



ULTIMA™ ONLINE  
THE SECOND AGE™

Playguide

# ULTIMA™ ONLINE

## THE SECOND AGE™



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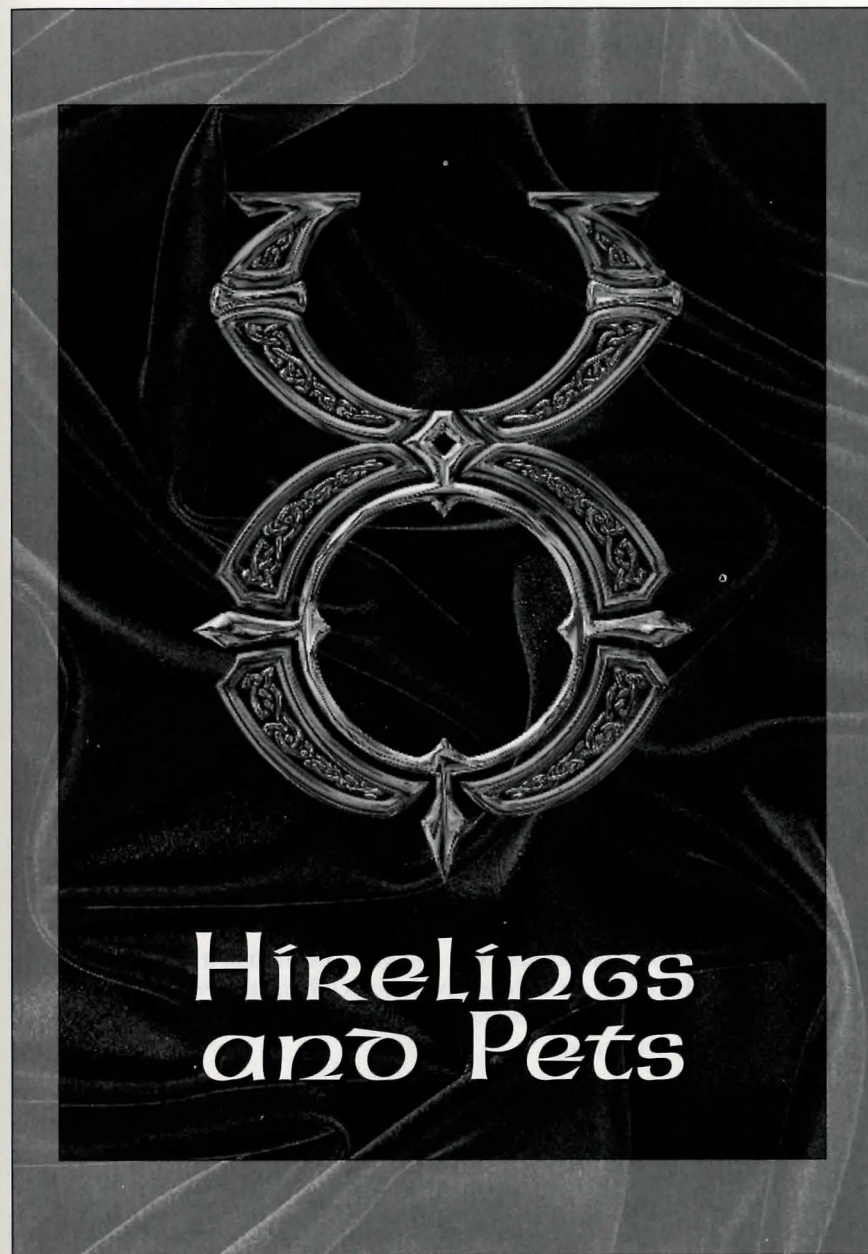
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# Hirelings and Pets

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, 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 may have to leave exposed. They can also guard your possessions while you're dead and seeking resurrection. While you are in battle, they can fight by your side.

## 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 of the caster.

## Naming Pets

If you are the owner of an animal, you can give the animal a name. Just click on the pet and then drag off of it to open up its Character Window. 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. 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 **Q** 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 with which you left your animal. 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 the 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.)

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"	

## 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.

## Stop

Cancels any current orders to guard or follow.

## Mounts

Horses, llamas and ostars 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





## HIRELINGS AND PETS

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.

### Pack Horses

Certain horses can be bought to act as beasts of burden. Pack horses can extend the amount of weight you can safely carry and allow easier transportation of your hard earned goods.

### 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. (Unless you are on a mount.) 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.*

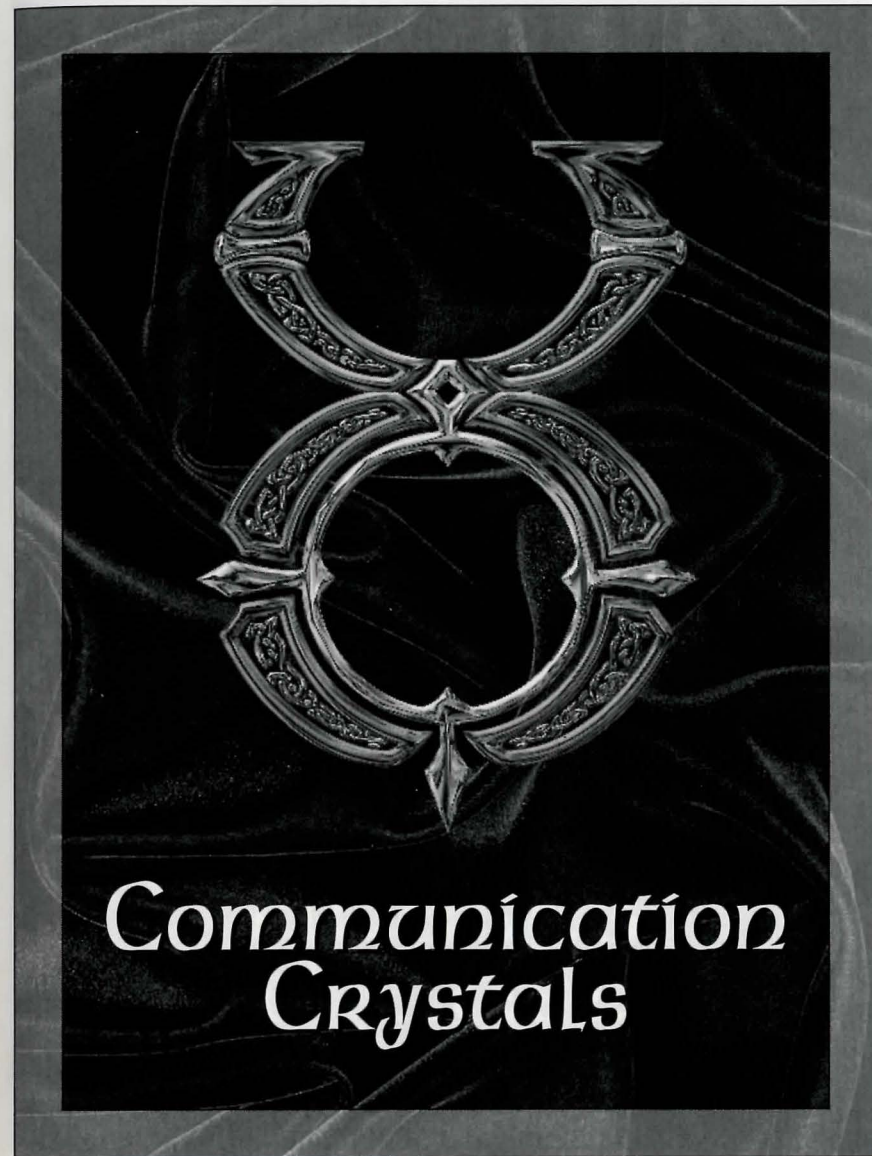
If a pet is in guard mode, and a human comes near the guarded object or attempts to use it, the pet will become annoyed in response to a potential threat. This does not mean that it is going wild or becoming disloyal.

*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. The online chat feature is more robust, and allows for better communication.

#### 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 activate a crystal, use the crystal and target it. 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).

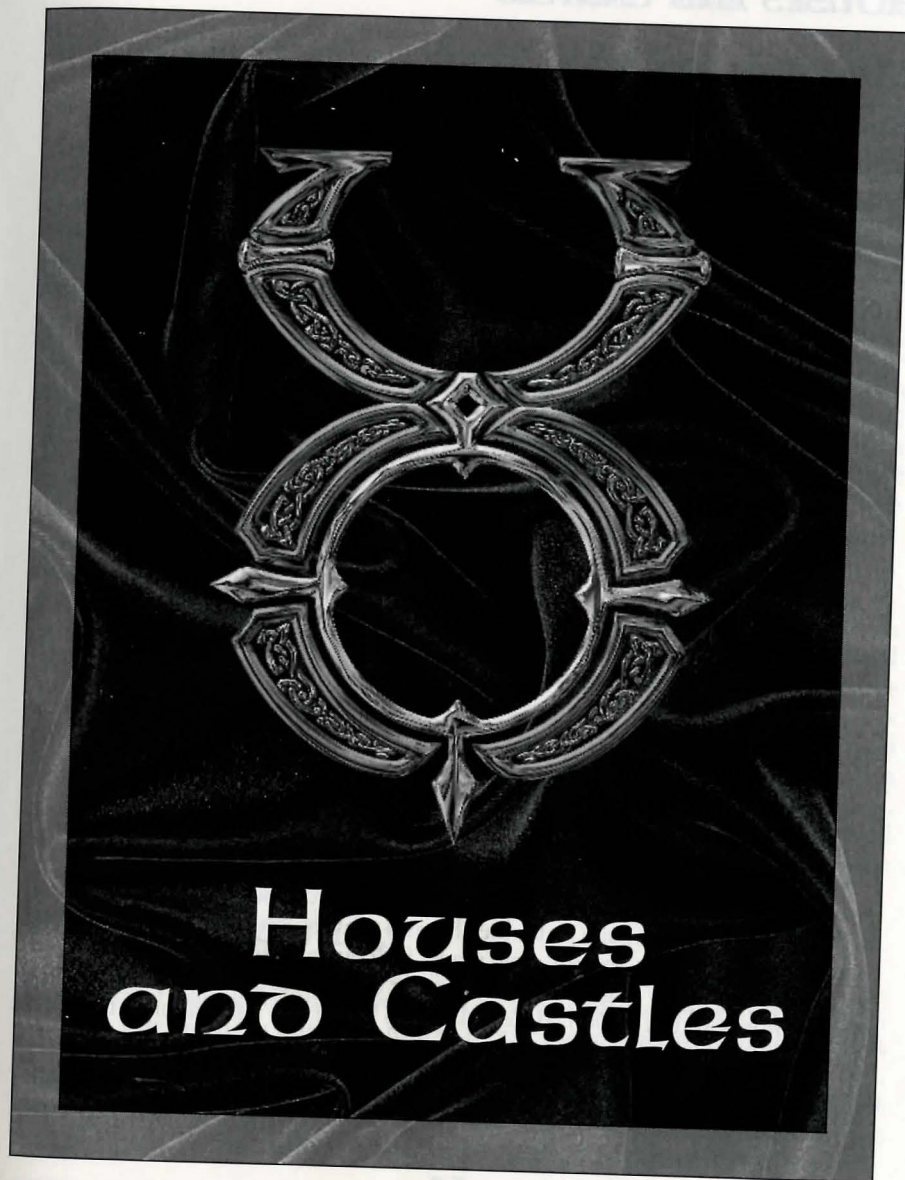
If a crystal is on and inside a *backpack* or container, it will still send messages.

#### 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 a player character carries the crystal, 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 sizes of dwellings available in UO. With the purchase of specialty items, you can turn your home into a specialty shop. Please check the Playguide and Update Center on the website for the latest update of available dwellings and other buildings.

### Purchasing A House or Castle

Houses come in all sizes, from one room homes to a very large castle. The larger homes are extremely expensive, and are more suitable as the headquarters for a large guild than as a private residence.

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, though it is rare. 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). When placing a house it is also important to have enough space.

- There must be enough free space around the building for one person to walk the entire circumference. This space is 1 tile space and must be completely free of obstruction.



- You will need 5 tile spaces in the front and back of the house free of any objects which are able to be manipulated. Thus, you can not place a house within 5 tiles of another house from the front or back.

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 double-click on 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.

When a new house is created it will be locked, however you should always verify that all doors in your new dwelling are locked. Your house key can be stolen by a sufficiently skilled thief. Also if you and your companions are slain the key can be taken from your corpse. The placer of the house will receive a key in their backpack and a duplicate will be placed in their bank box. The house will come with no furnishings other than the walls, doors, a roof and a floor. Stairs may be thrown in for multi-story dwellings.

### Locking Down Items

When you wish to place an item in your home and secure it to a location, you can lock it down. This is especially useful for furniture and other personal belongings in public houses. As mentioned above, only the owner of the house is able to lock down items. The owner of the house must say "I wish to lock this down." This spoken command will bring up a targeting cursor, and you should select the item you wish to lock down. Locked down items mean that the items can not be moved, but they can be used. For instance, if you lock down a chest, people will still be able to open the chest and remove the contents. They will not be able to move the chest. "I wish to release this" will allow the item to be manipulated normally.

### Home Security

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 bank box. 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.





If you do decide to store valuables in your house (and most players do, at some point), remember that only the owner of the house is able to lock down items.

The keys belonging to other friends of the house will not work. Also, only friends of the house are able to rename locked runes. If the house is a private building, friends may defend the house without a reputation penalty and are also able to ban and eject non-friend players from the house. Saying "I ban thee" will bring up a targeting cursor to identify the banned player. Saying "Remove thyself" will bring up a targeting cursor to eject an unwanted character. When a non-friend logs in to a house, he or she is automatically ejected from the house.

### Creating Friends of the House

As an owner of a house you can designate other players as a "Friend of the House." See "Using the House Sign" for instruction on doing this.

A friend of the house is defined in the game as either the owner, a member of the friend list created by the owner, or another character playing on the same account as the owner (unless this character is also a house owner him or herself.)

A friend of the house will not be granted a key, unless you give them one.

### Secure Container

If you wish to make a container inaccessible to the public, you will need to secure this container. The container must be locked down before you can do this. The owner of the house needs to say "I wish to secure this." This spoken command will bring up a targeting cursor, and you should select the container you wish to secure. Only the owner will be able to access this container and its contents. To remove the secure container status, the owner must say "I wish to unsecure this" or, should the owner wish to unlock the container and make it insecure, simply say "I wish to release this."

### Using the House Sign

Each house has a sign that supplies a wealth of information about the structure, the owner, the friends of the house, and the options available to the owner and friends. Single clicking on the sign brings up the house's name. Double-clicking on the sign (from the inside or the outside) displays a brass plaque with the house's name. If you are not a friend of the house, this is all you will see. It is



important to note that the friends list and ban list works by account and not by character. If you are the owner or a friend, the plaque will also display a window that offers tabs for *Info*, *Friends*, and *Options*. See below for descriptions of the content for each tab:

### Info

The information tab displays pertinent information about the house.

- Home Owner.
- The number of items which are locked down out of the maximum available.
- The number of secure containers available out of the maximum.
- Change House Name.

This will bring up a prompt for entering a new name for the house. Simply type in the new name for the house you want. If you change your mind while naming the abode, simply hit the escape key.

- Number of visitors. If the house is a public house, the number of visitors to your house will be displayed.

### Friends

- List Friends. This will list all of the friends of the dwelling.
- Clear Friends. This will remove all friends from the house.
- Add Friend. Using this option will bring up a targeting cursor. Move the target over the person and left click on them. Each house may have at most, fifty friends.
- Remove a Friend. This will list all of the friends of the house with checkboxes so you can choose one to remove. You should select the friend you wish to remove and select the "Remove now" button. An "Okay" button will return to the previous menu.
- Ban. You may use this function to deny access to your dwelling to any person you target. It works in the same manner as the *Add Friend* function. You may also use the phrase "I ban thee" to the same effect, and you do not have to be in the sign menu.
- Eject. This is another targeting command that will remove any non-friend PC from the house, instantly. The targeted individual will be sent outside the house, 3 tiles from the door and a message will be given to them explaining they have been ejected.





- **List Bans.** This will list all of the people banned from the house.
- Any house friend may use this command.
- If there are many bans, the window allows paging through them.
- The “Okay” button will return you to the house menu.
- **Lift Bans.** This will list all of the players banned from the house with checkboxes so you can choose one to remove. You should select the player you wish to remove and select the “Remove now” button. An “Okay” button will return to the previous menu.

### Options

- **Transfer Ownership.** This option is only available to the house owner. Using this option will bring up a targeting cursor. Move the targeting cursor over the person to whom you will transfer ownership of the house and left click on them. The user must be outside the house when the option is selected. The friends and ban list will be cleared when this option is used. The locks will automatically change when ownership is transferred, and new keys will appear in the bank box and backpack of the new owner.
- **Demolish House.** If you wish to remove your house and change it back into a deed you should use this option. Any furnishings or add-ons will be lost if you use this option.
- **Change Locks.** This will allow changing of the house locks. A new key will appear in the backpack and bank box of the owner, and all old keys to the house will be useless.
- **Declare Building Public.** This will allow the owner to declare the building as a public place. Public houses allow for the placement of vendors within the house and on the steps. This will make the house open at all times and the front cannot be locked.
- **Declare Building Private.** This will keep the house a private house and allow for the front door to be locked.
- **Change Sign.** This will allow you to select a new sign for the house if the house is public. This will bring up a menu with the different possible selections for the new sign.



### Refreshing your House

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. As an owner, either you or any friend of the house can refresh the house by using the front door.

Guilds



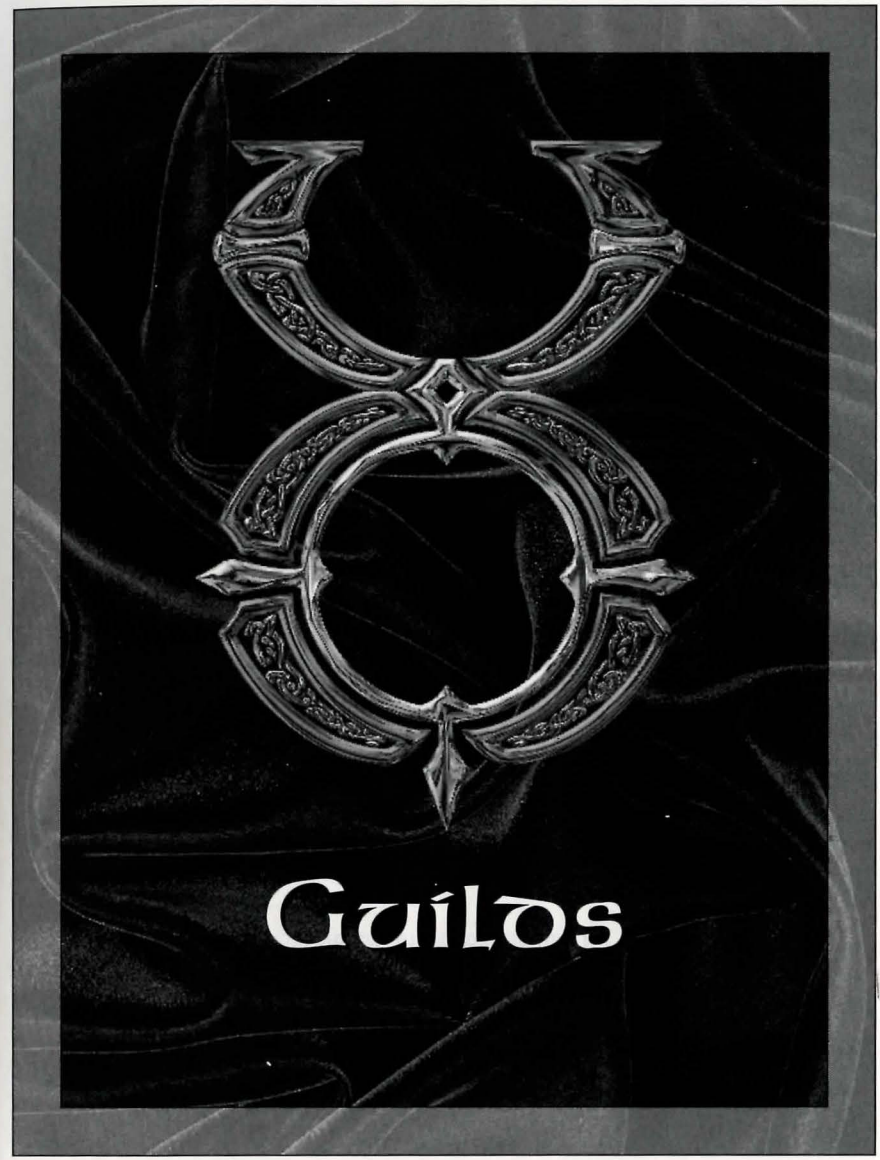


### Refreshing Your House

- **Refresh Your House**. This will allow you to refresh the look of your house and make it look like a new house. It will also allow you to change the look of your house from a simple look to a more ornate look. This will allow you to change the look of your house from a simple look to a more ornate look.
- **The "Clear" button**. This will allow you to clear the look of your house. It will also allow you to change the look of your house from a simple look to a more ornate look.
- **Use Tools**. This will allow you to use the tools to change the look of your house. It will also allow you to change the look of your house from a simple look to a more ornate look.

### Options

- **Display Ownership**. This option is only available to the house owner. Using this option will bring up a message box that allows the user to change the look of the house. The user can choose to change the look of the house or not. The user can also choose to change the look of the house from a simple look to a more ornate look.
- **Display House**. If you wish to change your house and change it back into a new look, you can use this option. This will allow you to change the look of your house from a simple look to a more ornate look.
- **Change Look**. This will allow you to change the look of your house. A new look will appear in the background and front box of the screen, and all old looks will be deleted.
- **Change Building Public**. This will allow the owner to change the look of the house and set the public. This will allow the owner to change the look of the house from a simple look to a more ornate look.
- **Change Building Private**. This will allow the owner to change the look of the house and set the private. This will allow the owner to change the look of the house from a simple look to a more ornate look.
- **Change Sign**. This will allow the owner to change the look of the house and set the sign. This will allow the owner to change the look of the house from a simple look to a more ornate look.



# Guilds

## Guilds

*Ultima Online* encourages players who wish to work together. Player associations, or guilds, are broken up into two types. PCs can be in one professional guild and one PC guild.

### 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.

**These Guilds are currently accepting new members:**

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

### Thieves' Guild

Becoming a member of the thieves' guild has extra benefits to the thief PC. Only by joining the thieves' guild can a PC steal from other PCs. Thieves who are not members of the thieves' guild may only steal from NPCs and fellow guild members or warring guild members.

### 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://town.uo.com/guilds/>), for a complete list of currently active PC guilds and groups.

To be recognized as a guild, you will need to purchase a guildstone in the game.

## Guild Stones

Guilds can 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 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. The person who places the stone must also be the owner of the house, and may not already be a member of a "recognized" player guild. Only one guild stone is allowed per house.

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.

#### Usage of the Guild Stones:

- 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 twelve 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.

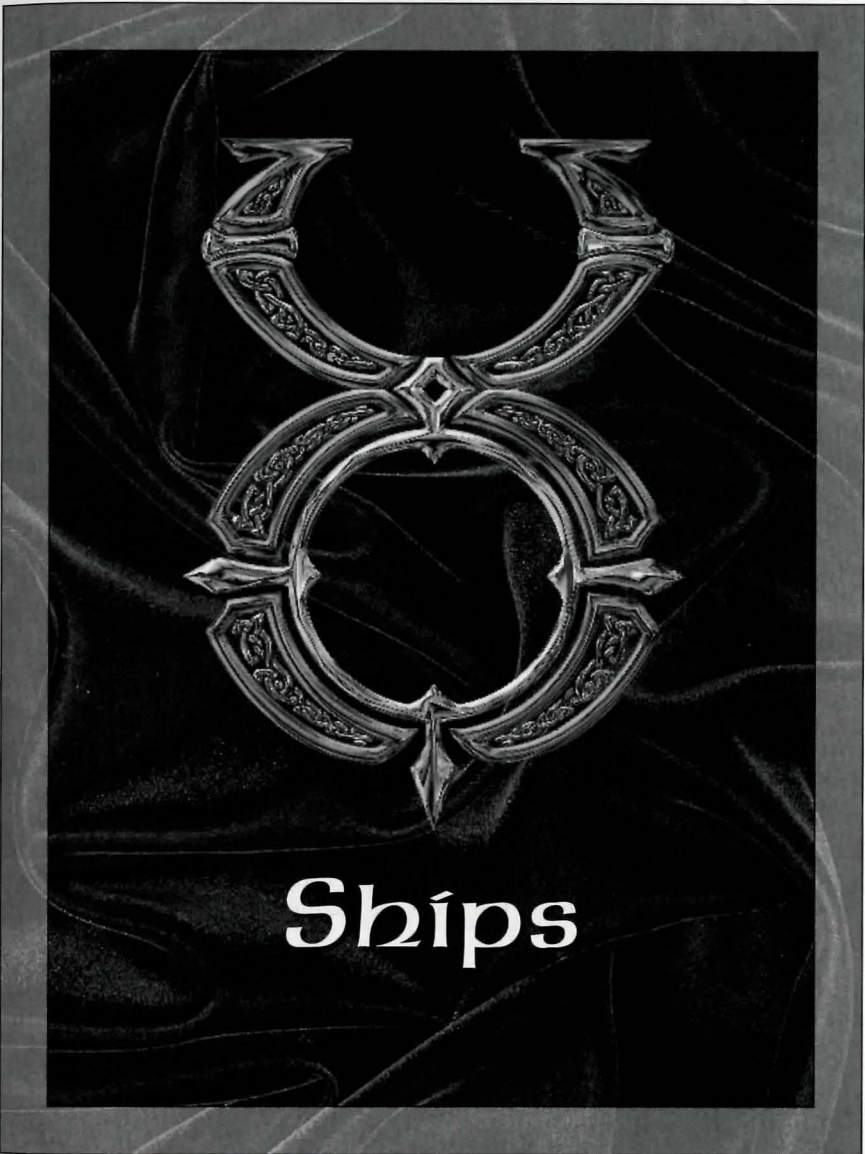
Guild masters can declare war on other guilds. When two guilds both declare war on one another, a state of war exists between them. The members of warring guilds can fight, kill and loot one another without penalty to *karma* and without fear of becoming a criminal or murderer.

## Chaos and Order Guilds

Order Guilds operate under the direct sanction of Lord British, while 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).



# Ships

## Chaos and Order Galleys

Order Galleys operate under the strictest of rules. A galley must be...  
 Order Galleys are...  
 Order Galleys are...  
 Order Galleys are...

Once a galley is declared for Order or Chaos, it must...  
 Order Galleys are...  
 Order Galleys are...  
 Order Galleys are...

- Order Galleys are...  
 Order Galleys are...  
 Order Galleys are...
- Order Galleys are...  
 Order Galleys are...  
 Order Galleys are...
- Order Galleys are...  
 Order Galleys are...  
 Order Galleys are...

## Joining a Galley

To join a galley, you must...  
 Galley members...  
 Galley members...  
 Galley members...

## Galley Wars

Galley wars...  
 Galley wars...  
 Galley wars...

Galley wars can...  
 Galley wars...  
 Galley wars...



## 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 Playguide 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 that 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.

Any PC on board (see Navigation, below) can command ships, 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.

## Magical Shrinking Boats

All boats have the ability to be reduced in size so that you may carry your boat with you when you decide to go ashore. To shrink your boat, make sure you have your key in your *backpack*, that you have removed everything from the deck and holds, and that you are standing on dry land. Simply double-click the tillerman from shore. You will be asked if you wish to dry dock your boat. Select yes and a miniature boat will be placed in your *backpack*. You may use the miniature boat as you would a boat deed to place your boat in water again.

## 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 say "Name."





## SHIPS

## 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 in battle to station an NPC guard next to the Tillerman to prevent him from obeying orders shouted by passing enemies.

## Commands

The Tillerman will respond to the following 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. 60 of the Starter Guide 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, but you'll appear on the last land you touched before you began your voyage.

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 Charted 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 to that 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, previous page).

### Finding A Lost Boat

Should you ever lose a boat in the game, you will be able to find your boat with a little magical help. Cast the recall spell and target your boat key. You will arrive back on your wayward boat.



## 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.

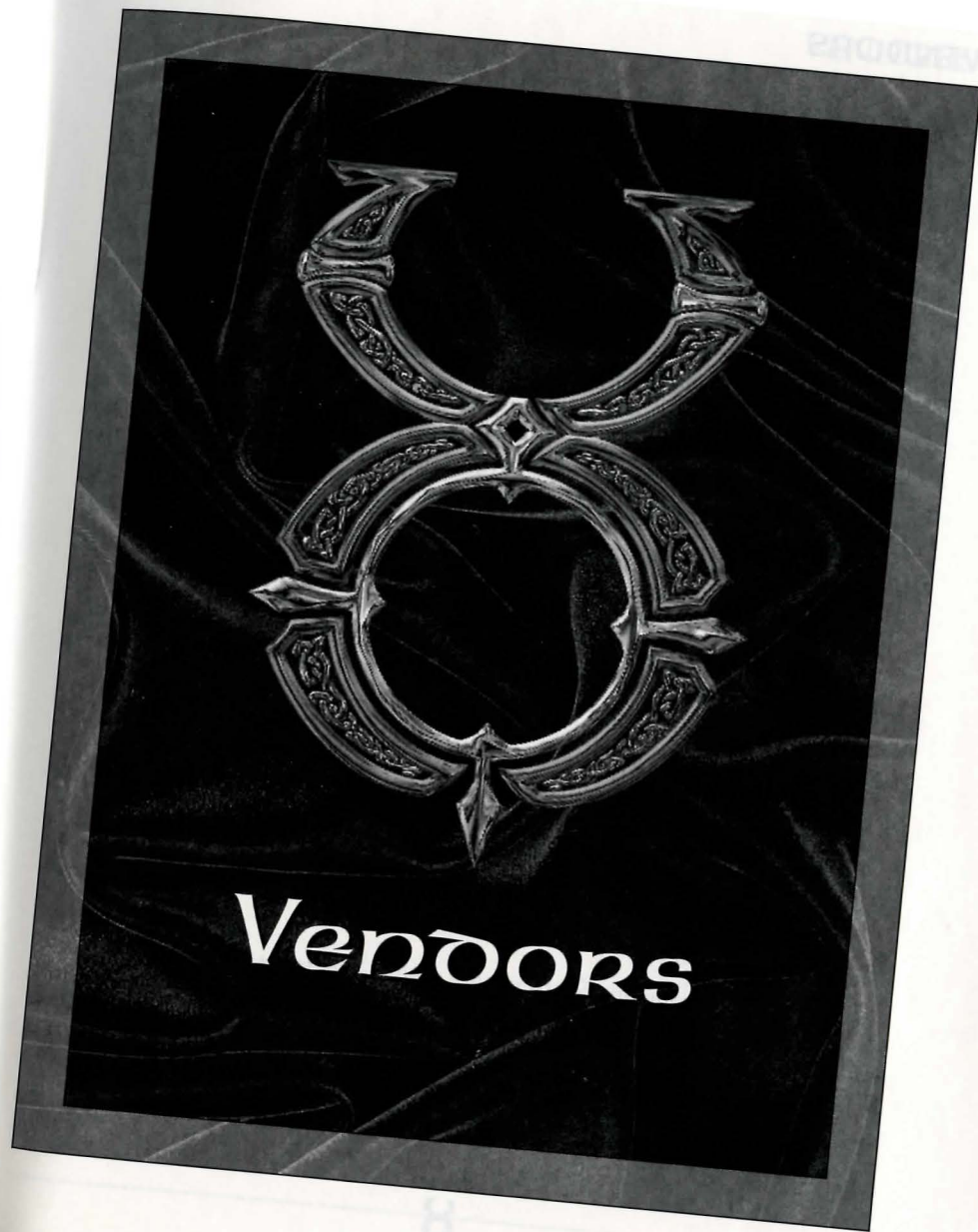
To put a key into a keyring, drag the key onto the keyring.

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").

The greeting is the vendor's name or *vendor*.

#### 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 your 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 that 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.

# Vendors

## Maintaining a Vendor

It is not enough to simply find a vendor. You must maintain a relationship with them. This is done by providing them with the information they need to do their job. This includes providing them with a list of your products and services, and keeping them up to date on any changes. You should also provide them with a list of your contact information, and make it easy for them to reach you. Finally, you should provide them with a list of your payment terms, and make it clear that you will pay them on time.

It is also important to provide your vendors with a list of your products and services. This includes providing them with a list of your products and services, and keeping them up to date on any changes. You should also provide them with a list of your contact information, and make it easy for them to reach you. Finally, you should provide them with a list of your payment terms, and make it clear that you will pay them on time.

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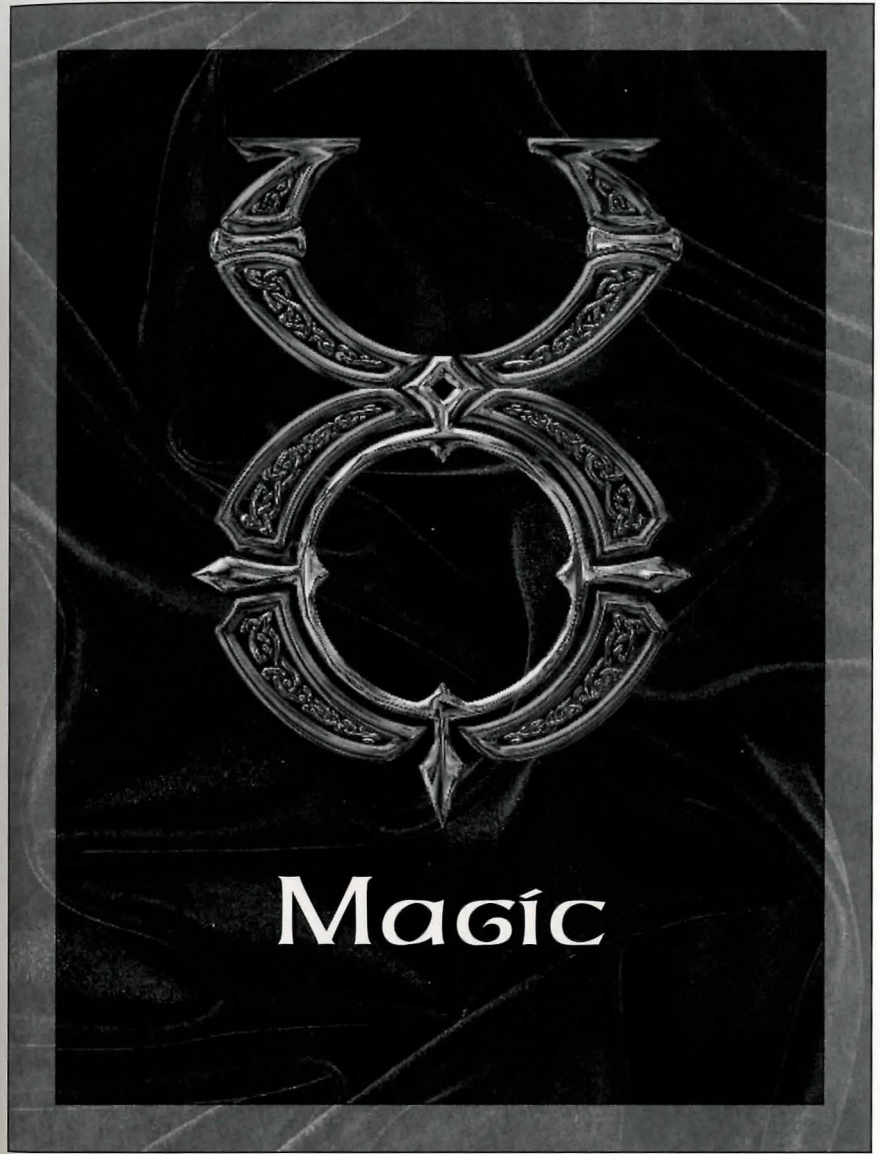
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## Outsourcing a Vendor

Outsourcing a vendor is a process where you hire a third party to perform a specific task or service. This can be done for a variety of reasons, including to reduce costs, to increase efficiency, or to gain access to specialized expertise. When outsourcing a vendor, it is important to choose a reputable and experienced provider. You should also make sure that you have a clear understanding of the terms and conditions of the agreement, and that you are able to communicate effectively with the vendor.

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# Magic



## 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.

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 high ranking 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. Double-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. 51 in the Starter Guide).



## 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 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*





## MAGIC

**Rel Por (Teleport)**

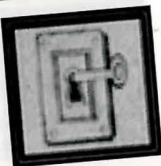
Rel Por teleports the caster to a location on which the caster is focusing. In this circle of magic, the mage's power of teleportation is limited to places within sight at the time of casting.

*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*





## MAGIC

## 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)**

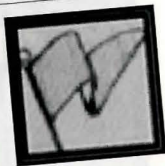
This spell causes whatever it targets to disappear from sight.



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)**

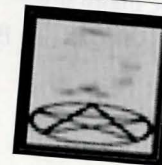
An Corp resurrects a human ghost.

*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*





## MAGIC

**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	Nightsight	Lets you see in the dark
Sulphurous Ash	Purple	Lesser, (normal) and Greater Explosion	Explodes (!), causing damage

Animals



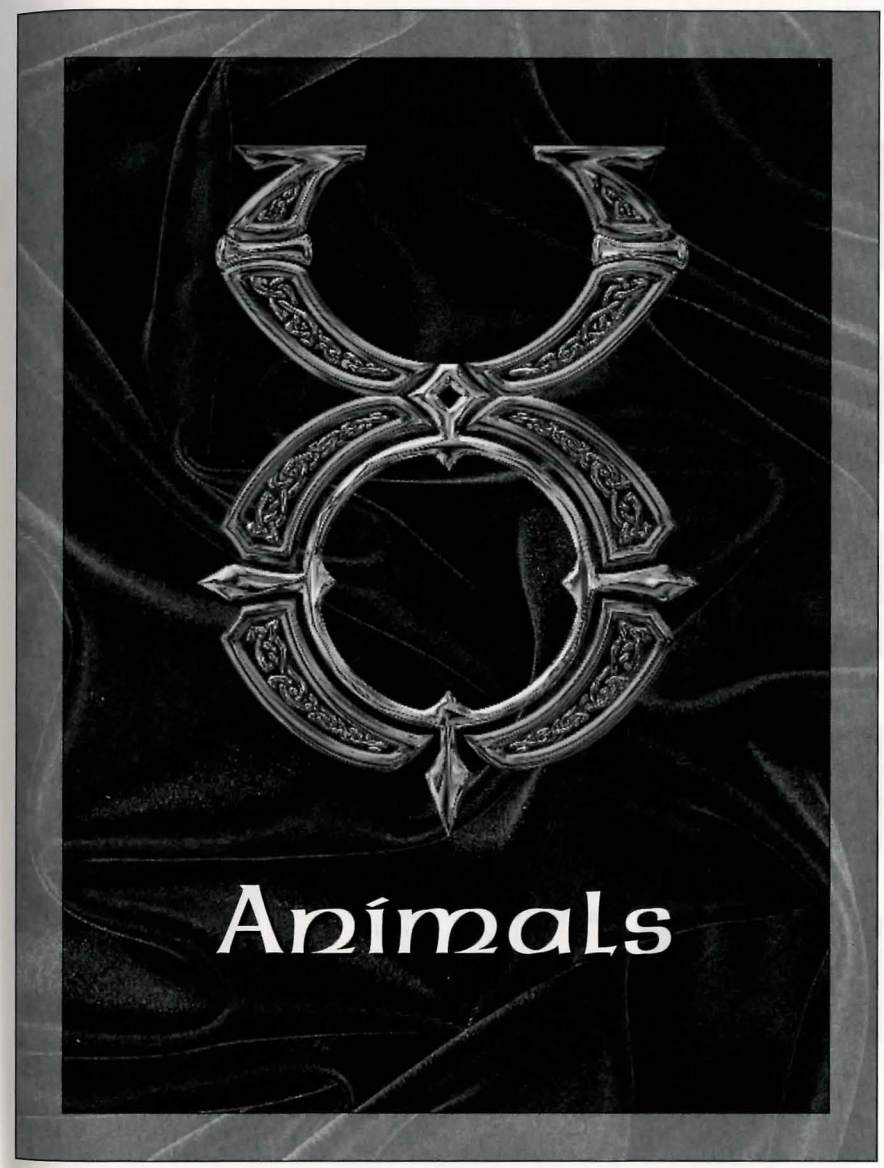
Kot Vya Xata Comp

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# 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)



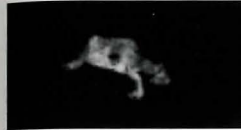
Habitat: Arctic  
 Seeks Out: Caves  
 Diet: Omnivorous  
 Size: Large

## 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 Ostards  
 Diet: Herbivorous  
 Size: Large

## Ostard (Forest)



Habitat: Forest  
 Seeks Out: Other Ostards  
 Diet: Herbivorous  
 Size: Large

## Ostard (Frenzied)



Habitat: Forest  
 Seeks Out: Other Frenzied Ostards  
 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



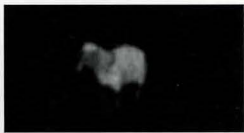
Habitat: Grasslands and Forests  
 Seeks Out: Crops and other rabbits  
 Diet: Herbivorous  
 Size: Small

## 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)



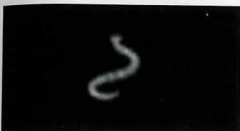
Habitat: Caves, dungeons, desert  
 Seeks Out: Shadows  
 Diet: Carnivorous  
 Size: Small

## 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





ANIMALS

Parrot



Colorful  
Tropical  
Crested  
Scarlet  
Crested  
Parrot

Snake (Big)



Large  
Venomous  
Horned  
Rattle  
Snake

Pig (Boar)



Wild  
Large  
Wild  
Boar

Snake (Small)



Small  
Venomous  
Rattle  
Snake

Rabbit



Soft  
Long  
Ears  
Rabbit

Good Leopard



Spotted  
Big  
Leopard

Rat



Small  
Grey  
Rat

Walrus



Large  
Tusked  
Walrus

Sheep



Woolly  
White  
Sheep

Wolf



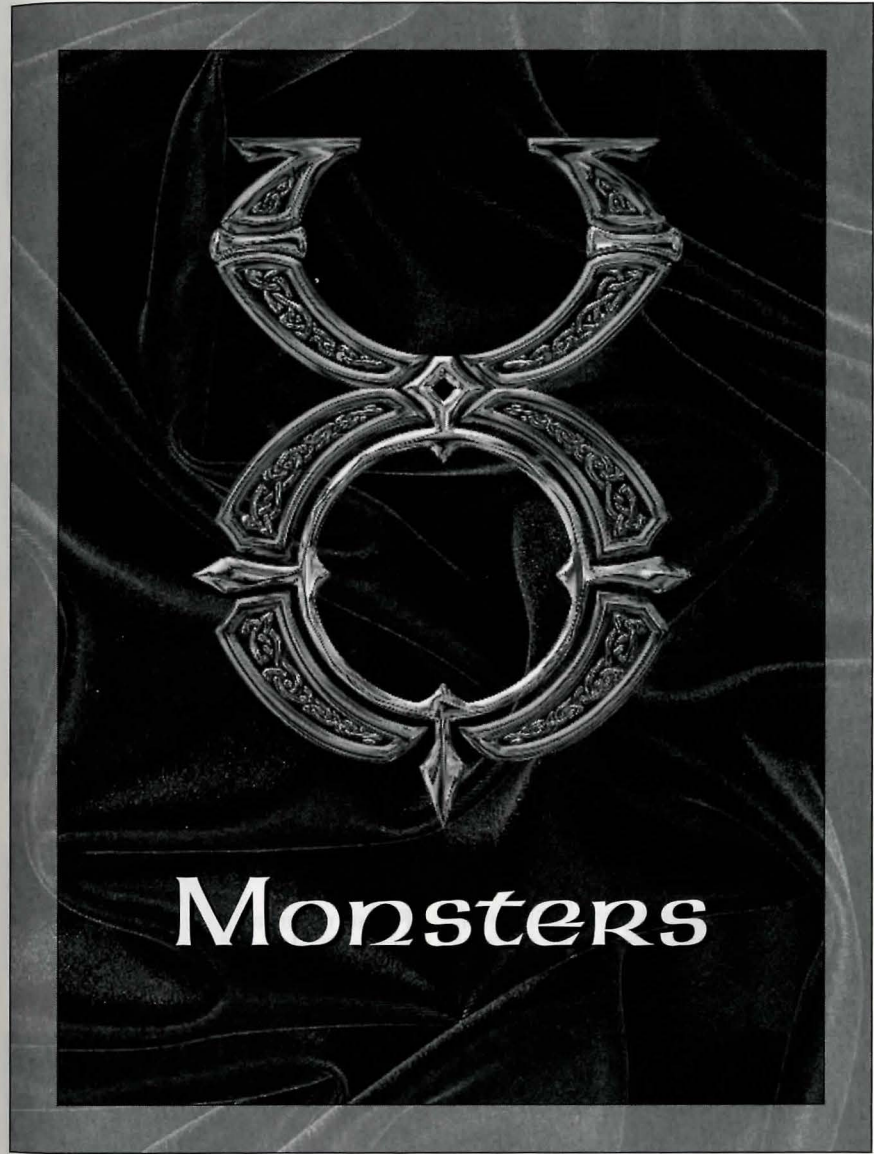
Large  
Furry  
Wolf

Snake (Small)



Small  
Venomous  
Rattle  
Snake

Small  
Venomous  
Rattle  
Snake



# 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

## Blood Elemental



Habitat: Deep underground  
 Seeks Out: Blood  
 Diet: Blood  
 Size: Large, Magical, Intelligent

## Corpser



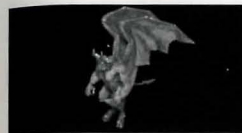
Habitat: Jungle, swamp, forest  
 Seeks Out: Wooded areas  
 Diet: Carnivorous  
 Size: Large

## Cyclops



Habitat: Forest, mountains  
 Seeks Out: Other Cyclopes, 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 Wyrn)



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

## Efreet



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



**Ettin**



Habitat: Forest, mountains  
 Seeks Out: Gold, other eating  
 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

**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: Dungeons, volcanic regions  
 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

**Art 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



## MONSTERS

### 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

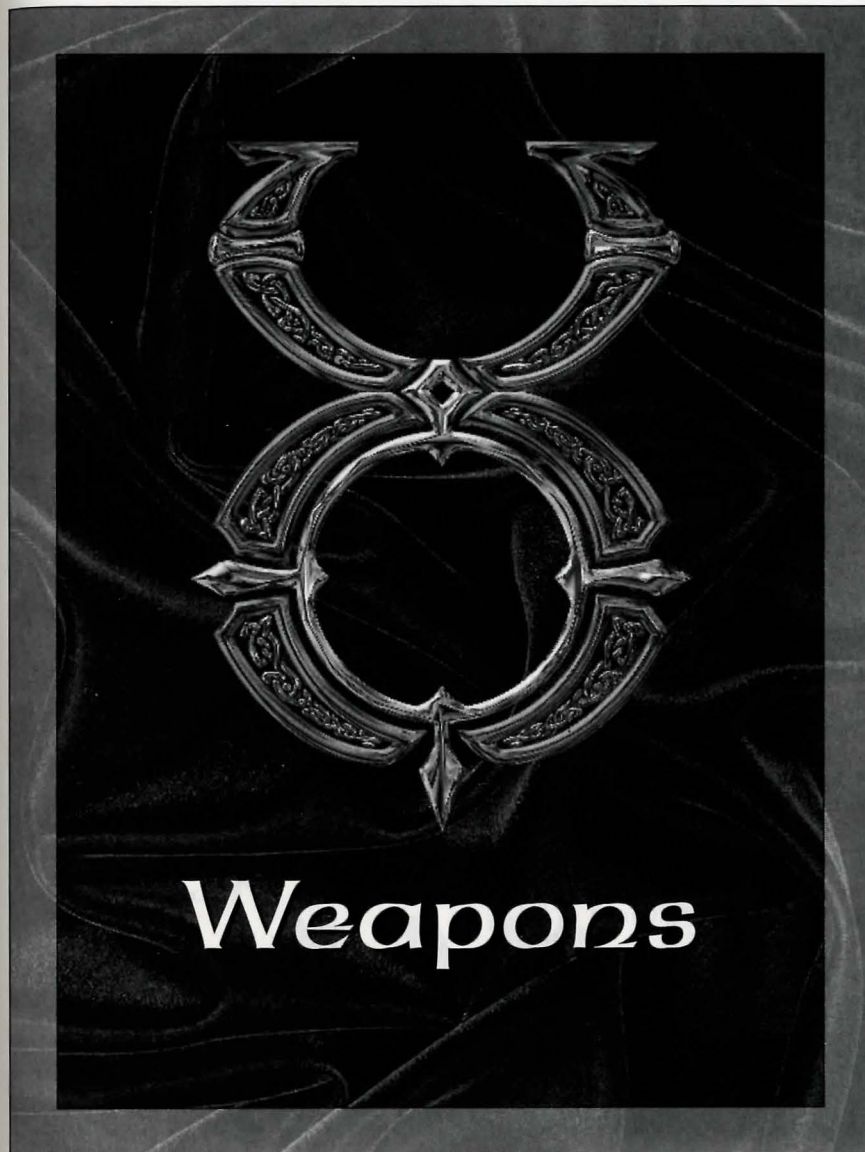


Habitat: Caves, dungeons, mountains  
Seeks Out: Gold  
Diet: Carnivorous  
Size: Large, Intelligent

### Zombie



Habitat: Dungeons  
Seeks Out: Gold  
Diet: Carnivorous  
Size: Medium, Magical





## Weapons

**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.

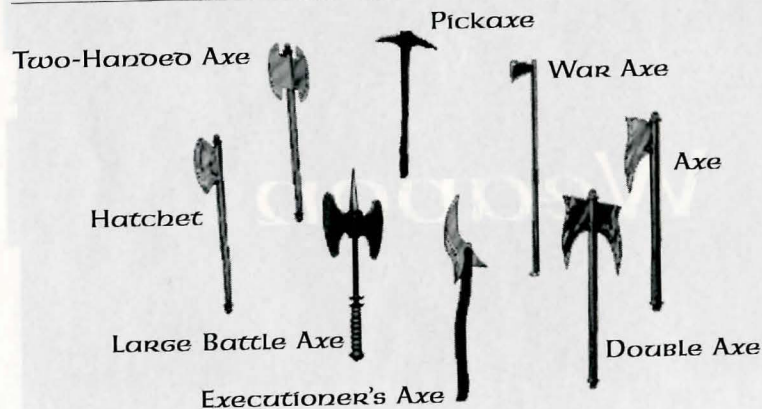
**Damage** is a relative measure of how much damage the weapon can inflict.

**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	45	Swordsm.	Average	Average	Yes
Executioner's Axe	35	Swordsm.	Slow	Average	Yes
Large Battle Axe	40	Swordsm.	Slow	High	Yes
Hatchet	15	Swordsm.	Average	Low	Yes
Pickaxe	25	Swordsm.	Slow	Low	
Two-Handed Axe	35	Swordsm.	Slow	High	Yes
War Axe	35	Mace Ftg.	Average	Average	



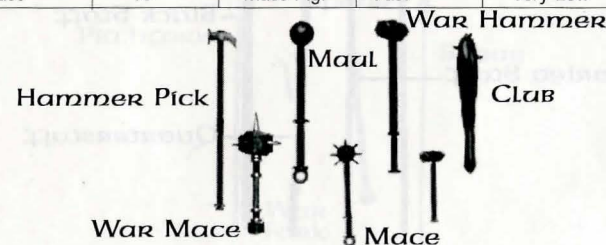
## Knives and Daggers

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	



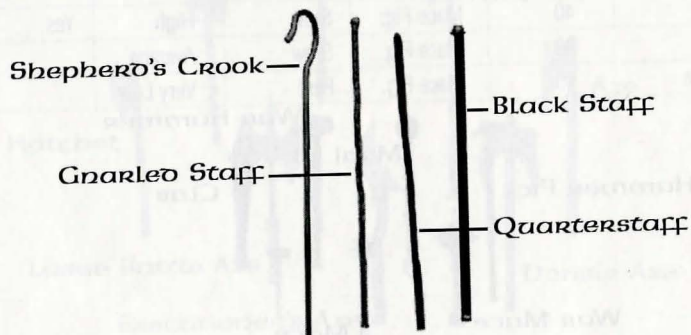
Pole Arms

Weapon	Req. Str.	Skill	Speed	Damage	Two Hands?
Bardiche	40	Swordsm.	Very Slow	High	Yes
Halberd	45	Swordsm.	Very Slow	Very High	Yes



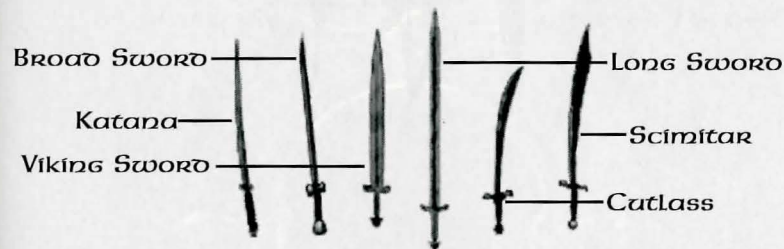
Staves

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



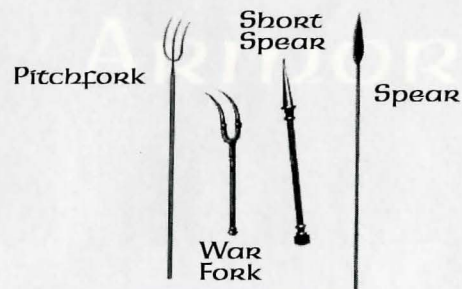
SWORDS

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	





## WEAPONS

### 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

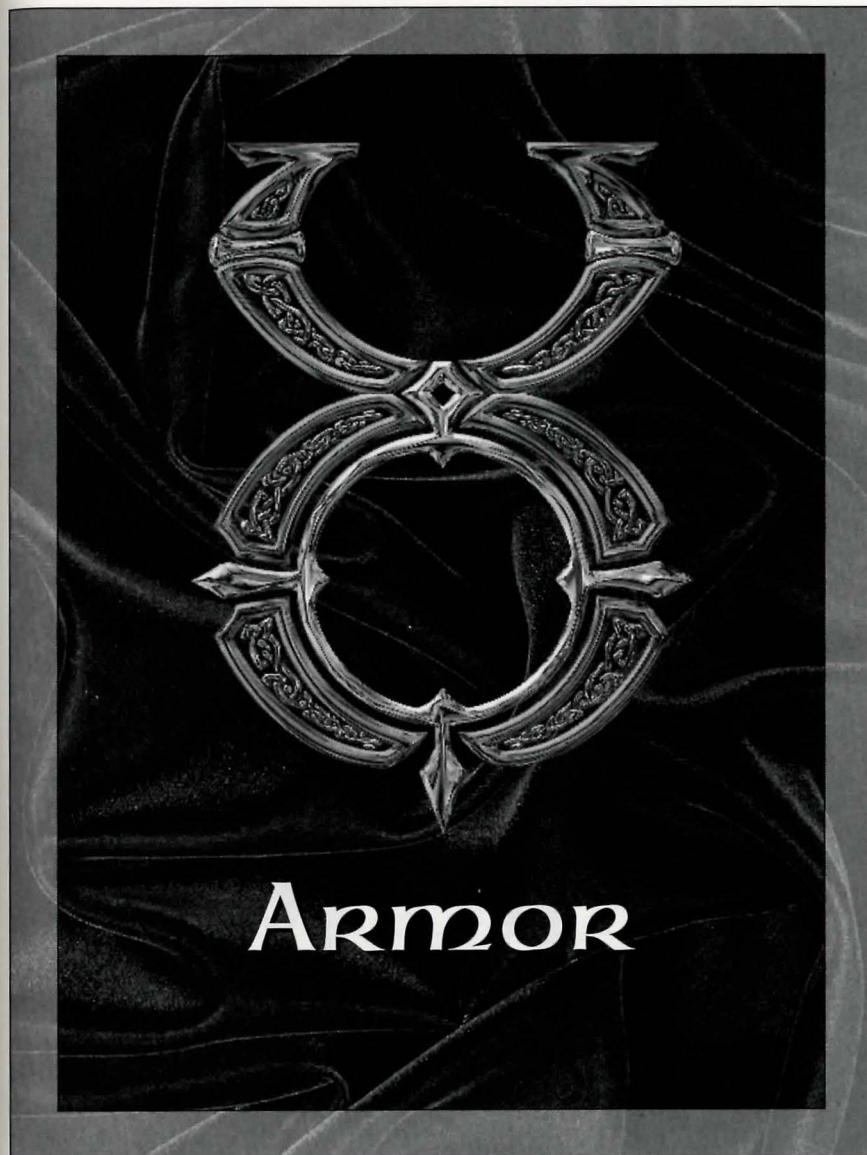
Heavy Crossbow



Bow



Crossbow



# 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
Shields		
Buckler	15	Very Low
Chaos Shield	0	Very High
Heater Shield	30	High
Metal Shield	15	Low
Kite Shield	20	Average
Order Shield	0	Very High
Round Bronze Shield	20	Low
Kite Shield	30	Low
Wooden Shield	5	Low
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

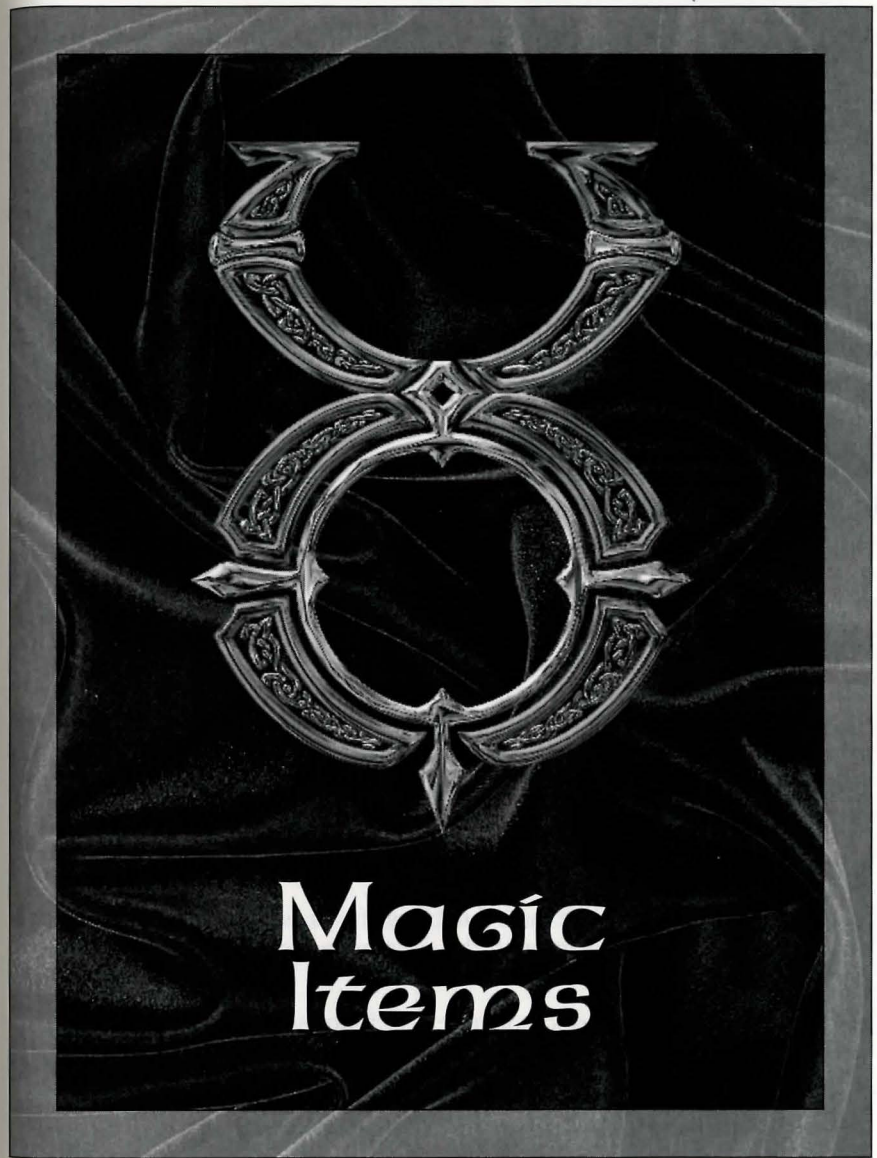




Armor

Item Name	Weight	AC Bonus	Special
Leather	10	+1	
Chainmail	55	+5	
Plate	100	+8	

					
Leather	Leather	Chainmail	Chainmail	Plate	Plate
					
Leather	Leather	Chainmail	Chainmail	Plate	Plate



# 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 that 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 be enchanted so that they cause the following spell-like effects to be cast on the victim hit with the weapon: *clumsiness*, *feeble-mindedness*, *magic arrow*, *weakness*, *harm*, *paralyze*, *firebreath*, *curse*, *mana drain* and *lightning*.

### Magic Wands & Staves

The following types of wands and staves exist in Britannia: *identification*, *healing*, *clumsiness*, *feeble-mindedness*, *weakening*, *magic arrow*, *harm*, *greater healing*, *dragon's breath* (Fireball), *thunder* (Lightning), and *mage's bane* (Mana Drain).

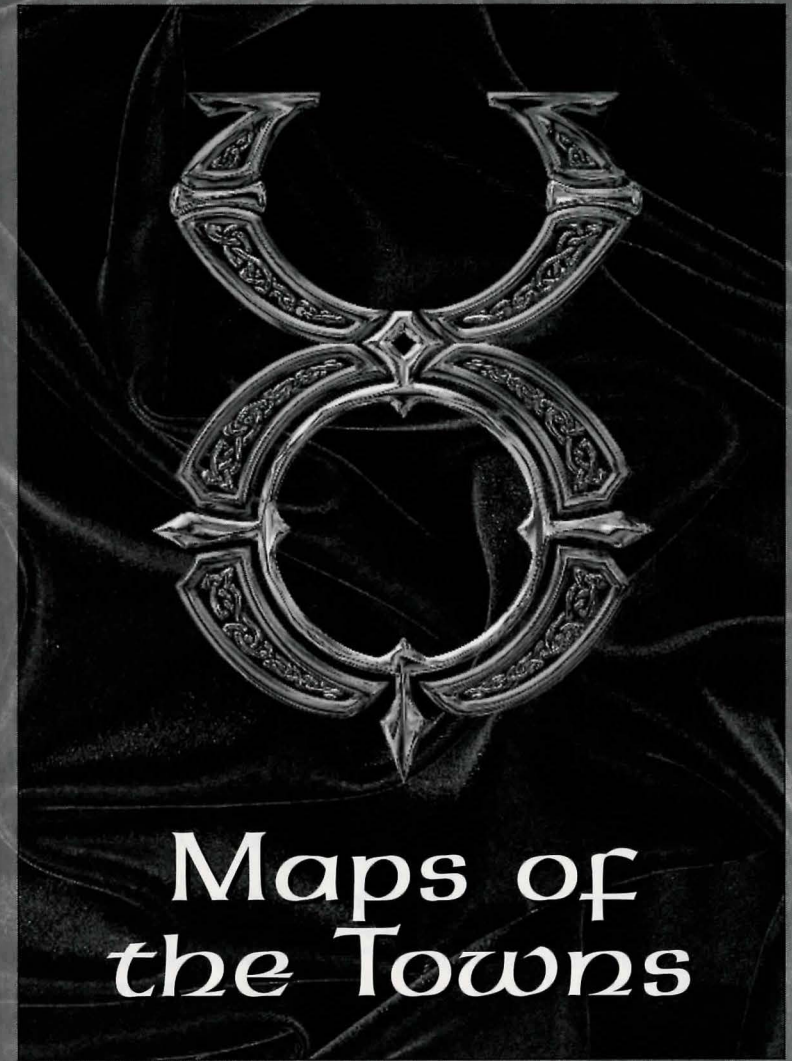
### Magical Clothing

Magical clothing can have the following effects: *night eyes*, *protection*, *agility*, *cunning*, *strength*, *invisibility*, *spell reflection*, *feeble-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*

light, anyone can also be enchanted so that they can see the light. This is a very useful ability for those who are often in the dark.

**Magic Words & Spells**  
The following are some of the most powerful magic words and spells that are known to the world. They are listed in order of their power.

**Magic Rings**  
A magic ring is a powerful tool of magic that can be used in a variety of ways. It is one of the most powerful magic items in the world.

**Magic Weapons**  
Magic weapons are the most powerful magic items in the world. They are used by the most powerful wizards and magicians.

The magic of the world is a powerful force that can be used in a variety of ways. It is one of the most powerful forces in the world.

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**Magic Weapons**  
Magic weapons are the most powerful magic items in the world. They are used by the most powerful wizards and magicians.

The magic of the world is a powerful force that can be used in a variety of ways. It is one of the most powerful forces in the world.

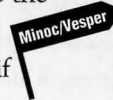
The magic of the world is a powerful force that can be used in a variety of ways. It is one of the most powerful forces in the world.

## 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 a square 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 & Travelers' 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.

**5A** **5B** Teleporters are keyed numerically at their entrance point (a grey 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 97.)





# 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

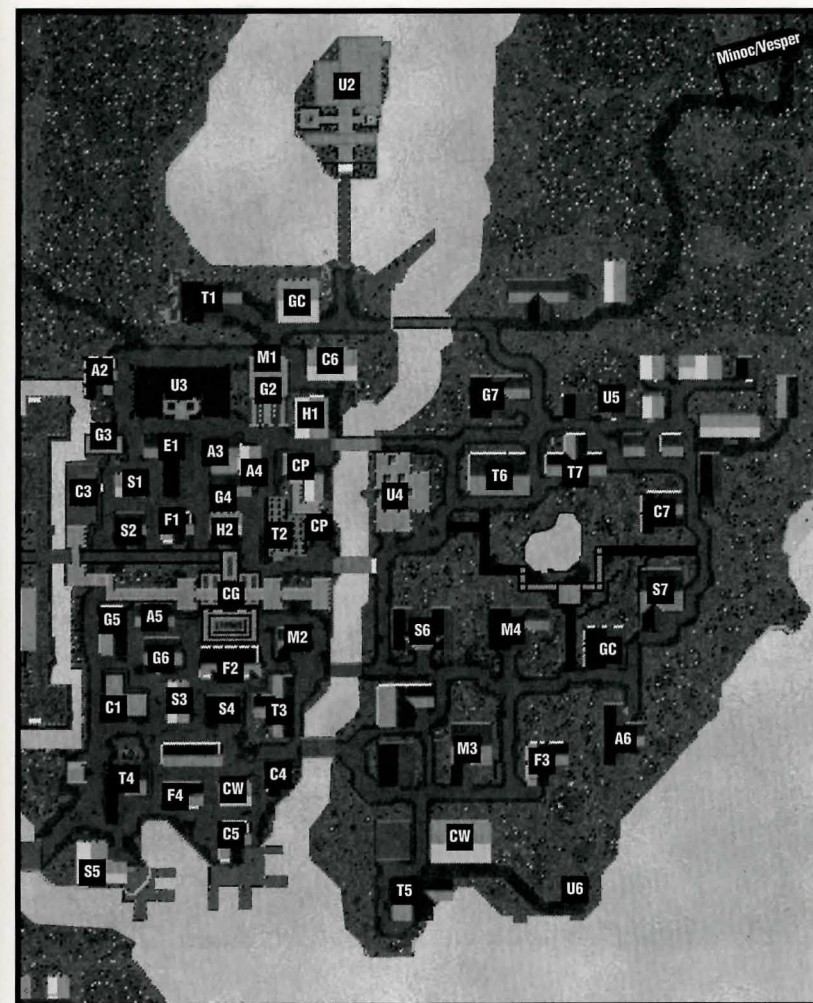
- (S1) The Saw Horse (Woodworking) [W]
- (S2) The Best Hides of Britain (Tanner) [W]
- (S3) Premier Gems (Jeweler) [S]
- (S4) The Lord's Clothiers [S]
- (S5) The Oaken Oar (Shipwright) [SW]
- (S6) The Right Fit (Tailor) [E]
- (S7) A Girl's Best Friend (Jeweler) [E]

## Taverns/ Inns & Travelers' 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) The Watch Tower [SE]





# Buccaneer's Den

Key to the Map

## Arms & Armour

(A1) Blacksmith – Cutlass Smithing

## Craft & Common

(C1) Woodworker – Violente Woodworks

(C2) Bath House

(C3) Tanner/Leatherworks – Buccaneer's Den

## Food & Provisions

(F1) Inn – The Peg Leg Inn

(F2) Tavern – The Pirate's Plunder

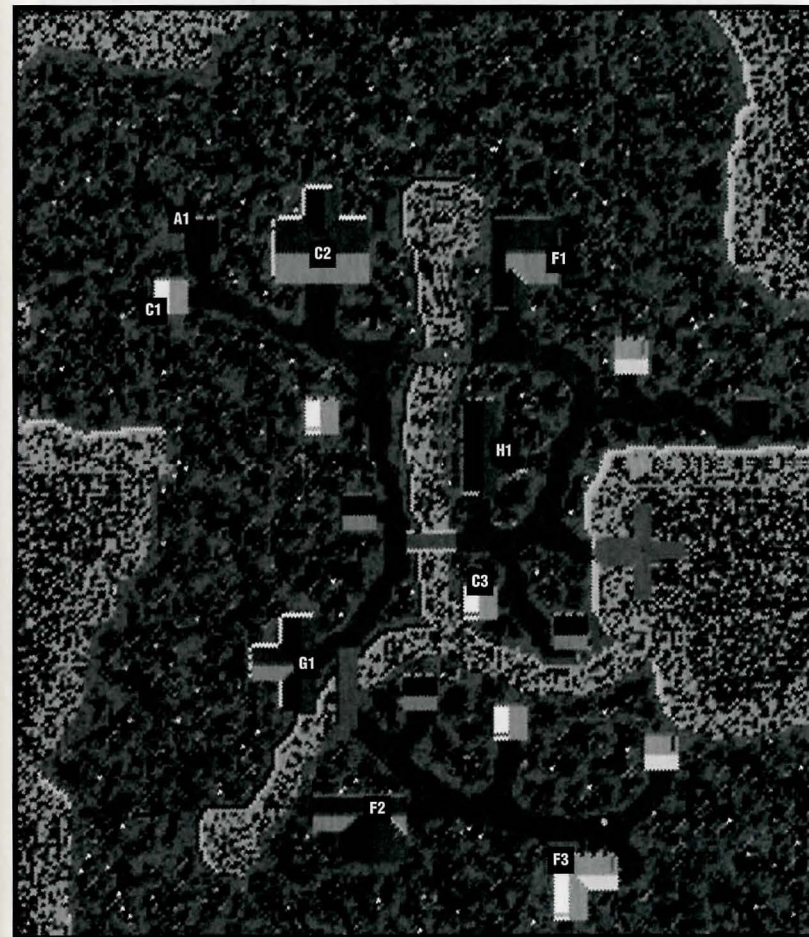
(F3) Provisioner – Pirate's Provisioner

## Guilds

(G1) Guild – Pirate's Den

## Healers

(H1) Healer – Healer of Buccaneer's Den



**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





# Delucía

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 & Travelers' Aid

(T1) The Barely Inn [SW]

Delucía  
Key to the Map



# 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

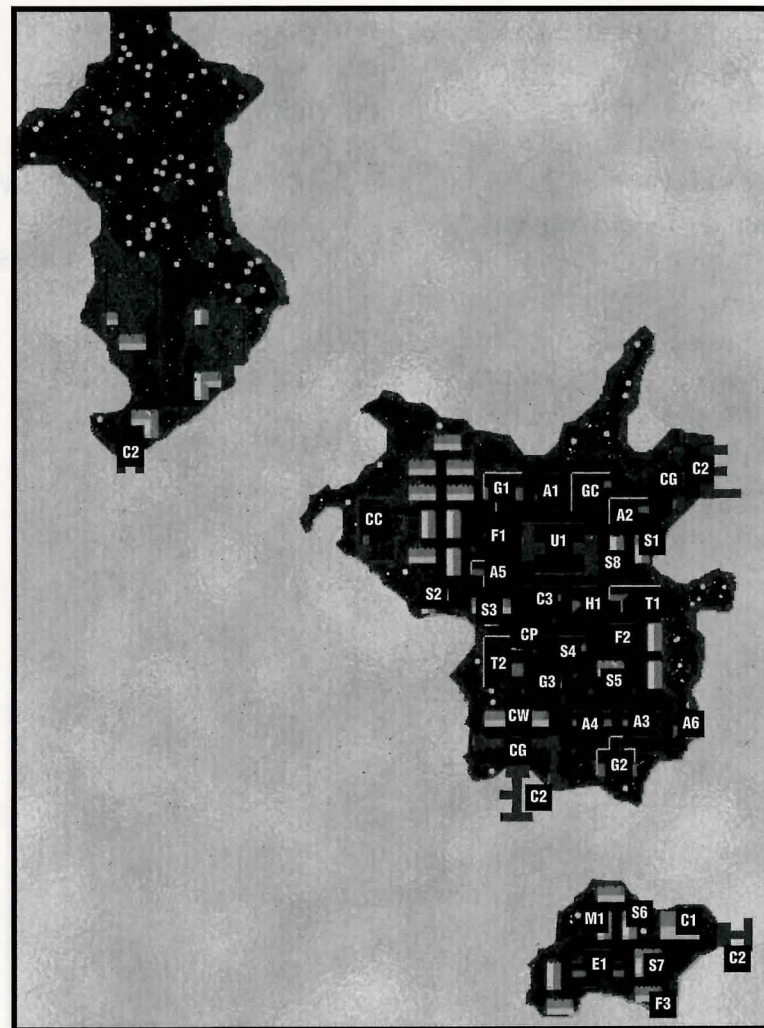
- (S1) Sailor's Keeper (Shipwright) [NE]
- (S2) Jhelom Bank and Jeweler [W]
- (S3) Adventurer's Needle (Tailor) [W]
- (S4) Gadgets and Things (Tinker) [C]
- (S5) From Tree to Yew (Woodworker) [C]
- (S6) The Pearl of Jhelom (Jeweler) [S]
- (S7) Jhelom's Fine Tailoring [S]
- (S8) Ocean's Treasure (Fish Shop)[N]

### Taverns/Inns & Travelers' 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

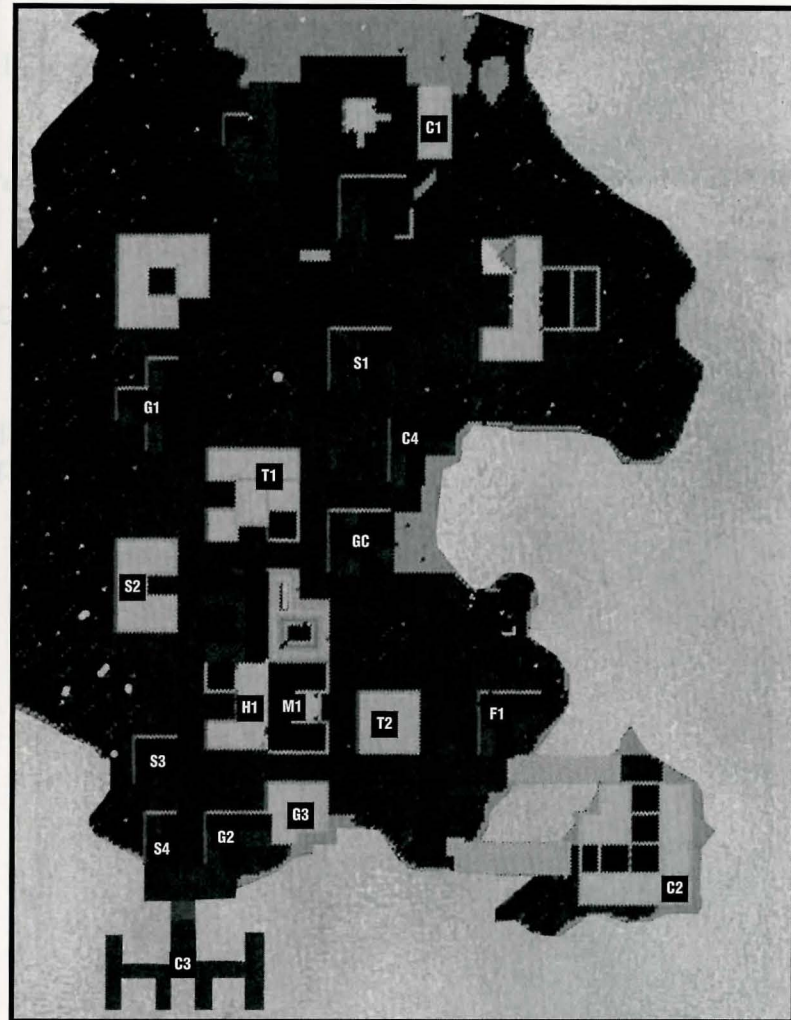
- (M1) Magincia's Magicka [S]

### 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 & Traveler's Aid

- (T1) The Stag and Lion Inn [C]
- (T2) The Great Horns Tavern [SE]



# Minoc

## Key to the Map

### Arms & Armour

- (A1) The Forger (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

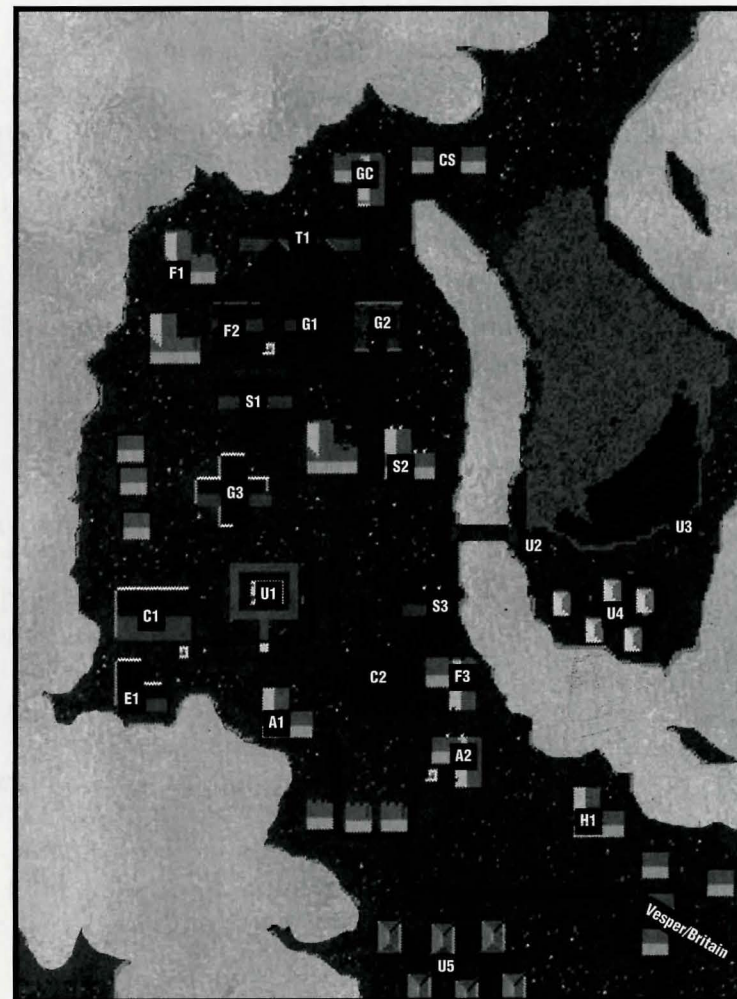
- (S1) Gears and Gadgets (Tinker) [N]
- (S2) The Oak Throne (Architect) [C]
- (S3) The Stretched Hide (Tanner) [C]

### Taverns/Inns & Travelers' 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 & Travelers' Aid

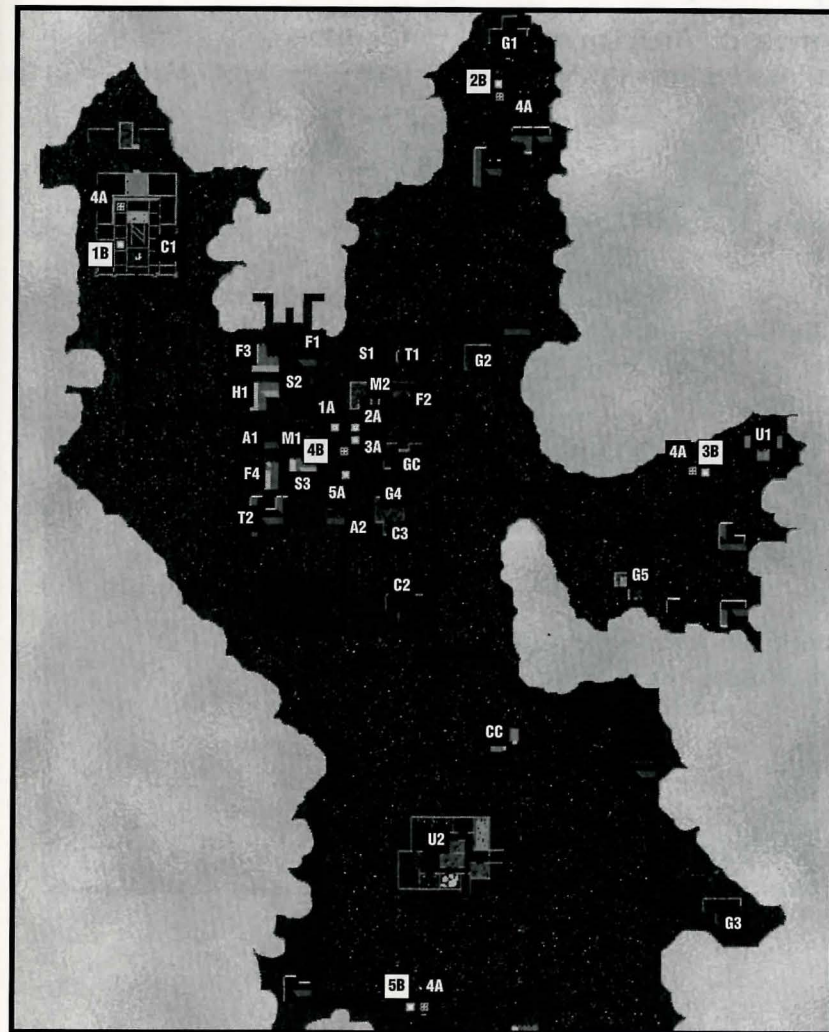
- (T1) Moonglow Student Hostel [C]
- (T2) The Scholar's Inn [C]

### 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

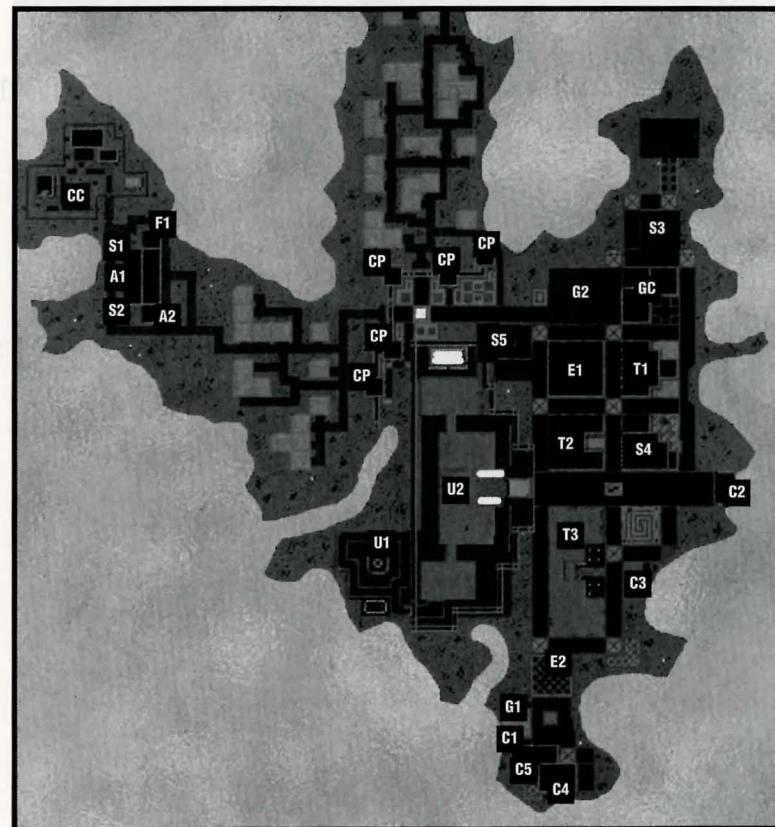
- (S1) Nujel'm Tannery (Market Stall) [NW]
- (S2) Nujel'm Bowyer (Market Stall) [NW]
- (S3) Jewel of the Isle [NE]
- (S4) Tailor of the Isle [E]
- (S5) Seaborne Ships [C]

#### Taverns/Inns & Travelers' 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 & Travelers' Aid

(T1) The Bountiful Harvest (Inn) [C]

(T2) The Albatross (Tavern) [S]

### Unique

(U1) Farm [E (x2), SE (x2)]



# 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]

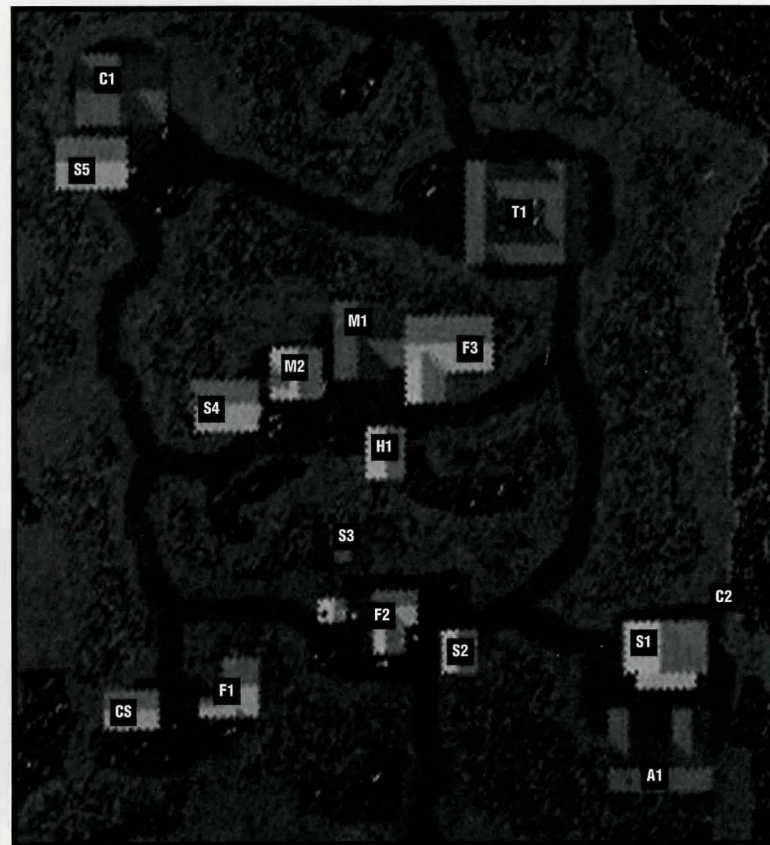
(S3) Tinker's Paradise [S]

(S4) The Carpentry House [C]

(S5) Strange Rocks (Jeweler) [NW]

## Taverns/Inns & Travelers' Aid

(T1) The Just Inn [NE]





# 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 Stablery [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

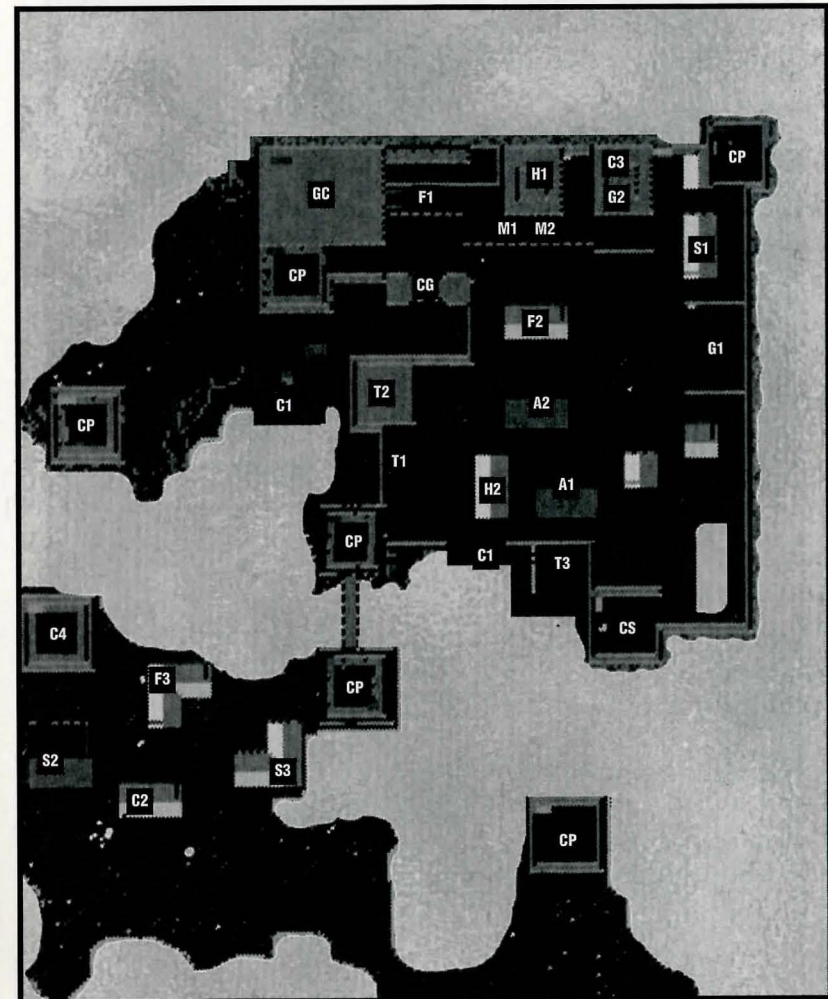
- (M1) Serpent's Spells [N]
- (M2) Britannian Herbs [N]

## Shops

- (S1) Silver Serpent Bows [NE]
- (S2) Silver Serpent Tailors [SW]
- (S3) Tinker of the Isle [S]

## Taverns/Inns & Travelers' 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

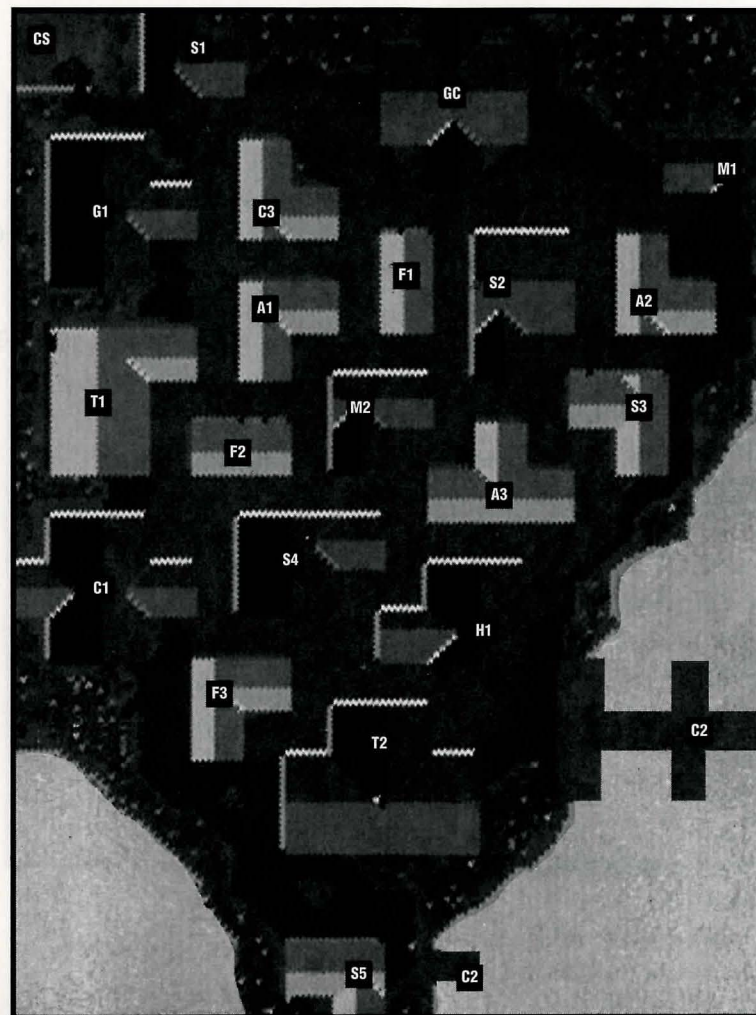
- (M1) Mystic Treasure (Reagents) [NE]
- (M2) Mage's Menagerie (Magic Shop) [C]

### 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 & Travelers' 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 Stableri [C]
- (C6) Bank of Britannia: Trinsic Branch [SW]
- (C7) Docks [SE]
- (C8) Trinsic Stableri [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

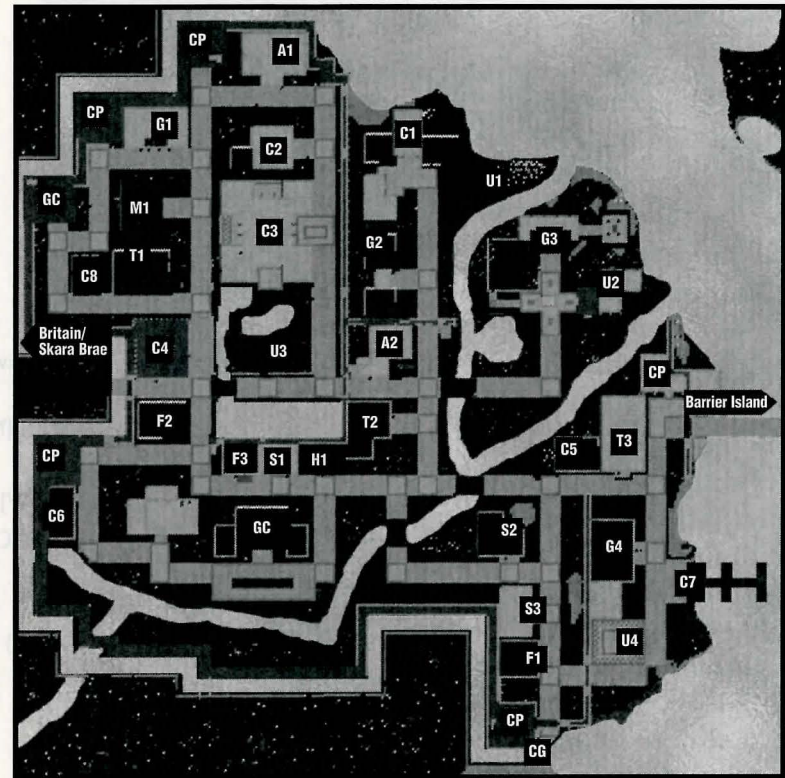
- (S1) The Pearl of Trinsic (Jeweler) [C]
- (S2) Adventurer's Clothing (Tailor) [SE]
- (S3) Trinsic Fine Skins (Tanner) [SE]

### Taverns/Inns & Travelers' Aid

- (T1) The Traveler'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

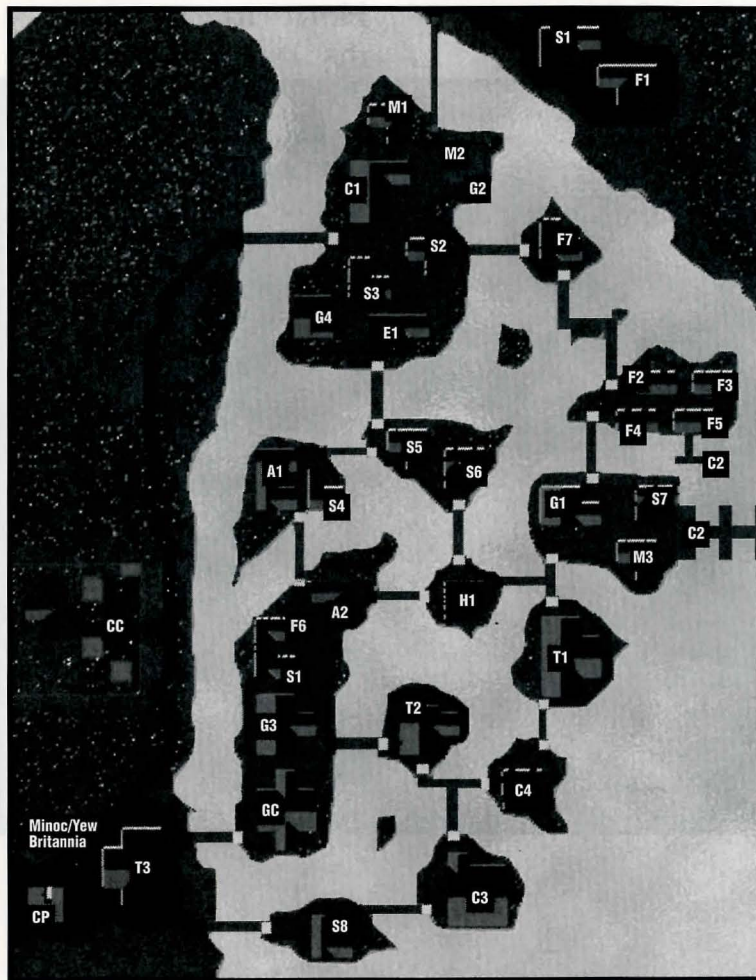
- (H1) Healer of Vesper [C]

### 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 & Travelers' 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]

