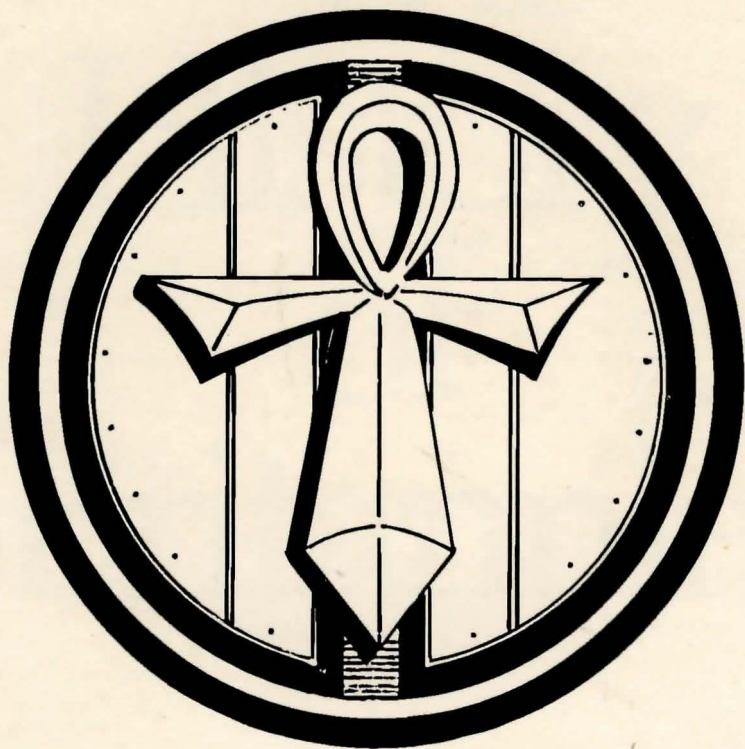


**The
Age**



**of
Virtue**

The History of Britannia

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Chapter 1 Political History



The Dark Ages of Britannia is the name given to that long span of time when the infamous Triad Of Evil stalked the lands and challenged all for the supremacy of the soul.

The First Era of the Dark Ages came to an end with the downfall of the evil Wizard Mondain and his many minions, as chronicled in Ultima I. The Lords of the lands were weak and scattered, rendered ineffective by factional wars. It was only through the efforts of an itinerant adventurer that the foul Mondain was tracked to his hidden lair and slain.

But a few years of restless peace followed Mondain's downfall. So long had the world shuddered beneath Mondain's yoke that many found it hard to believe he had been really vanquished. In truth, his teachings did not disappear. Mondain's apprentice Minax rose to power soon thereafter to challenge the fledgling city-states that were beginning to evolve. The Terrors had begun anew.

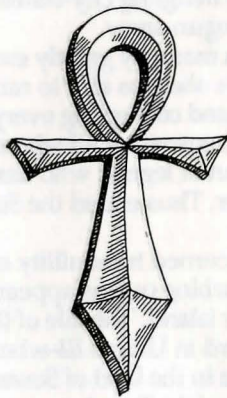
Minax's powers upon maturity greatly exceeded those of her evil mentor. With these powers she was able to rain wholesale destruction upon the planet, twisting and corrupting everything. Her foul web spread through time itself, ensnaring all who sought to oppose her. Finally, there arose a hero out of legend who dared face Minax in her own fiery castle and destroy her. Thus ended the Second Era of Darkness, as told in Ultima II.

Twenty years of well-earned tranquillity ensued and prosperity favored the land. Then disturbing omens appeared, followed by the mysterious appearance of a fiery island. The tale of the Third Era of the Dark Ages is told by Iolo the Bard in Ultima III-wherein Lord British, sovereign of an incipient empire in the land of Sosaria, called forth through time and space for Heroes of the People to assemble. Four diverse adventurers answered this clarion call. To them fell the geas of the Doom of Exodus. Long they labored on the trail of the mysterious Exodus, through many a deep dungeon which seared their souls.

To this day, each member of that team bears the marks of their journey. With the aid of the mystical Time Lord they were successful in bypassing the Great Earth Serpent and gaining access to Exodus' island fortress. The very bricks of the fortress rose up against them, and great is the Bard's tale of their struggle to reach their mortal foe. Of the final confrontation not one of them will speak, save to say that evil is gone from this plane. So passed the third member of the Triad of Evil and with this death, so passed the Dark Ages of Britannia.

From the rubble of Sosaria, Lord British was able to unite all the mainland and a few of the islands under his one rule. This new Empire of Britannia brought much sought-after peace and prosperity to its subjects. Many of the ancient pockets of evil were destroyed, so that the only remaining hazard to wayfarers was the occasional stray band of marauding orcs or hill giants. Most of the lands were mapped, although a few unexplored regions still remain.

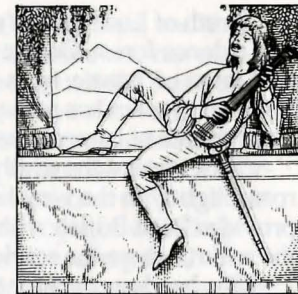
With the Triad of Evil destroyed, Lord British became known for his dedication to raising the quality of life of his subjects. To assist in this endeavor, three mighty structures were raised in distant parts of the realm. One was the Lycaeam, wherein lay the great observatory. Another was the Empath Abbey with its oak groves where wise men and women meditated upon the teachings of the ancients. The third structure was the great castle of the Knight's Order of the Silver Serpent. Only the flower of Lord British's chivalry was invited to join this order, which embodied the highest ideals and exemplary bravery. The rest of the land was divided among eight major towns, each with its own political faction. Numerous satellite villages also dotted the countryside between the towns. In this manner were Lord British's lands organized.



Chapter II Geography

The final destruction of Exodus rocked the known world. Mountains rose; land masses sank. Most of the surface area of the world became fused together into one large mass. It is over this major continent-now called Britannia-that Lord British rules. Some nearby islands also pay homage to him, while beyond these islands lurk uncharted shoals and rumored pockets of evil.

Lord British's magnificent castle is situated in the centre of the continent, overlooking Britanny Bay. This tall building is the greatest architectural structure of the new age. Loyal subjects may pay homage to his majesty, and renew fealty whenever they are in the vicinity of his castle. Nearby lies the arts centre of Britannia-the town of Britain-where Bards weave tales of legendary deeds and serenade visitors.



To the north of the castle of Lord British lies the great mountain range, known as the Serpent's Spine. The peaks of this range are the highest in all Britannia. During the summer months, a small out-of-the-way pass allows knowledgeable travellers to save much time on their journeys. Beware of the one-eyed Cyclops and fierce, two-headed Ettins that inhabit this range.

Northwest from the mountains begin the vast woods known as the Deep Forest. Many a traveller has become lost among these tall, majestic trees. If thy feet stray from the beaten path, do not despair, for within the woods lies the beautiful city of Yew, home of the mystic Druids. The High Court of Yew judges all the important cases in Britannia and is famed far and wide for the wisdom of the decisions rendered here.

Nearby is the spiritual centre of Britannia, the famous Empath Abbey. Within these hallowed walls, wise men and women study the ancient writings of past Masters, and meditate upon the Great Principles that govern the universe. A good meditation-focusing on a proper Mantra-will sometimes yield valuable visions to those whose patience and powers of concentration are strong. The experience is worth sampling.

East of the Deep Forest lie the High Steppes of Britannia, famous for beautiful horses. The only difficulties a traveller might encounter here are bands of thieving Rogues and unfriendly Wizards. The High Steppes border an interior lake fabled for mysterious disturbances.

Beyond the High Steppes lies the famous battlefield, known as the Bloody Plains, where the last major forces of evil were vanquished. Alas, many of our brave men perished here in the fight for virtue. Be very careful when thou passeth through this region. It is whispered that, at some phases of the moon, the undead rise and fight the battle again.



Lost Hope Bay lies to the north of here, with the sturdy town of Minoc perched on its shore. Minoc is home to some of the finest craftsmen in the realm. The Tinkers of Minoc are known for their skill. A tired traveller will also find a refreshing place to rest at the Wayfarer's Inn. The northeastern tip of Britannia is rather wild. The treacherous marshes, with their noxious vapors that poison the unwary explorer, are home to swarms of insects and all manner of beasts.

South of Lord British's castle can be found a large plain, mountains, and a dense forest. On the southern edge of the continent is the magnificent town of Trinsic, from whence come Lord British's finest Paladins. The Tap in town has some of the best brew around, and the bartender is a great source of current gossip. Be sure to tip him well!

The claws of the southern tip of Britannia embrace the Cape of Heroes. Slightly to the west lie the Valarian Isles. The walled town of Jhelom provides Lord British with the best fighters and also has the largest inn of the realm, where the service is outstanding.

The headquarters for the Order of the Silver Serpent is on an island south of the Cape of Heroes. This wooded fortress was given to the members of the Order by Lord British in recognition of their outstanding service. A visit to Serpent Castle will instill within the traveller a true feeling for the ways of chivalry.

Off the western shore of Britannia is the island home of the doughty Rangers. Skara Brae is a beautiful city and spaciouly laid out. For those suffering from rare diseases or grievous wounds, a Mystical Healer resides within those walls. The Healer will aid the destitute as readily as the wealthy, expecting no payment save what the sufferer can afford.

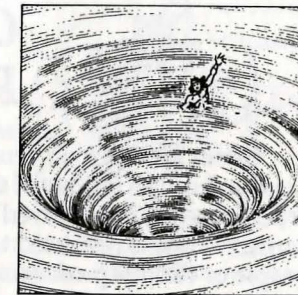
In the northeastern part of Britannia lies Verity Isle, famed as the home of the Lycaeam. This pillar of higher learning constitutes the centre for the sharpening of the finest minds in Britannia. The Lycaeam's observatory provides Lord British with valuable information about the course of the heavens and provides a vantage point to watch the happenings within his realm. On the southern end of Verity is situated the fabled town of Moonglow. The Magi of Moonglow are constantly improving their skills, being tireless in the pursuit of greater knowledge of the mystic arts. Within Moonglow, however, can be obtained the finest in mystical reagents. These herbs will help those with magical skills prepare and cast their spells.

This then is the known realm of Britannia. Several small villages also dot the landscape, but all are not recorded in the charts of the realm. Some other islands of varying significance hug the shoreline-most of which are uninhabited and barren. The only islands the traveller should be cautious about when exploring are known as the Fens of the Dead. Disembodied Wisps, Ghosts, long-dead Lichs, and savage Zorns have been reported here.

Existing maps are by no means complete. There are said to be other unexplored isles, wherein all manner of monsters and evil beings reside: flame-breathing Dragons, multi-headed Hydras, horned Devils, fiery Lava Lizards and even dreaded Balrons are rumoured to roam the distant shores. Somewhere, out beyond civilization, is also reputed to lie the ruins of the legendary town of Magincia, which the gods destroyed for the insufferable pride of those that dwell there. All of the marble palaces and gardens were devastated, and the rich, haughty inhabitants reduced to haunting spirits. No one has ever confirmed this legend, so it may just be a fable to frighten the weak of heart and instill humility in those who overvalue their own worth.

Sea travel along the coast of the main continent is reasonably safe, although a bold band of pirates has been raiding Britannia of late, terrorizing the populace. Beware, for the pirates take no prisoners! Farther out to sea roam many mythical creatures. The unwary voyager will likely encounter Giant Squids, Nixies, poisonous Serpents, and mystical Seahorses. The ever present danger of whirlpools and waterspouts make seafaring a hazardous experience at best.

It is hoped that with the next edition of the History of Britannia, travellers will have brought back more information on these unexplored regions, so that the map may be completely filled in. As a final caution for the would be traveller-Beware of the many Dungeons and their dark, subterranean passages!



Chapter III Fellowship

Under Lord British's rule, each of the eight towns has developed into a cultural centre for one of the eight major professions. In this manner, an orderly society has evolved with little friction between the diverse inhabitants. No one is restricted to their town of birth, and one frequently finds people of various professions visiting a particular town. These are the eight major professions:



Mage. The Magi of Britannia gather in Moonglow, near the Lycaenum, where they can study the ancient mystical scrolls of the Library. The strictures of their profession permit Magi to wear only cloth armour and carry either a staff, dagger, or sling. Unconfirmed rumors indicate that the highest Adepts have acquired the use of arcane magical weapons. The primary weapon of the Mage is magic. As the Mage becomes more advanced, more powerful spells can be woven. Some of the greatest spells have been known to shake the earth, or raise the dead!

Bard. The Bards of Britain entertain the people with their ballads and tales of heroic deeds. Bards not only chronicle the deeds of valor, but perform them as well. The weapon of choice for a Bard is the sling, but they may use a crossbow at times. All armour save that of Leather is shunned by these minstrels, for they find metal harsh and too noisy for their sensitive ears. The Bard also dabbles in magic and makes a fine companion on a long journey.



Fighter. From the town of Jhelom hail the mighty Fighters. They pass their lives in training and have the use of all weapons and armour, though most prefer the double-edged Britannian sword, a devastating weapon in the hands of a skilled fencer. Fighters have little or no magical talents, for they believe only in the use of arms and fear that magical training saps the will and concentration of a true warrior. They possess a particular affinity for horses, and are most useful companions on travels to uncharted regions.



Druids. The Druids are fierce fighters, especially when defending their beloved groves. They hold all trees to be sacred and their town of Yew lies deep in the woods. Druids are also impressive practitioners of the mystic arts and their knowledge of herbs is without peer. They may fight with different types of bows, although their preferred weapon is the mace. The Druidic philosophy forbids the wearing of metal of any kind, so Leather is their armour of choice. The Druid's knowledge of the ways of the woodlands make them invaluable as fellow travellers.



Tinker. The Tinkers of Minoc are both skilled artisans and superb fighters. They are generally suspicious of magic, believing that only hand-crafted artifacts possess true value, and thus use it seldomly. A Tinker may use any weapon, however, the double-bladed war axe is preferred. Tinkers will use any non-magical armour. A travelling party with a Tinker need never fear for repair of any metal or wooden items.



Paladin. These great fighters live in the town of Trinsic in the southern part of Britannia. They are expert in all forms of combat and weapon use, and are one of the few professions that will make use of magical chain armour when it is available. Their deep beliefs in the value of good lend strength to their magic, which they wield with certain flair. Paladins are thus very formidable opponents and highly valued allies.



Ranger. Off the western shore of the mainland lies the fair island of the Rangers. Venturing far from their retreat at Skara Brae, they strive to improve the conditions of people throughout the realm. Rangers are well-versed in woods lore and fight fiercely with most weapons, but shun all but leather armour. They are also proficient magic users and faultless trackers in any wilderness.





Shepherd. It is uncertain whether Shepherds are skilled in any form of warfare or in the mystic arts. However, they are highly valued travelling companions for their humility and their knowledge of the ways of the land.

A traveller in Britannia need not journey alone. In each town one may indeed one ought to converse with all the inhabitants. If thy personal philosophy of life is close to

that of the town, then thou may ask one of the residents to join thy party. If amenable to your invitation, this person will travel with thee only as long as thou stay true to thy beliefs. If at any time, through actions or deeds, thou stray from the Path, then thy companions will desert thee to thy Fate. Remember, these are Free Companions-not servants or mercenaries. Such is their faith in thee as their leader, that all gold and supplies held by the party is given into thy care for the good of all. Use this trust wisely!!

Chapter IV Mercantile

There is a thriving merchant class in Britannia. Each town and village has its own shops that specialize in local wares and services. The seasoned traveller will discover many delightful and useful items to purchase, as well as a wide variety of places to eat and sleep.

The monetary system of Britannia is based on Lord British's heraldic charge. It is a gold coin with a silver serpent cast vermeil upon the gold. The process is so difficult that the coin has never been successfully counterfeited or debased in value. This coin has been the foundation of the realm's stability and is universally accepted by merchants. Coins of the realm are also to be found in the chests that appear from time to time and are found below the surface in the dank dungeons. Beware, as most chests have diabolical traps in place to confound thieves.

Here is a partial list of some of the popular shops and their wares:

Weapons Shop. Here one may purchase the finest in weaponry that blacksmiths can forge. Depending on the skills of the local artisans, a shop might offer the following range of weapons:

<i>Staff</i>	<i>Sword</i>	<i>Dagger</i>
<i>Bow</i>	<i>Sling</i>	<i>Crossbow</i>
<i>Mace</i>	<i>Flaming oil</i>	<i>Axe</i>

The weapon shops also offer trade-ins on used equipment, although if thy axe is greatly notched from battle, do not expect much for it.

Armoury. Fine armour may be purchased in the armouries of Britannia. 'Tis just the item to keep highwaymen from slipping a dirk into thy ribs! The local armoury may offer any of the following selection:

<i>Cloth</i>	<i>Leather</i>	<i>Chain</i>	<i>Plate</i>
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The armouries will likewise offer trade-ins on used armour, although most would not consider them liberal. By the time most fighters get around to seeking improved armour, the old armour is almost completely falling apart, and its principal value is as scrap for the foundries.

Pub. The subjects of Lord British truly prize their pubs, and it shows in the gracious hospitality to be found in all public houses. Most offer an excellent array of drinks and food for the wayfarer. It is also commonly known that the bartenders are incurable gossips-if asked the right question and offered the right price-rare news may be obtained. Public drunkenness is prohibited throughout the lands of Britannia, so temper thy indulgence with wisdom.



Grocery. Little is worse than being far from town and finding thyself starving to death because the person in charge of the expedition hast forgotten to buy enough food. Be sure to lay in a supply at each opportunity. Thy fellow travellers will most certainly appreciate thy foresight.

The Healer. Some towns contain these invaluable places of aid where one may go to be healed when suffering from grievous wounds. Remember to heal thy companions also, for a healthy party ensures survival in the wild. The Healers are the only ones who may cure victims of the noxious venoms inflicted by the inhuman denizens of the land.

Inn. The numerous inns of Britannia provide tired travellers with a comfortable night's sleep, which refreshes and revitalizes each character. The character of the inns throughout Britannia varies, as does the price.

Herb Shop. All practitioners of the mystic arts will search far and wide to locate these rare shops. Within them is to be found the components or reagents, as they are known to enchanters for spell mixtures. Without these mixtures, no spell may be cast successfully. Due to the rareness of some of the herbs, many are not offered for sale regularly, if at all. The known magical reagents are:

<i>Sulphurous Ash</i>	<i>Ginseng</i>	<i>Garlic</i>	<i>Spider Silk</i>
<i>Blood Moss</i>	<i>Black Pearl</i>	<i>Nightshade</i>	<i>Mandrake Root</i>

Care should be taken to mix the herbs in the correct proportions, so as not to waste the valuable ingredients.

Guild Shop. The Thieves' Guild has been essentially driven out of Britannia, but rumors persist of its existence somewhere in the ocean, perhaps on one of the uncharted islands. Somehow, the Guild maintains contact with the mainland, perhaps through the brazen pirates. The goods once offered by the Guild were expensive, but invaluable to the traveller who sought to stray off the beaten path in search of novel experiences.

These are the main shops in Britannia. A few other places exist that are worthy of note:

Shrines. Here the devout of each town may mediate upon their Path in life. Each shrine responds to the meditation of a different Mantra (chant). Consistency and concentration are the keys to meditation. Enlightenment is attained only through care.

The Seer Hawkwind. Residing within Lord British's castle is the Royal Seer, Hawkwind. Many aspire to tread the Path, but very few find their way. Seek the advice of the Seer as to thy progress upon the Path. He can look into thy heart's heart and read thy progress or failure. Heed his advice, for feet that have strayed may be brought back upon the Path.

Chapter V Transportation

Throughout the centuries most travel has been accomplished by use of the feet. While this method lends itself to scenic hikes, it is a terribly slow way to journey from one end of a huge continent to the other. Getting around Britannia, which may never be without risk, could soon become easier. Under the auspices of Lord British, studies of the properties of the Moon gates are beginning to yield a clearer understanding of the Gates' mystical workings. People forecast that future citizens will use these gates as a normal means of distant travel. The destinations of the gates appear to be rigidly bound to the phases of the twin moons Trammel and Felucca. The appearance and disappearance of the gates are definitely so linked. The location of the gates are represented on most maps of the realm as phases of the moons. The gate active is indicated by the phase of the moon Trammel. Once a gate is entered, thy destination is indicated by the phase of the moon Felucca.

Britannia is marked by six terrain types, each with its own features:

Grass. The smoothest and easiest to travel on, the grass of Britannia serves to fatten its herds. One may pass here without any impediment.

Brush. Low scrub growth and bushes hinder thy progress, permitting thy party to move but at three quarters of thy normal speed. Fine tinder for campfires may be found at the base of the larger shrubs.

Forest. The going is slow through dense woods, with thy speed cut fully in half. The oak so dearly loved by the Druids predominates here, along with healthy growths of Ash and Beech. There is quite a lack of visibility in the forest regions.

Hills. Hilly terrain, much favored by those who raise sheep, will slow thee down considerably, so much so that none but the sure-footed mountain goat can move at more than a snail's pace.

Marsh. The marshes and fens are particularly treacherous and should be avoided at all costs. While progress is only slowed to half one's normal pace by the muck underfoot, the marshes give off poisonous gases which can severely harm members of the party.

Mountains. Mountaineering is not a well-known skill in Britannia, so the mountains are closed to the normal traveller. There is also a lack of visibility over the mountains.

Horses may be obtained and greatly speed travel on land. The sages of the Lycaenum are reputed to have been working on a lighter-than-air device for Lord British, but it was stolen some months ago and its whereabouts is not known.

Since while travelling, thy party members' hit points may be diminished by unexpected confrontations, every so often thou should Hole up for the night and camp. If thy rest is not interrupted by wandering creatures, then thy party will be greatly refreshed.



At sea, masterful control of thy ship is necessary for survival. Ships have powerful cannons, but they can only fire broadside. To learn seamanship, thou must understand the ways of the water and the wind.

The ocean is made up of three types of water: Large waves mark deep water; small waves indicate shallow water; tight ripples show shoals, too shallow for ships to pass over. Remember that a change in wave size signals approaching land. This will aid thy navigation.

The winds of Britannia blow very constant in a given direction, then shift to a new direction for another long period. This fact allows the skipper of a ship to sail strategically. If the ship is facing into the direction of the wind, (such as sailing East against an East wind)) then the ship's progress is at its slowest-1/4 Speed. If the ship is sailing with the wind, (as in sailing West with an East wind behind thee) then the ship's speed is faster-3/4 Speed. It is only when one tacks across the wind that the ship reaches maximum speed, (such as sailing North or South against an East wind)-Full Speed.

Strive to maneuver thy ship so as to bring either the port or starboard batteries to bear before creatures or pirates can close and try to board. Thy ship has armour which, if reduced to zero, will cause it to sink and thy party shall perish. A captured pirate ship can be used in place of a badly damaged ship. Practice near shore until thou develop seafaring legs. The ship's cannons also serve for firing upon landbound creatures. Beware, some of the land creatures have the power of flight and can pursue thee over the waves!

Chapter VI

Weapons and Armour of the Realm

WEAPONRY:

Hands. If thou lose all of thy weapons, this is what thou hast left. Although it is possible to kill some of the lesser monsters with thy bare hands, the odds of success truly are not very high.

Staff. A six foot piece of carved ironwood that has been magically attuned, the staff sold in the weapons shop of Britain is more formidable than it seems. It is the favorite weapon of Magi.

Dagger. Ten inches of beautifully worked steel make the standard Britannian dagger. The traditional basket hilt looks very functional. A favorite weapon of novices.

Sling. The common sling is fashioned from twenty-four inches of cloth, folded in half, with a leather cup. The projectiles—small rocks—are easily collected, making this an inexpensive missile weapon. A perennial favorite with travellers down on their luck.

Mace. Upon the 1 1/2 inch oaken stem of the Britannian mace rests a globe of iron studded with knobs. The impact of this weapon has been known to shatter the skulls of enemies. A favorite among the Druids.

Axe. With a double-sided two foot blade, a warrior wielding a battle axe can really wage war. The axe is a favorite among Tinkers, as many of them are workers of wood and metal.

Sword. Ah, a true fighter's weapon. Four feet of wicked, blue steel will strike fear into the heart of any opponent. The sword is an automatic favorite among Fighters.

Bow. A truly competent long-range weapon. Get thy enemies before they can get thee! The Britannian bows are made from the finest yew wood. Each longbow is hand-rubbed and ornamented with horn nocks on the tips. A favorite among those with poor armour.

Crossbow. Now here is a real missile weapon. The impact of the crossbow will stop a rampaging troll. The crossbow is traditionally made of mahogany with a carved mapled veneer on the sides depicting Lord British's device, the Silver Serpent. A favorite among Bards for the singing of the crossbow's string.

Flame Oil. The use of flasks of Flame Oil constitutes an innovation in Britannia. Any of the Eight Great Professions can use it. The wielder casts the ignited oil in a chosen direction, creating a corridor of flaming oil which lasts several minutes. Any enemy entering the flaming oil suffers burn damage for each turn passed in the inferno. A favorite weapon among those hurt and in need of rescue—a last ditch defense.

Halberd. Seven feet of stout wood topped with a blade of deadly steel. The halberd requires excellent coordination to be used effectively. It is the most deadly of weapons in the hands of an expert, who uses it to strike over the heads of his fellows. A favorite among Paladins.

Several magical weapons are said to be found hither and yon, but the location of these are not known for certain. It is said that a traveller must be worthy of such a weapon before it will become available.

ARMOUR:

Skin. What thou art left wearing when thou hast no armour at all.

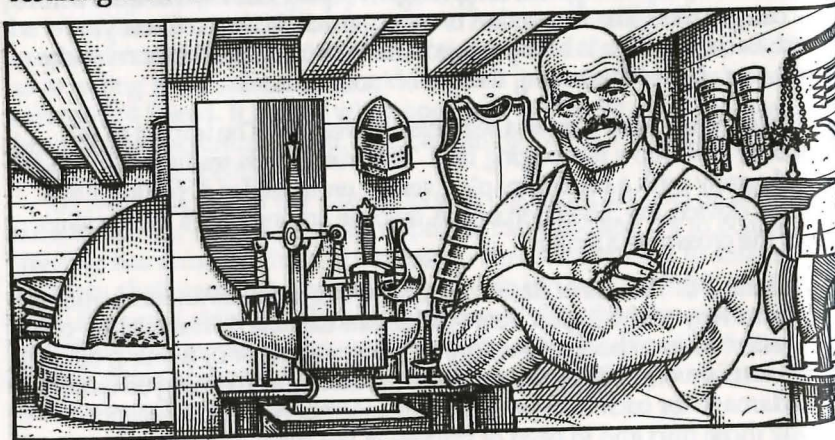
Cloth. Peasant's garb for those who can afford nothing better, or those restricted by the vows of their profession from wearing aught else. A reluctant favorite among Magi.

Leather. The workhorse of novice travellers, leather armour is found throughout Britannia. Many of the professions are restricted to leather as their best choice. A favorite among Bards, Druids and Rangers.

Chain. Used by those who can handle the weight of chain mail while fighting, this armour offers excellent protection. Only the finest steel is used, with double thickness on the shoulders. All links are individually riveted for strength. A favorite among Fighters and Tinkers.

Plate. The aristocrat of the armourer's craft, plate affords more protection than any other conventional armour. Each suit is tailor made to thy shape. The cost is naturally sizeable, but the effect is inspiring. A favorite among Paladins.

As is the case with weaponry, rumors abound of magical armour that will withstand the breath of a dragon. But, who knows? Perhaps these are but rumors spread by Orcs to lure fighters into illusory searches resulting in death.



Chapter VII Magical Arts



Most of us understand only those things that we can see and feel. Yet there is a segment of the population that can see the unseeable, and can feel that which has no substance. The perception and use of these ethereal forces is called magic. To some it is an art, to others a science. It is difficult for this historian to describe the art with which he is totally unfamiliar. He can, however, comment upon what purports to be the science.

The basis of all spellcasting is the proper mixing of the necessary reagents. Reagents are the physical materials which are said to provide the initial energy to begin the spell. Each spell uses a different reagent formula. These formulas are jealously guarded by magic users, for quite often the difference between life and death is knowing a spell that thy opponent knows not. From the bill of fare at the herb shops, the observer can glean the names of the reagents: sulphurous ash; ginseng; garlic; spider sild; blood moss; and black pearl.

Furthermore, there are reputed to be two others, more powerful still than those just listed. However, they are not for sale according to the proprietors of the herb shops. They are nightshade and mandrake root.

Only certain classes of the eight major professions have any talent for magic. Some are quite strongly endowed, such as Magi and Druids, while the Paladins, Bards, Tinkers and Rangers have but a little power. Fighters and Shepherds have no magical ability at all. In fact, Magi are so tuned to the special energy that comprises magic that when they cast a spell, a blue aura glows around their head and shoulders.

While most spells are reputed to possess either offensive or defensive abilities, some are utilitarian in nature, such as Light, Open and View spells. The rare aeromancer can harness the power of the winds. An ancient scroll on display in the library at the Lycaenum tells of different types of energy fields created by means magical. It lists the following fields and discusses their properties.

Sleep. A green field that may bring sleep to anyone who passes through it.

Lightning. A blue field that serves as an impenetrable barrier which inflicts damage upon any who touch it.

Flame. An orange field that imparts massive damage upon those foolish enough to try to cross it.

Poison. A violet field of noxious vapors that poisons anyone passing through who is not quick to hold their breath.

Whether these fields may be controlled by magic is uncertain. However, the scroll was concerned with the tale of a Wizard's battle! One can only ponder whether the writer survived the encounter.

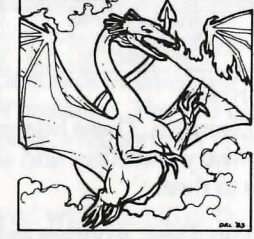
Chapter VIII A Bestiary



Bat



Cyclops



Dragon

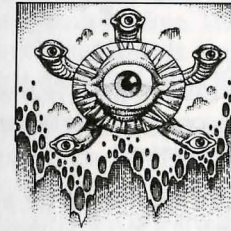
Bat. A non-evil subterranean dweller found in the deepest caverns, the principal diet of the bat is animal blood. They are quite large and may attack any who disturb their rest.

Cyclops. These evil giants can hurl half-ton boulders down from the heights. Even a grazing hit will do considerable damage to a member of thy party. The Serpent's Spine is said to be the best hunting for them.

Dragon. The dragon is an evil, flying serpent which can cross water and blast ships with huge fireballs. Not many ships can withstand a couple of passes by an attacking Dragon.



Ettin



Gazer

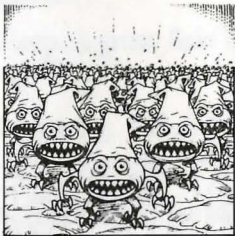


Ghost

Ettin. These evil two-headed aberrations of nature can cast huge boulders down upon thy party, causing immense damage. It is best to try to kill them with long-range weapons and spells. A large clan of Ettins is said to live along the Serpent's Spine.

Gazer. These hypnotic creatures snare their prey by putting them to sleep. The deep forests are the favorite habitat of these evil, floating eyes.

Ghost. The restless spirits of those trapped between planes, ghosts can pass through walls, so use extreme caution when they are thought to be nearby. Evil Ghosts are often found in ruins, battlefields and crypts.



Gremlin



Headless

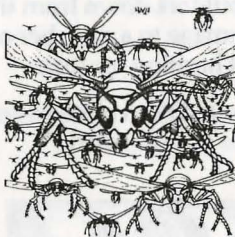


Hydra

Gremlin. These hungry denizens of the underworld love to sneak up to unwary travellers and steal all their food. Do not let an evil gremlin get close to thee!

Headless. Another evil being best suited to terror and destruction, the Headless is indeed a creature of nightmares. Many a traveller has fled in abject horror at the sight of a headless torso bearing down upon them.

Hydra. Beware the evil breath of the multi-headed hydra! The massive fireballs can fry most members of thy party.



Insects



Lich



Lava Lizard

Insects. If thou dost stay clear of these non-evil vermin, they will not bother thee. March and dungeons are their favorite locales. Insects can fly, so they can chase thee over water.

Lich. This undead shade of a powerful wizard can still cast very powerful magic spells. The lich is a most dangerous opponent under even favorable conditions.

Lava Lizard. These reptilian creatures love fire and dwell in infernos. In combat, they have been known to spit flaming lava thirty feet, so beware these evil beasts.

Mimic. One of the most treacherous and evil creatures in all of Britannia, the mimic can assume any shape, although they seem to prefer



Mimic



Nixie

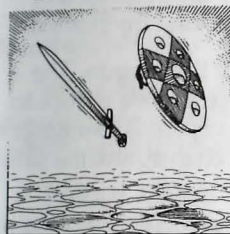


Orc

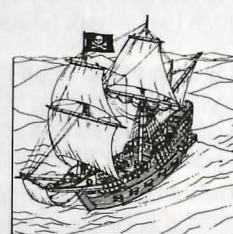
assuming the likeness of treasure chests. Upon spotting one, the careless traveller greedily rushes toward the chest. When the traveller gets close enough, mimic casts out a poisonous venom. When the traveller succumbs to the poison, the mimic feasts upon him. The only known way to detect a chest mimic is to wait until it gets curious enough to peer out at thee by lifting the lid of the chest.

Nixie. These aquatic first cousins of the ancient race of elves rise from the depths to strike terror into the hearts of seafarers. The evil Nixies wield sharp tridents which can be hurled against a ship's crew from afar, causing great damage.

Orc. Would that every orc had been destroyed with the fall of the Triad of Evil! They breed like rabbits and still infest the woods and hills, though in much smaller numbers than before.



Phantom



Pirates



Python

Phantom. These tragic souls have been captured by evil and forced to reenact their battles throughout all time. They are bodiless, but can be detected because their swords and shields remain visible. Phantoms are tough opponents as dying is meaningless to them.

Pirates. Truly the dregs of Britannia, most of these crews have death warrants hanging over their heads. Remember that the evil pirates take no prisoners! Their ships are equipped with heavy cannons, and the crews are well-trained to quickly move their large galleons into battle position. It is a rare skipper indeed that can survive a broadside duel with a pirate vessel. Thy best hope is to "dot the T" or to close with thy enemy. If thou art able to defeat the crew, the ship itself becomes thy prize. For castaways on remote islands, this is the only hope for salvation.

Python. The venom of a Britannia python is highly poisonous. These non-evil constrictors can spit their foul venom a full eleven paces, and should be treated with the utmost respect.

Rat. The common giant rat, while not evil by nature, will still enter human camps in search of food. They pose a threat to any dungeon explorers foolish enough to startle them.

Reaper. These grim creatures stand upright on trunk-like bodies and wave many tentacles at their prey. The evil reaper can also reputedly cast different energy fields, and this is considered a most vicious opponent.



Rat



Reaper

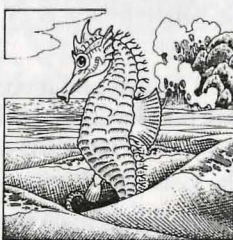


Rogue

Rogue. The rogues that are to be found throughout the land are often escaped prisoners who now make their livelihood as highwaymen by attacking travellers. If they get near to thee, they may pick thy pockets.

Seahorse. These magical creatures appear quite fair and are not evil, but if offended they make devastating enemies. They are possessed of powerful magical abilities which can wreak havoc among thy party.

Serpent. The sea serpent is an aquatic relative of the dragon. The fireball cast by the serpent can sink a ship long before it has a chance to close with the beast. The best defense against a sea serpent is to engage it in close combat as quickly as possible. It is thy only chance, albeit a slim one, to survive the encounter.



Seahorse



Serpent

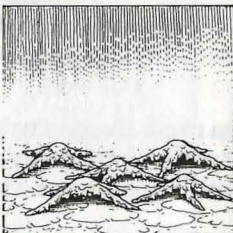


Skeleton

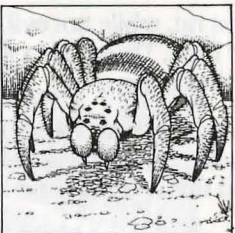
Skeleton. Animated bones, the skeletons are the undead incarnations of a variety of creatures. These tools of evil strike fear into ordinary travellers. With the proper enchantment, however, they can be dispelled.

Slime. Dungeon walls fairly ooze with slime. Most slime just sits there, this evil variety comes after thee!

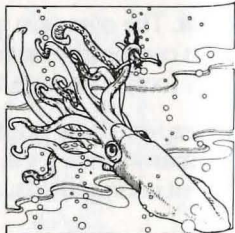
Spider. Beware of inadvertently wrecking a spider's web and this non-evil creature will probably leave thee in peace. If thou suffer the misfortune of crossing one, take care to avoid the venomous spittle.



Slime



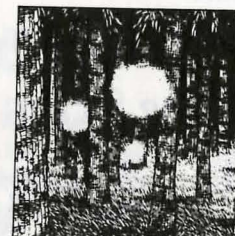
Spider



Squid



Troll



Wisp

Squid. When the tentacles of the giant squid close around a man or a ship, the very power of lightning is released upon the prey. 'Tis best to try to destroy the evil squid with cannon fire before it can engage thee at close quarters.

Troll. These large and evil creatures can hurl axes—of which they carry a plentiful supply—with frightening accuracy. Beware their tricks. Trolls are usually found in hills and mountains.

Wisp. More insubstantial than most evil creatures, wisps can actually teleport around the battlefield and attack from anywhere. It is most disconcerting to be involved in an encounter that contains a wisp.

Wizard. Not all magic users follow the path of good. These evil renegade wizards make very dangerous adversaries when crossed.

Zorn. Zorns are the antithesis of everything. They pass through walls and obstacles, and negate all nearby magic. If an evil zorn closes with thee, thou probably will not escape its embrace.

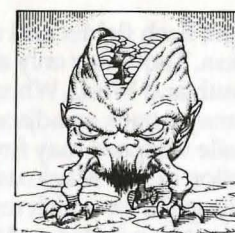
LORDS OF THE EVIL DOMINION

Balron. It is believed by some that all of these Marshals of Evil were destroyed when the Triad fell. If any do exist, it would be better for one to quit life itself than to face the fury of a balron. The ancient scrolls describe them as flying creatures which cast devastating fireballs as well as weave massive enchantments that once felled entire armies.

Devil. These flying Lieutenants of Evil may sweep offshore and chase thee across the waves. They are powerful magic users and should be avoided at all costs. Devils are particularly fond of torturing their victims when the opportunity arises.



Wizard



Zorn

Chapter IX

The Skills of Combat



The historian is a man of intellectual pursuits and therefore little acquainted with the ways of combat. For the following information on such skills, we are deeply indebted to the Master at Arms of the Order of the Silver Serpent.

Before Fighting. Be certain that thou art properly equipped for the ensuing fray. Dost thou have the proper weapon and armour? If not, then thou must equip thyself anew. When thou commence to ready a weapon or wear some armour, thou wilt be offered a selection of such items as are available in thy party's common pool. If thou dost choose an item inappropriate for thy class, thou wilt be asked to select again.

Initiating Combat. When thou art next to an enemy, thou may attack in the direction of thy foe. Thou wilt then be able to view thy combat location, and battle shall ensue.

Being Attacked. If thou dost not attack a creature, then assuredly the creature will attack thee at its earliest opportunity, assuming that the creature is evil or hungry.

How to Fight. Each fighter and magic user will have an opportunity for separate action. Thou may only attack in the main cardinal direction (North, East, South and West). When it is a fighter's turn, those with hand weapons may Attack an adjacent area by specifying the direction. Those with missile weapons may fire them across the battlefield by denoting the direction of fire. Magic users can Cast a spell when it is their turn. Again, only spells for which reagents have been prepared will function. The spell must be selected and the direction fixed. Most combat

spells are functional across the field of battle. Energy fields, however, can be cast only in areas adjacent to the caster.

Victory. When all of the monsters have been destroyed, thou wilt return to the surrounding countryside. If the monsters were carrying any treasure, this will now be available to thee. Care should be used in Opening any treasure chests, as they are frequently trapped.

Fleeing. There will come times in thy quests when thou wilt be confronted with superior forces. Whenever one of thy team is near death, guide him or her off the combat field to save them. If the tactical situation deteriorates completely, removing all members of the party from the field will disengage thee from thy enemy. There are those will call thy actions cowardly, but a wise leader will know the value of preserving the life of one's fellows.

Terrain Considerations. Devote considerable time to the study of the fields of combat. Locate defensible positions for thy party, making sure to maintain an avenue of escape should the battle go badly. Remember our heritage! A few valiant fighters strategically placed in a narrow rocky pass can stand off an army numbered in the thousands.

Weapon Considerations. There are three distinct classes of weapons available to the warrior. They are: Missile Weapons which permit the striking of foes at a distance; Polearms which allow one to smite over an obstacle or companion; and hand-to-hand weapons which necessitate engaging one's enemies at very close quarters.

Ethics of War. Do not feel that it is thy birthright to slay everything that walks, flies or swims. The Code of Chivalry states that before engaging in combat with a foe, the warrior should ask, "Is this for truly evil?" If it is not, then thou must not kill it, but stand thy ground and force it to retreat. The Code is thy touchstone, for without it thou are but a speck of dust in the whirlwind of Chaos.

Chapter X

Modern Civilization and Our Universe

We have just emerged from the darkest period in recorded history. With the vanquishing of the Triad of Evil, we need no longer anxiously watch our backs for fear that evil will fall upon us in the first unguarded moment. The stability achieved by the New Age seems to herald a Golden Age of Peace and Prosperity.

What kind of people will inherit this New Age? Surely our destiny is not to perpetually fight as warring tribes throughout all time. Is there not a higher calling—one worthy of our efforts and capabilities?

If one accepts that the next area of human growth should not be fostered through aggressive territorial expansion, then a possible answer emerges—we must turn inward. Of late, a small group of inquisitive philosophers at the Lycaenum have been asking such questions of each other. While their musings seem quite radical and new, they are worthy of consideration:

Is living a life of virtue an essential element of civilization, or can society survive the test of time without such principles?

How might we ensure the long-term continuation of our new-found peace? What systems of laws and ethics will ensure the continued happiness of all our people?

Why doth Evil still stalk the world and can it ever be vanquished?

If the public set of ethics which evolved from the days of primordial survival is impure, how can we achieve a clean foundation upon which to build a life of virtue?

Given the premise that to understand purity, one must strive to be so, how does one strive for that which cannot be understood?

If our true purpose here is to achieve a balance with our surroundings as suggested in the ancient scrolls of the Library—how can we face nature without first facing ourselves?

Meditation seems to hold the key to perspective. In the transcendental state one is freed from the shackles of modern living. The whole of the universe resonates with thee, and thou dost feel for once as if thou dost belong to a greater whole. Yet all too soon the meditation ends, and thou dost return from this brief glimpse of the sublime to the daily need for survival.

It is time for all to put aside their warlike ways and begin fighting the evil that lurks with themselves. It is far too easy to sit and espouse the path of Virtue, yet never set foot upon it. The ancient rule of treating others as thou wouldst be treated thyself takes on new meaning when put in the context of universal harmony. We must become living examples of our beliefs!

How does one begin to first walk along this new way? Do road markers exist if we but open our eyes to see them?

To be at peace in all areas is a state of mind only achieved by an Avatar. Is such a state attainable by any human, fallible as we all are? The true answer can only be found by those who quest forth in search of it—for who can see the end of the path before beginning the journey? Yet it is also written that for each person the path is different. Perhaps the seeker of wisdom and knowledge of the ways of the land is great. Conversing with him may help one to determine where lie the centres of the Eight Virtues of the Avatar.

Many philosophers hold the opinion that the path is in reality but a series of separate small paths. Each minor path leads to the fulfillment of an aspect of ourselves. Treading one of these minor paths may be construed as a life's goal, and many people have debated which is the most advantageous to follow.

Yet is not the whole much greater than the sum of its parts? Take up the challenge and tread not one but all of the minor paths in thy search for enlightenment and perfection. Perhaps only then will thou find the beginnings of the great path. The Quest of the Avatar awaits. It is not the Heritage that thou does seek, 'tis thy Destiny!

Afterword

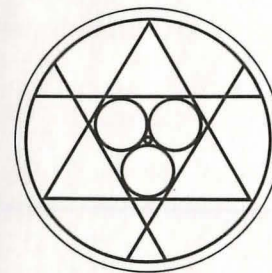
As an addendum to this work, I, Lord British, would like to speak of the Quest of the Avatar mentioned in these pages.

The Quest of the Avatar is the search for a new standard, a new vision of life for which our people may strive. We seek the person who can become a shining example for our nation and guide us from the Age of Darkness into the Age of Light.

We have sent this message out to the farthest reaches of the known universe. Is there One who can complete the Quest of the Avatar? Many have tried already, and have met with partial success, becoming enlightened in one or more of the Eight Virtues of the Avatar—but none have yet attained the true state of being an Avatar.

The secrets of the Avatar are buried deep in the hearts of both our people and the land in which we dwell. The search will be arduous and One who shall succeed must be able to assemble all the parts of the great mystery in order to solve the quest.

Gaze upon the device portrayed below. Learn it well, for when thou dost gaze upon it again, then shall thy life's quest be revealed.



The Book of Mystic Wisdom



The Book of Mystic Wisdom

*as told by Philpop the Weary,
magician to the court of his most
sovereign Lord British*

Know ye, O seeker of the mystic wisdoms, that the ways of magic are diverse and strange. There exists the need for utmost concentration and the harvesting of things magical in order that ye may harness the powers of the universe. Many are the aeons of wisdom contained in these pages which I write for the benefit of my pupils, yet still there is much to learn.

All magic is accomplished by the use of means both human and of nature, for true magic is but the melding of human will and natural force. Without the human voice to utter the chant, no spell may be cast. Yet without the proper natural catalyst, no spell may be effective. Thus magic is twofold, a balance struck between nature and humanity. Let us examine both aspects here, beginning with those natural substances, known as Reagents, that lend power to the words of the spellcaster.



Sulphurous Ash. Sulphur is the substance found in nature that is most useful in the generation of fire. It is the color of saffron and, when burned, gives off an odour indicative of its great mystic strength. Yet its true power is to be found in the second burning—that is, in the use of the ashen residue of sulphur that has been burned in a crucible fashioned from the skull of a Balron. Sulphurous Ash is not an uncommon substance, having been a staple of the Wizard's profession through the ages. It may be purchased from any purveyor of magical goods and is useful in the casting of Energy Fields and Magic Missiles, as well as in spells requiring a quick burst of light or a sustained glow.



Ginseng. Long praised for its strength-giving and medicinal properties, the root of the Ginseng plant is immediately recognizable for its forked shape, and to those initiated in the mystic ways, by its overpowering rose-coloured aura. It has been used for centuries by peasants who chew it or brew tea from a powdered preparation of the root in order to gain strength and stamina as they toil in the fields. While commonly found throughout Britannia, the Ginseng used as a component in the casting of spells is generally black in colour and found only on the slopes of the northern mountains. It may be purchased in virtually any shop that sells magical goods, and is most useful in spells of a healing or narcotic nature, such as Cure or Sleep enchantments.



Garlic. Even the most common of nature's gifts to our people have magical properties as can be witnessed by the power of Garlic. This pungent bulb is found in every garden in the lands of Britannia, and no stew or roast would be complete without its sharp flavor. Its aromatic nature makes Garlic a powerful reagent in the casting of magical spells, and it is used in all spells of the warding variety—be they the warding off of common and magical sickness or the repelling of beings once dead.

S

Spider Silk. The miracle of Spider Silk lies in its tensile strength. Imagine, if your will, a grown man relying on a strand of catgut to hold his weight all the days of his life. A spider relies on the finest of threads to do just that, and its silk never fails it. We should praise the first wizardling mystic who discovered the secret of Spider Silk, for it is to him or her that we owe the knowledge of binding and restraining spells. The silk of the deadly Albino Ghoul spider — both the miniature and giant varieties — has been used by adepts through the years in rites of magic. The spider farms of the south produce perhaps a hundred pounds of the substance each year and sell it to the merchants of magic, where it is made available to all who ply our trade. It is said that each year one worker dies the horrible death incurred by the bite of the Albino Ghoul spider to ensure the potency of the silk, although never has this deliberately been made to happen.

B

Blood Moss. Blood moss is the bane of farmers and the boon of magicians. It is a deep red fungus that attacks the crops of those who raise grain, yet it is a vital component in the casting of spells. An oddity to those who spend their lives observing the growth of that which is not animal in nature — for it behaves like no other plant or mushroom — Blood Moss grows only in the driest of times, when all around it is perishing from drought. It cannot survive the absence of direct sunlight, and thus passes from the earth each night, only to return when the sun blazes mercilessly upon the land.

Blood Moss seems to feed only in ripening grain it can lay waste to an acre of corn in a single day and vanish without a trace as night falls, leaving naught but fruitless stalks swaying the cool, night breeze. The magic of Blood Moss is thought to reside in its fleeting nature, for it is used in the spells of movement — from the simplest levitation to making the very earth tremble. As harvest time comes each year, the merchants send runner to wait by the fields and gather the Blood Moss. Farmers consider these runners unlucky and try to chase them from their fields, but enough show persistence to ensure their masters a plentiful supply of Blood Moss to sell.

B

Black Pearl. The Black Pearl is the most highly prized of all the pearls: Well-formed ones command a price from jewellers that would bankrupt a score of wizards. Yet Black Pearls are vital in the casting of spells that are hurled from the mage's person and must travel to a final destination. Fortunately for our profession, even rarer than a normal Black Pearl is one this is perfectly shaped. Most are lopsided and lack symmetry — the very quality that makes the jeweller desire them so highly. This ensures a ready supply for the thaumaturge — the weaver of magic. It is said that, unlike the ordinary pearl which is formed inside an oyster when it seeks to protect itself from a piece of sand or grit, the Black Pearl only forms when the seed of the great pearl is yet another pearl of much smaller size cast adrift by the death of another oyster.

N

Nightshade. Not to be confused with the rank-smelling plant of the same name, the Nightshade used in the mystic arts is an extremely rare mushroom that is only found in the deepest, most remote forests. It is said to be quite venomous to the touch of all save those present at its harvest, thus it is never sold in shops and is among the scarcest of magical reagents. To obtain it, one must seek in the deepest forest on the blackest of nights when not even a moonbeam illuminates a single blade of grass. I know not of the precise locations where this mystic fungus can be found, but there are rumored to be those in the lands of Britannia that know this secret. Its chief magical properties are connected with the use of poison and the creation of illusions so real that they can lay the mightiest warrior to the ground. So rare is the Nightshade that is primarily used in the creation of only the most potent of magics.



Mandrake Root. The root of the poisonous Mandrake plant is instantly recognizable by its human shape and its crimson colour. It is said that the sap runs blood-red when the plant is cut down in order to harvest the root. Long prized for its narcotic and purging effects when consumed in minute portions, the Mandrake Root is the most powerful known substance in the weaving of magical spells that give new shape to the very world around us. The variety of Mandrake Root used in the mystic arts is found only in marshy terrain, where the root can thrust deeply into the earth. The more earth that must be moved to retrieve the Mandrake Root, the more potent its effect in the magic of the finder.

Many years ago, when our people were but scattered tribes of nomads, the Mandrake was plentiful. As our people have tamed the land, however, and the practice of the mystic arts has become refined, the Mandrake has all but vanished from the face of the land we now call Britannia. It is never seen in the shops of the towns and castles, and hardly even sold privately if found. Many of our profession have devoted lifetimes to the search for Mandrake Root without ever coming into possession of a single piece of it.

These are the eight mystic reagents used in the weaving of enchantments. Some are readily available, while others are costly or must be hunted and harvested by the mage that intends to use them. Guard well your supply of these magical components, for without them there can be no magic. Use them wisely, as ye must use the forces that they unleash. Remember that Magic is to be used only for the cause of righteousness and for the greater good. Should you use the mystic arts for personal gain or vengeance, be prepared for the desertion of your powers.

Spells



Awaken. Should you or any of your followers ever be so unfortunate as to come under the influence of a magically induced slumber, the use of a Spell of Awakening will often alleviate the condition. It is a simple spell which may be cast by the beginning student of the mystic arts with little effort or cost. It requires the use of Ginseng for its healing qualities, and Garlic in order to ward off the coming of sleep until the victims's body has returned to its normal cycle of wakefulness and rest. Blend the two reagents very carefully, apply the mixture to the brow of your sleeping companion, and then chant "levate" loudly.



Blink. Many are the occasions that the thaumaturge needs to be elsewhere in very short order and finds that neither horse nor ship nor any other conventional form of travel is of sufficient promptness for the situation. Magical means of travel must then be used, of which the Blink spell is the most common. This spell disassembles the mage and companions and reassembles them at a spot many leagues distant in any chosen direction. There are means of travel that cover far greater distances the Blink, but they are far more costly and have other limitations which we shall examine later in this tome. The Blink can only move the party distances perceptible to the mind of a common person.



The components needed for the casting of a Blink spell are Spider Silk and Blood Moss. The binding powers of the Spider Silk prevent the essence of the travellers from being scattered during transit, while the Blood Moss aids in the movement from one location to the next. Equal quantities of each reagent ensure the proper working of the enchantment. The concentration required for Blinking is such that the spellcaster will most certainly feel the effects, but not be left exhausted.



ure. Venomous creatures abound throughout the lands of Britannia. Rarely are they evil, nature having provided them with their sting as a means of defense against larger predators, but without proper attention wounds can fester and lead to the death of a victim. Furthermore, evil mages may cast noxious, poisonous energy fields during battle or erect such barriers to prevent the virtuous from reaching their caches or sanctuaries. Fortunately, the great wizard Jaanth Nor devised a countering magic for the effects of all venom and recorded his findings for future generations to use. The Cure spell is effected by the use of a mixture of Garlic and Ginseng and the calling of the victim's name to soothe the envenomed soul. The curative powers of the Ginseng nullify the effects of the poison in the victim's system, while the use of Garlic wards off the return of any virulent residues that may lie dormant in the blood.



ispel. One of the staples of the wizard's profession is the use of energy fields. We shall discuss the casting of such fields shortly, but first let us examine the means of dismantling them when they are encountered. Although there are various forms of such fields, they are all created with a similar magic and thus may be Dispelled with a single spell. The Dispel enchantment is one of moderate difficulty, far more exhausting than the creation of energy fields. Often touching the field may prove disastrous, so the enchantment must be cast from afar and thus required the use of the precious Black Pearl needed in all projectile spells. Furthermore, Sulphurous Ash is needed to provide the flash of power that brings the dissolution of the forces holding the field together. Finally, the warding powers of Garlic are also employed to prevent the forces from reassembling at the spot where they were previously concentrated. To effect the spell, speak backward the colour of the type of field encountered.



nergy Field. There are four types of Energy Fields known to the practitioner of the mystic arts: Sleep, Poison, Fire, and Lightning. Their effects are varied, but the magic used to erect them is the same in each instance. Any person attempting to pass through an Energy Field will run the risk of either falling asleep or being poisoned in the case of the first two types; if the field is of Fire then their flesh shall burn as they pass through and they shall feel much pain and anguish; while the field composed of lightning is impenetrable.

The casting of Energy Fields is not difficult and requires only a small exertion on the part of the spellcaster, but the fields are only effective in enclosed areas such as subterranean passages and inside of rooms. The reagents necessary in the casting of these Energy Fields are Sulphurous Ash for the burst of creation, Spider Silk for the binding of forces to a single spot, and Black Pearl for the launching of the spell to a spot away from he who works the magic. It would be a grave error indeed to cast such a spell without the latter components, for you would find yourself in the midst of the field!



ireball. When beset upon by evil, the spellcaster has many offensive tools at his or her disposal. We have discussed some of the indirect magics such as Energy Fields, but there are times when more direct action is required. There is a class of missile spells for such occasions, of which the Fireball spell is the intermediate one. All such spells call for the use of the precious Black Pearl for its power in the launching of projectiles. In the case of the Fireball, Sulphurous Ash is also called for in equal proportion, for its powers of fireflash are integral to the creation of flaming missiles. Speak the name of your enemy when the spell is cast and your aim shall be unerring and your enemy will be devastated by the flames of the magical fires.





Gate Travel. In the repertoire of teleportation enchantments, Gate Travel is by far the most powerful. This is because it not only utilizes the reagents and chants of mast magics, but also the power of the gates of the moons that control the very oceans and tides. The moongates are located throughout Britannia, and appear only at certain phases of the twin moons Trammel and Felucca. To cast the spell of Gate Travel, one must speak the name of the moons as the reagents are stirred. As the enchantment takes effect, the spellcaster and any companions will be instantly carried to the location of the desired moongate.

It has been a long-standing tradition among the practitioners of the mystic arts to zealously guard the secret of the components of the Gate Travel spell. It is said that revealing these reagents will seal the use of the gates to the one who divulged the key. Of course, none have dared to speak of them for fear of losing one of the most powerful and exhausting spells in the lore of enchantment. This writer is no exception to this belief.



Heal. One of the cornerstones of the good and true path of the wizard is the use of enchantment for beneficial ends. We have discussed the Cure spell which renders venom as harmless as the purest of well water, but the most common form of injury is the physical wound rather than the internal disruption brought on by poison. Swords and talons do not discriminate and the tools of justice are oft used for unjust purposes. When you or your companions have suffered physical injury that hath rent or seared the flesh, the Heal spell is invaluable. Mix similar quantities of the healing essence of Ginseng with the integrating strength of Spider Silk and apply it to the wound. Speak the name of the victim and the flesh will be hastened along the road to wholeness.



Iceball. Once again, the invaluable Black Pearl is the key to the casting of the missile spells, of which the Iceball is the second most potent in the mage's arsenal. Unlike the previously discussed Fireball spell, the Iceball requires only the use of Mandrake Root in conjunction with the Black Pearl. The necromantic Mandrake will bring the chill of the grave upon your enemy and the very blood of the victim will freeze as if it were midwinter. Ice is heavy and the toll of casting this spell is equally weighty. All but the sturdiest of our profession will need take rest after casting but a pair of these potent enchantments. Remember to speak the name of your intended victim as you cast the reagents aloft, lest your efforts be for naught.



Jinx. There are but two enchantments more powerful and difficult than the Jinx spell, and but one of similar potency. When faced with a closely packed horde of enemies, mix together equal quantities of Black Pearl, deadly Nightshade, and the crimson Mandrake Root to cast at your opponents. Call to their attention the vulnerability of their backs and weave the magic. They shall turn and smite each other as if each was alone in a crowd of mortal foes. The Black Pearl shall carry your spell to their very midst, while the hallucinatory might of the Nightshade will confound them beyond the boundaries of common sense. Mandrake Root lends the power of conviction to their misconceptions. The duration of the enchantment is varied, but throughout its course the spellcaster will be reminded of its potency by the presence of a glowing "J." Be warned, however, that the casting of the Jinx spell requires great exertion.





Kill. The Kill spell is the most powerful of the missile enchantments. It is the favorite of evil wizards and its use is prohibited by most teachers of the mystic arts. Nevertheless, when faced with a foe of singular strength and a truly evil nature, the wise magician will prepare a mixture of the highly toxic Nightshade and mercurial Black Pearl and speak the Truename of the enemy while casting the reagents toward the foe. As the last syllable of the chant fades, all of the target's vital organs shall cease to function for the space of seven heartbeats. This is usually fatal, although some beings of exceptionally hardy constitution will survive a single Kill spell. The enchantment may be woven several times, but takes a fierce toll on the energy and concentration of the caster. It is easier to Dispel a field of vibrant energy than it is to stop the functioning of a living being.



Light. The enchantment of Light is a trivial one, often the very first spell acquired by the budding sorcerer. It requires but a pinch of Sulphurous Ash, which is applied to the end of a staff and gently blown upon until it begins to flow with a soft yellow light. The spellcaster must concentrate briefly on the image of a candle and expend a slight amount of energy to start the magical glow. From then on it will burn softly until the reagent is consumed, lighting the underground passages where the thaumaturge treads. There are two principal advantages to the use of Light spells in place of ordinary torches. They are unaffected by all but magical winds or breezes; and they do not smoke and cause one's eyes to smart. Many a warrior has suffered grievously because his eyes were shut by the sting of a wealth of tears.



Magic Missile. There are generally very few if any spells that are learned early in the practice of wizardry which are both useful and eagerly sought after by those dabbling in the mystic arts. The beginning thaumaturge almost always yearns for spells that devastate or create startling effects. The weaving of weather or the mastery of short vertical teleportations do not impress onlookers. The one simple spell that does truly inspire awe at little expense to the spellcaster is the Magic Missile. It requires the use of two parts of Sulphurous Ash to one part of Black Pearl in the casting, and it will cause a tremendously bright flash of blue light to strike an enemy. While not visibly marked, the enemy will sustain a fair amount of internal damage, said by the cynical to be brought about by fright more than by power. The Magic Missile is a useful enchantment in battle, but it is more spectacular than effective and will not deter most enemies larger than the spellcaster who wields it.



Negate. When faced with a greater or more telling magic than one's own, the practitioner of the mystic arts may decide it best for all involved to suspend everyone's use of thaumaturgy for a short time. At this time one should invoke the powers of the Negate spell by mixing Garlic with its warding characteristics together with the exotic Mandrake ripe with mystic potency. To this blend add but an equal amount of Sulphurous Ash to provide the spark of fusion and speak your own name backward. All magic shall instantly cease save the enchantment of Negation itself, which is manifested by the vision of a glowing "N" hovering before your eyes. The Negate spell will last only a brief time, which should be used for either the annihilation of your enemies or for the judicious removal of your presence from the troubled spot.





pen. There was once a time when all beings were fair and just. The principal vessel used for the transport of one's worldly possessions in these times was the wooden chest, which is still the popular means. But since the coming of the evil ones and their lasting influence on the inhabitants of our fair land, the practice of placing obnoxious and sometimes lethal traps on the locks of chests has become quite commonplace. Virtually all folk use such devices, even the denizens of the underworld who guard naught but ill-gotten wealth. To bypass these sinister mechanisms the thaumaturge need but utter the chant "Appar Unem" and sprinkle a mix of Sulphurous Ash and Blood Moss on the offending lock. The flash of the Sulphurous Ash powers the movement potential of the Blood Moss and the lock will open itself safely, leaving the contents of the chest at the disposal of the spellcaster.



rotection. There are times during the heat of battle when one finds the best form of offense to be naught but a good defense. When hard-pressed by fierce antagonists, the wise magician will mix together the reagents Sulphurous Ash, Ginseng, and Garlic and invoke the spell of Protection. The wholesome qualities of the Ginseng, together with the repellent strength of the Garlic, serve to shield the wizard and all companions from the onslaught of their enemies. Such Protection is not always effective, but may be of great use. Sulphurous Ash provides the mystic fire that fuels the incantation, and also serves to startle one's opponents with an initial flash as the spell begins to function. Protection is not a simple spell, but neither is it an exceptionally strenuous spell to cast. Its duration is short, and during the course of its shielding the mage will be reminded of its effects by a glowing "P" hovering before his or her eyes.



uickness. The spell of Quickness is one of the most unpredictable yet potent spells in the wizard's collection of enchantments, and one of the most telling on his or her companions. When cast during battle, the Quickness spell will heighten the natural dexterity of one's fellows to such a degree that they will move with twice their normal agility — at times they will be able to land two blows against their foes instead of the customary single strike during a round of combat. The price is age, for the recipients of the extra speed incurred by the use of Quickness will age briefly while under the sway of the enchantment... yet most feel that an occasional grey hair is but a small price to pay for the advantage of dealing twice the number of blows that one might receive.

The reagents for the Quickness spell are fiery Sulphurous Ash, Ginseng, and volatile Blood Moss. The Blood Moss portion is double the others, for movement is the critical aspect of the spell. The Sulphurous Ash lends the flashes of energy needed by the beneficiaries of the enchantment, while the healing powers of Ginseng prevent them from aging so rapidly as to become greybeards after a single encounter. Throughout the course of the Quickness spell, the spellcaster will be reminded of its effects by the vision of a bright, glowing "Q."



esurrect. Many are the monsters and terrors that dwell beneath the surface or in the forests and marshes of Britannia. Even groups of most valiant and fierce warriors are subject to losses too tragic to bear. If a companion is slain by an enemy, all is not lost in the presence of the most accomplished of mages. There exists the means to bring back a patriot from the land of the dead — not as an unholly once-dead being — but as a living, breathing creature of flesh and blood restored to life, albeit in an extremely weakened condition.

Each wizard must determine the components of this enchantment that work best with their own magic, for the combination is said to be unique to each spellcaster. What is known about weaving this is the most potent of all enchantments is that it requires the spellcaster to scatter the reagents to cover the victim's body, while calling out the name of the slain companion in a voice of thunder. This magic is extraordinarily taxing, and rare is the mage who can continue to weave spells without rest once this enchantment has been successfully cast.





leep. There are moments in the lives of every practitioner of the mystic arts where discretion is truly the better part of valor. Not all foes are truly evil and deserving of annihilation — verily, some are but beasts of the field seeking provender and are entitled to life as much as you or I. Yet, unchecked these creatures pose as great a threat to one as a score of rabid orcs. It is in such situations that the wise thamaturge weaves a Sleep spell and leaves his opposition in deep slumber whilst vacating the current location. The Sleep spell is truly a serious enchantment that requires a fair amount of mental energy to cast, but it is not of such import as to leave the spellcaster breathless or exhausted. To send your foes to the land of slumber, mix a double portion of Spider Silk with some Ginseng and chant "Duerme" as you sprinkle the reagents into the air. Fear not the distance between you and the intended victims, for the binding power of the Spider Silk will enfold them from afar, while the healing Ginseng will gently wrap them in deep sleep.



remor. The Tremor spell is a very potent magic indeed. Few spells are as exhausting and none save Resurrection have a more striking or dramatic effect. Carefully blend portions of Sulphurous Ash with Blood Moss and Mandrake Root and cast it at the feet of your opponents whilst shouting as loudly as possible. The volatile Sulphurous Ash shall furnish the flash of power to the movement potential of the Blood Moss and the Mandrake Root will lend raw necromantic force to the spell. The very earth will tremble and quake beneath the feet of your enemies and they will fly in terror, save those that are swallowed up entirely by the very ground itself. No spell in the lore of the mystic arts has as much power to strike fear into the hearts and minds of those that suffer its mighty impact. But use this enchantment wisely, for it will leave you as weak as a newborn babe.



ndead. Ever since the coming of the evil wizard Mondain and his hellish offspring, the lands of Britannia have been plagued by the return of creatures already slain. These once-dead beings take many forms, the most common being the animated skeletons of orcs and goblins, or the ghoulish forms of flesh-eating corpses that have been summoned from the land of shades to wreak havoc on the living. These apparitions are cowed by the light of righteousness and fight as warriors in a trance. Nonetheless, they are hard to kill and never tire in battle and thus may jeopardize even a seasoned band of adventurers. Each mage knows a form of turning them aside when encountered, but the components of such magics are personal and depend on the spellcaster. You must use your knowledge of the properties of magical reagents to determine which two will lend force to your enchantment of Undead turning. When you have found the proper mixture, cast it at your foes while chanting the name of what the creatures once were when they trod the earth in life.



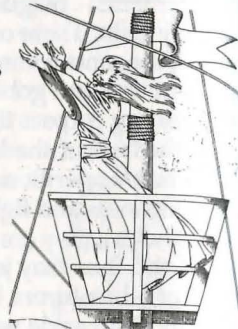
iew. The lands that we now call Britannia in honor of the wise and just influence of Lord British are vast in scope and hold many uncharted regions. Although cartographers have travelled all the circumference of the main continent, many internal tracts have yet to be accurately recorded, while there are numerous islands rumored to exist to the southeast with nary a chart to show their location. Here the practitioner of the mystic arts has a great advantage over the wanderer of seafarer in that the View spell may be woven when the need arises. The View incantation is of middling difficulty and involves the use of hallucinatory Nightshade and powerful Mandrake Root. Mandrake lends power to the enchantment while Nightshade provides a mystic overview of all the land within the range of a simple Blink spell. Simply blend the reagents and speak out the name of the region through which you travel.





Wind Change. Not all Britannia is accessible on foot, and oft times the wizard will find the need to embark on a sea voyage to reach some destinations in the pursuit of Truth. Once aboard ship, most voyagers find themselves at the mercy of capricious nature with her ever-changing wings. This is not true for the practitioner of the mystic arts, however, for through magical means one may control the very direction of the wind, albeit for but a short span of time.

Wind change is not a taxing enchantment; indeed a powerful wizard can cast it almost continuously, although it is not so trivial as opening trapped chests or effecting minor teleportations... Simply mix Sulphurous Ash for power and Blood Moss for movement to coax the wind to a more favorable direction. Speak the name of the patron of winds and call out the direction desired and the wind shall change at your bidding.

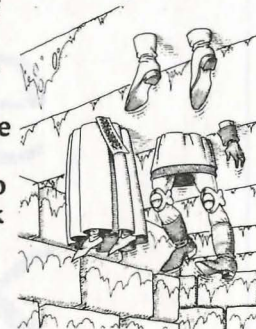


Xit. When trapped in the bowels of the earth, weary and battered with a long road ahead to the surface, the use of an Xit (exit) spell can be beneficial.

This enchantment is but one of the middling forms of teleportation, quite similar in cost and nature to the Blink spell. It too disassembles the party and reassembles it on the surface of Britannia, and thus requires very similar components to the aforementioned Blank enchantment. Aside from the moving Blood Moss and the binding Spider Silk which ensures the safe passage of the disincorporated party, Xit requires the use of Sulphurous Ash to provide the flare that guides the party from the depths of darkness to the world of sunlight. When casting the Xit spell, the thaumaturge should try to envision the actual entrance to the underworld used to gain the subterranean passages at the beginning of the expedition below ground. Successful casting of the Xit spell will surely return them to that selfsame spot.



(up). The two most elementary forms of teleportation both have strange names and may be used only when underground. The more difficult of the two is known by the letter "Y" in honor of the mage Yenthak Gnor, who first crafted the enchantment. Yenthak Gnor discovered that a blend of Blood Moss and Spider Silk, in conjunction with the spoken names of the moons, would cause on who utters it to be lifted upward through the very soil to the next highest level of a dungeon. The Spider Silk holds the party together during their transit, while the Blood Moss moves them ever closer to the moons.



(down). The "Z" or Down spell is perhaps the simplest of all the teleportation spells. It requires the same components as the "Y" or Up spell — these being Blood Moss for movement and Spider Silk for its binding qualities — but requires half the mental energy and concentration on the part of the spellcaster due to the natural tendency of all bodies to move downward. The origin of the name is uncertain, but it is believed that the letter "Z" is the first letter of the unpronounceable Truename of the Lord of the Underworld, a demon of much power. To effect the spell, the spellcaster must scatter the reagents and chant "Baja" in stentorian tones. The lower the tonality of the chant, the higher the probability of the party moving down one level of a dungeon.



The Book of Lore

Foreword

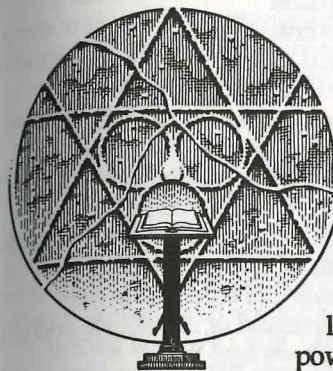
The Book of Lore was commissioned by Lord British at the dawn of the Fifth Age, as a compendium of common knowledge to this date. Its inspiration is the great prosperity and progress that has come about as a result of the defeat of the Triad of Evil and the rise of the Avatar ethic. Its purpose is to keep alive our understanding of the past and the present as safeguards for a bright future. The book also serves as a guide for youth and other travellers throughout Britannia.

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Folklore

Long before the ascendancy to power of Lord British, Sosaria, as it was then known, was made up of numerous citystates. The eight largest and most enduring of these are today the major townes in Britannia.

Each citystate had its own ruler and laws. However, constant bickering for power and resources, meant that the smaller states often fell prey to the aggressions of the larger.



The Crossing.

During this time, in another world, an idealistic youth was growing discouraged. All around him, he was people pursuing personal wealth and power. Where were the heroes fighting for justice and prosperity for all people? Was there no leader willing to seek the way to a better world for everyone?

The youth took to spending his days roaming the hills. One autumn day, he came upon a rock-bordered clearing surrounded by towering oaks. From a bed of dry leaves, the glint of metal caught his eye. It was a silver medallion in the shape of a great serpent. In his hand, the medallion felt unusually warm.

Suddenly a line of blue light rose from the leaves, expanding into a door of light. The youth stared, astonished, then stepped through.

The door disappeared and autumn with it. Green fields now surrounded the youth. Feeling the medallion still in his hand, the youth slipped it into his pocket. He detected a wisp of smoke rising above a grove of trees in the distance, and headed toward it. There he surprised a slender, blond man chopping wood. As the man looked up, the axe struck the wood awkwardly, glanced off, and opened a gash in his leg.

The youth rushed forward to help but the man put his hand up. Concentration replaced the pain that had flashed across his face. He knelt, touching his injured leg with one hand, tracing intricate patterns in the air with his other, and softly murmured. The bleeding stopped.

The man stood up, brushing woodchips from his clothes. He smiled broadly at the youth's amazement, the spoke with a deep voice.

"Aye mek mye leg feelle na panne, and aye haellede it, too. Aye ought ha' kwit myne axynge. But aye dinna ken thou'rt icumen."

The youth's eyes grew huge. He actually understood this strange, new language. "But how did you heal your leg?"

The man's eyes twinkled. "Why, 'tis th' simplest of spellles. Nay?"

The man's name was Shamino. That night, the youth stayed in Shamino's house. The youth told Shamino about the land from which he came. Shamino could not fathom such a land, but believed the lad was sincere and telling the truth.

"What again was the name of thy birthplace?"

"Cambridge," the youth replied, "in the British Isles."

Shamino thought for a minute, "I like that. I shall call thee British."

The youth laughed, but accepted his new name.

Initially, British looked diligently for a way to return to his homeland, but over time his need to return to his own people lessened. It was only after he gave up looking for a way back that he discovered one. British made the journey several times. In fact, it's believed he brought back close friends to dwell with him in his chosen world — Iolo the Bard and the knight Dupre are almost certainly his landsmen. Among the evidence of this is the aging process. It appears that a decade in our world is equivalent to a single year in the homeland of British. He and his countrymen age at one tenth the rate at which we age.

Through the years, British's deeds demonstrated wisdom and bravery. As respect for him grew, British became leader of a region of Sosaria including many citystates, and was awarded the title Lord British.

The First Age of Darkness.

At the time British arrived at Shamino's, a native lad was growing up in Sosaria, being trained in the ways of sorcery. He was a moody youth, given to sudden rages and fits of despondency. To offset the latter, he would take his dagger into the woods and hunt, leaving his prey to rot there they fell. He would return to his manor restored, strong in the confirmation of his power over life and death.

His name was Mondain, and Mondain's strange ways were a constant worry to his father, a busy, much respected mage. When Mondain was fifteen, his father took a stand.

"Thou shalt take a year off from magic, Mondain," his father said, "to improve thine attitudes and develop thy virtues. I have arranged for thee to live with the brothers in the abbey, where thou shalt practice compassion and humility.

"Learn thy lessons well, my son, and this ruby gem, which harnesses the power of the sun, shall be thine."

Mondain said nothing. The next night he slew his father and took the gem, for he was ready for power and his father was in the way.

At the same time Lord British was gaining a reputation for fair and honest government in his provinces and attracting attention for his startlingly innovative ideas, Mondain was using his father's gem against itself to produce a black jewel that would render him and his evil immortal. Success meant gaining an even greater power over the evil minions of darkness.

As terrors wrought by Mondain caused increasing unrest and dismay across Sosaria, British's ideas for unity of the citystates became more and more appealing.

But the time was not quite ripe, for the widespread evil was beginning to take a tremendous toll. Something new was needed, thought British. He absently reached for the silver serpent he wore about his neck. Touching it in contemplation, he envisioned the kind of hero Sosaria needed to deal with Mondain.

Within days, a stranger arrived in Sosaria. With utter devotion to truth and good, the stranger grew into a hero capable of facing Mondain. Eventually, the heroic stranger found the malevolent gem and destroyed it, along with its creator. With Mondain's destruction, the forces of evil began to wane.

The Second Age of Darkness

But good was not to rise victorious for long. Mondain's apprentice in sorcery was a beautiful young woman. Underestimated because of her youth, Minax was furious at the defeat of Mondain and at the destruction of the gem, whose existence she had surmised, and which she had intended to study and replicate for herself.

Setting her fury aside, Minax decided to take control of the evils of the world without the gem. She succeeded. Through her network of beasts and her own frightening power, she rained evil upon the world.

Again Lord British sent out the call for a hero. Again, a stranger appeared. Again the evil was hunted down and destroyed. And with the destruction of Minax, this stranger was able to alter the future of the world from destruction to peace.

The Third Age of Darkness

Decades passed in relative peace. Good leaders of the citystates turned more and more to Lord British for guidance, and Sosaria became a united land under his rule.

Then, one day, a sailor reported to Lord British the appearance of a hitherto unknown island, fiery and emanating terrifying evil. Scouts began reporting malevolent occurrences that seemed to be the work of a great evil mind.

Once more, Lord British sent out the call. This time, four strangers appeared. They survived the horrors of great dungeons and, with the help of the mystical timelord, the heroes found the secret island fortress of Exodus, the only progeny of Mondain and Minax, and annihilated it.

The Triad of Evil was destroyed, and great celebration ensued. In honor of the day, they called the new world Britannia.

The Age of the Avatar.

Tremendous growth and prosperity characterized the Age of the Avatar. The pursuit of scholarship, arts and physical perfection flourished. The great castles of learning were established to study the principles of Truth, Love and Courage. The eight citystates, now townes united under Lord British, were each dedicated to fostering the study and spread of a single virtue. Thus, virtue blossomed and spread, science was born and began to grow at a healthy pace, and happiness became a reality.

Now Lord British called for a single individual to be an example for his people. A champion of great devotion and dedication, the stranger who answered discovered the Codex of Ultimate Wisdom within the Great Stygian Abyss.

The Closing of Doom.

After the downfall of the Triad of Evil, and even after the Age of the Avatar, eight terrible dungeons survived: Deceit, Despise, Dastard, Wrong, Shame, Covetous, Hythloth, and the Great Stygian Abyss.

When Lord British summoned the Great Council, they determined to raise and enshrine the Codex of Ultimate Wisdom and to seal the dungeons, those pits so conducive to the breeding of evil. And so they did. Thus ended the influence of great evil in the world.

GEOGRAPHY

Britannia's terrain is rich in variety, from white sandy deserts to thick, lush forests, to icy crags of towering mountains.



Land Terrain

The largest portion of Britannia is grassland. Vast rich green grasslands and fertile farming land stretch the vision and fill the heart with promise. For travelers, grasslands are fast and easy going. Although grassland afford no cover against the hostile creatures that roam them, they enable thee to see danger approaching and prepare for it.

In the brush, seas of tall grass and scrubby shrubs, everything is as visible and as vulnerable as on the grasslands; only the going is slower and tougher. There is no advantage to traveling through brush over grasslands, unless thou doth need to reach a point within it or it is well out of thy way to circumvent it.

Forests cover nearly all of northwest Britannia. The cool, redolent softness of the leaf-covered earth and the sweet air of the deep forests have enchanted many a traveler into a false sense of well-being in one of the most treacherous terrains. Dense, dark and mysterious, the forests are haven to all sorts of creatures. Nor is the forest kind, for it allows no warning; a foe might be upon thee to quickly for thee to react.

The deserts of northeastern Britannia are hot, dry, and easy to lose

one's way in. Besides all sand looking much like all other sand, the heat is apt to play tricks on the eye, misleading travelers with landmarks that are not really there.

The hills are rustically beautiful, but climbing is time-consuming, even when the rise is gentle.

Mountains are rugged natural barriers for anyone without proper equipment. Beware, however, of certain wild creatures to whom the rocky crags are home. The highest peaks are simply impassable.

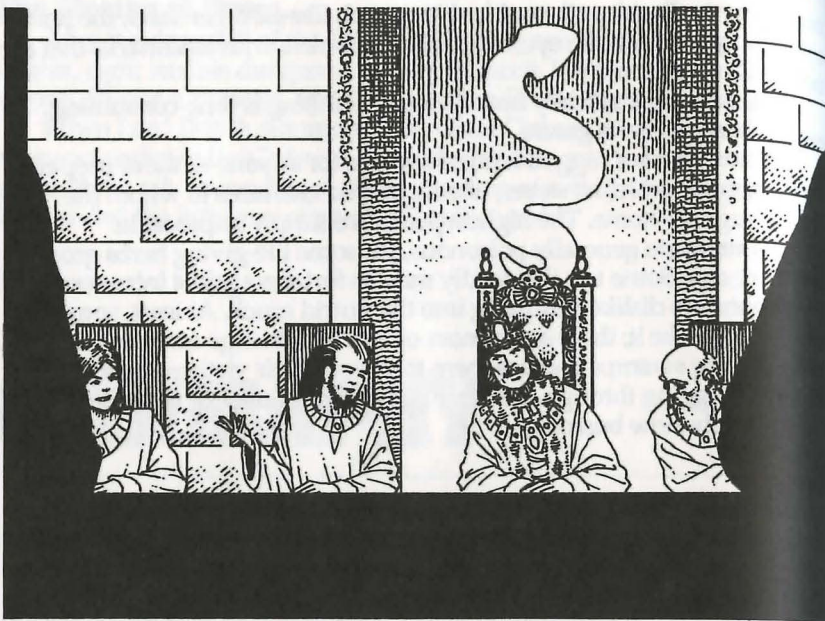
Swamps are generally poisonous, yet some life-giving herbs grow nowhere else. Some use the deadly mire as fortress against intrusion, for even monsters dislike venturing into the putrid muck. At least, some monsters dislike it; there are rumors of rare and strange monsters that thrive on the swamps and use them to devour their victims. Besides the toxicity, slogging through the slime and hip-deep ooze of the swamps is an extremely slow business.

Waters

Britannia's vast oceans are fed by many rivers and streams that find their origin in mountain lakes and jungle swamps.

There are two major lakes: Lost Lake, in western central Britannia, feeds Lost River, which empties into the delta on the northwestern shore, by means of a network of tiny estuaries; Lock Lake, in north central Britannia, is actually a cutoff inlet from the sea and still has a mix of salt water. Britannia's third large lake, the one-time picturesque Lake Generosity, was a casualty of the great drought of the northeast and is now simply a bed of dry sand.

Whether river, lake or sea, shallows are bubbly and impassable for large ships; coastal waters are ripply, deep enough for tall ships, calm enough for small boats; and deep ocean waters are rough, bumpy and dangerous for any but the largest frigates.



GOVERNMENT

Under Lord British, Britannia has undergone a great transformation from totalitarian monarchy to representative democracy in what is called a monarchic republic. Instead of single rule of the king, Lord British, Britannia is ruled by a combination of Lord British and a council of representatives from each of the eight major townes. Although his intent for the future was that each towne elect its representative to the council, the first council was determined by appointment. British traveled to each towne, spending long hours with its leaders to determine the right choice for the first council.

The historic first meeting of the Great Council consisted of two parts. First, Lord British met with the council members and outlined his vision of participatory government. It was as follows:

This council and Lord British would begin to build a document, based on nature and reality, that set forth those rights of the people that should never be usurped. British believed that the eight virtues of the Avatar would play a major role in the nature of the document. Once adopted, the document would be binding on everyone, including Lord British himself.

Each year, a council member would be elected by each towne. That council member would conduct towne meetings at regular intervals to determine the problems in the towne and to become acquainted with the needs and interests of the people. Several times a year, at regular intervals,

the council member would travel to Britain to sit on the Great Council.

The council would ponder problems that occurred in Britannia and decide if they were in the purview of government. If so, they would determine the course of action government should take, perhaps writing a law, perhaps repealing a law, perhaps altering ways and means.

Council recommendations would then be presented to British, and he could accept them or object to them. If he objected, his own rules would require him to sit with the council to try and work out solutions acceptable to all. Nevertheless, Lord British reserved to himself the power of veto in the event that agreement could not be reached.

At that first gathering of the council, Lord British withdrew from the meeting after presenting his plan, directing the council to discuss the ideas and his rule in general.

After several days, the council was ready to present its findings. Its members were unanimously in favor of the new government plan Lord British had presented, and so it was enacted.

The first meeting continued for one month. Half the time was spent pounding out the new constitution and half the time was spent discussing affairs in what was to become normal council fashion. Since that time, the council meets for two weeks, four times a year, beginning on the solstices and the equinoxes.

The monarchy continues in some respects. The crown jewels, for example, continue to define the office of ruler, both figuratively and, by their magic content, truly. These precious emblems consist of the jewel-encrusted gold crown, believed to contain a perfect ray of sunlight; the pure gold scepter, topped by the crystal orb or power; and the silver amulet, in the shape of the mighty earth serpent, said to have come from another world.

ECONOMY



The chief industry of Britannia is farming, but it is the distribution of farm products and other goods through a wide network of merchants that is most visible. Pubs and inns thrive throughout Britannia, forges of weapons and armour for stalwart adventurers are common, and healers and the sellers of herbs and reagents flourish.

Farming

Farming is the major occupation in rural areas. Farmers produce wheat, corn, barley, and sumptuous fruits and vegetables.

Merchants

Many shoppes and enterprises are available to citizens and knights throughout the land. Armouries provide a market for both weapons and armour. Most armouries will consider buying used equipment, as they recognize the likelihood that one will then need new. The prices they will pay vary, but expect not nearly full value, as they must make a profit on resale. The types of goods sold also vary among armouries; shoppers may have to visit many armouries to find the wares they seek.

Stables are not found in many cities, but there are a few in castles and private residences that will consider selling to the public. Most stables deal in strong plough horses, rugged mountain horses, swift steppes horses, and a few even have Valorian steeds, which are most excellent war horses. All carry full supplies for the well-equipped rider.

Meals purchased at markets or in restaurants are often delicious and comfortably filling, but will not sustain travelers long on the road. Most markets offer travelers packs of rations in quantity. Prices vary greatly from town to town.

Pubs are oft found in markets and inns. Good ale and stout is complemented by a well-cooked leg of mutton, a fresh pheasant, or a juicy side of beef. A good customer may find the chef offering a taste of the day's special and of the local gossip as well.

Some of the best eating houses and pubs have music provided by minstrels. Do not hesitate to speak to the musicians and let them know how much their work is appreciated. Some musicians may have something interesting to tell, or may become friends or supporters.

Pub owners are a friendly lot. They chat with their clientele and they listen well. A good tipper may learn something very interesting in a pub.

Healers have shoppes in many cities and villages, and in some castles and keeps. Bold knights frequently incur serious wounds. Poison and plague also take their toll. Fortunately, medicine is advanced in the treatment of just these problems. While it is hard to say any price is unfair

for saving a life, some healers are known for their reasonable prices and others are not. Skara Brae's healer has been known to heal even those who cannot pay at all.

Few health problems are beyond the ken of the healers, whether disease, wounds or poison. Some healers are even experimenting with the concept of resurrection. There have rumbled persistent rumors of magical resurrection techniques being used by extremely adept mages within closeknit, secret groups. There is still some controversy over whether such techniques should be pursued, but Lord British is known to have supported the research at every turn.

Apothecaries are experts in growing and preparing herbs and reagents for use in magic. Shoppes generally offer mostly locally available reagents, although some apothecaries have better facilities for importing than others. Climate and terrain have a lot to do with plant availability and the consequent variable prices. Shop carefully, for the shoppe that has the best price on one herb or reagent may be the worst on another.

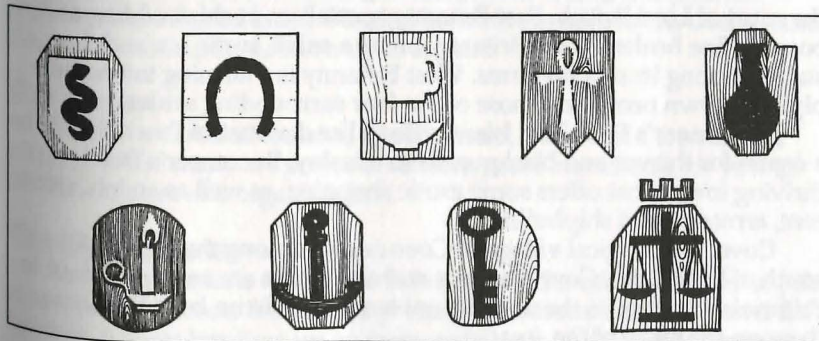
Inns are a source of pride for several Britannian townes and villages. They are comfortable and reasonable and usually provide a good, healing night's rest. The inn in the island city of Skara Brae even boasts a magnificent view.

Most inns also provide for long stays. If a party member has a long-term need for lodging, the party can rent a room by the month and pick up the friend at a later date.

Shipwrights are found in several port cities. These are where frigates and skiffs are built. Since shipbuilders are usually busy building ships, their shoppe hours are often short and sporadic. When the shipwright is in, one can buy skiffs alone, which are not very expensive, or frigates, which are very expensive and generally come with skiffs on board.

Guilds carry the ancient symbol of the thieves' trade, though many a good adventurer oft has need of their goods. In olden times, guilds sold such items as lockpicks, glasses for seeing what the naked eye cannot, equipment for working clandestinely in the dark, and the like.

The Government, symbolized by the crown and the scales of justice, has its seat in the castle of Lord British, the king. But the government offices, where the day-to-day administration takes place, reside in Yew, the town of justice. This centre houses the high court of justice and the public prison for all Britannia.



SETTLEMENTS

The Castles

The Castle of Lord British. Headquarters and home of Lord British, located on Brittany Bay. Those aspiring to the Way of the Avatar should become familiar with this landmark. The marble and tile castle has been enlarged and improved since the Age of the Avatar. Now five stories, the castle has among its many features two kitchens, and excellent armoury, a rooftop observatory, and the finest stable in the land.

The Lycaemum. In the northwestern corner of Verity Isle, ever searching the skies, the observatory tower that crowns Britannia's centre of learning can be seen from many leagues across the ocean. Libraries and laboratories, writing desks and discussion rooms, and every known tool for the discerning of truth are housed here.

Empath Abbey. Nestled quietly against the sheltering trees of the Deep Forest, just southwest of Yew, this cloister of love lies open to all of good heart. Here, by the shores of the calming sea, the sisters and brothers of Empath Abbey retreat to meditate, growing ever nearer to understanding and answers that will benefit us all.

Serpent's Hold. Staunchly guarding the deep harbor of the Isle of Deeds, itself bulwarked by mountains and streams, the Serpent's Hold stands as a monument to the courage of all those who fight for good. In this stronghold are gymnasiums to hone thy body and training fields on which to hone thy battle skills. Here also are healers to tend thy wounds, and sunny strands to heal thy soul. And finally here too are comrades in arms sharing stories of honour, valor, triumph, and restraint.

Townes and Villages

Britain. Principal town of the Empire of Britannia, the busy seaport of Britain lies in central Britannia on Brittany Bay. The bards headquartered in this town of compassion and the arts put their emphasis on hospitality. Britain has a large hotel and outstanding pubs and food. There is also an armoury wherein thou canst buy the finest bows made.

The Britannys. These three suburbs recently sprung up around Lord British's castle and provide many of the goods and services needed by the court of Lord British. East Brittany specializes in shipbuilding and boasts a fine healer. North Brittany offers a small, rustic inn and fine stables among its several farms. West Brittany is a farming town, supplying its own needs and those of the four surrounding settlements.

Buccaneer's Den. This island village lies due east of Paws. Said to be a centre for thieves and blackguards to this day, Buccaneer's Den is a thriving town that offers some exotic shopping, as well as an inn, restaurant, armoury and shipbuilder.

Cove. The magical village of Cove nestles among the mountains south of Lock Lake. Cove's healers and alchemists are among the best in Britannia. Here too is the magnificent temple of virtue, built to honour these on the quest of the Avatar.

Jhelom. Far off the mainland, among the mountains on the central and largest of the Valorian Isles, the bustling town of Jhelom provides food and lodging to visitors as well as to its fighters and students of valor. A fine armoury and shipwright ensure safe access to the mainland.

Minoc. This town in north central Britannia is renowned for the fine metalwork and armour of its tinkers. Minoc is the centre for studying the virtue of sacrifice. The homeless of Britannia are welcomed in Minoc; here they find refuge in the Mission of the Helpless, with ready access to a fine and charitable healer. Located on the northern coast, Minoc has a large shipwright as well as its famous armoury.

Moonglow. Honest and the quest for truth is foremost to the mages of Moonglow; in fact, they abide no dishonesty and have no room for those who do. This town, tucked on a southern tip of Verity Isle, has good food, reasonable priced herbs, and a fine observatory. There are rumors that thou mayst see thy future here.

New Magincia. A town built on the ruins of old Magincia by a colony of humble people who understand well the dangers of false, self-serving pride and the beauty of humility. New Magincia has a healer and a restaurant tucked among its numerous modest farms and orchards.

Paws. A village nestled on a cove near the southern edge of the Fens of the Dead, midway between Britain and Trinsic, Paws provides food and shelter for the traveler, as well as a change of horses.

Skara Brae. A centre for rangers, Skara Brae is a city immersed in the study of spirituality. The city lies on the southernmost of three isles just west of Spiritwood. A gentle town of kind, thoughtful and generous people, Skara Brae houses a fine but inexpensive inn, an excellent apothecary, and a healer who used physical, magical and spiritual medicine. Those in need are always welcome at the Skara Brae healer, and can be healed regardless of their wealth.

Trinsic. On a grassy plain on the southeastern shore of Britannia, Trinsic's honourable paladins impress visitors with their courage and devotion to truth. A sunny town of marble buildings and shaded parks, Trinsic has a lovely pond, an armoury, a healer and a fine stable.

Yew. Long a gathering place for druids in their pursuit of justice, Yew is the site of the Supreme Court of Britannia and nurtures the great legal and judicial minds who practice there. Besides the courts, jail and penal areas, Yew has one of the best restaurants with a fine pub, an armoury and an apothecary. Nestled beneath the trees of the deep forest, Yew is second in population only to Britain.

The Keeps

Keeps are fortified manors, often isolated, away from townes and villages. While many are personal retreats, some are schools for young people, cloisters and organizations.

The Lighthouses

Rustic lighthouses were built throughout Britannia waters during the recent years of peace; their bright presence has dramatically lowered the number of ships breaking up on reefs and shoals in dark and storms.

POPULACE

Adventurers are generally categorized by professional affiliation: mages, bards and fighters. Druids, magicians who draw their very powers from nature and natural phenomena, are regarded as a subset of mages. Tinkers are bards with a special knack for building or repairing who serve as keepers of our oral history as they move from town to town. Paladins, shepherds and rangers, long having fought at the side of fighters from the Valorian Isles, are usually associated with fighters.

Of course mages, bards and fighters are not always adventuring. Often they may be found among the general populace along with villagers, merchants, minstrels, jesters, farmers, beggars and guards.

Mages

Mage is the title subsuming all Britannians endowed with full magic powers and for whom magic is primary. Mages tend to settle in Moonglow, enjoying its proximity to the scholarly and esoteric treasures of the Lycaenum; indeed, many youngsters who show magical leanings are sent to live with groups of mages near the Lycaenum and schooled in its ways from an early age. Others favor Yew for its emphasis on nature.

Kill in magic requires serious study. With such sedentary childhoods, it is no wonder that most mages are not very strong. Do not, however, take that to mean they are not healthy; as a group, mages tend to live longer than any others.

Bards

Bards excel in dexterity and poise. They rightly choose professions that make good use of their talented hands and agile bodies; minstrel, archer, locksmith, and tinker are just a few. Fearless in battle, bards are often as quick of mind as of hand and their magic abilities are keen, although their power is half that of mages. Britain is a favorite gathering place of many bards. Others, especially tinkers, are based in Minoc.

Fighters

In the isolation of the Valorian Isles, valorous fighters are trained in the arts of battle. Strong and fearless, the fighters of Jhelom can overcome any known foe. They are trained in all weapons and they show dexterity in all armour. Most fighters prefer the sword or bludgeoning weapon, for they have the strength to wield the heaviest two-handed sword and do extreme damage with it.

Often found fighting beside the best of Jhelom are the paladins of Trinsic, the fierce rangers of Skara Brae and the humble shepherds of New Magincia.

Although fighters enjoy the advantages of magic, they do not practice it and seldom show any tendencies of talent in that direction. They do show an almost magical intuition about animals; no people train horses or out think monsters better than fighters.

TRANSPORTATION

Most traveling in Britannia is done on foot, even though it is rough going, slow and dangerous. There are alternatives for those who can afford and handle them.

Horses

Many travelers enjoy riding on horseback; it is faster, less tiring and a lot safer than walking, since horses can outrun many of the hostile creatures. Know, though, that horses cannot travel over water and are apt to wander away if not properly secured when left.

Ships

Visiting island communities require travel by ship. Despite rather outlandish rumors of people wandering the heavens in great airships, sailing on water is the fastest and most popular long-distance mode of transportation there is. The most common watercraft on the ocean are frigates. Tall, stately three-masters, the frigates cut through seas swiftly and smoothly. They generally have a two-level open deck and below deck with a forward cabin, rear bunkroom and centre cargo hold. Most ocean-going frigates are built to accommodate heavy cannons for broadside fighting and have two gangplank gateways on each side.

Speedy it is, but ocean travel is fraught with dangers, especially after dark near rocky coasts. Many unpleasant monsters populate the deep, and pirate ships are always on the lookout for moneyed prey.

Skiffs

Small double-lock rowboats, used as lifeboats on frigates, skiffs can make their way through all but the shallowest mud or swamp. Widely used for exploration of riverheads and mountain streams, they are also occasionally found being put to more recreational uses in townes. They provide a charming way to follow the little estuaries that crisscross Britannia. In fact, there are said to be little-known places unreachable by any other means. However, skiffs are unsafe on deep ocean waters.

Navigation

Speed is critical on the open seas. There are many dangerous inhabitants of the deep who will overtake and attack slow ships. Speed is optimized by traveling perpendicular to the wind. Angling directly into the wind affords only the slowest passage possible. When the wind dies completely, there is no option but to resort to the oars.

Too close to shore, speed can be fatal, and sails should be replaced with oars for careful maneuvering. Unfortunately, many foolhardy captains have run their ships up on reefs and shoals at full speed under sail, losing ship and crew. Those that survive such wrecks have had to hole up and repair their vessels. Since extensive repairs take quite a while to accomplish, it is important to hole up in safe harbors for this repair work.

ASTRONOMY



The definitive work in astronomy is *Celestial Britannia*, by Sir John, astronomer and scribe at the Lycaeum. This passage is comprised of excerpts from his book recording his scientific discoveries and documenting Britannian astral theories that predate the emergence of science.

In the heaven beyond our skies, dwell stars whose numbers are beyond our reckoning. Within our heaven, circling our world, sweeps our bright sun. Ten other orbs trace tight paths around our world. The twin moons Trammel and Felucca are desolate, their light only a reflection of the sun's brilliance.

The other eight orbs are thought by some to be planets like our own. According to the roles they play in our many legends, they have been named for the virtues of the Avatar. The closest is Honesty, followed by Compassion, Valor, Justice, Sacrifice, Honour, Spirituality and Humility.

Many tales are told of knights traveling from town to town, even across water, merely by stepping into a wall of light. There are few verifiable reports of moongate travel. However, sifting through those reports that are verifiable, it has become clear that they operate as follows.

Each night at the apex of the first moon, Trammel, the eight moongates appear, rectangles of shimmering blue light rising from the ground. They remain until Felucca reaches her apex. While the moongates are open, a traveler entering one will instantly be transported to another moongate in a different locale.

The traveler's destination is determined by the phase of the moon closest to midheaven. Moongate travel is said to be fast and safe; however, there have been confusing and conflicting reports of what transpires when the moons are equidistant in the midheaven. Moongate travelers should exercise caution.

Over the ages, comets, fiery nebulae, have torn through our skies as harbingers of impending doom. They appeared just before the emergence of the Dark Lord Mondain. They heralded the reign of the Enchantress Minax, and they foretold the impending danger of the hellborn Exodus. Now, while we live in the midst of peace and enlightenment, the comets have begun again.

LANGUAGE

The language of Britannia is rich and poetic. It is derived from Old Sosarian, which varies greatly from the widespread current language in its alphabet, which is more runic than today's. The old runes continue to be used widely in rural areas, and there is a movement to increase their familiarity to city people. Still, among the cityborn, translation of runic messages, letter for letter, is sometimes necessary. The Runic Alphabet is the earliest known system of writing sounds using runes or letters. The most commonly used runes follow, with their modern equivalents.

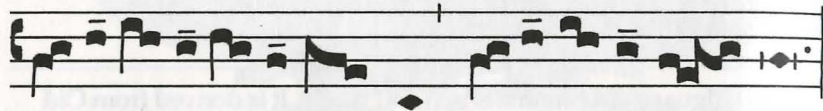
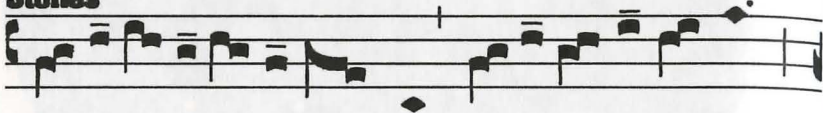
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MUSIC

Music is much loved throughout Britannia. Those wealthy enough often own a harpsichord, and the better pubs employ good lute-playing minstrels to entertain their patrons.

Without question, the best known name in folk music is that of Iolo Fitzowen. "Stones," a ballad about the mystic shrines, has long been popular among bards and the common folk. It is known to be a favorite of His Majesty, Lord British, as well. FitzOwen's masterwork, with lyrics by wife Gwenllian Gwalch'gaeaf, is a sample of fine music.

Stones



Long ago ran the sun on a folk who had a dream
And the heart and the will and the power:
They moved earth; they carved stone; moulded hill and channeled stream
That we might stand on the wide plains of Wiltshire.

Now men asked who they were, how they built and wonder why
That they wrought standing stones of such size.
What was done 'neath your shade? What was prayed 'neath our skies
As we stood on the wyrd plains of Wiltshire.

Oh what secrets we could tell if you'd listen and be still.
Rid the stink and the noise from our skirts.
But you haven't got the clue and perhaps you never will.
Mute we stand on the cold plains of Wiltshire.

Still we loom in the mists as the ages roll away
And we say of our folk, "they are here!"
That they built us and they died and you'll not be knowing why
Save we stand on the bare plains of Wiltshire.

COMBAT

Three important lessons have been derived from the great battles with evil in our past. The foremost is that neither magic, nor prowess at arms, nor purity of spirit alone is enough to defeat evil. Only the careful coordination of arms with magic by the virtuous will bring victory. The second lesson is basic; prowess comes only with practice and experience. The third lesson is this: the use of force against the innocent will always bring retribution.

Armaments have improved greatly over the years. Today's knights have a great selection of weapons and armour at their disposal. In addition, fortunate knights may come across magical rings and amulets to wear or use. Before battle, knights can ready several items of equipment carried by their party; helms, shields, suits of armour, and weapons from daggers to halberds. Weapons can be dropped or exchanged in the midst of battle, but no enemy has ever waited while a knight changed armour.

Strength and endurance may get a knight through a few battles, but none survive without developing tactical skills. Successful knights learn to watch for mistakes the enemy makes. Successful leaders learn to design strategies around the strengths and weaknesses of their party.

In particular, fighters are known for their strength and ability to wield great weapons while wearing the heaviest of armour. In general, they are most effective when formed into a shield wall in the frontmost ranks. There are exceptions — desperate situations where an offensively well-armed fighter may do well to charge headfirst into enemy ranks, attacking the key members.

Bards, while weaker than fighters, are proficient archers because of their keen sight and excellent dexterity. Their dexterity also enables them to regroup faster and strike more blows against their opponents.

Mages, who are not as strong, often prefer to avoid warfare entirely, spending their time instead in scholarly pursuits. However, those mages who choose to defend the crown are among the most fearsome foes of evil. An accomplished archmage may annihilate an entire horde of monstrous enemies with a single spell.

Missile weapons such as bows and crossbows are essentially useless in hand-to-hand combat; nearby foes are apt to seize the opportunity to interfere with an archer's fire as they do with a magic user's spellcasting. For this reason, mages and bow-wielders are generally best placed behind a cover of fighters, where they can effectively deliver their blows. However, when a spell of cataclysmic and widespread effect is needed, a mage often must venture to the front lines and seek a niche in the shield wall from which to cast his spell, so the spell will not act to destroy friends as well as enemies.

ARMAMENTS



Armoury

The most courageous knight shows good sense to wear strong armour on any expedition. Full body armour, helmets, shields, magical rings and jewelry, and other magical trinkets are all worthwhile; but they are also expensive.

Body armour comes in a range of styles and degrees of effectiveness.

Cloth. Usually little more than a heavy quilted gambeson worn below a tunic, cloth armour is inexpensive and comfortable, but it affords only limited protection.

Leather. A cut above cloth, yet also fairly inexpensive, leather armour is made from thick leather hardened by boiling, often in paraffin.

Scale. Fashioned from four to six inch square overlapping plates attached to cloth or leather gambeson, scale armour looks like its namesake; fish scales. Although scale is often somewhat noisy, it offers good protection.

Chain. Chain mail is fashioned from small loops of metal wire linked in a manner to make something resembling metal cloth. The best chain mail has each link actually riveted shut. Chain mail provides very good protection, but is quite expensive.

Plate. Custom made from hand-forged sheets of metal, plate armour affords its wearer the most complete protection possible. However, it is very expensive and can be borne only by the strongest.

Helms often match body armor in material and strength, but variations, such as offensively spiked helmets, are available.

Shields also vary greatly. Not all war rigs call for shields — any use of two-handed weapons precludes them and they require some strength — yet many thank shields for their lives.

Weaponry

The weapon is the most important material choice an adventurer has to make. A wide range exists.

Daggers offer two choices. The common dagger is useful when its ability to be concealed is a benefit; and it can be thrown in open combat. The main gauche is more formidable, especially when used as a second weapon.

Swords continue to be the most popular weapon. There are long and short swords, and two-handed swords.

Missile weapons are carried by most experienced knights no matter what weapon they keep ready in their hand. It is always an advantage to fell thine enemy from afar when possible, before the threats of his hand weapons can reach thee. Inexpensive and easy to port is the sling, and ammunition is plentiful in open country. Bows come from craftsmen in the deep forest. Made from strong and resilient yew, bows, and their stronger counterparts, crossbows, make formidable long-range weapons. Be aware, however, that one engaged in hand-to-hand combat is unlikely to be able to load such a weapon, much less shoot it.

Some knights prefer missiles they can hurl without mechanical aid. Popular throwing weapons include daggers, spears, axes, and flasks of flaming oil.

The effectiveness of most weapons depends upon the dexterity of the weapons' wielders, but mass weapons are often preferred by the very strong, if not so nimble, because these bludgeons depend upon the great strength of the wielder to crush through an opponents' defenses rather than evade them.

Oldest of all bludgeons, and probably of all weapons, is the club. Clubs are crude weapons, but when a blow connects it often does the trick. The mace is much more streamlined than the club. Its weight is balanced to derive the most possible effect with the most possible accuracy. A mace on a chain is the morning star, which reaches over obstacles to smite thy foe at range. One blow straight on from this, and the enemy is out till morning—at least. Finally, there is the two-handed hammer. It takes great strength to wield it, but the hammer can inflict devastating damage.

Polearms require much strength to wield but they extremely effective. Most popular among those strong enough to wield it is the halberd, a long stout staff with a battleaxe blade at the end that allows its wielder to strike a foe at twice the distance of most weapons.

CREATURES

Wild creatures, intelligent and not, roam the countryside; others frequent the waters. Few of these creatures are evil; but many attack out of hunger or when surprised.

Creatures of the Land and Sky



Insect Swarms. Pesky insects have little muscle or brain, but their tiny size lets them move quickly, dodging and feinting. They bite more often than they miss, but their sting does little damage. Once hit, all insects are easily squashed. Rare is the insect that delivers a fatal bite, but a swarm of thousands can mean death.



Bats. These annoying creatures live by night, usually, and travel in flocks. Often their high pitched screech is heard before they are seen. Though flighty and hard to hit, bats are not difficult to kill. As attackers they are relentless and vicious.



Giant Rats. Natural agility and sharp teeth are rats' chief advantages. They are not strong and do not hit very hard. The mortal danger rats pose to knights comes from their capacity for passing on noxious germs and substances. Seldom do knights tangle with rats without someone in the group becoming ill with poison. At worst, the result of such an encounter is infection with plague.



Slimes. In appearance, slimes are goody green splats. They are weak, clumsy, and not very damaging, individually. But they almost always travel in schools and, when a slime is hit, it is apt to split into two healthy, hostile slimes. If the slime does not split, it succumbs quite easily. Slimes carry no booty.



Giant Spiders. Although weak and slow, spiders take their toll: they poison, both on touch and by spitting venom from a distance. Spiders have been known to carry a few goods.

Snakes. Extremely poisonous and quite accurate when shooting their poison even from a distance, snakes are otherwise relatively harmless. They are easy to destroy, once engaged directly.



Orcs. Orcs are more annoying than dangerous to the seasoned adventurer, but they can be a grave threat to the novice, especially when they travel in large groups or accompanied by a giant or two. Generally, they are fairly easy to defeat, do a modicum of damage if they hit, and carry meagre belongings.



Trolls. Large misshapen humanoids that like to live underground, trolls are strong and dextrous and can cause moderate damage to their victims. Fortunately, they are not very enduring. Trolls tend to lie in wait to ambush unsuspecting travelers. Trolls like treasures and often carry some with them.



Ettins. Strange two-headed creatures, ettins hurl large boulders with enough strength to do considerable damage. Though not magical, they are quite hardy and often carry a good many interesting belongings.



Gremlins. The blow of a gremlin is hardly felt, but he is not very hard to do in. He travels in huge packs and he may leave you starving. The gremlins' ability to consume food at an inordinate rate is startling and dismaying. Once overcome, he usually leaves some goods.



Headlesses. No one knows exactly how the senses work on these mutant abominations. Do they sense the world only through touch and feeling? Or do they see with some inner vision? Whatever the answer, these relatively strong creatures are fairly enduring and do mild damage to their foes. They tend to carry goods with them.



Gazers. Giant, magical floating eyes, gazers mesmerize their foes, turning them against each other. They make up for their weak, clumsy physique with strong intelligence and a fairly good constitution.





Mimics. Masters of imitation, mimics make themselves so like treasure chests that many an adventurer has met his doom trying to open one. Mimics have little courage and even less patience though, so if one is willing to wait a few minutes, they are apt to reveal themselves. Close up, mimics bludgeon and do unpleasant damage. Getting past them can reveal treasure.



Reapers. Reapers are strong and enduring, and do severe damage by bludgeoning. Their weakness is their immobility; for they cannot change locations. They throw magical bolts at distant foes. They also bludgeon nearby creatures with their tentacles. Reapers are quite hardy, but often worth the trouble. They hoard good booty.



Wisps. Harmless looking little bits of flashing light, wisps are agile and highly intelligent. Although not strong, they do serious damage, taking their victims by surprise again and again, blow after blow. They often attack in large groups and they teleport from place to place on the battlefield. Worst of all, they can magically possess members of the opposing party. Wisps seem to have strong constitutions and are quite difficult to destroy.



Sand Traps. Sand traps burrowing in the sand are nearly impossible to notice, but a party passing too close to one is in for trouble. Strong and agile, these desert monsters strike out at anything that comes near their hiding places, and they hit very hard. They are also very hardy, and their endurance has meant the demise of more than one adventurer. When a sand trap is overcome, however, generous treasure is revealed in the sand.



Dragons. Strongest and most feared of creatures, dragons shoot extremely damaging magic fireballs and are nearly impossible to defeat. They can attack while in flight and may do in an entire party before it has a chance to engage in close combat. Killing a dragon, however, can earn the slayer great treasure.

Creatures of the Sea

Sharks. Strong and agile in water, sharks are not particularly intelligent. They can endure quite a beating before dying.

Sea Horses. These graceful, appealing ocean creatures have nasty personalities. They enjoy shooting foes at range, which they do very effectively. They are also rather strong, flexible, even intelligent, and they take a fair amount of punishment to be defeated.

Squids. Squids are not intelligent, but the dexterity of their tentacles makes their considerable strength a real menace. They throw their poisonous ink from a distance, and it is always very damaging. These unpleasant sea creatures are hardy and difficult to overcome.

Sea Serpents. These serpents appear from nowhere to rock a ship. Capable of launching fireballs from a distance — even across an island — they are among the most formidable of opponents. Not intelligent and easily outwitted, the best strategy is often to evade them and flee. However, if forced into battle, closing in to engage will improve a ship's odds.

From Beyond the Grave

Ghosts. Spirits of the uneasy dead, these bodiless creatures compensate for their lack of strength with excellent dexterity and the ability to disappear at will. They do not inflict much damage, but cunning is needed to win.

Skeletons. Perhaps the most common of undead creatures, skeletons lack strength and brains, but they are dextrous and can't take a surprising amount of punishment. They often carry some goods.

Daemons. Strong, agile and smart, daemons possess magic that include summoning other daemons and possessing their opponents. They are extremely hardy and difficult to kill. Daemons fly and can easily manage to cross rivers or shallow waters, although they are seldom encountered in mid ocean.



VIRTUE

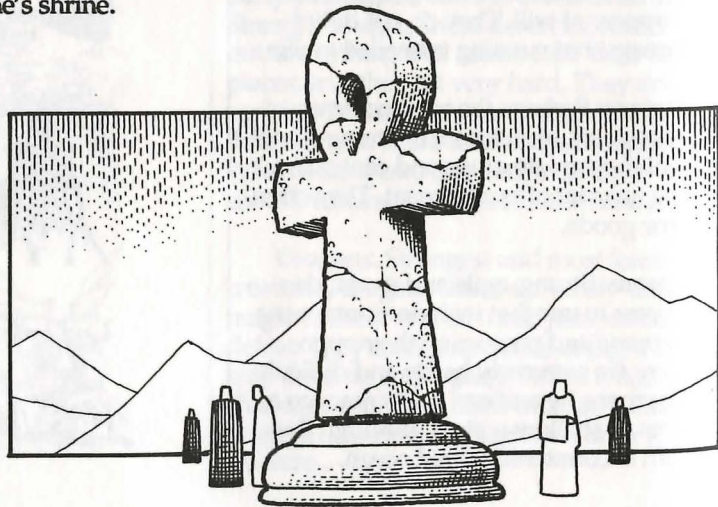
After years of meditation and thought; after hundreds of quests along the mental, physical and spiritual path to peace and fulfillment, a person might reach near perfection in the eight virtues of Avatarhood. Only while an individual continues to strive against the external and internal forces of evil, can he or she be said to be on the path of the Avatar.

The ankh is the symbol of peace and benevolence toward all creatures, worn as a sign by those on the lifelong Quest of the Avatar. Ankhs are believed also to enhance courage and loyalty to goodness and to help ward off harm for knights striving to achieve the eight virtues.

Honesty is scrupulous respect for truth — the willingness never to deceive oneself or another. Compassion is nonjudgmental empathy for one's fellow creatures. Valor is the courage to take actions in support on one's convictions. Justice is the devotion to truth, tempered by love. Sacrifice is the courage to give of oneself in the name of love. Honour is the courage to stand for the truth, against any odds. Spirituality is the concern with one's inner being and how one deals with truth, love and courage. Humility is perceiving one's place in the world, not according to one's own accomplishments, but according to the intrinsic value of all individuals.

Each of Britannia's eight leading townes celebrates one of the virtues of Avatarhood, and each has raised a shrine to that virtue. The shrines are located in retreats to ensure tranquility in natural settings, so travelling to some shrines requires a considerable journey from their townes.

The only requirement for using a shrine is knowing the mantra for that virtue. A mantra is a sound repeated continuously during meditation, helping to clear the mind and focus the spirit. Each virtue has a specific mantra that works best for it, and sincere meditation can bring great wisdom. Someone in towne will usually divulge the mantra for the towne's shrine.



MAGIC

No one knows exactly when the powers of magic were discovered. Little by little, stories of impossible coups and miraculous recoveries increased in number and detail, until finally even the most skeptical people began to give credence to some mystic factors. And only then did the serious scholarly search for magical means and lore begin. Few remain who do not accept the reality of magic.

Yet the knowledge of magic and its use appears to be in its infancy. There are few formal schools in which to learn magic. To be a user of magic, one must travel far and wide to learn from various mages who have developed and honed special magical abilities. Even then there is no guarantee the mages will impart their knowledge.

The Languages of Magic

Some aspects of magical lore have become fairly well known. One such is the language of magic. This is a set of twenty-four syllables compiled by a great language scholar after traveling throughout Britannia for more than seven years. These are all the components of any magic spell yet known; but they are little help — and extremely dangerous — without knowledge of how to combine them into the phrases that make meaningful incantations.

Following is a list of these powerful syllables, approximations of their meanings, and a guide to their pronunciation.

Syllable	Idea	Sound
An	negate	ah n
Bet	small	b eh t
Corp	death	k oar p
Des	down	d eh ss
Ex	freedom	x
Flam	flame	fl ah m
Grav	energy	gr ah v
Hur	wind	h oo r
In	create	ih n
Kal	invoke	k ah l
Lor	light	l oar
Mani	life	m ah n ee
Nox	poison	n ah ks
Por	movement	p oar
Quas	illusion	kw ah ss
Rel	change	r eh l
Sanct	protection	s aa ng kt
Tym	time	t ih m
Uus	up	oo ss
Vas	great	v ah ss
Wis	knowledge	w ee ss
Xen	creature	z eh n
Ylem	matter	aye l eh m
Zu	sleep	z oo

The Mixtures of Magic

Reagents are herbs needed for the preparation of magical mixtures. Most are sold in apothecaries; a few are hard to find and require special effort to obtain. Following is a chart of the magical reagents and the general areas of proficiency they affect (in parentheses).

Black Pearl (Projection)—A rare version of the standard white pearl, a black pearl is a forceful reagent in the creation of kinesthetic magic, that is, projecting objects.

Blood Moss (Movement)—Fungal growth usually found in deep forests and warm, damp areas; especially favored as a reagent for its ability to enhance mobility.

Garlic (Warding)—Ubiquitous and strong-scented reagent, used effectively in warding off evil spirits.

Ginseng (Healing)—Ancient reagent used extensively in healing.

Mandrake Root (Power)—Very rare and usually expensive magical herb growing only in swampy areas, mandrake root is said to bring great power to magic that uses it.

Nightshade (Poison, Illusion)—Rare, poisonous plant that appears only when the moons are in a certain conjunction. Those who learn its whereabouts and manage to be there in the dead of night when the moons are full can pick nightshade without danger and benefit from its powerful ability as a reagent to create illusions.

Spider Silk (Binding)—The magical product of the garden spider and its relatives has no peer in its ability to bind. As a reagent mixed for magic, spider silk magnifies its binding power many times over.

Sulphurous Ash (Energy)—Common material left by volcanic action, ash is an excellent source of energy in magical mixtures.

The Spells

Spells diverge greatly in term of difficulty, and, correspondingly, in terms of danger to the caster. After years of observation, and experimentation, scholars in magic have classified spells into eight circles of difficulty. Thus, mages who can command only the simplest spells are considered to be in the first circle.

Full mages' magical ability is directly related to their intelligence. Bards appear to have half the magical ability of full mages and fighters rarely have any. Casting spells drains magical powers, limiting how many spells mages can cast before resting. A spell will drain magical powers in amounts proportional to the spell's circle of difficulty.

On the facing page, a chart classifies the spells by circle, with a brief indication of each spell's use, a note on when it can be used, and an ingredient list. Do not take the ingredient lists to be recipes, as wrong quantities or careless mixing could have terrible results.

Note that not all spells can be used in all situations. Quite a few spells need far too much time or concentration to be cast during combat; others feed on the energies present in the battle arena.

Full descriptions of each spell's nature, use and effects follow. In the following chart, dng./com. signifies that the spell works in both dungeons and combat.

CHART OF SPELLS

	Spell	Effect	Time	Reagents
1st Circle	An Nox An Zu Grav Por In Lor Mani	cure poison awaken magical missile light heal	anytime combat combat noncombat anytime	ginseng, garlic ginseng, garlic ash, pearl ash ginseng, silk
2nd Circle	An Sanct An Xen Corp In Wis Kal Xen Rel Hur	unlock repel undead locate call animal wind change	anytime combat noncombat combat noncombat	ash, moss garlic, ash nightshade silk, mandrake ash, moss
3rd Circle	In Flam Grav In Nox Grav In Por In Zu Grav Vas Flam Vas Lor	wall of fire wall of poison blink wall of sleep ball of flames great light	dng./com. dng./com. anytime dng./com. combat noncombat	pearl, ash, silk nightshade, silk, pearl silk, moss ginseng, silk, pearl ash, pearl ash, mandrake
4th Circle	An Grav Des Por In Sanct In Sanct Grav Uus Por Wis Quas	dispell field downward move protection protection field upward move reveal	anytime dungeon anytime dng./com. dungeon combat	pearl, ash moss, silk ash, ginseng, garlic mandrake, silk, pearl moss, silk silk, nightshade
5th Circle	An Ex Por In Bet Xen In Ex Por In Zu Rel Tym Vas Mani	magic lock insect swarm magic unlock sleep quickness great heal	anytime combat anytime combat combat noncombat	ash, moss, garlic moss, silk, ash ash, moss ginseng, nightshade, silk ash, mandrake, moss ginseng, silk, mandrake
6th Circle	An Xen Ex In An In Vas Por Ylem Quas An Wis Wis An Ylem	charm negate magic tremor confuse xray	combat anytime combat combat noncombat	pearl, nightshade, silk garlic, mandrake, ash moss, ash, mandrake mandrake, nightshade mandrake, ash
7th Circle	In Nox Hur In Quas Corp In Quas Wis In Quas Xen Sanct Lor Xen Corp	poison wind fear peer clone invisibility kill	combat combat noncombat combat combat combat	nightshade, ash, moss nightshade, mandrake, garlic nightshade, mandrake ash, silk, moss, ginseng, nightshade, mandrake mandrake, nightshade, moss pearl, nightshade
8th Circle	An Tym In Flam Hur In Mani Corp In Vas Grav Corp Kal Xen Corp Vas Rel Por	time stop flame wind resurrect cone of energy summon gate travel	anytime combat noncombat combat combat noncombat	mandrake, garlic, moss ash, moss, mandrake garlic, ginseng, silk, ash, moss, mandrake mandrake, nightshade, ash mandrake, garlic, moss, silk ash, pearl, mandrake

Spell Book of the Eight Circles

THE FIRST CIRCLE

An Nox (Negate Poison)

Few deadly problems are as easy to arrest as poison. So common is the use of poison that alchemists have been able to devise a formula, using the relatively common plants garlic and ginseng, that is effective against nearly every form of poison in nearly every user. However, the magic works on individuals only; thus, simple as it is, novice mages in a party must have magic endurance among them great enough to cast An Nox as many times as they have afflicted members. Even then, safety is not secured. Strength already sapped by toxins is not regained without peaceful rest or healing magic.

An Zu (Negate Sleep)

An Zu, which requires a simple mixture of ginseng and garlic, is used to awaken sleeping comrades. An Zu has limitations; it works only on members of the caster's party, it awakens only one person per casting, and it has no lasting preventive effect.

Grav Por (Energy Movement)

A novice magic user had best count on a good solid weapon in battle. A good spell for novices to practice, not rely in battle, is Grav Por, which casts a missile of energy at a target on the battlefield. If the caster's mental powers exceed the foe's, small damage will be inflicted.

Grav Por requires sulphurous ash for energy and black pearl to project it. This spell has little effect for novices, not because of weak ingredients, but because of inexperience.

In Lor (Create Light)

This simple spell creates a pool of light. Although of short duration, In Lor creates a brighter light than the best of torches. Note, however, that In Lor cannot be used in place of real flame to enhance the mixing of reagents for spells, for its properties are quite different.

In Lor's sole ingredient is sulphurous ash powder. Place that powder upon the object intended as the light source; rub it rhythmically while chanting "In Lor." Almost instantly, the object will blaze with white light.

Mani (Life)

Mani is the simplest healing spell. Mani does not cure patients, but it does make them feel better and may take them out of immediate danger. Mani is useful even to higher circle magicians, because it is simple enough to cast during combat. Spider silk and ginseng are the components needed for Mani. No special conditions are necessary during mixing or casting.

THE SECOND CIRCLE

An Sanct (Negate Protection)

Many evil creatures carry chests full of treasure and useful items, often the result of thievery against some other good Britannian. No good person begrudges the vanquisher a monster's gold and goods.

But evil creatures often arm their chests with deadly traps. Popular chest traps are acid sprays, poison fumes, bombs and gaseous atmospheres. The first two are designed with intent to destroy the individual tampering with the lock. The last two affect the entire area of the chest and injure anyone in that area.

An Sanct used blood moss and sulphurous ash to seep into hidden traps and render them impotent. The spell also negates any nonmagical locks in the chest. The same spell may be used to unlock doors locked by mechanical keys.

An Xen Corp (Negate Creature of Death)

The powers of evil revel in their ability to command the uneasy dead. Rotted corpses and corrupted spirits, given motion and a semblance of life, are set on the mindless destruction of everything good.

Such phantoms are not living but are merely animated. They act mindlessly, unaware of their own horrible state. By negating their armour of mindlessness, An Xen Corp causes most risen dead to flee in lurching terror.

An Xen Corp is not a difficult spell, especially for casters of good intellect. Nor is its mixture difficult: ordinary amounts of common garlic and sulphurous ash must be mixed while pronouncing words of reverence for life and beauty.

In Wis (Create Knowledge)

In Wis performs the job of a navigator, determining one's precise location in terms of the recently devised concepts of latitude and longitude. Nightshade is its only ingredient, but that nightshade must be encased in glass and kept alive with dew drops until its use is required.

Kal Xen (Summon Creature)

Beginning mages often find their responsibility onerous, with an entire group of adventurers relying on their meager magical skills for protection and assistance in difficult situations. These novice mages may quickly and frequently turn to Kal Xen to add to the offensive ranks of their party in battle.

Kal Xen summons small nasty creatures such as rats and snakes to help in combat. Nasty or not, these summoned beasts are always loyal to the caster, and often direct a foe's attention away from members of the mage's party.

Mix mandrake root with spider silk to ensure the beast's loyalty. The local where the mandrake root is gathered influences what type of creature is summoned.

Rel Hur (Change Wind)

Those who love the open sea will find frequent use of Rel Hur. This powerful spell can redirect the wind for a time.

To mix Rel Hur, line a board with damp blood moss and set the board against a tree or mast. Study the wind and find the exact spot in which to stand so that the sulphurous ash thrown into the air will be caught by the wind and flung against the blood moss. Complete the spell by blowing in the direction the wind should follow.

The Third Circle

In Flam Grav (Create Flame Energy)

One of three energy field spells, alike except for the nature of the horrors they create, In Flam Grav causes the particular spot indicated by the caster to erupt into red hot flames. Any creature on that spot or that steps into that spot is seared by a wall of flame. Be careful not to direct this spell too close to friends or they shall suffer the same as foes. Sulphurous ash and black pearl project the burning fire to the chosen spot; spider silk holds it there a short while. The mix works best when blended over a flame.

In Nox Grav (Create Poison Energy)

Another of the three energy field spells, In Nox Grav causes a cloud of nauseating poison to occur in the location indicated. Any creatures entering the cloud suffer some degree of poisoning. Like In Flam Grav, this spell can be just as effective in harming friends as enemies, so use care.

That rare but deadly poison, nightshade, is required for In Nox Grav. Add spider silk to shape the cloud, and black pearl to direct its placement.

In Por (Create Movement)

In Por teleports an entire party a fair distance in any specified direction. However, incanting this spell during the haste of battle will diminish its effects. It will only remove the caster, and then only to another place on the battlefield.

In Por will not transport a party if there is no clear, grassy spot to which the party can be moved. Nor will In Por work in dungeons or in townes, as its energies require a fair bit of open space to operate.

The dust for In Por consists of spider silk and fresh young blood moss. The caster must close his eyes and conjure a vision of the current position after the party has left. In a wink, the party will be elsewhere and the vision, reality.

In Zu Grav (Create Sleep Energy)

Least damaging of the three energy field spells, In Zu Grav is often the most effective. The spell cloaks a foe in purple haze that puts it instantly to sleep, taking it out of the fight, rendering it helpless. Like the other two similar spells, In Zu Grav can affect friends as easily as enemies. While sleep will not directly harm friends, falling asleep on the field of battle can be deadly.

In Zu Grav is easily mixed of common ginseng, spider silk and black pearl. For best results, add the air of many yawns and sand from sleepy eyes.

Vas Flam (Great Flame)

Vas Flam effectively gathers a great ball of flame, which may then be hurled at a foe. A simple spell, the great advantage of Vas Flam is that, aimed accurately, it will surely hit its mark and, just as surely, inflict damage.

Combine common sulphurous ash and a single black pearl over a hot flame. When the ash has adhered well to the pearl, remove it and store it until needed. Cast the talisman at a foe while uttering "Vas Flam."

Vas Lor (Great Light)

Vas Lor conjures a great light. This light is equivalent to In Lor's in quality and range, but Vas Lor lasts longer. Its endurance comes from mandrake root. Mix the prepared root with sulphurous ash and proceed as if making In Lor.

The Fourth Circle

An Grav (Negate Energy)

Adventuring parties are sometimes prevented from pursuing their objective by obstructing or noxious fields. An Grav removes the obstructing field by negating the field's energy.

Ash countermines the field's energy; a black pearl thrusts the negating energy in the direction indicated by the spell caster. The obstructing field is instantly dispersed.

Des Por/Uus Por (Downward Movement/Upward Movement)

Magic users often travel with courageous groups, and courageous groups often find themselves in danger. When problems occur within dungeons, it is sometimes helpful to use Des Por and its complement Uus Por for moving among floors. Only effective when going from empty corridor to empty corridor, Des Por transports an entire group to the exact same location one floor lower, Uus Por works in reverse, and transports upward. Unfortunately, these spells take too long to intone during the heat of battle.

Blood moss provides the motion and spider silk keeps the party together during the transport.

In Sanct (Create Protection)

Sometimes young questers join in battles beyond their might. In Sanct helps balance the fight by creating a protective shield around each party member.

In Sanct works only during combat and does not last long, so knights should be sure to hit hard and fast while the iron is doubled.

In Sanct is most effective when sulphurous ash, fast-working ginseng, and reeking garlic are mixed by the mage and the group's strongest fighter, simultaneously.

In Sanct Grav (Creative Protective Energy)

In Sanct Grav's protective energy provides a strong defense. Its shimmering blueness cannot be entered or passed through. An excellent recourse when a few moments of safety are required, In Sanct Grav is well used to block dungeon corridors fully.

Mandrake root is necessary for In Sanct Grav; choose older, tougher specimens for this concoction. Add spider silk to make it impenetrable and pearl for placement.

Wis Quas (Knowledge of Illusion)

Wis Quas strips illusion from creatures hidden by the cloak of invisibility, instantly revealing their positions.

Nightshade cut many times to form a paperlike sheet, then carved into lace, is secured by spider silk. It is glazed, dried in the sun, and then crystallized into a shiny powder that must be tossed in the sky over the field of battle as the spell is cast.

The Fifth Circle

An Ex Por (Negate Freedom of Movement)

The magical locking of doors works in nearly every situation. Even normal locks can be transformed to magical locks by means of this spell. Thus the very creature who initially locked a door with its won key may be forbidden access.

Mix ash and moss, gathered from darkest glens under heavy clouds, into a strong garlic paste. While mixing, sing a melody that no other creature has ever heard. For greatest security, the melody should be different each mixing; so each magical lock will require a subtly different magical key, and anyone trying to break the magical lock will not be able to use any previously discovered keys.

In Bet Xen (Create Small Creature)

This combat spell creates a powerful ally by calling up four swarms of small but deadly insects. All four swarms are generated in the same location. However, each can be commanded to move independently and on its own turn. Quartets of insect swarms generated by In Bet Xen have been known to surround and suffocate an enemy by their very number.

The powder for In Bet Xen consists of sulphurous ash to give life energy, blood moss to set them swarming, and spider sild to bind the swarm in obedience. For deadliest results, blend with stagnant water from the dankest swamp.

In Ex Por (Create Freedom of Movement)

This powerful spell can open magical locks. The power of In Ex Por is that it first analyzes the lock to be broken and then actually produces the precise tool or magical potion that will break the lock.

The success of this spell comes from combining ash and moss in isolation, in complete darkness.

In Zu (Create Sleep)

The first mass effect spell the developing magician learns, In Zu causes the scent of poppies to emanate from the caster in an ever-widening wedge, dropping into a sound sleep all those touched by it. Only the toughest minds and wills may deny it.

Nightshade, gathered when high tide coincides with a moonless midnight, must be mixed with ocean ginseng and spider silk. Moisten with brine and add sand to mix thoroughly. Lay to dry in bright moonlight. Note that this spell is just as effective on friend as foe; aim carefully.

Rel Tym (Change Time)

Rel Tym doubles a party's speed, anytime, anywhere. It is especially effective in battle, when a party's members can return two blows for each of the enemies' blows. It is also effective in surveillance, when being caught could be disastrous.

Sulphurous ash provides energy, blood moss creates movement, and mandrake root provides the magical power required for this incantation.

Vas Mani (Great Life)

Whole health restored; full vitality given; such is the nature of Vas Mani. A miraculous spell requiring concentration and vast knowledge of anatomy, Vas Mani is reserved for experienced mages.

Vas Mani fully restores patients from combat wounds. While it provides neither antidote to poison nor cure for disease, Vas Mani does heal all damage wrought by these ravagers, ensuring survival until a cure can be found.

The difficulty in preparing Vas Mani is in locating the mandrake root; otherwise the preparation is straightforward; mix the mandrake root with ginseng and spider silk.

To cast Vas Mani successfully, the caster must concentrate totally on the subject to be healed. When the concentration is full, one can actually see wounds heal. Because the healing process can take several hours, Vas Mani cannot be used during combat.

The Sixth Circle

An Xen Ex (Negate a Creature's Freedom)

A most effective tactic to use against enemies is to charm members of their party to work against them. However, this spell is most difficult to apply where it could be of the most help, against the most diabolical of foes, those of superior intelligence.

Control of a charmed individual is limited to fighting and moving; it does not extend to use of magic or special forms of attack. This spell can also be used to bring back party members after they have been charmed by a foe.

An Xen Ex requires a careful mixture of nightshade, to poison the mind; a black pearl, for projection; and spider silk to bind loyalty.

In An (Create Negation)

In An creates an air of magical negation. Spells fizzle when In An is in effect and neither side in combat can use magic for several rounds.

First, mandrake root must be gathered; the root must be rubbed with garlic and wrapped in damp, black cloth for several hours. At midnight, it must be pulverized and mixed with sulphurous ash. The mixture must be dried on parchment and the parchment then folded into a tricorn. In casting the spell, a hole must be cut in the tricorn and the mixture dispensed from this in a wide arc.

In Vas Por Ylem (Create a Great Movement of Matter)

In Vas Por Ylem is a terrifying spell that can generate a massive earthquake. While it reaches every enemy in combat, even if lurking in distant corners or behind mountains, the magical earthquake leaves allies unshaken and unharmed.

Seek mandrake root that has grown unobstructed, so that its form is strong yet fibrous. Grind it with sulphurous ash and blood moss until no ingredient can be distinguished from another.

Quas An Wis (Illusion of Negated Knowledge)

Quas An Wis turns a foe's orderly, well-planned attack into bedlam. Confusion reigns and creatures strike out at whomever is nearest, regardless of loyalty. Extremely effective against the likes of rats and orcs, Quas An Wis loses much of its impact against more intelligent monsters, which are often capable of recognizing and resisting it.

A mix of rare mandrake root and nightshade, the cloud of Quas An Wis works only for experienced mages.

Wis An Ylem (Knowledge of Negated Matter)

Adept magicians are relied upon, not only to aid in battle and to repair wounds, but to guide their party wisely. Wis An Ylem provides the necessary insight, by making the hidden, apparent. For an instant, the caster may see through the densest forest, tallest mountain and most solid rock. No wall can be too thick, no door too heavy.

Requiring intensity of concentration, Wis An Ylem cannot be maintained for more than a flash of time. Thick, mature mandrake root must be combined with sulphurous ash in clear rain water. Boil the mixture until it becomes steam and capture the steam in a small glass box. Open the box as the spell is uttered.

The Seventh Circle

In Nox Hur (Create a Poison Wind)

A cone of poisonous wind emanates from the hands of an agile wizard when In Nox Hur is cast, widening as it moves forward and sickening all in its path, friend or foe. Quite effective against many kinds of creatures, In Nox Hur is dangerous to use since the slightest error can destroy comrades as well as foes. Only the most dextrous should attempt it.

In Quas Corp (Create an Illusion of Death)

Illusion is a dangerous tool and In Quas Corp creates a powerful illusion. Suddenly, in the eyes of all creatures not intelligent enough to recognize the illusion, each party member may be made to appear as a twelve-foot giant, with a sword like a guillotine and a staff like a tree trunk. Fear strikes foes to the cores of their beings. They shriek and flee.

In Quas Corp is expensive. The dust that must fill the atmosphere as the spell is cast contains both mandrake root and hallucinatory nightshade. Simple garlic adds to the distastefulness of the experience for the foe.

In Quas Wis (Create an Illusion for Knowledge)

Travelers in Britannia tell of magical gens that transport the vision of one gazing into their depths to a viewpoint thousands of feet above the land, like that of an eagle suspended in flight. It is illusion and reality. The change of viewpoint is illusion, but the knowledge provided is real. Powerful mages can replicate these miraculous effects through magic.

In Quas Wis requires only two ingredients to create its illusion. Only the most powerful mandrake root will work for this spell; and only the most convo-

luted stems of nightshade. Mix the two in dark of night with seven drops of cold spring water. Let the moisture evaporate, then place the shimmering powder in a cloth sack.

When intoning In Quas Wis, cast the powder high to view the world about as if from the air. If cast within a town, building or dungeon, all the detail of that level is revealed.

In Quas Xen (Create an Illusionary Creature)

Another powerful combat spell is In Quas Xen. By means of illusion, this spell duplicates friend or foe, in every detail. Although the new creature is an illusion, it fights and bleeds exactly as its original.

When a friend is cloned, the original and duplicates are still joined. Injury to each is felt by the other, death to one destroys the other. Yet the two are physically separate; they have independent turns in battle and may work together to vanquish a foe.

When a hostile creature is duplicated, no connection between copy and original seems to remain. Pain to a monster's clone is not felt by the monster; and death of the creature does not remove the clone.

The power of mandrake root is essential to this spell; as are the illusionary properties of nightshade. To mature root, add spider silk to bind and ginseng to heal; mix with the living energy of sulphurous ash and add blood moss for animation.

When casting the spell, fling the glittering sand that results into the air. The wind will catch the granules, and where the first one touches earth, there shall the clone arise.

Sanct Lor (Protect from Light)

Sanct Lor affects the path of light, bending it around the caster; so it may continue on. The result is an illusion that the caster is not there.

Mix mandrake root and nightshade picked in absolute darkness with blood moss to bend the light. It is essential that, while intoning this spell, none see any indication of its casting. Speak without moving lips.

Xen Corp (Creature Death)

Regardless of the strength, size or endurance of a foe, Xen Corp will overcome it. Only a creature with intelligence capable of greater concentration than that used in the casting, and capable of recognizing the intent before the spell is completed, has a chance of escaping death when assailed by Xen Corp.

Mix nightshade that has never seen light with the blackest pearl. Pour the powder into a small lead capsule and seal with black wax. While intoning the spell, hurl the capsule at the foe selected for destruction.

The Eighth Circle

An Tym (Negate Time)

Perhaps the most difficult of spells, An Tym appears to stop time itself. For eons, scholars of thaumaturgy have tried to learn the secret of controlling the universe, and the more they discovered, the more convinced they became that they could never control this power even if they understood it. It is a tribute to the brilliance and creativity of Britannian minds that experts, undaunted by their failures, simply turned the problem around and found a way to achieve every advantage of briefly controlling time without actually controlling it at all.

Those capable of this spell will witness their foes paralyzed in midmotion. After a few moments, all returns to normal, just as though time had actually stopped and started up again. However, the caster's party remains active throughout the spell.

An Tym requires a mixture of mandrake root, well-preserved blood moss and a garlic clove.

In Flam Hur (Create a Flame Wind)

In Flam Hur causes the wind itself to catch fire and devastate all in its path. Those who intone this spell can direct the flaming wind in a deadly spreading wedge. All creatures in the path of this wedge are severely burned; few ever survive. Careless misdirection of In Flam Hur over one's own companions may result in their deaths as well.

Sulphurous ash, blood moss and mandrake root combine best for this spell in an iron cauldron over great heat.

In Mani Corp (Create Life from Death)

There are many rewards for hard work and concentrated practice. For practiced wizards, having attained the eighth circle, there is the reward of being able to reverse death itself. Resurrection requires such total concentration and peace of mind that it should never be attempted on the harried field of battle.

To mix, place a mandrake root in a sieve in a fresh water spring on a sunlit day. One by one, add garlic, to keep away ills and evil, spider silk, for binding the life forces together, ginseng for healing, sulphurous as for the spark of life, and blood moss to animate the spirit.

Remove the sieve from the spring and let the mixture dry. A small crystal will form from the drying mass. To revive a companion, place the crystal on the friend's forehead and intone In Mani Corp. The resurrected person will be weak and in need of further assistance.

In Vas Grav Corp (Create a Great Energy of Death)

In Vas Grav Corp is the most powerful instrument of death yet devised. This spell lays waste to every living creature in its path unless the creature be exempt from the natural laws of this world or be of strong enough intellect to resist the spell.

Mandrake root must be gathered on a dark night during a lightning storm. It must be marinated in slime from stagnant mosquito fens and wrapped in nightshade, which must have been picked at midnight in total darkness. This package should be rolled in sulphurous ash and left on a grave overnight. If it is not discovered, it is ready to be dried into stringy dreadlocks of death.

Kal Xen Corp (Call a Creature of Death)

Kal Xen Corp resembles Kal Xen, but its summons has far greater complexity and power. Kal Xen Corp calls forth a daemon. But only an experienced wizard is able to devote the concentration needed to bind the daemon's allegiance and prevent it from turning on his party. Then, although the daemon cannot use its own powers of possession, it can hurl great balls of fire across long distance to smite foes.

Mandrake root, gathered as near as possible to entrance to dungeons, pits and other vile holes, is the base of this spell. Add garlic, blood moss and the strongest spider silk. Mix the lot together letting the moisture of the root act as a binding. Now shape the mixture into the form of the winged daemon. Raise the icon to the sky, into this spell and hear it calling its own.

Vas Rel Por (Gate Travel)

A moongate traveler cannot rely on magic alone. The knowledge of the influence of the moon's phases is also required. Take a black pearl and shine it well. Bury the pearl in a clean piece of mandrake root. Sprinkle the whole with sulphurous ash and expose the conglomeration to the moons during one night. In the morning it will be a fine silver powder.

To travel, cast the powder in the direction of the gate to be reached while speaking the name of that gate's town followed by Vas Rel Por. Immediately drop to the ground and meditate on the proper phases of the moon for that gate. Instantly, the party will be there.

Editor's Note:

Between the time this volume originally went to press and the time galleys arrived for final alterations, Lord British was lost while on an expedition to explore the newly discovered underworld. Days before we were to print, Lord Blackthorn declared martial law to deal with the general unrest in the wake of British's disappearance. The Ethics section of this book has been added to reflect the new measures imposed by Blackthorn.

ETHICS

The Ethics of Britannia, or the accepted measure of proper behavior, were long based on the Way of the Avatar. As time progressed, the lessons of this historic tale came to be interpreted in many ways. In fact, many people interpreted the Way of the Avatar in ways that wouldn't require them to strive to uphold these virtues.

Now, Lord Blackthorn, acting king of all Britannia, has enacted a Code of Virtue that leaves no room for misinterpretation.

1. Thou shalt not lie, or thou shalt lose thy tongue.
2. Thou shalt help those in need, or thou shalt suffer the same need.
3. Thou shalt fight to the death if challenged, or thou shalt be banished as a coward.
4. Thou shalt confess to thy crime and suffer its punishment, or thou shalt be put to death.
5. Thou shalt donate half of thy income to charity, or thou shalt have no income.
6. If thou dost lose thine own honor, thou shalt take thine own life.
7. Thou shalt enforce the laws of virtue, or thou shalt die as a heretic.
8. Thou shalt humble thyself to thy superiors, or thou shalt suffer their wrath.

Compendium

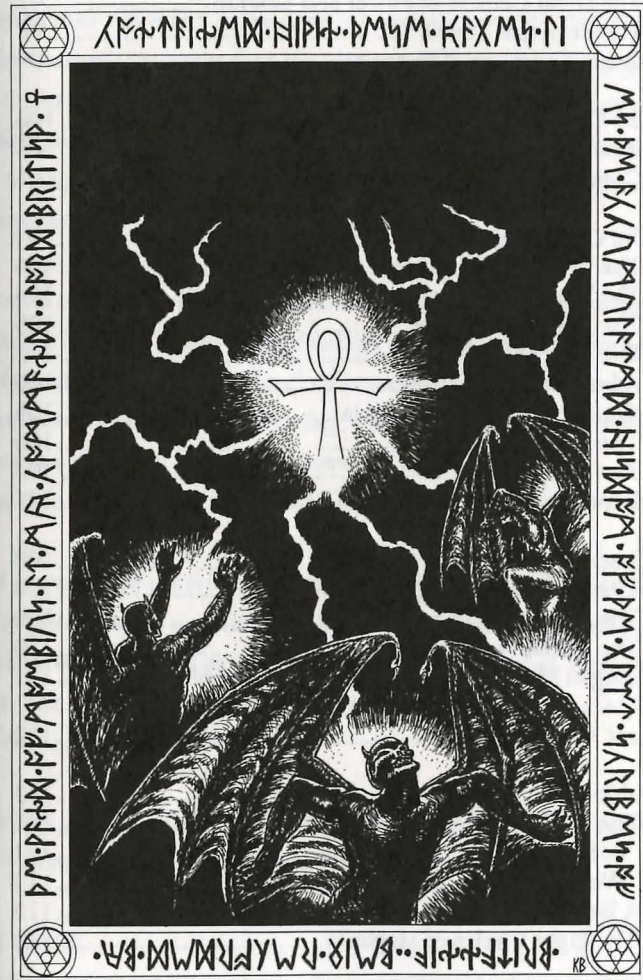


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I, Lord British, write this exhortation in my own hand that you, my virtuous Champion and Avatar, might gain a full appreciation of the significance of the times which face us. Though evil has often raised its rebellious head, I fear we now face a threat far greater than any yet encountered. In the past, you and your companions have risen faithfully to the challenge, undaunted by overwhelming odds, unwavering in your adherence to the Path of Virtue. We place our trust in you once more.

As though seeking vengeance against the Light, the forces of Darkness have renewed their malevolent aggressions. Not content to remain in their own realm, daemonic emissaries from the Underworld have begun making incursions into our land. It is fortuitous that you have returned to Britannia in these perilous times. Study well the words which follow, for they are essential to your quest. And that quest is essential to the continued existence of the human race.

For more than a fortnight I have dictated my thoughts and admonitions to the venerable Moebius, Keeper of the Libraries of the Lycaenum. He has scrupulously recorded my every word and, when called upon, made illustrations to aid your understanding. I have affixed my seal to this letter to assure you that these are indeed my words. Take them to heart. Heed my counsel.

Gird yourself with the infinite wisdom of Truth, Love and Courage, for at the end of your quest lies a destiny foretold in ancient times: "One shall arise who possesses the strength of an army, the vision of a prophet and the heart of a saint. This Great One will bring an end to the struggle between the Darkness and the Light."

Pray that you are, indeed, the One, for should you fail, the Light of life will surely be extinguished and Darkness will reign forevermore.

*Lord British
Sovereign of Britannia*

The Chronicles of Britannia



My sojourn upon the shores of Britannia began many generations ago. Long ago did I uncover the secrets of the moongates which brought me here from my distant homeland, even as they now bring you. As you well know, we who pass through the gates to Britannia, though we be in this world are not of it. It is for this reason, I suspect, that we are immune to the ravages of time during our stays here. Remember, however, that we remain ever mortal, albeit seemingly ageless.

At the time of my arrival here, this place was known as Sosaria, a region comprised of numerous warring city-states and feudal fiefdoms. It was not long before my affinity for order, peace and prosperity had earned me the title of Lord British, ruler over the city-state of Britain, and ultimately Lord of Britannia. Under my guidance the land and its people have prospered and grown, though not without challenges from the forces of Evil.

The Ages of Darkness and the Founding of Britannia

Thrice in ancient times did foul beings seek to conquer my domain. Thrice did you answer my call for a champion. Thrice was evil thwarted.

The Tale of Ultima I

First was the perverted sorcerer, Mondain, who slew his own father that he might gain immortality and advance his dark dominion over the land. It was against Mondain that you first answered my call, travelling through the moongate to put an end to Mondain's shadowy plans.

The Tale of Ultima II

The triumph of good was short-lived, for Mondain left behind an apprentice and consort named Minax, a cold-blooded young woman whose ambition was exceeded only by her thirst for blood. Entire legions of evil creatures responded to her commands, bringing misery to the inhabitants of Sosaria. Again, you rose to the challenge, slaying Minax's vile minions by the hundreds until at last she too met her fate at your hands.

The Tale of Ultima III

Mondain and Minax had devised a treacherous scheme to assure their immortality throughout time. They had created an offspring known as Exodus, neither man nor machine, yet embodying every evil impulse they possessed. Rising from the murky depths of the Great Ocean, Exodus unleashed an assault of vengeance upon the world. Were it not for your keen wit and determination, Exodus would surely have brought utter devastation to our land. Aided by the enigmatic Timelord, you foiled the mighty Exodus, bringing an end to the Cycle of Gloom begun by Mondain so long ago.

In this manner did you thrice respond to my call for valor and overcome the Triad of Evil. The peace and security brought about by your acts of bravery led the city-states to band together and form the nation of Britannia, submitting to my just rule as British, Lord of Britannia.

The Ascent of the Avatar, as Related in Ultima IV

With the passing of gloom and despair from the face of Britannia, the citizens flourished. Edicts went forth from my hand which were designed to foster both the material and spiritual growth of the society. I established great centers of learning where the arts and sciences could be developed and appreciated. During this era of renaissance, eight major townships were built upon the foundations of the former city-states, each dedicated to the study and fostering of a single virtue. These towns stand as symbols of great fortitude to this day.

All great cultural movements require role models to help society maintain proper focus. I therefore issued the challenge for such an individual to step forward and show the people the way of virtue. You responded in a fashion which befits your integrity and pure heart. Undertaking the task of unraveling the concepts of spirituality, you discovered the great Codex of Ultimate Wisdom and attained the title of 'Avatar,' the human embodiment of virtue.

The newly discovered Codex was raised from the bottom of the Great Stygian Abyss in order that we might study its teachings. But our acquisition of the Codex changed the physical, as well as the spiritual, landscape of the world. A fiery new island, the Isle of the Avatar, rose from the depths of the Great Sea, and in the violent birth of this isle, an immense underworld chamber opened up! When this cataclysm had passed, a shrine was built on the Isle of the Avatar to house the Codex forever.

The Subversion of the Shadowlords, as Related in Ultima V

The acquisition of the Codex of Ultimate Wisdom from the deep recesses of the underworld created a karmic imbalance in the universe, resulting in the emergence of three sinister Shadowlords from the shards of the black jewel of Mondain. These grim agents of darkness were the very antitheses of virtue. Their trickery and deceit allowed them to imprison me in their underworld dungeon and, in a perversion of justice, compelled the leaders of Britannia to oppress the people. The once noble Lord Blackthorn became the human agent who fulfilled their evil intent.

However, following your instincts and the admonitions of the Codex,

you applied the principles of truth, love and courage against the Shadowlords and the corrupted Blackthorn. Your efforts allowed me to banish them from the realm of light. Thus was I restored to my consecrated throne.

However, my return to the surface world set off a great tectonic upheaval, resulting in the collapse of the cavernous underworld in which I had been imprisoned. Many aftershocks and cataclysmic disasters befell the world for a period of time after that, though eventually all was restored to normal.

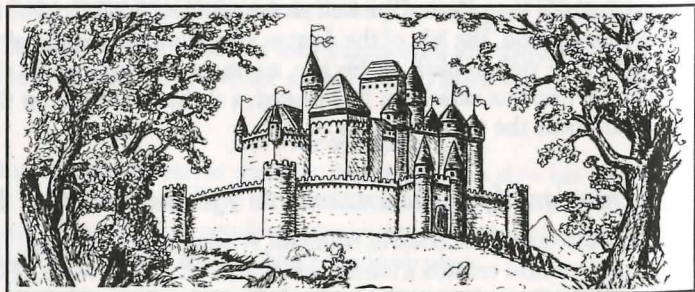
Today: The Threat of the Gargoyles

Though long believed to be mythological creatures, the existence of Gargoyles was discovered shortly after the first expedition into the geologically unstable underworld. At first, they seemed content to remain in their subterranean domain, but recently they began appearing in our world, seemingly bent on doing us great harm.

These diabolical nemeses have begun to seize our holy shrines and places of enlightenment. Scores of homes and villages in our land have been destroyed during nocturnal raids mounted by the daemonic fiends, while countless others stand empty and deserted. Local and government militias have organized in opposition to the calamitous invasion from below. Whole brigades of skilled warriors from Serpent's Hold have clashed with these tireless foes on the field of battle, but to no avail.

The Gargoyles' methods suggest that they are searching for something of great value. It is even rumored that they may seek your destruction, though why this should be so is not known to us.

I urge you, my Champion and Avatar, to study the pages that follow, in part to ensure your own survival. But even more, heed my words that you may understand the condition of our world and the plight of our people against the unrelenting Gargoyles.



The Kingdom of Britannia

As the Lord of Britannia, I have devoted myself to fathoming the beauty and variety of this land. But one must not forget that the landscape has been stained with the blood of many a warrior who, for want of control, fell victim to its perils. Those who have seen the Bloody Plains in the northeast know of what I speak. So, take care lest you fall prey to the seductive charm of the land, only to learn its deadly secrets while lost in contemplation.

The Great Centers of Power and Learning

The Castle of Lord British

Chief among the places in Britannia, my keep overlooks the town of Britain from the protected flanks of the Serpent's Spine. Visitors to the castle will find evidence of my many interests and hobbies within its marbled halls.

Though my authority extends from the throne to the most remote regions of the kingdom, none shall be turned away who come to me for counsel in their time of need. And forget not, Avatar, that I have prepared a room for you in my castle that you might find rest from your long journeys abroad.

The Lycaenum

The world's greatest storehouse of knowledge and wisdom is contained within the walls that form the Lycaenum. Poised upon the northwestern slopes of Verity Isle, the Lycaenum's libraries, laboratories and academies of learning are a haven for the seeker of truth. Four times each year the Inner Circle of Mages congregates within the labyrinthine chambers to exchange esoteric secrets. Whilst in the area, do not fail to visit the observatory where astronomers create many fine lenses through which to view the heavens.

Empath Abbey

Home to the Brotherhood of the Rose, Empath Abbey serves as a retreat for those engaged in contemplation and reflection. Flanked by the oaks of the Deep Forest on one side and by the sea on the other, the Abbey sits as a lighthouse of peace in the northwestern region of Britannia, near the town of Yew. Well schooled in the vintner's craft, the brothers and sisters of the Abbey produce some of the land's finest wines, thus assuring their financial security and sustaining their monastic lifestyle.

Serpent's Hold

A bastion of honor, valor and triumph, Serpent's Hold is the castle headquarters of the Order of the Silver Serpent and the training center for Britannia's armed militia. Many noble and brave warriors have set forth in our defense from this garrison on the Isle of Deeds. The most skilled of these warriors, grizzled veterans all, have selflessly returned to instruct the new recruits in the ways of attack and defense. Recently, a dozen squads of the finest from Serpent's Hold went out to attack the camps of the invading Gargoyles. Few returned to tell about it.

The Principal Towns

When the Great Council met after the collapse of the Triad of Evil, it was decided that each of the main towns of Britannia should adopt one of the fundamental principles of virtue as its focus of learning. Each of these eight towns, the former city-states of Sosaria, has taken great care in fostering its guiding principle of virtue — they stand apart as the true jewels in the crown of Britannia. The traveller will find a sacred shrine dedicated to the chosen principle of virtue near each town.

Moonglow, founded on Honesty

On the southern tip of Verity Isle, the town of Moonglow welcomes those of faithful heart and noble intentions. Mages and scholars frequent this port because of its proximity to the libraries of the Lycaemum and because its accommodations and services are among the most reasonable in the land.

Britain, founded on Compassion

Centrally located on the shore of Brittany Bay, the town of Britain is the site of the castle from which I rule. It is also host to multitudes of travellers and to purveyors of goods of all kinds. The adventurer will surely appreciate the hospitality shown by Britain's compassionate citizens. The shops, inns and armouries of Britain are much renowned and frequented by all who prepare for and return from long journeys. The historic Wayfarer's Inn is considered a second home to many a road-weary adventurer.

Jhelom, founded on Valor

Many of Britannia's most esteemed warriors have emerged from the town of Jhelom in the far southwestern region of the kingdom on the main island of the Valorian Isles. Lodging, supplies, armaments and a prosperous shipbuilding industry are to be found in this bustling town by the sea.

Yew, founded on Justice

Second in size only to Britain, the town of Yew is the judicial and legal heart of the kingdom, being home to the Supreme Court. Druids and philosophers have long gathered under the shade trees of the Deep Forest surrounding Yew, exploring the nuances of justice and righteousness. While visiting Yew, one will find a fine pub and a fully equipped armoury and apothecary.

Minoc, founded on Sacrifice

Stretched across the mouth of Lost Hope Bay in northern Britannia, Minoc has committed itself to the plight of the needy and homeless. Minoc is also well known for its artisans who excel in the crafts of metalworking, armouring, glassworking and clock making.

Trinsic, founded on Honor

The honorable paladins who make their homes in the idyllic town of Trinsic are noted for their courage and devotion to truth. Situated just north of the Cape of Heroes in the south lands, Trinsic provides many fine goods and services to the traveller, including a stable where the finest steeds are available to speed you along your way.

Skara Brae, founded on Spirituality

It has oft been said that Skara Brae, close by the mystic forest of Spiritwood, is the spiritual center of Britannia. But the word "spirit" has many meanings, and only some of the town's inhabitants — notably the healers, magicians and priests — concern themselves with matters of the soul. Others in the area have a different meaning in mind — those inclined to take advantage of Skara Brae's fine winery!

New Magincia, founded on Humility

Having been destroyed in ancient times for its haughty pride, New Magincia was rebuilt by a more humble people who favored the simple ways of farming and rural life. With the passage of time, an industrious village has grown atop the ruins of the old town. Those who would revel in their own pride should take special note of the lesson of New Magincia.

Other Locations of Note

Buccaneer's Den

Lives there a soul who has not heard of the notorious pirates and thieves of Buccaneer's Den? In spite of its ill repute, many travellers have found this island village east of Paws to be a great source of exotic goods. The ships that frequent its harbor bring unusual artifacts from far and wide.

Cove

Nestled in the mountains just south of Lost Lake, Cove is home to many magicians, healers and alchemists. One will also find there a shrine dedicated to the Avatar's pursuit of Virtue.

Paws

This quaint coastal village lies halfway between the towns of Britain and Trinsic, where the weary traveller can obtain food, shelter and a change of horse. The mysterious islands known as the Fens of the Dead can barely be seen offshore near Paws. In these Fens, mages oftentimes seek the rare mandrake root and nightshade so necessary to their potent concoctions.

The Bloody Plains

Site of one of Britannia's most savage wars, this desolate region lies sandwiched between two great swamps across the mountains northeast of the village of Cove. The bloodstained soil serves as a timeless memorial to the thousands of brave soldiers who met their fate there. Mages know this area as another of the few places where they can find mandrake root and nightshade.

The Isle of the Avatar

This enigma of nature rose from the sea when the Codex of Ultimate Wisdom was brought up from the depths of the Great Stygian Abyss. The great subterranean upheaval that gave it birth left the large island dotted with volcanic craters, steaming fumaroles, and a ready supply of sulfurous ash. Few are brave enough to risk the hazards of this place — even to behold the Codex in the Shrine of the Avatar.

The Palace of Blackthorn

Few nowadays venture near this monument to evil, but rumors abound that the mad wizard Sutek has taken refuge in the former abode of Blackthorn, the defamed ally of the vanquished Shadowlords. What Sutek might be doing there, none can say.

The Citizenry

The citizens of Britannia are a diverse people who have survived many challenges to the rule of Order. Their ancestry can be traced to a time before the Sosarian city-states were formed, a time when a loose confederation of druids and mages flourished alongside a meek but industrious agricultural populace. Relics of ancient times can be found throughout the land and traces of the ancient language of the land can be found in modern Britannia.

In your travels you will no doubt come upon the occasional sign or placard written in a curious runic script. Passed down from one generation to the next, this written runic language is directly descended from the language of the druids of old. Though strange and seemingly indecipherable, the process of interpreting runic script is really quite simple. The following key will enable the traveller to translate runic characters into his native tongue.

Ɔ	A	Ɔ	E		I	Ɔ	M	Ɔ	Q	∩	U	Ɔ	Y	∩	NG
Ɔ	B	Ɔ	F	Ɔ	J	†	N	Ɔ	R	∩	V	Ɔ	Z	Ɔ	EA
∩	C	∩	G	∩	K	Ɔ	O	∩	S	∩	W	∩	TH	∩	ST
∩	D	∩	H	∩	L	∩	P	∩	T	∩	X	∩	EE		

Interacting with the Citizens

Whether talking to the farmer in his field or to one of the scholars at the Lycaem, one will be impressed with the eloquence and diversity of interests possessed by the people of Britannia. Their good-natured dispositions are a result of several generations of relative peace brought about by the national focus on the principles of Virtue.

When meeting someone for the first time, it is customary to ask them their name and job. In most cases, a Britannian will be more than willing to discuss a variety of subjects, and be most eager to answer questions you may pose to him. Do not fail to take note of the things you are told during these conversations, for even the words of the humblest farmer or beggar may provide needed guidance in your journey through the land.

Many Britannians will do far more than offer advice and information, however. If asked to join your party, the more adventuresome in the realm will accompany you on your quest. Stalwart allies can mean the difference between victory and defeat, so choose your party members wisely.

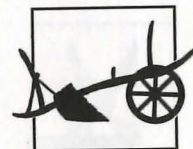
Merchants buy and sell a variety of goods and services, offering you the opportunity to stock up on needed supplies or build up cash reserves. Enter a shop and tell the proprietor you wish to buy something and you will very likely find the item you desire. Offer to sell the proprietor an object in your possession and you may find him an eager trading partner.

Commerce

A complex system of interdependency among many professions and crafts drives all commercial activity in Britannia. This interdependency ensures that Britannia remains a growing nation, well supplied and prepared against times of shortage and hardship.

Farming

Since the times before our great societal expansion, farming and animal husbandry have been the cornerstones of the Britannian economy. It is the farmer who grows fine grains for the baker and the baker who makes our bread. It is the rancher who tends the cattle for meat and dairy products, keeping our stores and pubs filled with the necessities of life. In like manner, the shepherd supplies wool to the makers of cloth who, in turn, enable the clothiers to ply their trade. In these and many other ways, Britannia owes its livelihood to the persistent laborers of the soil.



Professional Merchants

The merchants of Britannia strive to provide satisfactory goods and services to their customers. The professional symbols emblazoned upon the signs which hang outside their shops attest to their willingness to assist the traveller...at least during business hours.

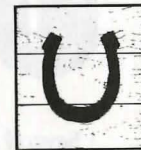
Armouries

Britannia's armouries are a key factor in the security and prosperity of the land. Providing both armaments for the valiant and employment for armourers and blacksmiths, these shops offer high quality armour and weaponry of many types. Most armourers will gladly repurchase used equipment, though usually at prices far lower than originally paid for them.



Stables

The seasoned traveller understands what a godsend a steed can be on lengthy and treacherous journeys. Stables are usually found in smaller towns and villages, or at private residences where the owners may be willing to offer you a fine horse at a fair price.



Markets & Pubs

Most of the major towns in Britannia have at least one shop dedicated to caring for the traveller's need for food and supplies. The wise traveller will learn to examine the varied inventories carried by different merchants, making note of the shopkeepers who stock rare and unusual items — one never knows when such knowledge may be of use. In pubs, the traveller may partake of a refreshing glass of ale or a fine meal of pheasant and mutton. The service will often be accompanied by the melodies of a cheerful minstrel, and pub owners are known for their willingness to take part in a friendly chat.



Healers

The vast wildernesses of Britannia, though rich in beauty, also hold hidden dangers capable of causing travellers injury or illness. Luckily, many towns have professional people trained in the medicinal arts. Healers can turn back the ravages of swamp poison or heal wounds earned in battle. Some physicians claim that their healing arts have been enhanced and augmented by magic, to the point that they can resurrect the dead!



Magic shops

These occult apothecaries are quite interesting to visit. Their oddly decorated shelves are often strewn with vials of strangely colored potions, queerly glowing staves and scepters, and a cornucopia of herbal and mineral reagents useful in the mage's work. Since many of the items offered are both rare and expensive, their availability will vary from town to town, so the travelling mage will want to make special note of those things offered in the places he visits.



Inns

Inns provide safe, restful accommodations where travellers can retreat after a long, hard day. Many inns even offer fine dining facilities on-site. Prices will vary from place to place, but even the most inexpensive inn is a welcome home away from home for the weary adventurer.



Shipwrights

Several of the port towns along the shores of Britannia boast of craftsmen renowned for their dedication to the construction of safe, dependable sea vessels. Whether you need a small skiff to get upriver, or a mighty sailing vessel for open sea travel, the local shipwrights will be more than happy to discuss terms. It is wise to pay attention to information about local sea and wind conditions before setting out in a new craft.



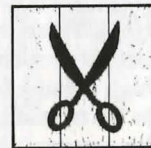
Guilds

It is not uncommon for members of certain professions to organize themselves into guilds which cater to the specific needs of their membership. Such guilds have been set up in a number of towns. The guilds provide professional adventurers with many of the things they need for journeys into the wilderness and deep dungeons.



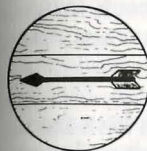
Tailors

Nowhere is the interdependence of Britannia's craftspeople more in evidence than in the field of tailoring. Thread must be spun and taken to weavers. Weavers, having made cloth from the thread, deliver it into the hands of clothiers. Clothiers turn bolts of fine fabric into clothes fit for kings. Find your place in this process and you may profit. Seek out the tailors of Paws if you desire a wardrobe of the highest quality.



Fletchers & Bowyers

Many are the fletchers and bowyers of Britannia, but none are held in higher esteem than those of the town of Britain. The ingenious engineering and high quality of their arrows, bolts, bows, and crossbows is known throughout the land. This is due mainly to the great skill of the master bowyer, Iolo Fitzowen, proprietor of Iolo's Bows. Iolo and his apprentice, Gwenneth, can be of great assistance to archers.



The Call to Adventure

Adventuring in the savage lands of Britannia is no life for the timid, nor is it a profession for those lacking resolve. Consider carefully before taking up the gauntlet I cast before you, for the path is fraught with peril and adversity. The elite corps of souls who accept my challenge must be disciplined, determined and willing to sacrifice all. But even more, they must be devout followers of the path of virtue.

The Way of the Fighter

Many celebrated fighters are trained in the art of combat at Serpent's Hold. There are, however, a few warriors of humble origin who have not the benefit of such training. These acquire skills on the field of battle, earning high acclaim for heroic deeds of valor. The true value of a fighter is found not in his training, but in his heart; it is exemplified not in his knowledge, but in his accomplishments.



The fighter typically possesses great strength and endurance, complements to his natural instincts and boundless courage. His proficiency with many weapons makes him a walking arsenal, ever ready for battle. The fighter prefers to mount his attack from the front line position, a strategy which well serves his inclination to wield bludgeoning weapons and lethal two-handed swords.

As a novice fighter grows in experience, his strength and dexterity naturally increase, allowing him to employ more effective combinations of weapons and armour. Enjoying the company of rangers and paladins, the fighter should likewise associate himself with a mage or a bard who can supplement his great physical attack with long range weaponry and the tools of magic.

The Way of the Bard

Poet and minstrel, tinkerer and athlete, user of magic and noble adventurer... These all describe the multi-talented bard. Though not as physically imposing as the fighter, the bard is more dextrous and agile, being both quick of mind and of foot. Sure hands and nimble fingers serve the bard well as he untangles knotty puzzles and picks "unpickable" locks.

Often an accomplished archer, the bard is also acquainted with the ways of magic, making him a most versatile gladiator on the field of battle. He often chooses to apply his combative skills from the rear of the melee where he can let his arrows and fiery magic missiles fly toward beleaguered targets in the front. Whether in the heat of battle or the quagmire of a wizard's mischievous riddle, the well-rounded bard is an ally in the adventurer's quest.



The Way of the Mage

All well-travelled adventurers have at one time or another been mystified by the mages of Britannia. Never to be forgotten is the sight of a cloaked figure performing an odd dance in a distant clearing. Puzzling indeed is the whispered transaction between a mage and an apothecary as the magician acquires the plants and animal parts that are the raw materials of his trade.

Seeing what cannot be seen, hearing what no man hears, communing with beings not present... What ancient spirit possesses the mage that his mind constantly dwells on things not perceived by the common man?

One never chooses to become a mage — one is born a mage, having from birth exhibited magical inclinations and abilities which defy rational explanation. A mage usually spends his early years studying the esoteric writings and diagrams contained in the libraries of the Lycaem or poring over bottles and boxes of exotic herbs and minerals found in its laboratories.

The tools and weapons of the mage are found in his spellbook, which never leaves his side. This tome is filled with pages of cryptic runes which describe the auspicious times, places and methods for various types of sorcerous work. The illusions and spells at the mage's command often cast him in the role of equalizer when a party of adventurers finds itself in an otherwise one-sided conflict against a megalithic foe. From a well-protected position at the edge of the battle, the mage makes the necessary preparations and utters the mysterious incantations to unleash the force of his chosen spells against an unsuspecting foe.

Certain skilled mages possess remarkable power over nature and matter, being able to create and destroy living and inanimate things at will. The deeper secrets of the mage will be discussed later in this treatise — such secrets are not for the eyes of all men...

The Way of the Avatar

Embodying the fortitude of a fighter, the quickness — and quick-wittedness — of a bard and the mystic insights of a mage, you have spent long years mastering the principles of virtue. Many are the times you have savored the syllables of the mantras and the spicy scent of incense during morning meditation. But you are equally stirred by the sounds and smells of combat, being as much at home on the field of battle as in a solemn shrine.

A paragon of integrity, you have always sought total understanding of the world around you, often journeying to the libraries of the Lycaem or conferring with the scholars of Moonglow and Yew. However, your love of scholarly pursuits does not weaken your ties to



the world outside the cloistered halls of academe. Your devotion to your companions and those in need is total, and you are ever aware that the principles of virtue are designed to guide us in our relationships with our fellow man.

Your path offers both great risk and grand reward, but you are concerned with neither. Driven to follow this, the highest path, by forces unknown and unknowable, you follow the Way of the Avatar to whatever end destiny has decreed.

Adventuring as a Party

Even the most valiant and powerful adventurer cannot stand alone against all of the obstacles that will block his path. Banding together with other likehearted fellows will give you the strength of numbers and, of equal importance, a diversity of talents which can be drawn upon along your way. The Avatar joined by fighter, bard and mage makes for a most imposing and formidable team.

Putting their trust in your wisdom and skills, party members usually move as a group toward a common objective. There may be times, however, when an individual party member may set out on his own path whilst the remainder of the party awaits his return — it is often prudent to send someone ahead to scout a trail, for example, or to test the integrity of a decaying bridge which hangs tenuously over a thundering river. However, as the acknowledged leader of the group, you may at any time summon back individuals who have set out on their own, regrouping the party for further travel.

An adventuring party accumulates many things during its travels — things purchased or found in the towns and countryside, and treasures collected from the corpses of fallen foes. Travelling is often made easier if provisions and equipment are distributed evenly amongst the party members. The well-organized party works together, sharing with each other the things they carry, aiding each other on their long journey.

Getting Around in Britannia

The frequent traveller in Britannia learns to avail himself of the various means of transport which can be obtained. Acquiring a fine steed from the village stables, you will soon learn that such a mount will not only improve the quality of travel from town to town, but also give you a decided advantage in combat against those who would impede your progress. When a quest requires crossing the high seas, sailing vessels of various types may be obtained from the shipwrights that do business along the coastal ports of call. It has even been said that some adventuresome souls have learned a way to travel in a craft that is lighter than the air itself, but these rumors, though widespread, remain unconfirmed.

The Party in Conflict

Without fail, the travelling party will be set upon by people and creatures whose sole purpose is to cause mayhem and sorrow. Let the traveller beware. When entering into mortal combat against one of the myriad creatures of the land, learn to measure its strength and speed, noting both its tactics and endurance.

One creature may attempt to bludgeon you senseless, while others attack you from afar with hurled weapons. Many of the mythical beings you'll encounter will use magic and illusions in their efforts to subdue you. If you can survive their attacks and deal punishing blows of your own in return, you will share the victor's right to search their fallen corpses for whatever bounty they carry.

It is useful to devise strategies that will increase the party's chances of survival in combat. Before combat begins, each party member can be assigned a field position (frontal attack, flanking maneuvers or long range rear position). When the party comes under attack, the party members will move automatically to their predetermined positions and fight according to the strategy they've been assigned.

As effective as predetermined combat positions are, you may choose not to assign each party member a particular strategy. In this case, your allies must act independently in combat. Situations may even occur in which a member of the party becomes a berserker. When this happens, he will simply charge and attack the most formidable opponent in sight.

A special note is in order for spellcasters. While invoking magic spells will give you a decided advantage in battle, not all creatures will be affected by them in the same manner. Therefore, you must learn to use your magical talents judiciously, lest you waste valuable reagents and psychic energy.

The Party At Rest

As a party becomes weary from the fatigue of a long journey and many battles, it can set up camp in a safe place away from the hustle and bustle of town. The burning campfire will take the chill out of the cool night air while the party members eat some of the provisions they carry in their packs, perhaps enjoying a round of storytelling or song. With bellies full, the travellers should take a few hours sleep to ready themselves for the challenges of a new day. Sleep provides an opportunity for much needed healing to the injured and battle-weary adventurer.

It is usually wise to let one of the party members stand guard while the others sleep so that he may awaken them if trouble approaches in the night. Since the group's guard gets no sleep, he should be allowed to rest the following night while another stands guard.

Experience and the Levels of Attainment

The much-travelled adventurer will face many opportunities to explore new places, talk with people, solve puzzles and complete quests. As you do these things, experience will lead to increased physical strength, dexterity and intelligence, giving you greater capacity to fulfill your destiny.

You can only gain a true appreciation of such increases by returning to one of the Shrines of Virtue and engaging in reflection and meditation. To meditate, learn the mantra of the shrine of your choice. Then talk to the shrine and follow its instructions.

Cosmology

There exists an extraordinary cosmic association between the gravity of the moons and the delicate fabric of time and space. As though pulling the strings of some cosmic marionette, the moons cause radiant moongates to











appear on the land below. Step through one of these shimmering corridors of light and you will be transported to a new time or place. Moongates generally appear at locations where fragments of extraterrestrial rocks called "moonstones" have been buried. There are at least two types of moongates — blue and red.

Blue moongates, generated by moonstones, generally focus on destinations in but a single world — the world in which they appear.

Their power, awesome though it may seem, is limited, allowing the traveller to teleport only from the location of one moonstone to that of another. The moonstone the user travels to is determined by the phase of the moon that appears directly overhead in the sky. Through experimentation and observation, the moongate traveller can correlate the phases of the highest moon with the destination the gate will select.

Red gates, generated by the powerful obsidian Orb of the Moons, can send the traveller anywhere in Britannia. In fact, the holder of this black stone can teleport to worlds other than his own. I, Lord British, have used the red gates often, but there is, no doubt, much more to be learned about these gates.

	0 - <i>New moon</i>		4 - <i>Full moon</i>
	1 - <i>Crescent waxing</i>		5 - <i>Gibbous waning</i>
	2 - <i>First Quarter</i>		6 - <i>Last Quarter</i>
	3 - <i>Gibbous waxing</i>		7 - <i>Crescent waning</i>

The Secret Knowledge of the Mage

Powerful as the alien moongates are, they are by no means the only forms of magic you will encounter in Britannia. The mages of this land possess much arcane knowledge and have many abilities beyond those of common folk. Using keen intuition, endless experimentation and the rigorous study of ancient tomes, mages have learned to harness the creative and destructive forces of Nature.



The mage's principle tool is his spellbook, a collection of incantations and alchemical formulae which empower him in marvelous and often unexpected ways. Learn now the inner secrets of spellcasting, information reserved for the elite society of sorcerors.

The Arcane Art of Spellcasting

Magical energy is structured as eight concentric spheres, each composed of networks of light connected to the physical plane by unseen bonds. The spellcaster stands within the center sphere, extending his hands into the outer shells of light where he manipulates the energies to suit his pleasure. In one hand, he holds his spellbook, open to the page containing the description of his chosen incantation. In his other hand, he clutches a vial containing herb and mineral reagents, the mixture serving as the catalyst for his spell. Thus prepared, he utters the incantation, fusing matter and energy into a display of power. The spell has been cast, leaving the caster drained in spirit, but fulfilled in accomplishment.

This simple explanation fails to emphasize both the risks involved in spellcasting and the skill necessary to harness the forces of magic successfully. Two cautionary notes are in order here:

First, even though a spell may appear to be cast successfully, there is some chance that it will not accomplish its intended purpose, or that it will do so in only a partial manner. In some cases, a spell will fail to hit its target due to forces and ethereal eddies unseen by the human eye. Also, certain creatures are immune to some spells, requiring the spellcaster to find other means to defeat them.

Second, some spells affect only one person or creature while others affect all people or creatures in the vicinity. Take care when casting a spell which acts on an area rather than an individual target— if you or your friends are in the affected area, you will be touched by the spell's power as surely as your intended victim!

The Alchemy of Spellcasting

The preparation of a spell's reagents is performed at the moment of spellcasting, thus allowing the chemical reactions to reach their peak even as the appropriate mantra is uttered. Some reagents are relatively common herbs and minerals, available at any magic shop. Others must be sought after diligently, often requiring the mage to travel to distant and inhospitable places in search of an obscure fungus or root.

These are the reagents necessary to the casting of magic:

Black Pearl

One oyster in ten thousand yields a black pearl suitable for spellcasting purposes. It is usually crushed to a fine, iridescent powder before being combined with other reagents. The black pearl is used as a kinetic propellant.

Blood Moss

"Moss" it may be called, but blood moss is, in reality, a fungus gathered in the forest of Spiritwood. There it is found growing under the loose, dead bark of fallen trees. Blood moss is used to enhance mobility and movement.

Garlic

This common spice is effective in warding off evil spirits and negating black magic. Preparations for use involve grinding the washed cloves of garlic between two flatirons until they are reduced to a pungent paste.

Ginseng

The wizened physicians of Sosaria wrote often of the curative powers of this bitter root. Prepare a syrupy, pure extract by reboiling forty times with clear mountain water, letting the mixture develop a strong, acrid odor.

Mandrake Root

The most sought after herb of the spellcaster, mandrake root grows along the loamy banks of stagnant swamps. Once found, mandrake must be dug up carefully so as not to damage the tap root, for it is in the root that the greatest concentration of active ingredients is found. Carefully remove the tough, outer skin, again giving special attention to the sensitive tap root. Using a fine-toothed silver fork, comb out the cottonlike fibers that make up the root's heart. The combed matting is boiled in pure water for no more than one hour, then it is dried thoroughly and stored in a tightly sealed jar. When used in a spell, mandrake root increases the power of the desired enchantment.

Nightshade

This hallucinogenic mushroom is often the critical ingredient in spells that create illusions or poisonous effects. Sprouting in swamps, and only in the dark of night, this mushroom is easily distinguished from others by the way its stalk bruises when crushed. Retain only the fungal cap and discard the tough stalk. The spores housed in the underside of the cap provide the active ingredient and can be chopped into a fine mincemeat or boiled into a strong, but bitter tea.

Spider's Silk

It takes many spider webs to make a full ounce of spider's silk, but the binding power it adds to spells makes the effort well worthwhile. Though the web of any spider will do, one can reduce collecting time by scraping off the fine silken hairs that cover the webs of giant spiders. Rumors have been heard of a cave where spider silk can be found in abundance.

Sulfurous Ash

The product of violent volcanic eruptions, sulfurous ash adds high levels of energy to the spells which require it. It is recommended that freshly collected ash be sifted through a fine mesh sieve, ensuring consistency and easy mixing.

Lingua Magica: The Spellcaster's Words of Power

The meanings of the syllables that form the incantations uttered by mages during spellcasting have been passed down from one Britannian generation to the next. The mage's apprenticeship begins when he learns these potent syllables. The next task is to learn the proper way to speak the syllables.

It is important that the mage first prepare himself mentally by meditating on the sound of his breathing, projecting his soul into a sublime state of concentration. To speak an incantation properly, the spellcaster draws a deep breath, followed by a determined, forceful enunciation of each syllable. The entire breath should be fully expelled on the speaking of the final syllable.

The 26 syllables and their general meanings are as follows:

<i>Syllable</i>	<i>Meaning</i>	<i>Syllable</i>	<i>Meaning</i>
An	Negate/Dispel	Nox	Poison
Bet	Small	Ort	Magic
Corp	Death	Por	Move/Movement
Des	Lower/Down	Quas	Illusion
Ex	Freedom	Rel	Change
Flam	Flame	Sanct	Protect/Protection
Grav	Energy/Field	Tym	Time
Hur	Wind	Uus	Raise/Up
In	Make/Create/Cause	Vas	Great
Jux	Danger/Trap/Harm	Wis	Know/Knowledge
Kal	Summon/Invoke	Xen	Creature
Lor	Light	Ylem	Matter
Mani	Life/Healing	Zu	Sleep

These syllables are combined to form the incantations used when casting spells. A list of spells appears at the end of this treatise. This list, while not necessarily complete, collects all of our current knowledge of the ways of magic.

Last Words

Consider carefully the thoughts I have set down in this treatise. Refer back to these words often, that you may better understand your experiences as you journey throughout the land.

To reinforce the knowledge I impart through these words, I have instructed the royal map-makers to create a map of Britannia for your use. Study it, for the world can be a dangerous place. If you should become uncertain of your location, follow one of the many trails or rivers, knowing that you will eventually regain a familiar landmark.

You are further advised to keep a personal journal of your experiences. Make notes of conversations with the good citizens of Britannia. Record information found on signs or read in books or scrolls. Keep track of the location of provisions — items that seem unnecessary at one time may become useful at another. Do not hesitate to inquire of the people you meet about things that you seek. They may hold information vital to your quest.

Finally, I must share with you news but recently received from the scholars of the Lycaenum. In compiling information about the daemonic Gargoyles invading our land they have begun to detect a pattern. It appears that our foes are trying to capture the Shrines of Virtue found near the major towns. The moonstones are now in their possession, and, as each new shrine falls, a stone is placed on the altar there. To prevent anyone from removing the stones, the gargoyles have erected impenetrable force fields around the altars. Go to the shrines at your earliest opportunity, free them and seek guidance at the altars through prayer and meditation.

I urge you, my Avatar, to uncover the dark purposes of the gargoyles before the last shrine falls. I fear you may be Britannia's last hope.



Addenda

The Implements of Battle

No brave adventurer, knight or common traveller should venture into the hostile regions of Britannia without an appropriate selection of armour and weapons. Whenever possible, wear strong armour, a helm and shield, magical rings, tunics or amulets, and, of course, carry an effective weapon.



Body Armour

Foolish is the adventurer who embarks on a quest without the best armour he can afford. Several different types of armour are available — everything from inexpensive and relatively ineffective cloth to costly but highly protective plate. The armourers of Britannia will gladly allow you to examine their wares. Take advantage of this and acquire the armour best suited to your abilities and fighting style.

Helms

An unprotected head is sure to be the target of any shrewd opponent's sword. Helms are available in a variety of leather and metal forms, and one should be worn at all times when combat seems likely.

Shields

Unless wielding a heavy, two-handed weapon, the warrior should carry a shield with which to parry and block his opponent's attacks. Shields are constructed of wood or metal and vary greatly in shape and weight.

Weapons

The variety of types and uses of weapons exceeds full explanation in this treatise. Still, the proper choice of weapons is the single most important decision a warrior makes before setting out to do battle. In all cases, as your finances and opportunities allow, choose weapons which deliver the most powerful damage at the greatest range.

Daggers

Useful for stabbing and cutting in close-quarter fighting and for throwing in long range combat, the dagger is a most convenient and lightweight weapon to keep on hand.

Main gauche

Similar to a dagger, the main gauche also sports defensive hand protectors that can be used to parry an opponent's attack. Unlike a dagger, a main gauche cannot be thrown.

Swords

The warrior's chief weapon, swords come in two varieties: short swords and two-handed swords. Despite their name, short swords are formidable weapons — a good thing, for only the strongest adventurers can wield the hefty two-handed swords. Always examine a sword closely before buying it, paying particular attention to its weight and the force with which it will deliver a blow.

Missile weapons

A complete battle strategy must include the use of weapons which can be shot, thrown or hurled from a great distance toward advancing opponents. Lightweight, hand-held items such as daggers, spears, axes or flasks of flaming oil can be most effective in times of need. Bows and crossbows are capable of firing with tremendous force, but they require the use of both hands and cannot be used effectively at point blank range. Some clever travellers have even been known to carry slings so they can drive off aggressors with hurled stones.

Bludgeoning weapons

While the effectiveness of cutting and thrown weapons is determined by the dexterity of the user, bludgeoning weapons, like clubs, depend upon the strength of the wielder. The mace is favored by many knights, whereas the two-handed hammer has been used by the mightiest of warriors to deal a crushing blow to the foe.

Polearms

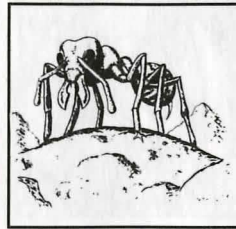
A polearm is generally a stout wooden or metal staff topped by a metal cutting or bludgeoning fixture. The morningstar, a variation on this theme, consists of a staff with a chain attached to one end, and attached to the chain, a heavy, spiked bludgeon. Morningstars, halberds and other polearms are prized for the damage they are capable of doing and for their long reach. Unfortunately, polearms are unwieldy weapons which are most effective in the hands of a user possessed of great strength and dexterity.



Acid Slug



Alligator



Ant, giant



Bat, giant

A Bestiary

Numerous and diverse are the beasts that inhabit the plains, forests, waterways and dungeons of Britannia. Attempts to catalog them all have met with only limited success — such an endeavor requires the researcher to put his life in grave peril in order to make his observations. Therefore, much of what follows is information collected from first hand accounts of travellers and adventurers who have managed to return with their tales.

Acid Slug: Though seldom encountered except in the darkest corners of the dampest caves, this featureless creature will secrete its corrosive juices on anything you possess that is metal, thus dissolving it. Painful but superficial skin burns may result from contact with the acid while it eats away at your armour. Conventional weapons have little effect on the monster, whereas a flame will send it fleeing.

Alligator: Care must be taken whilst wading in the murky swamps which are the home of this aggressive man-eater. Possessing great physical strength, this fearsome lizard can inflict heavy damage with a single blow from its mighty tail.

Ant, giant: The shifting desert sands conceal these warrior insects all too effectively. Beware their powerful mandibles, capable of crushing a man in an instant.

Bat, giant: Equipped with keen hearing and night vision, these large, winged rodents are swift and efficient in their nocturnal attacks. Though difficult to hit, their fur-covered bodies are extremely vulnerable to damage.

Bird: Generally posing no threat to the traveller, these swift, delicate creatures can peck annoyingly about the head if they are disturbed.

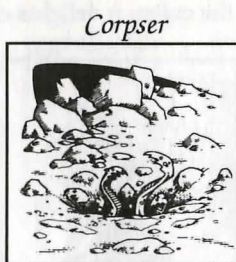
Cat: Among the most common of domesticated beasts, the cat is often found prowling about alleys and storefronts, looking for bits of food or hapless mice.



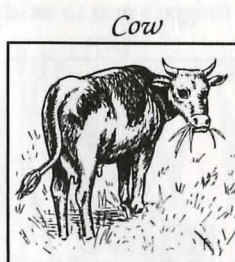
Bird



Cat



Corpser



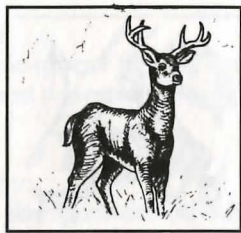
Cow



Cyclops



Daemon



Deer



Dog

Corpser: Found only in deep, labyrinthine caverns, these hellish, tentacled ghouls drag their screaming victims into subterranean dens. What fearful end awaits the poor captive none can say. Only a burning flame has been known to have any effect on these creatures of the dark.

Cow: A fine source of meat and dairy products, the complacent cow is a common sight on most farms.

Cyclops: This hulking, one-eyed titan fears no one. Possessed of remarkable strength, it wields a mighty oaken club when it isn't hurling large boulders at its foes. The earth trembles as this giant lumbers about its domain, or so say those who claim to have survived an encounter with a cyclops.

Daemon: This most wicked and formidable of foes is not to be underestimated. Overwhelming strength, skill and intelligence make daemons nearly unbeatable. Possessing magical powers rivaling the most powerful of mages, the daemon can summon hordes of his brothers to assist him in killing or possessing his victims. Being already undead, the daemon has little fear of death. You are forewarned!

Deer: These graceful athletes of the forest can be spotted dashing through the shadows on sunlit afternoons. Deer are a good source of food, but be aware that the antlers they sport can do significant damage.

Dog: Though related to the vicious wolf, the common dog poses far less of a threat than his wild counterpart. As much at home in the field hunting rabbits as at the dinner table of its master, the dog should be respected, but not feared.

Dragon: How many myths have been built around this winged, fire-breathing holdover from Britannia's distant past? Even the strongest warrior has been known to wilt under the intense magical flames and noxious fumes that pour from the enraged beast's nostrils. Though mortal, dragons are extremely difficult to kill. It is, therefore, a wonder that some bold souls have actually managed to steal eggs from a dragon's nest to satisfy the culinary delights of wealthy town dwellers!

Dragon

Drake

Gargoyles

Gazer



Ghost



Gremlin



Headless



Horse

Drake: Smaller than their cousins, the dragons, but no less ferocious in battle, drakes are usually found in the company of their more formidable relatives. In a battle against a dragon, one must be ever mindful of the drakes.

Gargoyles: Frequently confused with daemons, the gargoyles are a little understood race of beings. Only fragments of information have made their way back from expeditions to the underworld habitat of these creatures. We do know that there are two classes of gargoyles — a dominant, winged variety and smaller, wingless drones. The larger gargoyle is a daunting opponent, possessing very high intelligence and impressive magical powers. But, the smaller drones are not to be ignored, for their attack is deadly, despite their apparent lack of magical ability.

Gazer: How this monstrosity evolved is anybody's guess, for gazers are among the most unusual creatures found in the realm. They are usually spotted hovering above the ground in dungeons, searching for creatures they can mesmerize with their multiple eyes. One experienced adventurer claims that gazers emit a strange buzzing sound as they move about. Remain alert when you suspect the presence of a gazer, as it is constantly on the alert for prey.

Ghost: Ghosts are generally found in cemeteries and other places of the dead, though their movements are all but unlimited. These ethereal spirits pass easily through solid walls and obstacles, making them difficult to chase and elude.

Gremlin: Unimpressive in battle, gremlins usually roam in packs and will attempt to overcome you through sheer force of numbers. Given the chance, these persistent creatures will take whatever food you are carrying in your pack, distributing it amongst themselves in a frenzy of feeding.

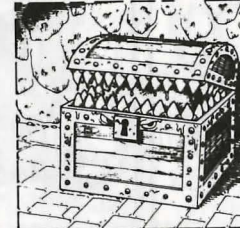
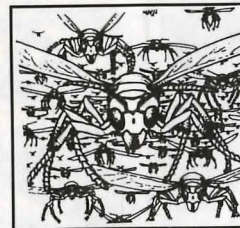
Headless: The product of a wizard's failed experiments, these wretched creatures somehow manage to sense the location of their quarry and strike with unnatural accuracy. Do not fall prey to pity, for a headless would as soon strangle you with his bare hands as accept your mercy.

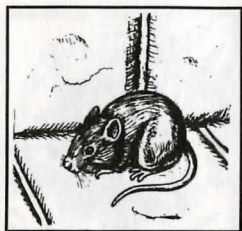
Hydra

Insects

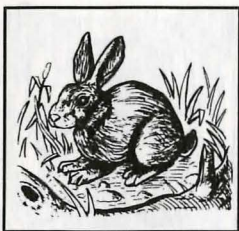
Mimic

Mongbat





Mouse



Rabbit



Rat, giant



Reaper

Horse: Being both strong and swift, these companions of the trail are invaluable when time is of the essence and one's strength is at an end. The traveller should obtain a steed early in his adventuring. Occasionally, you may spy a majestic wild stallion roaming the broad plains, but catching and taming it is another thing.

Hydra: The putrid quagmire of the swamp is the spawning ground of this botanical nightmare. Survivors of the Great Battle on the Bloody Plains tell of driving the enemy into the adjacent swamplands where the carnivorous hydras completed their mission of destruction. While fearsome, hydras also bring good luck, of a sort — when one finds a hydra, the valued nightshade mushroom can usually be found close by.

Insects: These pesky, flying nuisances can be quite bothersome if stirred up by the careless explorer. A single buzzing swamp fly can be annoying; a biting swarm can leave the traveller depleted and exhausted.

Mimic: Disguised as abandoned treasure chests, these masters of illusion wait patiently for passing adventurers whose greed exceeds their wisdom. If you take a moment to observe chests from a safe distance, the mimic may reveal its true nature by spitting venom in your direction.

Mongbat: Resembling a monkey as much as a bat, these winged anomalies are swift and powerful in their attacks. Though seldom encountered except in the deepest dungeons, encountering one in the dim subterranean light can unnerve even the stoutest among you.

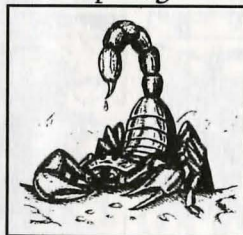
Mouse: This timid rodent seldom ventures from its lair except under cover of night, and then only in search of crumbs of food. Cheesemakers are especially wary of the nocturnal activities of these otherwise benign creatures.

Rabbit: Though quite shy and non-threatening, these long-eared creatures are the bane of farmers, whose crops attract them in hordes.

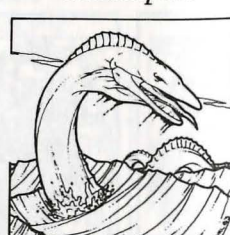
Rotworms



Scorpion, giant



Sea Serpent



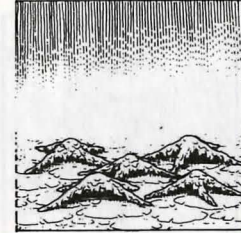
Sheep



Silver Serpent



Skeleton



Slime

Rat, giant: These voracious, overgrown rodents have evolved over the centuries in the dank, inhospitable sewers that honeycomb the levels below some castles. Having grown immune to most poisons, they are difficult to exterminate. Even a single bite from one of these can cause disease or plague.

Reaper: A remnant of an ancient enchanted forest swallowed up long ago in a cataclysmic upheaval, the reaper at first appears as a solitary tree trunk rooted in the dungeon rock. Closer examination reveals a grim intelligence which lashes out with long, gnarled branches and magical bolts of destruction. But, the resourceful adventurer can turn the threat of the reaper into the evening's campfire, oftentimes uncovering hidden treasure.

Rotworms: Born of the decaying detritus which carpets the swamplands, these loathsome invertebrates are more nuisance than threat — a pass of your torch across their path will usually keep them at bay.

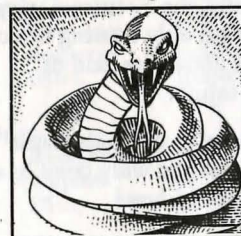
Scorpion, giant: Is there anyone who has not flinched at the sight of an angered scorpion, its stinger poised to inject its victim with deadly venom? You are advised to keep moving when confronted by one of these armoured nightmares, lest you perish where you stand.

Sea Serpent: Like its land-bound cousin, the dragon, a sea serpent will attack the seagoing traveller with magical fireballs and violent physical swipes of its long tail. The wise sailor avoids this nasty beast.

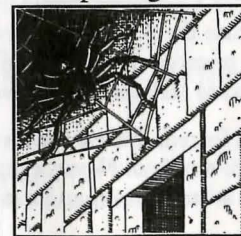
Sheep: Among the most docile of the beasts of the field, flocks of these highly beneficial creatures serve the common good by providing wool to the garment- and rug-makers and fine mutton to the pubs.

Silver Serpent: Since the days of ancient Sosaria, the silver serpent has been a part of our lives. Its form has been found etched on tomb walls, and ancient monuments have been found which were crafted in its image. Yet, a recent scouting brigade claims to have seen a dead silver serpent of incredible size near a gargoyle encampment.

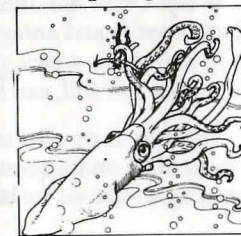
Snake



Spider, giant



Squid, giant

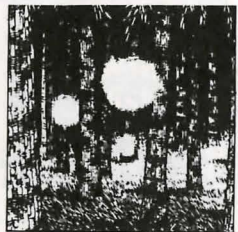




Tangle Vine



Troll



Wisp



Wolf

Skeleton: The expressionless, hollowed eyes of the skeleton belie the malice that animates this otherwise lifeless latticework of bone and sinew. Conjured up by malcontented mages bent on mischief, these creatures — the restless remains of fallen warriors — are both fearless and tireless in battle.

Slime: This shimmering, amorphous mass seems more an oddity than a threat when first encountered. Constantly dividing and recombining, it seeks to surround the traveller who happens upon its swamp or dungeon lair. Though susceptible to damage from ordinary weapons, the experienced adventurer is always ready to use fire against the ooze's subtle maneuvers.

Snake: Emerging from their rocky lairs at the first morning light, these reptiles spend their days basking in the sun, warming their cold-blooded bodies so they can strike swiftly at their unsuspecting prey. They can even spit poisonous venom from several yards away with accuracy.

Spider, giant: Though they spin their lethal webs deep inside dark lairs, spiders of this gargantuan variety often venture forth in search of prey. They are capable of inflicting painful bites or spitting their toxic sputum from great distances. But they are not invincible, and can be killed with a few blows.

Squid, giant: The dreaded scourge of all mariners, this horror of the high seas is legendary for its ability to destroy a large sailing vessel with its dextrous tentacles and crushing beak. It being exceedingly strong and durable, one should avoid confrontations with this nemesis of the deep.

Tangle Vine: Though this plant resembles a hedge of briars and thistles, wary adventurers take care to avoid tangle vines. The sharp thorns that adorn this creeping foliage radiate from a well-protected central flower pod that gives off a sleep-inducing fragrance when threatened.

Troll: The brutish troll takes perverted pleasure in hiding beneath bridges so it can terrorize the unsuspecting traveller. Fortunately, trolls are relatively weak and they lack endurance, so they pose only a moderate threat.

Wisp: Often mistaken for a harmless, forest firefly, the nocturnal wisp can both mystify and antagonize the adventurer. Though only causing minor harm in any single attack, its uncanny ability to dance about the field of battle, striking at will, can lead to serious cumulative injury.

Wolf: Both revered and feared, this canine lord stalks the high plains and forest alike on its quest for survival. Never, ever, put this wary beast in a threatening situation! Its bite is far worse than its mournful howl.

The Eight Circles of Magic

Mages with little training and experience are limited in the spells they can cast. As a spellcaster grows in stature, penetrating the mysteries of the higher circles of magic, he gains the ability to cast more powerful spells. Great power is not without cost, however. When he casts a spell, the mage experiences a drain in magical power equal to the level of the circle of that spell. Thus, a simple first level spell drains one point while a fifth level spell, more difficult to cast, drains five. The caster's magical power returns within hours.

The 1st Circle

Create Food

Incantation: IN MANI YLEM
 Reagents: Garlic, Ginseng, Mandrake Root
 Effect: A fine bounty of food will be added to your pack

Detect Magic

Incantation: WIS ORT
 Reagents: Nightshade, Sulfurous Ash
 Effect: Discerns the magical nature of special objects and the specific magical charge currently in an item

Detect Trap

Incantation: WIS JUX
 Reagents: Nightshade, Sulfurous Ash
 Effect: Discovers concealed traps in suspicious chests and doors

Dispel Magic

Incantation: AN JUX ORT
 Reagents: Garlic, Ginseng
 Effect: Removes a sorcerous enchantment or poison which causes illness and bondage. Also awakens a person under a Sleep spell.

Douse

Incantation: AN FLAM
 Reagents: Garlic, Black Pearl
 Effect: Extinguishes flames

Harm

Incantation: AN MANI
 Reagents: Nightshade, Spider's Silk
 Effect: Inflicts moderate damage on your opponent

Heal

Incantation: IN MANI
 Reagents: Ginseng, Spider's Silk
 Effect: Applies healing energy to one who is injured

Help

Incantation: KAL LOR
 Reagents: (none are required)
 Effect: Quickens the user's demise and resurrects him and his party before the Throne of Britannia

Ignite

Incantation: IN FLAM
 Reagents: Sulfurous Ash, Black Pearl
 Effect: Ignites a lifeless torch, fireplace or brazier

Light

Incantation: IN LOR
 Reagents: Sulfurous Ash
 Effect: Illuminates a darkened area

The 2nd Circle

Infravision	
Incantation:	QUAS LOR
Reagents:	Nightshade, Sulfurous Ash
Effect:	Detects the presence of living, warm-blooded beings in the dark.
Magic Arrow	
Incantation:	ORT JUX
Reagents:	Sulfurous Ash, Black Pearl
Effect:	Fires a moderately damaging missile at your opponent
Poison	
Incantation:	IN NOX POR
Reagents:	Nightshade, Blood Moss, Black Pearl
Effect:	Poisons your opponent with toxic venom
Reappear	
Incantation:	IN YLEM
Reagents:	Spider's Silk, Blood Moss, Black Pearl
Effect:	Undoes the effect of the Vanish spell, making the vanished object return to this world
Sleep	
Incantation:	IN ZU
Reagents:	Nightshade, Spider's Silk, Black Pearl
Effect:	Induces unconsciousness in the chosen victim
Telekinesis	
Incantation:	ORT POR YLEM
Reagents:	Blood Moss, Mandrake Root, Black Pearl
Effect:	Moves objects near the user without physical contact
Trap	
Incantation:	IN JUX
Reagents:	Spider's Silk, Nightshade
Effect:	Places a concealed trap on a chest or door
Unlock Magic	
Incantation:	EX POR
Reagents:	Sulfurous Ash, Blood Moss
Effect:	Unlocks magically locked chests and doors
Untrap	
Incantation:	AN JUX
Reagents:	Sulfurous Ash, Blood Moss
Effect:	Negates magical traps on chests and doors
Vanish	
Incantation:	AN YLEM
Reagents:	Garlic, Blood Moss, Black Pearl
Effect:	Makes simple objects disappear from this world

The 3rd Circle

Curse	
Incantation:	AN SANCT
Reagents:	Sulfurous Ash, Nightshade, Garlic
Effect:	Reduces the effectiveness of a foe's armour, prowess and intelligence

Dispel Field	
Incantation:	AN GRAV
Reagents:	Black Pearl, Sulfurous Ash
Effect:	Neutralizes magic fields generated by field spells
Fireball	
Incantation:	POR FLAM
Reagents:	Sulfurous Ash, Black Pearl
Effect:	Hurls a mighty flaming missile at your opponent
Great Light	
Incantation:	VAS LOR
Reagents:	Sulfurous Ash, Mandrake Root
Effect:	Provides long lasting illumination
Magic Lock	
Incantation:	AN POR
Reagents:	Sulfurous Ash, Blood Moss, Garlic
Effect:	Applies a magical lock to a chest or door
Mass Awaken	
Incantation:	AN VAS ZU
Reagents:	Ginseng, Garlic
Effect:	Awakens all nearby sleepers with an explosion
Mass Sleep	
Incantation:	VAS ZU
Reagents:	Ginseng, Nightshade, Spider's Silk
Effect:	Induces sleep in all beings in the area targeted by the caster
Peer	
Incantation:	VAS WIS YLEM
Reagents:	Nightshade, Mandrake Root
Effect:	Reveals the world and the caster's place in it as though peering through an eagle's eye
Protection	
Incantation:	IN SANCT
Reagents:	Sulfurous Ash, Ginseng, Garlic
Effect:	Increases the effectiveness of armour as well as the target's prowess and intelligence
Repel Undead	
Incantation:	AN XEN CORP
Reagents:	Garlic, Sulfurous Ash
Effect:	Causes all undead in the caster's field of vision to flee

The 4th Circle

Animate	
Incantation:	ORT YLEM
Reagents:	Sulfurous Ash, Mandrake Root, Blood Moss
Effect:	Causes inanimate objects to come to life and wander about, though not under caster's control
Conjure	
Incantation:	KAL XEN
Reagents:	Spider's Silk, Mandrake Root
Effect:	Summons a wild beast to your side to aid in combat
Disable	
Incantation:	AN VAS MANI
Reagents:	Nightshade, Spider's Silk, Mandrake Root
Effect:	Inflicts a grievous wound, nearly killing the target

Fire Field

Incantation: IN FLAM GRAV
 Reagents: Black Pearl, Sulfurous Ash, Spider's Silk
 Effect: Creates a searing wall of fire

Great Heal

Incantation: VAS MANI
 Reagents: Ginseng, Spider's Silk, Mandrake Root
 Effect: Restores one's health fully

Locate

Incantation: IN WIS
 Reagents: Nightshade
 Effect: Reveals the caster's location like a magical sextant

Mass Dispel

Incantation: VAS AN JUX ORT
 Reagents: Garlic, Ginseng
 Effect: Dispels all magic in the area targeted by the caster

Poison Field

Incantation: IN NOX GRAV
 Reagents: Nightshade, Spider's Silk, Black Pearl
 Effect: Creates a wall of noxious gases

Sleep Field

Incantation: IN ZU GRAV
 Reagents: Ginseng, Spider's Silk, Black Pearl
 Effect: Creates a wall of sleep-inducing energy

Wind Change

Incantation: REL HUR
 Reagents: Sulfurous Ash, Blood Moss
 Effect: Allows caster to alter the prevailing direction of the wind

*The 5th Circle***Energy Field**

Incantation: IN SANCT GRAV
 Reagents: Mandrake Root, Spider's Silk, Black Pearl
 Effect: Creates an impassable wall of energy

Explosion

Incantation: VAS POR FLAM
 Reagents: Mandrake Root, Sulfurous Ash, Black Pearl, Blood Moss
 Effect: Creates a powerful explosion, injuring those caught in its blast

Insect Swarm

Incantation: KAL BET XEN
 Reagents: Blood Moss, Spider's Silk, Sulfurous Ash
 Effect: Conjures up a swarm of insects to aid you in combat

Invisibility

Incantation: SANCT LOR
 Reagents: Nightshade, Blood Moss
 Effect: Causes beings to become unseen

Lightning

Incantation: ORT GRAV
 Reagents: Black Pearl, Mandrake Root, Sulfurous Ash
 Effect: Hurls a powerful bolt of lightning at your opponent

Paralyze

Incantation: AN XEN POR
 Reagents: Spider's Silk, Sulfurous Ash, Nightshade, Black Pearl
 Effect: Momentarily paralyzes your opponent, thus disabling him

Pickpocket

Incantation: POR YLEM
 Reagents: Blood Moss, Spider's Silk, Nightshade
 Effect: Lets the caster take one of the target's belongings

Reveal

Incantation: AN SANCT LOR
 Reagents: Spider's Silk, Nightshade, Mandrake Root
 Effect: Makes invisible beings in the area become visible again

Seance

Incantation: KAL MANI CORP
 Reagents: Blood Moss, Mandrake Root, Nightshade, Spider's Silk, Sulfurous Ash
 Effect: Lets the caster speak with the dead as though they still lived

X-ray

Incantation: WIS YLEM
 Reagents: Mandrake Root, Sulfurous Ash
 Effect: Allows the caster to see places otherwise obscured by walls and obstacles

*The 6th Circle***Charm**

Incantation: AN XEN EX
 Reagents: Black Pearl, Nightshade, Spider's Silk
 Effect: Changes the alignment of the target to match that of the caster

Clone

Incantation: IN QUAS XEN
 Reagents: Sulfurous Ash, Spider's Silk, Blood Moss, Ginseng, Nightshade, Mandrake Root
 Effect: Creates an identical, though not controllable, replica of any being

Confuse

Incantation: VAS QUAS
 Reagents: Mandrake Root, Nightshade
 Effect: Sends opposing foes into disarray

Flame Wind

Incantation: FLAM HUR
 Reagents: Sulfurous Ash, Blood Moss, Mandrake Root
 Effect: Sends a gale of flaming wind in the direction of your foes

Hail Storm

Incantation: KAL DES YLEM
 Reagents: Blood Moss, Black Pearl, Mandrake Root
 Effect: Brings down a storm of hailstones upon the caster's enemy and the surrounding area

Mass Protect

Incantation: VAS IN SANCT
 Reagents: Sulfurous Ash, Ginseng, Garlic, Mandrake Root
 Effect: Increases the effectiveness of armour, as well as the prowess and intelligence of nearby beings

- Negate Magic**
 Incantation: AN ORT
 Reagents: Garlic, Mandrake Root, Sulfurous Ash
 Effect: Temporarily prevents the casting of spells and magic
- Poison Wind**
 Incantation: NOX HUR
 Reagents: Nightshade, Sulfurous Ash, Blood Moss
 Effect: Sends a gale of noxious wind in the direction of your foes
- Replicate**
 Incantation: IN QUAS YLEM
 Reagents: Sulfurous Ash, Spider's Silk, Blood Moss, Ginseng, Nightshade
 Effect: Produces a duplicate version of simple objects
- Web**
 Incantation: IN DES POR
 Reagents: Spider's Silk
 Effect: Lays a fine, sticky web upon the ground to hinder a foe's progress

The 7th Circle

- Chain Bolt**
 Incantation: VAS ORT GRAV
 Reagents: Black Pearl, Mandrake Root, Sulfurous Ash, Blood Moss
 Effect: Causes a bolt of damaging energy to leap from one being to another
- Enchant**
 Incantation: IN ORT YLEM
 Reagents: Spider's Silk, Mandrake Root, Sulfurous Ash
 Effect: Empowers special items with magical energy
- Energy Wind**
 Incantation: GRAV HUR
 Reagents: Mandrake Root, Nightshade, Sulfurous Ash, Blood Moss
 Effect: Sends a gale of wind in the direction of foes
- Fear**
 Incantation: QUAS CORP
 Reagents: Nightshade, Mandrake Root, Garlic
 Effect: Causes all evil foes in the area to flee in terror
- Gate Travel**
 Incantation: VAS REL POR
 Reagents: Sulfurous Ash, Black Pearl, Mandrake Root
 Effect: Teleports the caster's party to a moonstone location determined by the moonphase
- Kill**
 Incantation: IN CORP
 Reagents: Black Pearl, Nightshade, Sulfurous Ash
 Effect: Sends a lethal bolt of energy towards an opponent
- Mass Curse**
 Incantation: VAS AN SANCT
 Reagents: Sulfurous Ash, Nightshade, Garlic, Mandrake Root
 Effect: Reduces the effectiveness of armour, as well as the prowess and intelligence of all nearby beings, friend and foe alike

- Mass Invisibility**
 Incantation: VAS SANCT LOR
 Reagents: Mandrake Root, Nightshade, Blood Moss, Black Pearl
 Effect: Causes all nearby beings to become unseen, though still present
- Wing Strike**
 Incantation: KAL ORT XEN
 Reagents: Blood Moss, Spider's Silk, Mandrake Root, Sulfurous Ash
 Effect: Sends a powerful dragon's wing against your opponents
- Wizard Eye**
 Incantation: POR ORT WIS
 Reagents: Blood Moss, Nightshade, Mandrake Root, Sulfurous Ash, Black Pearl, Spider's Silk
 Effect: Allows the caster to see otherwise obscured

The 8th Circle

- Death Wind**
 Incantation: CORP HUR
 Reagents: Mandrake Root, Nightshade, Sulfurous Ash, Blood Moss
 Effect: Sends a gale of lethal wind in the direction of foes
- Eclipse**
 Incantation: VAS AN LOR
 Reagents: Mandrake Root, Sulfurous Ash, Nightshade, Garlic, Blood Moss
 Effect: Causes the moons to block the sun's rays for a brief time
- Mass Charm**
 Incantation: VAS AN XEN EX
 Reagents: Black Pearl, Nightshade, Spider's Silk, Mandrake Root
 Effect: Changes the alignment of nearby foes to match that of the caster
- Mass Kill**
 Incantation: VAS CORP
 Reagents: Black Pearl, Nightshade, Mandrake Root, Sulfurous Ash
 Effect: Sends lethal bolts of energy toward all nearby beings
- Resurrect**
 Incantation: IN MANI CORP
 Reagents: Garlic, Ginseng, Spider's Silk, Sulfurous Ash, Blood Moss, Mandrake Root
 Effect: Restores life to a being who was dead
- Slime**
 Incantation: VAS REL XEN
 Reagents: Blood Moss, Nightshade, Mandrake Root
 Effect: All evil creatures are changed to slime
- Summon**
 Incantation: KAL XEN CORP
 Reagents: Mandrake Root, Garlic, Blood Moss, Spider's Silk
 Effect: Calls forth a daemon from the underworld who may assist you in combat
- Time Stop**
 Incantation: AN TYM
 Reagents: Mandrake Root, Garlic, Blood Moss
 Effect: Temporarily suspends time while the caster continues his journey
- Tremor**
 Incantation: VAS POR YLEM
 Reagents: Blood Moss, Sulfurous Ash, Mandrake Root
 Effect: Causes the ground to shake, injuring all beings in the affected area

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