.

**Open.** Opens one of your informational windows. Selecting this option will present you with a list of windows from which to select. (Note that your Character Window is listed as "Paperdoll" and your Options screen as "Configuration.")

**Close.** Closes the window you specify.

**Minimize.** Minimizes all open windows.

**Maximize.** Fully opens all minimized windows on screen.

**Open Door.** Opens any door within reach.



**Use Skill.** Presents you with a list of all applicable skills, from which to select the specific skill you want to try to Use when you trigger this Macro. This command can only be used to initiate those skills which are normally begun from the skill list in your Character Window. It does not apply to skills which are initiated by using a specific item or taking a certain action.

See pp 5.2-5.8 for more information on initiating different skills.

**Last Skill.** Attempts to again Use the last skill you Used.

**Cast Spell.** Presents you with a list of all the spells in the game, from which you must select the specific spell you want to cast. It's up to you to ensure that the spell you select is, in fact, one that you actually know how to cast.

See Magic, p. 4.1, for more information on spells.

**Last Spell.** Attempts to recast the last spell you cast.

**Last Object.** Attempt to again Use the last item you Used.

**Bow.** Your character will bow from the waist.

**Salute.** Your character will perform a military salute.

**Quit Game.** Disconnects you and closes the game.

**Allnames.** Displays the names of every creature and character currently on screen.

## Preset Macros

The following Macros have been pre-set, and can be used immediately upon entering the game. If you don't like the way a pre-set Macro is set up, you can change it at any time.

**Alt S** Open Status window

**Alt B** Open Spellbook

**Alt C** Toggle between War/Peace modes

**Alt P** Open Character Window

**Alt K** Open Skills

**Alt J** Open Journal



- Alt I** Open Backpack
- Alt R** Open Overhead View
- Alt O** Open Options window
- Alt X** Quit game
- Ctrl B** Bow
- Ctrl S** Salute

**Alt** (numeric keypad numeral) This is a series of commands useful in navigating ships. See p. 6.9.

## Interface

These options affect your interface controls.

**Run mouse in a separate thread** is a toggle that affects the way your mouse tracks on screen. This should be necessary only in very rare cases, as advised by Product Support.

**Enable pathfinding with double-right-click** (toggle) allows you to turn pathfinding (see p. 2.2) on or off.

**Combat Tab Key** allows you to toggle between holding down the **Tab** key to remain in War Mode or tapping the **Tab** key to toggle yourself in and out of War Mode.

**Offset interface windows** is a toggle that allows you choose whether new interface windows will open directly over older ones, or be offset elsewhere on the screen.

**Automatically arrange minimized windows** is a toggle that allows you to turn automatic arrangement of minimized windows on or off.

**Assume "Play As Ghost"** is a toggle which disables instant resurrection (see p. 3.7).

## Display

These options affect the visual presentation of the game.

**Enable page flipping** is a toggle that may be necessary with certain video cards. It affects the way the game buffers art as it appears on the screen.

**Use GDI in full screen display** (toggle). Select this option if your video card has problems with DirectX drivers.

**Use full screen display** is a toggle that allows you to switch from a window to a full-screen display.

**Full screen resolution** includes three buttons that allow you to set the resolution of your game window:

640 x 480

800 x 600

1024 x 768

**Switch to 565 color mode** is a check box that can put the game into 565 color mode. This option may be necessary on systems running certain video cards under Windows NT.

**Adjust how long speech remains on screen** is a slider that allows you to set how long speech remains displayed on your screen.

**Scale speech** is a toggle that (when On) leaves longer speech on the screen for a longer time than shorter speech.

**Enable frame skipping** is an option which may improve game response time on some slow systems, at the cost of some visual realism.

**Speech color** allows you to set the color in which your words will appear when you speak. See **Color** (above) for more details.

**Emote color** allows you to display pre-set text in a second color. You can switch from your speech color to your emote color using a Macro (see above) or the colon text flag (see p. 7.2). See **Color** (above) for more details.

**Combat Cursor Color** allows you to set the color in which your targeting cursor will appear while you are in War Mode. See **Color** (above) for more details.

## Reputation System

These options have to do with the Reputation system color coding which helps you defend yourself against anti-social behavior.

**Query** (at the bottom of the list) is a toggle that allows you to turn on or off a warning window that will pop up any time you try to target something that

would lower your Karma to attack. With Query on, you will have to confirm that any such attack is intentional.

The remaining options allow you to adjust the color of highlighting used to distinguish characters (see p. 7.2). See **Color** (above) for more details.

**Innocent**

**Friendly guild**

**Someone that can be attacked**

**Criminal**

**Enemy Guildmember**

**Murderer**

## **Miscellaneous**

**Show the intro movie on launch** is a toggle that (when On) shows the intro movie at the start of the game.

**Order disk cache** is a toggle that (when On) allows the game to automatically arrange your disk cache for maximum efficiency.

**Chest animation** is a toggle that (when On) shows the chest animation upon entering the game.

**Save text log file** is a toggle that allows you to save all journal text to a text file on your system.

**Log File Path** allows you to enter a file name where your Journal (see p. 2.13) will be stored.

**Save log file in unicode format** is a toggle which allows you to store your Log in Unicode text.

**Use circle of transparency** is a toggle that makes solid objects like walls in the foreground of your screen appear translucent.

**Set radius of transparency circle** is a slider that allows you to control the size of your area of transparency.

**Speech font** lets you choose the font you want for speech. Click on your choice.

## **Filters**

These parental control options allow you to screen out objectionable speech by other players.

**Filter Obscenity.** Clicking on this option will cause the game to render most common vulgar words as random strings of punctuation, i.e., comic-strip style "swearing." Click again to toggle the filter off.

**Ignore Players.** When a character's name is added to this list, that character's speech will no longer be visible to you.

**Click to Edit Profanity List.** Gives you access to the list of filtered expressions, from which you may add or remove words or phrases.

**Password Protect.** This option allows the primary user of the game to set a password to lock other users out of this screen. For example, it allows you to keep a child from turning off the obscenity filter or viewing the profanity list.

**Change Password.** Click here to pick a new password to this screen.



Chat

## Chat

The Chat feature allows you to communicate with other players in real time, regardless of where their characters are located. To use Chat you must have a character logged into the game. Chat allows communication with players currently active on the same shard.

The Chat interface is accessed with the **CHAT** button on the Character Window (see p. 2.14).

## Joining Chat

The first time you enter Chat on any given shard, you will be asked to supply an account name. Your account name must be unique – if somebody is already using the name you want, you will be assigned a number. For example, if you're the fourth user on your shard to request the name Gandalf, you will get the name Gandalf4. You may accept this name or choose to submit a new one.

Once you have selected and confirmed an account name, you will be prompted to enter your name each subsequent time you enter chat.

Once you're logged on, you will be presented with a pull-down list of all currently active conferences. A conference is a "room" with up to 300 users. Click on the conference you wish to join, and you will be taken directly there, unless the conference is password protected (see below). If the conference requires a password, a window will appear in which you must enter the correct password to join. Once you are in a conference, you will be able to chat.

## Chatting

Once you are in a chat conference, three fields will be visible.

The **Input Field** is where you compose your messages to post to the chat.

The **Display Field** is where the messages from all users are displayed (as well as any messages from the Chat system itself). This field can be scrolled back using the side scroll bar, to read earlier messages.

The **User List Field** is a list of all users currently active in that conference.

**Resize Buttons** are located at the center and bottom of the screen. The center button allows you to adjust the size of the Display Field, and the other fields will be automatically adjusted to conform. The bottom button allows you to adjust

the size of the entire chat window, with the fields remaining in proportion to one another.

The **Minimize Button** Minimizes the Chat Window within the UO playing screen.

The **Close Button** closes chat.

## Commands

The following commands are available to anyone in any conference. These commands can be entered from the Input Field, or selected from a pulldown menu.

**Message to Conference.** This is the default command, and requires no special code or command selection. Any message in the Input Field not recognized as a command will be posted to all users of the conference when **[Enter]** is pressed.

**Join Conference** (/JOIN CONFNAME or /JOIN CONFNAME PASSWORD, where *confname* is the name of the conference you wish to join, and *password* is the password for that conference). Removes you from your current conference and takes you to the conference indicated.

**Send a Private Message** (/MSG NAME TEXT, where *name* is the user name of the person receiving the message, and *text* is the text of the message). Sends a private message to another user which only that user can see.

**Ignore a Player** (/+IGNORE NAME, where *name* is the user name of the person to be ignored). Allows you to ignore another user. Neither private nor public messages from that user will be displayed to you.

**Remove Ignore** (/IGNORE NAME). Removes a person from your ignore list so you can see his messages.

**Toggle Ignore** (/IGNORE NAME). Begins ignoring a person not previously ignored, or ends ignoring a person you had been ignoring.

**Emote** (/EMOTE TEXT, where *text* is the content of the emote). Displays a message as an \*Emote\* (see p. 2.4).

**Who is This Player?** (/WHOS NAME, where *name* is someone's user name). Displays the name of the character currently being played by that user. This information may be disabled by the user.

**Show My Character Name** (/+SHOWNAME). Allows other users to see the name of your current character by using Whois. This is the default status.

**Do Not Show My Character Name** (/SHOWNAME). Disables other users to see the name of your current character by using Whois.

**Toggle Showing My Character Name** (/SHOWNAME). Disables Showname if it is currently enabled, and vice versa.

**Add Receive** (/+RECEIVE) Allows you to receive private messages from other users (does not apply to users currently being Ignored). This is the default state.

**Remove Receive** (/RECEIVE) Disables your ability to receive private messages from other users.

**Toggle Receiving Messages** (/RECEIVE) Enables private messages if currently disabled, disables them if current enabled.

## Creating and Operating a Conference

Any user can create a new conference. When you enter chat the first entry on the conference list is always "New Conference." When you click on this option you will be prompted to name the conference, and set a password if one is desired. Once the new conference has been created, you will be taken directly to it.

You may also create a new conference from within an existing conference.

**Create a New Conference** (/NEWCONF NAME or /NEWCONF NAME {PASSWORD}, where *name* is the new conference name and *password* is its password). Creates a new conference and takes you to it.

## Moderator Commands

The creator of a new conference automatically has moderator (ops) status within that conference. Moderator status allows access to the following commands.

**Change Conference Password** (/PW PASSWORD or /PW, where *password* is the new password for the conference). Changes the conference password as indicated. Using the command without specifying a password (/PW) will remove password protection from the conference.

**Kick Out of the Conference** (/KICK NAME, where *name* is a user currently in the conference). Kicks a user out of the conference entirely. The kicked user can re-enter, unless the password is changed.

**Grant Speaking Privileges** (/+VOICE NAME, where *name* is a user currently in the conference). Gives a user the ability to post messages in the conference. Note that any time a user enters the conference, he has the ability to speak by default.

**Remove Speaking Privileges** (/ -VOICE NAME). Removes a user's ability to post messages to the conference.

**Toggle Speaking Privileges** (/VOICE NAME). Removes a user's ability to post if he has it, adds it if he doesn't.

**Add Defaultvoice** (/+DEFAULTVOICE). Allows everyone entering the conference to post to the conference. As the name suggests, this is the default state for a new conference.

**Remove Defaultvoice** (/ -DEFAULTVOICE). Makes it so that no one entering the conference can post to the conference.

**Toggle Defaultvoice** (/DEFAULTVOICE). Adds defaultvoice if it is disabled, removes it if it is enabled.

**Grant Moderator Status** (/+OPS NAME, where *name* is a user currently in the conference). Gives moderator status to another user.

**Remove Moderator Status** (/ -OPS NAME). Removes moderator status from another user.

**Toggle Moderator Status** (/OPS NAME). Grants moderator status to a user who doesn't have it, or removes it from a user who does.



# Spells and Potions



## Spells and Potions

### First Circle Spells

#### Flam Sanct (Reactive Armor)

Flam Sanct protects the caster from harm by reflecting a small amount of the injury caused by bladed or blunt weapons back onto the wielder of these weapons. Remember though, this is only a spell of the First Circle, and its protective power is accordingly very slight — it offers no protection from magical attacks or ranged weapons such as arrows.

*Spell Reagents: Garlic, Spiders' Silk, Sulphurous Ash*



#### Uus Jax (Clumsy)

This spell must be focused on a single creature, for it temporarily reduces a creature's dexterity. This spell becomes more powerful (and its victims become clumsier) as the caster's skills improve.

*Spell Reagents: Blood Moss, Nightshade*



#### In Mani Ylem (Create Food)

Each casting creates a single item of food, which appears at the location the mage designates.

*Spell Reagents: Garlic, Ginseng, Mandrake Root*



#### Rel Wis (Feeblemind)

This spell temporarily reduces a being's intelligence, and must be focused on a single target. The more skillful the mage, the greater the reduction of intelligence.

*Spell Reagents: Nightshade, Ginseng*



**In Mani (Heal)**

In Mani concentrates powers of healing around the creature on which you are focusing. The level of healing is partially dependent on the caster's skill.

**Spell Reagents:** *Garlic, Ginseng, Spider's Silk*

**In Por Ylem (Magic Arrow)**

Not for those sworn to protect life, this spell casts a ball of fire at a single target, damaging what it hits. This damage is not great compared to that available to a master of the higher circles, but the spell does become stronger as the mage's skill improves.

**Spell Reagents:** *Black Pearl, Nightshade*

**In Lor (Night Vision)**

In Lor sharpens the mage's night vision, improving sight in areas of darkness or dim light. When cast, everything will appear brighter to the caster, but the vision of others will remain unchanged. More experienced mages can maintain the aura longer.

**Spell Reagents:** *Spider's Silk, Sulphurous Ash*

**Des Mani (Weaken)**

Des Mani temporarily reduces the strength of the target creature. If this creature possesses great skill or stamina, it may be able to resist the spell.

**Spell Reagents:** *Garlic, Nightshade*

**Second Circle****Ex Uus (Agility)**

Ex Uus temporarily increases the skill of the targeted creature. The amount of increase depends on the caster's skill.

**Spell Reagents:** *Blood Moss, Mandrake Root*

**Uus Wis (Cunning)**

Uus Wis temporarily increases a being's intelligence. This spell's strength depends on the skill of the mage casting it.

**Spell Reagents:** *Nightshade, Mandrake Root*

**An Nox (Cure)**

This spell neutralizes a "nox," or poison.

**Spell Reagents:** *Garlic, Ginseng*

**An Mani (Harm)**

In direct opposition to the healing power of In Mani (First Circle), this spell concentrates powers of harm around a single creature. The strength of the spell depends on the caster's skill.

**Spell Reagents:** *Nightshade, Spider's Silk*

**In Jux (Magic Trap)**

In Jux 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.

**Spell Reagents:** *Garlic, Spider's Silk, Sulphurous Ash*

**An Jux (Magic Untrap)**

An Jux removes any magical trap that may have been cast on an object. Each casting removes traps from a single object.

**Spell Reagents:** *Blood Moss, Sulphurous Ash*

**Uus Sanct (Protection)**

Uus Sanct temporarily increases a creature's ability to withstand the blows of its foes (whether physical or magical). The more experienced the caster is, the greater the protection he or she can offer others.

**Spell Reagents:** *Garlic, Ginseng, Sulphurous Ash*



**Uus Mani (Strength)**

Uus Mani temporarily increases a creature's strength to the extent that the caster's skill allows.

*Spell Reagents: Mandrake Root, Nightshade*

**Third Circle****Rel Sanct (Bless)**

Rel Sanct temporarily increases the health, agility, strength and intelligence of the creature on which the spell is focused.

*Spell Reagents: Mandrake Root, Garlic*

**Vas Flam (Fireball)**

Vas Flam casts a fireball at your target, more powerful than that conjured by In Por Ylem (First Circle).

*Spell Reagents: Black Pearl, Sulphurous Ash*

**An Por (Magic Lock)**

An Por places a magical lock on a chest.

*Spell Reagents: Blood Moss, Garlic, Sulphurous Ash*

**In Nox (Poison)**

This spell poisons the caster's chosen victim. It can be countered if An Nox (Second Circle) is also cast on the victim.

*Spell Reagent: Nightshade*

**Ort Por Ylem (Telekinesis)**

This spell allows the mage to use and manipulate objects without physically touching them.

*Spell Reagents: Blood Moss, Mandrake Root*

**Rel Por (Teleport)**

Rel Por teleports the caster to a location on which the caster is focusing. In this circle of magic, the mage's power of teleportation is limited to places within sight at the time of casting.

*Spell Reagents: Blood Moss, Mandrake Root*

**Ex Por (Unlock)**

This spell unlocks magical locks, such as those created with An Por (Third Circle).

*Spell Reagents: Blood Moss, Sulphurous Ash*

**In Sanct Ylem (Wall of Stone)**

This spell creates a temporary stone wall. It must be cast on an open patch of ground, for the mage's power is not strong enough to build on top of objects or creatures.

*Spell Reagents: Blood Moss, Garlic*

**Fourth Circle****Vas An Nox (Archcure)**

Vas An Nox neutralizes a poison, just as An Nox (Second 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.

*Spell Reagents: Garlic, Ginseng, Mandrake Root*

**Vas Uus Sanct (Archprotection)**

Vas Uus Sanct creates the same type of protective force as Uus Sanct (Second Circle), but extends it to all creatures near the focus of the spell.

*Spell Reagents: Garlic, Ginseng, Mandrake Root, Sulphurous Ash*



**Des Sanct (Curse)**

In direct opposition to Rel Sanct (Third Circle), this spell temporarily reduces the health, skill, agility and intelligence of a single creature. The greater the skill of the mage, the greater the reduction in all respects.

**Spell Reagents:** *Garlic, Nightshade, Sulphurous Ash*

**In Flam Grav (Fire Field)**

In Flam Grav creates a temporary, flaming wall which burns all who touch it. This spell must be cast on open ground, for the mage's power is not strong enough to build walls over objects or people.

**Spell Reagents:** *Black Pearl, Spider's Silk, Sulphurous Ash*

**In Vas Mani (Greater Heal)**

This spell heals a single creature, similarly to In Mani (First Circle), but to a much greater degree.

**Spell Reagents:** *Garlic, Ginseng, Mandrake Root, Spider's Silk*

**Por Ort Grav (Lightning)**

Por Ort Grav directs a bolt of lightning from the heavens to the caster's target. The electrical charge is powerful, and becomes more so as the mage's skill increases.

**Spell Reagents:** *Black Pearl, Mandrake Root, Sulphurous Ash*

**Ort Rel (Mana Drain)**

This spell drains all mana from the creature on which it is cast. (The creature's mana will regenerate normally, however.) It is a very difficult spell to achieve, because most creatures have a strong resistance to it. The best defense against this spell is the Fifth Circle spell In Jux Sanct, or Magic Reflection.

**Spell Reagents:** *Black Pearl, Mandrake Root, Spider's Silk*

**Kal Ort Por (Recall)**

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 (Sixth Circle).

**Spell Reagents:** *Black Pearl, Blood Moss, Mandrake Root*

**Fifth Circle****In Jux Hur Ylem (Blade Spirits)**

In Jux Hur Ylem creates a deadly, spinning column of sharp blades. Blade spirits move quickly, tracking the closest moving creature within their sensory field. All that they touch are grievously wounded.

**Spell Reagents:** *Black Pearl, Mandrake Root, Nightshade*

**An Grav (Dispel Field)**

This spell creates a void at the place on which the mage focuses.

**Spell Reagents:** *Black Pearl, Garlic, Spider's Silk, Sulphurous Ash*

**Kal In Ex (Incognito)**

This spell must be directed at a single creature. The name and appearance of the affected creature are randomly changed for the duration of the spell.

**Spell Reagents:** *Blood Moss, Garlic, Nightshade*

**In Jux Sanct (Magic Reflection)**

In Jux Sanct creates an invisible shield of etheric energy around a creature. It 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, for not even the mage who casts this spell is immune to its effects.

**Spell Reagents:** *Garlic, Mandrake Root, Spider's Silk*



**Por Corp Wis (Mind Blast)**

Mages attempting 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.



**Spell Reagents:** Black Pearl, Mandrake Root, Nightshade, Sulphurous Ash

**An Ex Por (Paralyze)**

This paralyzes a creature as long as the caster's skill can maintain the spell. Some creatures are able to resist the paralyzing effects.



**Spell Reagents:** Garlic, Mandrake Root, Spider's Silk

**In Nox Grav (Poison Field)**

This creates a temporary wall that poisons all who touch it. This spell must be cast on open ground.



**Spell Reagents:** Black Pearl, Nightshade, Spider's Silk

**Kal Xen (Summon Creature)**

Kal Xen summons a random creature to fight for the caster. The more skillful the mage, the longer the summoning can be maintained.



**Spell Reagents:** Blood Moss, Mandrake Root, Spider's Silk

**Sixth Circle****An Ort (Dispel)**

An Ort destroys a single summoned creature.



**Spell Reagents:** Garlic, Mandrake Root, Sulphurous Ash

**Corp Por (Energy Bolt)**

This spell allows the mage to direct bolts of pure energy against a target. The strength of the bolt depends on the mage's skill.

**Spell Reagents:** Black Pearl, Nightshade

**Vas Ort Flam (Explosion)**

This spell sets off an explosion in the location designated by the mage.

**Spell Reagents:** Black Pearl, Mandrake Root, Sulphurous Ash

**An Lor Xen (Invisibility)**

This spell causes whatever it targets to disappear from sight.

**Spell Reagents:** Blood Moss, Nightshade

**Kal Por Ylem (Mark)**

Marking an object at a specific location allows the mage to later cast Kal Ort Por (Fourth Circle) on the object and immediately return to the specified location.

**Spell Reagents:** Black Pearl, Blood Moss, Mandrake Root

**Vas Des Sanct (Mass Curse)**

Vas Des Sanct magnifies Des Sanct (Fourth Circle) to curse all creatures in the area in which the spell is cast. Some creatures may resist more than others.

**Spell Reagents:** Garlic, Mandrake Root, Nightshade, Sulphurous Ash

**In Ex Grav (Paralyze Field)**

In Ex Grav creates a temporary "wall" that paralyzes all who touch it. Some creatures may be able to resist this paralysis.

**Spell Reagents:** Black Pearl, Ginseng, Spider's Silk



**Wis Quas (Reveal)**

Wis Quas reveals any invisible objects or creatures lurking nearby.

*Spell Reagents:* Blood Moss, Sulphurous Ash

**Seventh Circle****Vas Ort Grav (Chain Lightning)**

This casts down lightning on everything within the targeted area.

*Spell Reagents:* Black Pearl, Blood Moss, Mandrake Root, Sulphurous Ash

**In Sanct Grav (Energy Field)**

In Sanct Grav creates a temporary wall of electrical energy that harms all who attempt to pass through it.

*Spell Reagents:* Black Pearl, Mandrake Root, Spider's Silk, Sulphurous Ash

**Kal Vas Flam (Flamestrike)**

This spell casts a pillar of fire down on the chosen target.

*Spell Reagents:* Spider's Silk, Sulphurous Ash

**Vas Rel Por (Gate Travel)**

Casting this spell on an object that has been marked with the Kal Por Ylem spell (Sixth Circle) calls up a red, pulsing gate. Anyone who enters this gate will teleport back to the location marked on the object.

*Spell Reagents:* Black Pearl, Mandrake Root, Sulphurous Ash

**Ort Sanct (Mana Vampire)**

This spell allows the mage to absorb 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 normally, however.) This spell is incredibly difficult to achieve, as the level of resistance to it is high. The best defense against it is the Fifth Circle spell In Jux Sanct (Magic Reflection).

*Spell Reagents:* Black Pearl, Blood Moss, Mandrake Root, Spider's Silk

**Vas An Ort (Mass Dispel)**

Vas An Ort destroys all summoned creatures in the area on which the mage is focusing.

*Spell Reagents:* Black Pearl, Garlic, Mandrake Root, Sulphurous Ash

**Flam Kal Des Ylem (Meteor Swarm)**

Kal Des Flam Ylem casts a storm of flaming meteors upon the area on which the mage focuses.

*Spell Reagents:* Blood Moss, Spider's Silk, Mandrake Root, Sulphurous Ash

**Vas Ylem Rel (Polymorph)**

By casting this spell, a mage can transform into whatever creature he or she desires.

*Spell Reagents:* Blood Moss, Mandrake Root, Spider's Silk

**Eighth Circle****In Vas Por (Earthquake)**

In Vas Por creates a tremor in the earth that causes all mobile creatures in a large area around the caster to stumble and fall. The caster, however, will remain serenely upright.

*Spell Reagents:* Blood Moss, Ginseng, Mandrake Root, Sulphurous Ash



**Vas Corp Por (Energy Vortex)**

Vas Corp Por creates a quick-moving vortex of energy that will attack any creature coming near it. The vortex harms (An Mani; Second Circle), poisons (In Nox; Third Circle) and curses (Des Sanct; Fourth Circle) any creature that touches it.



**Spell Reagents:** *Black Pearl, Blood Moss, Mandrake Root, Nightshade*

**An Corp (Resurrection)**

An Corp resurrects a human ghost.



**Spell Reagents:** *Blood Moss, Garlic, Ginseng*

**Kal Vas Xen Hur  
(Summon Air Elemental)**

Kal Vas Xen Hur summons an air elemental to fight for the caster. The more skillful the mage, the longer this spell can be maintained.



**Spell Reagents:** *Blood Moss, Mandrake Root, Spider's Silk*

**Kal Vas Xen Corp  
(Summon Daemon)**

Kal Vas Xen Corp summons a daemon to fight for the caster. The more skillful the mage, the longer this spell can be maintained.



**Spell Reagents:** *Blood Moss, Mandrake Root, Spider's Silk, Sulphurous Ash*

**Kal Vas Xen Ylem  
(Summon Earth Elemental)**

Kal Vas Xen Ylem summons an earth elemental to fight for the caster. The more skillful the mage, the longer this spell can be maintained.



**Spell Reagents:** *Blood Moss, Mandrake Root, Spider's Silk*

**Kal Vas Xen Flam  
(Summon Fire Elemental)**

Kal Vas Xen Flam summons a fire elemental to fight for the caster. The more skillful the mage, the longer this spell can be maintained.



**Spell Reagents:** *Blood Moss, Mandrake Root, Spider's Silk, Sulphurous Ash*

**Kal Vas Xen An Flam  
(Summon Water Elemental)**

Kal Vas Xen An Flam summons a water elemental to fight for the caster. The more skillful the mage, the longer this spell can be maintained.

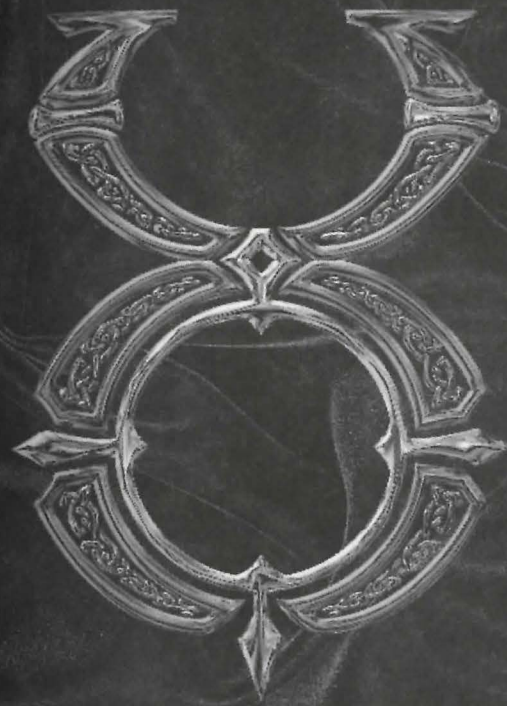


**Spell Reagents:** *Blood Moss, Mandrake Root, Spider's Silk*

**Potions**

Each of the eight reagents is the principal ingredient in one or more potions. Each reagent lends its potions a distinctive color. The table below lists each reagent, the distinctive color of its potions, the names of the respective potions, and the general effect of those potions.

Reagent	Color	Potions	Effect
Black Pearl	Red	Refresh, Total Refreshment	Restores Fatigue
Blood Moss	Blue	Agility, Greater Agility	Temporarily improves Dexterity
Garlic	Orange	Lesser, (normal) and Greater Cure	Counteracts poison
Ginseng	Yellow	Lesser, (normal) and Greater Heal	Heals hit points
Mandrake	White	Strength, Greater Strength	Temporarily improves Strength
Nightshade	Green	Lesser, (normal), Greater and Deadly Poison	Drains hit points
Spider Silk	Black	Nightstight	Lets you see in the dark
Sulphurous Ash	Purple	Lesser, (normal) and Greater Explosion	Explodes (!), causing damage



# Animals



## Animals

### Alligator



**Habitat:** Swamp  
**Seeks Out:** Rotting logs  
**Diet:** Carnivorous  
**Size:** Medium

### BIRD



**Habitat:** Forest, tropical  
**Seeks Out:** Other birds  
**Diet:** Herbivorous  
**Size:** Small

### Bear (Black/Brown)



**Habitat:** Forest  
**Seeks Out:** Honey  
**Diet:** Omnivorous  
**Size:** Medium

### Bear (Grizzly)



**Habitat:** Forest  
**Seeks Out:** Honey  
**Diet:** Omnivorous  
**Size:** Large

**Bear (Polar)**

**Habitat:** Arctic  
**Seeks Out:** Caves  
**Diet:** Omnivorous  
**Size:** Large

**Bull**

**Habitat:** Farms  
**Seeks Out:** Cows  
**Diet:** Herbivorous  
**Size:** Large

**Bull Frog**

**Habitat:** Swamps and other water, caves  
**Seeks Out:** Other bull frogs  
**Diet:** Carnivorous  
**Size:** Small

**Cat**

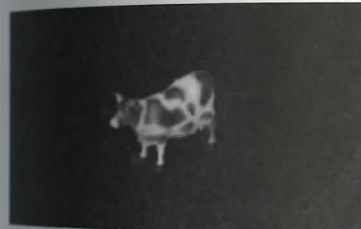
**Habitat:** Towns and farms  
**Seeks Out:** Humans  
**Diet:** Carnivorous  
**Size:** Small

**Chicken**

**Habitat:** Farms  
**Seeks Out:** Humans  
**Diet:** Herbivorous  
**Size:** Small

**Cougar**

**Habitat:** Mountains, forests  
**Seeks Out:** Shady places, other cougars  
**Diet:** Carnivorous  
**Size:** Medium

**Cow**

**Habitat:** Farms (plains)  
**Seeks Out:** Other cows  
**Diet:** Herbivorous  
**Size:** Large

**Deer/Doe (Hart)**

**Habitat:** Forest  
**Seeks Out:** Other harts  
**Diet:** Herbivorous  
**Size:** Large

**Dog**

**Habitat:** Towns and farms  
**Seeks Out:** Humans  
**Diet:** Carnivorous  
**Size:** Small

**Dolphin**

**Habitat:** Ocean  
**Seeks Out:** Ships and other dolphins  
**Diet:** Omnivorous  
**Size:** Large

**Eagle**

**Habitat:** Mountains  
**Seeks Out:** High places  
**Diet:** Carnivorous  
**Size:** Medium

**Goat (Domestic/Mountain)**

**Habitat:** Farms (domestic goat)  
 or: Mountains (mountain goat)  
**Seeks Out:** Garbage  
**Diet:** Herbivorous  
**Size:** Small

**Gorilla**

**Habitat:** Jungle  
**Seeks Out:** Other gorillas  
**Diet:** Omnivorous  
**Size:** Large

**Horse**

**Habitat:** Farms and towns  
**Seeks Out:** Other horses  
**Diet:** Herbivorous  
**Size:** Large

**Llama**

**Habitat:** Mountains  
**Seeks Out:** Crops  
**Diet:** Herbivorous  
**Size:** Large

**Ostard (Desert)**

**Habitat:** Desert  
**Seeks Out:** Other ostars  
**Diet:** Herbivorous  
**Size:** Large

**Ostard (Forest)**

**Habitat:** Forest  
**Seeks Out:** Other ostarsds  
**Diet:** Herbivorous  
**Size:** Large

**Ostard (Frenzied)**

**Habitat:** Forest  
**Seeks Out:** Other frenzied ostarsds  
**Diet:** Carnivorous  
**Size:** Large

**Panther**

**Habitat:** Mountains, forests  
**Seeks Out:** Shady places, other panthers  
**Diet:** Carnivorous  
**Size:** Medium

**Pig (Boar)**

**Habitat:** Farms  
**Seeks Out:** Other pigs  
**Diet:** Omnivorous  
**Size:** Medium to large

**Rabbit**

**Habitat:** Grasslands and forests  
**Seeks Out:** Crops and other rabbits  
**Diet:** Herbivorous  
**Size:** Small

**Rat**

**Habitat:** Cities and farms  
**Seeks Out:** Darkness, garbage, other rats  
**Diet:** Omnivorous  
**Size:** Small

**Sheep**

**Habitat:** Farms  
**Seeks Out:** Humans, other sheep  
**Diet:** Herbivorous  
**Size:** Medium

**Snake (Small)**

**Habitat:** Caves, dungeons, desert  
**Seeks Out:** Shadows  
**Diet:** Carnivorous  
**Size:** Small

**Snake (Ice)**

**Habitat:** Caves, dungeons  
**Seeks Out:** Gold  
**Diet:** Carnivorous  
**Size:** Small

**Snake (Lava)**

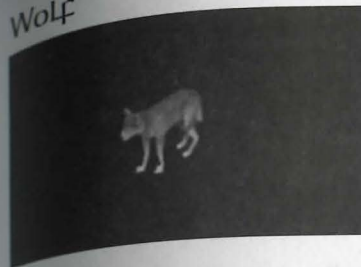
**Habitat:** Volcanic areas  
**Seeks Out:** Lava  
**Diet:** Carnivorous  
**Size:** Small

**Snow Leopard**

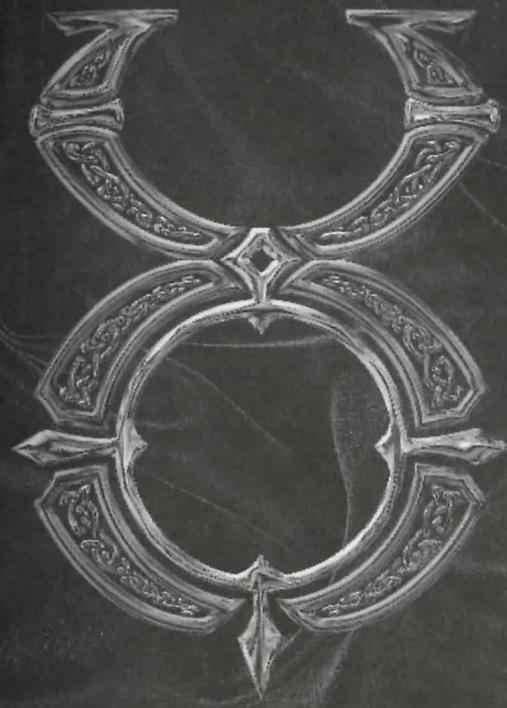
**Habitat:** Arctic  
**Seeks Out:** Shady, cold places,  
other snow leopards  
**Diet:** Carnivorous  
**Size:** Medium

**Walrus**

**Habitat:** Coastal waters  
**Seeks Out:** Other walruses  
**Diet:** Carnivorous  
**Size:** Medium

**Wolf**

**Habitat:** Forest, arctic, cave  
**Seeks Out:** Other wolves  
**Diet:** Carnivorous  
**Size:** Medium



# Monsters

## Monsters

### Air Elemental



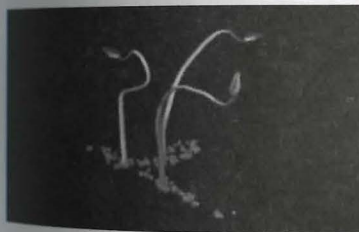
**Habitat:** Mountains  
**Seeks Out:** High places  
**Diet:** Nothing physical  
**Size:** Large  
 Magical

### Balron (Elder Daemon)



**Habitat:** Jungle, swamp, forest  
**Seeks Out:** Wooded areas  
**Diet:** Carnivorous  
**Size:** Large

### Corpser



**Habitat:** Jungle, swamp, forest  
**Seeks Out:** Wooded areas  
**Diet:** Carnivorous  
**Size:** Large

## Cyclops



**Habitat:** Forest, mountains  
**Seeks Out:** Other cyclopeses, gold  
**Diet:** Carnivorous  
**Size:** Large  
 Intelligent

## Daemon



**Habitat:** Dungeons and caves  
**Seeks Out:** Gold, other daemons  
**Diet:** Carnivorous  
**Size:** Large  
 Magical  
 Intelligent

## Dragon



**Habitat:** Caves, dungeons  
**Seeks Out:** Gold  
**Diet:** Carnivorous  
**Size:** Large  
 Magical  
 Intelligent

## Dragon (Elder WyrM)



**Habitat:** Caves, dungeons  
**Seeks Out:** Gold  
**Diet:** Carnivorous  
**Size:** Large  
 Magical  
 Intelligent

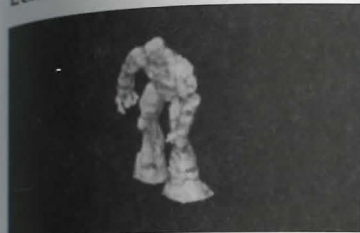


## Dragon (Ice)



**Habitat:** Caves, dungeons  
**Seeks Out:** Gold  
**Diet:** Carnivorous  
**Size:** Large  
 Magical  
 Intelligent

## Earth Elemental



**Habitat:** Mountains, caves  
**Seeks Out:** Caves  
**Diet:** Nothing physical  
**Size:** Large  
 Magical

## Epreet



**Habitat:** Deserts  
**Seeks Out:** Adventurers  
**Diet:** Nothing physical  
**Size:** Large  
 Magical  
 Intelligent

## Ettin



**Habitat:** Forest, mountains  
**Seeks Out:** Gold, other ettins  
**Diet:** Carnivorous  
**Size:** Large  
 Intelligent





## Fire Elemental



**Habitat:** Volcanoes  
**Seeks Out:** Lava  
**Diet:** Nothing physical  
**Size:** Large  
 Magical

## Frost Ooze



**Habitat:** Ice caves  
**Seeks Out:** Other frost oozes  
**Diet:** Omnivorous  
**Size:** Small

## Gargoyle



**Habitat:** Underground  
**Seeks Out:** Gold, other gargoyles  
**Diet:** Carnivorous  
**Size:** Medium  
 Intelligent

## Gargoyle (Stone)



**Habitat:** Desert mountains  
**Seeks Out:** Other stone gargoyles, gold  
**Diet:** Carnivorous  
**Size:** Medium  
 Intelligent

## Gazer



**Habitat:** Dungeons  
**Seeks Out:** Gold, other gazers  
**Diet:** Nothing physical  
**Size:** Medium  
 Magical

## Gazer Chief



**Habitat:** Dungeons  
**Seeks Out:** Gold, other gazers  
**Diet:** Nothing physical  
**Size:** Medium  
 Magical

## Ghoul



**Habitat:** Dungeons  
**Seeks Out:** Gold, humans  
**Diet:** Nothing physical  
**Size:** Medium  
 Magical

## Harpy



**Habitat:** Forest, mountains  
**Seeks Out:** Gold, other harpies  
**Diet:** Carnivorous  
**Size:** Medium

## Harpy (Stone)



**Habitat:** Deserts, mountains  
**Seeks Out:** Other stone harpies, gold,  
**Diet:** Carnivorous  
**Size:** Medium

## Headless



**Habitat:** Mountains, dungeons  
**Seeks Out:** Gold, other headless  
**Diet:** Carnivorous  
**Size:** Medium

## Hell Hound



**Habitat:** Caves  
**Seeks Out:** Other hell hounds  
**Diet:** Carnivorous  
**Size:** Medium

## Hellcat



**Habitat:** Caves, volcanic areas  
**Seeks Out:** Other hellcats  
**Diet:** Carnivorous  
**Size:** Small

## Hellcat (Predator)



**Habitat:** Caves  
**Seeks Out:** Other hellcats  
**Diet:** Carnivorous  
**Size:** Medium

## Ice Elemental



**Habitat:** Caves, mountains  
**Seeks Out:** Cold places  
**Diet:** Nothing physical  
**Size:** Large  
 Intelligent

## Ice Fiend



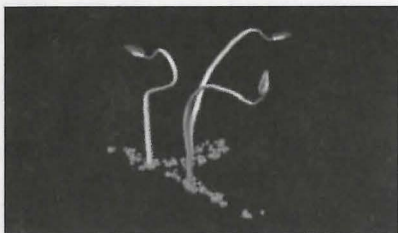
**Habitat:** Caves, dungeons  
**Seeks Out:** Gold  
**Diet:** Nothing physical  
**Size:** Large  
 Magical  
 Intelligent

## Imp



**Habitat:** Caves, dungeons, eerie places  
**Seeks Out:** Other imps  
**Diet:** Omnivorous  
**Size:** Small  
 Magical  
 Intelligent

## Kraken



**Habitat:** Seas  
**Seeks Out:** Ships  
**Diet:** Carnivorous  
**Size:** Large  
 Magical  
 Intelligent

## Lava Lizard



**Habitat:** Volcanic areas  
**Seeks Out:** Lava  
**Diet:** Carnivorous  
**Size:** Medium

## Lich



**Habitat:** Dungeons, caves  
**Seeks Out:** Gold  
**Diet:** Nothing physical  
**Size:** Medium  
 Intelligent  
 Magical

## Lich Lord



**Habitat:** Dungeons, caves  
**Seeks Out:** Gold  
**Diet:** Nothing physical  
**Size:** Medium  
 Magical  
 Intelligent

## Lizard Man



**Habitat:** Desert, swamps, caves, dungeons  
**Seeks Out:** Gold  
**Diet:** Carnivorous  
**Size:** Medium  
 Intelligent

## Mong Bat



**Habitat:** Caves, dungeons  
**Seeks Out:** Gold  
**Diet:** Omnivorous  
**Size:** Small  
 Intelligent

## Mummy



**Habitat:** Deserts, eerie places  
**Seeks Out:** Gold  
**Diet:** Nothing physical  
**Size:** Medium  
 Intelligent

## Nightmare



**Habitat:** Swamps  
**Seeks Out:** Gold  
**Diet:** Carnivorous  
**Size:** Large  
 Magical  
 Intelligent

**Ogre**

**Habitat:** Forest, mountains  
**Seeks Out:** Gold, other ogres  
**Diet:** Carnivorous  
**Size:** Large  
 Intelligent

**Ogre Lord**

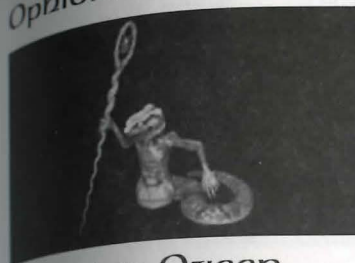
**Habitat:** Forests, mountains  
**Seeks Out:** Gold, other ogres  
**Diet:** Carnivorous  
**Size:** Large  
 Intelligent

**Ophidian Archmage**

**Habitat:** Deserts  
**Seeks Out:** Other ophidians  
**Diet:** Carnivorous  
**Size:** Medium  
 Magical  
 Intelligent

**Ophidian Knight**

**Habitat:** Deserts  
**Seeks Out:** Other ophidians  
**Diet:** Carnivorous  
**Size:** Medium  
 Intelligent

**Ophidian Mage**

**Habitat:** Deserts  
**Seeks Out:** Other ophidians  
**Diet:** Carnivorous  
**Size:** Medium  
 Magical  
 Intelligent

**Ophidian Queen**

**Habitat:** Deserts  
**Seeks Out:** Other ophidians  
**Diet:** Carnivorous  
**Size:** Medium  
 Magical  
 Intelligent

**Ophidian Warrior**

**Habitat:** Deserts  
**Seeks Out:** Other ophidians  
**Diet:** Carnivorous  
**Size:** Medium  
 Intelligent

**Orc**

**Habitat:** Caves, dungeons  
**Seeks Out:** Gold, other orcs  
**Diet:** Carnivorous  
**Size:** Medium  
 Intelligent

## ORC LORD



**Habitat:** Caves, dungeons  
**Seeks Out:** Gold, other orcs  
**Diet:** Carnivorous  
**Size:** Medium  
 Intelligent

## ORC Mage



**Habitat:** Caves, dungeons  
**Seeks Out:** Gold, other orcs, magic  
**Diet:** Carnivorous  
**Size:** Medium  
 Magical  
 Intelligent

## Phoenix



**Habitat:** Volcanic mountains  
**Seeks Out:** Hot places  
**Diet:** Carnivorous  
**Size:** Medium  
 Magical  
 Intelligent

## Poison Elemental



**Habitat:** Dungeons  
**Seeks Out:** Adventurers  
**Diet:** Nothing physical  
**Size:** Large  
 Magical  
 Intelligent

## Rat (Giant)



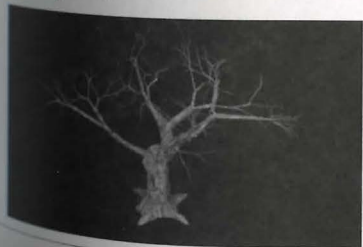
**Habitat:** Dungeons  
**Seeks Out:** Carrion, other giant rats  
**Diet:** Carnivorous  
**Size:** Medium

## Rat Man



**Habitat:** Caves, dungeons, swamp, desert  
**Seeks Out:** Gold, other rat men  
**Diet:** Carnivorous  
**Size:** Medium  
 Intelligent

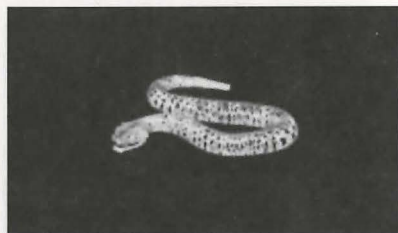
## Reaper



**Habitat:** Jungle, swamp, forest  
**Seeks Out:** Shadowy places  
**Diet:** Carnivorous  
**Size:** Medium

**Scorpion (Giant)**

**Habitat:** Caves, dungeons, deserts  
**Seeks Out:** Dark places  
**Diet:** Carnivorous  
**Size:** Medium

**Serpent (Ice)**

**Habitat:** Dungeons, arctic areas  
**Seeks Out:** Large game  
**Diet:** Carnivorous  
**Size:** Large

**Serpent (Lava)**

**Habitat:** Volcanic areas  
**Seeks Out:** Lava  
**Diet:** Carnivorous  
**Size:** Large

**Serpent (Sea)**

**Habitat:** Oceans  
**Seeks Out:** Ships  
**Diet:** Carnivorous  
**Size:** Large

**Skeleton**

**Habitat:** Dungeons and other haunted places  
**Seeks Out:** Dark places  
**Diet:** Nothing physical  
**Size:** Medium

**Skeleton Knight**

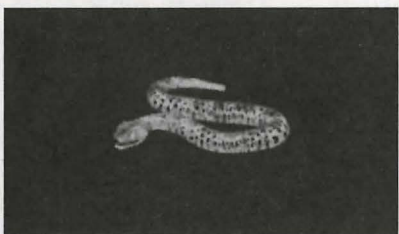
**Habitat:** Dungeons, other haunted places  
**Seeks Out:** Dark places  
**Diet:** Nothing physical  
**Size:** Medium

**Skeleton Mage**

**Habitat:** Dungeons, other haunted places  
**Seeks Out:** Dark places, magic  
**Diet:** Nothing physical  
**Size:** Medium  
 Magical  
 Intelligent

**Slime**

**Habitat:** Caves, dungeons  
**Seeks Out:** Gold, other slimes  
**Diet:** Omnivorous  
**Size:** Small

**Snake (Giant)**

**Habitat:** Forest, jungle  
**Seeks Out:** Brush  
**Diet:** Carnivorous  
**Size:** Large

**Snow Elemental**

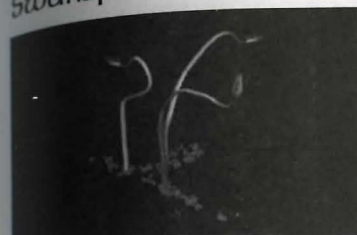
**Habitat:** Mountains  
**Seeks Out:** Cold places  
**Diet:** Nothing physical  
**Size:** Large  
 Intelligent

**Spider (Frost)**

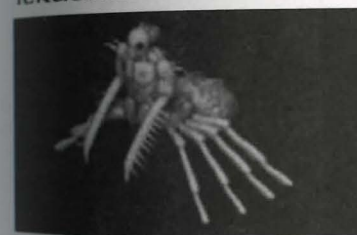
**Habitat:** Webs, caves, dungeons  
**Seeks Out:** Ice Caves  
**Diet:** Carnivorous  
**Size:** Medium  
 Intelligent

**Spider (Giant)**

**Habitat:** Caves, dungeons  
**Seeks Out:** Dark places  
**Diet:** Carnivorous  
**Size:** Medium

**Swamp Tentacles**

**Habitat:** Swamps  
**Seeks Out:** Food  
**Diet:** Carnivorous  
**Size:** Large  
 Intelligent

**Terathan Avenger**

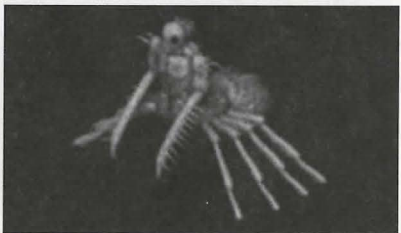
**Habitat:** Jungle  
**Seeks Out:** Terathan matriarchs  
**Diet:** Carnivorous  
**Size:** Large  
 Magical  
 Intelligent

**Terathan Drone**

**Habitat:** Jungle  
**Seeks Out:** Other terathans, gold  
**Diet:** Carnivorous  
**Size:** Medium  
 Intelligent

**Terathan Matriarch**

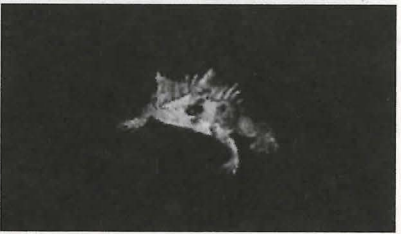
**Habitat:** Jungle  
**Seeks Out:** Gold  
**Diet:** Carnivorous  
**Size:** Large  
 Magical  
 Intelligent

**Terathan Warrior**

**Habitat:** Jungle  
**Seeks Out:** Other terathans, gold  
**Diet:** Carnivorous  
**Size:** Large  
 Intelligent

**Titan**

**Habitat:** Forest, mountains  
**Seeks Out:** Other titans, gold  
**Diet:** Carnivorous  
**Size:** Large  
 Magical  
 Intelligent

**Toad (Giant)**

**Habitat:** Swamps and other water, caves  
**Seeks Out:** Other toads  
**Diet:** Carnivorous  
**Size:** Medium

**Troll**

**Habitat:** Forests, mountains  
**Seeks Out:** Gold  
**Diet:** Carnivorous  
**Size:** Large  
 Intelligent

**Troll (Frost)**

**Habitat:** Mountains  
**Seeks Out:** Other frost trolls  
**Diet:** Carnivorous  
**Size:** Large  
 Intelligent

**Water Elemental**

**Habitat:** Oceans and rivers  
**Seeks Out:** Water  
**Diet:** Nothing physical  
**Size:** Large  
 Magical  
 Intelligent

**Wyvern**

**Habitat:** Caves, dungeons, mountains  
**Seeks Out:** Gold  
**Diet:** Carnivorous  
**Size:** Large  
 Intelligent



*Zombie*

**Habitat:** Dungeons  
**Seeks Out:** Gold  
**Diet:** Carnivorous  
**Size:** Medium  
Magical



# Weapons

## Weapons

**Required Strength** is how much Strength a character must have to use this weapon or wear this piece of armor.

**Skill** is the weapon skill that applies when you Use the weapon.

**Speed** is a relative measure of how quickly you can strike with the weapon.

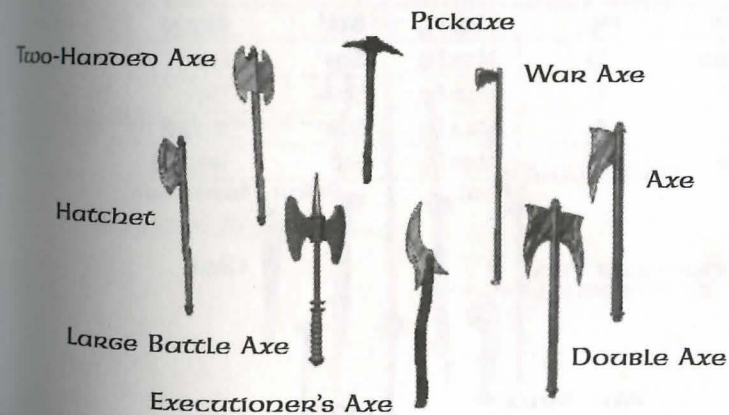
**Damage** is a relative measure of how much damage the weapon can inflict.

**Two Hands?** indicates whether two hands are necessary to wield the weapon.

**Protection** is a relative measure of how well the armor or shield protects you.

## Axes

Weapon	Req. Str.	Skill	Speed	Damage	Two Hands?
Axe	35	Swordsm.	Average	Average	Yes
Double Axe	35	Swordsm.	Average	Average	Yes
Executioner's Axe	35	Swordsm.	Slow	Average	Yes
Large Battle Axe	45	Swordsm.	Slow	High	Yes
Hatchet	15	Swordsm.	Average	Low	Yes
Pickaxe	25	Swordsm.	Slow	Low	
Two-Handed Axe	40	Swordsm.	Slow	High	Yes
War Axe	35	Mace Ftg.	Average	Average	



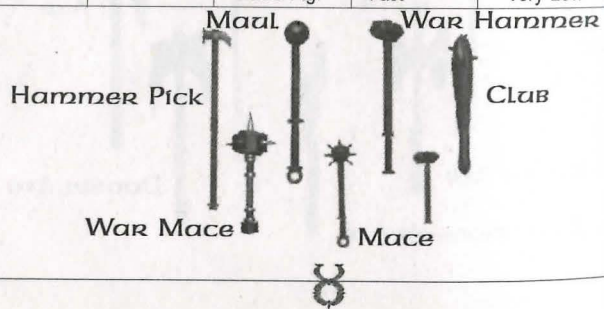
## Knives and Daggers

Weapon	Req. Str.	Skill	Speed	Damage	Two Hands?
Butcher Knife	5	Swordsm.	Average	Low	
Cleaver	10	Swordsm.	Average	Low	
Dagger	1	Fencing	Very Fast	Low	
Kryss	10	Fencing	Very Fast	Average	
Skinning Knife	5	Swordsm.	Average	Very Low	
Practice Foil	10	Fencing	Fast	Very Low	



## Maces and Hammers

Weapon	Req. Str.	Skill	Speed	Damage	Two Hands?
Club	10	Mace Ftg.	Average	Average	
Hammer Pick	35	Mace Ftg.	Slow	Average	Yes
Mace	20	Mace Ftg.	Slow	Average	
Maul	20	Mace Ftg.	Slow	Average	
Smithy Hammer	30	Mace Ftg.	Slow	Low	
War Hammer	40	Mace Ftg.	Slow	High	Yes
War Mace	30	Mace Ftg.	Slow	Average	
Practice Mace	10	Mace Ftg.	Fast	Very Low	



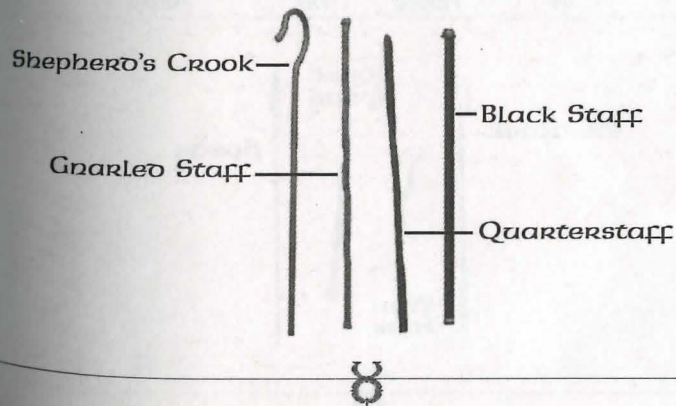
## Pole Arms

Weapon	Req. Str.	Skill	Speed	Damage	Two Hands?
Bardiche	40	Swordsm.	Very Slow	High	Yes
Halberd	45	Swordsm.	Very Slow	Very High	Yes



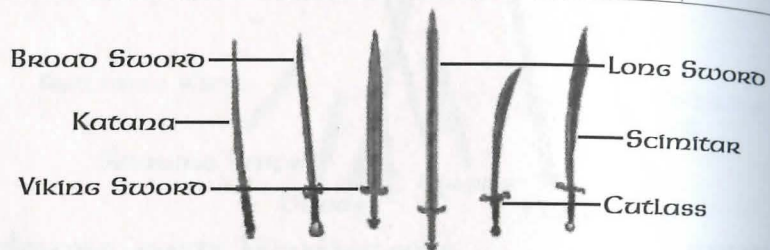
## Staves

Weapon	Req. Str.	Skill	Speed	Damage	Two Hands?
Black Staff	35	Mace Ftg.	Slow	Average	Yes
Gnarled Staff	20	Mace Ftg.	Slow	Average	Yes
Quarterstaff	30	Mace Ftg.	Fast	Average	Yes
Shepherd's Crook	10	Mace Ftg.	Slow	Low	Yes



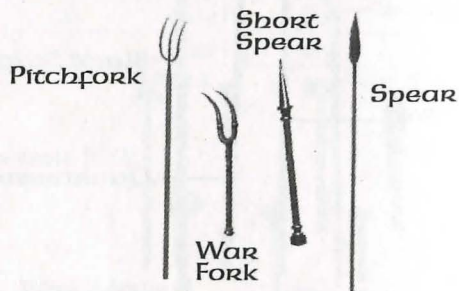
## Swords

Weapon	Req. Str.	Skill	Speed	Damage	Two Hands?
Broad Sword	25	Swordsm.	Fast	Average	
Cutlass	10	Swordsm.	Average	Average	
Katana	10	Swordsm.	Very Fast	Average	
Long Sword	25	Swordsm.	Slow	Average	
Scimitar	10	Swordsm.	Fast	Average	
Viking Sword	40	Swordsm.	Slow	Average	
Practice Sword	10	Swordsm.	Fast	Very Low	



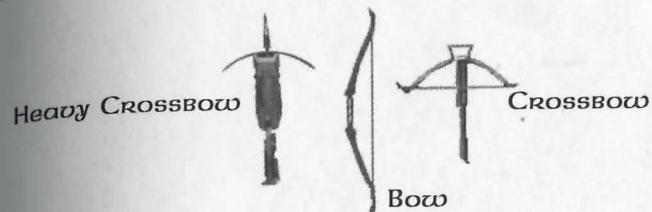
## Spears and Forks

Weapon	Req. Str.	Skill	Speed	Damage	Two Hands?
Pitchfork	15	Fencing	Fast	Low	Yes
Short Spear	15	Fencing	Fast	Average	
Spear	30	Fencing	Fast	Average	Yes
War Fork	35	Fencing	Fast	Average	



## Bows and Crossbows

Weapon	Req. Str.	Skill	Speed	Damage	Two Hands?
Bow	20	Archery	Very Slow	High	Yes
Crossbow	30	Archery	Very Slow	High	Yes
Heavy Crossbow	40	Archery	Very Slow	Very High	Yes
Practice Bow	10	Archery	Very Slow	Low	Yes





# Shields

## Shields

Type	Req. Str.	Protection
Buckler	15	Very Low
Chaos Shield	0	Very High
Heater Shield	30	High
Metal Shield	15	Low
Kite Shield (wooden)	30	Average
Order Shield	0	Very High
Round Bronze Shield	20	Low
Kite Shield (metal)	20	Low
Wooden Shield	5	Low

Buckler



Chaos Shield

Kite Shield  
(metal)

Heater

Metal  
ShieldKite  
Shield  
(wooden)

Order Shield



Round Bronze Shield

Wooden  
Shield



# ARMOR

## Armor

Type	Req. Str.	Protection
Bone (each piece)	40	Very High
Chainmail (each piece)	20	High
Leather		
Tunic, Cap, Female	15	Low
all other pieces	10	Low
Plate		
Female	20	Average
Gauntlets, Gorget	30	High
Arm Plates, Helm	40	High
Breast Plate, Leg Plates	60	High
Ringmail (each piece)	20	High
Studded Leather		
Gloves, Gorget, Sleeves, Bustier	25	Average
Leggings, Tunic, Female	35	Average
Additional Helmets		
Bascinet	10	Average
Closed Helm	40	Very High
Helmet	40	Very High
Norse Helm	40	Very High
Orc Helm	0	High
All Clothing	0	Very Low





Bone



Chainmail



Leather



Plate



Ringmail

Studded  
Leather

Bascinet



Closed Helm



Orc Helm

Helmet



Nose Helm



# Magic Items

## Magic Items

Scrolls and potions are not the only items that can have magical power bound to them. In your travels throughout Britannia, you may indeed encounter enchanted weapons, armor, clothing, rings, wands, staves and other objects capable of some magical effect. When you encounter a magic item, you can identify it by using the Item Identification skill on it.

Magic items that cast spells themselves are enchanted to hold a certain number of charges of that spell. Each time the item is used, a charge is expended. When the charges run out, the item will disintegrate. The exception to this rule is magic weapons which are enchanted with both spell charges and a magic bonus. In this case, when the charges are all expended the item will not disintegrate, and will keep its magical bonus.

## Magic Armor

Magic armor can provide a bonus to your armor rating for the location(s) it covers, or a bonus on the item's durability. Some provide both.

The first type is recognized by names like "a helmet of defense" or "a breast plate of fortification." The names from the weakest effect to the strongest are: defense, guarding, hardening, fortification, and invulnerability.

The second type can be recognized by names like "a durable helmet" or "a massive breast plate." The names in the range from weakest durability to strongest are: durable, substantial, massive, fortified and indestructible.

The stronger the effect, the less common the items with this effect will be in the world.

## Magic Weapons

Magic weapons can have the same durability effects as magic armor. Magic can also provide increased damage with the weapon, and increased proficiency with the weapon for the user.

The range of increased weapon damage is as follows: ruin, might, force, power, vanquishing.

The range of increased weapon proficiency is: accurate, surpassingly accurate, eminently accurate, exceedingly accurate, and supremely accurate.

Magic weapons can also have be enchanted so that they cause the following spell-like effects to be cast on the victim hit with the weapon: clumsiness, feble-mindedness, magic arrow, weakness, harm, paralyze, firebreath, curse, mana drain and lightning.

### **Magic Braziers and Statues**

Braziers and statues may be imbued with the following enchantments: restoration, healing, curing, agility, cunning, strength, protection, blessing, summoning creature, greater healing, clumsiness, feble-mindedness, weakening, wounding, mage's bane (Mana Drain), ghouls touch (Paralyzation), summoning air elementals, summoning earth elementals, summoning fire elementals, summoning water elementals, summoning daemons, cursing.

### **Magic Wands & Staves**

The following types of wands and staves exist in Britannia: identification, healing, clumsiness, feble-mindedness, weakening, magic arrow, harm, greater healing, dragon's breath (Fireball), thunder (Lighting), and mage's bane (Mana Drain).

### **Magical Clothing**

Magical Clothing can have the following effects: night eyes, protection, agility, cunning, strength, invisibility, spell reflection, feble-mindedness, clumsiness, weakness, blessings, cursed.

### **Magic Rings**

There are only two known types of magical rings in Britannia – a teleport ring and a ring of invisibility.



# Maps of the Towns

## Maps of the Towns

### Map Icons

**Directions.** All maps are oriented so that North is at the top. In the key for each city, each location has a compass direction — [NW], [SE], etc. These directions correspond to the general areas on the map for that city. (See the above scroll.)

Signposts point in the general direction you need to follow if you're traveling to a neighboring town.



### Map Keys

Map Keys are divided into categories. Each has a list of locations marked with an oval icon and a compass direction (see the above scroll). The letter inside each icon describes the category, and the number specifies a location within that category (S1 is the first shop, S2 the second shop, etc.).

- |                             |                                           |
|-----------------------------|-------------------------------------------|
| <b>A#</b> Arms & Armour     | <b>H#</b> Healing                         |
| <b>C#</b> Civic & Common    | <b>M#</b> Magic                           |
| <b>E#</b> Entertainment     | <b>S#</b> Shops                           |
| <b>F#</b> Food & Provisions | <b>T#</b> Taverns, Inns & Traveller's Aid |
| <b>G#</b> Guilds            | <b>U#</b> Unique Locations                |

Recurring locations are marked with two letters: (CC) Cemetery, (CG) City Gate, (CP) Guard Post, (CS) Stable, (CW) Warehouse and (GC) Counselors' Guildhall.

**SA** **SB** Teleporters are keyed numerically at their entrance point (a black box marked with a white number followed by "A") and exit points (a white box with the same number, followed by "B"). Some teleporters (marked "2", "3" etc.) allow two-way travel.

# Britain (West)

## Key to Both Maps (West and East)

### Arms & Armour

- (A1) The Lord's Arms (Blacksmith) [W]
- (A2) The Hammer and Anvil (Blacksmith) [NW]
- (A3) Quality Fletching (Bowyer) [C]
- (A4) Strength and Steel (Armourer) [C]
- (A5) Heavy Metal Armourer [C]
- (A6) Artistic Armour [SE]

### Civic & Common

- (C1) The First Bank of Britain [SW]
- (C2) Barracks [W]
- (C3) Britain Public Library [W]
- (C4) The First Library of Britain [S]
- (C5) Customs [S]
- (C6) The Bucking Horse Stables [N]
- (C7) Another Bank of Britain [E]
- (CS) Stables [W, SW]
- (CW) Warehouse [S, SE]
- (CC) Cemetery [NW]
- (CP) Guard Post [SW, C (x2)]
- (CG) Main Gate [C]

### Entertainment

- (E1) The King's Men Theater [C]

### Food & Provisions

- (F1) Good Eats (Bakery) [C]
- (F2) Britain's Premier Provisioner and Fish Shoppe [C]
- (F3) Profuse Provisions [SE]
- (F4) The Cleaver (Butcher's Shop) [S]

### Guilds

- (GC) Counselors' Guild Hall [N, SE]
- (G1) Warriors' Guild [SW]
- (G2) The Sorcerer's Delight: Shop, Library and Guild [N]
- (G3) Mining Cooperative [NW]
- (G4) Merchants' Guild [C]
- (G5) Order of Engineers [W]
- (G6) Artists' Guild [C]
- (G7) Cavalry Guild [NE]
- (G8) Britain's Blacksmith Guild [SW]

### Healing

- (H1) Britannia Animal Care (Veterinary Clinic) [N]
- (H2) Healer of Britain [C]

(Keys to Britain continued on page 250.)



# Britain (East)

## Key to Both Maps (continued)

### Magic

- (M1)** The Sorcerer's Delight: Shop, Library and Guild [N]  
**(M2)** Ethereal Goods (Magic Shop) [C]  
**(M3)** Sage Advice (Magic Shop) [SE]  
**(M4)** Incantations and Enchantments (Magic Shop) [E]

### Shops

- (S1)** The Saw Horse (Woodworking) [W]  
**(S2)** The Best Hides of Britain (Tanner) [W]  
**(S3)** Premier Gems (Jeweler) [S]  
**(S4)** The Lord's Clothiers [S]  
**(S5)** The Oaken Oar (Shipwright) [SW]  
**(S6)** The Right Fit (Tailor) [E]  
**(S7)** A Girl's Best Friend (Jeweler) [E]

### Taverns/ Inns & Traveller's Aid

- (T1)** The North Side Inn [N]  
**(T2)** Sweet Dreams (Inn) [C]  
**(T3)** The Blue Boar (Tavern) [S]  
**(T4)** The Cat's Lair (Tavern) [SW]  
**(T5)** The Unicorn's Horn (Tavern) [SE]  
**(T6)** The Wayfarer's Inn [E]  
**(T7)** The Salty Dog (Tavern) [E]

### Unique

- (U1)** Lord British's Castle [W]  
**(U2)** Blackthorn's Castle [N]  
**(U3)** Lord British's Conservatory of Music [N]  
**(U4)** The Chamber of Virtue (Temple) [E]  
**(U5)** Gazebo [NE]  
**(U6)** Thw Watch Tower [SE]



# Cove

## Key to the Map

### Arms & Armour

(A1) The Warrior's Supplies

### Civic & Common

(C1) Dock

(C2) City Gate

(C3) Guard Post

### Food & Provisions

(F1) The Farmer's Market

### Healing

(H1) The Healing Hand

### Unique

(U1) Orc Fort



# Jhelom

## Key to the Map

### Arms & Armour

- (A1) First Defense (Blacksmith) [N]
- (A2) Second Skin (Armourer) [N]
- (A3) Jhelom Armoury [E]
- (A4) Warrior's Bounty (Smith) [C]
- (A5) Deadly Intentions (Weapons) [NW]
- (A6) Call to Arms (Weapons) [E]

### Civic & Common

- (C1) Storage [S]
- (C2) Docks [NE, C, S, W]
- (C3) Jhelom Library [C]
- (CC) Cemetery [NW]
- (CG) City Gate [C, NE]
- (CP) Guard Post [C]
- (CW) Warehouse [C]
- (S2) Jhelom Bank and Jeweler [W]

### Entertainment

- (E1) Performing Arts Centre [S]

### Food & Provisions

- (F1) Baker's Dozen (Bakery) [NW]
- (F2) Needful Things (Provisions) [C]
- (F3) Finest Cuts (Butcher) [S]

### Guilds

- (GC) Counselors' Guild Hall [S]

- (G1) Brother's in Arms Warriors' Guild [NW]
- (G2) Hand of Death (Arm. Guild) [C]
- (G3) Farmer's Market (Guild) [C]

### Healing/Magic

- (H1) Jhelom Healer [C]
- (M2) Jhelom Mage [S]

### Shops

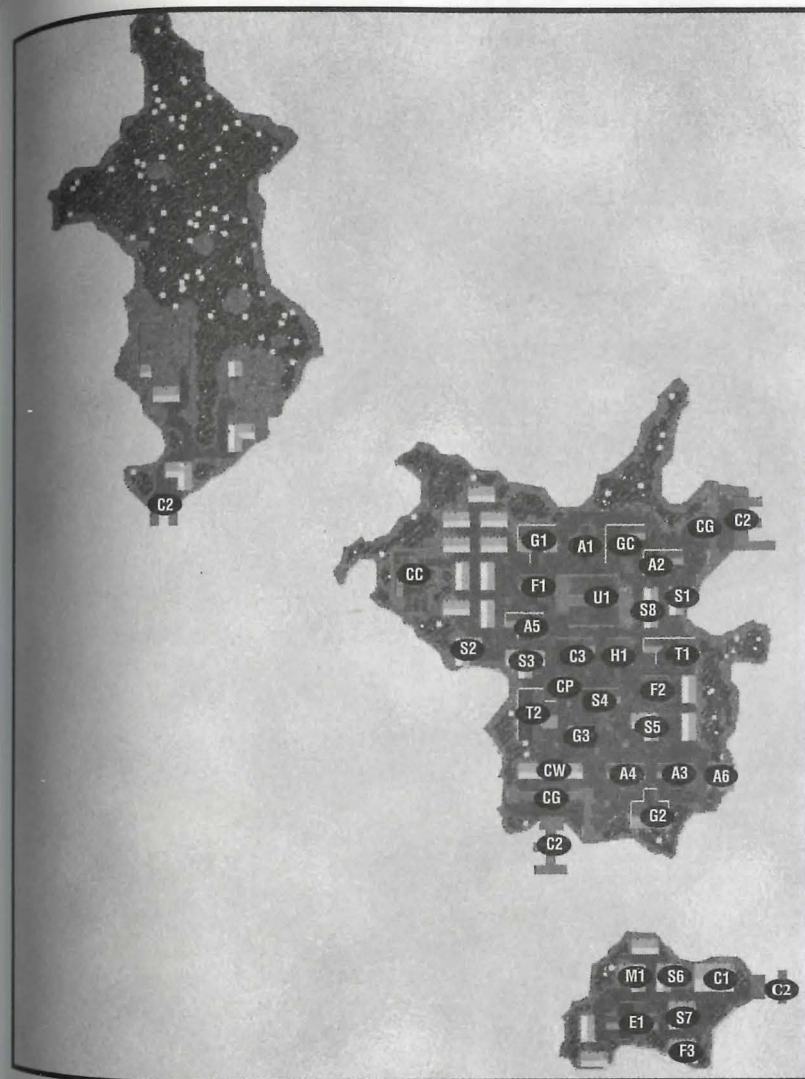
- (S1) Sailor's Keeper (Shipwright) [NE]
- (S2) Jhelom Bank and Jeweler [W]
- (S3) Adventurer's Needle (Tailor) [W]
- (S4) Gadgets and Things (Tinker) [C]
- (S5) From Tree to Yew (Woodworker) [C]
- (S6) The Pearl of Jhelom (Jeweler) [S]
- (S7) Jhelom's Fine Tailoring [S]
- (S8) Ocean's Treasure (Fish Shop) [N]

### Taverns/Inns & Traveller's Aid

- (T1) The Horse's Head (Tavern) [E]
- (T2) The Morning Star Inn [W]

### unique

- (U1) Jhelom Dueling Pit [N]





# Magincia

## Key to the Map

### Civic & Common

- (C1) Temple [NE]
- (C2) Magincia Parliament [SE]
- (C3) Docks [SW]
- (C4) Bank of Magincia [E]

### Food & Provisions

- (F1) The Baker's Dozen [SE]

### Guilds

- (GC) Counselors' Guild Hall [C]
- (G1) Magincia Miner's Guild [W]
- (G2) Fishermen's Guild & Supplies [S]
- (G3) The Merchants' Guild [S]

### Healing

- (H1) Healer of Magincia [S]

### Magic

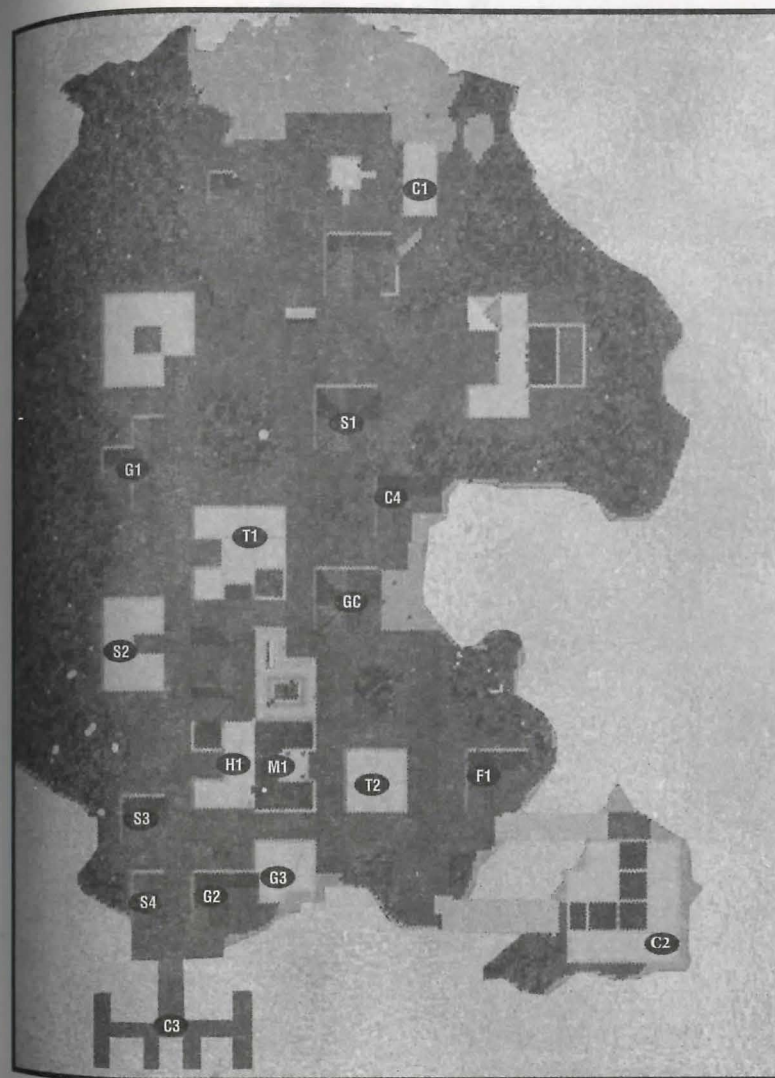
- (M1) Magincia's Magicka [S]

### Shops

- (S1) The Tic-Toc Shop (Tinker) [E]
- (S2) The Family Jewels (Jeweler) [W]
- (S3) Stitchin' Time (Tailor) [SW]
- (S4) The Furled Sail (Shipwright) [SW]

### Taverns/Inns & Traveller's Aid

- (T1) The Stag and Lion Inn [C]
- (T2) The Great Horns Tavern [SE]



# Minoc

## Key to the Map

### Arms & Armour

- (A1) The Forgery (Blacksmith) [S]  
 (A2) Warrior's Battle Gear (Armourer) [S]

### Civic & Common

- (C1) Minoc Town Hall [W]  
 (C2) Bank of Minoc [S]  
 (CS) Stable [N]

### Entertainment

- (E1) The Mystical Lute (Music Hall) [SW]

### Food & Provisions

- (F1) The Slaughtered Cow (Butcher) [NW]  
 (F2) The Old Miner's Supplies (Provisioner) [N]  
 (F3) The Survival Shop (Provisioner) [S]

### Healing

- (H1) The Healing Hand (Healer) [SE]

### Guilds

- (GC) Counselors' Guild Hall [N]  
 (G1) The New World Order (Warriors' Guild) [N]  
 (G2) The Golden Pick Axe (Mining Cooperative) [N]  
 (G3) The Matewan (Miner's Guild) [C]

### Shops

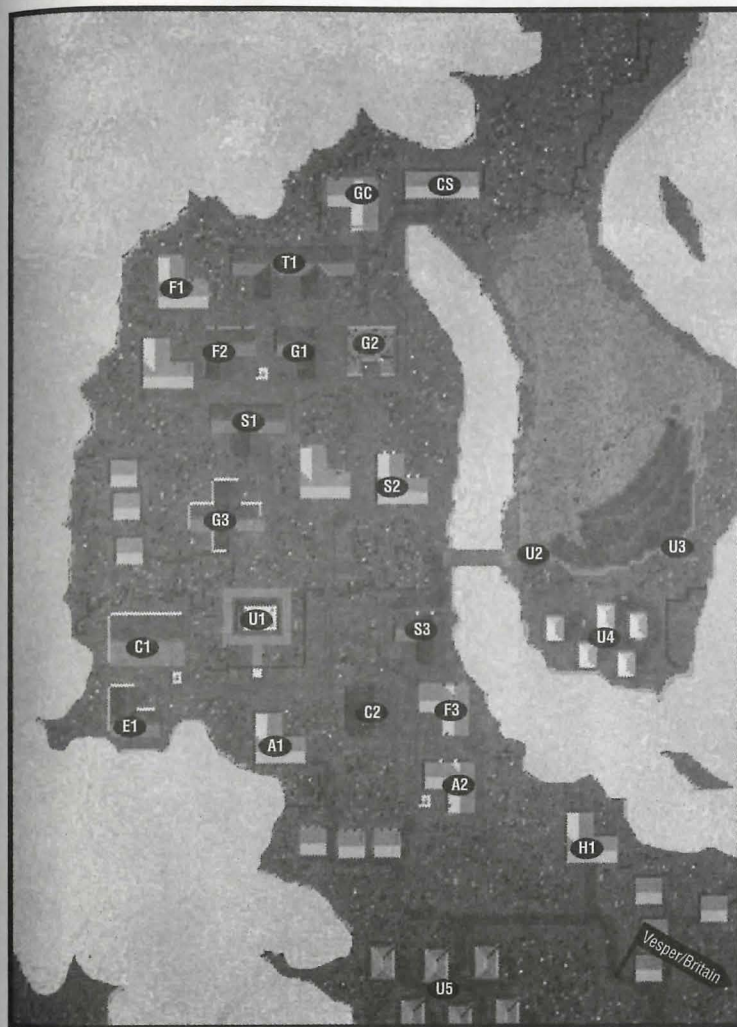
- (S1) Gears and Gadgets (Tinker) [N]  
 (S2) The Oak Throne (Architect) [C]  
 (S3) The Stretched Hide (Tanner) [C]

### Taverns/Inns & Traveller's Aid

- (T1) The Barnacle (Tavern) [N]

### Unique

- (U1) Statue [C]  
 (U2) Cave [E]  
 (U3) Mt. Kendall [E]  
 (U4) Mining Camp [E]  
 (U5) Gypsy Camp [S]



# Moonglow

## Key to the Map

### Arms & Armour

- (A1) The Mighty Axe (Weapons)[NW]  
 (A2) Second Defense Armoury [C]

### Civic & Common

- (CC) Cemetery [S]  
 (C1) Lycaenum [NW]  
 (C2) Moongate [C]  
 (C3) First Bank of Moonglow [C]

### Food & Provisions

- (F1) The Scholar's Goods (Provisioner)  
 [C]  
 (F2) Farmer's Market [C]  
 (F3) Mage's Bread (Bakery) [C]  
 (F4) The Fatted Calf (Butcher) [C]

### Guilds

- (GC) Counselors' Guild Hall [C]  
 (G1) Encyclopedia Magicka (Guild of  
 Mages)[C]  
 (G2) Moonglow Academy of Arts  
 (Artist's Guild) [C]  
 (G3) The Sorcerer's Guild [SE]  
 (G4) Tinker's Guild [C]  
 (G5) Illusionist's Guild [E]

### Magic

- (M1) Moonglow Reagent Shop [C]  
 (M2) Moonglow's Finest Alchemy [C]

### Healing

- (H1) Moonglow Healer [C]

### Shops

- (S1) Scholar's Cut (Tailor) [C]  
 (S2) The Mage's Seat (Woodworker)[C]  
 (S3) Herbal Splendor (Herbalist) [C]

### Taverns/Inns & Traveller's Aid

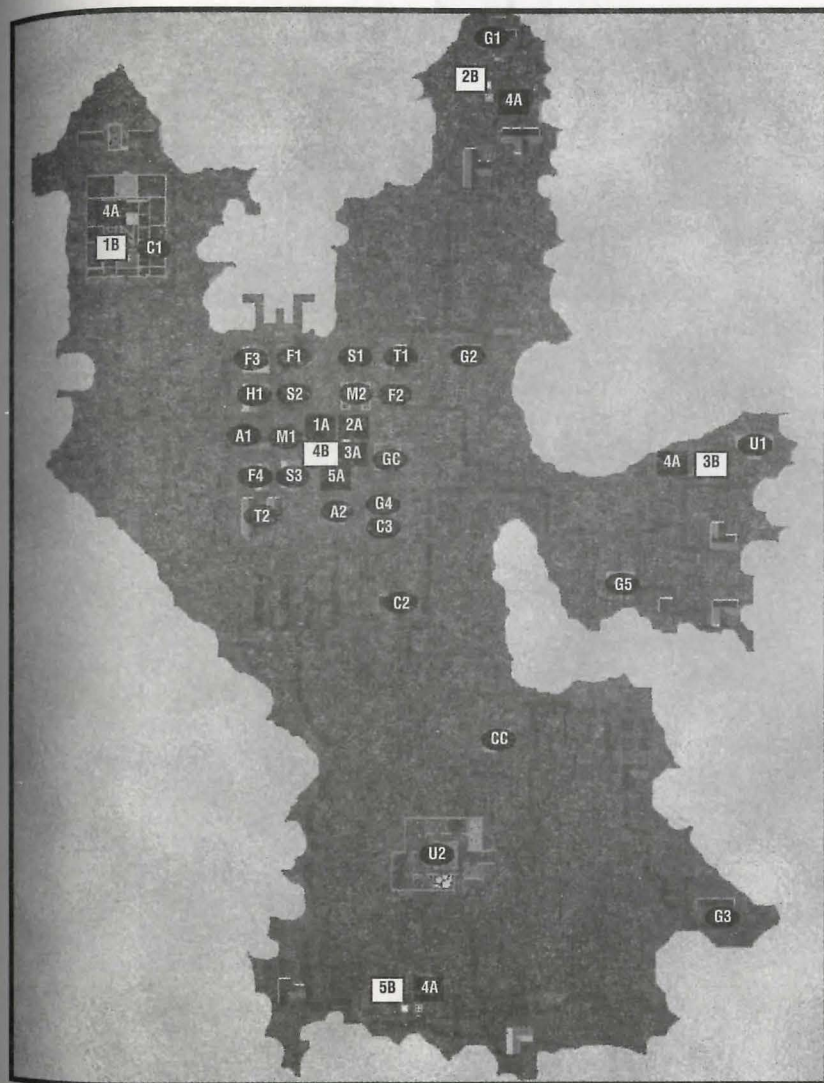
- (T1) Moonglow Student Hostel [C]  
 (T2) The Scholar's Inn [C]

### Unique

- (U1) Telescope [E]  
 (U2) Zoo [S]

### Intracity Teleporters

- (1A) Teleporter entrance to 1B [C]  
 (1B) Teleporter exit from 1A [NW]  
 (2A) Teleporter entrance to 2B [C]  
 (2B) Teleporter exit from 2A [NE]  
 (3A) Teleporter entrance to 3B [C]  
 (3B) Teleporter exit from 3A [E]  
 (4A) Teleporter entrance to 4B [NW,  
 NE, E, S]  
 (4B) Teleporter exit from 4A [C]  
 (5A) Teleporter entrance to 5B [C]  
 (5B) Teleporter exit from 5A [S]



# Nujel'm

## Key to the Map

### Arms & Armour

- (A1) Nujel'm Blacksmith (Market Stall) [NW]  
 (A2) Public Smithing (Market Stall) [NW]

### Civic & Common

- (C1) Debtor's Prison [S]  
 (C2) Dock [SE]  
 (C3) Bank of Nujel'm [SE]  
 (C4) Jail [S]  
 (C5) Court [S]  
 (CC) Cemetery [NW]  
 (CP) Guard Post [NW, N (x2), W (x2)]

### Entertainment

- (E1) Nujel'm Theater [C]  
 (E2) Chess Board [S]

### Food & Provisions

- (F1) Nujel'm Butcher (Market Stall) [NW]

### Guilds

- (GC) Counselors' Guild Hall [NE]  
 (G1) Merchant's Association [S]  
 (G2) Bardic Guild [N]

### Shops

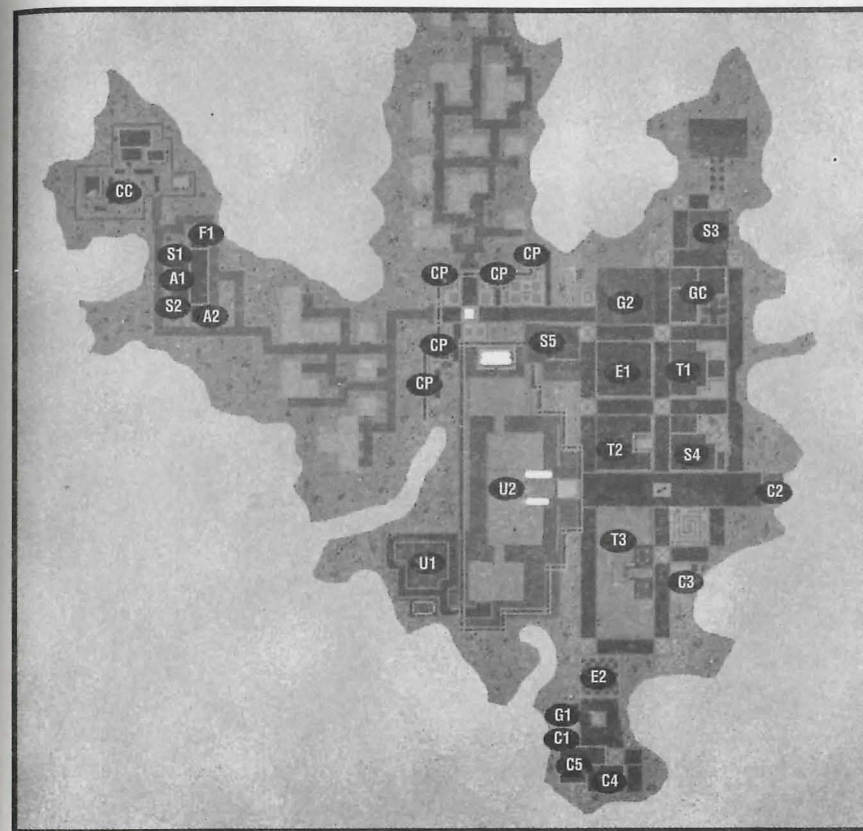
- (S1) Nujel'm Tannery (Market Stall) [NW]  
 (S2) Nujel'm Bowyer (Market Stall) [NW]  
 (S3) Jewel of the Isle [NE]  
 (S4) Tailor of the Isle [E]  
 (S5) Seaborne Ships [C]

### Taverns/Inns & Traveller's Aid

- (T1) Mystical Spirits (Tavern) [E]  
 (T2) The Silver Bow (Tavern) [C]  
 (T3) Restful Slumber (Inn) [S]

### Unique

- (U1) Garden [SW]  
 (U2) Palace [C]



# Ocillo

## Key to the Map

### Arms & Armour

(A1) Hammer & Steel Smithy [W]

### Civic & Common

(C1) Ocillo Public Library [NW]

(C2) Docks [S]

(C3) Bank of Ocillo [N]

### Entertainment

(E1) The First Academy of Music  
(Theater) [N]

### Food & Provisions

(F1) Now You're Cookin' (Baker) [W]

(F2) Last Chance Provisioners [W]

(F3) Sweet Meat (Butcher) [S]

### Guilds

(GC) Counselors' Guild Hall [N]

(G1) The Sorcerer's Guild [NW]

(G2) The Bardic Guild [N]

### Healing

(H1) Healer of Ocillo [W]

### Shops

(S1) Paint and More (Painter) [NW]

(S2) A Stitch in Time (Tailor) [C]

(S3) Better Leather Tannery [W]

(S4) Anchors Aweigh (Shipwright)  
[SW]

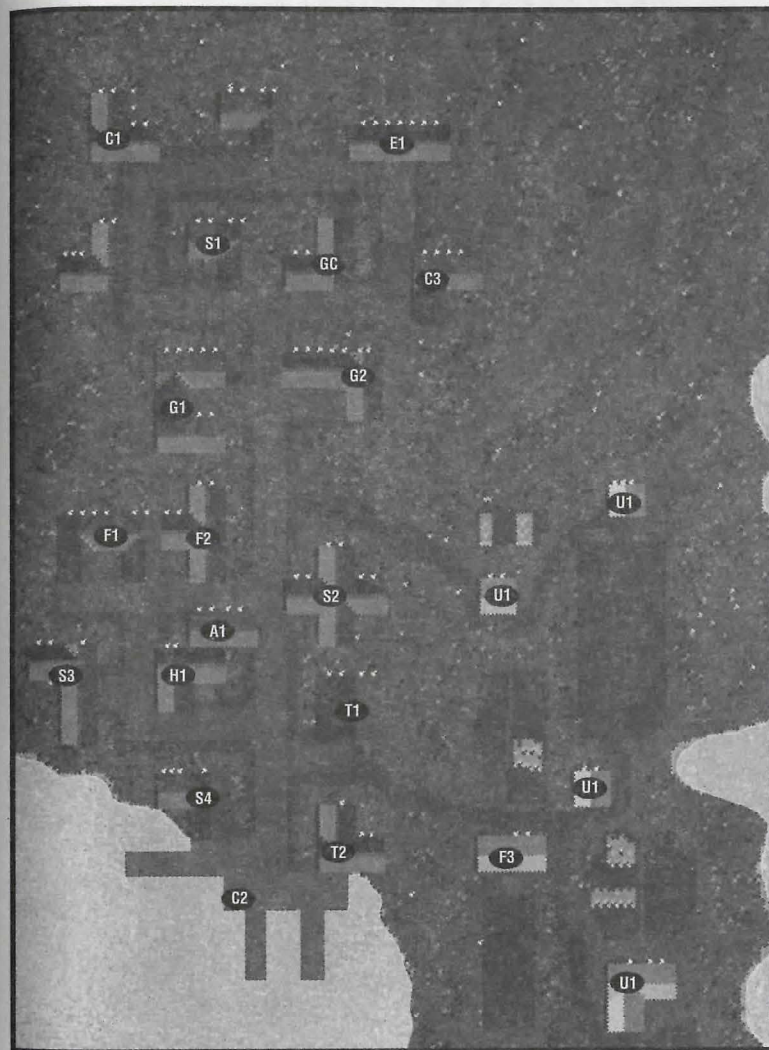
### Taverns/Inns & Traveller's Aid

(T1) The Bountiful Harvest (Inn) [C]

(T2) The Albatross (Tavern) [S]

### Unique

(U1) Farm [E (x2), SE (x2)]



# Serpent's Hold

## Key to the Map

### Arms & Armour

- (A1) Serpent's Arms (Weapons) [C]  
 (A2) Blacksmith [C]

### Civic & Common

- (C1) Dock [C (x2)]  
 (C2) Island Stables [SW]  
 (C3) Barracks [NE]  
 (C4) Bank [SW]  
 (CS) Serpent's Hold Stableri [E]  
 (CP) Guard Post [N, NE, W, C, S, SE]  
 (CG) City Gate [N]

### Food & Provisions

- (F1) Plenty O' Dough (Bakery) [N]  
 (F2) Supplies [N]  
 (F3) Serpent's Hold Meats (Butcher) [SW]

### Guilds

- (GC) Counselors' Guild Hall [N]  
 (G1) The Warriors' Guild [E]  
 (G2) Serpent Warriors [NE]

### Healing

- (H1) Healer [N]  
 (H2) Serpent's Hold Healer [C]

### Magic

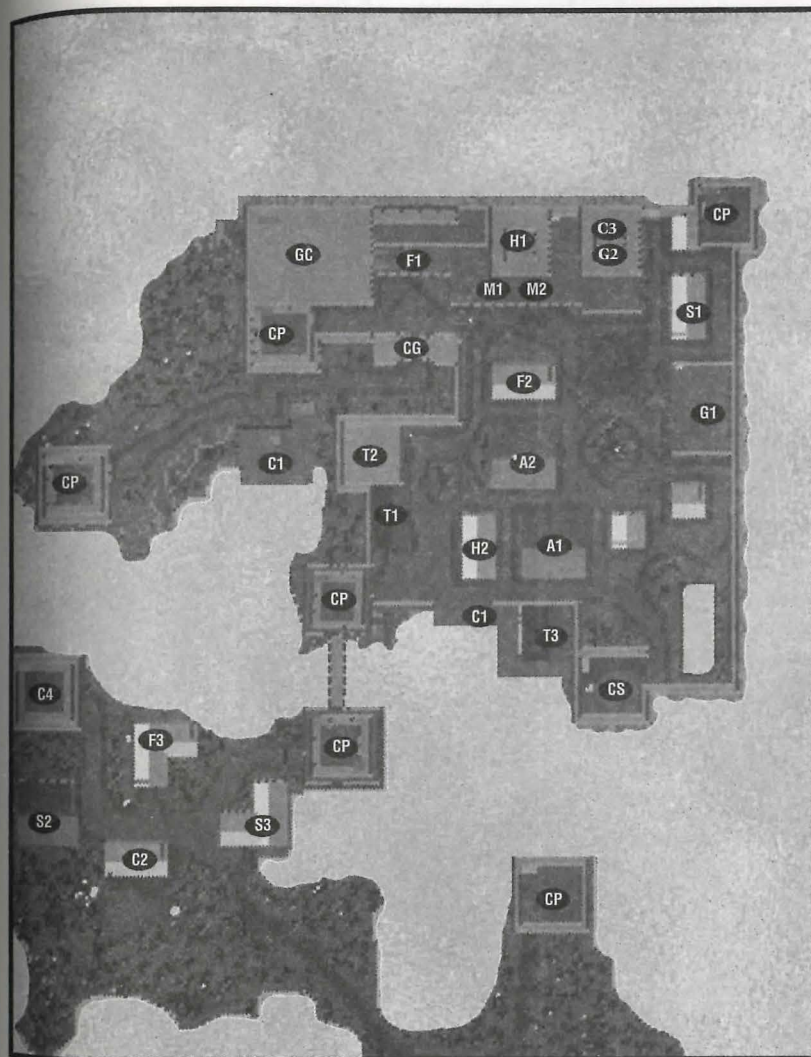
- (M1) Serpent's Spells [N]  
 (M2) Britannian Herbs [N]

### Shops

- (S1) Silver Serpent Bows [NE]  
 (S2) Silver Serpent Tailors [SW]  
 (S3) Tinker of the Isle [S]

### Taverns/Inns & Traveller's Aid

- (T1) The Dog and Lion Pub [C]  
 (T2) The Broken Arrow Inn [C]  
 (T3) Fisherman's Brew [C]



# Skara Brae

## Key to the Map

### Arms & Armour

(A1) More Than Just Mail (Armourer) [N]  
 (A2) Gore Galore (Weapons) [NE]  
 (A3) On Guard Armoury [C]

### Civic & Common

(C1) Skara Brae Town Hall [W]  
 (C2) Docks [S, SE]  
 (C3) Bank of Skara Brae [N]  
 (CS) Stable [NW]

### Food & Provisions

(F1) Farmer's Market [N]  
 (F2) Bountiful Meats (Butcher) [C]  
 (F3) Sundry Supplies (Provisioner) [S]

### Guilds

(GC) Counselors' Guild Hall [N]  
 (G1) Rangers' Guild [NW]

### Healing

(H1) Healer of Skara Brae [C]

### Magic

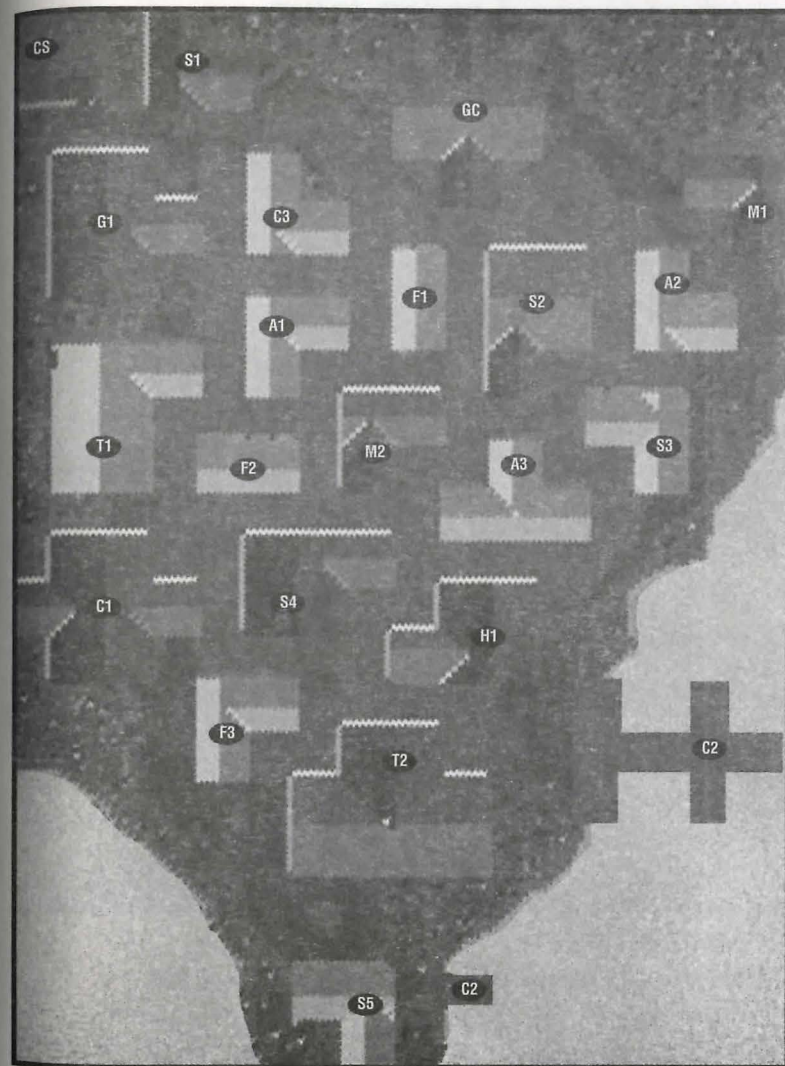
(M1) Mystic Treasure (Reagents) [NE]  
 (M2) Mage's Menagerie (Magic Shop) [C]

### Shops

(S1) Beasts of Burden (Animal Supplies) [NW]  
 (S2) Builder's Delight (Carpenter) [N]  
 (S3) Shear Pleasure (Tailor) [E]  
 (S4) Bloody Bowman (Bowyer) [C]  
 (S5) Superior Ships (Shipwright) [S]

### Taverns/Inns & Traveller's Aid

(T1) The Shattered Skull (Tavern) [W]  
 (T2) The Falconer's Inn [S]



# Trinsic

## Key to the Map

### Arms & Armour

- (A1) Shining Path Armoury [N]  
 (A2) Honorable Arms (Weapons) [C]

### Civic & Common

- (C1) Barracks [N]  
 (C2) Trinsic Royal Bank [N]  
 (C3) Meeting Hall [N]  
 (C4) Jail [W]  
 (C5) First Trinsic Stablers [C]  
 (C6) Bank of Britannia: Trinsic Branch [SW]  
 (C7) Docks [SE]  
 (C8) Trinsic Stablers [NW]  
 (CG) Smuggler's Gate [SE]  
 (CP) Guard Post [NW (x2), W, SE, E]

### Food & Provisions

- (F1) The Trinsic Cut (Butcher) [SE]  
 (F2) Britannia Provisions [W]  
 (F3) Baked Delights (Baker) [C]

### Guilds

- (GC) Counselors' Guild Hall [NW, S]  
 (G1) Tinkers' Guild [NW]  
 (G2) Brotherhood of Trinsic (Warriors' Guild) [N]  
 (G3) Paladin's Library [NE]

- (G4) Sons of the Sea (Guild of Fishermen) [SE]

### Healing

- (H1) Trinsic Healer [C]

### Magic

- (M1) Encyclopedia Magicka [NW]

### Shops

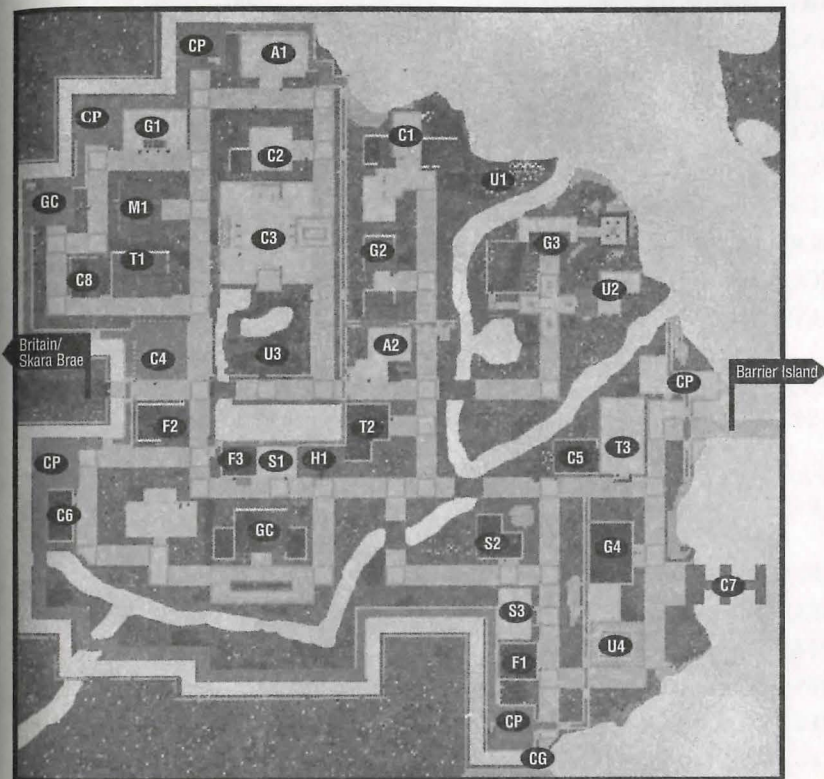
- (S1) The Pearl of Trinsic (Jeweler) [C]  
 (S2) Adventurer's Clothing (Tailor) [SE]  
 (S3) Trinsic Fine Skins (Tanner) [SE]

### Taverns/Inns & Traveller's Aid

- (T1) The Traveller's Inn [NW]  
 (T2) The Keg and Anchor (Tavern) [C]  
 (T3) The Rusty Anchor (Inn) [C]

### Unique

- (U1) Training Grounds [NE]  
 (U2) Trinsic Training Hall [NE]  
 (U3) Garden [C]  
 (U4) Marketplace [SE]





# Vesper

## Key to the Map

### Arms & Armour

- (A1) Warrior's Companion (Armourer) [W]  
 (A2) The Ironworks [C]

### Civic & Common

- (C1) The Mint of Vesper [N]  
 (C2) Docks [E (x2)]  
 (C3) Vesper Museum [S]  
 (C4) Vesper Customs [SE]  
 (CC) Cemetery [W]  
 (CP) Guard Post [SW]

### Entertainment

- (E1) The Musician's Hall [N]

### Food & Provisions

- (F1) The Adventurer's Supplies (Provisioner) [NE]  
 (F2) The Twisted Oven (Bakery) [E]  
 (F3) Farmer's Market [E]  
 (F4) The Butcher's Knife [E]  
 (F5) Fisherman's Wharf [E]  
 (F6) The Adventurer's Friend [C]  
 (F7) The Busy Bees (Beekeeper) [N]

### Magic

- (M1) The Bubbling Brew (Mage) [N]  
 (M2) The Magical Light [N]  
 (M3) The Magician's Friend [E]

### Guilds

- (GC) Counselors' Guild Hall [S]  
 (G1) The Fishermen's Guild [E]  
 (G2) The Circles of Magic [N]  
 (G3) The Champion's of Light (Warriors' Guild) [C]  
 (G4) The Ore of Vesper (Mining Cooperative) [N]

### Healing

- (H1) Healer of Vesper [C]

### Shops

- (S1) The Spinning Wheel (Tailor) [two locations -C, NE]  
 (S2) The Colored Canvas (Painter) [N]  
 (S3) The Shimmering Jewel [N]  
 (S4) The Ranger's Tool (Bowyer) [W]  
 (S5) The Gadget's Corner (Tinker) [C]  
 (S6) The Hammer and Nail (Carpenter) [C]  
 (S7) The Majestic Boat (Shipwright) [E]  
 (S8) Tanner's Shop [S]

### Taverns/Inns & Traveller's Aid

- (T1) Vesper Youth Hostel (Inn) [SE]  
 (T2) The Marsh Hall (Tavern) [C]  
 (T3) The Ironwood Inn [SW]



# Yew

## Key to the Map

### Civic & Common

- (C1) Britannia Prison [NW]
- (C2) Storeroom [NW]
- (C3) Courtroom [NW]
- (C4) Bank [NE]
- (CC) Cemetery [SE]

### Food & Provisions

- (F1) Yew's Finest Cuts [C]
- (F2) The Jolly Baker [C]

### Guilds

- (GC) Counselors' Guild Hall [E]

### Healing

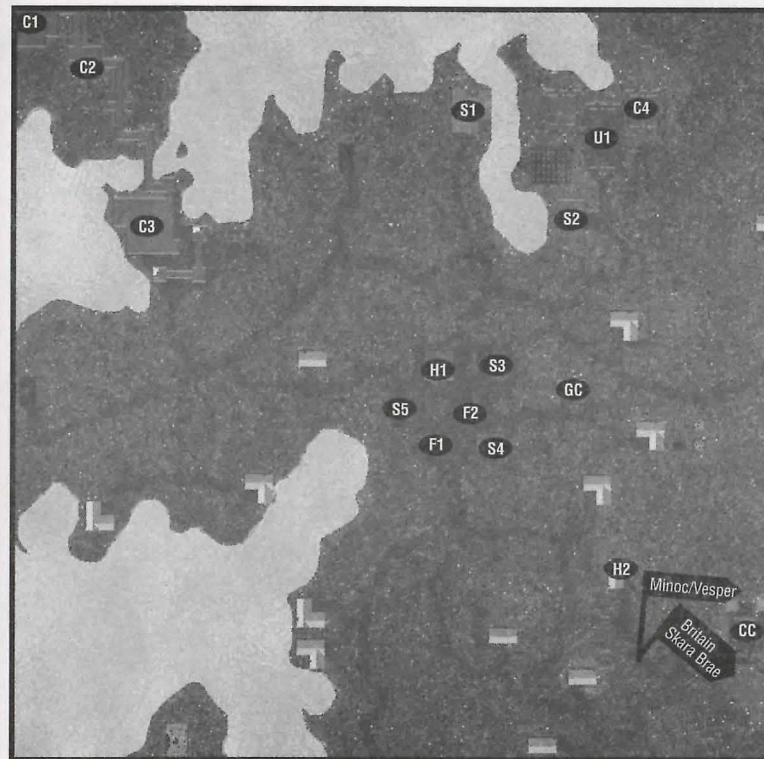
- (H1) Healer of Yew [C]
- (H2) Deep Forest Healing [SE]

### Shops

- (S1) Yew Mill [N]
- (S2) Ye Olde Winery [NE]
- (S3) The Sturdy Bow (Bowyer) [C]
- (S4) Bloody Thumb Woodworks [C]
- (S5) The Tanned Hide [C]

### Unique

- (U1) Empath Abbey [NE]



# Delucia

## Key to the Map

### Arms & Armour

(A1) Zoot's Hammer [C]

### Civic & Common

(C1) Watch Tower and Keep [N]

(C2) Ye Olde Eleventh Bank [C]

(CG) Watch Gates [E, NW, SE]

(CS) Stables [E]

### Food & Provisions

(F1) The Supply Depot [C]

### Healing

(H1) Healer [W]

### Magic

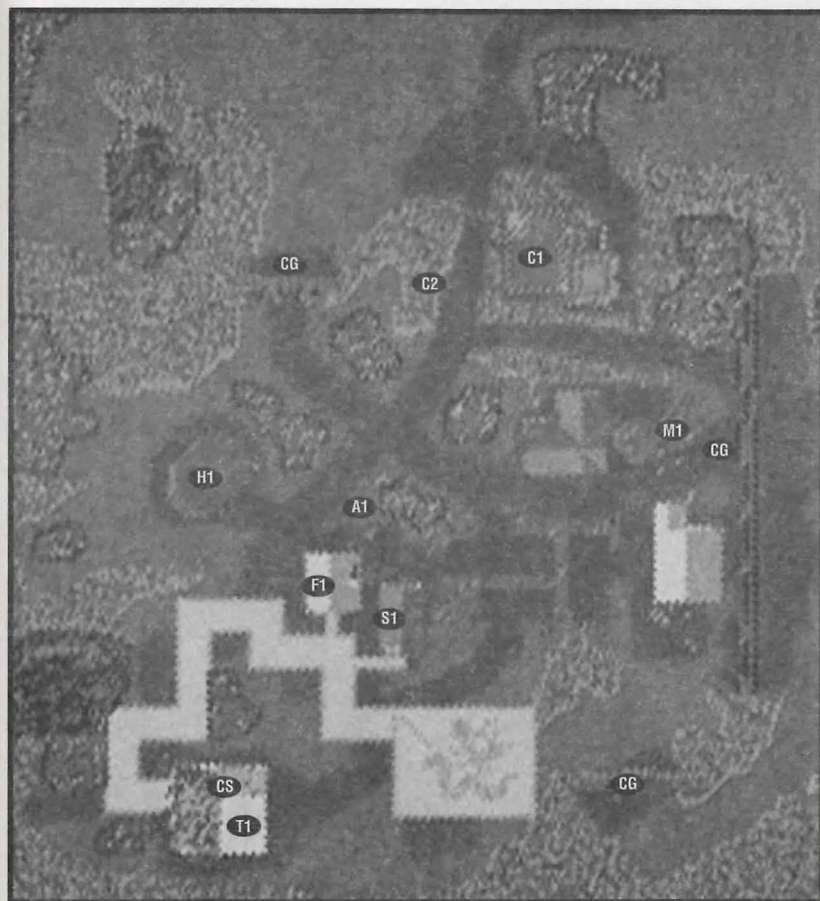
(M1) Hut o' Magics [E]

### Shops

(S1) Tailor [C]

### Taverns/Inns & Traveller's Aid

(T1) The Barely Inn [SW]



# Papua

## Key to the Map

### Arms & Armour

(A1) The Revenge Shoppe (Blacksmith)  
[SE]

### Civic & Common

(C1) Ye Olde Loan & Savings [NW]  
(C2) Docks [SE]  
(CS) Southside Stables [SW]

### Food & Provisions

(F1) The Southside Butchery [SW]  
(F2) Adventure Outfitters [S]  
(F3) Nature's Best Baked Goods [C]

### Healing

(H1) The Healing Hand [C]

### Magic

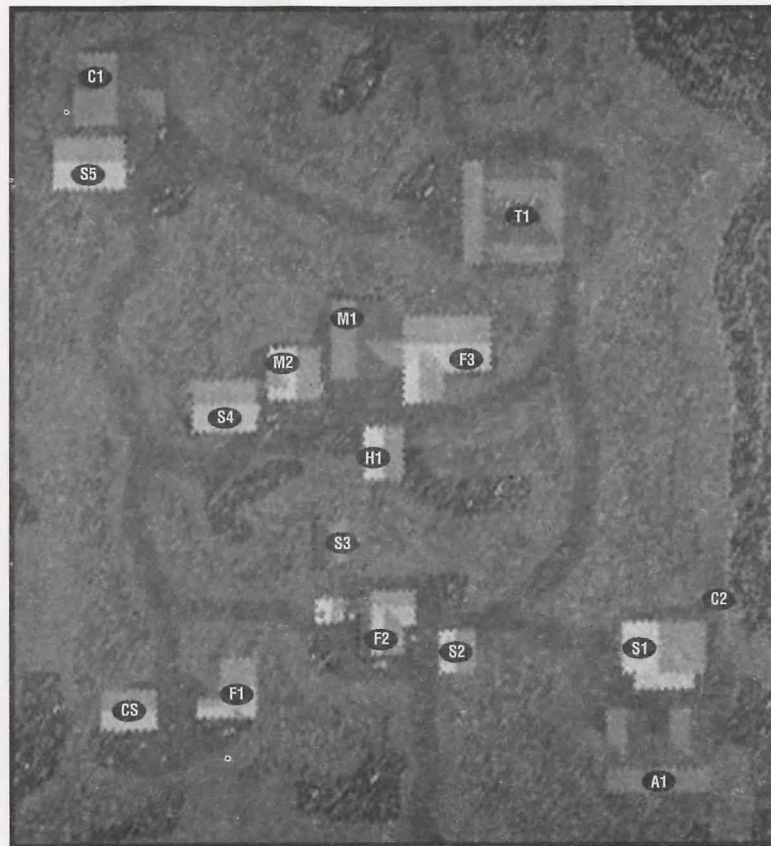
(M1) Tricks of the Trade [C]  
(M2) The Reagent Shoppe [C]

### Shops

(S1) Pier 39 (Shipwright) [SE]  
(S2) Tailor [S]  
(S3) Tinker's Paradise [S]  
(S4) The Carpentry House [C]  
(S5) Strange Rocks (Jeweler) [NW]

### Taverns/Inns & Traveller's Aid

(T1) The Just Inn [NE]



Popo

