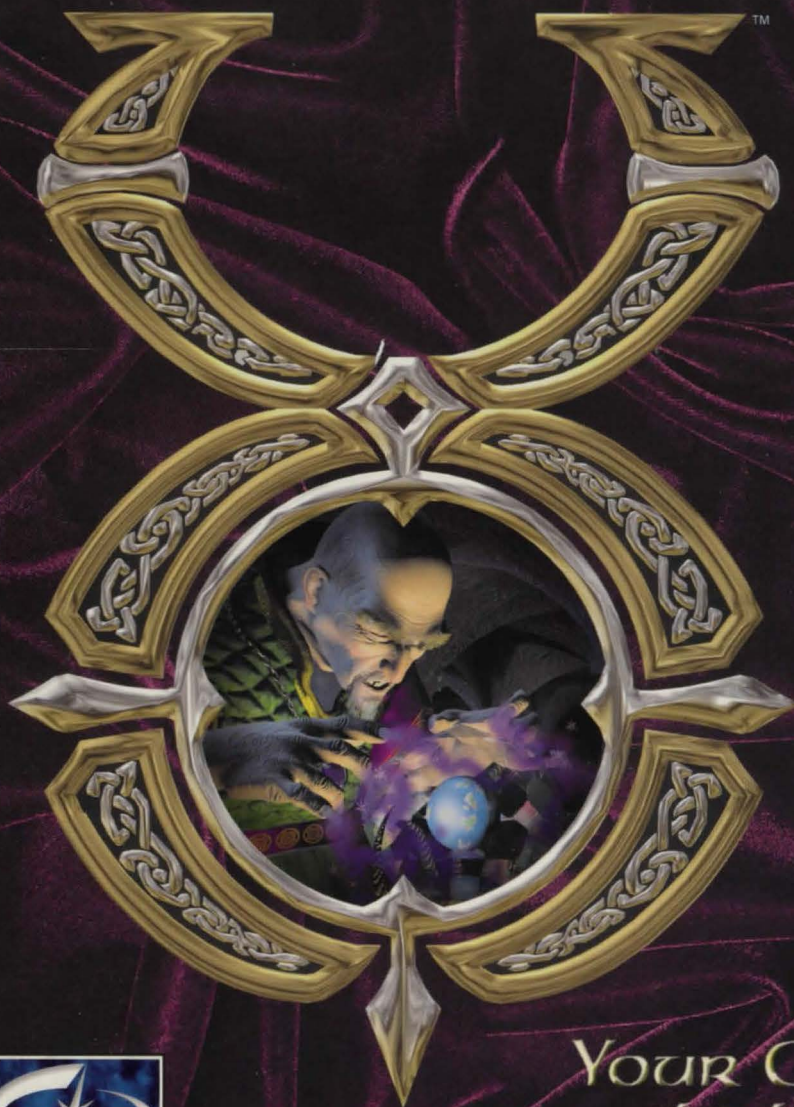


PRIMA'S OFFICIAL STRATEGY GUIDE

ULTIMA ONLINE™ THE SECOND AGE™



ORIGIN™



Your Guide
to the
New Age

Prima's Official Guide to
Ultima Online
The Second Age



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Hear ye, Hear ye ...

Due to the ever-changing nature of *Ultima Online*, all details given in this book — statistics, specific locations and names and everything else — are subject to change at any time. For updates check www.primagames.com



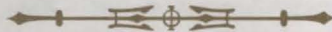
The entameron



of Andrew P. Morris



Good reader, *what you have before you is not original material. Rather, it is five tales of mirth and moral performed by the greatest storytellers of the land in honor of Lord British's thirty-sixth birthday, and then recorded by this humble scribe (with but slight stylistic embellishment, I assure you). It is done so in the interest of posterity for our king's future enjoyment and, mayhaps more importantly, for the amusement of any unfortunate enough to miss our liege's exciting celebration. Each story contains not only elements of danger and excitement, but also perhaps a bit of insight into the dealings and difficulties faced daily within our very society. Read on, good lords and ladies, both young and old, and see what lessons may be learned to help you succeed in the roles of life that you play.*



The Tale of the Guild Master

The flames from the logs crackled and frisked about the inside of the fireplace as the woman stood before the mantle, seemingly concentrating on the very stones of the wall. Though no longer wearing her hauberk and coif, her left hand resting on the hilt of her sword gave away her profession. Seated at the small table by the door were two men, also warriors.

"Guild Master?" asked the first.

She turned to regard them, her pursed lips an obvious sign that she still focused more on her thoughts than on her audience.

"Guild Master, we need an answer," urged the other male. "The Knights of the Ankh have shown us great dishonor. Do we issue challenge or not?"

Both fighters looked anxiously at each other, yet another minute passed before the woman responded.

"I have spent years fighting wars for other people," she began. "My first post was with a caravan, where little more than food and a sleeping pallet was my pay to fend off brigands. I've since battled headlesses, ogres and drakes. I've even faced the undead skeletons of warriors I had slain the very day before."

"Aye, Guild Master."

"And yet never have I known such an outrage as what you say the Knights have done. Our guilds were formed for the very same purpose, to help spread Lord British's ideals throughout Britannia. But now they speak blasphemy towards the very king himself! Why, to challenge them would be like challenging siblings. Yet such words cannot go unpunished." With her final statement, the Guild Master leaned on the table, looking her lieutenants in the eyes. "We are warriors all, and warriors we shall die, one day or another. Send notice to all our members – tomorrow we, the Protectors of Virtue, demonstrate our loyalty to the realm, and put an end to the Knights of the Ankh."

"Aye, Guild Master."

It did not take long for the news to spread to the other guild members, and by noon fighting had already started. The skirmishes in the streets were small, for neither side wished to draw attention from the guards, but in the surrounding countryside, the ringing of steel on steel was a common sound. But even after a month had passed, the conflict had not ended.

"The listing of the dead, Guild Master," the lieutenant said, handing her the scroll as she paced within her office.

She took the parchment, unrolled the skin, and began to read the names of the deceased. As the lieutenant turned to leave, she stopped him at the door.

"Wait, warrior. These dozen names at the end ... I know them not. They are members of our guild?"

"Guild Master?" The fighter peered at the list. "Nay, milady, they are not."

Her questioning look told him to continue.

"Conscripts, Guild Master."

"I do not understand. The Protectors of Virtue do not take 'conscripts.'"

"Our members battle with heart and soul, Guild Master. It takes much to keep morale high between battles ..."

"I know about the effects of warfare, lieutenant," she said between clenched teeth. "What does this have to do with forced membership?"

"Well, Guild Master, when some of the others are on hunt, they are oft times inclined to stop any who cross their path, and," he paused in anticipation of her wrath, "those who do not declare loyalty to the Protectors are put to the blade."

"What?" she asked with alarming coldness.

"They are given a choice ... to join the guild as friend, or be slaughtered as foe."

"By the Virtues, what have I done?" the Guild Master exclaimed as she sank to her chair. She swallowed hard and then spoke plainly.

"This will stop, lieutenant. The challenge was made by our

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guild, and our guild alone. We chose to band together to further our cause, not to bully peasants. It is our fight, and if we cannot face it alone, we do not deserve to win. When I gave command to confront the Knights of the Ankh, my intent was to defend the welfare of the people of Britannia, not threaten it. You will control your warriors, Lieutenant, and if you cannot, you will answer to me."

"Aye, Guild Master."

As the lieutenant moved for the second time to leave, a knock came from the door.

"Enter," said the Guild Master.

The door opened and in walked half a dozen royal guards. The captain stepped forward to speak.

"Guild Master of the Protectors of Virtue, you have brought bloodshed into the town of Trinsic, and as leader of your guild you are hereby charged by order of the King with multiple counts of slaughter. You are to come with us." Turning to the lieutenant, he added, "you are now charged with the leadership of this guild. It is not a role to be taken lightly. I suggest you consider the larger ramifications of any actions you or your guild may take in the future, for as your Guild Master has just learned, it is easier to inspire and enforce ideals within one man, than in many."



This story focuses on the hazards sometimes hidden to those inexperienced with the responsibilities of leadership like the Guild Master. It demonstrates the need to imagine the consequences resulting from one's actions, and of realizing how widespread they might be. This is an excellent example of the decisions Lord British must make on a daily basis, but applies equally well to any leader of nearly any sized group.



The Tale of the Merchant



o War."

Basilio held his wine glass high, waiting for the man across the table to raise his drink in return salute.

"To War," replied the other, and both drank.

"Tell me, Basilio," he asked, setting his glass on the polished oak desk, "what is it about this guild war that pleases you so?"

A wry smile crossed the merchant's face, but he paused to check the sleeve ties of his robe before responding, seemingly to let the question sit momentarily before sharing his wisdom.

"What pleases me so? Why, I will tell you, my friend. Gold. Gold is what makes this petty war so welcome to me."

"You speak of profit, obviously, but from where? How?"

"Why, from the very guilds themselves. Ah, I see by your puzzled look I must explain." Basilio reached for the carafe of wine. "The Protectors of Virtue have challenged The Knights of the Ankh, yes? And so they battle. And those who battle need arms and armour, yes? So they come to me. It is a simple matter of demand."

"But you are not the only merchant to sell weapons and armour to one of the guilds. Why do you seem to profit so much more than the others?"

"Ah, and there you have it, my friend. I do not sell to 'one' of the guilds – I sell to both. I have found a few scavengers who are willing to collect what the dead lose in these battles. They bring the arms to me, I pay them a modest price, and then sell them again to either guild at a profit. Of course, since I rarely have to make new wares, I can sell more in less time, so I can afford to charge a little less than everyone else. Thus, I get more business. Same cost outlay for me, double the customers, half the time ... it adds up. See," Basilio shrugged, palms held upward, "who is hurt but my competitors?"

"Ingenious," admitted the companion. "To war, then!"

"To war —" again Basilio raised his glass, but stopped his words mid-sentence. "What is that noise coming from outside?"

His friend opened the shuttered windows to the din below.

"Apparently, the fighting is over. I can see warriors with markings from both guilds shaking hands and banging shields. I would say your bit of profiteering has come to an end."

Basilio's brow furrowed for a moment, then with a sigh he took a drink.

"Tis little matter. There will always be conflict. If not in our city, than with the orcs in the hills, or trolls in the mountains, or the brigands on the plains. My profits will drop to normal, but I have driven enough others out of business that I can keep up with the demand at little cost to myself. As long as the guilds continue to purchase from me, I am set."

"Then perhaps you should take a look outside this window, Basilio. I see the fighters trading weapons with each other, and there seems to be recognition on their faces, as if they are reclaiming the arms of brothers lost."



Basilio's eyes grew wide.

"Indeed, the Guild Masters themselves are inspecting the pommels of their swords. I think they are comparing the blacksmiths' markings, Basilio."



Basilio rose to his feet with a look of panic, his hands pulling his gown around him protectively.

"And now they point and come this direction. Basilio, I think they come to speak with you. Basilio?"

But Basilio was gone.



This interesting tale illustrates the error of practicing indifference and exploitation, especially at the misfortune of others. In a world sometimes as harsh and violent as ours, there is little long-term benefit gained from taking advantage of one's fellow men and women, and will ultimately, in fact, lead to one's ruin. Lord British was particular pleased with this anecdote for its example of the fallacy of greed.



The Tale of the Bard



Another round, Caleb?"

"My thanks, Dennal. Singing is thirsty work." The bard reached for the tankard.

"Not much of a crowd this eve, I'm afraid. Traffic to the city is light now that rumors of the liche have reached Jhelom. How flows the gold?"

"Well, let me phrase it thus – is the cot in the pantry taken?"

"Now, Caleb, you know better than that," replied the tavernkeeper, running a rag along the oaken bar top, "as long as you are singing here, you have a bed."

"Again, my thanks, Dennal. As usual."

"But ..." Dennal picked at a splinter along the edge of the bar.

"Aye, friend?"

"Well, I could use a bit of help in a matter other than coin."

"Speak plainly, friend."

"We've had a bit of trouble here lately. Trouble with the guilds."

Caleb's brow rose in surprise, but then slowly his lips curled into a grin.

"Trouble here, at the Quail? So the miller's been pressing you for his share of your efforts, eh? A little spittle in the flour if you don't send more gold his direction. Perhaps followed by a thrashing with the rolling pin?" he added with a wink.

"Nay, Caleb." The absence of a smile on the tavernkeeper's face meant he considered the situation quite serious. "I'm not speaking of the service guilds. I mean the mercenary guilds."

"The mercenary guilds, as in all of them?"

"No, no. Just two. The Knights of the Ankh and the Protectors of Virtue."

"But I thought Lord British's men put that feud to an end."

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"Aye, in the city. But here they are less concerned about interference from the guards. Both sides have begun to frequent the Quail much more often this past week, and last night a fistfight nearly started over a spilled drink."

"And how is it that I can help you?" asked Caleb, already guessing the answer.

"With that silver tongue of yours, lad. I've seen you keep an angry mother from taking the lash to her noisy children, and I'll never forget the time you calmed Adrianna when she found Wilton with the scullery maid." For the first time since the topic had moved to the guilds, Dennial smiled. "We thought he was fodder certain as goblins have fleas!"

"Well, I make no promise, but I will do what I can."

"Well and good, Caleb. I can ask no more."

The bard finished his ale and returned to his stool in the corner, where he began to sing a love song. As the time for the evening meal drew nearer, the Quail became a bit more crowded, and Caleb's purse became a bit fuller. Still, Caleb was concerned, for the majority of the patrons were not local farmers, but mercenaries from the city. No doubt something was planned for the evening. Judging by the look on Dennial's face, he was thinking the very same thing.

As expected, the insults started flying by the third round of drinks. In response, Caleb began to play softer, more soothing pieces, hoping to pacify the crowd. It seemed to work, at least for a little while. But as more of the regulars departed, and more members of the opposing guild factions filled the establishment, the effects of his calming music began to wane.

Sensing the increasing tension, Caleb called out, "How about a jig?" As the bard began to play, one of the patrons grabbed a serving wench and swung into step. Soon, those who had had enough to drink were dancing, and those who hadn't were drinking more.

But the ruse didn't last long, for when drunks dance, dancers collide. And when hot-tempered warriors collide, trouble follows. Just as the first mug was raised to be brought down on another's head, Caleb stuck two fingers in his mouth and whistled. All turned their eyes toward him.

"I see we have a bit of a conflict here, my lords and ladies."

"No trouble, troubadour, just some cleaning that needs doing," someone in the back called out, to the cheers of some and the growls of others.

"Ah, so it is cleaning you wish. Excellent! Though I must confess, never before have I seen such fine sword arms on maids before ..."

A mercenary's eyes flashed in anger and he started to push toward the stool, but a comrade chuckled and slapped him on the back. The minstrel continued.

"Surely cleanliness is a worthy endeavor, but hardly lucrative."

"This is not about gold, bard."

"I beg your pardon, good lady," said Caleb. "I did not realize this fight is about love."

"Nay, this is not about love, either."

"Oh, then, 'tis about truth."

"Nay, 'tis not about truth," came the reply, following some muttering from the crowd.

"Not about love, not about truth? Well, then it must be about courage!"

Upon those words, several shouts filled the room, but Caleb did not falter.

"But it could not be about courage, for the fight is between men, not man and beast. And there is certainly nothing more heroic than slaying some loathsome beast!"

A little more shouting, and a little more muttering, but all were still listening.

"So, no one is fighting over a love, in search of the truth, or with great courage. Thus, you must be fighting for money, else why risk your lives when nothing of value is at stake. Right?"

Much less shouting, and much more muttering.

"I ask again, are not those the most important reasons to wage war?"

This time the response verged on agreement.

"So without the tremendous benefits earned from fighting over one of those four reasons, is there anything gained by fighting

for any other reason?"

"Your words are just words," said one mercenary, stepping forward from the others. "They do nothing to change the dishonor cast upon us by the foul Knights!"

"Nor do they give us less reason to crush the Protectors," declared another fighter, pulling the leg off a nearby chair.

"True," admitted Caleb. "My speech has done nothing to mitigate your desire for revenge, nor to make you think this fight is not worth your efforts. However, my speech has done one very important thing."

"And what's that?" shouted yet another mercenary, ready for the brawl.

"Why, it has delayed you long enough to give Dennal's young son time to return with the guards," Caleb replied with a smirk.

"And I suggest you cooperate with them fully."

That said, the bard lifted his lute and began to play a pleasant ballad about truth, love, courage and gold.



This light-hearted story reveals the value of wit and charm above anger and violence. It shows how simple it can be to ignore reason when ingrained hatred fills one's soul, and yet how reason can be used avoid a dangerous situation. I seem to remember Lord British once telling of a companion of his being in a similar situation, and of using rhetoric and wordplay to confuse a hostile audience.



The Tale of the Mage



o, you wish for me, Morkidan the Great, to journey with you to the liche's tower, whereupon I will cast a powerful spell of death and destroy the foul creature, at which point in time you will fall about yourselves claiming the glory. Do I understand you correctly?"

"Aye."

"Yes."

"Exactly, milord."

The small band of adventurers standing before the skilled wizard spoke first, and then confirmed with each other before nodding their agreement.

"Very well, then," continued the mage. "You realize, of course, that this requires a considerable amount of gold, yes?"

"Aye."

"Yes."

"Of course, milord."

"Fine, then. I agree to your terms," said Morkidan. "First I will need a few days to ensure I have the proper reagents for my magics, and then we may be off. I will send word to you at your inn when I am ready. Go now, for we are done."

With that, the band departed, and Morkidan bid his servants to set about locating the requisite components for his spell, as well as preparing a really comfortable sleeping roll. Most of what the powerful spellcaster needed was procured immediately, save one rather significant item.

"What do you mean we have no sulphurous ash?" he bellowed at the apprentice before him.

"Begging your pardon, Master, but we used the last ounce creating the illusionary gold that went toward paying your debt to the brothel —"

"Never you mind that, fool! We have to find some, and find it soon."

"Again begging the Master's pardon, Master, but perhaps some

The Pentameron

scrapings from from the Brazier of Enchanting? 'Tis an inferior amount, but certainly one so skilled as you are, Master, could draw full power from within it."

"Hmmm ...," mused the mage, "perhaps indeed. All right, then, scrape the remnant from the Brazier and put it in my pouch. Once that is done, send a page to inform that band of misfits at the Wayfarer's Inn that we will be leaving in the morrow."

At dawn the next morning, Morkidan set off with the adventurers toward the countryside, where the liche was said to be terrorizing the locals with his undead minions.

Along the way they encountered many villagers and farmers, all of whom were quite pleased to see that something was being done to rid the land of the liche scourge. Three days passed before the horror's lair was spied by their scout. They camped briefly to sharpen their blades and tighten their armour straps, while Morkidan mixed the ash with the other reagents required for his spell of death.

Then they were ready. The warriors rushed the gates of the tower, while the scouts skirted the edges to flank any guardians. Morkidan stood bravely behind several large stones. But the liche was just as ready.

As the portal to its home swung wide to release skeletal defenders, the liche drew an intricate pattern in the air with its hands, summoning bolts of lightning from the sky to rain upon the bold adventurers. Morkidan took that moment to begin the gesturing that would create his powerful Death Vortex. He flailed his arms wildly and called out the words of power.

"Vas Corp Hur!"

Then Morkidan reached into the bag of reagents and scattered the mixed components into the air. Soon ... nothing happened.

Morkidan stared with amazement at that which he had not wrought.

"Vas Corp Hur!" he yelled again, following it with the appropriate gestures.

Again, nothing happened. No swirling mist, no black cloud, not even a hint of gray steam.

"Bedeviled brazier ash!" Morkidan shouted at his apprentice,

who was still at his master's house in Britain, pleasantly enjoying some imported venison.

"What?" called out the others, struggling to keep the mass of bony death at bay.

"Er, nothing," came Morkidan's not quite so reassuring reply. With another wave and different words of power, he disappeared from behind the rocks and reappeared in his laboratory, exactly upon the Mark to which his Recall spell was linked.

To this day, Morkidan politely warns any who journey to the countryside to beware of the liche in the tower, and should anyone come across any sulphurous ash, he gladly pays double the normal cost in gold.



This humorous story imparts a lesson involving the importance of preparation, and of trust. As many a baker will tell you, there is no substitute for ingredients when preparing a birthday cake, but even the most conceited tells the birthday boy when honey replaces glazed sugar, for who knows what fear of bears the boy may have.



The Tale of the BURGLAR

Thylena carefully slipped the knife blade between the two shutters and gently lifted the latch. Precariously perched on the thin ledge of the second-floor window, she again questioned the wisdom of stealing into the home of a wizard, pleading to unknown forces that no magical ward secured the entrance. Fate granted her wish and the shutters opened easily and quietly. Odd, thought Thylena, rumor has it that this Morkidan is quite protective of his house.

Gently lowering herself to the floor, Thylena's soft-soled boots made little sound as they touched the stone below. Leaving the shutters open, she paused a moment to let her eyes become accustomed to the small amount of light coming through the window from the starlit night. She was in a hallway. She knew better than to trust the map sold to her by one of the old mage's apprentices, yet she had no other information on which to base her decisions. Somewhere left of the main corridor was where, according to what she had memorized, the laboratory was located, and where the Brazier was supposedly kept.

Thylena walked slowly across the tiles, her eyes darting back and forth along the walls in search of trap-triggers she knew she would not be able to perceive. But it was too risky to light a candle. She reached the end of the hall and found a pair of doors. She pushed on the handle of the right door, but it did not open, obviously locked. She got the same result from the left door. She would need light after all. With a soft sigh, she removed her gloves and pulled a candle and the set of lock picks from her belt. With a stick of flint which she ran along the tile, she lit the candle. The hallway was surprisingly austere for a man who was said to be so wealthy. She let enough wax drip on the floor to ensure the candle would stand upright and then set upon the task of picking the lock. It, too, opened quite easily ... disturbingly easily. She decided to open the door before blowing out the candle.

Before her was a library, filled with floor-to-ceiling bookshelves. She pried the candle loose - no need to worry

that she was leaving wax behind, for once the Brazier was gone, that alone would be evidence that the house had been violated – and entered the room, closing the door behind her. Now where would that hidden latch be? The secret door to a wizard's laboratory was always located in the library, and the stories she had heard indicated that Morkidan's home would be no exception.

First she looked along the bookshelves for the unique book that was set just so, but noticed nothing there. Next were the sconces. No, this library had only candelabras. Ah, the desk. With supple gloves again on her hand, she ran her fingers along the center drawer. Finding nothing suspicious, she pried open the drawer with her blade. Aside from some vellum and dry quills, it was empty. Scanning the top of the desk, she came across a small well of ink (from an octopus, no doubt). Why was it also not in the drawer? She took one of the quills and dipped it in the ink well, pressing deeply. There it was, that familiar click of a door unlatching and coming open. When will these wizards ever learn?

She pulled on the shelf that had moved ever so slightly inwards and was faced with a long, steep staircase. Thylena moved the candle to her left hand, drew her sword, and then cautiously began to descend the stairs. It definitely led past the first floor and below the street outside, perhaps even more than one story below ground, and ended at a large, iron door. Tilting her head so the candle wouldn't burn her honey-colored tresses when she put it in her mouth, she pushed on the door handle. The door gave way easily, but the sound from the top of the stairs indicated that the library door was shutting just as this one was opening.

With the candle back in her hand, Thylena stepped into the chamber. Beyond a doubt, this was the laboratory. Tables and stools were strewn about like so much arcane litter, each covered with beakers, vials, flasks and mortars. On the cobblestone floor in the center of the room was a thaumaturgical circle, drawn in dark red chalk, or something else of that color ... And within the circle was a golden, gem-encrusted brazier, the Brazier of Enchanting. Arkleron had offered a prince's ransom for the cursed thing, and now Thylena was near enough to spit inside it.

Of course, there was one problem. Like any paranoid wizard, Morkidan had bothered to protect his precious artifact. Filling

the space between the door and the inner laboratory were several magical fields of energy. Thylena had encountered enough of these in the past to know what would happen were she to try to pass through one. She didn't particularly care for the smell of charred flesh, least of all her own.

Fortunately, she had encountered enough of these fields in the past also to know to be prepared to get around them. There's no way through them, so they can be overcome only by someone who can dispel them. And, since wizards tended to have some sort of unspoken agreement about directly stealing each other's prized possessions, most felt fairly secure leaving the fields in place as a deterrent for the few thieves cunning enough to reach them, but who couldn't cast their way through them. But, few burglars had spent as many years as Thylena had breaking into other people's homes, and having a particular dislike for wizards, she had learned long ago how to read a Dispel Field scroll. So, it was a simple matter for her to sheathe her sword, pull the scroll from her backpack, read aloud the necessary incantation, and make one segment of the field disappear.

With a smile that bordered on arrogance, Thylena walked boldly forward, grasped the Brazier in her hand, and stuffed it into a silk sack. The smile was still there when she turned to head for the exit. And it was still there when she pulled on the handle of the mighty iron door. Only when the door was open wide enough for her see the golem guardian standing at the bottom of the stairs to greet her did the smile fade.

With a quiet moan the golem lifted its great fist to come crashing down on Thylena's head. In a flash, she leapt backwards out of harm's way, simultaneously drawing her sword. The creature lumbered toward her, again preparing for a mighty swing. Realizing her sword would be all but useless against the hard skin of her opponent, Thylena needed an alternative quickly.

Down came the maul-like fist with tremendous force, catching Thylena's blade beneath it as she narrowly dodged the blow. The sword snapped in twain as the stony hand connected with the stony floor. Having never seen a golem before, she did not expect the extent of the guardian's reach.

That's it, the long arms! While the golem was moving into position for another strike, Thylena backed up almost against

one of the remaining fields of energy. She knew this would require precision timing or she would be pounded squarely into a cobblestone-shaped mound of flesh. She waited as the massive hand reached its zenith, and then just as it began to fall, she rolled into the empty space where the dispelled field once sparked with energy. Again, the fist crashed into the floor, but this time it also broke the barrier of the magical field.

Thylena heard a thunderous crash, and just barely managed to duck as chunks of rock flew past her head. The huge behemoth, now missing most of one arm and part of the other, began to crumble before her eyes.

Realizing her opponent had surely made enough noise to rouse the entire neighborhood, let alone the wizard into whose home she had broken, Thylena wasted no time. She rushed to the stairs, carefully pulled shut the door, and bounded up the steps in time to slip through the upper door that had been opened by the closing of the one below. She dashed through the library and into the hallway, past the servants who were brave enough to investigate (Thylena learned later than Morkidan was off on some expedition, which explained why she did not have to face him that evening), and through the window. The drop to the ground below was painful, but her rolling landing minimized the broken bones. And like a bolt, she was off into the night.


Unfortunately for Thylena, wealthy Arkleron had miscalculated the amount of mandrake root to use in his latest experiment, and a wizard who has hurled himself in pieces throughout the city can hardly pay for expensive magical artifacts. And the Brazier of Enchantments, though quite powerful indeed, is a hard item to get rid of without attracting undue attention. So now, having been abandoned somewhere on the wharves of Britain, it sits in the study of Lord British's wizardly advisor, Nystul, perhaps one of the few mages powerful enough to make Morkidan think twice about taking it back. Of course, there are rumors that Morkidan knows someone who might be able to get it back for him



At first glance, it seems this story, one of cunning and guile, is designed to do nothing more than amuse. It is difficult to detect a moral or a lesson to be learned. But closer inspection reveals the hidden message. The careful words within demonstrate the danger of overconfidence, of hubris, itself, and is visible in more than one character. It is a clever story, for in it the parable is disguised beneath the very story itself. Lord British was particularly attentive to this tale, for our king recognizes that she learns best who does not realize she is being taught. And, by the by, for the record, Nystul denies knowledge of the whereabouts of any kind of enchanted coal-burning container.

And so have passed the five tales of life and learning, humor and harmony. Perhaps you have heard these stories before, or at least recognize elements within. Be that so, it is a testament to their relevance, not a mark against their originality. Consider carefully all that you have read for it will help mitigate the struggle of daily life in Lord British's realm of Virtue.





Credits

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Hints



PI T T H

GENERAL TIPS

Ultima Online is a big game, and the folks playing it (as well as the folks designing and administering it) have come up with a lot of useful information for you. A few of these tips listed here are available in the docs, but they bear repeating to make sure you're aware of them. Of course, as with all material in this book, any particular tip might be out of date by the time you try it. However, most tips are based on broader principles, so even if a specific tip no longer applies, consider the more general principle behind it.

Character Creation

♀ It helps to plan ahead when assigning skills to a new character. One sample strategy (out of many) is to start a character with *Animal Taming* (to attract pets), *Tailoring* (to provide a steady income) and *Archery* (to attack from a distance). When trouble strikes, send in your pets to attack and launch a ranged weapon attack from a safe distance. If the battle becomes too heated, you have a better chance of escaping with your life.

For more tips on character creation, see **Developing Your Characters** (later in this chapter, on p. 40) and **Skills** (beginning on p. 38).

Character Advancement

♀ Good skills to practice to raise your *Strength* are *Swordsmanship*, *Mace Fighting*, *Wrestling* and *Lumberjacking*.

♀ Good skills to practice to raise your *Dexterity* are *Archery*, *Fencing* and *Musicianship*.

♀ Good skills to practice to raise your *Intelligence* are *Musicianship* and *Item Identification* (*Magery* and *Inscription* work extremely well, of course, but the reagents are expensive.)

♀ To find someone to teach you skills, stick close to the towns. Save money and work on the simpler skills that you can learn without a teacher. After you've earned some cash, work on your basic combat skills. Training dummies are free (check out the Warriors' Guild building in most towns).

♀ If you're practicing *Wrestling* at a training dummy, take off any gloves or gauntlets you're wearing. You don't need them to practice, and practicing will only wear them down. You don't need to be in War mode to practice.

♀ You also don't need to be in War mode to train at an archery butt. Staying out of War mode while you train means there's no chance of a PC or NPC wandering into your line of fire and getting you flagged as a criminal accidentally.



- ‡ After you practice at the archery butt for a while, you can collect your arrows by walking up to the butt and double-clicking on it. (It's not a bad idea to do this whenever you happen to pass a butt, as some players don't know that arrows spent in practice are recoverable.) A few arrows will be randomly destroyed if you practice long enough.
- ‡ Carrying Capacity is equal to Strength times four, plus 30 stone. If you go more than a stone or two over you maximum, you start losing Stamina every time you move.
- ‡ At this time almost all containers, from a bag, to a chest, to your bank box, have a maximum capacity of 400 stone and 125 distinct items (a stack of objects counts as only one item).

Buying

- ‡ If at all possible, try to purchase items from other players (or their vendors) rather than from NPC shops. Players often have lower prices than a shop, and they are often willing to compromise or trade for something you don't need.
- ‡ In particular, banks are a great place to trade and buy things. There are always plenty of folks gathered around. They will often sell armor and weapons at a cut rate. (Be careful, though. Banks are also where unsavory types tend to congregate while in town.)
- ‡ You can use *Arms Lore* and *Item Identification* skills on the items displayed in the inventory scrolls of NPC shopkeepers, player characters and vendors.
- ‡ Something that will make you feel *really* silly the first time it happens ... If you're trying to buy something from a vendor, and he won't sell it to you even though you know you have the price, make sure you're talking to the right vendor. Sometimes when vendors are positioned right next to each other, it's possible to be looking at one's inventory, but the other is the one responding to your words. (As plans to limit vendors to one per house go forward, this problem will decline, but it will probably always be possible, especially in areas with lots of small houses.)

Combat

- † Your Stamina goes down much faster when you're severely wounded. Therefore, if you suspect you may have to run away from a creature or opponent, it's better to start running at 1/2 Hit Points than at 1/3 — you'll get a *lot* farther.
- † When a creature or character is hit in combat, he, she or it staggers a bit. This actually lengthens the time before it can attack again. This is a minimal factor in one-on-one combat, but if you're fighting two-on-one or better, this stagger time can become very significant. This is why it's always a good idea to have a friend along when you're hunting, and also why two minor monsters are *much* more dangerous simultaneously than they are one at a time.
- † Monsters will usually concentrate on one enemy at a time. This means that if a monster is attacking somebody else, you can attack it with relative impunity (although there is a point where even the dumbest monster will turn his attention to a new fighter). If you're attacking a tough monster in a group, and you win, it's just good manners to give part of the treasure to the guy who took all the damage, even if the rest of you actually killed the thing.
- † An obvious but useful tactic is to hide behind a large object, such as a tree or corner of a building, then use a bow or crossbow. The person you're attacking has trouble getting at you to return the attack, especially without a ranged weapon and the skill to use it.
- † Plate armor reduces your effective Dexterity when worn. You should never wear a plate helm, if you care about your Dexterity — three other helms give the same protection, without the Dex hit (see p. 244).
- † Be careful about wearing armor when you're just barely strong enough for it. If your Strength is reduced for any reason (including magic spells), your armor will fall to the ground.
- † It is sometimes necessary to slay someone intent on killing you. While player-killing is not advocated, there are steps you can take to cover your tracks, if you fear revenge from the deceased, his friends or guildmates:
 - Don't give your character an easy-to-remember name
 - Change your clothing after slaying someone
- † Conversely, pass on the names of troublesome players to other players.
- † You regain one lost hit point every 5 to 15 seconds. The better fed you are, the faster your hit points are restored.
- † Silver weapons do double damage against undead.



Adventuring

- ‡ Don't leave hides, meat, packs and the other miscellaneous detritus of wilderness hunting just lying around on the ground. The spawn rate for an area is directly affected by the total number of different objects in a given location. Stuff neatly packed away in a pack, bag or chest counts less than stuff left lying around loose. Also, all kinds of stuff can be piled into the corpses of animals and monsters (double-click on the corpse to open it up), and when the corpse deteriorates, the stuff goes away.
- ‡ Alternatively, a newbie can make a pretty good living around the more active hunting grounds gathering what other adventurers leave behind. This is mainly meat, the odd random reagent or lesser potion, Orc boots (worth over \$25 gold per pair!), or wool. Our newbie scavenger can gain experience by joining in combats where others are the main target (always ask before joining someone else's combat, and for your own good let the more experienced characters have the kill, and the first pick of the treasure). You can run away from all monsters and some nasty PCs if the situation gets out of hand.
- ‡ Never travel between cities alone. If you form traveling parties, make sure all members have offensive and defensive skills and armaments that complement each other. You should always include at least one member who is armed and skilled with a bow or crossbow.
- ‡ When you're in the wilderness, stay near the trail. It makes it easier to run from large monsters if you have to.
- ‡ It's a simple truth, but one easily forgotten in the rush to adventure: There is strength in numbers. If you don't have friends, consider hiring one or two guard or buying a couple of large, fierce animals to protect your back. Just make sure you have plenty of gold and/or food, to keep them happy. (Note that large creatures often can't keep up with you if you have to flee, and that having too many hirelings or pets might block your way out of a dead end.)
- ‡ Following a tradition that goes back to *Ultima I*, walking through a swamp can sometimes weaken or even poison you.
- ‡ You can cook on forges. This is a handy way to barbecue those ribs without building a camp fire.
- ‡ If you're a Grandmaster Animal Tamer who wants to try the ultimate challenge of dragon taming, take a good (Adept level or above) Bard along when you make the attempt. The Bard's job is to distract the beast by either *Provoking* it to attack other nearby monsters (which means it will be ignoring you — try to get it fixated on a water elemental in the middle of a pool, since neither monster will be able to physically touch the other) or simply *Peacemaking* it to keep it calm while you make your attempt.

Ships

- ‡ Although a boat costs a fair amount of gold, it is well worth the investment. If you're interested, but short of money, try assembling a small band of people — around three to six — to pool money for the ship deed.
- ‡ Once you've bought the boat, go to the nearest shore, double-left-click on the ship deed in your backpack, and place the boat on the water. Make sure that the outline of the boat doesn't touch the land, and that the side of the boat can be reached from the shore — otherwise you won't be able to board.
- ‡ And before you start building a boat — make sure that you'll be able to navigate the finished boat out of its construction location! If you build upstream of a bridge or other structure, you might be unable to sail out of port. (It wouldn't hurt to pick up a sextant before setting sail.)

Magic

- ‡ Your spellbook cannot be stolen and it stays with you when you die ... *unless* you put it inside a second container in your pack (which there is absolutely no reason to do), in which case it stays with your corpse and can be looted. The moral here is obvious.
- ‡ Targetable spells (spells that require you to specify a target) display cross hairs when you cast them. Place the cross hairs over a target, then left-click.
- ‡ When casting area effect spells (spells that affect everyone/everything within a certain radius), it's better to target the ground near the middle of your objectives rather than the objectives themselves. This "grounds" the spell and distributes its effects more evenly.
- ‡ Always keep a large supply of reagents on hand. The last thing you want to do is face a life-or-death situation with a shortage of blood moss or ginseng.
- ‡ Never waste your mana and reagents on a high-level spell when something cheaper will do the job just as well. Mana regenerates slowly in the game, and as a mage, you'll be more vulnerable when your mana level is low.
- ‡ It's handy to keep your spellbook open all of the time. Minimize it, leaving the closed book visible. This will save time when you're scrambling to cast a spell.
- ‡ Work with another mage whenever possible. The best magical combination is to have one mage working on offensive spellcasting, while the other concentrates on healing and protecting the first mage or accompanying warriors.
- ‡ Keep a backup magic item handy (an item with magical charges) whenever possible, in case your mana or reagents run low.
- ‡ Mana regenerates at a flat rate of one point every five seconds.



- ‡ Casting offensive spells in town, including the Summon and Field spells and those listed below, is forbidden and subject to punishment.

Any offensive spells cast in town will do no damage, but casting them *will* flag you as a criminal.

Clumsy	Feeblemind	Mass Curse	Poison
Curse	Mana Drain	Paralyze	Weaken
Earthquake	Mana Vampire	Wall of Stone	

First Circle

- ‡ Even the most powerful mages often lead off with a Magic Arrow in combat, because it will take down an enemy's Magic Reflection.
- ‡ If you're a mage fighting another mage, you can temporarily lower his Intelligence by casting a Feeblemind spell. This lessens your opponent's chances of hitting you with a spell, since casting abilities are affected by Intelligence. (Similarly, striking a warrior with a Clumsy or Weaken spell will lower his ability to hit you.)
- ‡ While a target is suffering from a spell that lowers attributes — e.g., Weaken or Feeblemind — no other such spells can be cast on the target.

Second Circle

- ‡ If you're fleeing from someone, run through a door and then cast Magic Trap on the door you've run through. If you are pursued through the door, the pursuer takes damage.

Third Circle

- ‡ Magic Lock only works on chests, boxes and other containers. It will not work on doors.
- ‡ Use Wall of Stone to temporarily block a door. For a truly underhanded method of doing someone in, lure your victim into a room that contains a monster or other nasty character, then run out and block off the door with a Wall of Stone.
- ‡ Field and Wall spells are very sensitive to the direction in which they are cast. They'll appear perpendicular to the direction you are facing when you cast them. Be sure that you're pointing the right way before you cast.
- ‡ Teleport can get you to the roof of buildings with no other access. It can also save you when trapped by monsters.
- ‡ Fireball is a good offensive spell — it costs little mana, and can often finish off a kill for you.

Fourth Circle

- ‡ A Curse will lower Intelligence, Dexterity and Strength simultaneously.
- ‡ When you find yourself involved in a magical battle, try casting Mana Drain or Mana Vampire on your enemy. They're very effective and temporarily eliminate an opposing mage's ability to cast high-level spells.
- ‡ With a marked object, you can use Recall or Gate Travel to teleport to the place where you originally cast Mark. Simply click on the marked item. (Try to cast Mark away from doors and other paths of heavy traffic.)
- ‡ If you're enough of a mage to cast Recall, but can't yet cast Mark, don't worry. Recall runes are available from many Vendors everywhere, or another player can Mark an object for you.
- ‡ Mass-effect spells — Mass Curse, Archcure, Chain Lightning and so forth — work well over a densely populated area. A maximum of nine characters can be affected at once if they're packed into a tight group, standing shoulder-to-shoulder. Target the ground at the center of the group instead of the group itself for the maximum effect.

Fifth Circle

- ‡ When a summoning spell is cast, creatures always appear about three feet to the north (directly up and to the right of where the caster is standing). If something is standing at the place where the creature should appear, you won't be able to Summon anything until you move to a clearer location.
- ‡ When fighting a magical battle, set up a Magic Reflection on yourself. Your reflection only rebounds a single spell, so you may need to recast the spell several times during battle. If your enemy casts a Mana Vampire while you're protected, you'll end up with all of his mana instead of him gaining yours. This makes him totally vulnerable and gives you the upper hand in battle.
- ‡ Be judicious when you're using the Mind Blast spell. The damage it inflicts is based on the difference between your Intelligence and your victim's Intelligence. If your target happens to have a higher Intelligence than you, then you'll take damage, not him. (Of course, this can work to your advantage if someone of a lower Intelligence casts this spell at you.)
- ‡ Blade Spirits are geared to track and attack warrior types — namely, characters with high *Tactics* and *Parrying* skills. Similarly, Energy Vortex tracks and kills mages and other characters with high Intelligence.



- † Both spells are particular about their targets. While you can ward off or destroy Blade Spirits, Energy Vortex spells can not be physically countered. Your best defense against either spell is to run and lure it past nearby characters in hopes that the spell finds someone else a more suitable target than you.
- † Blade Spirits and Energy Vortex can have a devastating effect in a crowded room. Stand near the door, casting one of destructive spells, then trap your opponents in the room with Magic Lock or Wall of Stone.
- † The field spells (Energy Field, Fire Field, Poison Field, Dispel Field and Paralyze Field) double as both offensive and defensive weapons. Most monsters tend to shy away from fields.

Sixth Circle

- † If you can cast Mark, it can provide a quick teleport getaway in an emergency. From your home (or wherever you want the spell to take you to), cast the spell on an object small enough to carry in your backpack. It will record your exact location.
- † You may want to cast Mark on several items, just so that you have several safe points to which to escape (your home, your guild hall, a healing shrine, etc.).
- † When you make yourself invisible, you see yourself as a gray apparition on the screen. However, other players can not see you for the duration of the spell (excepting, of course, mages who cast Reveal).
- † Use Reveal if you suspect that an invisible character is lurking nearby. It works over a large radius and exposes invisible characters.
- † Invisible targets can be hit by mass-effect spells.

Seventh Circle

- † Gate Travel opens a 30-second gate between your current location and a specified marked object. This spell is useful for moving an entire party of people between points.
- † An Energy Field is impassable (the other field spells can be passed through, but with some detrimental effects). Because of this, Energy Field is the best one for blocking off an exit from a dangerous room.

Eighth Circle

- ‡ Just before battle, Summon a creature, then access its status window by double-clicking on the creature. The name box will say something like "Daemon" or "Fire Elemental." Erase that identifying name by clicking in the name field and typing in a new name. Now, you can treat the creature like a pet — order it to attack, follow, retrieve, etc. Its loyalty will be at maximum, although the creature will disappear after a short time.
- ‡ Earthquake is a destructive spell, but it can also help you make a grand escape. A wide-radius spell, it causes all characters within the area (except the caster) to flop around on the ground and injure themselves. The effects of an earthquake last long enough to allow you to flee the area.

Potions

- ‡ You can only drink one Healing potion every ten seconds. If you're going to regularly use potions in combat, this makes timing your potion breaks very important, especially against tougher enemies.
- ‡ If you only want to make one potion, make it Night Sight. It's easy to learn (no minimum skill), cheap to make, and extremely useful in dungeons.
- ‡ Night Sight potions don't have a set duration. They wear off anywhere from five to 15 minutes after you take them. Don't forget some extra Nightsight potions when you go Dungeon delving.
- ‡ Many experienced adventurers believe that Nightsight spells and potions expire at dawn of each game day. This is not true (though Nightsight spells do expire simultaneously worldwide, oddly enough.)
- ‡ If you drink a Greater Strength potion, it raises your Strength, including your maximum possible Hit Points. If you then drink a Greater Heal potion (and you were unwounded), you will gain about 20 temporary "free" Hit Points. All damage you take while the potions are in effect will come out of these magical Hit Points first. (Note that the effect only lasts about 10 seconds.)

Communication Crystals

The Communication Crystal was a device originally designed to let characters on the same shard communicate over a long distance. They never became hugely popular for that purpose, largely because they were expensive to get and maintain, while outside programs like ICQ (a utility that allows real-time chat over the internet) were free. Now, with the Chat feature being added to *UO*, it would seem that Communication Crystals have become completely obsolete. Not so! While they're not the most efficient means of simple long-distance communication, they have several other creative uses that make them a handy specialty item.



- ‡ **Ghost communicator.** Communication Crystals automatically translate a ghost's moans into understandable speech. Place a sender crystal near the ghost, and listen to his message through the receiver.
- ‡ **Home security.** With house break-ins an ongoing concern, the Communication Crystal is a handy way to know if a gang of housebreakers has entered your home. Just place a sender crystal in the middle of your empty home, and carry the receiver with you. If anybody enters your home, the crystal will pick up anything they say.
- ‡ **Intercom system.** Drop a crystal on your vendor, and go about your business. When somebody comes up and starts to talk to the vendor, you can use the crystal to carry on a two-way conversation with the prospective customer.
- ‡ **PA System.** If you ever need to be heard by more than one screen of characters all at the same time, scatter some communications crystals around the area. Your words will be visible in every screen that contains a crystal.

Non-Player Characters

- ‡ Non-player characters (NPCs) have 225 different ways of saying "I don't understand."
- ‡ When you're talking to NPCs, speak to them in complete sentences. Their vocabularies are based on keywords and context. The more words you use, the better the chance they will have of correctly understanding you.
- ‡ You can ask NPCs for directions to a specific place of business. They will recognize "blacksmith," "tavern," "stable" and words for other common trade shops and locations. (See **Keywords**, p. 165.)
- ‡ NPCs speak differently according to how intelligent they are. Educated NPCs will tend to have larger vocabularies and more refined grammar, while some peasants will have a strong dialect and a narrow vocabulary.
- ‡ Innkeepers, bards and tavernkeepers usually have the latest rumors on where magic items are located in that region.
- ‡ You can ask any NPC what time it is in game hours. Just make sure to include the word "time" in your question.
- ‡ You can talk to scholars, tavern keepers, bards and mages about "Relvinian" to find out the history behind the hedgemaze and the wizard who created it.
- ‡ The NPC names include the first name of every employee at Origin.
- ‡ Try saying "News" to town criers to get information that may be of interest.

Counselors

Some experienced players have volunteered to answer questions and help new players get started in *Ultima Online*. These counselors are recognizable by the blue robes they wear. A counselor can usually answer your game-related questions immediately, or can find someone who knows the answer.

Counselor characters do not actively participate in the game, so don't expect to find them adventuring. (On the other hand, a counselor might locate herself near a shrine or dungeon, to help players in those areas.) Players who run counselor characters should create another character to actively participate in the game.

Counselors' Guildhalls

Each major town has a Counselors' Guildhall (Britain and Trinsic each have two). These are marked on the town maps (in the *Playguide*), in the Guild category. Unlike game guilds (p. 161), you won't find a guildmaster there, and you can't use the the guildhall to join the "Counselors' Guild," but you may find a counselor.

Becoming a Counselor

If you're interested in becoming a counselor, check the website for more information.

Miscellaneous

- ♀ **Houses are *not* secure.** We say again, houses are not secure. Let's review: houses are not secure. There are many ways to get into a house. Many of them are cheats, and will be cured in forthcoming patches. However (as we may have mentioned) houses are not, and were never intended to be, secure. If you have something you just can't bear to lose, keep it in your bank box. If you keep important things in your house, it is possible that they will be stolen, and there is *nothing* a GM or anybody else can do to get them back for you. Because houses are not secure.
- ♀ **If you need a large place in which to meet,** try Trinsic. There's a hall there, suitable for guild meetings and other large congregations of people. You don't have to reserve it — all you need to do is occupy it. Look for the large building with the second-story balcony and large garden.
- ♀ **If you slay a creature,** make sure you dress your kill. You can make money by selling the hides of certain animals, and nearly all creatures have ribs you can sell to a butcher. If you don't know where the nearest butcher is, simply ask any town-dwelling NPC, "Where is the butcher?"
- ♀ **Creature Resources.** Knowing how much meat and hide (resource units) dif-



- ferent creatures provide can be especially important if you intend to hunt them and sell the animals' by-products — a cow yields 15 resource units of leather, for example. See **Creature Descriptions**, starting on p. 175.
- ♀ **Wilderness music.** If you have *Peacemaking* and *Musicianship* skills (and an instrument to play on), the wilderness isn't as dangerous as it might be to other characters. Creatures are particularly affected by your music and will usually remain peaceful.
 - ♀ **Wisps** can only be attacked with magic, but they are susceptible to the powers of music. A tacky bard trick involves luring other players into the expanses between Britain and Yew, where many Wisps can be found. As a skilled bard, you can use *Provocation* to force the Wisps to attack your victims, then appropriate their equipment. Of course, this will not make you any more popular than any other player-killing exploit, and is also quite dangerous, since if your *Provocation* attempt fails the Wisps will attack you. (Conversely, beware of bards bearing lutes between Britain and Yew!)
 - ♀ **Pets and hirelings** are much more likely to attack if they've been ordered to "guard" you than if you just tell them to "attack" something. You have to be immediately adjacent to the pet/hireling, however, so it can tell you're in trouble.
 - ♀ **Name your pet** something you can type quickly and easily. Many of the pet commands involve using the pet's name, and it's a lot easier to type "Igg" or "Flu" rather than "Ignatius" or "Fluellicello."
 - ♀ **When you name a pet**, you cannot *enter* a space in the name. However, the animal is initially identified as "a cat," "a rabbit" or whatever. If you carefully enter the new name without erasing the space that's already there and "trimming off" the other letters, you can give your pet a two-word name. Like this:
a rabbit ➡ **a r** ➡ **Boba rDobbs** ➡ **Bob Dobbs**
 Note that pets named in this way may not respond to commands.
 - ♀ **You mount your horse** by double-clicking on it while you're in Peace mode. If you carelessly double-click on it while in War mode, you will of course attack it, and it will defend itself. Horses are both large and expensive, so don't start a fight with yours.
 - ♀ **Horses.** The barrier island off the coast of Trinsic is based in part on the American island of Chincoteague. If you want to tame a wild horse, it's a good place to visit.
 - ♀ **A shrine will fully resurrect you**, but no more than once a day (that's once every two hours, with the current game/real time ratio). Contrary to rumors, a shrine will not heal a wounded character, but it will cure any sort of poison.

SKILLS

Skills are the heart of *Ultima Online*. Nearly everything you do (other than walking and talking) is based on a skill. (In fact, even talking can be affected by skills — for example, *Begging* and *Spirit Speak*.)

Beginning Skills

Every beginning character starts by specifying three skills and assigning values to each of them. The total value of the three skills is 100 (currently), but you can spread this over the three skills you've chosen in any way you wish — 35 for two, and 30 for the last, or 50/40/10, or 50/49/1, or whatever works best for you. Even if you just put a single point into one of your starting skills, you'll get that skill's starting equipment, which will make it easier for you to train up the skill later.

Skill vs. Ability

However, you begin with at least minimal ability in every other skill in the game. Why? Because your actual ability with any skill is not based solely on your current skill level. It's also based on your attributes (Strength, Intelligence and Dexterity). Unless you're totally braindead, powerless and unable to walk (none of which is possible in *Ultima Online*), those attributes contribute at least a point or two toward nearly every skill in the game. In some cases, they contribute a great deal. For example, even if you don't pick *Inscription* as one of your first three skills, your initial *Inscription* ability will be 10% of your initial Intelligence, because your ability in the skill is 10% based on your Intelligence.

Let's distinguish two terms at this point. The *value* for each specific skill is how many points you've put into that skill, either as one of the three skills you selected when creating your character, or through time spent practicing and training. Your *ability* with that skill is your base skill value (what we've just described), plus any modifications based on your Strength, Dexterity and Intelligence.

The numbers that the game shows you are your ability levels for each skill, not the base skill level, and it's your ability level that is used when the game calculates whether you've succeeded or failed in a specific task.

Ability formulas for each skill are listed in the table on p. 144, and are also listed under each individual skill description (starting on p. 92).

Practice Equipment

When you finish creating your character and begin playing, you always get the clothes on your back, a practice dagger and a backpack. You also get starting equipment based on the three skills you chose. For example, if you selected



Archery, you begin with a practice bow and 25 arrows. If you chose *Cartography*, you begin with 4 blank maps and a sextant. Starting equipment for each skill is listed in the table on p. 145, and is also listed under each individual skill description (starting on p. 92).

Developing Your Skills

Every time you successfully use a skill, you fractionally improve your skill level. (It can take a lot of successes before that improvement is visible as an additional skill point.) The fractional improvement for some skills is greater than for others — figure that any skill you can attempt often and repeatedly (swinging an axe, *Anatomy*, or just about any combat skill) will produce significantly less improvement per success than skills that are harder to repeat (for instance, *Carpentry* or *Healing*). And no, you don't get credit for healing people who are already well).

Your ability in a skill also improves when an underlying attribute improves, in proportion to that attribute's contribution to your ability — if your Intelligence rises ten points, your *Inscription* ability will rise a point, since *Inscription* ability is based 10% on your Intelligence.

To encourage you to attempt new challenges and try the uncommon, and to promote diversity, your improvement will tend to be more dramatic in skills that other players aren't using very often. Also, the harder a challenge, the greater your reward (in improved skill) if you accomplish it.

Advancement at lower skill levels is much faster than at higher skill levels. In other words, it takes much longer to improve from a skill level of 90 to 91 than it does to improve from 10 to 11.

Your ability in a skill declines when you don't practice it (but never below 1).

Skills will atrophy faster if they're not used, and skills that are increased entirely through watching are considered to be totally unused, so they'll deteriorate very quickly. If you increase a skill through observation, then go practice it even a single time, that will greatly slow down its atrophy rate.

Developing Your Attributes

Every time you successfully use a skill that is based on one of your attributes — Strength, Intelligence or Dexterity — that attribute is also fractionally improved. However, the attribute improvement is even slower than the skill improvement mentioned above. In like manner, attributes also atrophy like skills, but again, the rate of decline is much slower than the rate of decline for skills. And advancement at higher levels is slower than advancement at lower levels.

DEVELOPING YOUR CHARACTER

by Ken Scott (*Astra Irae*)

When starting a new character, there are two things that you should decide before ever hitting **CREATE CHARACTER**: “What does this character wish to be?” and “How am I going to get there?” The fact that these questions require thought at all is one of the great innovations of *Ultima Online*. Because the system is skill-based, characters are not locked into any one career, but may follow any path, or series of paths, that they choose. A little thought before characters are introduced to the rigors and joys of Britannia can produce much more well-rounded and self-sufficient careers in the long run.

“What does this character wish to be?”

That’s the easy question to answer. Most players have an idea of what their character will be. Whether it be a Doughty Fighter, a Powerful Mage, a Cunning Thief, a Skillful Ranger or something less mainstream, the game has templates set up with useful skills for all these professions. However, the skills in the templates are sometimes more reflective of the skills that a fully formed character of the profession should have. The player who dives right in (presses **CREATE CHARACTER**, selects a template and runs with it) may be in for a bit of a rude awakening. Character templates often lack skills that the new character will need to make a start in the game.

Templates – Pros and Cons

For example, a Mage starts out with *Magery*, *Inscription* and *Resisting Spells*. All well and good for a spellcaster at the height of her career, when people ask her to join them on grand quests for a share of the loot. Unfortunately for the lowly Apprentice Mage, there is very little potential for self-sufficiency in those skills. The same goes for the Thief template: *Snooping*, *Stealing* and *Lockpicking* are all the necessary skills for a good thief. But in the beginning, while the thief is at best mediocre with one of these skills, and near-pitiful with the others, he is going to spend many hours of game time seeking the services of healers for resurrection. Similarly, unless our apprentice Mage is fortunate enough to have a band of friends who are willing and able to support her in the early stages of her career (find her spells to add to her book, give her reagents, protect her from harm when outside the city), so they might reap the benefits of having a high-circle Mage in their company later on, she’s going to need a plan that gives the character time to grow, from “infancy” through adolescence to maturity. The template reflects the necessary skills of a mature Mage, but consider changing it to address the needs of an infant character.



Modifying Templates

What an infant character needs most is the ability to make money needed to purchase equipment and training. Our apprentice mage could replace *Resist Spells* with *Tailoring* (or, if she wouldn't stoop to something outside the magical arts, *Alchemy*). Tailors can buy cloth and dyes, make clothes and sell them to shopkeepers and others without ever leaving the safety of the town. (*Alchemy* can also make the mage money, but the market for potions is smaller. On the other hand, *Alchemy* will probably be more useful to the mage later in her career.)

Similarly, someone who wants to be a Ranger might start with a Bowyer template (*Parrying*, *Archery*, *Bowyer/Fletcher*), since a self-sufficient ranger will want to craft her own arrows anyway, and bows and arrows can be sold or traded. However, bows are crafted from wood. If you don't have the means to collect wood, you have to trade for it or buy it, and the increased overhead lowers your profit margin and results in a longer 'infancy' for your character. One solution: replace *Parrying* in the Bowyer/Fletcher template with *Lumberjacking*. Now you've got the skill and tools to produce marketable goods with only time and effort invested.

Saving for a Rainy Day

Once you start acquiring gold and training in the skills of your profession, build a nest-egg. Never spend everything an infant character makes — always put half of it in the bank. In the unfortunate event of an unplanned death, a penniless infant character has a harder time recovering than one with a few hundred in the bank.

Growth and Maturity

The character can now begin to venture out more often, take more risks, delve into the unknown, and train the skills that the mature character will require. Fighting monsters will raise skills far faster and farther than hitting the practice dummy or shooting at the archery butt. But don't be taken in by the headstrong enthusiasm of adolescence. Pace yourself. Don't dive headlong into the depths of *Covetous* the first trip into the wilderness. The adolescent character is still training, learning skills by experience, and making money along the way.

Eventually characters will approach the original conception, and become mature characters. Full-fledged characters are well-rounded, possessing the skills to ply their crafts, support themselves in time of need, and contribute to the plans and aspirations of their cohorts.

Sometimes, over the course of their growth, characters become something entirely different from what was originally sought. That's the beauty of this game, that growth and change is possible. So, when you hit that **CREATE CHARACTER** button, give some thought before you hit **DONE**. What do you want the character to be, and how are you going to get there?

ROLEPLAYING

The one thing that divides the good *UO* player from the clueless is not whether their character is good or evil, but whether the character is a *character*. In other words, roleplaying. Unlike single-player fantasy games (and “deathmatch” or “dungeon crawl” multi-player games) there’s far more to *UO* than simply grabbing as much cool stuff as you can by any means available. If this is the level on which you play *Ultima Online*, you will find that its appeal fades rapidly. On the other hand, if you try to roleplay — try to create a character who is a real person, different from yourself, and react within the game as that person would act — then *UO* can continue to be fascinating experience literally forever. Roleplaying doesn’t necessarily mean putting on a pose or talking with a bunch of “thees” and “thous,” and it certainly doesn’t mean acting like a stereotype out of an action movie, it just means acting in a consistent and believable fashion. Those who go to the effort to roleplay their character will, in time, inevitably become the most significant characters in the game, while those who don’t are doomed to be regarded as simple annoyances or, at best, nonentities.

It’s not your Dad’s Dungeon Crawl

There is a conceptual leap that needs to be made in going from traditional computer games to *Ultima Online*. In an ordinary, single-player game you expect to be, and rapidly become, the center of the whole game-universe. Not only do you either start as, or rapidly become, the most dangerous entity in the game, but everything that happens happens to you or because of you. This is particularly true in the other games of the *Ultima* series, where you are the Avatar, the predestined champion of all the Virtues.

In *UO*, you still have formidable natural advantages, particularly when compared to NPCs, but there are also thousands of other players in the game, each with the same natural advantages, and each with the same power to alter events in the game. Also, there’s no big payoff — no “level boss” to defeat and prove that you’re the baddest of the bad. Most importantly, there’s no save game or reset button to allow you to go back and correct your mistakes. Mistakes in *UO* are not necessarily fatal, but they are definitely indelible — once they happen, they can not be erased, only corrected.

What you gain in return for giving up these (admittedly entertaining) features of a solo game is growth, change, freedom of choice and the opportunity to participate in a real community. Understanding what *UO* does and does not offer is the key to roleplaying. If you play *UO* with the traditional computer game goals of “get all the cool stuff, find all the secret places, beat the big bad guy and win” in mind (either consciously or unconsciously) you won’t find the game entertaining for long, because you won’t be roleplaying.



Roleplaying Requires a Role

On the other hand, if you go into the game planning to explore the full potential of your character, make a name for yourself among the other players, and make a lasting mark on the way the online world of *UO* expands and deepens, then you will find the game endlessly fascinating, and you will be roleplaying. It doesn't really matter if you have a flashy "high-concept" character with a deep and complicated background story (although such characters can be fun, and many of the best roleplayers prefer them). What really makes you a roleplayer is your willingness to become a member of the community.

This doesn't mean you have to be pushy or a "joiner." Your function in the community can be the solitary hunter who only comes into town to sell his hides, or the crotchety old hermit who prefers not to associate with anybody except those in great need of her skills. The point is that even such solitary characters have found a niche in the community and occupy it to their fullest potential. In order to roleplay, you must first find a role. Killing monsters for their stuff is not a role, nor is killing other players for theirs, but being Jael the Hunter, or Debrah the Bandit Princess is. Making lots of armor because that's a quick way to make cash isn't roleplaying, but being a hero so exacting in her standards that she will trust her safety only to things made with her own hands, that's a role.

Roleplaying is what you make of it

The last thing to note about *UO* is that it does not put an adventure in your face every time the plot slows down. If you're getting bored with the routine, change it — it's your routine. The adventures are out there, but it's up to you to find them and it's up to you to conquer them. Nor are they carefully pre-programmed so that the next thing you meet is guaranteed to be something you can handle. That ettin will be just as happy sucking the marrow of a newbie it flattened with one swat as it will be with a hero who almost slew it. In the traditional computer game, you wait for the adventure to come to you, and then you keep banging at it until you beat it. In *UO* you go out and find the adventure, you decide whether you're prepared to tackle it when you do find it, and you get only one shot to get it done. It's a much more fascinating experience than the average fantasy game bash, but also a much more subtle and difficult one. You can't experience *Ultima Online* passively — you have to take the initiative and find your own excitement, and this process of taking control of your own situation is also part of roleplaying. To have a goal is to have a role, and vice versa. You have to grab the adventure by the throat in *UO*, but before you can grab it, you have to know what you're reaching for. None of the maps or hints in this book can tell you where to go or what to do to have the perfect *Ultima Online* adventure, but roleplaying a real character will open up a sure path to years of ongoing fun and excitement.

OTHER PLAYERS

The thing about *Ultima Online* that sets it apart from any other roleplaying adventure in history, is the fact that you are interacting with thousands of other real people simultaneously. This is the game's main attraction, but also one of its main sources of frustration, particularly for new players.

People, you see, cannot be controlled. ORIGIN cannot write code into the game to prevent jerks from being jerks. They can take measures to limit anti-social activity and to keep malicious players from ruining the fun of the unwary, but that's about as far as they can go.

There are lots of good people in *UO* — good roleplayers, and also folks who are more interested in helping new players than in tormenting them. Meeting such people is one of the great joys of this game. But even in a perfect world, there would be some players more interested in roleplaying evil characters than virtuous ones, and so precautions would have to be taken to protect oneself. Since the world is not perfect, there will always be some players in *UO* who are simply malicious (or more often, immature), and they are far more annoying than players who are seriously trying to portray evil characters.

Below are some pointers for new players to help you protect yourself from evil characters, and avoid immature or hostile players.

Pkilling

Player killing (AKA "pkilling" or "PK") is the killing of one player-character in a multi-player game by another. (PK is also used to refer to player killers themselves.) There are a number of different degrees of player killing. If Harry the Dashing accosts travellers on the open road with, "Your pardon, Sirrah, but I will have either your money or your life," that is far less objectionable than Basha, who likes to train bears and sic them on unsuspecting travellers while she hides in the forest. Both are preferable to Lord of D'eth, who thinks that it is just hilarious to Hide in a dungeon with his friends throwing Energy Vortexes at any innocent questers that happen by — D'eth is basically inexcusable. All three actions, however, are completely legal in the game.

While pkillers who roleplay are far preferable to pkillers who just like slaughter for its own sake, no habitual pkiller is ever going to be popular. They are regarded by most players as an annoyance and an obstruction, and are usually invoke extreme prejudice, regardless of how well they roleplay. Unless you thrive on the hostility of others, you might want to avoid character concepts that involve pkilling.

And whatever your character concept might be, you'll definitely want to avoid pkillers. Guards provide solid protection in the towns, but if you're worried about



being ambushed in town, set up a Macro so you can call the guards with a single keystroke instead of having to type in the word "Guards!"

In the wilderness, the things that will protect you against pkillers are the same things that protect you against monsters. Travel in groups, and if travelling alone, keep to the main roads for speedier travel. Pkillers and monsters occupy different regions — the worst monsters tend to congregate in the deepest wilderness, while pkillers haunt approaches to congested areas, like towns and dungeons. While shrines and moongates are guarded areas, PKs will haunt the approaches.

Pkillers rarely attack unless they're sure they have the tactical advantage, and there's nothing shameful about simply running away. You're very hard to target successfully while moving full-out, and often PKs will simply let you go and wait for even easier prey to happen by. Your biggest risk is running out of Stamina, which will leave you basically helpless. Head directly for the nearest town or guard area, or look for a group of two or more experienced characters with positive Karma — PKs usually steer clear of anything resembling a fair fight. Hiding and Invisibility are both excellent alternatives to simply fleeing. And the Recall spell, of course, is the ultimate quick escape.

If your honor demands that you stand toe-to-toe against aggressors, then you're going to have to put in some serious time preparing to survive and win. See **PvP: The Fine Points** on p. 47.

Stealing

Thievery is an ancient and (in its particular context) honorable fantasy profession, but that doesn't mean you have to be an easy target for it. Figure you're doing the thieves a favor by presenting them with a challenge to be overcome — or just figure you don't owe thieves any favors at all. Either way, figure on taking steps to avoid being picked blind.

First, stay out of crowds. If a stranger comes and stands close to you and appears to be doing nothing at all, chances are he's trying to Snoop in your inventory — move away. In town, you're allowed to attack a thief that you catch in the act, or you can call a guard who will do the deed for you (and you'll be first in line for the culprit's stuff — there's absolutely nothing shameful about looting the corpse of a failed thief, when you were the intended victim).

Keep your really valuable possessions in bags — or even keep the bags in bags, layered three or four deep. This not only conceals your valuables, but each container requires a separate Snooping check, increasing the chance a thief will be caught. A similar strategy is putting valuables under a stack of hides or something equally bulky and innocuous in your pack. This slows a thief down, and she might miss the best stuff entirely.

Since the Reputation system was introduced, a new kind of thief has made himself known. This character will brazenly walk up to you and steal something (usually some — but not all — of your arrows, bolts or reagents). He *wants* to be caught, so you'll attack him. Once you attack, you're flagged as the aggressor for the combat, so he can kill you and take all your possessions without risk of you reporting him as a murderer (being the aggressor doesn't necessarily mean you're doing something criminal or jeopardizing your Karma, but it does mean you can't report your opponent for murder). Unless you're *much* tougher than you look (see **PvP: The Fine Points**, p. 47) or you know where to find lots of friends on short notice, it's probably best just to move on when confronted with this specimen. (Note that as of this writing, debate still rages among fans and designers about whether Stealing should flag the thief as not simply a criminal, but an aggressor as well.)

Looting & General Obnoxiousness

Gleaning useful items from the corpses of the fallen is an integral part of the game. It is a criminal act to loot the possessions of the fallen before the body deteriorates. However, there is no guarantee that your possessions will still be with your body if you wander off in search of resurrection.

This is a case where the golden rule applies. If someone falls while you're both fighting a monster, ask yourself if you'd like them to guard your possessions if you were the fallen.

If something useful is lying on the ground, it's probably available for the taking, but if others are standing nearby it is polite to ask who it belongs to (of course, while you politely await an answer, someone with fewer scruples might grab the object).

There are two other forms of predatory behavior that are not covered by the Reputation system. The first, and most blatant, is simply hogging treasure after a monster kill. A single person (often someone who wasn't even trying to fight) grabs the monster's pack the second it falls, and then refuses to share. The second is a bit more subtle, and involves lurking or hiding nearby while someone else fights a monster, then dashing out at the last second to strike the death blow, to claim the Reputation bonus from the kill. (It's a mark of an experienced and civilized player to ask if help is needed before jumping in to aid another in combat.)

Both of these acts are marks of an inexperienced and short-sighted player, and both carry the seeds of their own correction. If you behave in this fashion, you soon find that nobody's willing to help you when you take on a tough monster. They'll stand around and watch until you die or are forced to flee, then jump in to take out the monster you weakened. Furthermore, really powerful players don't need the kind of penny-ante rewards such behavior offers, but they can probably afford to take a Reputation hit, or even a single murder count, just to teach a loutish newbie a lesson.



PvP: The Fine Points (At Your Throat)

PvP (Player vs. Player) technically means the same thing as PKilling. However, while PK usually suggests a predatory attack on another, PvP also includes self defense, plus socially recognized conflicts like guild wars and arena combat. Even if you're not a Pkiller or the member of a martially inclined guild, you still need a good grasp of the basic principles of PvP.

PvP combat is a specialty all its own. In virtually every other *UO* profession, it's possible to get ahead even at relatively low levels of accomplishment, just by knowing what's too tough for you and avoiding it. In PvP, however, you *never* know how tough your next opponent is going to be, so you want to be prepared for *anything*. The really successful PKs (and dedicated anti-PKs, or just *antis* for short) are completely optimized for battle. If you're going to go head-to-head against them, you'll need to optimize yourself as well. But even if PvP isn't your whole in-game life, you can still take some basic steps to protect yourself from being a victim.

Skills. Whether you want to be a PK or just defend yourself from them, you'll need a good Hiding skill. The importance of the **Detecting Hidden** skill is therefore obvious as a defense against hidden ambushers.

The heart of PvP is, of course, combat. *Tactics* reigns supreme among all the combat skills, followed by *Archery*. Since *Archery* depends on a constant supply of arrows, you'll probably want a secondary skill for close combat — *Swordsmanship* skill and a halberd are preferred, for the massive damage it can do. (At this writing a future patch is planned that will bring all the combat skills more in line with one another. Watch the Update Center on the *UO* website for details.)

Some bards use *Provocation* effectively for self defense, forcing monsters and large beasts to attack trouble-makers.

See p. 45 for a discussion of **Stealing** in PvP combat.

Equipment. Healing potions are the meat and bread of PvP as it currently exists in the game. All else being equal, the results of a battle between PCs will often come down to which one is carrying more Greater Heals. A few Cure potions, for protection against Poison attacks (see below) is also a prudent measure.

While we're on the subject of potions, a few Greater Explosions are a lifesaver for the non-optimized character who doesn't want to roll over for the PKs. Scatter a few around when you're attacked, to take out mediocre PKs quick, or to cover your retreat from the really dangerous ones.

Good armor and weapons are, of course, essential. Plate and bone armor remain favorites, although there is a growing faction of PvP experts who prefer magical chain to plate, because of the small but noticeable penalty that plate inflicts on your effective Dexterity. (This is particularly true of melee fighters, to whom rate of attack is everything.)

The weapon of choice is still the magic heavy crossbow, backed up by a halberd. However, some of the most accomplished PvP archers prefer a magical bow (enchanted for a good damage bonus), because of its significantly higher rate of fire relative to the crossbow.

Horses really come into their own in a PvP context, for the obvious reason that they make you virtually uncatchable by opponents on foot, while allowing you to ride down most fleeing enemies.

Reagents, runes and magical supplies are discussed below.

Safety in Numbers. The advantages of knowing when to make a run for it have already been discussed. All too often, however, adventurers will start to run off or Recall out at the first sign of PK aggression, *even when they possess a numerical advantage*. This is not necessary. PKs, as a class, do not like fair fights — they're looking for easy pickin's with a quick payoff. Even very highly optimized PKs will often Recall out if confronted with a determined group of rather average adventurers. And if the PKs are cocky, and the defenders play their cards right (and maybe have a hero or two among them) the result is often a dead PK. If you have a little experience and some decent equipment, there's no reason to bolt at the first sign of PKs if you can organize a numerically superior defense instead.

Tactics. If you're trying to fight an archer with a hand weapon, keep moving. And try to keep the archer moving as well (try to get out of his line of sight, making him adjust his position). The longer an archer can stand still and target the same opponent, the more deadly each shot becomes.

If you're going to try to make a stand against PKs, move into the open. Don't let them corner you against the scenery or block your line of escape.

As has been mentioned, Healing potions are the cornerstone of serious PvP combat. Remember that you can only drink one Healing potion every 10 seconds, so you can't wait until you're almost dead and then quaff three or four. You have to manage your potion intake for maximum efficiency throughout the whole battle.

Finally, try not to let your Hit Points drop below half for any reason. When your Hit Points get very low, your Stamina loss accelerates, so if you think you'll have to make a run for it, try to run when you still have a good reserve of Hit Points. Otherwise, you'll never make it.



Magic. Magic is the artillery of *Ultima Online*. Nothing else in the game comes close to its massive damage potential. The two favored PvP spells are Energy Bolt (every player, at some time in his career, learns to fear the dread words "Corp Por") and the awful Energy Vortex, which offer maximum damage potential in relation to mana expenditure.

The single most important PvP spell, however, is not an attack spell at all, but Recall. Recall allows you to get out of a situation quickly and utterly when it's going against you. The Mark spell is also useful, of course, but it's not essential, since pre-Marked runes can be bought from many vendors.

Reactive Armor and Magic Reflection are also excellent defensive spells. Most experienced PK mages will open combat with a simple Magic Arrow, to try to take down your Magic Reflection defense, but nonetheless it's a good piece of insurance to have. If nothing else, it gives you a couple extra crucial seconds before the enemy opens up with the heavy stuff.

Paralyze, and the various spells that diminish the mental or physical capacity of your opponents, can also give you a marked edge in PvP combat. Teleport is extremely handy if you plan to make a stand against PKs, as it allows you to seriously mess with their tactics.

PKs tend to travel rather light, as a group (not surprising, since they make their shameful living off those who carry more than they absolutely need to), but they do tend to have good weapons and armor, and a lot of reagents at all times. Therefore, eliminating a PK is usually a windfall for the conqueror.

Poison. Poison use is growing in popularity. Poison weapons are nice, but they don't stay poisoned for long. Note that there are two levels of success when you're poisoning weapons. If it tells you "You apply a dose of poison to the weapon," that means your chance of actually poisoning someone is a bit of a longshot. If it says "You apply a good dose of poison to the weapon," your odds are much better.

Poisoning weapons is not the only use for a Poison potion, however. Energy Vortex, the deadliest PvP spell, relies primarily on an extremely virulent poison for its deadliness (that's not the only way this spell does damage, it's just the worst).

However, it is an oddity of the game that a character who's been poisoned cannot be poisoned again until the original poison wears off, *even if the second poison is stronger*. Therefore, some hardcore PvPers have taken to quaffing a minor Poison potion early in combat, to pull the teeth of enemy Energy Vortexes. This can lead to the rather ludicrous spectacle of a player poisoning himself before battle, then immediately being Cured by his enemy.

Defensive Thievery. If you're fighting an archer, try to steal his arrows or bolts. If you're attacked by, or fighting a mage, try to steal his reagents (go for Mandrake first, Garlic or Gensing last). This will seriously blunt your enemy's offense.

REPUTATION

When you play a character in *Ultima Online*, you can choose to live life however you please — whether your goal is to rob everyone around you blind, or to wander throughout Britannia spreading kind deeds. Whatever you do, however, affects your Reputation in the world. This is a measure of how others see you (mainly NPCs), which in turn affects how they respond to you.

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

- ♀ If you use the bardic ability of *Provocation* to control a creature or monster, you become responsible for the Provoked creature's actions. If you order it to make an unlawful attack against a PC, NPC or pet, it is just as though you made the attack yourself (including the possibility of being reported as a murderer). If a Provoked monster attacks an innocent without your direct orders, you will be flagged a criminal for two minutes (you will become gray) but the monster's actions will not effect your Reputation, nor will you be held responsible for any deaths.
- ♀ To collect the bounty on a murderer, you must chop up his corpse (Use a bladed item on the corpse) and collect the head of the murderer. Chopping a corpse results in a small Karma loss, but does not flag you as a criminal. When you turn the head in to a town guard, you will receive (in addition to your bounty) a small Karma bonus to offset the Karma you lost from taking the head.



- ♀ A bounty on a murderer remains active for up to two weeks after the last murder. This means that a murderer can reduce his murder count to zero and still have a bounty on his head. When a bounty expires, the gold goes back into the general economy, not back to the characters who posted the bounty.
- ♀ Chaos/Order shields do not vanish immediately upon being dropped, but they will vanish if an unworthy person tries to equip them. Dishonest characters have been known to put Chaos/Order shields on their vendors, which unsuspecting adventurers then buy for a high price, only to have the shield go up in smoke when they try to use it.
- ♀ One way to tell if a chest might be trapped is to simply run your cursor over it. If it highlights yellow, that means it belongs to another PC, who may well have left it out as a trap. (However, it is also possible to trap an unowned trap in a dungeon or monster camp, and these won't highlight yellow.)
- ♀ Some quick-witted players have been known to take particularly obvious trapped chests and shove them into their backpacks, unopened. Then they can use the trap themselves, later, and any Reputation damage will be inflicted on the tinker who originally set the trap.
- ♀ If you trap a chest in a building or boat that you own (that is, you have the key to that building or boat in your backpack while working in the building or on the boat), you will not be flagged a criminal or murderer for anybody harmed when the trap goes off, even if you take the chest out of your building or boat later. The chest has to be on the floor of the building or the deck of the boat when it's trapped, not in your inventory or even on furniture. If you trap a chest anywhere else (including non-moveable monster and NPC chests) you will be held criminally responsible for anybody harmed by the trap.
- ♀ Murderers (red PCs) will be killed on sight by town guards. PCs at the lowest level of Karma (Outcast, Wretched, Nefarious, Dread) cannot do business with NPC shopkeepers, but they can still have access to their bank boxes.
- ♀ No act will flag you a criminal if it is performed against a member of your own guild or an enemy guild.
- ♀ Murderers killed in a guild war *will* lose stats due to their murderer's status.
- ♀ Apart from Resurrection by other PCs, the only way for murderers to get resurrected in the game is by an evil healer or at the Chaos Shrine. There are PCs who loiter at the Chaos Shrine hoping to pump their own Karma and Fame by making a quick kill on an unarmed and newly weakened former murderer. This is not a behavior which the game's designer's are inclined to discourage — murderers don't deserve an even break.

- † A thief who successfully steals anything from another PC will remain flagged a criminal until the next time he dies. His name will continue to appear gray to his victims, but even those to whom he appears blue can, in fact, attack him as a criminal. Using Query (from the Option Menu) will tip you off to the suspected thief's actual status. It will warn you against attacking a true innocent, but not against attacking a blue thief. (You can, however, cast beneficial spells on a blue thief without being flagged as a criminal or losing Karma.)
- † Casting beneficial spells like Heal or Resurrection on criminals or murderers will flag you as a criminal. Transferring a pet to a criminal or murderer will flag you a criminal.
- † Harming any innocent (blue) PC with a field spell will flag you a criminal. Watch out! There are characters out there who will leap into your field spell just so they can attack you without risking a murder charge. If you cast a field spell directly on an innocent you will be flagged as an aggressor, but if he steps into your spell, you won't. This means that you can defend yourself against the spell-jumpers without fear of becoming a murderer or losing Karma.
- † Looting is a crime, but not if the corpse belongs to a criminal, a murderer, an aggressor (against you, personally), or a member of your guild or a rival guild. You can also loot your own corpse without penalty. If you're wondering if a corpse belongs to a murderer or criminal, click on it. If the name appears in gray or red, it's fair pickin's. And, just in case you're worried, once the body decays, the remaining items are up for grabs — it doesn't count as looting at all.
- † Any use of *Poisoning* skill drains Karma. You are legally responsible for anyone damaged or killed by food you poisoned (you can become a criminal or a murderer, and lose Fame and Karma), but you can never gain Fame or Karma by killing someone with poison, no matter how evil your victim.
- † In the case of poisoned weapons, the wielder, not the poisoner, is responsible for any deeds done with the poisoned weapon.
- † If a PC is killed while under the effects of Paralyzation, Weaken or some other spell that decreases his combat performance, the caster can be reported for murder. However, this doesn't apply to spells which only effect mana (Mana Drain, Mana Vampire). If the caster only cast such spells on the victim, he cannot be reported for murder if the victim dies. (Using mana-draining spells against an innocent can, however, cause you to be flagged as a criminal and an aggressor.)
- † Summoning Daemons will always lower your Karma. This is purely for role-playing purposes ... virtuous people do not traffic with the nether realms.
- † Polymorphing yourself into a non-human form will cause you to appear as gray for the duration of the spell, meaning all other PCs can attack you with impunity, just as if you were a creature or monster.



- ‡ Dispeling magic (Dispel, Dispel Field or Mass Dispel) can never cause you to become criminal or be reported as a murderer.
- ‡ Criminal flags normally last about two minutes. However, if you're in combat, the flag resets each time you successfully attack an enemy. If someone is attacking you while you're gray, that sets a two-minute "lawfully damaged" flag on you that allows him to continue the fight without you suddenly becoming innocent. You will have to completely break off combat for at least two minutes to lose this flag.

Reputation and Interaction

Most NPCs in the game have neutral Karma, and will adopt an attitude toward you based on your current Karma. They will still give you approximately the same information and ask the same questions, but you'll find that the tone of conversation reflects their opinion of you.

For example, if you ask an armourer about the best way to improve your Blacksmithy skill, you'll get one of the following responses:

To negative-Karma players

"Oh, don't tell me thou dost want to learn armor-making. I'd be hard-pressed to train someone like thee."

To neutral players

"I've been known to teach some how to improve their skills, for a few coins."

To positive-Karma players

"I'd be honored to teach thee some of what I know. 'Twould be up to thyself, though, to practice it."

Additionally, the responses change as you become famous. If you talk to an innkeeper, for example, he or she will recognize your Fame:

To famous, negative-Karma players

"I suppose I shall have to place a sign 'pon my inn, declaring that the Great and Vile, Killer of Infants and Slayer of Guards, the Monstrous Zenkoh slept here once.

"If thou makest a solemn promise not to harm anyone while thou stayest with us, then I can offer thee a room."

To non-famous, neutral-Karma players

"'Tis a pleasure to offer thee a bed and a room."

To famous, good-Karma players

"Ah, if 'twere possible for thee to stay the night in one of mine humble rooms, perhaps my lot would improve."

LIVING IT UP IN LIMBO

When your character's Hit Points are reduced below zero, you die. Dying isn't necessarily a terrible thing in *Ultima Online* — you can still wander the world and spook any mortals you find. However, if you decide to stay undead, you must be willing to sacrifice your skills and attributes and give up your mortal belongings.

Newly Dead?

A great Britannian who claimed to converse with spirits once called death the "passage into life, into death, and into life again." You are still an aware character — you just don't have as much interaction with the world as a living character. Should you die, here are some facts that might make your passage a bit easier.

- ☞ The living will not be able to see your dead character unless you choose to manifest yourself. Other ghosts will appear on your screen in full color.
- ☞ If you have a loyal pet or faithful hireling with you when you die, they will remain by your corpse's side, guarding it and the contents of your backpack. You must tell them to "Guard" when you die — that is the only command a dead character can give a hireling or pet.
- ☞ Contrary to popular belief, your ghostly character cannot pass through walls or float across water. You have to use a doorway, bridge or teleporter, just like everyone else. However, you can pass through closed doors.
- ☞ NPCs, monsters and animals are oblivious to your presence. Unfortunately, your loyal mountain cat Finny won't come when you call him — but then again, you don't have to worry about being attacked by dragons.

Ghostly Pranks

- ☞ Going into War mode while in a ghostly state causes you to "manifest" as a gray figure in the mortal world. Trying to manifest oneself is quite a tiring task for a ghost, so it is no surprise that fatigue sets in very shortly. Once fatigue points are exhausted, your manifestation automatically ends.
- ☞ Manifestation has been known to strike fear in the hearts of NPCs.
- ☞ No one besides other ghosts and someone using the *Spirit Speak* skill can understand your speech while you're dead. While manifesting, anything you say is automatically translated into ghostpeak as "Ooooooh."
- ☞ Ghosts are immune to traps! For some fun, lure a gullible human into a trap.
- ☞ Ghosts can call guards in town. This can come in handy if you're murdered by a one-shot surprise attack. Ghosts can also ask Town Criers for news.
- ☞ Ghosts of criminals or murderers still highlight gray or red. This can be handy knowledge when deciding whether to raise a passing ghost.



Death & Resurrection

- ‡ When you die, you are immediately presented with a choice. You can wander as a spirit in search of resurrection, or you can resurrect yourself instantly. The second option seems more attractive on the face of it, but it comes at a cost — you can lose up to 25% of your skill and attribute values. A single quickie resurrection can literally undo months of hard roleplaying.
- ‡ Newbies, however, have an advantage in that instant resurrection cannot lower attributes or skills below the point the character started with, so if you just started playing and you have the misfortune to get offed (especially if killed by an animal or dumb monster who doesn't bother to loot your corpse), go ahead and resurrect instantly. The loss of whatever trivial experience you have earned is not nearly as crippling as the loss of your equipment would be. Just be sure that whatever killed you has moved on before you raise yourself and start to recover your belongings.
- ‡ Sometimes, particularly in heavily overgrown terrain, a monster or creature will linger over your corpse for minutes that can seem like hours, bouncing off the surrounding scenery. In this case a rather extreme tactic that sometimes works is to resurrect yourself and immediately make a dash for an open area. You might get away, or the creature might catch you and kill you again. Either way in the more open area it's more likely to wander off promptly, after which you can raise yourself again and return to your first corpse for your belongings. Just remember that you have a finite maximum number of instant resurrections per day (about five).
- ‡ For more experienced characters, however, instant resurrection is a crippling experience. It should be avoided except when you have an item you absolutely cannot lose, or a schedule you absolutely must keep. This assumes, however, that appropriate precautions are taken.
- ‡ When you create a character whose main worth is in her possessions, and she's killed and stripped, you've essentially lost the character. Oh sure, you could go back to town and start all over, but if you have to try to beg, borrow or steal enough money to buy some reagents, or an axe, and try to build yourself up from scratch, you're likely to be frustrated enough to say "enough already, I'll try a warrior next time around." The answer to True Death Syndrome is money in a bank.

You don't have to save enough for retirement — just enough to get you back on your feet. Decide how many reagents, or weapons, or whatever, you'd want to have at a minimum, and work at making enough to tuck away for emergencies. Do it. Then, if you end up having your head whacked off, you can go back to town, suit yourself up, and put a bounty on your killer's head.

MOONGATE TRAVEL

Moongate travel, as the term suggests, depends on the phases of Britannia's two moons, Trammel and Felucca. There are eight known moongates in Britannia, each near a town. It is possible to travel from any moongate to any other moongate — where you go depends on the phases of the moons at the moment you step through the gate.

There are two ways to determine the current destination of a moongate you want to use. One is identify the phases of the moons directly (using a sextant), and calculate when you should use the gate by the two rings on the facing page. The other is to know the precise time, and to refer to our timetable. (Clocks can always tell you the time, or you can ask an NPC using the word "time".)

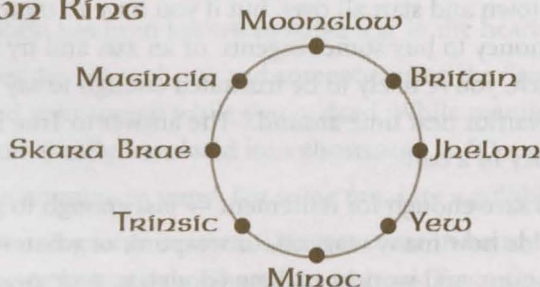
Rings

If you know the exact phase of both moons, you can use the rings for moongate travel. First, look at the **Town Ring**, below. Counting clockwise, begin with your current location and count how many steps it takes to reach your destination town. For example, counting from Moonglow to Jhelom is two steps. Counting from Jhelom to Moonglow is six steps (Be sure to count clockwise, not counter-clockwise.)

Now, look at the **Phase Ring** on the facing page. Find Felucca's current phase, then count the steps (still clockwise) to Trammel's current phase. For example, if Felucca is a half moon waxing and Trammel is a full moon, Trammel is two steps ahead of Felucca. While that is the case (for ten or twenty minutes), you can travel from Moonglow to Jhelom (also two steps).

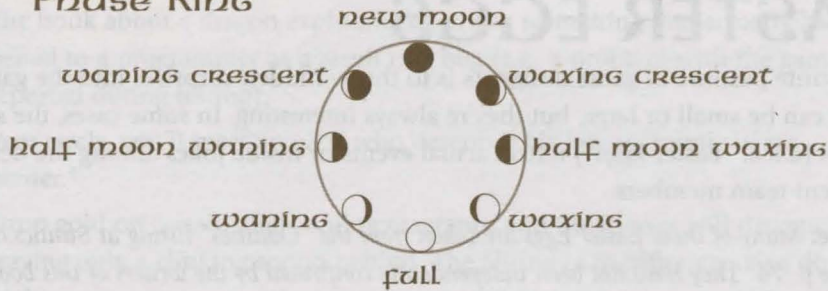
While the moons are at their current phases, all moongates will send you that many steps along the Town Ring. Keep watching the moons until Trammel is as many steps ahead of Felucca as your desired destination is ahead of your current location.

Town Ring





Phase Ring



Timetable

If you know the exact time, you can use this timetable for moongate travel. First, look at the Town Ring and count the clockwise steps from your current location to your destination. Now, look up the number of steps you counted in the table below to find out when you can next use the moongate to reach your destination. (Times apply to either daytime or nighttime travel.)

<i>Steps to destination</i>	<i>Times you can travel</i>					
<i>Nowhere</i>	12:00-12:10	2:00-2:10	4:00-4:10	6:00-6:10	8:00-8:10	10:00-10:10
<i>One step</i>	12:10-12:30	2:10-2:30	4:10-4:30	6:10-6:30	8:10-8:30	10:10-10:30
<i>Two steps</i>	12:30-12:40	2:30-2:40	4:30-4:40	6:30-6:40	8:30-8:40	10:30-10:40
<i>Three steps</i>	12:40-1:00	2:40-3:00	4:40-1:00	6:40-7:00	8:40-9:00	10:40-11:00
<i>Four steps</i>	1:00-1:10	3:00-3:10	5:00-5:10	7:00-7:10	9:00-9:10	11:00-11:10
<i>Five steps</i>	1:10-1:30	3:10-3:30	5:10-5:30	7:10-7:30	9:10-9:30	11:10-11:30
<i>Six steps</i>	1:30-1:40	3:30-3:40	5:30-5:40	7:30-7:40	9:30-9:40	11:30-11:40
<i>Seven steps</i>	1:40-2:00	3:40-4:00	5:40-6:00	7:40-8:00	9:40-10:00	11:40-12:00

Shortcuts

You can always get where you want to go, but how long must you wait before doing so? At the most, the wait will never be more than two hours, and less if you use the following shortcut: you can make multiple jumps that combine to send you where you want to go. For example, if it's 4:15 when you want to get from Yew to Trinsic (two steps), you can immediately jump from Yew to Minoc (one step), then from Minoc to Trinsic (one step). If it's 11:30 when you want to get from Yew to Trinsic (still two steps), you can go from Yew to Britain (six steps), from Britain to Magincia (six steps) and finally from Magincia to Trinsic (six steps). You'll have to hurry, though, because at 11:40 the moongates shift their pattern and start giving seven-step jumps.

It's not always the case that immediate jumps can get you where you want to go, but you can usually cut your waiting period.

EASTER EGGS

A favorite pastime of game designers is to throw hidden surprises into the game. They can be small or large, but they're always interesting. In some cases, the surprises (a.k.a. "Easter Eggs") reflect actual events or inside jokes among the development team members.

(Note: Many of these Easter Eggs are taken from the "Oddities" listing at *Stratics.com* — see p. 74. They have not been independently confirmed by the writers of this book.)

- † Gifts have been known to appear in the packs of adventurers on holidays, occasionally including items not otherwise available (naughty adventurers with negative Karma have been known to receive coal, and at least once a can of brand-name pork product favored by Vikings). Both Santa and the Easter Bunny have been sighted on their respective days.
- † If you speak to non-human species (such as Orcs), you'll often get responses like "Glugbugzugboog!" Occasionally, however, they'll respond with "Me jabber incomprehensibly!" or the like. They know words like "Ultima" and "game," and will be offended if you say certain things to them.
- † If you charter a ship, have a conversation with the tillerman. He has some great stories, including one about a lass who braided fox tails into her hair (and who was actually a character played by one of the game's designers). Another story describes a fellow who is sucked into a whirlpool, and whose hair turns white — an allusion to Edgar Allen Poe's *Descent Into the Maelstrom*.
- † Most daemon names come from an old book on black magic. Other daemon names in the game are derived from many sources, from the traditional "Be'elzebub" to his whimsical country cousin "Be'elzebubba." You might also find "El Chupacabra," which you might remember from an episode of a popular, supernatural-phenomenon series, several names from the works of H. P. Lovecraft, and "Starr," the name of the game's associate producer.
- † Some of the Orc names include "Digdug" (a classic videogame), "Frug" (a dance), "Gomoku" (a board game) and "Ignatz."
- † Magincia Council Members often carry magic items.
- † Pizza is a food item in the game.
- † You'll find a book describing some of the late night meals eaten in Origin meeting rooms — such as the Star Chamber, Mosh Pit and Glass House.
- † Some books link together to form an ongoing story about a former paladin guildmaster and a girl he loved when he was young.



- ‡ The book about a dragon exploding describes something that actually happened to a programmer as a result of a bug (i.e., a problem with the game reported during testing).
- ‡ Very rarely, you'll meet an NPC who describes his job as "mystic llama-herder."
- ‡ Drop gold on certain altars and pentagrams, and the money will disappear, leaving only a clinking sound behind. The Shrine of Sacrifice can also do this trick.
- ‡ Try speaking the mantra of Spirituality three times on the top stair near the Shrine of Spirituality. (The shrine itself is halfway down the road between Britain and Trinsic, on the west side.) When uttering the mantra, type: om om om , not om om om .
- ‡ You might check out a mountain range southwest of Trinsic where two rivers meet. The southern branch has a waterfall running out the side of the mountain. Follow the rivers to find something interesting.
- ‡ Some NPCs and creatures will almost always have gold and a magic item in their inventory, including Orc captains, earth elementals, ettins, ogres, trolls, gargoyles and liches. More powerful creatures — daemons, dragons, drakes, gazers, and most other elementals — have even more.
- ‡ Cryptozoology — the study of creatures which may or may not exist — is alive and well in *UO*. Singular creatures of all kinds have been reported. They range from the mundane (a gray fox, a caiman or sea alligator) to the exotic (an invulnerable eagle, and an invulnerable dolphin ... named Flipper, of course), to the terrifying (a magically potent Orc Warlord, an equally daunting Lizard Man Warlord, a not-so-potent Rat Man Lord, a pyrotechnic Fire Dragon). Perhaps the most mysterious of all is the enigmatic "Bigfoot." This creature has never been seen at all, but his massive footsteps have been heard all over the realm, in several different shards.
- ‡ If you cast the Paralyze spell on a Corpser, the Corpser will start to move, and will follow you until it is hit in combat.
- ‡ If you click repeatedly on a standing cow while in Peace mode, you'll see a demonstration of the ancient Texas adolescent recreational activity known as "cow tipping." If you repeatedly click on a boar, eventually the boar will squeal, turn its back to you and sit down.
- ‡ Dolphins will occasionally perform tricks when fed or when a training attempt is made.
- ‡ For those romantic liaisons, there's a heart-shaped clearing in the woods near Britain.

- ♀ You can get drunk from too much alcohol. This usually results in a case of the hiccups. These hiccups can have remarkable side effects, if you cast Polymorph on yourself while afflicted.
- ♀ Goats will occasionally eat items left in bags on the ground, or even items in a corpse's pack.
- ♀ A subterranean species of large, red-capped mushrooms have been known to explode when adventures approach.
- ♀ After a popular gaming magazine declared *Ultima Online* its "Coaster of the Year" in an early review, certain slimes started to identify themselves as "Jwilson" ... interestingly similar to the name of the editor of that publication. (We have not been able to confirm whether Jwilsons still haunt the dungeons of Britannia.)
- ♀ The Iron Maidens found in certain dungeons can be used.
- ♀ The Energy Vortex spell has occasionally manifested itself as a wildly kicking purple llama. (Hey, we just report 'em, folks ...)
- ♀ Lord British's throne is a half-buried *UO* symbol.
- ♀ Mushroom rings in the form of the *UO* symbol have been sighted.
- ♀ If you drink a Healing potion while Polymorphed, you may transform into a creature not otherwise available to that spell. Apparently these magics do not mesh well together.
- ♀ The "Prison" (where GMs take players who may be getting out of line) is rumored to contain a "potty-mouth room," complete with soap for mouth-washing, reserved for those who use inappropriate language.
- ♀ Give any magic item to one of the staff of the Magincia's Magic (the mage shop), and they will usually give you either kindling, a deck of tarot cards, or a rune to the Trinsic mage shop (Encyclopedia Magicka) in return. (However, their stock of trade items can become temporarily exhausted.)
- ♀ For a while, when PCs attempted to place houses in positions that blocked access to caves, passes or other important right-of-ways, the GMs would delete the houses and replace them with "Trees of Wisdom" or "Rocks of Intelligence." This practice has been discontinued (due to improved code to prevent such illegal placement) and it is unknown if any Trees of Wisdom or Rocks of Intelligence still exist.

Lore of the Land



1234 56 789 1011

THE STORY SO FAR

(The Story so Far and Names to Remember by Jeremy "Rainman" Young)

While citizens go about their daily affairs, great events are afoot in the land. Since the very first days of *Ultima Online*, the masters and seers of the game have been slowly unveiling the dark secrets of the Followers of Armageddon, and their plot to destroy the land.

The tale is ongoing. Below are the major events (which occur, with a certain amount of variation, on all shards) up to the release of *The Second Age*. To find out about developments since that time, see *The Town Crier* on Origin's *Ultima Online* website, and the *Stories and Secrets* site at:

<http://uoss.stratics.com/secrets>

Gravestones Appear All Over the Land in Large Numbers

The combination of the stories on the stones creates a prophecy of unknown origin. While it matches the account in a newfound story by Sherry the Mouse, it is unknown if this prophecy is completely fulfilled.

Lord British and Blackthorn Argue Over the Formation of New Laws in the Land.

Virtue Guards are established, and new laws regarding the hunting of murderers are created to help stem the tide of blood. British and Blackthorn come to an uneasy compromise, allowing both Guards of the established eight Virtues, as well as guards defending Blackthorn's symbol, Chaos.

Hartham Dies From Poisoned Blade

A manhunt ensues to capture the killer. Killer Durn is found, and captured, only to make threats as to the end of the world, and then commit suicide with his own poison.

Wake of Hartham

The adopted son of Hartham, Crawworth, leads the citizens of Trinsic in a memorial to Hartham's life, only to have an agent of the Followers of Armageddon (the organization that assumed responsibility for Hartham's death) appear and make yet more threats as to impending chaos and destruction that is to be wrought in the lives of all Britannians.

Lich Lathiari Attacks Shrine of Justice

Lich Lathiari, apparently the undead form of the mage Lathiari of Magincia, attacks the Shrine of Justice with an army of his own summoned undead. He is seeking a "shrinestone," which he apparently did acquire.



Jou'Nar Attacks Shrine of Spirituality

On the same day that Lathiari attacked Justice, Jou'Nar attacks the Shrine of Spirituality with hordes of Orcs to back him up. He is reported to be seeking a necklace in the possession of three monks of a very peaceful order. Jou'Nar slaughters them without mercy or remorse and takes the necklace, again making prophecies as to a coming time of new rule for Britannia.

G'Splat and G'thunk Make an Appearance

Trolls north of Vesper make their presence known on the exact day that Jou'Nar and Lathiari attack. They strike with organization and "fierceness," but though their forces are numerous, they are not able to conquer Vesper. They flee, referring to a "Lady" that is assumed to be Lathiari's sister, Kyrnia.

Shrinestones Used in "Test" Attack Against Humanity

Lich Kyrnia uses one of the acquired shrinestones to open a "gate" of unknown nature. This gate is one which undead minions can walk through and attack the living. Sage Humbolt understands this threat and apparently this use of the shrinestone power, for he leads a quest to recover more shrinestone material, and close the device that Kyrnia created.

Crawworth Hastily Resigns

Crawworth resigns his position as Captain of the Guards (in Trinsic). He leaves behind a short note appointing Finth as his successor, and a vague message about seeking to end the Followers of Armageddon by himself. He leaves with no notice of where he might start or reside during his quest.

Finth's Wife Murdered, Armaments Stolen

While a caravan containing a large cargo of armaments, and Finth's wife, makes its way from Scara Brae to Trinsic, a massive attack is launched (apparently by the Followers) on all of the Shrines at once. This leaves the caravan lightly guarded, and open to attack. Very little is found of the caravan. It is assumed all members of the caravan are killed, yet no bodies are found.

G'Thunk and G'Splat Return for Blood and Equipment

After almost a week of silence in the lands, a troll invasion is staged in the lands north of Vesper. G'Splat and G'Thunk are blamed for the invasion. Hundreds of trolls are reported north of Vesper, and many warriors die pushing them back. This is concurrent with trolls kidnapping a seer from Vesper. G'Splat is killed as the attack is repelled, and a special book of instructions is recovered, written by an unknown influence.

Sage Humbolt Begins Work On New "Weapon" Against Lich Twins

Sage Humbolt decides enough is enough, and publicly requests aid to find several magic items for him. With these, he begins work on a new weapon with which he is confident he can end the lives of the vile Lich Twins, Lathiari and Kyrnia.

Lord Jou'Nar is Killed, Lord Blackthorn is Abducted

In a massive manhunt, perhaps the largest the land has ever seen, Lord Jou'nar, the terror of our land (also an alleged member of the Followers of Armageddon) is killed. There is no love lost at his departure from our realm, but the battles waged to achieve this exact a terrible price. Lord Blackthorn is abducted, or at least taken from us. It is not certain precisely how it happens. Many say he willingly entered a Red Moongate, others say he was escorted in by strange beings. Regardless of exact method, Blackthorn is gone.

Sage Humbolt Sacrifices Himself, Lich Twins Vanquished

Sage Humbolt finally finishes work on his Weapon. He takes a large force of volunteers deep into Covetous in search of the Lich Twins. Finally, after fighting their way down, they arrive and the Sage works his deed. The sage's work is successful and he destroys the black hearts of the two liches. Sadly, in doing so he mortally poisons himself and dies.

Crawworth Returns to Us, Mondain Relics Stolen from Britain

Crawworth returns from parts unknown, and begins to rant about having found a Followers of Armageddon lair. He requests that the people of Trinsic assault the lair, battle what Followers of Armageddon they find, and return any clues or evidence of their plans. A locked tome is returned to Crawworth for further study.

Shortly thereafter, Crawworth announces his discovery that the Followers of Armageddon intend to steal the relics of Mondain from their display case in Britain. He leads a force north to Britain, and enters the Counselor Guildhall to discover that they're safe. A diversion outside the guildhall draws all outside, during which time a guard is killed while guarding the relics, and the relics are stolen with no witnesses save one. A peasant who witnesses the theft runs through Britain screaming insanities, and then falls to his death. Debate still rages over whether or not a poison was used to kill both the peasant and the guard.

Crawworth Requests Trinsic's Help Fighting the Followers of Armageddon

Crawworth announces that the Followers of Armageddon are gathering inside the Hedgemaze. Trinsic responds, and in one of the bloodiest battles in recent history, with Britannia's most valiant warriors falling by the score, the five Followers are finally killed. Crawworth had requested they be taken alive, but their strength and will prevented anyone from capturing them. More colored books are found on their bodies, and returned to Crawworth for examination.



Supply Boat Sunk by G'Thunk off Vesper Coast, Armageddon Message in Cargo

A strange message is discovered in the remains of a supply boat that was destroyed by G'thunk and party off the coast of Vesper. The message has the simple title "Urgent: Followers of Armageddon." The citizens of Vesper are called forth to deal with the hordes of G'thunk's trolls, and all the monsters are slain. G'thunk himself is not found.

Messenger Delivers Supply Boat Message by Foot to Winslow and Crawworth

After the boat sinking, a lengthy journey is taken by a most dependable foot messenger in Britannia. It is his job to deliver the Armageddon message found in the shipwreck to Crawworth and Winslow. Many of the general public accompany the messenger to protect him. Eventually, after many strikingly unusual attacks by monsters, the message arrives safely in Trinsic. It is obvious that someone is trying to stop the message from reaching the hands of Sage Winslow and Crawworth, or make it appear so.

A Scene of Blood and Battle "Confirms" Crawworth's Death

A sickening scene south of the bridge between Britain and Trinsic seems to point to only one outcome, the death and dismemberment of our beloved Lord Crawworth. Among the battered platemail and pools of blood lies a note, beckoning the reader to a coordinates that lie in the middle of a demonic shrine on Hythloth Isle ("The Isle of the Avatar") ... on it, we see our first evidence of the elusive and mysterious "-W."

Crawworth Rescued from the Hands of Death

Crawworth is rescued from a band of orcs and imprisonment in the old abandoned encampment far east of Vesper. During his rescue, which is perhaps one of the strangest encounters yet with the man, he seems "detached" and not completely cognitive of the situation. His demeanor is attributed to his imprisonment and brush with death.

Followers of Armageddon "Attempt to Cast" the Armageddon Spell!

The entire land of Britannia is struck by a massive earthquake. The quake opens up caves never before seen, and leaves cryptic evidence behind as to how the quakes were caused. A single dead body is found near the mines of Minoc. The body is nearly completely buried by the boulders that crushed the man, and in his hand is a torn piece of paper, with three power words written on it.. Traces of all known Thaumaturgical reagents are found at the scene.

Investigation Into the Quakes and the Whereabouts of the Followers of Armageddon Begins

A helpful citizen by the name of Jasper McCarrin takes up the task of personally investigating the earthquake itself, and the locations of the Followers of Armageddon. Many citizens join in the search for the Followers. Lord British sends an expedition, under the leadership of Lord Crawworth, to explore the "Lost Lands" that lie beyond the mysterious openings revealed by the earthquake.

Lord British Speaks Out on the New Lands and the Followers of Armageddon

Lord British gives a public speech! He requests more volunteer help to explore the new lands. As well, he formally declares the Followers of Armageddon to be enemies of the people, and commits them to be hunted down, captured and brought to justice by any means necessary.

Lost Lands Expedition Ends Tragically

After an agonizing delay, the sad news arrives that all members of Crawworth's expedition, save only the journalist Caitlin Elopidad, are killed or presumed dead. Caitlin returns to Britain to make her report to Lord British and turn over her notes, but soon dies in the castle of injuries sustained in the Lost Lands.





NAMES TO REMEMBER

Avatar

Is he here? Will he come? We can only guess. This is the savior of Britannia many times over. While he wasn't able to appear in time to save the Beta shard from collapse into evil, and the rule of evil entities, it is thought that such an event (the summoning of the Avatar to our shards) is possible. The theory is complex, but holds some merit. It is also rumored that he will only return to the "original" Shard, which none of us live on. So, we're left knowing little more than rumors.

Crawworth

The adopted son of Hartham, Trinsic's late captain of the guards. Crawworth is the sole survivor of a village that was pillaged by a band of powerful orcs. Hartham saved Crawworth's life as a child by slaying the band of orcs that slew Crawworth's parents. Crawworth is a great warrior, and a man of honor.

Duryn

The first agent of the Followers of Armageddon to act publicly. He killed Hartham with a poisoned blade, and then fled, triggering a manhunt by Crawworth. Duryn was eventually captured, only to babble on about the coming doom to the land and then swallow his own poison, killing himself.

Exodus

The progeny of Mondain and Minax. He was a machine being who arose to avenge his parents' deaths in *Ultima III*. He's never even been mentioned in *Ultima Online*, but his relationship with Mondain makes him worth remembering. (It has been suggested that this character/event is not known to our shards, and thus holds no meaning to what can happen on them.)

Finth Desryn

Finth is Trinsic's new captain of the guards. He was appointed to the position recently, after the resignation of Crawworth. Since then, he's had some run-ins with Lord Jou'Nar. Finth's wife was apparently murdered by Jou'Nar's attack on a caravan out of Scara Brae.

Followers of Armageddon

A secret conspiracy. They are rumored to have agents all over the land, infiltrated into various political circles.

(In ancient times, only one man was ever known to have actually held a comprehensible dialogue with the Wisps. The Wisps foolishly trusted this mage with the Apocalypse (Doomsday) spell, which he then used to wipe out all life on Sosaria for a period of time. This evil mage is dead, and his name is now anathema, not to be spoken within the realm of Britannia; his bones are rumored to be the oldest relics in existence.

Any actual connection between this mage and the Followers of Armageddon seems to be idle speculation, even though the Followers originally adopted his name for their own.)

G'Splat & G'Thunk

Two trolls that have repeatedly attempted to invade Vesper from the north. They're powerful, yet somewhat cowardly when pushed. G'Splat was recently killed in a failed attempt at complete conquering of the forests north of Vesper. On him was a book of instructions from a character known only as "LM."

Guardian

Entity of unknown origin who is "hell-bent" on conquering every shard of Sosaria (now known as Britannia) and filling them with his vile evil. Known to have already accomplished the total destruction of at least one shard.

Hartham

Not much is known about Trinsic's old guard trainer. He was killed by a poisoned dagger in his back recently. He was a decorated defender of Trinsic for many years, and one of the finest warriors Britannia has ever seen.

Lich Lathiari

The son of Alinae and Eulin of Maginicia, and brother to Lich Kyrnia. This character was a precocious young mage who ruined his career when he attempted to utilize darker magics with his sister to re-animate his dead mother. As an undead agent of evil now, he is rumored to work for the Followers of Armageddon. Presumed destroyed by Sage Humbolt's device.

Lich Kyrnia

Sister to Lich Lathiari. Her powers are known to be just as powerful as her brother's. The two of them are also rumored to share an unnatural relationship, as they rely on each other for both research into dark magic and help in implementing their evil plans. Presumed destroyed with her brother.

Lord Blackthorn

Close friend of Lord British and high advisor to the lord on all matters of state. This man believes that the key to ruling a land is to encourage acceptance of all choices of lifestyle and modes of thought. An alchemist of great skill. While his magic is regarded as powerful, its not known exactly how he fares when compared with Nystul, the royal mage to Lord British.

Lord British

Ruler of Britannia. He's concerned about the land he rules, and believes the nature of government is to guide the people toward better lives.



Lord Jou'Nar

A Paladin gone evil, he is a killing machine. He's only been seen wearing very dark plate and wielding a bloodstained sword, while murdering the monks at the shrine of Spirituality. Believed to be allied with the Followers of Armageddon, and to have helped them gain armaments and supplies from the government by theft, murder and betrayal.

Minax

Mondain's apprentice and lover in *Ultima II*. She's made no appearance whatsoever in *UO*, but her relation to Mondain makes her worth mentioning. (It has been suggested that this character/event is not known to our shards and thus holds no meaning to what can happen on them.)

Mondain, the Wizard

Mondain slew his father for the gem of immortality, and then twisted its magic to trap all of Sosaria (Britannia) inside of it. A Stranger appeared to slay Mondain, and attempt to free Sosaria.

While the death of Mondain did free Sosaria (Britannia) from the evil that was sweeping the land (if only temporarily), it did not free it from the Gem. Instead, it split it into a thousand worlds, each identical at the first moment, but quickly falling away from each other, into their own paths, afterwards.

Sage Humbolt

A wise man of mysterious origin, he helps Lord British design ways of dealing with the evil that stalks the land.

Shadowlords

The Evil manifestations (so to speak) of the Guardian's power. The original three are named Astaroth, Nofentor and Faulenei. It is believed by some that a fourth Shadowlord was born when the Guardian succeeded in destroying one of the shards.

Sherry the Mouse

Sherry is the world's inside source as to what transpires behind the gates of Castle Britannia. She sees all, while slipping from room to room. She's published two books so far. Some have suggested that she's a real mouse, of exceptional literary gifts for one of her species. Others dismiss this rumor as childish and fantastic.

The Time Lord

A mysterious figure, mentioned in the book "My Story," by Sherry the Mouse, and in the fabulous stories told by tillermen everywhere. Sherry states that he has pledged to Lord British his desire to protect the sanctity of Sosaria.

PLACES OF INTEREST

Since Ultima Online went live, the players on each shard have made an indelible impression on their worlds. This is perhaps most visible in the various player-created cities and institutions that have evolved on the various shards. Most of the established shards has at least one player-created town or gathering place.

For an excellent page of links to the websites of many of the most active player-created sites and "nonhuman" roleplaying guilds, see:

<http://www.uovault.com/links.html>

Atlantic: Serpent Cross Tavern

(<http://www.angelfire.com/md/serpentcross>)

An establishment near Yew, northeast of Empath Abbey, where "all disputes begin and end with words, not with swords." The Serpent Cross is dedicated to the reconciliation of the principles of Order and Chaos throughout the land. It's open most evenings, 9:30 - midnight (or beyond) Eastern Time.

Baja: City of Avalon

(<http://www.crpgtavern.com/Avalon>)

A player-run city just northwest of Dungeon Wrong. Avalon, "City of Destiny," has an elected government and a formal system of justice. Dedicated to bringing players of all persuasions together for fun, Avalon sponsors competitive tournaments.

Catskills: Shadow Clan Orcs

(<http://members.xoom.com/ograk/index.htm>)

Centered around Yew, these players portray an elaborate Orcish society. (See "Nonhuman" Roleplaying, next page.)

Chesapeake: City of Paxlair

(<http://gogan.landlords.com/paxlair>)

Located north of Britain, between Vesper and Yew, Paxlair is dedicated to roleplaying, neutrality and peace. There is a simple set of laws designed to keep the peace. Festivals, quests and other events are planned regularly.

Great Lakes: Kazola's Tavern

(<http://crpgtavern.com/kazolas>)

More formally, "Kazola's Treetop Keg and Winery," located due east of Empath Abbey in Yew. One of the most respected roleplaying centers on any shard. Check out the website for Kazola's tips on creating an officially recognized site of your own. Also the inspiration for the excellent "Samwise" comic strip.



Lake Superior: City of Rivendale

(<http://norad.smudge.net/~town>)

A small city located just east of Skara Brae, on the mainland. Rivendale has sponsored a number of creative events, like boat races, raffles and picnics. They even had a fireworks display ("Purple Potion show"). Law and government are minimal, designed to keep the peace.

Sonoma: City of Oasis

(<http://steroid.cchem.berkeley.edu/~fields/main.htm>)

Oasis, located in the desert east of the Shrine of Compassion, is notable for its regular and well-organized combat tournaments. It also features an unusually high number of training institutions for various character specialties.

"NONHUMAN" ROLEPLAYING

Although there are no "real" nonhuman PCs in *Ultima Online* (at least not yet), true roleplayers are limited only by their imaginations. It didn't take long before *UO* roleplayers started taking on the personas of nonhuman characters.

"Nonhumans" in *UO* can be recognized by the way they dress, the way they speak and the company they keep. Probably the earliest efforts at nonhuman roleplaying were the various Orc guilds — put on a set of scale mail, high boots and an Orc helm, and any PC can pretty well pass for an elite Orc warrior.

From there the concept gained momentum. Elves (both High and Dark varieties) and Dwarves were inevitable. The undead (including Vampires and Necromancers) followed thereafter. Eventually human "tribes," dedicated to recreating the cultures of human legend and history, emerged ... Celts, Picts and similar barbarian types predominate. All these concepts were adopted with varying degrees of seriousness (Clan S.H.E.E.P. of Sonoma Shard representing one of the more irreverent tribes).

Nonhuman and tribal organizations can be found on every shard, but they're most dominant on Catskills — probably because that shard is the home of the Shadow Clan Orcs, one of the original and most active nonhuman guilds. The Shadow Clan has built up an excellent relationship with Origin, and currently plays a key role in the plots and politics of the Catskills shard.

WHICH SHARD?

Each shard in *UO* has its own unique character. Every server has plenty of opportunities for play-styles ranging from good old-fashioned dungeon crawling and monster hunting to running a virtual business, from player-vs.-player action to pure roleplaying. However, the mix is different on different shards.

In general, it holds true that the oldest servers (Atlantic, Pacific, Great Lakes) are more violent than the newer ones. Broadly speaking, this is because immediately after the game went live, it was significantly easier for a dedicated player to quickly reach a high level of power and wealth. Those players who quickly shot to the top in the early days of the game had relatively little incentive to try to start over on the newer servers, when they could keep their super-characters and lord it over the newbies. Over time, however, the curve is starting to smooth out, due to the natural flow of players in and out of the game. There actually aren't that many "super-characters" left on the older shards, but they have left an indelible impression on the play-styles of those servers.

Another marked trend is that competitive PvP behavior is more popular on the East Coast servers. (This behavior definitely includes Player Killing, but is not limited to it — guild wars and tournaments are also popular on the East-Coast shards.) Roleplaying is more in the forefront on the West Coast servers, with the Central servers leaning towards monster-hunting and dungeon crawling. If this appears to reinforce certain regional stereotypes, we will not comment on it. We just report the trends. (Bucking the trend, however, is the Catskills shard, the undisputed hub of East-Coast roleplaying.)

Broadly speaking, therefore, if you're looking for an intensely competitive environment, go to the older servers, and if your connection supports it, try for the East Coast. If you want to avoid PKs, lean towards the newer servers and try to stay towards the central or west. If you want to roleplay above all else, take a newer server, and see if you can get a good connection to the West Coast.

Visions of the Seers

As this book went to press (in late September, '98) we spoke to some of the game's seers about their medium- and long-term visions for their shards.

(Seers from the Baja Shard were unavailable for comment.)

Atlantic

Seek out the Serpent's Cross Tavern (see p. 70) and the township of Rivendale (near the mountains west of Britain). Let the inexperienced beware of the treacherous route from Britain to Vesper, and the dungeon of Covetous, which are frequently haunted by murderers. The Court of Truth in Yew will fairly judge the complaints of the common and the great, and seek out justice for all.

Catskills

On this shard, the exercise of the mind is as greatly respected as mastery of arms. Riddles are occasionally posted in the Counselor's Guildhalls, leaving the folk of the land to wonder at the true identity and purpose of the riddler, even as they seek the answer to his latest conundrums.



Catskills

Expect continued growth in the traditional organizations of Britannia. Paladins will continue to gather in Trinsic, while mages will be drawn to Moonglow. Great events are afoot in the land (see *The Story So Far*, p. 62) and Catskills will get its full share of the events to come.

Chesapeake

A mysterious cult will soon begin to work mischief upon the land. Hints as to their purpose will begin to appear throughout the towns and cities. Who can say where the pursuit of this enigmatic evil will lead?

Great Lakes

Kazola's Tavern (see p. 70) is the place to seek out fellowship and adventure. There will continue to be ample opportunity for fame and glory, seeking strange creatures, or the truth behind mysterious rumors.

Lake Superior

The city of Rivendale (see p. 71) offers exercise for both mind and body. The Contest of Champions allows warriors to test their strength one against another, while the Mage Tower hosts events of an arcane nature. Rest and company can be found within the walls of Silk's Tavern.

Napa Valley

Look for an increase in new townships and taverns, festivals and weddings, as the folk of the shard look beyond the thrills of combat and conflict, and discover other ways to live together.

Pacific

Adventure can be found in Magincia. Seek out the host, Already the patrons of the Great Horns Tavern have avenged the death of Ben Kahns' father in the famed Quest of the White Serpent. It is also recommended that folk seek out fellowship in Sarai's Cantina, in the township of Paws.

Sonoma

The quest to unite the four Staves of the Elements proved far more successful than planned, resulting in a massive elemental attack. One wonders what will come next ...

Sonoma

For some time, bold and cunning thieves have been trying — often with success — to seize the great gems of the land. The ruby called Heart of Glory was lost in Magincia, while the opal Noble Pride vanished from the museum of Vesper. A bold public attempt to seize the necklace of office (with its great Star Sapphire) from the very neck of the Vizier of Nujel'm was only narrowly thwarted. Who is behind these thefts? And what is their motive? These gems are far too famous to ever be sold on the open market ... does someone seek them for more sinister purpose?

IMPORTANT WEBSITES

Ultima Online is a net-based community, and many sites on the internet are devoted to the game. These sites exist for fans to exchange information and strategy, suggest improvements, vent frustrations and exercise their creativity.

At the time of this writing, the sites below represent the best known, most comprehensive and most actively maintained and updated forums for UO information.

Origin Official Websites

(<http://www.ultimaonline.com>, <http://update.owo.com>)

Your first stops for official announcements and authoritative information about updates, as well as complete online documentation and extensive information about the cities and creatures of Britannia. The Update Center features not only information about current and planned patches, but also articles by the design team about the state of the game and the dynamics of building a virtual world. The Town Cryer online paper is the source for developments in the game fiction.

UO Strategy and Statistics

(<http://uoss.stratics.com>)

The most experienced, successful players find this site absolutely indispensable. If this book is "UO 101," then UO Strategy and Statistics is a whole post-graduate degree. Includes meticulously researched tables and stats on all aspects of combat and skill use, and player-written essays on many aspects of the game, including character concept and development, skill use, combat strategy and much more.

Crossroads of Britannia

(<http://cob.crossroadsrpg.com>)

One of the premier fan sites since before the game shipped, Crossroads includes a well-maintained and balanced news site, discussion boards and a classified ad page, plus exclusive interviews and a humor page that's definitely worth a look.

UO Vault

(<http://www.uovault.com>)

A meticulously maintained, religiously updated news site, with an emphasis on roleplaying, in-game events and plot development (although they're also faithful about relaying official announcements and patch news). Excellent link page to most of the best sites. Also includes message boards, plus maps and articles.

Ultima@Scorched.com

(<http://ultima.scorched.com>)

Another well-maintained news site. Ultima@Scorched.com concentrates less on in-game events than the Vault, and more on administrative announcements, patch news and similar issues of policy and technology. This site does not shy away from controversy, and is vocal in sticking up for the rights of customers and agitating for game improvements. Articles on basic game strategy are also available.



Legends Of Britannia

(<http://www.webforces.com/legends>)

This site actively seeks out fan-created poetry, stories and other creative endeavors related to *UO*, and gives them a home on the web. Also includes a serialized story illustrated using in-game graphics.

Lost in UO

(<http://www.burgoyne.com/pages/brenth/index.htm>)

One of the best of several humor sites devoted to making comic strips using the *UO* game art. (Links can be found here to most of the other humor/cartoon sites.)

Auric's Ultima Moongates

(<http://www.moongates.com>)

One of the original *UO* news sites, it's no longer actively maintained. However, it remains worth visiting as the home of La Wiz's Chatzone, probably the single best-known *UO* chat site. Since before the game was even in testing, La Wiz's has been the place to go for no-holds-barred discussion of *UO* questions, issues and gripes of all description.

UO Board

(<http://uoboard.gagames.com>)

An interesting and ambitious site that combines news and an impressive array of chat boards. Still has a ways to go before it lives up to the standard set by some of the longer-established news and chat sites, but the commitment behind it is obvious.

Prima's Official Guide Update Page

(<http://www.primagames.com/other/76150926.html>)

As the game changes and evolves, revisions to this book will be posted here.

UO On Usenet

(<rec.games.computer.ultima.online>)

This is the primary Usenet newsgroup for *UO* discussion. It's a high-volume group (300+ posts each day), and like much of Usenet there's a lot of negativity and contentiousness.

UO On IRC

There are many opportunities to chat about *UO* on IRC. The most official is the *UO* House of Commons, an effort co-sponsored by Origin and the Stratics website, to bring the designers and the players of *UO* together on IRC. House of Commons events are held about once every two weeks, with GMs and members of the *UO* design team in attendance.

For full information, including schedules and channels, see:

<http://uohoc.stratics.com>

THIRD-PARTY PROGRAMS

A third-party program is a program designed to interact with *Ultima Online* to make it easier to accomplish something in the game. Some of these programs are relatively harmless (programs designed to make repetitive tasks less tedious), but there have also been programs released that exploit the client software of *UO* to give players an unfair advantage over others in combat or character development. Unauthorized third-party programs *are forbidden in UO*, and their use can get you banned from the game. You can be banned temporarily or *permanently*, at the discretion of the GM who catches you. Or, in the not-at-all-subtle words of the GMs themselves:

The use of any third party program, which directly interacts with *Ultima Online* and allows you to perform acts not possible while playing the game as it was designed, will result in the termination of your account.

As of this writing, a system is being devised whereby third-party utilities can be submitted to ORIGIN for official approval. At this writing there are no actual approved programs. For a list of any approved third-party utilities, see ORIGIN's *UO* website.

Here's some things you should know about third-party programs that claim to allow you to "cheat" in the game.

1. *Cheat programs can compromise your account and your system.* In at least one instance, hackers have distributed "cheat programs" that were in fact "back-door" programs that gave the hackers access to the user's *UO* account and even allowed the hackers to enter and explore the user's system.
2. *Cheat programs don't work for long, if they ever work at all.* ORIGIN is constantly patching and upgrading *UO*, and closing security holes as quickly as possible is an ongoing priority.
3. *GMs patrol the game constantly looking for cheaters ... even during the hours when GMs are not normally "on call."* Enough said.

SCHEDULED MAINTENANCE

Game servers are taken down for daily maintenance at about 11 a.m. local time (Atlantic, Catskills, Chesapeake are in the Eastern time zone, Great Lakes and Lake Superior are in the Central time zone, and Baja, Napa Valley, Pacific and Sonoma are in the Pacific time zone), normally for about half an hour. A "server going down" message is usually broadcast about a half hour prior to the downtime. Actions accomplished between this message and the actual downtime are not *usually* saved.

On **Tuesdays** and **Fridays** at 10 a.m. Central Time, the Login Servers are taken down for about an hour, for database maintenance. Players already in the game at this time are unaffected.

Skills



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STARTING TEMPLATES

Alchemist

(Alchemy, Resisting Spells, Taste Identification)

Jerimiah Remmint, student of the alchemical arts

Q: Why did you become an Alchemist?

I chose the alchemical arts for two simple reasons: I like magic, and I do not like combat. Mages are mercenaries. They strike me not so much as “adventurous” magic users, but rather as fighters who would rather not do battle up close. Myself, I study the craft itself — the way certain elements transcend to create undoubtedly extraordinary results. I seek to explain the inexplicable, if you will. I like to stay in town, and let the reagents come to me. I work with them, observe them and take note of the results. By and large I dispose of the resultant product in any way that seems the most prudent.

Q: Where is a good place to start?

I started my career in the town of Moonglow. It and Britain are the only two cities that I would even consider. They have a number of advantages, the greatest being that they both have adequate reagent shops, and claim a large population, many of whom are eager to buy the remnants of my studies.

Q: What advice would you give Novice Alchemists?

The first thing Alchemists needs must do is to become very familiar with all the varieties of reagents. They should have in their possession some random reagents, and if they are very lucky, these may transcend into some sought after potion. Healing potions are best, or Nightsight potions to besold to those who explore the Dungeons. They should visit an Alchemist’s shop and research the retail price of such a potion. They should be able to undercut a shop’s price, since they have not acquired any overhead costs.

They should then go into an area heavily trafficked by adventuring Warriors, such as a bank, and announce that they have a potion for sale, and they could also offer to identify any mysterious potions. The price does not have to be only gold — it could be in trade for some useful reagents, a few empty bottles, or anything else that seems useful.

They should avoid over-selling to the alchemy shops, if they can. It does not take too long for an eager Alchemist to glut the retail market with his own potions. It is always best to sell to adventurers, I’ve found.



Animal Trainer

(Animal Lore, Animal Taming, Veterinary)

Morello, Beast Master

Q: Why did you become an Animal Trainer?

I'm not a people person, you know what I mean? I don't like people, don't let anybody get control over me. I wanted to do something where I could go where I want, when I want, and I didn't have to worry about having some bark-chewing moron with an oversized knife coming and sticking a foot of steel in me. I get a couple of big furry bodyguards, and it's just as good as having a couple of soldiers with me. Plus, it's pretty good money. I can sell the critters as protectors to weaker folks. People like Alchemists like that, so they can go and get reagents without being stomped into the mud by some limping half-wit with a dagger.

Q: Where is a good place to start?

I started off in Yew, and that worked pretty good for me. It's a kind of spread out area, with lots of creatures nearby. Anyplace with woods nearby, I guess. And dogs. If there aren't any dogs around, you might as well just give up, 'cause you need dogs to practice on, and give you some initial income.

After I got some guard animals, I found a place with less people. That's just the way I am. Plus people tend to have a bit more money farther out. Fewer green-horns.

Q: What advice would you give Novice Trainers?

First off, I'd go around and tame the local animals. You know, cats and dogs and rabbits and stuff. Once you have an animal tamed, give it a name and get it to guard you. Don't forget to feed it every once in a while, especially right at first. When you have a couple of guard dogs, you should go out and try to train tougher and tougher animals. Work up to something like a panther or a bear, and tame it. Then bring it back into town and sell it to someone who needs a guard. When you get good with harts and panthers and bears, you can stick your neck out and try a polar bear or a giant spider.

Yeah, an Animal Trainer can tame monsters, if he don't get his head bit off. Or her head.

Something I do sometimes is go deer hunting with a panther, and sell the hide and meat.

Assassin

(Hiding, Poisoning, Taste Identification)

Butterwick, Urban Assassin

Q: Why did you become an Assassin?

There isn't any one reason I can point to. I adore a challenge, I simply thrive on adrenaline, and I have no desire to ever live anywhere but the city. Those are the three formative reasons. I knew it was a difficult career to break into, but that's never stopped me before. I've always loved being where I shouldn't be, doing what I shouldn't be doing, and this seemed like a good way of making money at it.

Q: Where's a good place to start?

Britain is good. Or Trinsic. Any place where there are enough people ... especially an unebbing flow of new people ... where a stealthy person might lose himself in the crowd. An Assassin isn't really someone who can survive on his own, and these cities also offer the benefits of a wide variety of shops where various "implements" can be discreetly purchased.

Q: What advice would you give Novice Assassins?

Know that this is a very difficult life to perfect. You are relatively weak, and working in a hostile environment — if you try to kill someone outright within the walls, you'll most likely be caught. As with anyone who might encounter an enemy in close quarters, you should ensure that you have adequate skill in Tactics. The first thing a novice should do is go to the blacksmith shop and offer to test a client's food and poison one weapon for enough gold that you will be able to buy or make two more poison potions, not forgetting to include the cost of the vial in your offer. If you find someone who is sincerely interested in keeping you in business, you're set. Whenever you're not conducting business, practice hiding. And if possible, try to make friends with an alchemist. Otherwise you'll end up paying retail for your poisons, and that can be murder, you'll pardon the expression.

Another way to make money is to hang around the healers' places and offer to check food for poison. As you get more experienced, you can offer your services in poisoning food, gathering information for guilds, and following people outside the city walls to dispose of them.

Staying alive represents its own challenges for an Assassin. An Assassin survives on anonymity. When your reputation gets too poor, people will attack you on sight. For long-term survival, consider performing *many* good deeds. Doing so can offset the occasional assassination, keeping your reputation neutral.



BARD

(Musicianship, Peacemaking, Provocation)

Flurry the Lute

Q: Why did you become a Bard?

Well now, 'tis the power of the music, isn't it? There's no other answer for it. 'Tis as plain as the nose on a pig that 'tis the gift of music what has *me*. It's stood me in good stead, though, and I cannot complain of it. It's saved me from the business end of a dagger many a time.

Also, I have to admit to a wee touch of wanderlust. As soon as I know the backside of every wall, why, I'm off through the woods. I'm a fair hand in an adventuring party, so I just make some friends and we're off to the next town.

Q: Where's a good place to start?

That would be Britain, and there's not a doubt about it. There's a music hall for practicing until you are a dab hand at the strings. Then you can join up with groups and travel.

Q: What advice would you give Novice Bards?

Now I can't say as it's an easy life if you're a loner. Also, don't try to Provoke people in town. It's illegal.

Practice, practice, practice. That's the only way to get skilled, and the better your Musicianship, the better your Peacemaking and Provocation. There's a conservatory in Britain, so go there. If you need money for something, the best you can do is go into the woods and Provoke the animals to fight each other. If you see a deer and three rabbits, for example, you can get the deer to kill the hares. (Now don't look like that, you know music isn't all waltzes and minuets.) Then you can sell the hides and meat for a little gold.

The real goal, though, is to get with a party and use your skills to keep troublemakers at bay. That's when you really start earning your wages. Just ask up front that a portion of the cash found be yours.

Blacksmith

(Arms Lore, Blacksmithy, Parrying)

Toman Ironarm

Q: Why did you become a Smith?

It's a good job. Especially if you like to stay active ... if you like to make things. I like to stay at home. I don't like killing things for sport. Looking for trouble, that is. I don't go out of town much ... I just like learning new things. Making new things.

Still, I'm not afraid to go outside the walls. Hammer work means a strong arm, and I can pound most people who would make trouble with me. Some other smiths, they like to go get their own ore. Usually they come back okay. But mostly, it's staying put and making things for folks.

Q: Where is a good place to start?

I'd say Minoc would be a fine place to start. It's got two forges, I hear. It's not so hustle-bustle as Britannia, but it's busy enough. There's ore nearby, so people can get it and bring it to you. Or you can mine it yourself if you have a mind to.

Q: What advice would you give Novice Smiths?

I'd make sure that before I came to town, I had as much Blacksmithy skill as I could get. That's important, because you make things for other people ... you don't want to sour the sword that someone else has paid for. The better you are when you start, the less mistakes you make. So as much Blacksmithy skill as possible.

Then I'd go to a Blacksmith's forge. I'd offer to anyone around that if they bring ore, I'll make them something. I would ask for more ore than the weapon uses, you understand. Maybe they want a blade that uses five ores, I'd ask for ten. I'd keep five. Sometimes asking for gold is okay ... if you need gold.

Most of the best smiths I know do their own Mining. You don't really need Parrying ... learn how to mine your own ore instead.

I'd start off with weapons. Weapons are fairly easy. I'd start on a cutlass, maybe, because it's much better than a dagger, but easy to make. When you get good, then try some easy armour. Armour is difficult. Also, if you try to fix something and fail, you'll make it worse.

Oh, and run away if you get in a fight. It's always better. Pound 'em only if you have to.



Bowyer

(Bowcraft/Fletching, Parrying, Archery)

Timony Fletcher

Q: Why did you become a Bowyer?

Well to tell you the truth it was because I couldn't quite make up my mind. Sometimes I wanted to be one of the townfolk, and make things for other people for my living, and never have to try to join a group of adventurers and face who knows what ... and sometimes I couldn't stand the thought of being stuck in town and never seeing what was going on in the far off places. So I figured, if I knew how to make arrows, that would be a good living in a town, and a good start as an adventurer.

Q: Where is a good place to start?

Now that's a question. Britain is good ... Britain is always good ... but maybe another good place would be Vesper. It's got lots of woods and trees near Vesper. That's mostly what you look for, you know. Trees and the like.

Q: What advice would you give Novice Bowyers?

Make up your mind. I didn't, and it made it a little harder to start. If you want to stay in town, you should have the highest possible skill in Bowcraft/Fletching, and change Parrying to Lumberjacking, so you can get your own wood. I've always fancied a bit of Tinkering, but I haven't ever studied it much.

If you want to go wandering, you should be as good as possible in Archery. You won't really need Parrying, so concentrate instead on Tactics.

Anyway, the first thing you should do is make a bow. Then go out and hunt something, and get money for it. If you can get a hatchet, you can use it on trees to get logs. You can make arrow shafts and bows out of logs. You also need feathers, so hunting birds is good.

Healer

(Healing, Anatomy, Forensic Evaluation)

Aras Longfingers

Q: Why did you become a Healer?

It's a very powerful job. That's what originally attracted me. It works well inside the city walls, but is easily twice as useful out in the wilds. Any band who knows what it's doing will want to bring a Healer along, and there are very few places where you can't find business. I liked the freedom that gave me. Yes, I like helping people, but that's more of a side benefit, really.

Q: Where is a good place to start?

Britain is a good place. Lots of people running around, getting into fights, coming back from adventures. Trinsic has so many glory-hungry fighters crawling around it that it's a goldmine. Or it was last time I visited. I've gone more in the direction of traveling groups of adventurers.

Q: What advice would you give Novice Healers?

Hmmm. If they plan to go out with adventurers, it might be good if they trained themselves in the art of Tracking. When you combine that with Forensic Evaluation, you can look at the body of someone and know who killed it, or rifled it, and which way they went. That's an incredibly useful skill, especially if your friends don't like murderers.

The first thing I'd do would be to go to town entrances and offer to heal people for practice (and a little money or cloth). Smithy and healer shops are also good places. Don't worry about competing with the local retail healers, they're usually too busy resurrecting people to have time to cure wounds.

Also, whatever you do, don't go it alone outside of the city! You'll die friendless and lonely. Stay with groups of heavily armed fighters. They're your friends, they know you're their friend, and they will take care of you.



Mage

(Magery, Inscription, Resisting Spells)

Adrienne of Moonglow

Q: Why did you become a Mage?

I am compelled by my art to see the world as it truly is, shorn of the veils and screens of illusion which comfort those who have no desire for understanding. I have oft heard folk say that all Mages are mad. In truth, I believe it is the opposite that is true: we are, as it were, too sane to pass unmarked in the crowd of mad mundanity.

There are those, I will not call them Mages, but merely magic users, who use the arts by putting them to work in the market; it is almost like a prostitution. It is not wrong, I suppose, but certainly they are lured more by gold than by truth.

Q: Where is a good place to start?

The question of where to start is more complex than that of where to end. There is only one path to perfection, and that is in Moonglow's academic atmosphere, where all strive to pierce the ephemeral fog with which appearance blinds us. But it is not easy to get there.

Commercial centers where adventurous and gold-focused ilk abound Britain — Trinsic, and other like towns — are undoubtedly good place for Mages to begin their careers.

Q: What advice would you give Novice Mages?

Unfortunately for those who wish to apply themselves to the true art, it is not easy for a novice to make her way undefended to Moonglow's halls. They must first find companions to bring them there. These sort value spells such as *Heal*, *Magic Missile* and *Unlock*. Mages are valued for their skill at making and sharing scrolls, especially *Resurrect* and spells with "first strike" capabilities, such as *Fireball*. In return, I'm told they get any reagents and magical supplies that are found during the journey.

Ranger

(Tracking, Camping, Archery)

Braldt Ironeye

Q: Why did you become a Ranger?

Grew up in the woods, know the woods. Understand it, the way it breathes and grows. The way it moves.

Use Camping to make good, safe camps. Sleep isn't dangerous when you know what you're doing. Sleep can be deadly if you just lie down anywhere.

Don't like the city much. Too many people, pushing, running. Saying nothing with too many words.

Could have been a Warrior, but like to think too much. Could have been a Healer, but don't have the touch.

Q: Where is a good place to start?

Vesper is good. On the edge of forests, and near roads to Britain and Minoc. Good place to join parties if that's what you want.

Q: What advice would you give Novice Rangers?

Tracking is necessary. Show where creatures and people are, find them when you need them. For money, find monsters or other creatures for adventurers.

Forensic Evaluation is useful. You can find out who did something, then use Tracking to bring them to justice.

Archery brings you money if you need it. Track a creature, shoot it, then use your dagger to skin it and bring the skin, meat to market. Also good against enemies, monsters. Learn Lumberjacking, Bowcraft and Fletching, make your own arrows, don't have to buy them in town.

Always make a good camp. Saves lives.



Shepherd

(Herding, Animal Lore, Veterinary)

Crispin the Goatherd

Q: Why did you become a Shepherd?

It's not really something I do. It's what I am. I've always been with the animals, for as far back as I can remember. I like it. I enjoy eating simple foods in the open air, with the sunlight on my back and a breeze keeping me cool. People tend to make me a little nervous. Other people have so much to do, or say, and so little time to do it in. I feel like I'm getting in their way, like a stray dog. I try to keep to myself.

Q: Where is a good place to start?

I guess Britain would be the best place. There are some lovely fields to the northwest, and you can usually find some goats or sheep. I prefer sheep, myself, but to each his own. If you can't find a place to call your own, perhaps you could ask a tracker where to go. I've never done that, but they might help.

Q: What advice would you give Novice Shepherds?

I'm not a good person for asking questions, really. I can truly say that this is not the way for many people. They should really search their souls for what they want to do with their lives before deciding to herd. It's dangerous, and lonely, difficult to sustain and even more difficult to make a financial living.

They should be the very best Herder they can be. Your Herding ability should be as high as possible, otherwise what's the point?

If they want to make money, they could heal the tamed animals that people use as guards, I suppose. I've done that often, but I don't ask for much money. It wouldn't be fair to the animals. They could also shear the sheep, and sell the wool, that's steady money. But you have to spin it into yarn before you can sell it. Or they could slaughter some goats or sheep and sell the meat and hides.

I've often thought that the skill of Peacemaking would be useful in these troubled lands, but I haven't found an instrument yet. I will someday.

Thief

(Stealing, Snooping, Lockpicking)

Little Millet

Q: Why did you become a Thief?

I had some big friends that liked to go adventuring, and they asked me to go along to help out with some of the stuff that brute strength can't handle. I started when I was quite young, and it was a while before I realized that "Thief" has a lot of negative connotations. Everybody always seemed pretty glad to have me come along. They trusted me, and I think that was why I was pretty popular.

I'm not really big into picking pockets and breaking into people's houses, although I've done a lot of work breaking into guildhalls. Mostly I just concentrate on opening chests down in the dungeons, and going through the clothes of the recently departed.

Q: Where is a good place to start?

I started in Trinsic, which is good because of all the adventurers that go there. Britain is also a popular place to join a group. If you're more interested in the "involuntary liberation" of cash and goods, Magincia has a fairly rich populace. Still, until you're really good, don't pick pockets in the city. The guards really keep their eyes open for that kind of thing.

Q: What advice would you give Novice Thieves?

If they get caught red-handed, they'll be killed. If they get caught stealing in a house, and a lot of things have alarms on them, they'll be killed. It's a hard life, and a tough one to get good at.

Of course, if they've got a significant stash and a good friend, they can buy a house and practice indoors without fear of the guards. But then, who among us has that kind of bankroll?

Worst comes to worst, they can always try to tide themselves over by catching a rabbit



Tinker

(Tinkering, Item Identification, Lockpicking)

Elas, Tinker and Wanderer

Q: Why did you become a Tinker?

Strangely enough, it was because I wanted to join an adventurer band. It's actually a good trade to have, because you have a natural inclination toward picking locks, but are more trustworthy than a thief. Tinkers also make tools which are good for selling in different towns, and it's always best to travel with some big thugs with swords when you go from place to place.

Q: Where is a good place to start?

Magincia and Jhelom are good places, because they both have Tinker shops. You can head over to the shop and watch what happens, and then put your hand to making some bits on your own.

Q: What advice would you give Novice Tinkers?

Well, now, if you want to make a fortune, it would be best to go to a seafaring town and sell sextants and other such useful implements. Also you could make carpentry tools to sell for cut rates to carpenters.

A bit of a steadier job would be to go adventuring, and polish up your Lockpicking ability.

The real goal for a professional Tinker, however, is to go to Minoc. It has the best Tinker shop, and it's where all the notable Tinkers go to earn their reputation.

Trader

(Arms Lore, Cartography, Item Identification)

Mikal Serity, Professional Peddler

Q: Why did you become a Trader?

Frankly, my first interest is really Cartography, but so few people understand a love of pure science. So I carry things from hither to yon, but most of my time and energy goes into creating maps of interesting areas, and selling them to hopeful adventurers.

I knew it was a dangerous trade, so I often find others who wish to travel with me for the promise of a map or two. They usually even provide the wherewithal for me to purchase blank maps, and I tend to make them a large-scale map, a medium scale one or three, and then a more detailed map of any one or two particular areas that interest them. I get what I want, they get what they want, everyone is happy.

Q: Where is a good place to start?

Britain is a marvelous place to begin the trading life. It has lots of people, shops to purchase everything you'll ever need, and no monsters to threaten a fledgling Trader, should he turn down the wrong alley.

Q: What advice would you give Novice Traders?

It wouldn't hurt to assess people's equipment, to get some early money flowing in. A good place for this is near the blacksmith's shop, since this is where adventurers tend to gravitate, especially after they come in from the dungeons.

A Trader is not an attractive member for a band of adventurers, which is too bad since maps tend to mean more to people who want to go to a certain place, rather than the people who are already there. Many people won't care for the opinion of an assessor, since they can just ask how much a shopkeeper will pay, and judge its worth according to the amount offered.

Moongates are a good way of getting to distant places, but you'll have to find some people who are interested in traveling with you, as a Trader is as good as unarmed in the woods.

It's a difficult life.



WARRIOR

(Arms Lore, Parrying, Tactics)

Demuel Longarm

Q: Why did you become a Warrior?

I got to thinkin', what it was in life that was important. I mean, my father, he's a good man and all, but he spent all his time in the pasture. He was a shepherd, you see. He didn't want much but to spend a life in peace, keeping his sheep safe, and his family fed and healthy. He didn't aspire to much fame or success. That was his way of saying he loved us — I see that now. But that's a difficult concept for a young lad to understand. I wanted him to give us money; I guess all kids do. So I became a fighter. You can be more independent, don't have to deal much with people if you don't want to. You can get bags of gold, go on lots of adventures, and have a fighting chance at killing anyone who annoys you. That's why I became a Warrior.

Q: Where is a good place to start?

I got my start in Vesper, and I recommend it. It's got a good inn, called the Ironwood Inn, that's on the edge of a wilderness, so you can get up in the morning, go out into the woods and kill a couple of creatures, then make it back in time to sell the stuff at the market before lunch. There's a lot of monsters nearby, not to mention the cemetery. Always nasties crawling out of cemeteries. Good practice. Also, there's a dungeon nearby, once you get good.

Q: What advice would you give Novice Warriors?

Don't underestimate Tactics. Tactics is what actually keeps you alive.

If you want to make money, go out and start hunting small things, as soon as possible: deer and whatnot. Get the hide and meat and sell it at the market. Once you get a bit of practice with the sword, hire yourself out as a guard.

It's not the most interesting thing to be, right at the very start. In the long run, however, it's the most exciting job in the world.

Your ultimate goal, of course, is to make it to the bottom of a dungeon. That's where the good stuff is.

SKILLS

Alchemy

Skill 90%, Intelligence 5%, Dexterity 5%

Hendrika Crowbright — "Alchemy is the fountainhead of all other arts."

Standard Equipment

1 mortar & pestle

4 empty vials

4 random reagents

1 red robe

Method of creating potions

Use the mortar and pestle on a reagent. Select the intensity of potion you want to create from the list that is displayed.

Common Complementary Skills

Resisting Spells: Automatic

Taste Identification: Select the *Taste Identification* skill, then target an item (food, drink or potion).

Best Income

Selling potions, particularly health potions, to adventurers.

Identifying poisonous food/drink picked up in dungeons.

Best Towns

Britain, Moonglow

Potions

Potion	Reagent	Color	For more details, see Potions , p. 276.
Agility	Blood Moss	Blue	
Nightsight	Garlic	Black	
Explosion	Sulphurous Ash	Purple	
Healing	Ginseng	Yellow	
Poison	Nightshade	Green	
Refresh	Black Pearl	Red	
Cure	Spider Silk	Orange	
Strength	Mandrake	White	



Anatomy

Skill 100%

Vimnock Rickers, Anatomist

It's, ah, the muscles, you see, and determining the tensile strength. Tensile is quickness, only sometimes it's strong. Depends on where it attaches, you see

Standard Equipment

1 yellow robe

3 bandages

Method of Determining Something's Physical Capabilities

Select the *Anatomy* skill, then target a person or creature.

Best Use

Necessary for full development of the *Healing* skill (see *Healing*, p. 111).

Otherwise, this should only be used as a secondary skill. Use it to judge the danger in tackling an opponent, whether animal, monster or human.

Best Towns

Enemy infested woodland

Figuring Strength/Dexterity

Target's Attribute	Strength	Dexterity
1-10	rather feeble	very clumsy
11-20	somewhat weak	somewhat uncoordinated
21-30	to be of normal strength	moderately dexterous
31-40	somewhat strong	somewhat agile
41-50	very strong	very agile
51-60	extremely strong	extremely agile
61-70	extraordinarily strong	extraordinarily agile
71-80	strong as an ox	moves like quicksilver
81-90	one of the strongest people you have ever seen	one of the fastest people you have ever seen
90+	superhumanly strong	superhumanly agile

Animal Lore

Skill 100%

Catarine De Calb, Animal Behaviorist

It is not so hard determining the thought and action patterns for creatures. I've done it all my life. You have to respect them. You have to respect their needs, and drives, and the environment in which they choose to live. Then you make your mind a blank, and let yourself melt ... merge ... mingle with the Trueness ... the Realness ... which is the creature. You ignore the itchy parts and concentrate on the deeper nature, that which makes a deer a deer ... a wolf a wolf ... an eagle an eagle. You go deeper, and as you fall, you rise higher. Past the trees ... the hills ... the clouds. One deer is all deer ... one wolf all wolves ... one eagle all eagles. You wrap yourself in the fur and feathers and you search out the hungers ... the fears ... the longings. You become all ... the grass and the trees ... the small flowers and the mountains. Then you take all that Truth and you hold it out in front of you. You see the lacework pattern of their souls, all interwoven. You take that lace and you carefully, carefully fold it over and over until it is a small packet you can hold in your hand. And then you open your eyes, and you understand.

Of course, I'll admit it's much easier if you can get a trace of their aura pattern first.

Standard Equipment

1 green robe

1 practice shepherd's crook

Method of Divining Creature Resource Information

Select *Animal Lore* skill and target animal or monster.

Best Use

This is best used as a temporary skill, until you feel confident about what makes animals act as they do. It is also a good secondary skill to *Animal Taming* — you can use it to judge a pet's current loyalty.

Best Towns

Creature-inhabited woodland



Animal Taming

Skill 80%, Strength 14%, Intelligence 4%, Dexterity 2%

Tagyerd Beastmaster

Yer gotta have their attention, first off.

Then yer gotta keep it.

Then yer gotta feed 'em.

Then they gotta know that they's allus got yer eye on 'em.

Then they stay good.

Standard Equipment

1 practice shepherd's crook

Method of Taming an Animal

Select the skill and target the animal, then stay near the animal for about 10 seconds.

Common Complementary Skills

Animal Lore: Select the skill, and target the animal.

Veterinary: Use bandage on animal.

Best Income

Selling trained animals to people as guards.

Having your trained animals attack other animals, and selling the proceeds.

Best Town

Yew

Archery

(See also *Bowyer*, p. 83.)

Skill 90%, Strength 5.5%, Dexterity 4.5%

Ariella Featherleaf, Archer

Swinging swords and such is all very well if you want to look well-bred and dashing. But if you're rather more interested in staying alive in the wilderness, then look to a good solid bow.

Standard Equipment

1 practice bow

25 arrows

Method of Using Archery Skill

Automatic with use of bow or crossbow. Moving reduces your chance to hit.

Standing still for a few seconds improves your chance to hit.

Common Complementary Skills

Bowcraft/Fletching: Use feather on shaft for arrow, use edged weapon on wood for shaft or bow.

Lumberjacking: Use axe on tree to obtain wood for Bowcraft/Fletching.

Tactics: Automatic

Best Income

Meat and hides from hunted creatures.

Archery is best if you are going to be part of a team. It gives you ability with a good ranged weapon.

Best Towns

Britain has a good Bowyer's shop that you can use, and it's a great place for teaming up with adventurers.

Vesper is also good for its nearby woods.



Arms Lore

Skill 100%

Tikyr the Trader

I wouldn't want to earn my bread with it, but it puts butter on the table.

Standard Equipment

1 random practice weapon

Method of Determining Armour Quality or Weapon Damage

Select skill, then target armour or weapon.

Common Complementary Skills

Cartography: Select the skill, target a map, then choose the scale.

Item Identification: Select the skill, then target the object.

Tactics: Automatic

Parrying: Automatic

Best Income

Determining the quality of "confiscated" weapons and armour.

Best Towns

Britain, or city with a large population of adventurers

Arms Lore

Result	Armor Ratings	Result	Average Weapon Damage
Offers no Defense against attackers	0	Might scratch your opponent slightly	0-2
Provides almost no protection	1-5	Would do minimal damage	3-5
Provides very little protection	6-10	Would do some damage	6-10
Offers some protection against blows	11-15	Would probably hurt your opponent a fair amount	11-15
Serves as a sturdy protection	16-20	Would inflict quite a lot of damage and pain	16-20
Is a superior defense against attack	21-25	Would be a superior weapon	21-25
Offers excellent protection	26-30	Would be extraordinarily deadly	26+
Is superbly crafted to provide maximum protection	31+		

BEGGING

Skill 100%

Crazy Arliss

I prefer to call myself an arbitrary entrepreneur. I think of it as a kind of grassroots economic redistribution, good for the souls of others and for the financial health of the city at large. Originally I was going to save up and buy a boat, you know, be a ferryman for all these noble heroes rushing off to save the world, but then I thought, "what good am I if I don't put the money back in circulation?" No better than these rich folk who are barely generous enough to give me a bit of the over-age. So I stopped setting the money aside.

Back in the lean years, I stayed in one place and let the business come to me. That had its good points. I could sit and contemplate my deep thoughts. Ponder on the finer things in life. Think about dinner. But then I got my limp perfected, and I'm more of a hither-and-yon type these days. More money, but more work too. Doesn't it always work out that way?

Standard Equipment

1 practice gnarled staff

Method of Begging

Select skill from list, target NPC.

Common Complementary Skills

Enticement: Select skill, target person or creature.

Musicianship: Select instrument.

Snooping: Double-left-click on someone's backpack.

Stealing: Select an item in a backpack you've *Snooped*.

Best Income

The generosity of non-player characters.

Best Towns

Any populated place



Blacksmithy

Skill 90%, Strength 10%

Smiths' adage: One fire, one hammer.

Standard Equipment

1 random smithy tool

1 brown apron

Method of Creating a New Item

Double-click on smith's hammer or tongs while near forge or anvil. A window displays the types of armor and weapons you can make (based on your skill and your supply of metal ingots).

You must have at least Skill 75 to make the highest valued items; your skill must be much better than the minimum required (for any particular item) to make that item of high quality.

See the list of possible items you can make, and their cost (in metal ingots) on page 146.

Method of Repairing Equipment

Select Repair (the anvil icon), then select item to be repaired.

Common Complementary Skills

Parrying: Automatic (must have a shield equipped)

Arms Lore: Use skill on armour/weapons.

Mining: Use pick or shovel on mountainside or cave wall.

Best Income

Making weapons and armour for adventurers.

Best Towns

Minoc

Bowcraft/Fletching

Skill 80%, Strength 10%, Dexterity 10%

Bowyer's Saying: Bad work kills business before aught else.

Standard Equipment

makings for 2 bows

shafts & feathers

Method of Creating a New Item

ARROWMAKING

Use	On	To Produce
Shaft	Feather	Arrow
Feather	Shaft	Arrow
Feather	Shaft	Crossbow bolt
Edged Item	Wood	Shaft for arrow or bolt, bow, crossbow, heavy crossbow

Your skill must be at least 20 to create a crossbow; it must be at least 50 to create a heavy crossbow.

See the list of item material costs on page 146.

Common Complementary Skills

Lumberjacking: Use axe on wood.

Archery: Automatic

Best Income

Hunting

Make bows and arrows for others

Best Towns

Britain

Vesper



Camping

Skill 50%, Strength 20%, Intelligence 15%, Dexterity 15%

Luther, Tradesmaster

I would not say that I am an expert camper. Not at all, not at all. By profession I am a Trader, but I specialize in maps, and travel the realm making maps of the dangerous and unknown corners. Now, don't think that I recommend sleeping under an open sky! Not a bit of it! But there are times when passage is delayed, illness or injury strikes, or the way is harder than predicted.

Yes, yes, I make maps, but that doesn't mean I know where the Ettin tribes are active!

There are things in the darkness that follow and wait. I don't mean the dark of night, I mean the deep purple shadows that grow in the deep woods. The dappled brights and darks of the leafy tree branches hold invisible eyes. They know when you'll be weak and defenseless. Sleep will make you easy prey, just like a babe in the woods.

Guards are good. That's what they're paid for, I know, I know. And yes, animals, are a help. Nevertheless, give me a good campfire anytime.

Standard Equipment

5 kindling

1 bedroll

Method of Setting Up Camp

Double-left-click on kindling to start a fire.

Note

You can have an instant logout in the vicinity of a fire, but there is a certain preparation time associated with starting the fire. To logout, be near the fire and use your bedroll. Campfires don't last forever, though, and will flicker a bit before going out. Be sure you've logged out before this happens.

Carpentry

Skill 75%, Strength 20%, Dexterity 5%

Gray Veedo, cabinetmaker

I do it because I love the smell of wood, I love the feel of the tools. I like seeing my finished projects and knowing "that was done right." It makes a house something more than a box with people in it, and it gives friends a warm, welcoming place to gather.

Standard Equipment

1 random carpentry tool

10 boards

1 brown apron

Method of Creating Items

Double-click on any carpenter's tool. A window displays the items you can make (based on your skill and your supply of wood). See the list of items costs on page 146.

Common Complementary Skills

Lumberjacking: Use hatchet or axe on source wood.

Best Income

Making furniture for people with houses. Chests are popular.

Best Towns

Any populated city

Carpentry tools

Dovetail Saw	Draw	Froe	Hammer	
Jointing Plane (and nails)	Inshave		Moulding Plane	Saw
Smoothing Plane	Scorp			

You can make the following items:

Armoire	Bookcase	Box (wooden)	Chair	Chest (wooden)
Crate	Shelf	Small Crate	Stool	Throne
Wooden Shield				Table



Cartography

Skill 85%, Intelligence 7.5%, Dexterity 7.5%

Terrence Mapmaker

I've been a cartographer ... that's a mapmaker, you know ... for about two years now. Before that I was a kind of mercenary Healer, I guess you'd call it. I would go with bands of adventurers all over the world, finding dungeons and seeing how far down we could get before someone got so hurt I couldn't bring them back. Then we'd meet at the closest shrine, and go back home. I discovered I had a really good sense of direction, and would always know the way, and how far away things were. I drew some maps for fun, and got pretty good at it.

And the funny thing was, it got to where I just liked the traveling, seeing new places and new people. I still enjoy healing people, but it got to be ... I don't know a good word ... upsetting? ... to get to know people, get to be friends, and then watch somebody come and slit them open. It got to where I didn't like that at all. So now I just go and make maps. There isn't as much prestige, but I can usually find people who will let me travel with them, and that's all I really want.

Standard Equipment

4 blank maps

1 sextant

Method of Making a Map

Select the skill and target a blank map. Choose the scale. Your location will be the center of the map.

Common Complementary Skills

Item Identification: Select the skill, target the item.

Arms Lore: Select the skill, target the armour/weapon.

Best Income

Making maps for adventurers.

Selling maps of popular areas (such as dungeons) to adventurers.

A map is needed to set course on a ship.

Best Towns

Britain, or any place with an active adventurer population.

Cooking

Skill 50%, Intelligence 30%, Dexterity 20%

Tarak, Chief Cook

"Raw food is animal food."

Standard Equipment

3 raw food items 1 sack of flour
1 pitcher of water 2 kindling

Method of Preparing Food

Use an ingredient (or an oven) on an ingredient.

Best Income

Selling food to people whose health is diminished.

Best Towns

Cities with a large adventurer population

Places where battles are common

Notes

Cooked food has more food value than raw food.

Campfires and forges also serve as ovens.

Use an edged item on a fish, and you'll get several fish steaks.

Using a finished product means you'll eat it on the spot!

A Few Sample Recipes

<i>Use</i>	<i>On</i>	<i>To Produce</i>
water	flour	dough
flour	water	dough
oven	dough	bread
honey	dough	sweet dough
dough	honey	sweet dough
flour	sweet dough	cake mix
oven	cake mix	cake
oven	sweet dough	muffins
sweet dough	honey	cookie mix
oven	cookie mix	cookies
dough	fruit	fruit pie
dough	meat	meat pie
dough	vegetable	vegetable pie



Detecting Hidden

Skill 100%

Manetta, Swordsfighter

I'm pretty good at finding villains that hide in dark corners. It's not what I would call the most important skill I have, not like *Tactics* or *Healing*, but it's something I do well.

I got a lot of practice early on when I was looking for my ex-husband. He wasn't my ex-husband at the time ... that was the whole point of looking for him. There's more than one way to end a relationship, if you know what I mean. That little weasel could hide in a drainpipe, and I got to be really good at recognizing when a shadow was a little too dark, or too wide, or too shadowy.

It comes in handy, but it isn't something that you can do all the time. You start looking in all the corners, and you'll bump into what's right in front of you. It's usually when you know there's someone you want to stick a knife into, and just can't put your hands on him right off. I hate it when that happens.

Standard Equipment

1 black cloak

Method of Revealing Hiders

Select the skill, and target an area. Any hiders in that area will be revealed to all people nearby.

Best Income

Best if used as a secondary skill.

Best Towns

Areas with thieves

Enticement

Skill 95%, Intelligence 2.5%, Dexterity 2.5%

Meredette, Wandering Bard

It's a silly little skill, and not a lot of people have it to any great extent. It's more like a parlor trick. Frankly I think it was designed to lure people closer to your tips cup, but I've never seen it work.

I started enticing people out of a purely egotistical notion that if I were going to be worth my salt as a Bard, I would need to have expertise in all the Bardic skills. I practiced how to walk the walk, talk the talk, and sing every last sappy song about lost love. So I would try my hand at enticing the natives every evening. Then it turned into a game, really. I promised myself I would buy drinks for the house if I ever found a man with blond hair and purple eyes. Like I said, it's a silly skill, but somebody's got to do it!

Standard Equipment

1 random musical instrument

Method of Luring Someone Closer

Select the skill, then target the NPC or creature.

(You must have a musical instrument.)

Best Income

Hunting

Luring creatures closer to adventure group.

Best Towns

Woodland

Notes

Your target will try to find the best way to approach you, not necessarily a direct line.

City guards cannot be *Enticed*.



Evaluating Intellect

Skill 100%

Troth, Evaluator

I'd try to explain, but you'd not understand.

Standard Equipment

None

Method of Evaluating Intellect

Select the skill, then target a person or creature.

Best Income

Best if used as a secondary skill.

Best Towns

Areas with monsters

Evaluating Intellect

<i>Intelligence</i>	<i>Comment</i>
1-9	slightly less intelligent than a rock
10-19	fairly stupid
20-29	not the brightest
30-39	about average
40-49	moderately intelligent
50-59	very intelligent
60-69	extremely intelligent
70-79	extraordinarily intelligent
80-89	like a formidable intellect, well beyond even the extraordinary
90-99	like a definite genius
100+	superhumanly intelligent in a manner you cannot comprehend

Fencing

Skill 90%, Strength 5%, Dexterity 5%

Astan, Ex-Fencer

Well, yeah, I was a fencer when I started the whole fighting thing. It seemed like a cool thing, very swash, very buckle. Tights and tunic, little mustache, curly hair. Jump on tables. I fenced using a chair once and the other guy took the chair and broke my jaw with it.

Let me explain something about fencing. It's all about taking a long piece of metal and poking holes in people with it. Little holes. And if the other guy's wearing armour, that's too bad for you, isn't it? And if he's got a longer sword, that's too bad. And if he gets in past the point of your blade, that's too bad. And what if he's some tough bruiser who doesn't care if he's got little holes in him? What if he's a fast little rat who whips around behind you? If you're lucky, you get your jaw broken.

So now I make exploding potions. Very swish, very boom. I recommend them.

Standard Equipment

1 practice spear

Method of Fighting

Put the weapon in your hand and enter War mode, then double-left-click on opponent.

Best Income

Fighting creatures

Exploring dungeons

Best Towns

Definitely not in a town!

Anywhere outside the city walls



Fishing

Skill 100%

Goodman Dunnet

I started fishing because I thought it would be a quick and easy way to make some money. I didn't have many skills back then. I figured I could always get enough to feed myself. Well, I went hungry the first few days, but I stuck it out. And then one day I understood the whole point.

The goal is not to catch a fish. It's *to* fish.

You stand on the bank of a river, or at the quiet edge of a bridge, and you look out at the water. You can feel your thoughts slow down, become all polished and smooth like a pebble. The best way I can describe it is that you begin to watch yourself think. A thought flows up, unwinds, and floats down.

And then you have a nice dinner, sell the rest of your catch, and wait until the next chance you can get away and watch the water flow past.

Standard Equipment

1 fishing pole

1 brown floppy hat

Method of Fishing

Use fishing pole on water.

Best Income

Selling fish in town.

Selling fish to injured parties.

Note

Use string on stick to make fishing pole.

Forensic Evaluation

Skill 100%

Midrah, Professional Examiner

Some people tell me, as if they expected to be telling a man how his very own profession is accomplished, that there is an “underground” magic that allows me to divine the individual attacker of any corpse I encounter.

This is not so. There is nothing occult about my announcements. They are based on facts, which is something of which these “informed” people have no acquaintance. A pox on them.

I know things. I know about the imprint of shoes, the angle of the sun, the leaf overturned in the woods and of small hairs caught on nails. The victims scratch furrows in their attackers’ flesh, and leave remnants under their nails. Their retinas retain the dying image. The lines on their hands mark their killer by name. I am able to acquire all these facts and weave them into an answer. It is mere logic.

Okay, okay, so I use magic when I’m stumped. If I admitted it, they’d make me join a guild.

Standard Equipment

Nothing

Method of Examining a Corpse

Select skill, then target corpse.

Common Complementary Skills

Tracking: Select skill, pick target.

Healing: Use bandage on person.

Best Income

Helping find the killer of a guildmember.

Finding a murdering thief, killing him (with or without help), taking his loot and collecting the bounty.



Healing

Skill 80%, Strength 6%, Intelligence 8%, Dexterity 6%

The Healer's miracle: "clean bandages, wholesome food"

Standard Equipment

5 bandages

1 pair of scissors

Method of healing

Use bandage on person.

Common Complementary Skills

Anatomy: Select skill, target person.

Forensic Evaluation: Select skill, target person.

Tracking: Select skill, pick target.

Best Income

Healing fighters, either as a business or as part of a group.

Best Towns

Britain

Trinsic

Any city populated with adventurers

Notes

The amount of healing done is commensurate with the skill.

Make bandages by using scissors on cloth.

If **both** *Healing* and *Anatomy* are at 60, the healer will be able to cure poisons.

If **both** *Healing* and *Anatomy* are at 80, the healer will be able to resurrect ghosts.

Herding

Skill 75%, Strength 16%, Intelligence 3%, Dexterity 6%

Mayderry Two-River

"A sheep has more wool than it needs, and thus placidly teaches more of sharing than ever a human might learn."

Standard Equipment

1 practice shepherd's crook

Method of Herding Animals

Select your shepherd's crook, then target the animal.

Common Complementary Skills

Animal Lore: Select skill, target creature.

Veterinary: Use bandage on creature.

Musicianship: Automatic

Peacemaking: Select skill, target creature.

Best Income

Meat and hides

Veterinarian work

Best Towns

Britain

Note

This is a difficult profession, with few rewards.



Hiding

Skill 100%

Zilred, profession undefined

Yes. Um, yes. Wait a sec ... okay, now let me tell you something. Hiding is not a profession, okay? It's a professional flourish. It's style. It's like long robes on a Mage. Like the apron on a Smith. Very panache.

Anybody can go up and stab someone in the back. If nobody's around to see you do it, you think "good job," right? But if the victim just keels over on a busy street, now that's a class act.

But it's not just killing, you know. Wait! Shhhh ...!

It's not just killing. It's being where no one thinks you can be. It's knowing things no one else knows. Brute strength is easy, but subtlety is a real trick. Sub-tle.

Staying alone in a crowd. Being wise when everyone else is foolish. Being deep as the ocean, as deep as death.

Being a shadow at noon, at dusk, at midnight.

Shhhhhhhhhhhhhhhhhhh ...

Standard Equipment

1 black cloak

Method of Hiding

Select the skill, the rest is automatic.

Best Income

Not being killed and having all your money taken.

Eavesdropping on guilds for information to sell to other guilds.

Best Towns

Any town with dangerous people

Inscription

Skill 90%, Intelligence 8%, Dexterity 2%

Tad the Limner

The art of making scrolls for a Mage is similar to the art of kneading for a Baker. It's an essential. Get it wrong and nothing good will come of it.

I've made a study of scrollwork, although this is not likely to impress anyone but the most devoted of scholars. Every Mage's style is different, either in lettering or in materials. I can safely say that the more skilled Mages have the more esoteric scrolls. The success of a scroll does not seem to reside in the penmanship or the quality of ink. Blood, although popular to certain people, carries no more power or assurance than berry juice.

It seems, instead, to be that the act of writing a scroll is a sort of magic in itself. Writing the scroll is casting the spell and binding it at the same time.

That is the source of my academic pursuit. Where, exactly, is the magic stored? How is the power quelled into submission, by the mundane act of touching ink to paper? It is a humble pursuit, but one which promises great power in the conclusion. Perhaps I will find another Method of spellcasting! We shall see.

Standard Equipment

2 blank scrolls

1 small blank book (to take notes)

Method of Inscribing Text

Select skill, select a spell from the list, target a blank scroll. (The list includes all spells that you can cast and for which you have sufficient reagents. Reagents are expended when Inscribing the scroll.)

To copy a spell from a scroll onto a spellbook, drag the scroll onto the book.

Inscription is not necessary to do this.

Common Complementary Skills

Magery: Cast a spell

Resisting Spells: Automatic

Best Income

Best if used as a secondary income.



Item Identification

Skill 100%

Druc the Daring

I think that every craftsman should have skill in *Item Identification*. Traders and any other merchant types who go out on their own, especially. When you're far from a town as fine and busy as Britain, you get to miss the little amenities, and everybody ought to do their share.

Now me, I'd like to know if the plate armour I'd just picked up in a dungeon is worth my taking off my leather jerkin, or if it's going to come to pieces in the first battle. I've heard tales of fighters who finally got a sword they thought would be worthy of their deeds, only to see it bend like a willow the first time it parried an axeblade. That's not the kind of story you tell from first hand experience, if you know what I mean. I'd pay good gold to know if I could trust my gear!

Standard Equipment

1 practice gnarled staff

Method of Identifying an Object

Select skill, then target item.

Best Income

Usually best if used as a secondary skill, but there are scattered opportunities to make a living identifying magic items.

Best Towns

Towns near dungeons.

Notes

Depending on the ability of the user, the evaluation might be off by up to 50% or so.

Lockpicking

Skill 75%, Dexterity 25%

Trenton the Tinker

It's no simple thing, picking a lock. It looks it, but it ain't. If a fellow was to take a lockpick and just poke it around in a lock, why, the first good twist and it would snap like a twig. And then you've done all bad and no good. A broke pick, and now a broke lock.

I'll give you the clue. To unlock a lock, you've got to build a lock. It's the pins, you see. You can't move the little pins around like you was stirrin' a pot. You've got to get them all in a line and marching in order. A Tinker like me, we've seen a lock from the inside, and know how they work. A Thief, he knows how it works too, only it's from practice and poking and playing. He gets to know how the pins work from spending the kind of time with them that gives him more than just a casual knowledge. It's a thing no lazy Thief can master ... nor a stupid one, neither.

Standard Equipment

5 lockpicks

Method of Picking a Lock

Use a lockpick, then target a locked object.

Common Complementary Skills

Stealing: Drag item from other person's backpack into yours.

Snooping: Select skill, target backpack.

Tinkering: Use Tinkers' tools on items.

Item Identification: Select skill, target item.

Best Income

Opening locked chests in dungeons.

Best Towns

Dangerous in town, could be caught stealing.

Best out of town.



Lumberjacking

Skill 80%, Strength 20%

Aelfwine

I have betimes been accused by ignorant city folk of “cutting down” trees for their wood. Even if such a thing were possible, it would be a disgraceful act. The function of the lumberjack is to harvest the bounty of the wood, not to destroy it. I gather useable wood from living trees (taking care always to do no harm).

Standard Equipment

1 practice hatchet

Method of Lumberjacking

Use hatchet or axe on source of wood.

Common Complementary Skills

Bowcraft/Fletching: Select skill, target wood.

Carpentry: Select skill, target wood.

Best Income

Reduce overhead on other craft skills.

Sell kindling to provisioners.

Best Towns

Britain

Vesper

Note

See *The Secrets of Magic* (p. 277) for a full explanation of magic skills.

Mace Fighting

Skill 90%, Strength 10%

Jedd of Jhelom

If you ask me, the only real man's weapon is the mace. Well, I suppose the axe is all right too, if you want to do things the easy way, but I don't hold with none of that mincing swordplay or cowardly archery — yeah, you heard me right, blade-boy, I said "mincing." You don't like it, come talk to me in the pit. Interested? Didn't think so.

Anyway, nothing like the jar of a full forearm swing and the sound of a crunching skull to make you feel like a real Warrior.

Standard Equipment

1 practice mace

Method of Mace Fighting

Put the weapon in your hand and enter War mode, then double-left-click on opponent.

Common Complementary Skills

Parrying: Used automatically in combat when holding a shield.

Tactics: Used automatically in combat.

Best Income

Adventuring

Best Towns

Jhelom

Trinsic



Magery

Skill 85%, Intelligence 15%

Xedric, Master Mage

"Magic is hard, and successful Mages are as rare as dragon teeth."

Standard Equipment

1 spell book

reagents

3 random First Circle scrolls

Method of Using Magery

Automatic whenever a spell is cast.

Common Complementary Skills

Inscription: Select skill, target blank scroll, select spell from list.

Resist Spells: Automatic

Best Income

Create and sell scrolls.

Adventuring

Best Towns

Britain

Moonglow

Note

See *The Secrets of Magic* (p. 247) for a full explanation of *Magery* and spellcasting.

Mining

Skill 80%, Strength 20%

Tobias of Minoc

I don't know anybody who's just a miner, although I suppose you could make a living at it. Almost all the miners I know are really Blacksmiths, and almost all the Blacksmiths I know do their own mining, or at least can do their own mining if they need to.

You have to know how to take care of yourself if you're going to mine for yourself, for the best ore deposits are found far beyond the city walls, and no guard will hear you if you cry out. The mining sites themselves are pretty safe, because the miners look out for one another, but brigands and thieves like to haunt the routes between the mines and the forges, preying on anyone who's foolish enough to travel alone.

Standard Equipment

1 practice pickaxe

1 shovel

Method of Mining

Double-left-click on pick or shovel, target mountainside or cave wall.

Double-left-click on ore, then target forge to produce ingots.

Common Complementary Skills

Blacksmithy: Select skill, double-click on raw material, select item to make.

Tinkering: Select skill, double-click on raw material, select item to make.

Best Income

Eliminate overhead for *Blacksmithy*.

Sell ore to Smiths.

Best Towns

Minoc

Jhelom



Musicianship

Skill 100%

Rhianna Songbird

"The proof of the Bard is in the playing." That's the simple truth of it. People look to Bards as a source of gossip, or as a sort of lesser Mage with the power to cause others mischief, but every true Bard knows that the real foundation of the thing is always firmly bound into the music. If you can't play the music, all else is simply delusion. People make much of the vaunted powers of the Bard, but in truth the power resides in the music. A single missed note, a briefly untuned string and all your efforts to sway the minds of others will go for naught.

Standard Equipment

1 random musical instrument

Method of Making Music

Select instrument.

Common Complementary Skills

Enticement: Select skill, select instrument, target person or creature.

Peacemaking: Select skill, select instrument, target person or creature.

Provocation: Select skill, select instrument, target person or creature.

Best Income

Adventuring as a Bard.

Hunting with *Enticement* and *Provocation*.

Best Towns

Britain

Oclo

Parrying

Skill 90%, Strength 7.5%, Dexterity 2.5%

Captain Emil d'Leon

In its most precise definition, parrying is the act of turning an attacking weapon with one's own weapon. However, when the Arms Masters of Britannia speak of the art of *Parrying*, they are referring to the Warrior's techniques of evasion and defense with a shield, channeling blows to those locations where they can do no harm. I have known many foolish young Warriors who have channeled all their efforts into learning to inflict harm, and little into the more subtle techniques of defense. I know no old Warriors who pursue that philosophy.

Standard Equipment

1 wooden shield

Method of Parrying

If holding a shield, checked automatically when attacked.

Common Complementary Skills

Tactics: Automatic

All weapon skills: Automatic

Best Income

Any combat-related activity.

Best Towns

Trinsic

Jhelom



Peacemaking

Skill 100%

Germyn Hightone

There are those who follow the Bardic calling (it shames me to confess it) who relish more the mischief they can do through *Enticement* or *Provocation*, than the good they can do through peacemaking. For though no magic is strong enough to change the human heart, it is often enough to simply cause those who contend against one another to stop a moment and consider the wisdom of their course.

Those who scorn the gentle art of the peacemaker are foolish, furthermore, for they reject a means to great profit, for the master of this art may walk in peace where the mightiest of champions would be torn asunder, and may gather the bounty of such perilous regions with relative impunity.

Standard Equipment

1 random musical instrument

Method of Peacemaking

Select skill, target individual or creature in combat. (You must have a musical instrument.)

Common Complementary Skills

Musicianship: Select skill, target instrument.

Provocation: Select skill, target one or more creatures or individuals.

Best Income

Scavenging in hostile areas.

Best Towns

Britain

Trinsic

Poisoning

Skill 80%, Intelligence 16%, Dexterity 4%

Alonzo Quietus

They say that the Poisoner's art lacks honor, but two great armored asses chopping each other to bits, that's honorable as anything can be. I say, if somebody needs to remove someone else, do it the quiet way, the clean way, my way. That's what I call honorable.

Anyway, it's not as though the only use for poison is, er, the resolution of inter-personal disagreements. Can a simple farmer be expected to drive off a bear or a harpy or some similar monstrosity all on his own with his pitchfork? Of course not, but leave out some of my special meat, and such pests never bother honest folk no more.

Standard Equipment

2 poison potions

Method of Poisoning

Select skill, select vial of poison, target food or drink.

Select skill, select vial of poison, target weapon. It is then poisoned for a while.

Common Complementary Skills

Alchemy: Select skill, target reagent, target bottle.

Taste Identification: Select skill, target item.

Best Income

Assassination

Trapping

Best Towns

Magincia

Nujel'm



Provocation

Skill 95%, Intelligence .5%, Dexterity 4.5%

Benin, Apprentice Bard

You get taught that *Provocation* is wrong, you know, and something that no self-respecting musician would ever do. But I've got news for you ... Bards tend to travel, and it's a cruel mean world out there. You either keep up or get kicked aside.

Really, just think about it. How often do you find money just lying in the road, free for taking? Never! If you need gold, the best way for me to get it is to trade something. Now my choices are: I could sell my lute, or try to beat a rabbit to death with it, or play a tune that would compel some passing stag to skewer a hare, and then sell the pelt. Only one road can I take, and still remain a musician, and that's the one I'll take, thank you very much.

Standard Equipment

1 random musical instrument

Method of encouraging others to fight

Select skill, target NPC or creature. (You must have a musical instrument.)

Common Complementary Skills

Peacemaking: Select skill, target NPC or creature.

Musicianship: Select instrument.

Best Income

Adventuring as a Bard with a group.

Selling hide and meat from animals provoked to kill each other.

Best Towns

Britain, for its music hall (*Provocation* is better the more skilled your *Musicianship*)

Buccaneer's Den, because it has no guards on patrol

Note

Provocation is illegal, and will be promptly punished within any city walls.

Shopkeepers cannot be Provoked, and even trying to Provoke them will summon guards.

Resisting Spells

Skill 100%

Master Runyon, Mage for Hire

Resisting Spells is a standard precaution in my occupation. It takes a bit of time and attention to mature this skill, but I would no more be without it than a Warrior would enter battle bare of armor.

It is a subtle sensation, when it takes effect. In fact, it feels most like a gentle spring breeze, brief and cool to the skin ... only instead of blowing *across* you, it feels as though it is blowing *outward*. Quite an innocuous feeling, actually.

Of course, now that I am experienced in occult battles, I must say the sensation triggers the same immediate reaction as the sound of an arrow whizzing by my ear: a quick counterstrike.

Standard Equipment

Nothing

Method of Resisting Magic

Automatic. The more damage you are about to absorb, the higher your skill needs to be to avoid that damage.

Common Complementary Skills

Alchemy: Select skill, target reagent, target bottle.

Taste Identification: Select skill, target item.

Best Income

Best if used as a secondary skill.

Best Towns

Any place with hostile magical occupants



Snooping

Skill 75%, Dexterity 25%

Arman DeAdder

Snooping! Snooping is what little old ladies do through their son's sock drawers! Perhaps you are referring to the honorable endeavor of gathering intelligence, hmmm?

I would say it is a harmless and sometime necessary practice. The true masters claim to be able to identify all the contents in someone's pack by simply looking at it, although I doubt their veracity. I think instead they are so quick that no one sees them peek under the flap. It is a difficult thing to become thoroughly skilled in, and should not be practiced within the city walls.

Standard Equipment

4 lockpicks

Method of Peeking into Someone's Backpack or Container

Double-click on someone, then double-click on their backpack/container.

Common Complementary Skills

Stealing: Drag item from other person's backpack into your own.

Lockpicking: Double-click on lockpick, then target lock.

Best Income

Best if used in conjunction with *Stealing*.

Best Towns

Buccaneer's Den, because it has no guards. Very dangerous trying to Steal in a town with a vigilant guard.

Spirit Speak

Skill 100%

Zaharian the Healer

Almost anyone can hear the speech of the dead. They speak in vowels, or I should say vowel, since they almost never achieve actual diphthongs. Only the practiced medium, however, can understand what the spirit is actually trying to communicate. I'll warn you now, it is not an art to be pursued by the faint of heart. Ghosts have much anger to express, and once you can hear the consonants, the language is usually quite shocking.

Still, if you venture off into dangerous territories, it is better for several, if not all, of the members to be able to understand the words of the departed. Should no one have a *Resurrection* spell, meeting places and times can be arranged in order that the deceased may be able to rejoin his friends, reclaim his equipment, and set off for another day's battle and adventure.

Standard Equipment

1 black cloak

Method of hearing the Speech of Ghosts

Select skill to understand the speech of any nearby ghosts.

Best Income

Best if used as a secondary skill.

Note

Most often used to understand the speech of your recently departed comrades.

The duration is dependent upon the user's skill and intelligence.



Stealing

Skill 90%, Dexterity 10%

Toran Woodshield, Captain of the Guard

I made a vow to keep my town free of bloodshed, free of crime and free of the civic tarnish that comes from living in a place of fear. If I have to kill every man, woman and child three times over to accomplish that, I'll think no more of it than of washing my hands before breakfast.

Standard Equipment

4 lockpicks

Method of Acquiring Goods

If you've already Snoopied, select the skill, then select an item in the backpack or container you've revealed.

or

Select the skill, then select a person on the screen (not the person's display). Success gives you a random item from that person's belongings.

Common Complementary Skills

Snooping: Double-click on someone's backpack.

Lockpicking: Select a lockpick, then target a lock.

Best Income

Participating in a band of adventurers.

Other people's money.

Best Towns

Outside the cities

Buccaneer's Den, because it has no guards

Note

If you plan to join an adventuring group and fight at all, *Tactics* is a good skill to develop, and so is *Parrying*.

Swordsmanship

Skill 90%, Strength 7.5%, Dexterity 2.5%

Padrig the Swift

Anyone can swing a sword. A true swordsfighter is one who practices the swing.

Standard Equipment

1 practice long sword

Method of fighting

Put the weapon in your hand and enter War mode, then double-left-click on opponent.

Common Complementary Skills

Parrying: Automatic

Tactics: Automatic

Arms Lore: Select skill, target weapon.

Best Income

Adventuring with groups into dungeons.

Alternative professions, such as bodyguard or highwayman.

Best Towns

Vesper

Britain

Trinsic

Note

If you plan to join an adventuring group and fight at all, Trinsic is a good skill to develop, and so is Parrying.



Tactics

Skill 90%, Strength 7.5%, Dexterity 2.5%

Kel Joertzs, Senior Arms Master

Don't underestimate the importance of *Tactics*!

That's what I tell all my students. You can be the best swordsman in the world, and if you don't know tactics you won't last five minutes in a real fight! Sure, it's easy standing next to a practice dummy, slapping away at it with your sword or whatever like a some peasant beating a carpet, but if you don't know where to be — and where not to be — it's you what's going to be the practice dummy.

Get your *Tactics* ability up!

Standard Equipment

Nothing

Method of Using Tactics in Battle

Automatic. *Tactics* skill affects how much damage you do each time you hit. The higher your *Tactics* skill, the more skilled you are at inflicting damage. A high *Tactics* skill can increase damage by as much as 50%. A low *Tactics* skill can reduce your potential damage by half. See p. 234 for examples.

Common Complementary Skills

Arms Lore: Select skill, then target specific weapon.

Parrying: Automatic

Various weapons skills: Put the weapon in your hand and enter war mode, then double-left-click on opponent.

Best Income

Best if used as a secondary skill.

Tailoring

Skill 75%, Strength 4%, Intelligence 5%, Dexterity 16%

Tad the Tailor

Clothes are identity and confidence. They are the disguise the naked beast dons to fool the world.

Standard Equipment

1 sewing kit

1 bolt of cloth

Method of Making Cloth and Clothes

Use tools on raw material to create sewing goods. Sew these to create clothes. See the list of possible items on page 146.

Best Income

Selling clothes to adventurers, at lower rates than retail shops.

Best Towns

Magincia and Nujel'm have a rich population, so tend to pay more for their clothing.

Clothes Making

<i>Use</i>	<i>On</i>	<i>To Produce</i>
Spinning wheel	Wool	Yarn
Spinning wheel	Cotton	Thread
Knife	Hide	Pile of Hides
Sewing kit	Hide	Leather clothing
Loom	Thread	Cloth
Loom	Yarn	Cloth
Dye	Cloth	Hued cloth
Dye	Yarn	Hued yarn
Sewing kit	Cloth	Clothing
Spinning wheel	Pile of hemp	Rope
Spinning Wheel	Unspun Wool	3 Balls of Yarn
Spinning Wheel	Bale of Cotton	6 Spools of Thread
Spinning Wheel	Flax Bundle	6 Spools of Thread
Loom	5 Balls of Yarn	Bolt of Cloth (50 Cloth)
Loom	5 Spools of Thread	Bolt of Cloth (50 Cloth)



Taste Identification

Skill 100%

Lucius Snuffler

"The whole secret is not saying 'yick.'"

Standard Equipment

3 random potions

Method of Taste-Testing an Item

Select skill, then target the food or drink.

Common Complementary Skills

Alchemy: Select skill, target a reagent, then target a bottle.

Resisting Spells: Automatic

Hiding: Select skill, the rest is automatic.

Poisoning: Select the skill, target the potion, then target the item to be poisoned.

Best Income

Identifying poisoned food for adventurers (usually people who have been poisoned by something they ate, and want to know if anything else is bad).

Best if used as a secondary skill.

Best Towns

Britain, or any town with a large adventurer population

TINKERING

Skill 90%, Strength 5%, Intelligence 3%, Dexterity 2%

O'Halligan, Tinker: "My world is smaller and more straightforward than yours."

Standard Equipment

1 set of tinker parts

1 set of tinker tools

1 brown apron

Tools That a Tinker Can Make

Butcher Knife

Dovetail Saw

Draw Knife

Froe

Hammer

Inshave

Jointing Plane

Moulding Plane

Saw

Scissors

Scorp

Sewing Kit

Shovel

Sledge Hammer

Smith's Hammer

Smoothing Plane

Tongs

Method of Making Things

Use tools on raw materials, then use tools on newly created items to create more complex items. See the list of items you can make (*Item Material Costs*, p. 146).

Common Complementary Skills

Item Identification: Select skill, target item to be identified.

Lockpicking: Select lockpick, target lock.

Best Income

Creating and selling tools

Joining an adventure group

Best Towns

Minoc — it has a Tinker's shop and plentiful ore nearby

	<i>Use</i>	<i>On</i>	<i>To Produce</i>
Tinkering	Tinker's Tool	Wood/Ore	Tool (from list above)
	Gears	Sticks	Axle with Gears
	Sticks	Gears	Axle with Gears
	Spring	Axle with Gears	Clock Parts
	Hinge	Axle with Gears	Sextant Parts
	Axle with Gears	Spring	Clock Parts
	Axle with Gears	Hinge	Sextant Parts
	Clock Parts	Clock Frame	Clock
	Clock Frame	Clock Parts	Clock
	Sextant Parts		Sextant



Tracking

Skill 75%, Intelligence 12.5%, Dexterity 12.5%

Myberd the Ranger

I was a tracker since my childhood years. I'd go into the woods and try to follow tracks, pick up signs, find creatures I'd never seen before. My best advice is to remember that a good tracker should expect to be tracked, and be prepared to be found.

Standard Equipment

1 practice skinning knife

1 pair brown boots

Method of Tracking

Select skill, then pick creature/person to track from list.

Common Complementary Skills

Camping: Select skill, target kindling to start fire.

Archery: Use bow or crossbow.

Best Income

Being an adventurer.

Guiding people through woods.

Tracking creatures and people for adventurers.

Tracking creatures and selling their hides and meat.

Best Towns

Vesper

Skara Brae

Any city near a forest

Veterinary

Skill 80%, Strength 8%, Intelligence 8%, Dexterity 4%

Jenna Pinchear, Vet

Well frankly I don't like people enough to go out of my way for them. Most of the thugs who wander into town minus a quart of blood were trying to take it out of some other slack-jawed idiot. Let's face it, there's not a lot of people around here who mind their own business, am I right?

It's the dumb animals that are the only innocent bystanders, as far as I can tell. Horses get slaughtered in battle, wildlife gets hunted for meat where there's more than enough vegetables for everyone, and bears and panthers get spell-tricked into taking the brunt of a battle for some myopic Trader who doesn't want to pay a guard's wages. And you want to know why I don't get rich patching Warriors up? I like to see them limp, that's why!

Standard Equipment

5 bandages

1 pair of scissors

Method of Healing Animals

Use bandage on animal.

Best Income

Heal the mounts and pets of adventurers.

Best Towns

Any town with a lot of adventurers passing through.

Common Complementary Skills

Animal Lore: Select skill, target animal.

Musicianship: Select instrument.

Peacemaking: Select skill, target individual or creature.

Tracking: Select skill, then select creature/person to track from list.

Note

The amount of healing done is commensurate with the skill.

Make bandages by using scissors on cloth.



Wrestling

Skill 90%, Strength 10%

Brock Barrelhead

Well, you gotta have a good offense. Somebody shoots a coupla arrows into you, it's almost too late. You gotta get 'em after the first one, maybe sooner. Just tackle 'em and try to rupture an internal organ, maybe break some bones that they use a lot.

If you want to be a wrestler, you gotta know *Tactics*. Almost every barmaid is gonna have more steel than you, and so you gotta be able to get around them, or past their guard, or just plain not rush them from head on. So yeah, *Tactics* is a good thing. *Parrying* is good too, if you feel like holding a shield, just 'cause every shot that don't land is enough time for you to get yours in.

And armour, that's useful. The less damage you take reaching an Archer is all the more time you'll have to relocate his arrows into his spare quiver, if you know what I mean.

And last, you gotta be mean. Arrows are for little girls, and swords are for puppies. Fists are for fighters.

Standard Equipment

1 pair of leather gloves

Method of Fighting

Enter War mode without a weapon in your hand, then double-left-click on opponent. Base hand-to-hand damage for a character is 1-8 Hit Points. Strength might increase that amount; *Tactics* will probably modify it, also.

Common Complementary Skills

Tactics: Automatic

Parrying: Automatic

Best Income

Adventuring

Guarding travelers.

Best Towns

Trinsic, or any place with a Warriors' Guild

Useable Items

The world of *Ultima Online* is a fully interactive world in many respects, and nearly everything in the game can be carried or used to make something else. (Chairs, tables and other large items, of course, are exceptions.)

To use some items, such as doors, chests and food items, you simply double-left-click on them. Other items must be combined in specific ways to make something else. For example, you can use a weapon to kill a bull, then use a knife to skin it. By taking the hide to a tanner and then to an armourer, you can obtain a piece of leather armour.

This section lists usable items in the game and explains how to combine items to use them or make salable goods. The use is generally performed by double-left-clicking on the item. In cases where you must use the item on something else, the second item is listed as well. If you use an item incorrectly, you'll receive hint text that describes how to use it correctly.

Item List

Food

Apple	Corn	Melons	Ribs * (cooked)
Bacon (slab/slice) *	Dates	Milk	Roast pig
Bananas	Donuts	Muffins	Sausages
Bird * (cooked)	Eggs * (fried)	Mushrooms	Soup
Bread (French)	Fish steaks * (cooked)	Onions	Spam
Bread (loaf)	Food	Peaches	Sprouts
Cabbage	Gourds	Pears	Squash
Cake	Grapes	Peas	Stew
Cantaloupe	Ham	Pies (baked)	Tomatoes
Carrots	Honeydew melons	Pizza	Turnips
Cheese	Leg of lamb *	Potatoes	Watermelons
Chicken leg *	Lemons	Pumpkins	
Coconuts	Lettuce		
Cookies (pan)	Limes		

Combinations

Use	On	To Get	Use	On	To Get
Flour (sack)	Water	Dough * (Bread)	Dough	Fruit	Fruit Pie *
Dough	Honey	Sweet Dough * (Muffins)	Sweet Dough	Flour	Cake Mix * (Cake)
Sweet Dough	Honey	Cookie Mix *	Edged Item	Fish	3 Fish Steaks *
Dough	Meat	Meat Pie *	Dough	Vegetables	Vegetable Pie *

* Cooked Foods

Use a Campfire, Oven or Forge on any of the raw foods with an * to get a cooked food.



Containers (Liquor) / Drinks

You can pour liquids into the following containers. When this is done, the name of the container changes to reflect what it contains. For example, a mug filled with ale becomes a mug of ale. When it is empty, it once again becomes a mug (empty).

<i>Containers:</i>	Bottle	Flask	Glass	Goblet	Jug
	Mug (Ceramic, Pewter, Skull)				
<i>Drinks:</i>	Ale	Cider	Liquor	Water	Wine
<i>Use</i>	<i>On</i>	<i>To Get</i>			
Container	Drink	Filled Container			

Click on a drink container to view its contents. Double-left-click on it to drink its contents.

Containers (Storage)

Double-left-click on a storage container to display a view of its contents. Place items into containers by dragging them into this display view.

<i>Portable Containers:</i>	Backpack	Bag	Chest (small)	Pack Horse	Pack Llama
	Pouch				
<i>Fixed Containers:</i>	Armoire	Barrel	Bookcase	Chest (Gold, Steel, Wood)	
	Crate				
	Chest of Drawers				

To unlock a storage container or house, use its key (or a keyring with its key), or use a Lockpick (and *Lockpicking* skill). (You can't pick the lock on a player's house.)

All containers can hold a maximum of 125 items or a weight of 400 stones (whichever occurs first). However, you can group similar items by dragging them on top of one another. A group constitutes a single item in a container.

A container's label shows how many items are inside it.

You can sell items without first removing them from their container.

Edged Items

Edged items include:

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

Uses of edged items:

To attack a target

Use on sheep to obtain wool

Use on dead alligator, cow, deer, goat, horse to get hide

Use on dead bird (chicken, crow, eagle, tropical bird, harpy, magpie, raven) to get feathers

Use on dead fish to get fish steaks

Use on carcass to skin an animal

Use on corpse to obtain meat

Use on wood to obtain kindling or shafts

Furniture

Bed	Bench	Chair	Shelf	Stool
Table	Throne			

Field Crops

Cotton	Use plant to obtain basket of Cotton (doesn't work with all cotton fields)
Hay	Feed animals (doesn't work with all hay fields)
Wheat	Use plant to harvest Wheat
	Grind into Flour
Flax	Use plant to obtain Retted Flax

Fruit Crops

Fruit Trees	Pick fruit (Apples, Peaches, Pears) from ground near tree
Grapevines	Use Grapevines to pick Grapes

Reagents

Reagents can only be found in certain areas. Use them to cast spells and create potions.

Black Pearl	Blood Moss	Garlic	Ginseng	Mandrake Root	Nightshade
Spider's Silk	Sulphurous Ash				

Potions

To use a potion, drink it. Once you drink a potion, the flask falls at your feet.

Using an Explosion potion brings up a targeting cursor, which allows you to "throw" the potion at a specified location or person.

Black Pearl	Refresh (reduces fatigue)
Blood Moss	Agility (improves Dexterity temporarily)
Garlic	Nightsight (gives night vision)
Ginseng	Heal (restores Hit Points)
Mandrake	Strength (improves Strength temporarily)
Nightshade	Poison (causes poisoning)
Spider's Silk	Cure (cures poison)
Sulphurous Ash	Explosion (causes explosion)

Books and Bulletin Boards

Bulletin board	Use to post or reply to messages
Bounty board	Use to view posted bounties
Books (readable)	Use a book to read it
Books (writable)	Use a book to write in it
	If book is writable, previous contents can be erased

Scrolls

Scroll	Use <i>Inscribe</i> skill on a blank scroll to create a spell scroll (also requires that spell's reagents)
	Use to cast the spell inscribed on it
	Drag onto spellbook to copy spell inscribed on it into spellbook



Miscellaneous Items

Bedroll	Log out near an active campfire
Clock	Use to get time of day (in game time, not real time)
Communication Crystal	Use and target the crystal to activate (repeat to deactivate) Use and target another crystal (or crystals) to link two crystals
Curtains	Use to open or close them
Deed	Use to place a guildstone, house, vendor or ship you own.
Dye Set/Dyeing Tub	Use with cloth to dye clothing
Flour Mill	Use on wheat to make flour
Kindling	Use stacks of kindling in your backpack to drop enough firewood for one fire. Use <i>Camping</i> skill on kindling (prior to logging out)
Map	Use to set sailing course for a ship
Millstone	Use on wheat to make Flour
Moongate	Use to teleport (see Moongate Travel , p. 56)
Sextant	Use to get current compass coordinates
Shrine	Use on your character's ghost to resurrect Use on a living character to cure poison
Torch	Click on a torch in your possession to use it

Groupable Item List

You can drag some similar items on top of one another to group them. A group of items counts as only one item in a container or backpack. For example, if you're carrying 10 grouped torches inside your backpack, they'll be represented as a single item in the backpack.

You can only group items that are similar.

Weapons cannot be grouped.

Gold can be grouped up to 60,000 pieces.

Groupable items include:

Arrows	Bandages	Bolts	Candles	Cloth Bolts
Food Items	Gold Pieces	Hides	Ingots	Kindling
Ore	Lockpicks	Oil Flasks	Ore	Reagents
Potion Bottles (empty)	Scrolls (Magic or Blank)	Spools	Tinkering Materials	Torches
Vials (empty)				

Stacking

You can make vertical stacks of either single, non-groupable items (such as wooden shields) or multiple grouped items (such as groups of melons) by dragging them on top of one another.

Stacked items occupy a single vertical unit of height. All stacks have a vertical maximum of 12 items. If you try to place anything on a stack that's too tall, it will simply fall on the ground. You can't stack items that are in containers, however.

Items Used with Skills

Your skill level determines your chance of success in using these items.

Blacksmithy

- Ore Use on Forge to make Metal
 Smith's Hammer or Tongs Use on Ore with Anvil and Forge to make Metal
 Use on Metal to make a metal item (select item to forge from list that appears)
 (list includes all metal armour and weapons)
 Use on damaged weapon/armour near an Anvil and a Forge to repair item
 (successful repair improves item's condition by 1-5 points; failure reduces it by the same)

Carpentry

Carpentry tools include:

- | | | | |
|--------------|----------------|----------------|-----------------|
| Dovetail Saw | Hammer | Moulding Plane | Scorp |
| Draw Knife | Inshave | Nails | Smoothing Plane |
| Froe | Jointing Plane | Saw | Wooden Shields |

When you use carpentry tools on wood, a screen appears. Select an item to build:

- | | | | | | | |
|---------|-------|----------|--------|-------|-------|-------|
| Armoire | Bench | Bookcase | Box | Chair | Chest | Crate |
| Shelf | Stool | Table | Throne | | | |

Lockpicking

Use a Lockpick and target a locked object. Objects that can be locked include:

- | | | |
|--------|--------|-------|
| Chests | Crates | Doors |
|--------|--------|-------|

Musicianship

Playing a musical instrument will result in either a pleasing sound or a "bad sound," depending on how successful you are.

- | | | | | |
|-------|------|------|----------|------------|
| Drums | Harp | Lute | Mandolin | Tambourine |
|-------|------|------|----------|------------|

Tailoring

- | | |
|-----------------------------|---|
| Wool, Spinning Wheel | Use together to make Yarn |
| Cotton, Spinning Wheel | Use together to spin Thread |
| Retted Flax, Spinning Wheel | Use together to spin Thread |
| Thread, Loom | Use together to make Cloth |
| Yarn, Loom | Use together to make Cloth |
| Scissors, Cloth | Use together to make Bandages |
| Bandage | Use on player/NPC/animal to heal wounds |
| Leather/Fur/Cloth | Use on Sewing Kit to make clothing |



Clothes made from a Sewing Kit used on Leather:

Leather Bustier	Leather Gloves	Leather Gorget	Leather Leggings	Leather Shorts	Leather Skirt
Leather Sleeves	Leather Tunic	One Piece	Studded Gloves	Studded Gorget	Studded Leggings
Studded Sleeves	Studded Tunic				

Clothes made from a Sewing Kit used on Cloth:

Bandana	Cloak	Cloth Coif	Cloth Leggings	Cloth Tunic	Fancy Pants
Fancy Shirt	Full Apron	Gold Belt	Half Apron	Kilt	Poor Shirt
Sash	Shirt	Skirt	Skullcap		

Tinkering

Target the specified item to make the Tinkered item:

All Tinker's Tools	Use on wood or metal to make tools or tinkered items*
Gear, Stick	Use together to make an Axle with Gears
Spring	Use on Axle with Gears to make Clock Parts
Hinge	Use on an Axle with Gears to make Sextant Parts
Axle	Use with Gears on Springs to make Clock Parts
Clock Parts	Use with Clock Frame to make a Clock
Sextant Parts	Use to make a Sextant
Trap	Use to make a dart trap (must have a crossbow in your backpack)
	Use to make a poison gas trap (must have a green or poison potion in your backpack)
	Use to make an explosion trap (must have a purple potion in your backpack)

Tools made from metal:

Butcher Knife	Dovetail Saw	Draw Knife	Froe	Hammer	Inshave
Saw	Scissors	Scorp	Sewing Kit	Shovel	Smith's Hammer

Tools made from wood:

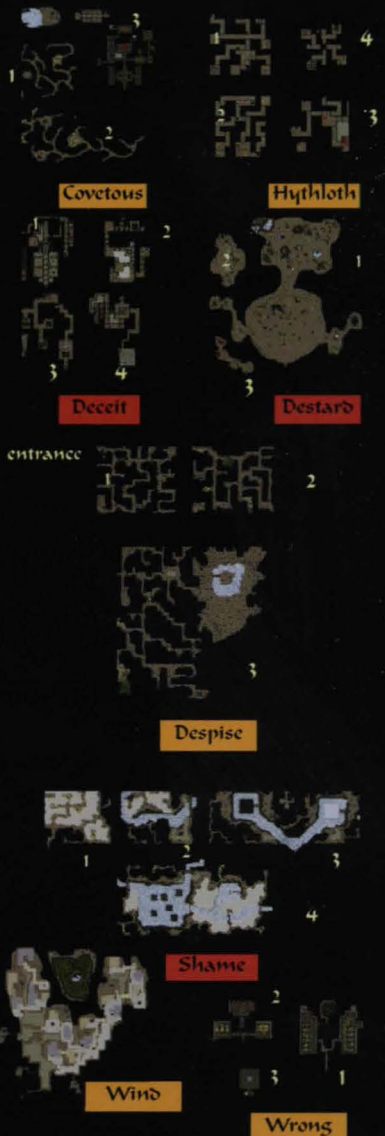
Jointing Plane	Moulding Plane
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Ability Formulas

<i>Ability</i>	<i>Skill%</i>	<i>S%</i>	<i>I%</i>	<i>D%</i>	<i>Ability</i>	<i>Skill%</i>	<i>S%</i>	<i>I%</i>	<i>D%</i>
<i>Alchemy</i>	90	-	5	5	<i>Item Identification</i>	100	-	-	-
<i>Anatomy</i>	100	-	-	-	<i>Lockpicking</i>	75	-	-	25
<i>Animal Lore</i>	100	-	-	-	<i>Lumberjacking</i>	80	20	-	-
<i>Animal Taming</i>	80	14	4	2	<i>Mace Fighting</i>	90	10	-	-
<i>Archery</i>	90	5.5	-	4.5	<i>Magery</i>	85	-	15	-
<i>Arms Lore</i>	100	-	-	-	<i>Mining</i>	80	20	-	-
<i>Begging</i>	100	-	-	-	<i>Musicianship</i>	100	-	-	-
<i>Blacksmithy</i>	90	10	-	-	<i>Parrying</i>	90	7.5	-	2.5
<i>Bowcraft/Fletching</i>	80	10	-	10	<i>Peacemaking</i>	100	-	-	-
<i>Camping</i>	50	20	15	15	<i>Poisoning</i>	80	-	16	4
<i>Carpentry</i>	75	20	-	5	<i>Provocation</i>	95	-	.5	4.5
<i>Cartography</i>	85	-	7.5	7.5	<i>Resisting Spells</i>	100	-	-	-
<i>Cooking</i>	50	-	30	20	<i>Snooping</i>	75	-	-	25
<i>Detecting Hidden</i>	100	-	-	-	<i>Spirit Speak</i>	100	-	-	-
<i>Enticement</i>	95	-	2.5	2.5	<i>Stealing</i>	90	-	-	10
<i>Evaluating Intellect</i>	100	-	-	-	<i>Swordsmanship</i>	90	7.5	-	2.5
<i>Fencing</i>	90	5	-	5	<i>Tactics</i>	90	7.5	-	2.5
<i>Fishing</i>	100	-	-	-	<i>Tailoring</i>	75	4	5	16
<i>Forensic Evaluation</i>	100	-	-	-	<i>Taste Identification</i>	100	-	-	-
<i>Healing</i>	80	6	8	6	<i>Tinkering</i>	90	5	3	2
<i>Herdng</i>	75	16	3	6	<i>Tracking</i>	75	-	12.5	12.5
<i>Hiding</i>	100	-	-	-	<i>Veterinary</i>	80	8	8	4
<i>Inscription</i>	90	-	8	2	<i>Wrestling</i>	90	10	-	-













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Britannia



-  Shrine
-  Dungeon
-  Moongate
-  Path between Lands



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Starting Equipment List

<i>Alchemy</i>	mortar & pestle; 4 empty vials; 4 reagents; red robe
<i>Anatomy</i>	3 bandages; yellow robe
<i>Animal Lore</i>	practice shepherd's crook; green robe
<i>Animal Taming</i>	practice shepherd's crook
<i>Archery</i>	practice bow; 25 arrows
<i>Arms Lore</i>	random practice weapon
<i>Begging</i>	practice gnarled staff
<i>Blacksmithy</i>	random smithy tool; brown apron
<i>Bowcraft/Fletching</i>	materials for 2 bows; shafts and feathers
<i>Camping</i>	5 kindlings; bedroll
<i>Carpentry</i>	random carpentry tool; 10 boards; brown apron
<i>Cartography</i>	4 blank maps; sextant
<i>Cooking</i>	3 raw food items; pitcher of water; sack of flour; 2 kindlings
<i>Detecting Hidden</i>	black cloak
<i>Enticement</i>	random musical instrument
<i>Evaluating Intellect</i>	none
<i>Fencing</i>	practice spear
<i>Fishing</i>	fishing pole; brown floppy hat
<i>Forensic Evaluation</i>	none
<i>Healing</i>	5 bandages; pair of scissors
<i>Herding</i>	practice shepherd's crook
<i>Hiding</i>	black cloak
<i>Inscription</i>	2 blank scrolls; small blank book (to take notes)
<i>Item Identification</i>	practice gnarled staff
<i>Lockpicking</i>	5 lockpicks
<i>Lumberjacking</i>	practice hatchet
<i>Mace Fighting</i>	practice mace
<i>Magery</i>	spellbook; reagents; 3 random First Circle scrolls
<i>Mining</i>	practice pickaxe; shovel
<i>Musicianship</i>	random musical instrument
<i>Parrying</i>	wooden shield
<i>Peacemaking</i>	random musical instrument
<i>Poisoning</i>	2 poison potions
<i>Provocation</i>	random musical instrument
<i>Resisting Spells</i>	none
<i>Snooping</i>	4 lockpicks
<i>Spirit Speak</i>	black cloak
<i>Stealing</i>	4 lockpicks
<i>Swordsmanship</i>	practice long sword
<i>Tactics</i>	none
<i>Tailoring</i>	sewing kit; bolt of cloth
<i>Taste Identification</i>	3 random potions
<i>Tinkering</i>	set of tinker parts; set of tinker tools; brown apron
<i>Tracking</i>	practice skinning knife; brown boots
<i>Veterinary</i>	5 bandages; pair of scissors
<i>Wrestling</i>	pair of leather gloves

Item Material Costs

Not all items in the game may be created by player characters. This page lists most of those which can be made from metal ingots, wood, cloth or hides. For more complex items, see the individual skill listings on the respective pages.

Blacksmithy Skill (p. 99)

Axes

Axe	14 ingots
Battle Axe	14 ingots
Double Axe	12 ingots
Executioner's Axe	16 ingots
Large Battle Axe	14 ingots
Two-Handed Axe	16 ingots
War Axe	16 ingots

Knives and Daggers

Dagger	3 ingots
Kryss	8 ingots

Maces and Hammers

Hammer Pick	18 ingots
Mace	6 ingots
Maul	10 ingots
War Hammer	16 ingots
War Mace	14 ingots

Pole Arms

Bardiche	18 ingots
Halberd	20 ingots

Swords

Broad Sword	10 ingots
Cutlass	8 ingots
Katana	8 ingots
Long Sword	12 ingots
Scimitar	10 ingots
Viking Sword	14 ingots

Spears and Forks

Short Spear	6 ingots
Spear	12 ingots
War Fork	12 ingots

Shields

Buckler	10 ingots
Heater	18 ingots
Metal Shield	14 ingots
Kite (Wooden)	8 ingots
Bronze Shield	12 ingots
Kite (Metal)	16 ingots

Chainmail

Coif	10 ingots
Leggings	18 ingots
Tunic	20 ingots

Helms

Bascinet	15 ingots
Closed Helm	15 ingots
Helmet	15 ingots
Norse Helm	15 ingots
Plate Helm	15 ingots

Platemail

Armor (Female)	20 ingots
Breastpiece	25 ingots
Gloves	12 ingots
Gorget	10 ingots
Leggings	20 ingots
Sleeves	18 ingots

Ringmail

Gloves	10 ingots
Leggings	16 ingots
Sleeves	14 ingots
Tunic	18 ingots

Carpentry Skill (p. 102)

Armoire	25 Wood
Bench	17 Wood
Box	9 Wood
Chair (Armrests)	17 Wood
Chair (Fancy)	15 Wood
Chair (Simple)	13 Wood
Chest	15 Wood
Crate (Small)	9 Wood
Crate (Medium)	11 Wood
Crate (Large)	13 Wood
Shelf	21 Wood
Stool	9 Wood
Table (Small)	17 Wood
Table (Large)	23 Wood
Table (Larger)	27 Wood
Throne	19 Wood
Wooden Shield	9 Wood
Writing Desk	17 Wood

Tailoring Skill (p. 132)

Leather Armor

Bustier	4 Hides
Female Armor	8 Hides
Gloves	6 Hides
Gorget	4 Hides
Leggings	10 Hides
Shorts	4 Hides
Skirt	6 Hides
Sleeves	8 Hides
Tunic	12 Hides

Studded Leather

Armor	
Bustier	4 Hides
Female Armor	10 Hides
Gloves	8 Hides
Gorget	6 Hides
Leggings	12 Hides
Sleeves	10 Hides
Tunic	14 Hides

Clothes

Sash	4 Cloth
Apron (Full)	10 Cloth
Apron (Half)	6 Cloth
Bandana	2 Cloth
Boots	8 Hides
Boots (Thigh)	10 Hides
Cloak	14 Cloth
Dress (Fancy, Full)	12 Cloth
Dress (Plain)	10 Cloth
Skullcap	2 Cloth
Kilt	8 Cloth
Pants (Fancy, Long)	8 Cloth
Robe	16 Cloth
Sandals	4 Hides
Skirt	10 Cloth
Shirt (Fancy)	8 Cloth
Shirt	8 Cloth
Shoes	6 Hides

Bowcraft/ Fletching Skill (p. 100)

Bow	7 Wood
Crossbow	7 Wood
Heavy Crossbow	10 Wood
Shaft	1 Wood
Kindling	1 Wood

Tinkering Skill (p. 134)

Metal Items

Butcher Knife	2 ingots
Dovetail Saw	4 ingots
Draw Knife	2 ingots
Froe	2 ingots
Gears	2 ingots
Hammer	4 ingots
Hinge	2 ingots
Inshave	2 ingots
Saw	4 ingots
Scissors	4 ingots
Scorp	2 ingots
Sewing Kit	2 ingots
Shovel	4 ingots
Sledge Hammer	4 ingots
Smith's Hammer	4 ingots
Springs	2 ingots
Tongs	4 ingots

Wooden Items

Axle	2 wood
Clock Frame	6 wood
Jointing Plane	4 wood
Moulding Plane	4 wood
Smoothing Plane	4 wood

Traps

An ingot and a Crossbow Bolt make a Dart Trap.

An ingot and a Green Potion make a Poison Trap.

An ingot and a Purple Potion make an Explosion Trap.

Economics



MARKET

SHOPS

Britannia's trade centers operate on the free-market principle. Whatever you desire, chances are you can find what you need among the shops in each town. Upgrading your potion collection or augmenting your hard-earned armour with a sturdy shield is often as easy as travelling to the nearest town and asking a few questions.

To discover where certain goods are sold in a town, talk to NPCs. Most of them are quite familiar with trade shops and such, and they'll be more than happy to give you general directions (west, north, etc.). You can locate shops that currently exist on the town maps (in the *Playguide*).

Once you do find a shop, you'll need to be specific about what you want. Not all shops carry the same goods all of the time, especially if demand is high. Prices vary as well — to find the best deal, you may have to visit several towns.

Buying

In keeping with Britannia's stringent work ethics, all NPC-run shops in Britannia are open night and day. (A game day is 2 hours in real time, meaning that 12 game days pass for each 24 hours of real time.) Shopkeepers respond to "Buy" and "Sell," as well as to certain keywords (listed in **Non-Player Character Descriptions**, pp. 216-230). If you're trying to find something, just ask for it.

Selling

Shopkeepers will only buy items that are in their "buy" list (see **Non-Player Character Descriptions**, pp. 216-230), and only if they have enough money. To offer goods to a shopkeeper, tell the shopkeeper what you'd like to sell. Be sure to use the word "Sell" somewhere in your sentence.

Occasionally, if you offer an NPC shopkeeper a valuable or needed item, he or she may reward you with something non-monetary, such as a scroll. Otherwise, the shopkeeper may just buy the item for a specific number of pieces of gold. The price offered is not fixed — it changes according to supply and demand.

If the shopkeeper desires the item, the Sale scroll will pop up with the shopkeeper's offer. You can then either accept or decline the offer. To accept the offer, confirm the sale by left-clicking **ACCEPT**. The money automatically transfers into your backpack, adding to your current supply of gold coins.



Shop Inventory

All NPC shops start out with a standard collection of goods, although the list varies by shop type. An alchemy shop will deal solely in flasks, potions and similar items, while a bakery will offer raw cooking materials and baked goods.

Additionally, all shopkeepers buy some items from players on the side. The item must be in their list of preferred items to buy, however (see the **Sell** and **Buy** entries for each shopkeeper in the NPC Descriptions, pp. 216-230). If you have extra bolts of cloth, you may be able to convince a tailor to purchase them.

Risky Business

Starting up a business may seem like an easy task, but in reality, Britannian business is as risky as real business. By nature, some shop types are more prosperous than others. How much capital a shop has depends on what the shop sells, and how much its items cost to produce. Armourers that make leather goods will have less money than one that makes metal goods — leather is less profitable than metal. Shopkeepers can go bankrupt if they run out of money needed to restock.

Shopkeepers have a lot of control over what they carry as well. They operate on the rules of supply and demand, just as any business-conscious Britannian would. If an item is popular, they'll keep restocking their shelves with it. If they're carrying a hundred extra flasks and not selling any, they'll try to get rid of the excess.

Specialties

Shops can also specialize in certain items. For example, a weaponsmith may specialize in blunt weapons — she buys the metal and forges it into hammers, maces, and other items she wishes to sell. This doesn't mean, however, that you can't sell a razor-sharp sword to a blunt weaponsmith. Shopkeepers are always looking for good deals on raw materials. The weaponsmith might buy your sword, then turn around and melt it down into several smaller, blunt weapons.

Some shopkeepers might purchase certain items from players and sell them, even though they don't specialize in that particular good. A leather armourer, for instance, may have a couple of suits of plate armour in stock that he's bought from other adventurers. Although he doesn't typically sell plate, he'll probably hang onto the armour awhile and sell it to another player.

Specialty shopowners will buy all items in their normal buy list (see the **Sell** and **Buy** entries for each shopkeeper in the NPC Descriptions, pp. 216-230). They'll tend to pay more for things they don't normally carry and also charge more during resale, since they don't keep these items in stock. This can be a good way to make a little extra cash on the side — buying items cheaply from one source, then turning around and selling them to a specialty shop for a profit.

PRICES

Cost Adjustments

One of the first things you'll notice when you start purchasing goods is that supplies and costs are not static. In the game's free market, prices are determined by a number of fluctuating factors. What you pay for a shield in one town will probably differ from what you'd pay in another town. Effectiveness, material properties, material availability and magical charges all affect an item's cost.

Material makes a large difference in price. Something made out of wood is usually going to cost less than something made out of metal. The basic cost for metal items is 5 gold pieces per resource (unit value for an ingot of metal), while wooden items cost 1 gold piece per board.

The effectiveness of an item affects price as well. A magical shield is going to cost more than a standard shield because it has more defensive power. Similarly, you'll pay more for a quality durable good than for a less expensive, less durable good.

Here are some general guidelines on pricing:

- ⚔ Food prices are based on the food value, or how much that item will fill you up in food units.
- ⚔ House prices are based on size and architectural elements (boards, stones, etc.).
- ⚔ Ship prices are based on size — i.e., the number of boards used.
- ⚔ Wooden, metal and cloth items are priced based on size and materials, at a current base rate of 5 gold pieces/unit for metal, and 1 gold/unit for wood and cloth.
- ⚔ Armour prices start out at base material cost, and are increased according to how effective the armour is.
- ⚔ Weapon prices start out at base material cost, and are increased according to how much damage the weapon can deliver and how much protection it offers to the wielder. Price is also affected by extra attack speed (if the weapon is lightweight), durability and the quantity of magic charges (which normally decrease each time a magical weapon is used).



Prices and Resources

All items have a base price, which is then adjusted according to how many relevant natural resources exist in that region. For example, if iron ore is plentiful in one region, all iron goods will be available in nearby towns for an attractive price. But, in an iron ore-poor area, the price of iron goods will be significantly higher.

If all the iron ore in an area is mined, it won't be as plentiful, and iron prices will rise. Although some resources regenerate naturally, the rate is not fast enough to provide a never-ending supply of ore or any other natural resource.

This is merely one instance of how the game is affected by player actions. Like the real world, all the towns are affected by the rules of supply and demand.

Therefore, it is impossible to provide a concrete list of prices for items in the game.

The rest of this section discusses how items are priced according to different factors in the game — availability, reputation, etc.

Economic Modifications

After the basic cost is determined, other factors come into play as well.

Rare Items. First, there is the age-old problem of supply and demand. The shopkeepers in *Ultima Online* are of the greedy sort, and they'll overcharge any and all Britannians for a rare item. Just consider it a general rule that the smaller the quantity of an item in a particular town, the more expensive the item becomes.

Availability of raw materials. The economic situation of a region also has some bearing on how much an item costs from town to town. If metal resources are at an all-time low, then buyers of swords, plate armour and other metallic goods are going to see a rise in price.

Availability within other shops. If an item is common, prices for that item will drop to balance the supply and demand. Oversupply can be caused by several things. If someone comes into town and sells a wagonload of swords to various shops, the price of swords will drop. Conversely, if someone buys up every ear of corn in town, the price of corn will skyrocket.

However, just because a resource is present doesn't mean it affects price. For instance, a miner brings a wagonload of iron ore into town and parks it. At that moment, the ore simply exists as the property of whoever brought it into town. Once this ore is sold to blacksmiths, however, it begins affecting the price of iron in that area. In other words, only items in shops are part of the supply and demand calculation.

Reputation Pricing

Your Reputation can determine how much you'll have to pay for certain goods. If you have negative Karma, prices will be higher. If you have positive Karma, they'll be lower. Other people (especially NPCs) will notice your Reputation and respond accordingly.

Negative Karma. Dastardly deeds can cause your Reputation to fall. Negative Karma can increase the price of an item you're buying from 1% to 25%, depending on your current Reputation level. Unless you enjoy evil deeds and have money to spare, it's in your best economic interest to pursue positive Karma.

Positive Karma. Unselfish actions can raise your Reputation. In turn, you get a positive rating, and anywhere from a 1% to 25% discount on prices.

See **Reputation**, p. 50, for information on what actions can affect your Reputation.

Guild Discounts

Today's professional societies surely stem from the guilds and trade associations that exist in Britannia. Game guilds are more than a way to make contacts and drop a few names around town — they're also a great way to save money in shops.

If you're in the Warriors' Guild, for instance, you'll get a 10% discount if you buy your weapons from a shopkeeper affiliated with that guild. Check the signs outside the shops. If the color scheme matches that of your guild, ask the shopkeeper if you can receive a guild discount. Some shops don't have signs — go in and ask the shopkeeper if they belong to a guild.

See **Game Guilds**, p. 161, for details on specific guilds.

How Much Does It Cost?

The easiest way to figure out how much an item costs is to ask the shopkeeper. But say you don't trust the shopkeeper, or you're finalizing a verbal deal with a player on the street. If you don't want to lose out to a deceitful trader, learn the *Item Identification* skill. Once you master it, you can use it to determine the regional cost of the item you're considering buying. On the other hand, *Item Identification* won't take into account variables that modify prices at a specific shop, such as overstock of an item. Appraised prices can also vary from region to region.

Automatic Drafting

If you're one of Britannia's wealthier citizens and you want to purchase an item that costs upward of 2000 gold pieces, don't lug bag after bag of gold down to the shop. Instead, just visit the shop and tell the shopkeeper you'd like to buy the item — the shopkeeper will then deduct the total from your bank account.



MERCHANTS & VENDORS

By Stuart "Zamboni Driver" Kovinski

A longer version of this article originally appeared — and can still be found — on the net at: <http://uoss.stratics.com>. Look under "Professions: The Merchant."

Introduction

So ... your bank account is getting full, you're afraid that the four chests in your house just aren't safe and you're already using five character slots. What can you do? Are you trying to find a way to make some extra cash? Not sure how to go about it? Thought of running your own vendor, but have no clue how to do it? Well, operating a vendor can be a fun and profitable way of disposing of those extra magical items that you have. With our home study course you too can have a vendor and operate her successfully. We have six easy chapters for you to read. Study those and you will be selling with the best of them. You will learn what to keep stocked and how to stock her. Read on and be all that you can be (in the Vendor Reserve!). Both of my vendors are named Marlene, so that's how I'll be referring to the vendor throughout this article.

Warning! Operating your vendor is time-consuming and can be very addictive — a week might go by, and you won't make it to a dungeon, and you won't even miss it.

Getting Started

If you want to build a pure merchant character (instead of an adventurer who runs a vendor on the side), the skills that I recommend are *Item Identification*, *Arms Lore*, *Magery*, *Blacksmithy*, *Alchemy* and *Inscription*. The first four are the most important — *Alchemy* and *Inscription* just increase the items that you can put out for sale. I'd start the character with 45 Strength, 10 Dexterity and 10 Intelligence.

Choosing a Location

The first thing you need to do is scout out a good location. You'll be looking for a high traffic area or an area where you can fulfill a specific need (for example, the "extortion" vendors on the Isle of Fire do a brisk trade in Recall runes, Recall scrolls and Recall reagents for the recently deceased and resurrected). Once you have established yourself in the community, location becomes less important. One of the most important items to sell is a Recall rune to your vendor. I've sold over 750 to mine, and more sell every day. I now have customers that Recall in just to do a little shopping, and then they're on their way again.

Your location has to be capable of supporting a structure of some kind. Vendors can only be placed adjacent to buildings, with a maximum of one vendor per structure. You don't have to actually own or have permanent access to the structure — if you find a nice spot with a building already present, see if you can track down the owner and buy the right to place a vendor there.

Buying an Employment Contract

You can purchase a contract of employment for about 1500 gold. These contracts can be purchased from most innkeepers around the land. The money that you spend here actually goes toward Marlene's daily upkeep, so consider it to be a down payment on your future.

Placing Marlene

To place Marlene you have to have access to a key to the building beside which you wish to place her. You don't have to permanently have the key — you only need to be holding it while you place the vendor. However, you'll want to ensure that the building is regularly refreshed — if the building goes *poof*, then so does Marlene, with all of her goods.

To place Marlene, stand in the spot in which you wish her to appear and double-click on the contract of employment. She will appear right on top of you and be ready for immediate action. The vendor will be given a random name and random clothing (though all have thigh boots, a sash, etc., colors vary), none of which you can change at this time. The vendor starts empty — but some of the money paid for her contract goes toward her upkeep and is enough for about three days.

Note: Vendors can be placed inside of buildings, but unless you plan to keep the door open to the public, this ability is of no use to merchants.

Restrictions

Your vendor is limited by several program rules. First, she cannot hold more than 400 stone of weight, just like a bank box.

Second, the combined count of individual items and stacks on your vendor cannot exceed 125. A stack of anything counts as one item for this rule.

Third, not just anything on a vendor can be left "not for sale." For an item to remain "not for sale," it must fall into one of four categories:

Books

Unlocked containers containing only "for sale" or exempted items
items inside a container that is marked "for sale"

Key rings



Anything else left “not for sale” on a vendor will be priced at its NPC shop price as soon as you take an action other than setting the price. Keep in mind that NPC shops set very little value. You could drop a full suit of Fortification plate armour off on your vendor while you run to town and come back to find it gone with only a small pittance of gold in its place.

I recommend two different methods of labeling your wares. First, you should label all interior containers, just like you’d give any item on your vendor a description (for more details, see **Stocking Your Vendor**, p. 156). Second, you can place a “not for sale” book adjacent to the container, with a description of what’s to be found within. This will enable players to click on the book to see what’s in each container.

Choosing Your Merchandise

There are a number of different options for merchandise. Your choice will be dependent on your personal preferences and the skills at your disposal. I recommend the following types of vendors:

Arms Merchant. The arms merchant carries magical items of various quality and has a wide assortment of armour and weapons from which her customers may choose. The majority of the items will be in the middle range of magical power (Might, Guarding and Hardening) with a few marquee items at higher prices. The arms merchant shouldn’t have a problem with the item limit (125 items) but may run into trouble with the weight limit (400 stone). A good arms merchant is restocked daily.

The most popular items will always be magical Viking swords, halberds, bardiches, bows, heavy crossbows, war axes, war maces, plate armour (of almost any quality) and ring and chain of Hardening or better.

Reagent Shop. The reagent vendor sells reagents in bundles of 10, 20 and 100 at a slight mark-up over store prices. The reagent shop rarely has a problem with the weight limit, but will always have a problem with the item limit. A purveyor of reagents knows where to shop and spends a lot of time restocking her vendor — up to three times a day, with heavy traffic. A true reagent shop carries nothing but reagents and a few Recall runes to the shop.

The best-selling reagents are black pearl and mandrake root.

Ars Magica. The peddler of items arcane carries runes, scrolls, spell books and potions. As with the reagent shop, the item limit is the killer here.

The best selling items are Greater Heal, Poison and Explosion potions, almost all Recall runes (especially to dungeons) and Recall, Mark, Gate Travel, Energy Bolt, Flamestrike and Resurrection scrolls. Most high-level scrolls will sell, as will full spell books.

Stocking Your Vendor

You open Marlene by double-clicking on her. You can then place whatever items you wish in her pack. Be warned, however, that if you place an item other than one of the above-mentioned exempted ones, and take any other action before assigning that item a price, the item will be automatically priced at NPC shop levels!

Organization is everything. The popular vendor will have all of her items neatly arranged in differently coloured bags for easy identification. Marlene has three bags for armour (all the same color) and separate bags for sword weapons, archery weapons and mace weapons (all differently colored). My customers who use swords always know into which bag to look, and don't have to waste any time trying to figure out where the goodies are. All of the bags are labeled, as well (e.g., "Top Quality Items for the Archer"), for easy reference. Label the bags rather than placing labeled books near them so as to reduce your item count.

I also recommend that you place a couple of books on Marlene offering your customers information and advice. Both the title of the book and the description that you type in as you place it on Marlene will be visible to your customers if they click on it. An excellent suggestion that was sent in to me is to have a book with the description, "If you're short of funds, Marlene can do direct withdrawals from your bank account!" Not all players are aware of this, and I was told that it increased one vendor's sales by 30 - 40%!

Even more important than organization is proper labeling. Item Identification and Arms Lore are vital skills for the successful merchant. All of my items are fully labeled, including state of repair. Use the label to emphasize the special qualities of the merchandise. An example of a good label is "FORTIFIED Surpassingly Acc War Axe of MIGHT — Brand New". You can leave out the name of the item; it will appear below the item, labeled or not. In the previous example, the words "magic war axe" would appear directly below the item if someone were to click on it:

FORTIFIED, surpassingly accurate of MIGHT — Brand new a magic war axe

Except for bows, crossbows and other unrepairable items, you should never stock items that are not in full repair. You will get a lot less repeat business if that war axe breaks over the head of the first orc your customer tests it on.

To actually price an item, place it in Marlene and type the following: Price, Description. For example: 400, FORTIFIED EMINENTLY Acc Lgswd of MIGHT & Feeb (23) — B. New. If you're short on room, you don't need the comma/space, as long as you leave one or the other between the price and description. Once it has been placed and priced, you can move it about in Marlene's pack without having to redo this step. If you want to change an item's price or description, you have to remove it from the pack entirely and then put it back. It's a good idea to



type out the description first, then place the item and hit **Enter**.

If you wish to make an item not-for-sale (only books, containers, key rings and items within a for-sale container — e.g., a full suit of armour), merely type the description without a price first: for example, "MASSIVE Plate Arms of GUARDING — Brand New". If this item is within a for-sale container, it will be listed as not-for-sale (i.e. you have to buy the container itself). If this item is not within such a container, it will be assigned a price automatically (for this item, approximately 225 gold).

If you place a not-for-sale item in a not-for-sale container, the container will be assigned a price based on shop values of the items inside. This assignment will occur even if only one item in the container does not have a price, and even if you then assign a price to that item.

Setting Prices

Setting prices is, by far, the most challenging part of being a successful merchant. This section attempts to help with the problem, but it can be no more than a guide. Your merchandise can be impeccably organized and you can have the best location, but if you don't have prices that please your customers, your business will fail.

Pricing weapons and armour, especially enchanted items, is a pain, particularly since there are no hard and fast rules to serve as guides. However, value is an elusive term and value lies in the eye of the beholder in any event. How else to explain some of the fantastic prices being asked and paid for certain enchanted items today?

20,000 gold for a heavy crossbow of Power? 11,000 gold for a Viking sword of Force? Absurd? Of course. But when you consider that weapon might earn its price within a few days, who's to say it's not worth it? In any event, price is set by what people will pay, not what an item is worth. So we present this section and hope that it will help to bring some sanity back into the game.

Your prices will be dependent on a number of factors, including your cost, location and, most importantly, current supply and demand.

While you have to factor your cost into the prices that you set, this should be the factor given the lightest weight — a successful merchant has fairly consistent prices that do not fluctuate except with supply and demand. Of course, it doesn't hurt to have the occasional sale to keep the customers coming back. You want your prices to be high enough to make it worth your while to continue the endeavor, but low enough to ensure repeat business.

Pricing Guide

Reagents. The successful reagent shop makes its profit on volume sales. If you are in a high traffic area, especially one in the wilderness without easy access to a mage shop, you can easily sell out your stock two or three times per day with aggressive pricing. Our vendors (my partner, Lord Monteroy, is in charge of reagents, runes and scrolls) sell reagents at 1.5 to 2 gold above store prices. Reagents are readily available from mage shops, if you have a little patience. The real service you are providing is convenience. If you wish to spend less time on your reagent vendor, set the prices a little bit higher. If your prices are too high, however, the extra cost will outweigh the convenience of using your shop and you will drive people to the mage shops.

<i>Black Pearl</i>	7.5 to 8 gold
<i>Blood Moss</i>	7 to 7.5 gold
<i>Garlic, Nightshade, Ginseng and Silk</i>	4.5 gold
<i>Mandrake and Ash</i>	4.5 to 5 gold

Runes. All runes sell well, as long as they are priced reasonably. When pricing runes, keep in mind your cost (if you're a competent mage, 35 to 40 gold per rune) and don't be too greedy.

<i>To your vendor (depending on how much people want to go there anyway)</i>	25 to 70 gold
<i>Mainland cities</i>	80 to 125 gold
<i>Harder to reach cities (Cove, Jhelom, Nujel'm, Magincia, Serpent's Hold, Ocllo)</i>	150 to 200 gold
<i>Dungeons and spots of interest (Buccaneer's Den, Chaos Shrine)</i>	200 to 300 gold

Scrolls. Scrolls seem to move at these rates:

<i>Generic Scrolls</i>	base cost + 10 per circle
<i>Recall</i>	50 gold
<i>Mark</i>	60 gold
<i>Gate</i>	100 gold
<i>Resurrection</i>	200 gold

Full spell books generally sell for 3,000 to 3,500 gold. Considering the difficulty in finding scrolls to fill the book and the fact that it takes a GM scribe to inscribe 8th-level spells, this price is generous.

Potions. I am not an expert in the pricing of potions, but I have heard that the following prices may be effective.

<i>Greater Heal</i>	40 to 55 gold
<i>Greater Explosion</i>	60 to 100 gold
<i>Greater Poison</i>	60 to 150 gold.



Armour and Weapons. This area is, by far, the trickiest in which to set prices. You will have to experiment to find the prices that best suit your customers. The high range weapons and armour have the greatest variation, depending mainly on specific purchasers.

Halberds and heavy crossbows are the most sought-after weapons. I suggest the following prices (the ranges are dependent on your specific location as well as the accuracy bonus of the item):

<i>Ruin</i>	750-2,000 gold
<i>Might</i>	3,000-6,000 gold
<i>Force</i>	7,500-14,000 gold
<i>Power</i>	12,500-25,000 gold
<i>Vanquishing</i>	25,000-60,000 gold

The high-end items seem may to be excessively priced, but with the amount of gold available in the game, these amounts are within the realm of possibility. Items on vendors will sell at the lower end of the ranges, but not quickly at the higher end, if at all. These items are best sold privately.

By far, plate is the most popular armour, commanding the best prices. Even plate of defense commands good gold.

	Defense	Guarding	Hardening	Fortification	Invulnerability
<i>Tunic</i>	450-750	900-1250	1500-2500	3000-5000	15,000 +
<i>Legs</i>	425-600	750-1000	1250-2000	2500-4000	10,000 +
<i>Arms</i>	375-550	700-900	1000-1750	2000-4000	10,000 +
<i>Helm</i>	350-500	650-900	1000-1750	1800-3500	10,000 +
<i>Gorget</i>	200-350	350-500	1000-1500	1500-3000	10,000 +

Chain is also quite popular, and can be priced at up to 2/3 the price for an equivalent piece of plate.

Assume all weapons/armour either found or purchased are not brand new. A Master or GM smith with high *Arms Lore* skill is a treasure, and if they're honest, pay them well to both *Arms Lore* an item and repair same. Even armour of Hardening can be weakened in battle and needs to be fixed from time to time.

Maintaining Marlene

Now that Marlene is ready for action, how can you keep her happy?

You have to do two things to keep Marlene on the job. First, you have to make sure that her shop doesn't deteriorate — again, if her tent or building goes *poof*, so does she. Second, you have to keep paying her. If Marlene runs out of cash, she commits suicide, dropping all of her goods to the ground.

To determine how much Marlene is costing you, say a sentence with the words “vendor” and “status” in it (or “Marlene” and “status”). The macro I use is “Will the real Marlene please tell me her status?” Marlene will now tell you how much gold is in the till, how much her daily charge is (in *UO* days) and for how long she has funds (in *UO* and real-world days). This last time span assumes that you are not removing any of the gold in the cash box.

To remove gold from Marlene, say a sentence including the words “vendor” or “Marlene” and “get” or “transfer gold.” The macro I use is “Marlene please transfer me the daily profits in gold.” If you want to keep it simple, “vendor get” will do. At this time, there’s no way to remove only a portion of the gold that Marlene is holding for you.

Note: Keep in mind that 50 gold weighs 1 stone. Therefore, you can control the amount of gold that Marlene transfers to you by controlling your weight when you request the cash. Marlene will only pass you enough gold to put you at your maximum carrying capacity, and no more.

To pay Marlene, simply drop gold on her head; she will let you know that she is applying the funds to her employment. Then do another status check to see for how long she’s been paid. Remember, if you add more merchandise, her daily upkeep goes up. I advise keeping her paid for at least seven days at all times. Also, don’t kill anybody unless in self defense. More than one murder on your murder count will cause your vendor fees to soar.

The exact formula for your daily vendor charges is:

$$[(\text{Value of everything on your vendor}) / 500] + 20$$

That total is *multiplied* times your murder count. Keys count as the value of the house or ship.

Keeping Your Customers Happy

Well, it seems like the hard work is done, but it’s really just begun. The most challenging, and most fun, part of being a successful merchant is pleasing your customers while maintaining a healthy bottom line.

The most obvious way to please customers is to keep a good stock of items and to keep your prices competitive. Watch for trends in the sale of your merchandise and don’t be afraid to adjust prices and the make-up of your inventory to suit the buying patterns of your customers. Hang out at your shop for an hour every day and chat with the customers — they are your best source for information on the marketplace. Remember — a happy customer will keep coming back and will bring friends.



If your vendor is in the wilderness, offer free Heals and other helpful spells to passers-by — this will get their attention. I've probably resurrected 150 ghosts who have wandered by my tent, many of whom immediately refit themselves from my wares. If someone is down on her luck (my vendor is in a PK-frequented zone), I'll give her a free weapon or some gold to get her started — I'm confident that, ultimately, the gold will end up back in my coffers, with interest.

If one of your customers is locked in battle, ask him if he requires assistance and let him have the lion's share of the loot from any kill. Just like real life, small kindnesses can be repaid many times over. A player who feels gratitude toward you will go out of his way to shop at your vendor, as long as the prices are reasonable.

If you see someone making repeated purchases, ask her if she has a rune to you vendor. If not, give her a free one. If she already has one, give her one to give to a friend.

I'm always amazed at how few people haggle in the game. When I see a customer taking a long look at my items, I always say, "if you see something you like, make me an offer." Remember, no matter how much you sell an item for, you're probably still making a profit. Generosity in the short run is usually rewarded in the long run.

GUILDS

In the game, groups of players can band together in a group called a *guild* for the sake of furthering their principles, fostering an occupational community or numerous other goals. Some guilds are of the serious, occupational sort, such as the Warriors' Guild. Others are geared more toward social gatherings.

Ultima Online has two types of guilds — *game guilds* (trade guilds run by NPCs) and *player guilds* (created and managed by players). Anyone can join a game guild by finding the NPC guildmaster and paying a membership fee. Joining player guilds is a bit more difficult — you must contact the player guildmaster to gain permission to join.

Game Guilds

By joining a game guild, you can receive discounts at certain shops. Merchants affiliated with a certain guild display the guild's coat of arms on a sign in front of their shops. Members of that particular guild receive a 10% discount at that shop. The exception is the Thieves' Guild — instead of a discount, membership renders guild members immune to NPC thieves and beggars.

Most main trade guilds have branches that represent local or specialty divisions. These sub-guilds use the same colors (green and white, for example), but their coat-of-arms design varies slightly (such as vertical vs. horizontal stripes). All sub-guilds offer discounts to members of all branches of the guild.

Joining/Leaving a Game Guild

You can join nearly any game guild, as long as you pay the 500-gold piece membership fee. (A couple are not currently accepting new members.) This ensures lifetime membership in that guild. However, you must pay again if you ever decide to change guilds.

- † If you say the word “guild” or “guilds” to an NPC Guildmaster, he or she will offer you membership in that particular guild.
- † If you say “join” or “member” to a Guildmaster of an NPC guild (you have the necessary 500 gold), you will automatically join that guild, if you don’t already belong to another guild.
- † If you wish to withdraw your guild membership, say “resign” or “quit” to an appropriate Guildmaster.

Joining/Leaving a Player Guild

Player guilds are controlled independently, and Origin exerts little control over them. Unlike game guilds, player guilds don’t provide shop discounts (unless players in the same guild agree to trade goods at lower prices).

To join a particular player guild, you must find its guildmaster. This can be quite a task in some cases. Your best bet is to ask around or post a notice on the town bulletin board. Some players create guild halls that you can visit. If you can’t find the guildmaster, visit the *Guild Hall* on the *Ultima Online* web site (www.owo.com) and use the guild search engine to track down guilds by category, name, guildmaster or location. Then, you can contact the Guildmaster via e-mail.

To leave a guild, e-mail the guildmaster and ask to cancel your membership.

Game Guilds By City

To find a guild you want to join, you may have to travel to different towns — not every guild has a chapter in every town. Currently, no permanent guild halls exist for the Society of Clothiers and the Guild of Healers. However, you might encounter a guildmaster at any of their shops throughout Britannia.



Game Guilds by Type

General Membership. The prominent occupation for the group — i.e., alchemist, paladin, healer, etc. The occupations listed here indicate what types of shopkeepers will give you discounts. Not all guilds are currently open for membership. At this time, the Guild of Barbers, Society of Cooks and Society of Smiths are closed to new membership. However, note that the Society of Weaponsmiths (a subguild of the Society of Smiths) extends membership discount privileges to the Warriors' Guild.

Subguilds. Specialty branches of a main guild or association. Sub-guilds offer discounts to members of all branches of the main guild.

Guild of Arcane Arts (purple and blue)

General Membership Alchemists, mages

Subguilds Guild of Mages
Guild of Sorcery
Masters of Illusion

Guild of Barbers (red and white)

(Not currently accepting new members)

General Membership Barbers, hairstylists

Subguilds None

Society of Clothiers (purple, gold and red stripes)

General Membership Tailors, weavers

Subguilds Tailor's Hall

Bardic Collegium (purple, gold and red checks)

General Membership Bards, musicians, storytellers, performers

Subguilds None

Society of Cooks and Chefs (green, white and red)

(Not currently accepting new members)

General Membership Cooks, chefs

Subguilds None

Order of Engineers (blue, gold and purple)

General Membership Tinkers, engineers

Subguilds None

Guild of Healers

(green, gold and purple; golden ankhs on green)

General Membership Healers

Subguilds Healers' Guild
Lord British's Healers of Virtue

Maritime Guild (blue and white)

General Membership Fishermen, sailors, mapmakers, shipwrights

Subguilds Guild of Fishermen
Sailors' Maritime Association
Seamen's Chapter
Society of Shipwrights

**Merchants' Association
(green and white; gold on green)**

General Membership Merchants, innkeepers, tavernkeepers, jewelers,
provisioners

Subguilds Merchants' Guild
Guild of Provisioners
Traders' Guild
Barterers' Guild

**Mining Cooperative
(golden cross on blue and black)**

General Membership Miners

Subguilds None

League of Rangers (gold slash on red and blue)

General Membership Bowyers, animal trainers, rangers

Subguilds None

Society of Smiths (gold and black)

(Not currently accepting new members)

General Membership Blacksmiths, weaponsmiths

Subguilds Armourers' Guild
Blacksmiths' Guild
Guild of Armaments
Society of Weaponsmiths

Society of Thieves (red and black)

General Membership Beggars, thieves, assassins, brigands

Subguilds Federation of Rogues and Beggars
Guild of Assassins
Society of Thieves

Warriors' Guild (red and blue)

General Membership Fighters (mercenaries, warriors), weapons trainers,
soldiers, guard, paladins
(Weaponsmiths also commonly belong to this guild)

Subguilds Association of Warriors
Fighters and Footmen
Guild of Cavalry and Horse



KEYWORDS

Trying to find out exactly what you need to know from an NPC stranger can occasionally prove difficult. To assist you, this chapter lists NPC keywords — recognizable words you can use in everyday conversations with NPCs. The lists are divided by **General** (applicable to all NPCs) and **City** keywords. **Occupation** keywords are listed with each NPC description, starting on page 216. Keep in mind that these lists are subject to expand and change over time.

Usage Guidelines

To help you interpret these listings, here are some general guidelines:

- † **Multiple-word entries** (such as “green potion”) will only elicit the desired response if you type both words consecutively, without any other words in between them. For example, “green” by itself will not draw an NPC into an in-depth conversation, and “potion” will probably result in general directions to a magic shop. “Green potion,” however, will evoke a totally different answer.
- † Keywords ending with “’s” (primarily city names) trigger the same response whether you place the apostrophe before or after the “s,” or if you leave it out entirely. Asking an NPC about “Buccaneer’s Den,” “Buccaneers’ Den” or “Buccaneers Den” will get the same response. (Here, however, the keyword is only listed once, and with the apostrophe before the “s.”)
- † Some words listed are **partially spelled** to allow for multiple word endings. In the more obscure cases, a sample word follows in parentheses to help you understand the general meaning of the root word. An example is “thiev,” which allows NPCs to respond to “thieving,” “thievery” and “thieves.” Similarly, “alchem” lets you ask about “alchemy” and “alchemists.”
- † <any> between two words indicates that you can insert additional words between the keywords. Either “What job do you like to do?” or “What do wild ettins like to do in their free time?” will result in the same response, because the NPC responds to “What do do?”

All NPCs have general keywords (given in the first entry). Similarly, people in a given town will respond to certain keywords for that region. Most keyword responses, however, are based on occupation, as well as your reputation. If you’re well-liked, the response will usually be more polite, and perhaps even more helpful. (Responses are not listed here due to space constraints.)

General (ALL NPCs)

avatar	blackthorn	britannia	buccaneer's den	bye	cove
capital	farewell	go away	greetings	hasta la vista	jhelom
job	king	leave me alone	lord british	magincia	moonglow
name	new magincia	nujel'm	oclo	occupation	profession
ruler	serpent's hold	shrine	skara brae	see ya	take a hike
trinsic	vesper	virtue	yew	yo	
what <any> do <any> do					

To start a conversation with an NPC, use his or her name instead of "hi" or "hello."

Hiring

You can hire NPCs with the following keywords:

hire	hireling	hiring	mercenary	servant	work
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Needs

Use the following keywords to identify an NPC's current needs you can help fulfill.

are you <any> well	destination	how art thou	how <any> you	I will take thee to <location>
thou fare	thou need	thou require	thou want	what is wrong
you fare	you lac	you need	you needing	what's wrong
				you want

Cities

The following keywords work with NPCs in specific cities.

Britain

alchemist	ankh	armour	artisan	baker	bank
bar	bay	blacksmith	blackthorn's castle	blue boar	boats
bowyer	bread	bridge	brittany	brittany river	butcher
camp	carpenter	cartographer	castle	cat's lair	cemetery
city wall	clothes	clothiers	conservatory	crypt	customs
customs house	cypress bridge	death	dummies	dummy	ethereal
ethereal goods	farmers	farms	fighter	fletcher	gate
graves	graveyard	great bridge	great northern	guild	
guard house	guardhouse	gung farmer	healer	incantations	inn
incantations and enchantments		I'm lost	jewel	lb (weight; pound)	leather
lighthouse	mage	mage guild	mage shop	mage tower	magic
mage's bridge	mage's shop	magic shop	main gate	mapmaker	map
mausoleum	mechanician	miners	mining guild	minstrel	moat
musician	narrows	narrows neck	northside	northern bridge	neck
oaken oar	ocean	old keep	orc	paws	poor gate
provision	resurrect	river	river's gate	sage advice	ships
salty dog	shipwright	skeleton	smith	sorcerer's delight	stables
steal	sweet dreams	tanner	tavern	temple	theater
theatre	thief	thieves	training dummy	troubadour	train
undead	unicorn horn	vet	virtue's pass	wall	warrior
waterfront	wayfarer's inn	weaponer	weapons trainer	weaponsmith	
where am I	woodworker	where is			



Buccaneer's Den

ale	bath	drink	fur	heal	hide	inn	provisioner
smith	supplies	tanner	tavern	woodworker			

Cove

armor	armour	dock	fort	heal	lighthouse	orc
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Jhelom

ale	amber	amethyst	armor	armor	armor	armour
armourer	axe	baker	bakery	blacksmith	blacksmith	carpenter
cartographer	cemetery	citrine	city hall	clothes	clothes	clothier
diamond	dock	drink	drinduel	dueling pit	dueling pit	emerald
farmer	fighter's guild	fish	fisher's guild	food	food	gem
gold	grave	guard	guard house	guard tower	guard tower	guardhouse
hammer	healer	healing	horse	inn	inn	jeweler
jeweler	library	mace	mage	map	map	mapmaker
pit	provision	ranch	rubies	ruby	ruby	sapphire
scorpion's tail	shipwright	silver	sleep	supplies	supplies	supply
sword	tailor	tavern	theater	theatre	theatre	thieves guild
tinker	tourmaline	town hall	warehouse	weapon	weapon	

Magincia

allies	architecture	artist	artwork	baker	cartographer
council	craft	dock	fish market	Healer	history
house of parliament	Inn	item of protection	jeweler	kidnap	lyceum
mage	mage guild	mage shop	magic guild	magic	magic shop
map	mapmaker	merchant's guild	mining guild	mine	nujel'm
parliament	pirate	politic	provisioner	pride	ransom
ship wright	shipwright	tailor	tavern	temple	town square
tinkerwarehouse	youth				

Mizoc

armor (or armour)	blacksmith	butcher	clock	concert	drink
fighters	guild	heal	hides	house	mine
miners	music	provisioner	smith	stable	supply
tanner	tavern	tent	tinker	woodworker	warrior

Moonglow

apprentice	armour	artist's guild	baker	butcher	cemetery
city hall	docks	farm	food	fruit	gadget
graveyard	healer	herb	inn	lycaenum	mage
mage's guild	mag <any> student	mag <any> teacher	meat	produce	professor
provisioner	reagent	scholar	supplies	tailor	teleporter
teach <any> mag	telescope	town hall	woodworker	zoo	

Nujel'm

arbor	bank	bard's guild	blacksmith	bowyer	cemetery
chess	clothier	concert	custom <any> house	conservatory	customs
food	gamble	gaming	gazebo	graves	graveyard
inn	jail	jeweler	jewelry	mall	manor
mansion	merchant's guild	market	mystical spirit	palace	patio
pergola	restful slumber	silver bow	slave auction	slave market	supplies
tailor	tanner	tavern	weaponsmith	wager	

Serpent's Hold

armor (or armour)	blacksmith	butcher	healer	inn	keep
provisioner	stable	supplies	tailor	tavern	tinker

Skara Brae

alchem	ale	animal	armor (or armour)	blacksmith	beekeeper
bow	bowyer	butcher	cartographer	carver	city hall
cloth	clothier	farm	farmer	food	fruit
heal	honey	inn	mage	magic	map
mapmaker	meat	provision	ranger's guild	ranger	shipwright
smith	supplies	tavern	theater	theatre	town hall
trainer	vegetable	weapon	wood	woodcarver	

Trinsic

armour	baker	barrack	butcher	constable	engineer
engineer's guild	fishermen's guild	fishermen's shop	guard	guild	healer
inn	jeweler	mage	mayor	monast	provision
paladin's guild	shop <any> fish	stable	supplies	tailor	tavern
tinker	train	weapon			

Vesper

alchemist	armor (or armour)	art	bakery	bard <any> guild	bank
beekeeper	blacksmith	bowyer	bury <any> dead	butcher	cemetery
cartographer	city hall	crypt	customs	farm	fish
fighter's guild	grave	healer	inn	jewel	mage
magicians' guild	magic <any> hall	map	mapmaker	miners' guild	meat
mortuary	museum	point	produce	provisioner	reagent
seamen's guild	ship wright	shipwright	smith	sorcery	sorcerer
supplies	tailor	tailor	tanner	thieves' guild	tavern
tinker	town hall	warriors' guild	wood		

Wind

eat	food	forest	healer	inn	lab	library	magic
mushroom	provisioner	reagent	scholar	supplies	tailor	wood	

Yew

abbey	baker	bowyer	butcher	cemetery	court	empath	farm
flour	food	gool	healer	jail	market	meat	mill
prison	produce	storehouse	wine	woodworker			

Countryside (outside cities)

appreciate	bedroll	britanny bay	bye	camp	cave
chow	ciao	colony	concerns	covetous	deceit
despise	destard	dungeon	Dupre	earn <any> money	gold
fare <any> well	get <any> money	good <any> see <any> thee		greetings	hello
how <any> quit <any>?		how <any> you	hythloth	is <any> kindling	lolo
knights	log off	logoff	love	many lands	moon
make <any> money	many realms	moongates	order of the silver Serpent	one realm of many	
other lands	other realm	lord robere	robere	see <any> ya	shame
see <any> you	Shamino	shrines <any> truth	thank thee	thank you	thank ye
thanks	thou <any> live	treasure	troubles	virtues	weather
what is your	what town am I in	what's your	what <any> town is this	what's thy	wrong
who are you	where <any> thou <any> live	you <any> live	where <any> thou <any> work		
where <any> am <any>					

Creatures and NPCs



LRMFTRRMH F+M
TKKH

CREATURE AND NON-PLAYER BEHAVIOR

One of the most in-depth systems in the game is the artificial intelligence design for creatures (animals and monsters) and NPCs. All of them interact in *Ultima Online*, and each has survival needs, desires and fears. As in the real world, man is the supreme predator. Additionally, what they do — and what human players do — affects the world. This complex behavior system is based on a hierarchy of drives for all inhabitants of the world.

The next few sections describe the intricacies of creature and NPC behaviors. **Creature Descriptions** begin on page 175 and **Non-Player Character Descriptions** begin on page 216.

Drives

All creatures and NPCs have behaviors and priorities based on three drives — food, shelter and desires.

Food Items required for survival, such as food and water

Shelter Locations that provide some degree of comfort, such as homes or caves

Desires Luxuries not required for survival, such as gold or honey

Creature and NPC searches nearly always proceed from food to shelter to desires. Survival is always the most urgent element, however — if anything threatens survival, that takes precedence.

Not everything has complex drives. Rabbits happily live in a grass field, eating grass. For that matter, not everything must have a specified shelter — some NPCs are nomads without a permanent shelter.

Here are some examples:

Dragons

Eat meat

Live in caves

Desire gold

Rabbits

Eat grass/crops

Live in grass

Desire crops

NPC Townspeople

Eat meat

Live in the village

Desire wool, gold, fame, similar NPCs, etc.

NPC Nomads

Eat meat

No permanent home

Desire gold, similar NPCs, etc.





Rules of Behavior

Food

Many plants are sources of food — grass, grain, wheat, carrots, apples, etc. In addition, all people and animals are meat sources for carnivores.

“It’s Not Big Enough”

When NPCs and creatures search for food, they generally ignore anything smaller than a single bite. A dragon that eats in 5-unit bites won’t bother with crows that are only 2 meat units. This rule is violated, however, if the carnivore is starving.

“Can That Eat Me?”

Most NPCs are smart enough not to try killing a dragon for food. It’s bigger, it’s more powerful, and it’s likely to win. Creatures follow this same basic rule — if they see something that desires them as food, they tend to avoid the predator.

“I Can’t Get to It!”

NPCs and grounded creatures won’t waste their time trying to get to something that’s obstructed or out of reach. For instance, a wolf realizes he’s grounded and probably won’t spend precious hunting time chasing a bird flying overhead.

“What Should I Eat?”

NPCs and creatures in Britannia follow a set of guidelines when they’re hungry. They want to eat, and they want to eat as much as they can, as safely as they can. Here are the basic rules they use to determine what the food of choice will be:

- ‡ Most inhabitants of Britannia prefer their meat already dead. No NPC wants to risk life and limb hunting evasive game in the wilderness, and most creatures would rather eat a freshly prepared carcass than kill something themselves.
- ‡ The larger the quantity of food, the better. This is especially true with a group of creatures — the preferred food source is one that feeds the entire group.
- ‡ The closer the food source, the better.
- ‡ If the food source provides other resources as well (like hides, which comes from some animals that produce meat), it is more appealing.
- ‡ Once the search for food is finished, the NPC or creature will eat the food or, if it’s smart enough, take the food back to its home or lair.

“Splitting the Pack”

This rule pertains more to creatures than NPCs. If a group of creatures need more food than an area can supply, the group will split into two packs. The strongest member stays and takes one half of the group, while the second strongest member splits off with the other half of the group (randomly chosen) and migrates to a new region with enough food resources.

Shelter

Most creatures seek out suitable shelter for their permanent homes. Once they find it, they're settled for the duration of the game and won't move unless they die, they're driven out, or their home is destroyed.

Other creatures are more nomadic and will take shelter wherever they happen to be when that drive occurs. Later, when they desire shelter again, they may return to the previous shelter or seek out a new one.

Here are the rules for living space:

"Where Should I Live?"

If no home currently exists, he/she/it will look for a location that has the largest amount of space available (grass, cave space, housing space, etc.). Creatures look for grassy areas, forests, caves or whatever their natural habitat happens to be.

Once they find suitable shelter, they claim it as their home. However, the area must be large enough to satisfy their needs. For example, sheep consider grassy areas as shelter. They also eat grass, however, which reduces the size of this shelter until it is insufficient, and they have to move to another grassy area.

"Should I Move or Should I Stay?"

Most NPCs and creatures prefer permanent homes. However, if an NPC or creature has a home but discovers a similar shelter that offers more free space or other advantages, a move may take place. If the NPC has a stash of food, gold or other items, it will begin moving its possessions to the new location.

For example, if a wandering dragon happens across a larger cave currently occupied by a lone adventurer and a large pile of gold bigger than the dragon's current hoard, it may attempt to kill the human and take over the cave space. Once that happens, the dragon will return to its previous quarters to transfer its hoard.

"Nothing Here ..."

If a homeless NPC or creature can't find suitable shelter in a certain area, it will migrate to a new area and seek out an area with enough free space and nearby food resources.



Desires

Several types of desires exist. Some are constant, meaning that the need never goes away. For example, an NPC female might fall in love with a male player and persistently follow him wherever he goes. Or, a thief remains constantly on the lookout for anyone carrying 100 gold pieces. Other desires are satiable, meaning that the NPC remains satisfied for some time, then seeks to fulfill his or her desires once more.

“Kill the Invaders”

This rule is slightly different from the normal shelter rule. Instead of a desire, it is usually a response to an action by some other creature, NPC or human player.

If one creature or NPC tries to move into another's home, a fight may commence. For example, a wolf will attack a bear that tries to claim its corner of the forest. Both desire to live in the forest, and both consume local meat resources. However, a fight will probably not occur if a rabbit moves into a sheep's grassy area. Both are herbivores, and one or both will probably just migrate to a nearby grassy knoll.

“Protect the Hoard”

If a creature or NPC's home is invaded by anyone that wants something from within the shelter, the homeowner will display aggression toward the invader.

“Find a Master”

This causes creatures to form packs of creatures. Most creatures desire to be around others of their type. Within such a group, the most powerful creature is often considered the leader or master. Others in the pack follow the master.

With creatures, pack behavior occurs only if there is enough food in the area to feed the entire group. If not, the group will either never form, or will split in two.

“Hmm ... I Could Use That!”

Sometimes a creature with high intelligence or an NPC finds something it desires that can be moved. If the creature or NPC has a home and can carry the item, it will be taken home and added to the personal possessions.

This can apply to food as well as items — if the creature or NPC is not hungry when it runs across something tasty, the food can be taken back home and stored.

“I'm Bored!”

Both creatures and NPCs can get bored. If they have some desire that has been satisfied several times — such as the desire for gold coins, or for the company of a particular person — they may seek an alternative instead.

AS WITH ALL OTHER SPECIES IN THIS BOOK, UPON THE ONSET OF THIS GAME, THESE DESCRIPTIONS AND STATS ARE SUBJECT TO CHANGE.

Productions and Aversions

Besides the basic food, shelter and desire drives, two other forces affect creatures and NPCs. They are **productions** (resources contributed by that creature or NPC) and **aversions** (anything that causes fear in an creature or NPC). These two things help drive decision-making and behavior patterns.

Productions

Productions are resources that a creature or NPC can contribute to the region's resources. This can also apply to some objects. These resources are either fixed (such as meat) or consumable and renewable (such as wool on a sheep, or trees in a forest).

For example, a tree produces up to 5 units of wood. If the tree is cut, it will eventually renew itself and grow back. Thus, wood is a renewable resource that can be consumed without being destroyed. A tree also represents 5 units of forest that can be used as shelter.

Similarly, grass serves both as food and shelter for some creatures. After a grassy area has been eaten, it no longer serves as shelter for grassland creatures.

Aversions

Aversions are items, creatures or NPCs that cause a negative reaction — usually fear, but occasionally hatred (leading to attack) or dissatisfaction and unease (these latter being more typical of humans). Aversions essentially are the reverse of drives.



CREATURE DESCRIPTIONS

Ranges of numbers. If the value listed is a range (for example, 15-38), that stat will vary from creature to creature (or NPC to NPC) between the two numbers.

Damage (creatures) lists the base damage the creature can inflict with one blow.

Natural armour (creatures) lists the "armour" protection the creature's skin provides.

Skill to Tame is the *Animal Taming* skill a character needs to try to tame this creature. If no *Skill to Tame* is listed, the creature can't be tamed.

Alignment is only mentioned for animals or NPCs if they are not neutral.

Movement lists any non-standard modes of travel for the creature.

Difficulty is a general measure of how tough an opponent the creature is. The lowest Difficulty is 1. The highest is 10+.

Strength, Dexterity, Intelligence, Hit Points, Stamina and **Mana** are on the same scale and mean the same thing as the corresponding player stats.

Skills. Of course, not every alligator has had a chance to matriculate at Bendar's School of Unarmed Combat. However, when you are attempting to attack, capture or resist a creature, these skill values represent the creature's natural abilities brought to bear against you.

Food is what the creature or NPC eats. The first number is the number of food units it takes to fill the creature. The number in parentheses is how many units it can consume in a single bite. For example, an ogre (*Food: Meat 15 (3)*) eats meat, becomes full after consuming 15 units, and takes bites of 3 units at a time.

Shelter is the type of natural habitat the creature/NPC seeks out as its home.

Desires are preferences, not survival necessities. **Resources** are units of usable resources that the creature or NPC represents. For example, a sheep is both a meat resource and a wool resource. The number preceding the resource describes the number of units generated.

We didn't feel it necessary to repeat this throughout the NPC stats, but all humans represent 8 units of meat to carnivores adventurous enough to stalk them.

Aversions are things that this creature or NPC fears or hates.

Treasure is the hoard this monster usually protects. **Meager, Moderate, Extreme,** and **Very Extreme** describe the general nature of the hoard.

Sell/Buy lists and **Spell Circles** (NPCs) are explained on p. 216.

Keywords (NPCs) are explained on pages 165-168 and 216.

AS WITH ALL OTHER SPECIFICS IN THIS BOOK, GIVEN THE NATURE OF THIS GAME, THESE DESCRIPTIONS AND STATS ARE SUBJECT TO CHANGE.

Animals

Alligator

<i>Damage</i>	2-18	<i>Natural Armor</i>	15
<i>Skill to Tame</i>	60	<i>Alignment</i>	Evil
<i>Difficulty</i>	3	<i>Movement</i>	Amphibious
<i>Strength</i>	76-100	<i>Hit Points</i>	76-100
<i>Dexterity</i>	6-25	<i>Mana</i>	0
<i>Intelligence</i>	11-20	<i>Stamina</i>	46-65
<i>Parrying</i>	38-73	<i>Resist. Spells</i>	25-40
<i>Tactics</i>	40-60	<i>Wrestling</i>	40-60
<i>Food</i>	Meat 5 (1)		
<i>Shelter</i>	Swamps	<i>Water</i>	Caves
<i>Desires</i>	Dead logs		
<i>Resources</i>	6 Meat	12 Leather	
<i>Aversions</i>	Civilization	People	Carnivores (3+ bites)



Bear

Black/Brown Bear

<i>Damage</i>	2-12/5-13	<i>Natural Armor</i>	8/12
<i>Skill to Tame</i>	50 (Black) / 55 (Brown)		
<i>Difficulty</i>	3/3		
<i>Strength</i>	75-100/56-75	<i>Hit Points</i>	75-100
<i>Dexterity</i>	55-75/25-45	<i>Stamina</i>	55-75
<i>Intelligence</i>	10-14/22-47	<i>Mana</i>	0
(Black) <i>Parrying</i>	25-45	<i>Resist. Spells</i>	20-40
(Brn) <i>Parrying</i>	38-55	<i>Resist. Spells</i>	25-35
<i>Tactics</i>	40-60	<i>Wrestling</i>	40-60
<i>Food</i>	Fish 5 (1)	Fruit 5 (1)	Meat 15 (3)
<i>Shelter</i>	Forests	Caves	
<i>Resources</i>	9 Meat	12 Fur	
<i>Aversions</i>	Civilization		



Grizzly Bear

<i>Damage</i>	6-15	<i>Natural Armor</i>	12
<i>Skill to Tame</i>	70	<i>Difficulty</i>	4
<i>Strength</i>	125-155	<i>Hit Points</i>	125-155
<i>Dexterity</i>	80-105	<i>Stamina</i>	80-105
<i>Intelligence</i>	15-40	<i>Mana</i>	0
<i>Parrying</i>	70-85	<i>Resist. Spells</i>	45-60
<i>Tactics</i>	70-100	<i>Wrestling</i>	50-65
<i>Food</i>	Fish 6 (1)	Fruit 5 (1)	Meat 15 (3)
<i>Shelter</i>	Forests	Caves	Mountains
<i>Resources</i>	10 Meat	16 Fur	
<i>Aversions</i>	Civilization		





Polar Bear

Damage	5-14	Natural Armor	9
Skill to Tame	50	Difficulty	4
Strength	115-140	Hit Points	115-140
Dexterity	80-105	Stamina	80-105
Intelligence	25-50	Mana	0
Parrying	70-85	Resist. Spells	45-60
Tactics	70-100	Wrestling	60-90
Food	Fish 6 (1)	Fruit 5 (1)	Meat 15 (3)
Shelter	Snow	Caves	Mountains
Resources	11 Meat	16 Fur	
Aversions	Civilization		



Bull Frog

Damage	1-2	Natural Armor	8
Skill to Tame	40	Difficulty	2
Strength	46-70	Hit Points	46-70
Dexterity	6-25	Stamina	6-25
Intelligence	11-20	Mana	0
Parrying	38-72	Resist. Spells	25-40
Tactics	40-60	Wrestling	40-60
Food	Meat 5 (1)		
Shelter	Swamp	Water	Caves
Resources	2 Meat	4 Leather	
Aversions	Civilization		



Cat

Damage	1	Natural Armor	4
Skill to Tame	20	Difficulty	1
Strength	9	Hit Points	9
Dexterity	35	Stamina	35
Intelligence	5	Mana	0
Parrying	3	Resist. Spells	5
Tactics	4	Wrestling	5
Food	Meat 5 (1)	Fish 5 (1)	
Shelter	Houses	1 Person	
Desires	1 Person	1 Window	
Resources	2 Meat		
Aversions	Water		



Cattle

Cow

<i>Damage</i>	1-4	<i>Natural Armor</i>	5
<i>Skill to Tame</i>	30	<i>Difficulty</i>	2
<i>Strength</i>	30	<i>Hit Points</i>	30
<i>Dexterity</i>	15	<i>Stamina</i>	15
<i>Intelligence</i>	5	<i>Mana</i>	0
<i>Parrying</i>	6	<i>Resist. Spells</i>	6
<i>Tactics</i>	6	<i>Wrestling</i>	6
<i>Food</i>	Grass 588 (64)	Grain 25 (5)	Hay 25 (5)
<i>Shelter</i>	Grass	Stables	
<i>Desires</i>	Cattle		
<i>Resources</i>	40 Meat	12 Leather	
<i>Aversions</i>	Carnivores (3+ bites)		



Bull

<i>Damage</i>	4-9	<i>Natural Armor</i>	14
<i>Skill to Tame</i>	80	<i>Difficulty</i>	4
<i>Strength</i>	77-111	<i>Hit Points</i>	77-111
<i>Dexterity</i>	55-75	<i>Stamina</i>	55-75
<i>Intelligence</i>	47-75	<i>Mana</i>	0
<i>Parrying</i>	43-55	<i>Resist. Spells</i>	18-25
<i>Tactics</i>	68-85	<i>Wrestling</i>	40-57
<i>Food</i>	Grain 25 (1)	Hay 25 (1)	Grass 576 (64)
<i>Shelter</i>	Grass	Stables	
<i>Desires</i>	Cattle		
<i>Resources</i>	50 Meat	15 Leather	
<i>Aversions</i>	Carnivores (3+ bites)		



COUGAR

<i>Damage</i>	2-12	<i>Natural Armor</i>	8
<i>Skill to Tame</i>	55	<i>Difficulty</i>	3
<i>Strength</i>	55-80	<i>Hit Points</i>	55-80
<i>Dexterity</i>	65-85	<i>Stamina</i>	65-85
<i>Intelligence</i>	25-50	<i>Mana</i>	0
<i>Parrying</i>	55-65	<i>Resist. Spells</i>	15-30
<i>Tactics</i>	45-60	<i>Wrestling</i>	45-60
<i>Food</i>	Meat 15 (3)		
<i>Shelter</i>	Caves	Mountains	Forests
<i>Desires</i>	Cougars	Foliage	
<i>Resources</i>	6 Meat	10 Fur	
<i>Aversions</i>	Civilization	Water	





Deer

Hart or Stag

Damage	4-10	Natural Armor	12
Skill to Tame	70	Difficulty	2
Strength	41-71	Hit Points	41-71
Dexterity	47-77	Stamina	47-77
Intelligence	27-57	Mana	0
Parrying	25-43	Resist. Spells	27-45
Tactics	30-48	Wrestling	30-48
Food	Crops 25 (1)	Grass	576 (64)
Shelter	Forests		
Desires	Deer	Foliage	
Resources	30 Meat	15 Leather	
Aversions	Civilization	Carnivores (3+ bites)	



Hind

Damage	4	Natural Armor	4
Skill to Tame	40	Difficulty	2
Strength	21-51	Hit Points	31-49
Dexterity	47-77	Stamina	41-53
Intelligence	17-47	Mana	0
Parrying	23	Resist. Spells	15
Tactics	19	Wrestling	26
Food	Crops 25 (1)	Grass	576 (64)
Shelter	Forests		
Desires	Deer		
Resources	25 Meat	8 Leather	
Aversions	Civilization	Carnivores (3+ bites)	



Dog

Damage	4-7	Natural Armor	6
Skill to Tame	3	Difficulty	2
Strength	27-37	Hit Points	28-37
Dexterity	28-43	Stamina	31-49
Intelligence	29-37	Mana	0
Parrying	28-53	Resist. Spells	22-47
Tactics	19-31	Wrestling	19-31
Food	Meat 5 (1)		
Shelter	Houses	People	
Desires	People	Dogs	
Resources	3 Meat		



Dolphin

Damage	3-6	Natural Armor	8
Difficulty	2		
Strength	21-49	Hit Points	21-49
Dexterity	66-85	Stamina	90-140
Intelligence	16-31	Mana	0
Parrying	65-75	Resist. Spells	15-20
Tactics	19-29	Wrestling	19-29
Food	Fish 5 (1)		
Shelter	Water		
Desires	Ships	Dolphins	
Resources	4 Meat		
Aversions	Coastline		



Goat

Damage	3-4	Natural Armor	5
Skill to Tame	30	Difficulty	1
Strength	19	Hit Points	19
Dexterity	15	Stamina	15
Intelligence	5	Mana	0
Parrying	5	Resist. Spells	5
Tactics	5	Wrestling	5
Food	Fruit 5 (1)	Grass	576 (64)
Shelter	Grass	Stables	
Desires	People	Goats	
Resources	14 Meat	8 Leather	
Aversions	Carnivores (3+ bites)		



Mountain Goat

Damage	3-7	Natural Armor	8
Skill to Tame	20	Difficulty	2
Strength	22-64	Hit Points	22-64
Dexterity	56-75	Stamina	56-79
Intelligence	16-30	Mana	0
Parrying	45-55	Resist. Spells	25-30
Tactics	29-44	Wrestling	29-44
Food	Forests 5 (1)	Fruit 5 (1)	Grass 576 (64)
	Leather 5 (1)		
Shelter	Forest	Mountains	
Desires	Mountain goats		
Resources	16 Meat	12 Leather	
Aversions	Civilization	Carnivores (3+ bites)	



Gorilla

Damage	2-12	Natural Armor	10
Skill to Tame	5	Difficulty	3
Difficulty	3		
Strength	53-95	Hit Points	53-95
Dexterity	36-55	Stamina	36-66
Intelligence	36-60	Mana	0
Parrying	43-53	Resist. Spells	43-58
Tactics	43-58	Wrestling	43-58
Food	Crops 25 (1) Fruit 25 (1) Grain 25 (1)		
Shelter	Foliage	Jungle	
Desires	Gorillas		
Resources	6 Meat	6 Fur	
Aversions	Civilization		



Horse - [α Packhorse]

Damage	3-4 [4-12]	Natural Armor	9
Skill to Tame	45	Difficulty	2
Strength	44-120	Hit Points	44-120
Dexterity	36-55	Stamina	36-55
Intelligence	6-10	Mana	0
Parrying	35-45	Resist. Spells	25-30
Tactics	29-44	Wrestling	29-44
Food	Crops 55 (1) Fruit 55 (1) Grain 55 (1) Hay 55 (1) Grass 576 (64)		
Shelter	Stables	1 Person	
Desires	Horses	People	
Resources	15 Meat	10 Leather	Transportation
Aversions	Carnivores (3+ bites)		



Llama - [α Pack Llama]

Damage	2-6	Natural Armor	8
Skill to Tame	50	Difficulty	2
Strength	21-49 [52-80]	Hit Points	21-49 [52-80]
Dexterity	36-55	Stamina	36-55
Intelligence	16-30	Mana	0
Parrying	35-45	Resist. Spells	15-20
Tactics	19-29	Wrestling	19-29
Food	Crops 5 (1) Fruit 5 (1) Grain 5 (1) Hay 5 (1) Grass 576 (64)		
Shelter	Stables	Person	
Resources	7 Meat	12 Fur	Transportation
Desires	LLamas	People	



Ostard (Oclock)

Damage	7-15	Natural Armor	9
Skill to Tame	45	Difficulty	3
Strength	94-170	Hit Points	94-170
Dexterity	36-55	Stamina	36-55
Intelligence	6-10	Mana	0
Parrying	25-35	Resist. Spells	27-32
Tactics	29-44	Wrestling	29-44
Food	Crops 55 (1) Fruit 55 (1) Grass 576 (64)		
Shelter	Stables		
Desires	Ostards		
Resources	15 Meat	Transportation	



Ostard (Orn)

Damage	4-12	Natural Armor	9
Skill to Tame	45	Difficulty	3
Strength	94-170	Hit Points	94-170
Dexterity	36-55	Stamina	36-55
Intelligence	6-10	Mana	0
Parrying	35-45	Resist. Spells	25-30
Tactics	29-44	Wrestling	29-44
Food	Crops 55 (1) Fruit 55 (1) Grass 576 (64)		
Shelter	Stables	1 Person	
Desires	Ostards	People	
Resources	15 Meat	Transportation	
Aversions	Carnivores (3+ bites)		



Ostard (Zostrich)

Damage	8-23	Natural Armor	15
Skill to Tame	85	Difficulty	6
Alignment	Evil		
Strength	94-170	Hit Points	94-170
Dexterity	96-115	Stamina	96-115
Intelligence	6-10	Mana	0
Parrying	75-85	Resist. Spells	75-80
Tactics	79-94	Wrestling	79-94
Food	Crops 55 (1) Fruit 55 (1) Grass 576 (64)		
Shelter	Stables		
Desires	Ostards		
Resources	15 Meat	Transportation	





Panther

Damage	2-14	Natural Armor	8
Skill to Tame	65	Difficulty	3
Strength	61-85	Hit Points	61-85
Dexterity	86-105	Stamina	86-105
Intelligence	26-50	Mana	0
Parrying	55-65	Resist. Spells	15-30
Tactics	50-65	Wrestling	50-65
Food	Meat 15 (3)		
Shelter	Caves	Jungle	Grass
Desires	Panthers		
Resources	6 Meat	10 Fur	
Aversions	Civilization	Water	



Pig

Damage	2-4	Natural Armor	6
Skill to Tame	30	Difficulty	1
Strength	20	Hit Points	20
Dexterity	20	Stamina	20
Intelligence	5	Mana	0
Parrying	5	Resist. Spells	5
Tactics	5	Wrestling	5
Food	Fruit 55 (1)	Crops 55 (1)	Grain 55 (1)
Shelter	Woods	Dirt	Stables
Desires	Pigs		
Resources	6 Meat		



BOAR (Big Pig)

Damage	3-6	Natural Armor	5
Skill to Tame	45	Difficulty	2
Strength	25	Hit Points	25
Dexterity	15	Stamina	15
Intelligence	5	Mana	0
Parrying	10	Resist. Spells	9
Tactics	9	Wrestling	9
Food, Shelter, Desires and Aversions	Same as pig		
Resources	12 Meat		

Rabbit

<i>Damage</i>	1	<i>Natural Armor</i>	3
<i>Skill to Tame</i>	5	<i>Difficulty</i>	1
<i>Strength</i>	5	<i>Hit Points</i>	5
<i>Dexterity</i>	25	<i>Stamina</i>	25
<i>Intelligence</i>	5	<i>Mana</i>	0
<i>Parrying</i>	5	<i>Resist. Spells</i>	5
<i>Tactics</i>	5	<i>Wrestling</i>	5
<i>Food</i>	Crops 55 (1)	Grass 576 (64)	
<i>Shelter</i>	Grass	Woods	Foliage
<i>Desires</i>	Rabbits		
<i>Resources</i>	2 Meat	4 Fur	
<i>Aversions</i>	Carnivores (2+ bites)		



Jackrabbit

Jackrabbits are the same as other rabbits, with these exceptions:

<i>Damage</i>	1-2	<i>Natural Armor</i>	2
<i>Intelligence</i>	15	<i>Hit Points</i>	15
<i>Shelter</i>	Grass		
<i>Desires</i>	Crops	Jackrabbits	

Rat (Town Rat)

<i>Damage</i>	1-2	<i>Natural Armor</i>	3
<i>Skill to Tame</i>	20	<i>Difficulty</i>	1
<i>Strength</i>	9	<i>Hit Points</i>	9
<i>Dexterity</i>	35	<i>Stamina</i>	35
<i>Intelligence</i>	5	<i>Mana</i>	0
<i>Parrying</i>	4	<i>Resist. Spells</i>	4
<i>Tactics</i>	4	<i>Wrestling</i>	4
<i>Food</i>	Food 5 (1)		
<i>Shelter</i>	Docks	Civilization	Eerie locations
<i>Desires</i>	Rats	Darkness	
<i>Resources</i>	2 Meat		
<i>Aversions</i>	Light	People	Carnivores



Sewer Rat

<i>Damage</i>	1-2	<i>Natural Armor</i>	3
<i>Skill to Tame</i>	20	<i>Alignment</i>	Evil
<i>Difficulty</i>	2		
<i>Strength</i>	9	<i>Hit Points</i>	9
<i>Dexterity</i>	25	<i>Stamina</i>	25
<i>Intelligence</i>	6-10	<i>Mana</i>	0
<i>Parrying</i>	5	<i>Resist. Spells</i>	5
<i>Tactics</i>	5	<i>Wrestling</i>	5



Sheep

Damage	1-2	Natural Armor	3
Skill to Tame	30	Difficulty	2
Strength	19	Hit Points	19
Dexterity	25	Stamina	25
Intelligence	5	Mana	0
Parrying	5	Resist. Spells	5
Tactics	6	Wrestling	5
Food	Crops 5 (1) Hay 5 (1)	Grain 5 (1)	Grass 576 (64)
Shelter	Grass	Stables	1 Person
Desires	Sheep	People	
Resources	15 Meat	30 Cloth	(from wool; regrows 5 units/game day)
Aversions	Carnivores (3+ bites)		



Snake

Damage	1-4	Natural Armor	8
Skill to Tame	70	Alignment	Evil
Difficulty	2		
Strength	22-34	Hit Points	22-34
Dexterity	16-25	Stamina	16-25
Intelligence	6-10	Mana	0
Parrying	15-25	Poisoning	50-70
Resist. Spells	15-20	Tactics	19-34
Wrestling	19-34		
Shelter	Caves	Dungeons	Desert
Desires	Gold		
Resources	1 Meat		



Ice Snake

Damage	2-14	Natural Armor	15
Alignment	Evil	Difficulty	4
Strength	42-54	Hit Points	42-54
Dexterity	36-45	Stamina	36-45
Intelligence	26-30	Mana	0
Parrying	15-25	Resist. Spells	15-20
Tactics	39-54	Wrestling	39-54
Shelter	Caves	Dungeons	
Desires	Gold		
Resources	1 Meat		

Lava Snake

Damage	1-8	Natural Armor	12
Alignment	Evil	Difficulty	4
Strength	43-55	Hit Points	43-55
Dexterity	16-25	Stamina	16-25
Intelligence	6-10	Mana	0
Parrying	15-25	Resist. Spells	15-20
Tactics	19-34	Wrestling	19-34
Shelter	Caves	Dungeons	Desert
Desires	Gold		
Resources	1 Meat		

Snow Leopard

<i>Damage</i>	2-10	<i>Natural Armor</i>	12
<i>Skill to Tame</i>	65	<i>Difficulty</i>	3
<i>Strength</i>	56-80	<i>Hit Points</i>	56-80
<i>Dexterity</i>	66-85	<i>Stamina</i>	66-85
<i>Intelligence</i>	26-50	<i>Mana</i>	0
<i>Parrying</i>	55-65	<i>Resist. Spells</i>	25-35
<i>Tactics</i>	45-60	<i>Wrestling</i>	40-50
<i>Food</i>	Meat 15 (3)		
<i>Shelter</i>	Caves	Snow	Mountains
<i>Desires</i>	Snow leopards		
<i>Resources</i>	6 Meat	8 Fur	
<i>Aversions</i>	Civilization	Water	



Walrus

<i>Damage</i>	3-6	<i>Natural Armor</i>	9
<i>Skill to Tame</i>	50	<i>Difficulty</i>	1
<i>Movement</i>	Amphibious		
<i>Strength</i>	21-29	<i>Hit Points</i>	21-29
<i>Dexterity</i>	46-55	<i>Stamina</i>	46-55
<i>Intelligence</i>	16-20	<i>Mana</i>	0
<i>Parrying</i>	45-55	<i>Resist. Spells</i>	15-20
<i>Tactics</i>	19-29	<i>Wrestling</i>	19-29
<i>Food</i>	Fish 5 (1)		
<i>Shelter</i>	Water	Snow	
<i>Desires</i>	Walruses		
<i>Resources</i>	23 Meat	12 Leather	
<i>Aversions</i>	Civilization		





Wolf

Grey Wolf

Damage	2-8	Natural Armor	9
Skill to Tame	65	Difficulty	3
Strength	56-80	Hit Points	56-80
Dexterity	56-75	Stamina	56-75
Intelligence	31-55	Mana	0
Parrying	45-55	Resist. Spells	20-35
Tactics	45-60	Wrestling	45-60
Food	Meat 15 (3)		
Shelter	Forests	Caves	Mountains
Desires	Wolves		
Resources	3 Meat	6 Fur	
Aversions	Civilization		



Timber Wolf

Damage	4-10	Natural Armor	9
Skill to Tame	40	Difficulty	3
Strength	56-80	Hit Points	56-80
Dexterity	56-75	Stamina	56-75
Intelligence	11-25	Mana	0
Parrying	43-55	Resist. Spells	28-45
Tactics	30-50	Wrestling	40-60
Food	Meat 15 (3)		
Shelter	Forests	Caves	
Desires	Wolves		
Resources	3 Meat	5 Fur	
Aversions	Civilization		

White Wolf

Damage	2-8	Natural Armor	8
Skill to Tame	75	Difficulty	3
Strength	56-80	Hit Points	56-80
Dexterity	56-75	Stamina	56-75
Intelligence	31-55	Mana	0
Parrying	45-55	Resist. Spells	20-35
Tactics	45-60	Wrestling	45-60
Food	Meat 15 (3)		
Shelter	Snow	Caves	
Desires	Wolves		
Resources	3 Meat	6 Fur	
Aversions	Civilization		

BIRD (FOREST BIRD)

Damage	0	Natural Armor	0
Skill to Tame	10	Difficulty	1
Movement	Flying		
Strength	1-4	Hit Points	1-4
Dexterity	25	Stamina	25
Intelligence	1-4	Mana	0
Parrying	5	Resist. Spells	5
Tactics	5	Wrestling	5
Food	Crops 3 (1)	Fruit 6 (1)	Grain 3 (1)
Shelter	Foliage	Grass	
Desires	Forests	Birds	
Resources	2 Meat	25 Feathers	
Aversions	Water	People	



TROPICAL BIRD

Damage	1	Natural Armor	1
Skill to Tame	10	Difficulty	1
Movement	Flying		
Strength	1-4	Hit Points	1-4
Dexterity	26-35	Stamina	26-35
Intelligence	1-4	Mana	0
Parrying	4	Resist. Spells	4
Tactics	4	Wrestling	4
Food	Crops 3 (1)	Fruit 6 (1)	
Shelter	Foliage	Grass	
Desires	Tropical birds	Jungle	
Resources	2 Meat	25 Feathers	
Aversions	Civilization		

CROW

Damage	1	Natural Armor	1
Skill to Tame	15	Difficulty	1
Movement	Flying		
Strength	6	Hit Points	6
Dexterity	25	Stamina	25
Intelligence	6-10	Mana	0
Parrying	5	Resist. Spells	5
Tactics	4	Wrestling	5
Food	Crops 25 (1)	Grain 25 (1)	
Shelter	Crops	Wheat	Scarecrows
Desires	Crows	Crops	
Resources	2 Meat	25 Feathers	
Aversions	Carnivores	Water	

RAVEN

Damage	1	Natural Armor	3
Skill to Tame	19	Difficulty	1
Movement	Flying		
Strength	9	Hit Points	9
Dexterity	25	Stamina	25
Intelligence	5	Mana	0
Parrying	5	Resist. Spells	5
Tactics	6	Wrestling	6
Food	Crops 15 (1)	Grain 15 (3)	
Shelter	Eerie locations		
Desires	Ravens		
Resources	2 Meat	25 Feathers	
Aversions	Civilization	Water	

MAGPIE

Magpies are the same as crows, with these exceptions:

Strength	9	Hit Points	9
Intelligence	5		
Food	Fruit 25 (1)	Grain 25 (1)	Crops 25 (1)
Shelter	Foliage		
Desires	Magpies	Gold	Jewels
Aversions	Carnivores	People	Water



Chicken

Damage	1	Natural Armor	1
Skill to Tame	20	Difficulty	1
Strength	5	Hit Points	5
Dexterity	15	Stamina	15
Intelligence	5	Mana	0
Parrying	2	Resist. Spells	4
Tactics	5	Wrestling	5
Food	Grain 5 (1)		
Desires	Chickens		
Resources	2 Meat	25 Feathers	
Aversions	Carnivores (2+ bites)		



Eagle

Damage	4-10	Natural Armor	11
Skill to Tame	35	Difficulty	2
Movement	Flying		
Strength	31-47	Hit Points	31-47
Dexterity	36-60	Stamina	36-60
Intelligence	8-23	Mana	0
Parrying	25-40	Resist. Spells	15-30
Tactics	18-37	Wrestling	20-30
Food	Meat 5 (1)	Fish 5 (1)	
Shelter	Foliage		
Resources	2 Meat	36 Feathers	
Aversions	Civilization	Water	Carnivores (2+ bites)



Monsters

Air Elemental

Damage	5-13	Natural Armor	20
Alignment	Evil	Difficulty	9
Strength	125-155	Hit Points	125-155
Dexterity	165-185	Stamina	165-185
Intelligence	71-95	Mana	71-95
Magery	60-75	Parrying	65-75
Resist. Spells	60-75	Tactics	60-80
Wrestling	60-80		
Shelter	Mountains		
Desires	Mountains		
Treasure	Extreme, plus gold		



Blood Elemental

Damage	4-40	Natural Armor	30
Alignment	Evil	Difficulty	10+
Strength	526-615	Hit Points	256
Dexterity	66-85	Stamina	66-85
Intelligence	190-315	Mana	190-315
Magery	85-100	Parrying	85-95
Resist. Spells	80-95	Tactics	80-100
Wrestling	80-100		
Shelter	Dungeons		
Desires	Dungeons		
Treasure	Extreme, plus extreme gold		



Corpser

Damage	3-30	Natural Armor	9
Alignment	Chaotic	Difficulty	4
Movement	Doesn't move		
Strength	155-180	Hit Points	155-180
Dexterity	26-45	Stamina	26-45
Intelligence	26-40	Mana	0
Parrying	15-25	Resist. Spells	15-20
Tactics	45-60	Wrestling	45-60
Food	Meat 24 (3)		
Shelter	Jungle	Swamps	Forests
Resources	Eeriness		
Aversions	Civilization		
Treasure	Gold		





Cyclops

Damage	4-26	Natural Armor	22
Alignment	Evil	Difficulty	9
Strength	335-385	Hit Points	335-385
Dexterity	95-115	Stamina	95-115
Intelligence	31-55	Mana	0
Parrying	70-80	Resist. Spells	60-75
Tactics	80-100	Wrestling	80-90
Food	Meat 15 (3)		
Shelter	Forest	Mountains	
Desires	Cyclops	Gold	
Resources	20 Meat		
Aversions	Civilization		
Treasure	Extreme		



Daemon

Damage	25*	Natural Armor	3-18
Movement	Flying	Alignment	Evil
Difficulty	10+		
Strength	475-505	Hit Points	475-505
Dexterity	76-95	Stamina	76-95
Intelligence	300-325	Mana	300-325
Magery	70-80	Parrying	65-75
Resist. Spells	70-80	Tactics	70-80
Wrestling	60-80		
Food	None		
Shelter	Dungeons	Caves	
Desires	Gold		
Resources	9 Meat	8 Daemon Bone	
Aversions	Civilization	Water	Mountains
Treasure	Extreme, plus high-level scrolls		



Balron (Elder Daemon)

Damage	30*	Natural Armor	18-51
Movement	Flying	Alignment	Evil
Difficulty	10+		
Strength	985-1185	Hit Points	985-1185
Dexterity	175-255	Stamina	175-255
Intelligence	15-25	Mana	15-25
Magery	90-100	Parrying	90-100
Resist. Spells	90-100	Tactics	90-100
Wrestling	90-100		
Shelter	Dungeons	Caves	
Desires	Daemons	Gold	
Resources	9 Meat	8 Daemon Bone	
Aversions	Water	Mountains	
Treasure	Very extreme, plus high-level scrolls and sword		

*Daemons can wield a weapon; damage varies by weapon.

Dragon

<i>Damage</i>	9-29	<i>Natural Armor</i>	30
<i>Skill to Tame</i>	99	<i>Movement</i>	Flying
<i>Alignment</i>	Chaotic	<i>Difficulty</i>	10+
<i>Strength</i>	795-825	<i>Hit Points</i>	795-825
<i>Dexterity</i>	86-105	<i>Stamina</i>	86-95
<i>Intelligence</i>	435-475	<i>Mana</i>	435-475
<i>Parrying</i>	55-95	<i>Resist. Spells</i>	99-100
<i>Tactics</i>	98-100	<i>Wrestling</i>	90-93
<i>Food</i>	Meat 80 (3)		
<i>Shelter</i>	Caves	Dungeons	
<i>Desires</i>	Gold		
<i>Resources</i>	99 Meat	20 Leather	8 Dragon blood
<i>Aversions</i>	Water	Civilization	
<i>Treasure</i>	Very extreme, extreme gold, jewels		



Drake (Young Dragon)

<i>Damage</i>	4-24	<i>Natural Armor</i>	23
<i>Skill to Tame</i>	100	<i>Movement</i>	Flying
<i>Alignment</i>	Evil	<i>Difficulty</i>	9
<i>Strength</i>	400-430	<i>Hit Points</i>	400-430
<i>Dexterity</i>	133-152	<i>Stamina</i>	133-152
<i>Intelligence</i>	100-140	<i>Mana</i>	100-140
<i>Parrying</i>	65-80	<i>Resist. Spells</i>	65-80
<i>Tactics</i>	65-90	<i>Wrestling</i>	65-80
<i>Food</i>	Meat 25 (3)		
<i>Shelter</i>	Caves	Dungeons	
<i>Desires</i>	Gold		
<i>Resources</i>	50 Meat	20 Leather	8 Dragon blood
<i>Aversions</i>	Civilization	Water	
<i>Treasure</i>	Moderate		

Wyrm (Elder Dragon)

<i>Damage</i>	11-53	<i>Natural Armor</i>	35
<i>Movement</i>	Flying	<i>Alignment</i>	Chaotic
<i>Difficulty</i>	10+		
<i>Strength</i>	1095-1185	<i>Hit Points</i>	1095-1185
<i>Dexterity</i>	86-175	<i>Stamina</i>	86-175
<i>Intelligence</i>	685-775	<i>Mana</i>	685-775
<i>Parrying</i>	55-95	<i>Resist. Spells</i>	99-100
<i>Tactics</i>	98-100	<i>Wrestling</i>	90-93
<i>Food</i>	Meat 80 (3)		
<i>Shelter</i>	Caves	Dungeons	
<i>Desires</i>	Gold		
<i>Resources</i>	99 Meat	20 Leather	8 Dragon blood
<i>Aversions</i>	Civilization	Water	
<i>Treasure</i>	Very extreme		

Ice Dragon

<i>Damage</i>	9-33	<i>Natural Armor</i>	30
<i>Skill to Tame</i>	100	<i>Movement</i>	Flying
<i>Alignment</i>	Evil	<i>Difficulty</i>	9
<i>Strength</i>	795-825	<i>Hit Points</i>	795-825
<i>Dexterity</i>	86-105	<i>Stamina</i>	86-105
<i>Intelligence</i>	385-425	<i>Mana</i>	385-425
<i>Magery</i>	99-100	<i>Parrying</i>	55-95
<i>Resist. Spells</i>	99-100	<i>Tactics</i>	99-100
<i>Wrestling</i>	90-93		
<i>Food</i>	Meat 80 (3)		
<i>Shelter</i>	Caves	Dungeons	
<i>Desires</i>	Gold		
<i>Resources</i>	99 Meat	8 Dragon blood	20 Leather
<i>Aversions</i>	Civilization	Water	
<i>Treasure</i>	Very extreme, extreme gold, jewels		





Earth Elemental

Damage	5-20	Natural Armor	17
Alignment	Evil	Difficulty	7
Strength	125-155	Hit Points	125-155
Dexterity	66-85	Stamina	66-85
Intelligence	71-92	Mana	71-92
Parrying	40-65	Resist. Spells	50-95
Tactics	60-100	Wrestling	60-100
Shelter	Mountains	Caves	Dirt
Desires	Caves		
Resources	8 Magic		



Efreet

Damage	8-16	Natural Armor	25
Alignment	Evil	Difficulty	10+
Strength	325-355	Hit Points	325-355
Dexterity	265-285	Stamina	265-285
Intelligence	170-195	Mana	170-195
Magery	60-75	Parrying	65-75
Resist. Spells	60-75	Tactics	60-80
Wrestling	60-80		
Food	None		
Shelter	Mountains		
Desires	Mountains		
Resources	8 Magic		
Treasure	Moderate, plus gold		



Ettin

Damage	4-20*	Natural Armor	19
Alignment	Evil	Difficulty	6
Strength	135-165	Hit Points	135-165
Dexterity	56-75	Stamina	56-75
Intelligence	31-55	Mana	31-55
Parrying	50-60	Resist. Spells	40-55
Tactics	50-70	Wrestling	50-60
Food	Meat 15 (3)		
Shelter	Forests	Mountains	
Desires	Ettins	Gold	
Resources	20 Meat		
Aversions	Civilization		
Treasure	Moderate		



*Ettins can wield weapons; damage varies by weapon.

Fire Elemental

Damage	4-12	Natural Armor	20
Alignment	Evil	Difficulty	9
Strength	125-155	Hit Points	125-155
Dexterity	165-185	Stamina	165-185
Intelligence	71-95	Mana	71-95
Magery	60-75	Parrying	55-65
Resist. Spells	60-75	Tactics	80-100
Wrestling	70-100		
Shelter	Lava		
Desires	Lava		
Resources	8 Magic		
Treasure	Extreme, gold		

Frost Ooze

Damage	2-10	Natural Armor	8
Alignment	Evil	Difficulty	3
Strength	22-34	Hit Points	22-34
Dexterity	16-21	Stamina	16-21
Intelligence	16-20	Mana	16-20
Parrying	15-21	Resist. Spells	15-20
Tactics	19-34	Wrestling	19-34
Food	Meat 35 (1)		
Shelter	Caves	Dungeons	
Desires	Frost Oozes		
Resources	Eeriness		
Treasure	Jewel(s)		

Gargoyle

Damage	3-18	Natural Armor	16
Alignment	Evil	Movement	Flying
Difficulty	7		
Strength	145-175	Hit Points	145-175
Dexterity	76-95	Stamina	76-95
Intelligence	81-105	Mana	81-105
Magery	70-85	Parrying	35-45
Resist. Spells	70-85	Tactics	50-70
Wrestling	40-80		
Food	Meat 15 (3)		
Shelter	Dungeons		
Desires	Gargoyles	Gold	
Resources	8 Meat		
Aversions	Civilization	Water	
Treasure	Moderate, plus high level scroll(s), and jewel(s)		





Stone Gargoyle

Damage	4-24	Natural Armor	25
Alignment	Evil	Difficulty	8
Movement	Flying		
Strength	245-275	Hit Points	245-275
Dexterity	76-95	Stamina	76-95
Intelligence	81-105	Mana	81-105
Parrying	35-45	Resist. Spells	85-100
Tactics	80-100	Wrestling	60-100
Food	Meat 15 (3)		
Shelter	Caves	Dungeons	
Desires	Gold	Stone Gargoyles	
Resources	8 Meat		
Aversions	Civilization	Water	
Treasure	Moderate, plus high-level scroll(s), jewel(s)		

Gazer

Damage	3-12	Natural Armor	18
Alignment	Evil	Difficulty	7
Strength	96-125	Hit Points	96-125
Dexterity	86-105	Stamina	86-105
Intelligence	140-165	Mana	140-165
Magery	50-65	Parrying	55-65
Resist. Spells	50-65	Tactics	50-70
Wrestling	50-70		
Shelter	Caves	Dungeons	
Desires	Gazers		
Resources	8 Meat		
Aversions	Civilization		
Treasure	Moderate		



Elder Gazer

Damage	3-24	Natural Armor	25
Alignment	Evil	Difficulty	10+
Strength	295-325	Hit Points	295-325
Dexterity	86-105	Stamina	86-105
Intelligence	290-385	Mana	290-385
Magery	90-100	Parrying	55-65
Resist. Spells	85-100	Tactics	80-100
Wrestling	80-100		
Shelter	Caves	Dungeons	
Desires	Gazers		
Resources	8 Meat		
Aversions	Civilization		
Treasure	Very extreme		

Ghoul, Ghost or Spectre

Damage	6-12	Natural Armor	14
Alignment	Evil	Difficulty	6
Strength	76-100	Hit Points	76-100
Dexterity	76-95	Stamina	76-95
Intelligence	36-60	Mana	36-60
Parrying	45-55	Resist. Spells	35-50
Tactics	45-60	Wrestling	45-55
Shelter	Eerie locations	Dungeons	
Treasure	Meager		

Harpy

Damage	3-9	Natural Armor	14
Movement	Flying	Alignment	Evil
Difficulty	5		
Strength	96-120	Hit Points	96-120
Dexterity	86-110	Stamina	86-110
Intelligence	51-75	Mana	51-75
Parrying	75-90	Resist. Spells	50-65
Tactics	70-100	Wrestling	60-90
Food	Meat 5 (1)		
Shelter	Forests	Mountains	
Desires	Gold	Harpies	
Resources	9 Meat	50 Feathers	
Aversions	Water	Civilization	
Treasure	Gold		

Stone Harpy

Damage	3-21	Natural Armor	25
Movement	Flying	Alignment	Evil
Difficulty	9		
Strength	295-320	Hit Points	295-320
Dexterity	86-110	Stamina	86-110
Intelligence	51-75	Mana	0
Parrying	75-90	Resist. Spells	50-65
Tactics	70-100	Wrestling	60-90
Food	Meat 5 (1)		
Shelter	Forests	Mountains	
Desires	Gold	Stone Harpies	
Resources	9 Meat	50 Feathers	
Aversions	Water	Civilization	
Treasure	Extreme gold		





Headless

Damage	3-12	Natural Armor	9
Alignment	Evil	Difficulty	3
Strength	26-50	Hit Points	26-50
Dexterity	36-55	Stamina	36-55
Intelligence	16-30	Mana	16-30
Parrying	35-45	Resist. Spells	15-20
Tactics	25-40	Wrestling	25-40
Food	None		
Shelter	Mountains	Dungeons	
Desires	Gold	Headless	
Resources	8 Meat		
Aversions	Civilization		
Treasure	Meager		



Hellcat

Damage	3-15	Natural Armor	15
Skill to Tame	80	Alignment	Evil
Difficulty	4		
Strength	15-55	Hit Points	15-55
Dexterity	13-85	Stamina	13-85
Intelligence	70-150	Mana	70-150
Parrying	23-45	Resist. Spells	15-30
Tactics	9-18	Wrestling	9-18
Food	Meat 2 (1)		
Shelter	Caves		
Desires	Hellcats		
Resources	6 Meat	10 Fur	
Aversions	Water	Civilization	



Predator Hellcat

Damage	2-20	Natural Armor	15
Skill to Tame	95	Alignment	Evil
Difficulty	5		
Strength	160-185	Hit Points	160-185
Dexterity	96-115	Stamina	96-115
Intelligence	76-100	Mana	76-100
Parrying	55-65	Resist. Spells	15-30
Tactics	50-65	Wrestling	50-65
Food	Meat 15 (3)		
Shelter	Caves		
Desires	Predator Hellcats		
Resources	6 Meat	10 Fur	
Aversions	Civilization	Water	



Hell Hound

<i>Damage</i>	6-22	<i>Natural Armor</i>	11
<i>Skill to Tame</i>	90	<i>Alignment</i>	Evil
<i>Difficulty</i>	6		
<i>Strength</i>	96-120	<i>Hit Points</i>	96-120
<i>Dexterity</i>	81-105	<i>Stamina</i>	81-105
<i>Intelligence</i>	36-60	<i>Mana</i>	36-60
<i>Parrying</i>	63-75	<i>Resist. Spells</i>	58-75
<i>Tactics</i>	50-70	<i>Wrestling</i>	60-80
<i>Food</i>	Meat 15 (3)		
<i>Shelter</i>	Caves		
<i>Desires</i>	Hell Hounds		
<i>Resources</i>	6 Meat		
<i>Treasure</i>	Sulphurous ash, moderate gold		



Ice Elemental

<i>Damage</i>	5-26	<i>Natural Armor</i>	20
<i>Alignment</i>	Evil	<i>Difficulty</i>	8
<i>Strength</i>	155-185	<i>Hit Points</i>	155-185
<i>Dexterity</i>	96-115	<i>Stamina</i>	96-115
<i>Intelligence</i>	170-192	<i>Mana</i>	170-192
<i>Parrying</i>	40-65	<i>Resist. Spells</i>	40-95
<i>Tactics</i>	70-100	<i>Wrestling</i>	60-100
<i>Shelter</i>	Caves	Mountains	
<i>Desires</i>	Caves		
<i>Resources</i>	8 Magic		
<i>Treasure</i>	Moderate		



Ice Fiend

<i>Damage</i>	3-24	<i>Natural Armor</i>	30
<i>Alignment</i>	Evil	<i>Difficulty</i>	10+
<i>Movement</i>	Flying		
<i>Strength</i>	375-405	<i>Hit Points</i>	375-405
<i>Dexterity</i>	175-195	<i>Stamina</i>	175-195
<i>Intelligence</i>	200-225	<i>Mana</i>	200-225
<i>Magery</i>	80-90	<i>Parrying</i>	75-85
<i>Resist. Spells</i>	80-90	<i>Tactics</i>	80-90
<i>Wrestling</i>	80-100		
<i>Shelter</i>	Caves	Dungeons	
<i>Desires</i>	Gold		
<i>Resources</i>	9 Meat	8 Daemon Bone	
<i>Aversions</i>	Civilization	Water	
<i>Treasure</i>	Extreme, plus high-level scrolls		





Imp

Damage	3-18	Natural Armor	15
Skill to Tame	90	Alignment	Evil
Movement	Flying	Difficulty	5
Strength	76-100	Hit Points	76-100
Dexterity	61-80	Stamina	61-80
Intelligence	86-110	Mana	86-110
Magery	40-60	Parrying	50-60
Resist. Spells	35-50	Tactics	55-70
Wrestling	60-75		
Food	Meat 9 (3)		
Shelter	Caves	Dungeons	Eerie locations
Desires	Imps		
Resources	3 Meat	6 Leather	
Aversions	Civilization	Water	



Kraken

Damage	4-48	Natural Armor	25
Alignment	Chaotic	Movement	Amphibious
Difficulty	10+		
Strength	755-780	Hit Points	755-780
Dexterity	225-245	Stamina	225-245
Intelligence	26-40	Mana	0
Parrying	15-25	Resist. Spells	15-20
Tactics	45-60	Wrestling	45-60
Food	Meat 24 (3)		
Resources	Eeriness		
Aversions	Civilization		
Treasure	Gold		



Lava Lizard

Damage	2-28	Natural Armor	20
Skill to Tame	90	Difficulty	6
Alignment	Evil		
Strength	125-150	Hit Points	125-150
Dexterity	56-75	Stamina	56-75
Intelligence	11-20	Mana	0
Parrying	48-82	Resist. Spells	55-70
Tactics	60-80	Wrestling	60-80
Food	Meat 5 (1)		
Shelter	Caves		
Resources	6 Meat	12 Leather	
Aversions	Civilization		



Liche

<i>Damage</i>	15-25	<i>Natural Armor</i>	20
<i>Alignment</i>	Evil	<i>Difficulty</i>	9
<i>Strength</i>	105-135	<i>Hit Points</i>	105-135
<i>Dexterity</i>	66-85	<i>Stamina</i>	66-85
<i>Intelligence</i>	175-205	<i>Mana</i>	175-205
<i>Magery</i>	70-80	<i>Parrying</i>	55-65
<i>Resist. Spells</i>	70-90	<i>Tactics</i>	70-90
<i>Shelter</i>	Dungeons	Caves	Eerie locations
<i>Desires</i>	Gold		
<i>Resources</i>	Eeriness		
<i>Treasure</i>	Magic, high-level scrolls		



Liche Lord

<i>Damage</i>	6-18	<i>Natural Armor</i>	25
<i>Alignment</i>	Evil	<i>Difficulty</i>	10+
<i>Strength</i>	415-505	<i>Hit Points</i>	415-505
<i>Dexterity</i>	96-115	<i>Stamina</i>	96-115
<i>Intelligence</i>	565-655	<i>Mana</i>	565-655
<i>Magery</i>	90-100	<i>Parrying</i>	55-65
<i>Resist. Spells</i>	90-100	<i>Tactics</i>	50-70
<i>Wrestling</i>	60-80		
<i>Shelter</i>	Dungeons	Caves	Eerie locations
<i>Desires</i>	Gold		
<i>Treasure</i>	Extreme, magic, high-level scrolls		

Lizard Man

<i>Damage</i>	3-9*	<i>Natural Armor</i>	14
<i>Alignment</i>	Evil	<i>Difficulty</i>	4
<i>Strength</i>	96-120	<i>Hit Points</i>	86-110
<i>Dexterity</i>	86-105	<i>Stamina</i>	76-95
<i>Intelligence</i>	36-60	<i>Mana</i>	36-60
<i>Parrying</i>	55-75	<i>Resist. Spells</i>	35-60
<i>Tactics</i>	55-80	<i>Wrestling</i>	50-70
<i>Food</i>	Meat 15 (3)		
<i>Shelter</i>	Dungeons	Swamps	
<i>Desires</i>	Lizard Men		
<i>Resources</i>	6 Meat	12 Leather	
<i>Aversions</i>	Carnivores (3+ bites)		
<i>Treasure</i>	Gold		

*Lizard Men can carry weapons; damage varies by weapon.





Mongbat

Arboreal (Easy)

Damage	1-2	Natural Armor	5
Movement	Flying	Alignment	Evil
Skill to Tame	5	Difficulty	1
Strength	6-10	Hit Points	4-8
Dexterity	26-38	Stamina	40-70
Intelligence	6-14	Mana	0
Parrying	25-38	Resist. Spells	5-14
Tactics	5-10	Wrestling	5-10

Food	Meat 5 (1)		
Shelter	Forests	Jungle	Eerie locations
	Swamps	Dungeons	
Desires	Gold		
Resources	3 Meat		

Subterranean

Damage	3-9	Natural Armor	10
Movement	Flying	Alignment	Evil
Skill to Tame	80	Difficulty	3
Strength	56-80	Hit Points	56-80
Dexterity	61-80	Stamina	61-80
Intelligence	26-50	Mana	26-50
Parrying	50-60	Resist. Spells	15-30
Tactics	35-50	Wrestling	20-35

Food	Meat 9 (3)		
Shelter	Caves	Dungeons	Eerie locations
	Desires	Mongbats	
Resources	3 Meat	6 Leather	
Aversions	Civilization	Water	
Treasure	Gold		

Mummy

Damage	4-32	Natural Armor	25
Alignment	Evil	Difficulty	8
Strength	345-370	Hit Points	345-370
Dexterity	71-90	Stamina	71-90
Intelligence	26-40	Mana	26-40
Parrying	20-60	Resist. Spells	15-40
Tactics	35-50	Wrestling	35-50

Shelter	Dungeons	Eerie locations
Desires	Gold	
Resources	Eeriness	
Treasure	Meager	



Nightmare

Damage	9-29	Natural Armor	30
Skill to Tame	100	Difficulty	10+
Alignment	Evil	Movement	Flying
Strength	995-1020	Hit Points	995-1020
Dexterity	86-105	Stamina	86-105
Intelligence	385-425	Mana	385-425
Parrying	55-95	Resist. Spells	99-100
Tactics	98-100	Wrestling	90-93
Food	Meat 5 (1)		
Shelter	Caves	Dungeons	
Desires	Gold		
Resources	25 Meat	10 Leather	8 Dragon blood
Aversions	Civilization	Water	
Treasure	Extreme		



Ogre

Damage	5-15	Natural Armor	16
Alignment	Evil	Difficulty	6
Strength	165-195	Hit Points	165-195
Dexterity	46-65	Stamina	46-65
Intelligence	46-70	Mana	0
Parrying	45-55	Resist. Spells	45-60
Tactics	60-70	Wrestling	70-80
Food	Meat 15 (3)		
Shelter	Forests	Mountains	
Desires	Ogres		
Resources	10 Meat		
Aversions	Civilization		
Treasure	Moderate		



*Ogres can carry weapons; damage varies by weapon.

Ogre Lord

Damage	10-42	Natural Armor	25
Alignment	Evil	Difficulty	10+
Strength	765-945	Hit Points	765-945
Dexterity	66-75	Stamina	66-75
Intelligence	46-70	Mana	46-70
Parrying	75-85	Resist. Spells	65-80
Tactics	90-100	Wrestling	90-100
Food	Meat 15 (3)		
Shelter	Forest	Mountains	
Desires	Ogres		
Resources	10 Meat		
Aversions	Civilization		
Treasure	Extreme		



ORC

Damage	3-9*	Natural Armor	14
Alignment	Evil	Difficulty	4
Strength	96-120	Hit Points	96-120
Dexterity	81-105	Stamina	81-105
Intelligence	36-60	Mana	36-60
Magery	50-75	Parrying	50-75
Resist. Spells	50-75	Tactics	55-80
Wrestling	50-70		

Food	Meat 15 (3)		
Shelter	Orc camps	Caves	Dungeons
Desires	Orcs	Gold	
Resources	9 Meat		
Treasure	Gold		



ORC Captain

Damage	2-18*	Natural Armor	17
Alignment	Evil	Difficulty	5
Strength	110-145	Hit Points	110-145
Dexterity	100-135	Stamina	100-135
Intelligence	86-110	Mana	86-110
Magery	60-85	Parrying	70-95
Resist. Spells	70-85	Swordsmanship	70-85
Tactics	85-100		

Food	Meat 15 (3)		
Shelter	Caves	Dungeons	Orc camps
Desires	Gold	Orcs	
Resources	9 Meat	Orc camp (attracts followers)	
Treasure	Moderate, gold		

*Orcs can carry weapons; damage varies by weapon.



ORC LORD

Damage	2-16	Natural Armor	15
Alignment	Evil	Difficulty	5
Strength	150-320	Hit Points	150-320
Dexterity	65-160	Stamina	65-160
Intelligence	95-190	Mana	95-190
Magery	70-95	Parrying	60-85
Resist. Spells	70-85	Swordsmanship	60-85
Tactics	75-90		

Food	Meat 15 (3)		
Shelter	Caves	Dungeons	Orc camps
Desires	Orcs	Gold	
Resources	9 Meat	Orc camps (attracts followers)	
Treasure	Extreme		

ORC Mage

Damage	2-16	Natural Armor	15
Alignment	Evil	Difficulty	6
Strength	115-150	Hit Points	115-150
Dexterity	91-115	Stamina	91-115
Intelligence	160-185	Mana	160-185
Magery	70-95	Parrying	60-85
Resist. Spells	70-85	Swordsmanship	60-85
Tactics	75-90		

Food	Meat 15 (3)		
Shelter	Caves	Dungeons	Orc camps
Desires	Orcs	Gold	
Resources	9 Meat	Orc camps (attracts followers)	
Treasure	Moderate		

Ophidian Mage

<i>Damage</i>	3-12	<i>Natural Armor</i>	15
<i>Alignment</i>	Evil	<i>Difficulty</i>	6
<i>Strength</i>	180-205	<i>Hit Points</i>	180-205
<i>Dexterity</i>	96-120	<i>Stamina</i>	96-120
<i>Intelligence</i>	190-215	<i>Mana</i>	190-215
<i>Magery</i>	20-60	<i>Parrying</i>	65-87
<i>Resist. Spells</i>	75-97	<i>Tactics</i>	65-87
<i>Wrestling</i>	20-60		
<i>Food</i>	Meat 5 (1)	Food 5 (1)	
<i>Shelter</i>	Civilization		
<i>Desires</i>	Gold	Magic	Silk
<i>Resources</i>	8 Meat		
<i>Treasure</i>	Moderate, high-level scrolls		



Ophidian Archmage

<i>Damage</i>	3-12	<i>Natural Armor</i>	22
<i>Alignment</i>	Evil	<i>Difficulty</i>	10+
<i>Strength</i>	280-305	<i>Hit Points</i>	280-305
<i>Dexterity</i>	225-250	<i>Stamina</i>	225-250
<i>Intelligence</i>	290-315	<i>Mana</i>	290-315
<i>Magery</i>	95-100	<i>Parrying</i>	65-87
<i>Resist. Spells</i>	75-97	<i>Tactics</i>	65-87
<i>Wrestling</i>	20-60		
<i>Food</i>	Meat 5 (1)	Food 5 (1)	
<i>Shelter</i>	Civilization		
<i>Desires</i>	Gold	Magic	Silk
<i>Resources</i>	8 Meat		
<i>Treasure</i>	Extreme, high-level scrolls		

Ophidian Queen

<i>Damage</i>	6-18	<i>Natural Armor</i>	25
<i>Alignment</i>	Evil	<i>Difficulty</i>	10+
<i>Strength</i>	415-505	<i>Hit Points</i>	415-505
<i>Dexterity</i>	96-115	<i>Stamina</i>	96-115
<i>Intelligence</i>	365-455	<i>Mana</i>	365-455
<i>Magery</i>	90-100	<i>Parrying</i>	55-65
<i>Resist. Spells</i>	90-100	<i>Tactics</i>	50-70
<i>Wrestling</i>	60-80		
<i>Shelter</i>	Eerie locations		
<i>Desires</i>	Gold		
<i>Resources</i>	Eeriness		
<i>Treasure</i>	Extreme, high-level scrolls		





Ophidian Warrior

Damage	3-13	Natural Armor	18
Alignment	Evil	Difficulty	7
Strength	150-320	Hit Points	150-320
Dexterity	65-160	Stamina	65-160
Intelligence	95-190	Mana	0
Magery	70-95	Parrying	60-85
Resist. Spells	70-85	Swordsmanship	60-85
Tactics	75-90		
Food	Meat 15 (3)		
Desires	Ophidians		
Resources	9 Meat		
Treasure	Moderate, jewel(s)		



Ophidian Knight

Damage	10-25	Natural Armor	20
Alignment	Evil	Difficulty	10+
Strength	415-595	Hit Points	415-595
Dexterity	165-175	Stamina	165-175
Intelligence	46-70	Mana	0
Parrying	75-85	Poisoning	60-80
Resist. Spells	65-80	Tactics	90-100
Wrestling	90-100		
Food	Meat 15 (3)		
Resources	10 Meat		
Treasure	Extreme		

Phoenix

<i>Damage</i>	7-25	<i>Natural Armor</i>	25
<i>Alignment</i>	Neutral	<i>Difficulty</i>	10+
<i>Movement</i>	Flying		
<i>Strength</i>	500-600	<i>Hit Points</i>	500-600
<i>Dexterity</i>	300-400	<i>Stamina</i>	300-400
<i>Intelligence</i>	50-65	<i>Mana</i>	50-65
<i>Magery</i>	90-100	<i>Resist. Spells</i>	85-100
<i>Tactics</i>	80-90	<i>Wrestling</i>	90-100
<i>Food</i>	Meat 5 (1)		
<i>Shelter</i>	Mountains		
<i>Resources</i>	2 Meat	36 Feathers	



Poison Elemental

<i>Damage</i>	5-25	<i>Natural Armor</i>	35
<i>Alignment</i>	Evil	<i>Difficulty</i>	10+
<i>Strength</i>	425-515	<i>Hit Points</i>	425-515
<i>Dexterity</i>	165-185	<i>Stamina</i>	165-185
<i>Intelligence</i>	360-435	<i>Mana</i>	360-435
<i>Magery</i>	80-95	<i>Parrying</i>	75-85
<i>Poisoning</i>	90-100	<i>Resist. Spells</i>	80-95
<i>Tactics</i>	80-100	<i>Wrestling</i>	70-90
<i>Shelter</i>	Dungeons		
<i>Desires</i>	Dungeons		
<i>Resources</i>	Magic		
<i>Treasure</i>	Extreme, extreme gold		



Rat (Giant Rat)

<i>Damage</i>	3-9	<i>Natural Armor</i>	9
<i>Skill to Tame</i>	45	<i>Alignment</i>	Evil
<i>Difficulty</i>	2		
<i>Strength</i>	32-74	<i>Hit Points</i>	32-74
<i>Dexterity</i>	46-65	<i>Stamina</i>	46-65
<i>Intelligence</i>	16-30	<i>Mana</i>	0
<i>Parrying</i>	45-55	<i>Resist. Spells</i>	25-30
<i>Tactics</i>	29-44	<i>Wrestling</i>	29-44
<i>Food</i>	Meat 9 (3)		
<i>Shelter</i>	Dungeons	Darkness	Eerie locations
<i>Desires</i>	Rats	Eerie items and places	
<i>Resources</i>	3 Meat	6 Fur	





Rat Man

Damage	3-6*	Natural Armor	14
Alignment	Evil	Difficulty	4
Strength	96-120	Hit Points	96-120
Dexterity	81-100	Stamina	81-100
Intelligence	36-60	Mana	36-60
Parrying	50-70	Resist. Spells	35-60
Tactics	50-75	Wrestling	50-75
Food	Meat 15 (3)		
Shelter	Caves	Dungeons	Swamps
	Desert		
Desires	Rat Men	Gold	
Resources	6 Meat	8 Fur	
Treasure	Gold		

* Rat Men can carry weapons; damage varies by weapon.



Reaper

Damage	5-15	Natural Armor	20
Alignment	Chaotic	Difficulty	7
Movement	None		
Strength	66-215	Hit Points	66-215
Dexterity	66-75	Stamina	n.a.
Intelligence	86-235	Mana	86-235
Magery	40-50	Parrying	55-65
Resist. Spells	35-50	Tactics	45-60
Wrestling	50-60		
Food	Meat 15 (3)		
Shelter	Jungle	Swamps	Forests
Desires	Foliage		
Resources	Eeriness		
Treasure	Extreme gold		



Scorpion (Giant)

Damage	3-12	Natural Armor	14
Skill to Tame	60	Alignment	Evil
Difficulty	4		
Strength	73-115	Hit Points	73-115
Dexterity	76-95	Stamina	76-95
Intelligence	16-30	Mana	0
Parrying	60-70	Poisoning	80-100
Resist. Spells	30-35	Tactics	60-75
Wrestling	50-65		
Food	Meat 15 (3)		
Shelter	Dungeons	Caves	Desert
Resources	8 Meat		
Aversions	Civilization		



Serpent (Giant)

Damage	5-19	Natural Armor	16
Alignment	Evil	Difficulty	5
Strength	185-215	Hit Points	185-215
Dexterity	56-80	Stamina	56-80
Intelligence	56-85	Mana	0
Parrying	45-60	Poisoning	70-100
Resist. Spells	25-40	Tactics	65-70
Wrestling	40-60		
Food	Meat 6 (3)		
Shelter	Dungeons	Jungle	
Resources	20 Meat	15 Leather	8 Serpent Scales
Aversions	Civilization		



Ice Serpent

Damage	5-19	Natural Armor	16
Alignment	Evil	Difficulty	7
Strength	215-245	Hit Points	215-245
Dexterity	56-80	Stamina	56-80
Intelligence	66-85	Mana	0
Parrying	45-60	Resist. Spells	25-40
Tactics	75-80	Wrestling	60-80
Food	Meat 6 (3)		
Shelter	Dungeons		
Resources	20 Meat	15 Leather	8 Scales
Aversions	Civilization		

Lava Serpent

Damage	7-25	Natural Armor	20
Alignment	Evil	Difficulty	7
Strength	385-415	Hit Points	385-415
Dexterity	56-80	Stamina	56-80
Intelligence	66-85	Mana	66-85
Parrying	45-60	Resist. Spells	25-40
Tactics	65-70	Wrestling	60-80
Food	Meat 6 (3)		
Resources	20 Meat	15 Leather	8 Scales
Aversions	Civilization		

Sea Serpent

Damage	5-15	Natural Armor	15
Alignment	Neutral	Difficulty	10
Strength	165-225	Hit Points	165-225
Dexterity	58-85	Stamina	58-85
Intelligence	53-85	Mana	53-85
Parrying	65-75	Resist. Spells	60-75
Tactics	60-70	Wrestling	60-75
Food	Meat 25 (1)		
Shelter	Water		
Desires	Ships		
Resources	50 Meat	8 Serpent scales	
Aversions	Coastline		





Silver Serpent

Damage	2-24	Natural Armor	20
Alignment	Chaotic	Difficulty	8
Strength	160-360	Hit Points	160-360
Dexterity	15-35	Stamina	15-35
Intelligence	21-40	Mana	21-40
Parrying	85-90	Poisoning	90-100
Resist. Spells	95-100	Tactics	80-95
Wrestling	85-100		
Shelter	Forest	Jungle	
Resources	1 Meat	8 Serpent Scales	
Aversions	Civilization		



Skeleton

Damage	2-8*	Natural Armor	8
Alignment	Evil	Difficulty	3
Strength	56-80	Hit Points	56-80
Dexterity	56-75	Stamina	56-75
Intelligence	16-40	Mana	16-40
Parrying	45-55	Resist. Spells	45-60
Tactics	45-60	Wrestling	45-55
Shelter	Eerie locations		
Resources	Eeriness	8 Bones	
Treasure	Gold		

* Skeletons can wield various weapons; damage varies by weapon.



Skeleton Mage

Damage	2-8	Natural Armor	19
Alignment	Evil	Difficulty	6
Strength	76-100	Hit Points	76-100
Dexterity	56-75	Stamina	56-75
Intelligence	185-210	Mana	185-210
Magery	60-70	Parrying	45-55
Resist. Spells	45-60	Tactics	45-60
Wrestling	45-55		
Shelter	Eerie locations		
Resources	Eeriness	8 Bones	
Treasure	Moderate, high-level scroll(s)		

Skeleton Knight

Damage	2-20	Natural Armor	18
Alignment	Evil	Difficulty	6
Strength	195-250	Hit Points	195-250
Dexterity	76-95	Stamina	76-95
Intelligence	36-60	Mana	36-60
Parrying	85-95	Resist. Spells	65-80
Tactics	85-100	Wrestling	85-95
Shelter	Eerie locations		
Resources	Eeriness	8 Bones	
Treasure	Moderate		

Slime

Damage	1-5	Natural Armor	4
Skill to Tame	40	Alignment	Evil
Difficulty	2		
Strength	22-34	Hit Points	22-34
Dexterity	16-21	Stamina	16-21
Intelligence	16-20	Mana	16-20
Parrying	15-21	Poisoning	30-50
Resist. Spells	15-20	Tactics	19-34
Wrestling	19-34		
Food	Meat 35 (1)		
Shelter	Caves	Dungeons	
Desires	Slimes		
Resources	Eeriness		
Treasure	Jewel(s)		
Note	A slime may split into two creatures when hit		



Snow Elemental

Damage	4-24	Natural Armor	25
Alignment	Evil	Difficulty	9
Strength	325-355	Hit Points	325-355
Dexterity	165-185	Stamina	165-185
Intelligence	71-95	Mana	71-95
Parrying	65-75	Resist. Spells	60-75
Tactics	80-100	Wrestling	80-100
Shelter	Mountains		
Desires	Mountains		
Resources	8 Magic		
Treasure	Moderate, gold		



Spider (Giant Spider)

Damage	3-15	Natural Armor	8
Skill to Tame	70	Alignment	Evil
Difficulty	4		
Strength	76-100	Hit Points	76-100
Dexterity	76-95	Stamina	75-95
Intelligence	36-60	Mana	0
Parrying	35-55	Poisoning	60-80
Resist. Spells	25-40	Tactics	35-50
Wrestling	50-65		
Food	Meat 15 (3)		
Shelter	Webs	Caves	Dungeons
Resources	8 Spider silk	Eeriness	
Treasure	Spider silk		





Frost Spider

Damage	3-19	Natural Armor	10
Alignment	Evil	Difficulty	6
Strength	76-100	Hit Points	76-100
Dexterity	76-95	Stamina	76-95
Intelligence	36-60	Mana	36-60
Parrying	35-45	Resist. Spells	25-40
Tactics	35-50	Wrestling	50-65
Food	Meat 15 (3)		
Shelter	Webs	Caves	Dungeons
Resources	8 Spider silk	Eeriness	
Treasure	Spider silk		



Swamp Tentacles

Damage	3-15	Natural Armor	15
Alignment	Chaotic	Difficulty	6
Movement	Amphibious		
Strength	96-120	Hit Points	96-120
Dexterity	66-85	Stamina	66-85
Intelligence	66-80	Mana	0
Parrying	15-25	Resist. Spells	15-20
Tactics	65-80	Wrestling	65-80
Food	Meat 24 (3)		
Shelter	Swamps		
Resources	Eeriness		
Aversions	Civilization		
Treasure	Gold+		



Terathan Warrior

Damage	4-20	Natural Armor	15
Alignment	Evil	Difficulty	8
Strength	165-215	Hit Points	165-215
Dexterity	96-145	Stamina	96-145
Intelligence	41-65	Mana	0
Parrying	70-80	Poisoning	60-80
Resist. Spells	70-80	Tactics	80-100
Wrestling	80-90		
Food	Meat 15 (3)		
Desires	Terathans	Gold	
Resources	20 Meat		
Aversions	Civilization		
Treasure	Moderate, gold		



Terathan Avenger

Damage	10-30	Natural Armor	25
Alignment	Evil	Difficulty	10+
Strength	465-645	Hit Points	465-645
Dexterity	66-75	Stamina	66-75
Intelligence	46-70	Mana	46-70
Magery	70-80	Parrying	75-85
Poisoning	60-80	Resist. Spells	65-80
Tactics	90-100	Wrestling	90-100
Food	Meat 15 (3)		
Resources	10 Meat		
Aversions	Civilization		
Treasure	Extreme		

Terathan Drone

Damage	4-14	Natural Armor	12
Alignment	Evil	Difficulty	4
Strength	36-65	Hit Points	36-65
Dexterity	96-145	Stamina	96-145
Intelligence	21-45	Mana	0
Parrying	30-40	Poisoning	40-60
Resist. Spells	30-45	Tactics	30-50
Wrestling	40-50		
Food	Meat 15 (3)		
Desires	Terathans	Gold	
Resources	20 Meat		
Aversions	Civilization		
Treasure	Meager, gold		





Terathan Matriarch

Damage	5-20	Natural Armor	25
Alignment	Evil	Difficulty	10+
Strength	315-405	Hit Points	315-405
Dexterity	96-115	Stamina	96-115
Intelligence	365-455	Mana	365-455
Magery	90-100	Parrying	55-65
Resist. Spells	90-100	Tactics	50-70
Wrestling	60-80		
Shelter	Eerie locations		
Desires	Gold		
Resources	Eeriness		
Treasure	Extreme, high-level scroll(s)		



Titan

Damage	4-18	Natural Armor	20
Alignment	Evil	Difficulty	10+
Strength	535-585	Hit Points	535-585
Dexterity	125-145	Stamina	125-145
Intelligence	280-305	Mana	280-305
Magery	85-100	Parrying	40-50
Resist. Spells	80-95	Tactics	60-80
Wrestling	40-50		
Food	Meat 15 (3)		
Shelter	Forest	Mountains	
Desires	Titans	Gold	
Resources	20 Meat		
Aversions	Civilization		
Treasure	Extreme		



Toad (Giant)

Damage	2-20	Natural Armor	12
Skill to Tame	85	Alignment	Evil
Difficulty	5		
Strength	76-100	Hit Points	76-100
Dexterity	6-25	Stamina	6-25
Intelligence	11-20	Mana	0
Parrying	38-72	Resist. Spells	25-40
Tactics	40-60	Wrestling	40-60
Food	Meat 5 (1)		
Shelter	Swamps	Water	Caves
Resources	6 Meat	12 Leather	
Aversions	Civilization		



TROLL [& Frost Troll]

<i>Damage</i>	5-17 [9-25]*	<i>Natural Armor</i>	20 [25]
<i>Alignment</i>	Evil	<i>Difficulty</i>	6 [8]
<i>Strength</i>	175-205	<i>Hit Points</i>	175-205
<i>Dexterity</i>	46-65	<i>Stamina</i>	46-65
<i>Intelligence</i>	46-70	<i>Mana</i>	46-70
<i>Parrying</i>	45-60 [+20]	<i>Resist. Spells</i>	45-60 [+20]
<i>Tactics</i>	50-70 [+30]	<i>Wrestling</i>	50-70 [+30]

<i>Food</i>	Meat 15 (3)		
<i>Shelter</i>	Forests	Mountains	
<i>Desires</i>	Gold		
<i>Resources</i>	10 Meat		
<i>Aversions</i>	Civilization		
<i>Treasure</i>	Moderate		

*Trolls can carry weapons; damage varies by weapon.



Water Elemental

<i>Damage</i>	4-12	<i>Natural Armor</i>	20
<i>Alignment</i>	Evil	<i>Difficulty</i>	9
<i>Movement</i>	Amphibious		
<i>Strength</i>	125-155	<i>Hit Points</i>	125-155
<i>Dexterity</i>	66-85	<i>Stamina</i>	66-85
<i>Intelligence</i>	71-95	<i>Mana</i>	71-95
<i>Magery</i>	60-75	<i>Parrying</i>	55-65
<i>Resist. Spells</i>	60-75	<i>Tactics</i>	80-100
<i>Wrestling</i>	70-90		

<i>Shelter</i>	Water		
<i>Desires</i>	Water		
<i>Resources</i>	8 Magic		
<i>Treasure</i>	Moderate, gold		



Wisp

<i>Damage</i>	15-20	<i>Natural Armor</i>	20
<i>Alignment</i>	Neutral	<i>Difficulty</i>	8
<i>Strength</i>	195-225	<i>Hit Points</i>	195-225
<i>Dexterity</i>	195-225	<i>Stamina</i>	195-225
<i>Intelligence</i>	195-225	<i>Mana</i>	195-225
<i>Magery</i>	80	<i>Parrying</i>	80
<i>Resist. Spells</i>	80	<i>Tactics</i>	80
<i>Wrestling</i>	80		

<i>Food</i>	None		
<i>Shelter</i>	Swamps	Jungle	Forests
<i>Aversions</i>	Civilization		





Wolf (Dire)

Damage	6-22	Natural Armor	11
Skill to Tame	90	Alignment	Evil
Difficulty	5		
Strength	96-120	Hit Points	96-120
Dexterity	81-105	Stamina	81-105
Intelligence	36-60	Mana	36-60
Parrying	63-75	Resist. Spells	58-75
Tactics	50-70	Wrestling	60-80
Food	Meat 15 (3)		
Shelter	Forest	Caves	
Desires	Dire Wolves		
Resources	6 Meat	7 Fur	
Aversions	Civilization		



Wyvern

Damage	3-24	Natural Armor	20
Alignment	Evil	Difficulty	8
Movement	Flying		
Strength	400-430	Hit Points	400-430
Dexterity	153-172	Stamina	153-172
Intelligence	51-90	Mana	51-90
Parrying	65-80	Poisoning	60-80
Resist. Spells	65-80	Tactics	65-90
Wrestling	65-80		
Food	Meat 25 (3)		
Shelter	Caves	Dungeons	
Desires	Gold		
Resources	50 Meat	20 Leather	
Aversions	Civilization	Water	
Treasure	Moderate		



Zombie

Damage	2-8	Natural Armor	9
Alignment	Evil	Difficulty	4
Strength	46-70	Hit Points	46-70
Dexterity	31-50	Stamina	31-50
Intelligence	26-40	Mana	26-40
Parrying	20-30	Resist. Spells	15-40
Tactics	35-50	Wrestling	35-50
Shelter	Dungeons	Eerie locations	
Desires	Gold		
Resources	Eeriness		
Treasure	Gold		



NON-PLAYER CHARACTER DESCRIPTIONS

Most non-player characters (NPCs) are based on the Typical NPC statistics given below. When an NPC type differs from the typical statistics, however, the changed information appears under that character's entry. For example, Cobbler (p. 226) has the same statistics as a Typical NPC, but also desires leather. For another example, a Ranger (p. 222) has a better *Tactics* skill than most NPCs (between 65 and 88) and also has *Animal Love* (between 55 and 78). All descriptions apply equally to male and female characters.

Explanations of what each stat means are given on page 175, before the creature descriptions. There are three statistics that apply only to NPCs:

Sells/Buys lists include all of the items the NPC will buy and sell by default. In a combined list, a (B) after an entry indicates the NPC only buys the item, and (S) indicates he or she only sells it.

Keywords list the words that an NPC of this profession will respond to, in addition to the general and town-specific keywords he or she recognizes. See **Keywords**, page 165.

Spell Circle is the highest circle from which this NPC can cast spells.

Typical NPC

<i>Fencing</i>	15-38	<i>Mace Fighting</i>	15-38
<i>Parrying</i>	15-38	<i>Resisting Spells</i>	15-38
<i>Swordsmanship</i>	15-38	<i>Tactics</i>	15-38
<i>Wrestling</i>	15-38		
<i>Food</i>	Any common food		
<i>Shelter</i>	House		
<i>Desires</i>	Gold		
<i>Resources</i>	8 Meat		
<i>Aversions</i>	Eerie items and places Carnivores (3+ units/bite)		

Shopkeeper Keywords

In addition to all of the keywords listed for each character, all characters who run a shop will respond to these keywords:

Keywords	a contract for employment	buy
dismiss	merchant	sell supplies
shopkeeper	vendor	I <any> sale sale
can <any> you <any> sell		thou <any> purchase
what <any> you <any>		you <any> buy you <any> purchase





Guild of Arcane Arts

Alchemist

<i>Strength</i>	35-50	<i>Hit Points</i>	35-50
<i>Dexterity</i>	35-50	<i>Stamina</i>	35-50
<i>Intelligence</i>	50-65	<i>Mana</i>	50-65
<i>Alchemy</i>	55-78	<i>Parrying</i>	25-48
<i>Resisting Spells</i>	25-48	<i>Tactics</i>	25-48
<i>Taste Identif.</i>	55-78		
<i>Desires</i>	Magic		

Sells/Buys	Flasks (empty)	Hair dye	Potions
	Mortars and pestles	Reagents	

Keywords	agility	alchemy <any>	alchemist
	alchemy	black pearl	blind
	bloodmass	blue potion	explode
	garlic	ginseng	green potion
	mage	magic	mandrake
	nightshade	orange potion	pestle
	potion	purple potion	reagents
	refresh	secret	skill
	spider silk	strength	sulphurous ash
	white potion	yellow potion	vial

Mage (Shopkeeper)

<i>Strength</i>	61-75	<i>Hit Points</i>	61-75
<i>Dexterity</i>	71-85	<i>Stamina</i>	71-85
<i>Intelligence</i>	86-100	<i>Mana</i>	86-100
<i>Inscription</i>	50-65	<i>Magery</i>	85-100
<i>Parrying</i>	45-68	<i>Resisting Spells</i>	55-78
<i>Tactics</i>	35-58		
<i>Spell Circle</i>	3-7		
<i>Desires</i>	Magic	Reagents	

Sells	Marker talismans	Potions	Reagents
Scrolls*	Scrolls (blank)	Spell books	

Various arcane items

*Each shopkeeper mage sells only those scrolls he or she is capable of creating. For example, a First Circle mage sells only scrolls inscribed with First Circle spells, while a Fifth Circle mage sells scrolls inscribed with spells from the First through Fifth Circles.

Keywords	abbey	abilities	ability
	arcane	art	cast
	component	craft	Des Mani
	ether	guild	In Lor
	In Mani Ylem	In Por Ylem	ingredients
	Rel Wis	relvinian	scroll
	spell	spell books	spellbooks
	talent	Uus Jux	where <any>
	Wis Uus	words of power	monks

Mage (Non-Shopkeeper)

<i>For Hire</i>	Daily Wage 60		
<i>Strength</i>	60-75	<i>Hit Points</i>	60-75
<i>Dexterity</i>	70-85	<i>Stamina</i>	70-85
<i>Intelligence</i>	85-100	<i>Mana</i>	85-100
<i>Inscription</i>	50-65	<i>Magery</i>	85-100
<i>Parrying</i>	55-78	<i>Resisting Spells</i>	65-88
<i>Tactics</i>	55-78		
<i>Spell Circle</i>	7-8		
<i>Desires</i>	Magic	Reagents	

Keywords (see Mage (Shopkeeper) keywords)

Evil Mage

<i>Alignment</i>	Evil		
<i>Strength</i>	81-105	<i>Hit Points</i>	81-105
<i>Dexterity</i>	91-115	<i>Stamina</i>	91-115
<i>Intelligence</i>	96-120	<i>Mana</i>	96-120
<i>Inscription</i>	75-90	<i>Magery</i>	85-100
<i>Parrying</i>	65-88	<i>Resisting Spells</i>	75-98
<i>Tactics</i>	65-88	<i>Wrestling</i>	20-60
<i>Spell Circle</i>	3-5		
<i>Desires</i>	Magic	Reagents, etc.	

Keywords (see Mage (Shopkeeper) keywords)

Evil High Mage

Same as evil mage, except:			
<i>Dexterity</i>	190-215	<i>Stamina</i>	190-215
<i>Intelligence</i>	125-150	<i>Mana</i>	125-150
<i>Magery</i>	95-100		

Guildmaster

<i>Strength</i>	90-105	<i>Hit Points</i>	90-105
<i>Dexterity</i>	101-115	<i>Stamina</i>	101-115
<i>Intelligence</i>	116-130	<i>Mana</i>	116-130
<i>Evaluating Intel.</i>	55-78	<i>Fencing</i>	75-98
<i>Inscription</i>	75-90	<i>Mace Fighting</i>	75-98
<i>Magery</i>	85-100	<i>Parrying</i>	75-98
<i>Resisting Spells</i>	75-98	<i>Swordsmanship</i>	75-98
<i>Tactics</i>	75-98	<i>Wrestling</i>	75-98
<i>Spell Circle</i>	8		
<i>Desires</i>	Magic	Reagents, etc.	

Additional Keywords guild join master

Soc. of Cooks & Chefs

(Not currently accepting new members)

Cook

<i>Strength</i>	40-55	<i>Hit Points</i>	40-55
<i>Dexterity</i>	55-70	<i>Stamina</i>	55-70
<i>Intelligence</i>	55-70	<i>Mana</i>	55-70
<i>Cooking</i>	55-78	<i>Parrying</i>	35-58
<i>Resisting Spells</i>	35-58	<i>Tactics</i>	35-58
<i>Taste Identif.</i>	35-58		

Sells	Birds (cooked)	Bread (loaves)	Cakes
Cheese	Chicken legs (cooked)		Flour (sacks)
Honey	Muffins	Mutton (cooked)	Pies (baked)
Pigs (roasted)	Stews	Tomato soup	Vegetables
Buys	Apples	Bananas	Birds (raw)
Bread (loaves)	Cabbage (heads)	Cantaloupe	Carrots
Cheese	Corn	Eggs	Fish
Fish (steaks)	Flour (sacks)	Gourds	Grapes
Honey	Kindling	Lemons	Lettuce (heads)
Limes	Melons	Milk (pitchers)	Onions
Peaches	Pears	Pumpkins	Ribs (raw)
Squash	Turnips	Watermelons	

Keywords	bacon	beef	bread
cake	chicken	consumption	cook
craft	fish	flour	food
ham	ingredient	meal	meals
meat	oven	pastry	pork
roast	skill	sweets	vegetables
what <any> you <any> cook			

Bardic Collegium

Bard

<i>For Hire</i>	Daily Wage 20		
<i>Strength</i>	15-30	<i>Hit Points</i>	15-30
<i>Dexterity</i>	25-40	<i>Stamina</i>	25-40
<i>Intelligence</i>	25-40	<i>Mana</i>	25-40
<i>Enticement</i>	55-78	<i>Musicianship</i>	55-78
<i>Peacemaking</i>	55-78	<i>Provocation</i>	55-78
Keywords	abbey	artifact	bard
conservatory	cool	empath	hint
info	interesting	magic	minstrel
music	news	play	relvinian
rumor	rumour	song	tale
to do	troubad (e.g., troubadour)		
where <any> monks			

Guildmaster

<i>Strength</i>	85-100	<i>Hit Points</i>	85-100
<i>Dexterity</i>	70-85	<i>Stamina</i>	70-85
<i>Intelligence</i>	60-75	<i>Mana</i>	60-75
<i>Enticement</i>	55-78	<i>Musicianship</i>	55-78
<i>Parrying</i>	65-88	<i>Peacemaking</i>	55-78
<i>Provocation</i>	55-78	<i>Resisting Spells</i>	65-88
<i>Tactics</i>	65-88		
Additional Keywords	guild	join	
master			

Society of Clothiers

Weaver

<i>Strength</i>	35-50	<i>Hit Points</i>	35-50
<i>Dexterity</i>	50-65	<i>Stamina</i>	50-65
<i>Intelligence</i>	30-45	<i>Mana</i>	30-45
<i>Parrying</i>	25-48	<i>Resisting Spells</i>	25-48
<i>Tactics</i>	25-48	<i>Tailoring</i>	35-58
<i>Desires</i>	Cloth	Cotton	Wool

Sells/Buys	Yarn (balls)	Cloth (bolts)	Cloth (folded)
Cotton (raw) (B)	Dye bowls & tubs	Scissors	Wool (raw) (B)
Keywords	cloth	cotton	dye
loom	weave	wool	yarn

Guildmaster

<i>Strength</i>	70-85	<i>Hit Points</i>	70-85
<i>Dexterity</i>	85-100	<i>Stamina</i>	85-100
<i>Intelligence</i>	85-100	<i>Mana</i>	85-100
<i>Parrying</i>	65-88	<i>Resisting Spells</i>	65-88
<i>Tactics</i>	55-78	<i>Tailoring</i>	65-88
Additional Keywords	guild	join	
master			

Tailor

<i>Strength</i>	35-50	<i>Hit Points</i>	35-50
<i>Dexterity</i>	45-60	<i>Stamina</i>	45-60
<i>Intelligence</i>	40-55	<i>Mana</i>	40-55
<i>Parrying</i>	25-48	<i>Resisting Spells</i>	25-48
<i>Tactics</i>	25-48	<i>Tailoring</i>	55-78
<i>Desires</i>	Cloth		

Sells/Buys	Aprons	Bandannas	Capes
Cloaks	Cloth (bolts)	Cloth (folded)	Cotton (raw)
Doublets	Dresses	Dye bowls	Dye tubs
Flax (retted)	Hats and caps	Jester caps	Jester suits
Kilts	Leather caps	Pants	Robes
Scissors	Sewing kits	Shirts	Skirts
Thread	Tunics	Wool (raw)	

Keywords	apron	cape	cloth
clothes	clothier	clothing	coat
dress	garment	kilt	pant
robe	sew	shawl	shirt
skill	skirt	tailor	thread
vest			



Order of Engineers

Tinker

<i>Strength</i>	40-55	<i>Hit Points</i>	40-55
<i>Dexterity</i>	65-80	<i>Stamina</i>	65-80
<i>Intelligence</i>	60-75	<i>Mana</i>	60-75
<i>Lockpicking</i>	45-68	<i>Parrying</i>	35-58
<i>Resisting Spells</i>	35-58	<i>Tactics</i>	35-58
<i>Tinkering</i>	45-68		

Sells/Buys	Axles and gears	Butcher knives	Clocks
Clock parts	Copper keys	Dovetails	Draw knives
Drums	Froes	Gears	Gold keys
Hammers	Hinges	Inshaves	Iron ingots
Iron keys	Key rings	Kindling (B)	Lockpicks
Logs (B)	Lumber	Lutes	Lyres
Magic keys (B)	Nails (S)	Pickaxes	Planes
Rusty keys	Saws	Scissors	Scorps
Sewing kits	Sextants	Sextant parts	Shovels
Sledge hammers	Smith hammers	Springs	Sticks
Tambourines	Tinker's tools	Tinker's toolkit	Tongs
Keywords	clock	device	gear
lumber	machine	part	sextant
skill	spring	sticks	tinker
trade	wood		

Guildmaster

<i>Strength</i>	70-85	<i>Hit Points</i>	70-85
<i>Dexterity</i>	85-100	<i>Stamina</i>	85-100
<i>Intelligence</i>	85-100	<i>Mana</i>	85-100
<i>Lockpicking</i>	65-88	<i>Parrying</i>	65-88
<i>Resisting Spells</i>	55-78	<i>Tactics</i>	65-88
<i>Tinkering</i>	65-88		

Additional Keywords	guild	join
master		

Guild of Healers

Healer (Shopkeeper)

<i>Strength</i>	70-85	<i>Hit Points</i>	70-85
<i>Dexterity</i>	80-95	<i>Stamina</i>	80-95
<i>Intelligence</i>	85-100	<i>Mana</i>	85-100
<i>Anatomy</i>	55-78	<i>Forensic Eval.</i>	35-58
<i>Healing</i>	55-78	<i>Parrying</i>	65-88
<i>Resisting Spells</i>	65-88	<i>Spirit Speak</i>	55-78
<i>Tactics</i>	65-88		

<i>Desires</i>	Garlic	Ginseng	Cloth
Sells/Buys	Bandages	Cloth (folded) (B)	Garlic
Ginseng	Healing potions	Refreshing potions	Spider's silk (B)

Keywords	anatomy	bandage	buy
cure	first aid	heal	healing
healing scrolls	help	hurt	injured
items	knowledge	master	poison
potion	potions	raise dead	resurrect
resurrection	skill		

Healer (Non-Shopkeeper)

<i>Strength</i>	70-85	<i>Hit Points</i>	70-85
<i>Dexterity</i>	80-95	<i>Stamina</i>	80-95
<i>Intelligence</i>	85-100	<i>Mana</i>	85-100
<i>Anatomy</i>	55-78	<i>Camping</i>	35-58
<i>Fishing</i>	35-58	<i>Forensic Eval.</i>	35-58
<i>Healing</i>	55-78	<i>Parrying</i>	65-88
<i>Resisting Spells</i>	65-88	<i>Spirit Speak</i>	55-78
<i>Tactics</i>	65-88		
<i>Shelter</i>	Foliage		

Keywords (see Healer (Shopkeeper))

Guildmaster

<i>Strength</i>	80-95	<i>Hit Points</i>	80-95
<i>Dexterity</i>	95-110	<i>Stamina</i>	95-110
<i>Intelligence</i>	95-110	<i>Mana</i>	95-110
<i>Anatomy</i>	65-88	<i>Forensic Eval.</i>	45-68
<i>Healing</i>	65-88	<i>Parrying</i>	65-88
<i>Resisting Spells</i>	65-88	<i>Spirit Speak</i>	65-88
<i>Tactics</i>	65-88		

Additional Keywords	guild	join
master		

Maritime Guild

Fisherman

<i>Strength</i>	60-75	<i>Hit Points</i>	60-75
<i>Dexterity</i>	60-75	<i>Stamina</i>	60-75
<i>Intelligence</i>	40-55	<i>Mana</i>	40-55
<i>Fishing</i>	45-68	<i>Parrying</i>	35-58
<i>Resisting Spells</i>	35-58	<i>Tactics</i>	35-58
<i>Desires</i>	Water		
Sells	Fish	Fish (steaks)	Fishing poles
Buys	Fish (big and small)		
Keywords	catch	fish <any>	fisher
fisherman	fishermen	food	nets
river	sea	skill	

Mapmaker

<i>Strength</i>	20-35	<i>Hit Points</i>	20-35
<i>Dexterity</i>	35-50	<i>Stamina</i>	35-50
<i>Intelligence</i>	35-50	<i>Mana</i>	35-50
<i>Cartography</i>	65-88		
Sells/Buys	Scrolls (blank) (B)	Maps	
Maps (blank)			
Keywords	blank	chart <any>	course
empty	make maps	plot <any>	course
sextant	skill	vellum	

Shipwright

<i>Strength</i>	65-80	<i>Hit Points</i>	65-80
<i>Dexterity</i>	70-85	<i>Stamina</i>	70-85
<i>Intelligence</i>	60-75	<i>Mana</i>	60-75
<i>Parrying</i>	45-68	<i>Resisting Spells</i>	45-68
<i>Tactics</i>	45-68		
<i>Desires</i>	Wood		
Sells/Buys	Ship deeds		
Keywords	boat	sail	sextant
ship	vessel		

Harbormaster

<i>Strength</i>	85-100	<i>Hit Points</i>	85-100
<i>Dexterity</i>	65-80	<i>Stamina</i>	65-80
<i>Intelligence</i>	70-85	<i>Mana</i>	70-85
<i>Parrying</i>	55-78	<i>Resisting Spells</i>	55-78
<i>Tactics</i>	45-68		
Keyword	dock		

Sailor

<i>For Hire</i>	Daily Wage 50		
<i>Strength</i>	65-80	<i>Hit Points</i>	65-80
<i>Dexterity</i>	65-80	<i>Stamina</i>	65-80
<i>Intelligence</i>	40-55	<i>Mana</i>	40-55
<i>Parrying</i>	45-68	<i>Resisting Spells</i>	45-68
<i>Tactics</i>	45-68		
<i>Desires</i>	Ships	Water	Sailors
Keywords	pirate	sail	sailor
ship			

Guildmaster

<i>Strength</i>	80-95	<i>Hit Points</i>	80-95
<i>Dexterity</i>	85-100	<i>Stamina</i>	85-100
<i>Intelligence</i>	80-95	<i>Mana</i>	80-95
<i>Fishing</i>	65-88	<i>Parrying</i>	55-78
<i>Resisting Spells</i>	65-88	<i>Tactics</i>	65-88
Additional Keywords	guild	join	
master			

Merchants' Assoc.

Innkeeper

<i>Strength</i>	65-80	<i>Hit Points</i>	65-80
<i>Dexterity</i>	65-80	<i>Stamina</i>	65-80
<i>Intelligence</i>	60-75	<i>Mana</i>	60-75
<i>Parrying</i>	45-68	<i>Resisting Spells</i>	45-68
<i>Tactics</i>	45-68		
Sells/Buys	Ale (Bottles)	Ale (Pitchers)	Apples
Backgammon	Backpacks	Bananas	Birds (baked) (S)
Bread (loaves)	Candles	Checkerboards	Cheeses
Chessboards	Chicken legs	Cider (jugs)	Cider (pitchers)
Dice cups	Glass pitchers (B)	Grapes	Liquor (bottles)
Liquor (pitchers)	Milk (pitchers)	Mutton (cooked)	Peaches
Pears	Pies (baked)	Ribs (cooked) (S)	Ribs (raw) (B)
Stews	Tomato soup	Torches	Vegetables
Vendor Contract	Water (pitchers)	Wine (bottles)	Wine (pitchers)
Keywords	abbey	aleq	artifact
barmaid	bed	beer	breakfast
cool	dinner	empath	food
for the night	hint	info	inn
interesting	lunch	magic	news
relvinian	rent	room	rumor
rumour	sleep	stay the night	tavern
to do	waitress	wench	
where <any>	monks		



Merchants' Association (cont.)

Provisioner

<i>Strength</i>	65-80	<i>Hit Points</i>	65-80
<i>Dexterity</i>	60-75	<i>Stamina</i>	60-75
<i>Intelligence</i>	65-80	<i>Mana</i>	65-80
<i>Parrying</i>	45-68	<i>Resisting Spells</i>	45-68
<i>Tactics</i>	45-68		

Sells/Buys	Ale (bottles) (S)	Apples (S)	Armour (B)
Axes (broken) (B)	Axes and gears(B)	Backgammon	Backpacks
Bags	Bandanas	Bedrolls (S)	Belt pouches
Birds(baked) (S)	Books (various)	Boxes (wood)(S)	Bread (loaves)(S)
Candles	Checkerboards	Chessboards	Chicken legs(S)
Cider (jugs) (S)	Clocks	Clock parts (B)	Diamonds (B)
Dice cups	Dovetails (B)	Flasks (empty)	Froes (B)
Garlic (S)	Gears (B)	Gemstones (B)	Ginseng (S)
Gold ingots (B)	Guild deeds	Hair dye	Hammerpicks (B)
Hammers (B)	Hats and caps (most)		Helmets (most)
Hinges (B)	House deeds (B)	Inshaves (B)	Iron ingots (B)
Joining planes(B)	Keys (copper)	Key rings (B)	Kindling
Knives (most)	Lanterns	Leath. clothes(B)	Lockpicks
Logs (B)	Lumber (B)	Meat cleavers(B)	Metal ingots (B)
Mould. planes(B)	Oil (flasks)	Pears (S)	Pickaxes (B)
Pitchforks (B)	Saws (B)	Scissors (B)	Scorps (B)
Sewing kits (B)	Sextants and sextant parts (B)		Shepherd's
crooks (B)	Shields	Ship deeds	Shop deeds
Shovels (B)	Silver ingots (B)		Sledge ham-
mers (B)	Smithy hammers (B)		Smoothing
planes(B)	Springs (B)	Staves (B)	Sticks (B)
Tongs (B)	Torches	Weapons (B)	Wine
(bottles) (S)			

Keywords	ale	apple	arrow
bag	beer	bird	bolt
bread	candle	chicken	cider
drink	equip	food	fruit
lantern	liquor	meat	mutton
pack	pear	pouch	provision
ration	supply	torch	wine

Jeweler

<i>Strength</i>	35-50	<i>Hit Points</i>	35-50
<i>Dexterity</i>	50-65	<i>Stamina</i>	50-65
<i>Intelligence</i>	40-55	<i>Mana</i>	40-55
<i>Item Identif.</i>	55-78	<i>Parrying</i>	25-48
<i>Resisting Spells</i>	25-48	<i>Tactics</i>	25-48

Sells/Buys	Beads	Bracelets	Earrings
Communications	Crystals	Gems	Necklaces
Ingots (copper, gold, iron, silver) (B)			Rings
Wire (copper, gold, iron, silver) (B)			

Keywords	amber	amethyst	appraise
bead	bracelet	citrine	diamond
emerald	estimate	gem	gold
jewel	necklace	quality	ring
rubies	ruby	sapphire	silver
skill	tourmaline	value	

Tavernkeeper

<i>Strength</i>	60-75	<i>Hit Points</i>	60-75
<i>Dexterity</i>	65-80	<i>Stamina</i>	65-80
<i>Intelligence</i>	50-65	<i>Mana</i>	50-65
<i>Parrying</i>	45-68	<i>Resisting Spells</i>	45-68
<i>Tactics</i>	45-68		

Sells/Buys	Ale (bottles)	Ale (pitchers)	Backgammon
Birds (cooked)	Bread (loaves)	Checkerboards	Cheese
Chessboards	Chickens	Cider (jugs)	Cider (pitchers)
Dice cups	Glass pitchers	Liquor (bottles)	Liquor (pitchers)
Milk (pitchers)	Mutton (cooked)	Pies (baked)	Stews
Tomato soup	Vegetables	Vendor deeds	Water (pitchers)
Wine (bottles)	Wine (pitchers)		

Keywords	abbey	ale	artifact
barmaid	beer	breakfast	cool
dinner	empath	food	hint
info	interesting	lunch	magic
news	relvinian	rumor	rumour
tavern	to do	waitress	wench
where <any>	monks		

Guildmaster

<i>Strength</i>	70-85	<i>Hit Points</i>	70-85
<i>Dexterity</i>	85-100	<i>Stamina</i>	85-100
<i>Intelligence</i>	85-100	<i>Mana</i>	85-100
<i>Item Identif.</i>	55-78	<i>Parrying</i>	27-50
<i>Resisting Spells</i>	27-50	<i>Tactics</i>	27-50

Additional Keywords	guild	join
master		

League of Rangers

Ranger

For Hire	Daily Wages 70		
Strength	70-85	Hit Points	70-85
Dexterity	75-90	Stamina	75-90
Intelligence	60-75	Mana	60-75
Animal Lore	55-78	Archery	55-78
Camping	55-78	Fencing	35-58
Herding	45-68	Hiding	45-68
Mace Fighting	35-58	Parrying	65-88
Resisting Spells	65-88	Swordsmanship	35-58
Tactics	65-88	Tracking	45-68
Wrestling	35-58		
Desires	Foliage	Forests	
Keywords	alligator	animal	bear
	bird	cat	chicken
	cow	daemon	deer
	dolphin	dragon	eagle
	ettin	fish	fowl
	goat	gorilla	hide
	hunt	llama	meat
	mountain cat	pelt	pig
	ranger	seal	sheep
	spirituality	track	wolf

Guildmaster

Strength	90-105	Hit Points	90-105
Dexterity	95-110	Stamina	95-110
Intelligence	80-95	Mana	80-95
Animal Lore	65-88	Archery	75-98
Camping	65-88	Herding	55-78
Hiding	65-88	Parrying	75-98
Resisting Spells	75-98	Tactics	75-98
Tracking	65-88		
Shelter	Forest		
Additional Keywords		guild	join
master			

Bowyer

Strength	65-80	Hit Points	65-80
Dexterity	70-85	Stamina	70-85
Intelligence	60-75	Mana	60-75
Archery	65-88	Bowcraft/Flet.	65-88
Fencing	25-48	Mace Fighting	25-48
Parrying	45-68	Resisting Spells	45-68
Swordsmanship	25-48	Tactics	45-68
Wrestling	25-48		
Desires	Wood	Feathers	
Sells/Buys	Arrow shafts	Arrows	Bolts
Bows	Crossbows	Feathers	Lumber (B)
Keywords	archery	arrow	bolt
bow	cross	feather	fletching
shaft	stick		

Animal Trainer

Strength	150+	Hit Points	150+
Dexterity	150+	Stamina	150+
Intelligence	150+	Mana	150+
Animal Lore	92	Animal Taming	92
Fencing	92	Mace Fencing	92
Parrying	92	Resisting Spells	92
Swordsmanship	92	Tactics	92
Veterinary	92	Wrestling	92
Sells tamed:	Black bears	Brown bears	Cats
Dogs	Eagles	Horses	Panthers
Rabbits	Rats	Ravens	Timber wolves
Packhorses	Pack llamas		
Buys	Apples	Birds (raw)	Carcasses
Carrots	Grain bundles	Lettuce heads	Ribs (raw)
Keywords	animal	cat	claim
dog	horse	mount	saddle
stable	steed	tame	taming
train	trainer	whip	

Mining Cooperative

Miner

Strength	65-80	Hit Points	65-80
Dexterity	50-65	Stamina	50-65
Intelligence	40-55	Mana	40-55
Mining	45-68	Parrying	35-58
Resisting Spells	35-58	Tactics	35-58
Desires	Stone		
Keywords	dig	hole	mine
ore	shaft		

Guildmaster

Strength	85-100	Hit Points	85-100
Dexterity	60-75	Stamina	60-75
Intelligence	70-85	Mana	70-85
Item Identif.	65-88	Mining	75-98
Parrying	65-88	Resisting Spells	65-88
Tactics	65-88		
Additional Keywords		guild	join
master			



Society of Smiths

(Not currently accepting new members)

Armourer

Strength	85-100	Hit Points	85-100
Dexterity	75-90	Stamina	75-90
Intelligence	60-75	Mana	60-75
Arms Lore	65-88	Blacksmithy	55-78
Fencing	45-68	Mace Fighting	45-68
Parrying	55-78	Resisting Spells	55-78
Swordsmanship	45-68	Tactics	55-78
Wrestling	45-68		
Desires	Metal		

Sells Shields Ring (if ring specialty)

Chainmail (if chainmail specialty)

Leather and studded leather (if leather specialty)

Plate (if plate or leather specialty) Helmets (if plate specialty)

Buys Armourers buy all armour, shields and helmets, plus:

Lumber Metal ingots

Keywords armor skill smith

Blacksmith

Strength	85-100	Hit Points	85-100
Dexterity	65-80	Stamina	65-80
Intelligence	60-75	Mana	60-75
Arms Lore	45-68	Blacksmithy	65-88
Fencing	45-68	Mace Fighting	45-68
Parrying	55-78	Resisting Spells	55-78
Swordsmanship	45-68	Tactics	55-78
Wrestling	45-68		
Desires	Metal		

Sells/Buys Armour (all) Iron ingots Kindling (B)

Lumber (B) Tongs Weapons (all)

Keywords	armor	axe	bardiche
blacksmith	bow	buckler	chain
club	crossbow	cutlass	forge
fork	gauntlet	gorget	halberd
heater	helm	kitana	knife
kryss	mace	maul	meat cleaver
padded	plate	ring	scimitar
shield	smith	spear	staff
steel	sword	war hammer	weapon

Weaponsmith

In a unique arrangement, weaponsmiths have been allowed membership in both the Society of Smiths and the Warriors' Guild. Since the Smiths are not currently accepting new members, new weaponsmiths can only join the Warriors' Guild, and typical Weaponsmith stats are found on p. 225.

Society of Thieves

BEGGAR

For Hire	Daily Wage 10		
Strength	25-40	Hit Points	25-40
Dexterity	20-35	Stamina	20-35
Intelligence	35-50	Mana	35-50
Begging	55-78	Snooping	25-48
Stealing	15-38		
Shelter	Guard Posts		
Desires	Gold (each instance of begging)		
Aversions	Guards		

Keywords	artifact	beggar	coin
cool	donate	gold	help
hint	info	interesting	magic
money	news	rumor	

Thief

For Hire	Daily Wage 60		
Strength	60-75	Hit Points	60-75
Dexterity	85-100	Stamina	85-100
Intelligence	70-85	Mana	70-85
Detecting Hidden	35-58	Fencing	55-78
Hiding	45-68	Lockpicking	35-58
Parrying	55-78	Poisoning	35-58
Resisting Spells	55-78	Snooping	45-68
Stealing	45-68	Swordsmanship	35-58
Tactics	55-78	Tinker	35-58
Wrestling	25-48		
Desires	Jewels		
Aversions	Guards (becomes uneasy)		

Keywords	authorities	copper	fork <any> gold
guard	hide	lock	Lord British
<any> fork	silver	skill	soldiers
trap			

Guildmaster

Strength	90-105	Hit Points	90-105
Dexterity	90-105	Stamina	90-105
Intelligence	90-105	Mana	90-105
Detecting Hidden	55-78	Fencing	75-98
Hiding	65-88	Lockpicking	65-88
Mace Fighting	45-68	Parrying	75-98
Poisoning	65-88	Resisting Spells	65-88
Snooping	65-88	Stealing	65-88
Swordsmanship	55-78	Tactics	75-98
Tinkering	65-88	Wrestling	55-78

Additional Keywords guild join
master





WARRIORS' GUILD

FIGHTER

<i>For Hire</i>	Daily Wage 60		
<i>Strength</i>	11-88	<i>Hit Points</i>	11-88
<i>Dexterity</i>	11-88	<i>Stamina</i>	11-88
<i>Intelligence</i>	7-49	<i>Mana</i>	7-49
<i>Arms Lore</i>	42-65	<i>Fencing</i>	45-68
<i>Mace Fighting</i>	45-68	<i>Parrying</i>	45-68
<i>Resisting Spells</i>	45-68	<i>Swordsmanship</i>	45-68
<i>Tactics</i>	45-68	<i>Wrestling</i>	45-68

Keywords	armor	axe	bardiche
bow	bucket helm	buckler	bullwhip
chain	club	crossbow	cutlass
fight	fork	gauntlet	gorget
halberd	heater	helm	idiot
kill	kitana	kryss	mace
maim	maul	meat cleaver	moron
norse helm	open faced helm	padded	plate
provisions	ring	scimitar	shield
skill	spear	staff	stupid
sword	thou <any> idiot	moron	trouble
weapon	you <any> idiot	thou <any>	
you <any>	moron		

WARRIOR

<i>For Hire</i>	Daily Wage 70		
<i>Strength</i>	18-88	<i>Hit Points</i>	18-88
<i>Dexterity</i>	18-88	<i>Stamina</i>	18-88
<i>Intelligence</i>	13-49	<i>Mana</i>	13-49
<i>Arms Lore</i>	42-65	<i>Fencing</i>	45-68
<i>Mace Fighting</i>	45-68	<i>Parrying</i>	45-68
<i>Resisting Spells</i>	45-68	<i>Swordsmanship</i>	45-68
<i>Tactics</i>	45-68	<i>Wrestling</i>	45-68

Keywords (see Fighter keywords)

MERCENARY

<i>For Hire</i>	Daily Wage 80		
<i>Strength</i>	25-88	<i>Hit Points</i>	25-88
<i>Dexterity</i>	25-88	<i>Stamina</i>	25-88
<i>Intelligence</i>	37-49	<i>Mana</i>	37-49
<i>Arms Lore</i>	42-65	<i>Fencing</i>	45-68
<i>Mace Fighting</i>	45-68	<i>Parrying</i>	45-68
<i>Resisting Spells</i>	45-68	<i>Swordsmanship</i>	45-68
<i>Tactics</i>	45-68	<i>Wrestling</i>	45-68

Keywords (see Fighter keywords)

PALADIN

<i>For Hire</i>	Daily Wage 80		
<i>Strength</i>	64-92	<i>Hit Points</i>	64-92
<i>Dexterity</i>	46-88	<i>Stamina</i>	46-88
<i>Intelligence</i>	37-49	<i>Mana</i>	37-49
<i>Arms Lore</i>	52-75	<i>Fencing</i>	55-78
<i>Mace Fighting</i>	55-78	<i>Parrying</i>	55-78
<i>Resisting Spells</i>	55-78	<i>Swordsmanship</i>	55-78
<i>Tactics</i>	55-78	<i>Wrestling</i>	55-78

Keywords	armor	axe	bardiche
bow	bucket helm	buckler	bullwhip
chain	club	crossbow	cutlass
fork	gauntlet	gorget	halberd
heater	helm	honor	kitana
kryss	mace	maul	meat cleaver
norse helm	open faced helm	padded	paladin
plate	provisions	ring	scimitar
shield	skill	spear	staff
sword	weapon		

WEAPONS TRAINER

<i>Strength</i>	95-110	<i>Hit Points</i>	95-110
<i>Dexterity</i>	90-105	<i>Stamina</i>	90-105
<i>Intelligence</i>	70-85	<i>Mana</i>	70-85
<i>Fencing</i>	67-90	<i>Mace Fighting</i>	67-90
<i>Parrying</i>	75-98	<i>Resisting Spells</i>	65-88
<i>Swordsmanship</i>	67-90	<i>Tactics</i>	75-98
<i>Wrestling</i>	67-90		

Keywords	abilities	ability	axe
bow	dagger	defend	fight
hammer	mace	sword	weapon

GUILDMASTER

<i>Strength</i>	95-110	<i>Hit Points</i>	95-110
<i>Dexterity</i>	90-105	<i>Stamina</i>	90-105
<i>Intelligence</i>	80-95	<i>Mana</i>	80-95
<i>Arms Lore</i>	55-78	<i>Fencing</i>	55-78
<i>Mace Fighting</i>	65-88	<i>Parrying</i>	75-98
<i>Resisting Spells</i>	65-88	<i>Swordsmanship</i>	65-88
<i>Tactics</i>	75-98	<i>Wrestling</i>	55-78

Additional Keywords	guild	join
master		



Warriors' Guild (cont.)

Weaponsmith

Strength	85-100	Hit Points	85-100
Dexterity	85-100	Stamina	85-100
Intelligence	80-95	Mana	80-95
Arms Lore	45-68	Blacksmithy	65-88
Fencing	45-68	Mace Fighting	45-68
Parrying	55-78	Resisting Spells	55-78
Swordsmanship	45-68	Tactics	55-78
Wrestling	45-68		
Desires	Wood	Metal	

Bladed Weaponsmith Sells/Buys

Axes (broken)	Bardiches	Battle axes	Bows
Broadswords	Butcher knives	Crossbows	Cutlasses
Daggers	Halberds	Hatchets	Double axes
Hammerpicks	Heavy crossbows	(B)	
Iron ingots (B)	Kitanas	Kryss knives	Lrg. Battle Axes
Longswords	Lumber (B)	Meat cleavers	Pickaxes
Pitchforks	Scimitars	Skinning knives	
Two-handed axes	Viking swords	War axes	

Blunt Weaponsmith Sells/Buys

Black staffs	Clubs	Iron ingots (B)	Lumber (B)
Maces	Mauls	Metal ingots (B)	Quarterstaves
Shepherd crooks	Short spears	Smith hammers	Spears
Staffs (gnarled)	War hammers		
War maces			

Keywords	axe	bardiche	bow
bullwhip	club	crossbow	cutlass
dagger	forge	fork	halberd
hammer	kitana	knife	kryss
mace	maul	meat cleaver	scimitar
smith	spear	staff	sweat
sword	weapon	what <any> do	

Other Characters

Actor

Strength	20-35	Hit Points	20-35
Dexterity	25-40	Stamina	25-40
Intelligence	25-40	Mana	25-40
Keywords	actor	actors	art
clothe	costume	Noble	perform
priss	real	sissy	stage
theater	theatre	wuss	

Architect

Strength	20-35	Hit Points	20-35
Dexterity	35-50	Stamina	35-50
Intelligence	35-50	Mana	35-50
Sells/Buys	House deeds	Shop deeds	
Keywords	architect	build	building
domicile	home	house	lot
material			

Artist

Strength	15-30	Hit Points	15-30
Dexterity	30-45	Stamina	30-45
Intelligence	15-30	Mana	15-30
Anatomy	25-48		
Keywords	art	canvas	draw
paint	picture	portrait	

Baker

Strength	34-48	Hit Points	34-48
Dexterity	33-47	Stamina	33-47
Intelligence	25-40	Mana	25-40
Cooking	55-78		
Desires	Flour		
Sells/Buys	Bread (loaves)	Cakes	Cookies
Dough (S)	Eggs (B)	Flour (sacks)	Honey
Kindling (B)	Milk (pitchers) (B)	Muffins	Pies (baked)
Pizzas			
Keywords	bake	baker	bread
cake	dough	egg	flour
honey	loaf	loaves	milk
muffin	pastry	pie	

Banker

<i>Strength</i>	70-85	<i>Hit Points</i>	70-85
<i>Dexterity</i>	65-80	<i>Stamina</i>	65-80
<i>Intelligence</i>	65-80	<i>Mana</i>	65-80
<i>Parrying</i>	45-68	<i>Resisting Spells</i>	45-68
<i>Tactics</i>	45-68		

Keywords	account	bank	coin
	copper	currency	deposit
	hold up	money	rob
	steal	transaction	silver

Beekeeper

<i>Strength</i>	20-35	<i>Hit Points</i>	20-35
<i>Dexterity</i>	35-50	<i>Stamina</i>	35-50
<i>Intelligence</i>	35-50	<i>Mana</i>	35-50
<i>Desires</i>	Beehives	Honey	

Sells/Buys	Honey		
Keywords	apiarist	bee	bees
	flower	honey	

Brigand

<i>For Hire</i>	Daily Wage 60		
<i>Strength</i>	65-80	<i>Hit Points</i>	65-80
<i>Dexterity</i>	80-95	<i>Stamina</i>	80-95
<i>Intelligence</i>	60-75	<i>Mana</i>	60-75
<i>Camping</i>	45-68	<i>Fencing</i>	45-68
<i>Hiding</i>	45-68	<i>Lockpicking</i>	35-58
<i>Mace Fighting</i>	25-48	<i>Parrying</i>	55-78
<i>Poisoning</i>	35-58	<i>Resisting Spells</i>	55-78
<i>Snooping</i>	35-58	<i>Stealing</i>	45-68
<i>Swordsmanship</i>	35-58	<i>Tactics</i>	55-78
<i>Tinkering</i>	35-58	<i>Wrestling</i>	35-58

Keywords	bandit	brigand	crime
	rob	steal	thief
			villain

Butcher

<i>Strength</i>	75-90	<i>Hit Points</i>	75-90
<i>Dexterity</i>	70-85	<i>Stamina</i>	70-85
<i>Intelligence</i>	60-75	<i>Mana</i>	60-75
<i>Parrying</i>	55-78	<i>Resisting Spells</i>	55-78
<i>Tactics</i>	55-78		
<i>Desires</i>	Meat		

Sells/Buys	Birds (raw)	Chicken (legs)	Hams
	Knives	Mutton (legs)	Ribs (raw)
			Sausages

Keywords	beef	butcher	buy
	cut	fresh	ham
			meat
	poultry		

Carpenter

<i>Strength</i>	70-85	<i>Hit Points</i>	70-85
<i>Dexterity</i>	65-80	<i>Stamina</i>	65-80
<i>Intelligence</i>	50-65	<i>Mana</i>	50-65
<i>Carpentry</i>	55-78	<i>Lumberjacking</i>	45-68
<i>Parrying</i>	45-68	<i>Resisting Spells</i>	45-68
<i>Tactics</i>	45-68		

<i>Desires</i>	Wood		
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Sells/Buys	Armoires (B)	Benches (B)	Chairs (B)
	Boxes(wood) (B)	Chests (B)	Crates (B)
	Draw knives	Drums	Froes
	Inshaves	Logs (B)	Lumber
	Lyres	Nails (S)	Planes
	Scorps	Shelves (B)	Sticks
	Tables (B)	Tambourines	Thrones (B)

Keywords	carpent	chisel	hammer
	joining	lumber	nail
	saw	skill	tool
	woodcarving		wood

Cobbler

<i>Strength</i>	35-50	<i>Hit Points</i>	35-50
<i>Dexterity</i>	35-50	<i>Stamina</i>	35-50
<i>Intelligence</i>	25-40	<i>Mana</i>	25-40
<i>Desires</i>	Leather		

Sells/Buys	Boots	Hides (Cut, Llama, Pile) (B)
	Sandals	Shoes

Keywords	boot	cobbler	hide
	leather	sandal	shoe

Farmer

<i>Strength</i>	10	<i>Hit Points</i>	10
<i>Dexterity</i>	10	<i>Stamina</i>	30
<i>Intelligence</i>	10	<i>Mana</i>	10
<i>Fencing</i>	1	<i>Mace Fighting</i>	1
<i>Parrying</i>	30	<i>Resisting Spells</i>	30
<i>Swordsmanship</i>	1	<i>Tactics</i>	1
<i>Wrestling</i>	1		

Sells	Apples	Cabbage	Cantaloupes
	Carrots	Corn	Fresh eggs
	Grain (bundles)	Grapes	Lemons
	Limes	Melons	Milk (pitchers)
	Peaches	Pears	Pumpkins
	Turnips	Watermelons	Squash

Buys	Grain (bundles)	Kindling	Flour (sacks)
Keywords	crops	farm	hoe
	plow	plowshare	rodents
	vermin		tools



FUR TRADER

<i>Strength</i>	65-80	<i>Hit Points</i>	65-80
<i>Dexterity</i>	50-65	<i>Stamina</i>	50-65
<i>Intelligence</i>	40-55	<i>Mana</i>	40-55
<i>Animal Lore</i>	65-88	<i>Camping</i>	55-78
<i>Parrying</i>	45-68	<i>Resisting Spells</i>	55-78
<i>Tactics</i>	55-78		
<i>Desires</i>	Fur		
Sells	Hides (pile)	Skinning knives	
Buys	Birds (cooked)	Bread (loaves)	Cakes
Cheeses	Chicken legs	Cookies	Hides
Muffins	Mutton (cooked)	Pies (baked)	Ribs (cooked)
Stews	Tomato soup	Vegetables	
Keywords	animal	bird	bread
cake	camp	carrots	cheese
chicken	corn	creature	critter
fleece	food	hungry	lettuce
muffin	mutton	peas	pelt
pie	potatoes	ribs	skill
skin	soup	stew	wool

Gambler

<i>For Hire</i>	Daily Wage 40		
<i>Strength</i>	30-45	<i>Hit Points</i>	30-45
<i>Dexterity</i>	50-65	<i>Stamina</i>	50-65
<i>Intelligence</i>	55-70	<i>Mana</i>	55-70
<i>Evaluating Intel.</i>	45-68	<i>Item Identif.</i>	35-58
<i>Parrying</i>	25-48	<i>Resisting Spells</i>	25-48
<i>Snooping</i>	55-78	<i>Stealing</i>	35-58
<i>Tactics</i>	25-48		
<i>Desires</i>	Gambling		
Keywords	appraise	evaluate	peek
cheat	gamble	game	skill

Glassblower

<i>Strength</i>	50-65	<i>Hit Points</i>	50-65
<i>Dexterity</i>	60-75	<i>Stamina</i>	60-75
<i>Intelligence</i>	50-65	<i>Mana</i>	50-65
<i>Parrying</i>	35-58	<i>Resisting Spells</i>	35-58
<i>Tactics</i>	35-58		
Sells/Buys	Flasks (empty)	Jars (empty)	Glass pitchers
Vials (empty)			
Keywords	containers	glass	jar
objets d'art	vessels	vial	

Guard

<i>Alignment</i>	Good		
<i>Strength</i>	150+	<i>Hit Points</i>	150+
<i>Dexterity</i>	150+	<i>Stamina</i>	150+
<i>Intelligence</i>	150+	<i>Mana</i>	150+
<i>Detecting Hidden</i>	90-100	<i>Fencing</i>	90-100
<i>Forensic Eval.</i>	90-100	<i>Mace Fighting</i>	90-100
<i>Parrying</i>	90-100	<i>Resisting Spells</i>	90-100
<i>Swordsmanship</i>	90-100	<i>Tactics</i>	90-100
<i>Wrestling</i>	90-100		
<i>Shelter</i>	Guard posts		
<i>Desires</i>	Guard posts		
<i>Aversions</i>	Anyone with negative karma (shows aggression)		
Standard guard:	Armour, halberd, sash		
Blackthorn guard:	Armour, red over-armour, Viking sword, chaos shield		
Lord British guard:	Armour, blue over-armour, Viking sword, order shield		
Keywords	armor	armour	arrow
axe	bolt	bow	club
crossbow	dagger	guard	mace
pike	quarrel	shield	soldier
spear	sword	weapon	

Gypsy

<i>Strength</i>	40-55	<i>Hit Points</i>	40-55
<i>Dexterity</i>	50-65	<i>Stamina</i>	50-65
<i>Intelligence</i>	60-75	<i>Mana</i>	60-75
<i>Begging</i>	45-68	<i>Camping</i>	45-68
<i>Hiding</i>	45-68	<i>Item Identif.</i>	45-68
<i>Parrying</i>	35-58	<i>Resisting Spells</i>	35-58
<i>Snooping</i>	45-68	<i>Stealing</i>	45-68
<i>Tactics</i>	35-58	<i>Tinkering</i>	45-68
Keywords	appraise	camp	freeman
gypsy	gypsy	hide	lock
skill	steal	thief	thief

Herbalist

<i>Strength</i>	20-35	<i>Hit Points</i>	20-35
<i>Dexterity</i>	35-50	<i>Stamina</i>	35-50
<i>Intelligence</i>	35-50	<i>Mana</i>	35-50
<i>Alchemy</i>	35-58	<i>Cooking</i>	35-58
<i>Taste Identif.</i>	35-58		
<i>Desires</i>	Herbs		
Sells/Buys	Blood moss	Flasks	Garlic
Ginseng	Mandrake root	Mortars and pestles	
Nightshade			
Keywords	alchem	flower	herb
onion	poison	skill	taste

Jailor

<i>Strength</i>	95-110	<i>Hit Points</i>	95-110
<i>Dexterity</i>	95-110	<i>Stamina</i>	95-110
<i>Intelligence</i>	70-85	<i>Mana</i>	70-85
<i>Parrying</i>	75-98	<i>Resisting Spells</i>	75-98
<i>Tactics</i>	75-98		
Keywords	guard	jail	keeper
prison	prisoner	turnkey	

Judge

<i>Strength</i>	65-80	<i>Hit Points</i>	65-80
<i>Dexterity</i>	60-75	<i>Stamina</i>	60-75
<i>Intelligence</i>	75-90	<i>Mana</i>	75-90
<i>Evaluating Intel.</i>	65-88	<i>Forensic Eval.</i>	45-68
<i>Parry</i>	55-78	<i>Resisting Spells</i>	55-78
<i>Tactics</i>	55-78		
Keywords	court	judge	

Magincia Council Member

<i>Strength</i>	40-55	<i>Hit Points</i>	40-55
<i>Dexterity</i>	40-55	<i>Stamina</i>	40-55
<i>Intelligence</i>	40-55	<i>Mana</i>	40-55
<i>Parrying</i>	25-48	<i>Resisting Spells</i>	25-48
<i>Tactics</i>	25-48		
<i>Desires</i>	Fame		
Keyword	parliament		

Magincia Servant

<i>For Hire</i>	Daily Wage 20		
<i>Strength</i>	15-30	<i>Hit Points</i>	15-30
<i>Dexterity</i>	20-35	<i>Stamina</i>	20-35
<i>Intelligence</i>	25-40	<i>Mana</i>	25-40
Keywords	labor	servant	

Mayor

<i>Strength</i>	35-50	<i>Hit Points</i>	35-50
<i>Dexterity</i>	35-50	<i>Stamina</i>	35-50
<i>Intelligence</i>	50-65	<i>Mana</i>	50-65
<i>Parrying</i>	25-48	<i>Resisting Spells</i>	25-48
<i>Tactics</i>	25-48		
<i>Desires</i>	Fame		
Keyword	mayor		

Miller

<i>Strength</i>	40-55	<i>Hit Points</i>	40-55
<i>Dexterity</i>	35-50	<i>Stamina</i>	35-50
<i>Intelligence</i>	25-40	<i>Mana</i>	25-40
Sells/Buys	Grain (bundles)	Flour (sacks)	
Keywords	flour	grain	mill
mill	oat	wheat	

Minter

<i>Strength</i>	70-85	<i>Hit Points</i>	70-85
<i>Dexterity</i>	65-80	<i>Stamina</i>	65-80
<i>Intelligence</i>	65-80	<i>Mana</i>	65-80
<i>Parrying</i>	45-68	<i>Resisting Spells</i>	45-68
<i>Tactics</i>	45-68		
Keywords	coin	copper	currency
die	gold	mint	minter
money	plates	press	silver

Monk

<i>Strength</i>	20-35	<i>Hit Points</i>	20-35
<i>Dexterity</i>	35-50	<i>Stamina</i>	35-50
<i>Intelligence</i>	40-55	<i>Mana</i>	40-55
<i>Evaluating Intel.</i>	55-78		
Keywords	abbey	empath	knowledge
monk	relvinian	scholar	wisdom
wine			

Noble

<i>Strength</i>	30-45	<i>Hit Points</i>	30-45
<i>Dexterity</i>	40-55	<i>Stamina</i>	40-55
<i>Intelligence</i>	50-65	<i>Mana</i>	50-65
<i>Parrying</i>	25-48	<i>Resisting Spells</i>	25-48
<i>Tactics</i>	25-48		
<i>Desires</i>	Fame		
Keywords	are you well	art thou well	blue-blood
diamond	gold	how are you	how art thee
how art thou	important	money	nobility
noble	wealth	wealthy blue blood	
what is thy	what is your	what <any> do	



Ocillo Casual

<i>Strength</i>	60-75	<i>Hit Points</i>	60-75
<i>Dexterity</i>	70-85	<i>Stamina</i>	70-85
<i>Intelligence</i>	85-100	<i>Mana</i>	85-100
<i>Alchemy</i>	55-78	<i>Inscription</i>	50-65
<i>Magery</i>	85-100	<i>Parrying</i>	55-78
<i>Resisting Spells</i>	65-88	<i>Tactics</i>	55-78
<i>Taste Identif.</i>	55-78		
<i>Spell Circle</i>	7-8		
<i>Desires</i>	Magic	Reagents	Bone
	Daemon Bone	Dirt	Dragon Blood
	Serpent Scales	Ink	Silk
	Volcanic Ash		

Sells/Buys	Marker talismans	Potions	Reagents
Scrolls*	Scrolls (blank)	Spell books	Arcane items

* Each shopkeeper casual sells only those scrolls he or she is capable of creating. For example, a First Circle casual sells only scrolls inscribed with First Circle spells, while a Fifth Circle casual sells scrolls inscribed with spells from the First through Fifth Circles.

Keywords	book	casual	mage
magic	potion	reagent	scroll
skill	spell		

Ocillo Priestess/Priest

<i>Strength</i>	40-55	<i>Hit Points</i>	40-55
<i>Dexterity</i>	50-65	<i>Stamina</i>	50-65
<i>Intelligence</i>	60-75	<i>Mana</i>	60-75
<i>Parrying</i>	35-58	<i>Resisting Spells</i>	35-58
<i>Tactics</i>	35-58		
Keywords	arpana	god	huansuytin
	priest		

Ocillo Runner

<i>Strength</i>	25-40	<i>Hit Points</i>	25-40
<i>Dexterity</i>	30-45	<i>Stamina</i>	30-45
<i>Intelligence</i>	15-30	<i>Mana</i>	15-30
Keywords	casual	message	runner

Peasant

<i>For Hire</i>	Daily Wage 10		
<i>Strength</i>	25-40	<i>Hit Points</i>	25-40
<i>Dexterity</i>	20-35	<i>Stamina</i>	20-35
<i>Intelligence</i>	15-30	<i>Mana</i>	15-30
Keyword	labor		

Pirate

<i>For Hire</i>	Daily Wage 70	<i>Alignment</i>	Evil
<i>Strength</i>	85-100	<i>Hit Points</i>	85-100
<i>Dexterity</i>	85-100	<i>Stamina</i>	85-100
<i>Intelligence</i>	70-85	<i>Mana</i>	70-85
<i>Fencing</i>	25-48	<i>Mace Fighting</i>	25-48
<i>Parrying</i>	65-88	<i>Resisting Spells</i>	65-88
<i>Swordsmanship</i>	55-78	<i>Tactics</i>	65-88
<i>Wrestling</i>	45-68		
<i>Desires</i>	Pirates	Jewels	Ships
Keywords	captain <any> ?	matey	pirate
sail	sailor	scum	ship

Prisoner

<i>Strength</i>	10-25	<i>Hit Points</i>	10-25
<i>Dexterity</i>	10-25	<i>Stamina</i>	10-25
<i>Intelligence</i>	30-45	<i>Mana</i>	30-45
Keywords	bail	escape	jail
prison	prisoner		

Rancher

<i>Strength</i>	35-50	<i>Hit Points</i>	35-50
<i>Dexterity</i>	34-48	<i>Stamina</i>	34-48
<i>Intelligence</i>	28-42	<i>Mana</i>	28-42
<i>Animal Lore</i>	55-78	<i>Animal Taming</i>	35-58
<i>Herding</i>	35-58	<i>Veterinary</i>	55-78
Sells	Horses (tame)		
Buys	Apples	Carrots	Grain
Keywords	cattle	cow	horse
mount	ranch	steed	

Scribe

<i>Strength</i>	15-30	<i>Hit Points</i>	15-30
<i>Dexterity</i>	25-40	<i>Stamina</i>	25-40
<i>Intelligence</i>	30-45	<i>Mana</i>	30-45
<i>Evaluating Intel.</i>	45-68		
Sells/Buys	Books (large, small; blank, published)		
Ink	Pen	Scrolls (blank)	
Keywords	ink	knowledge	oppressor
relvinian	scholar	scribe	scroll
wisdom			

Sculptor

<i>Strength</i>	15-30	<i>Hit Points</i>	15-30
<i>Dexterity</i>	25-40	<i>Stamina</i>	25-40
<i>Intelligence</i>	20-35	<i>Mana</i>	20-35
<i>Anatomy</i>	25-48		
Keywords	carve	sculpt	statue

Shepherd(ess)

<i>Strength</i>	50-65	<i>Hit Points</i>	50-65
<i>Dexterity</i>	40-55	<i>Stamina</i>	40-55
<i>Intelligence</i>	30-45	<i>Mana</i>	30-45
<i>Camping</i>	55-78	<i>Herding</i>	55-78
<i>Parrying</i>	25-48	<i>Resisting Spells</i>	25-48
<i>Tactics</i>	25-48		
<i>Shelter</i>	Grass		
<i>Desires</i>	Sheep		

Sells	Shepherd's crooks	Wool (raw)	
Buys	Birds (cooked)	Bread (loaves)	Cakes
Cheese	Chicken legs	Cookies	Hay
Muffins	Mutton (cooked)	Pies (baked)	Ribs (cooked)
Stews	Tomato soup	Vegetables (bowls)	
Keywords	sheep	shepherd	

Tanner

<i>Strength</i>	50-65	<i>Hit Points</i>	50-65
<i>Dexterity</i>	60-75	<i>Stamina</i>	60-75
<i>Intelligence</i>	40-55	<i>Mana</i>	40-55
<i>Parrying</i>	35-58	<i>Resisting Spells</i>	35-58
<i>Tactics</i>	35-58		
<i>Desires</i>	Leather	Hide	

Sells/Buys	Leather and studded leather armour	Bags	
Belt pouch	Backpacks	Cut hides	Llama hides (B)
Pile hides (B)	Skinning knife		
Keywords	backpack	fur	gloves
hide	pouch		

Town Crier

<i>Strength</i>	150+	<i>Hit Points</i>	150+
<i>Dexterity</i>	150+	<i>Stamina</i>	n.a.
<i>Intelligence</i>	150+	<i>Mana</i>	150+
<i>Archery</i>	90-100	<i>Detecting Hidden</i>	90-100
<i>Fencing</i>	90-100	<i>Mace Fighting</i>	90-100
<i>Parrying</i>	90-100	<i>Resisting Spells</i>	90-100
<i>Swordsmanship</i>	90-100	<i>Tactics</i>	90-100
<i>Wrestling</i>	90-100		
<i>Shelter</i>	Guardposts		
<i>Desires</i>	Guardposts		

Keywords	news		
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Vegetable Seller

<i>Strength</i>	50-65	<i>Hit Points</i>	50-65
<i>Dexterity</i>	40-55	<i>Stamina</i>	40-55
<i>Intelligence</i>	30-45	<i>Mana</i>	30-45
<i>Animal Lore</i>	35-58	<i>Herding</i>	35-58
<i>Parrying</i>	25-48	<i>Resisting Spells</i>	25-48
<i>Tactics</i>	25-48	<i>Veterinary</i>	35-58

Sells/Buys	Apples	Cabbages (heads)	Cantaloupes
Carrots	Corn	Eggs	Gourds
Grain (bundles)	Grapes	Lemons	Lettuce
Limes	Melons	Milk (pitchers)	Onions
Peaches	Pears	Pumpkins	Squash
Turnips	Watermelons		
Keywords	crops	farm	hoe
plow	plowshare	rodents	tools
vermin			

Veterinarian

<i>Strength</i>	55-70	<i>Hit Points</i>	55-70
<i>Dexterity</i>	55-70	<i>Stamina</i>	55-70
<i>Intelligence</i>	55-70	<i>Mana</i>	55-70
<i>Animal Lore</i>	55-78	<i>Parrying</i>	35-58
<i>Resisting Spells</i>	35-58	<i>Tactics</i>	35-58
<i>Veterinary</i>	55-78		

Sells	Bandages	Cats (tame)	Dogs (tame)
Horses (tame)	Packhorses and Pack	Llamas (tame)	
Buy	Apples	Bandages	Birds (raw)
Carcasses	Carrots	Cloth (folded)	Grain (bundles)
Lettuce (heads)	Ribs (raw)		
Keywords	bear	bird	buy
cat	cure	dog	dragon
gorilla	heal	healing scrolls	help
horse	hurt	injured	llama
mount	mule	pet	poison
potion	potions	raise <any>	dead
resurrect	resurrection	steed	toxin
venom	vet		

Waitress/Waiter

<i>Strength</i>	35-50	<i>Hit Points</i>	35-50
<i>Dexterity</i>	35-50	<i>Stamina</i>	35-50
<i>Intelligence</i>	20-35	<i>Mana</i>	20-35

Sells	Ale (bottles)	Ale (pitchers)	Birds (cooked)
Bread (loaves)	Cheese	Cider (jugs)	Cider (pitchers)
Chickens	Glass pitchers	Liquor (bottles)	Liquor (pitchers)
Milk (pitchers)	Mutton (cooked)	Pies (baked)	Stews
Tomato soup	Vegetables	Water (pitchers)	Wine (bottles)
Wine (pitchers)			

Keywords	ale	cider	drink
food	server	service	waiter
waitperson	wine		

Combat



KOMBAT

COMBAT SYSTEM

Although *Ultima Online* lets you pursue many peaceful career opportunities, combat can be an integral part of your gaming experience. Rule #1, however, is that fighting is not allowed inside towns. If any NPC sees or hears you fighting in the city, guards will inevitably show up to spoil your day.

Physical and Magical Combat

Physical combat occurs anytime a player fights another player, an NPC or a monster. Blows are delivered through punches or weapon strikes. Armor or other protections (if available) absorb part of the damage. Fighting continues until one participant gives up or dies.

Magical combat works in essentially the same way. Not all spells are useful in combat, but many are — Fireball, Meteor Swarm, Reactive Armor, Magic Arrow and Summon Elemental, to mention a few. Other spells attack your opponent indirectly, such as Clumsy and Mana Drain. Both temporarily reduce your opponent's vital statistics, and thus, the ability to attack you.

How Combat Works

To initiate combat, your character must be in WAR mode. (This activates automatically if you're attacked.) If you have a weapon in hand, you fight with that weapon. If not (for instance, if your weapon is in your backpack), your *Wrestling* skill is automatically triggered. You can also cast attack spells if you have the reagents and the necessary spell inscribed in your spellbook. (For creatures, the attack skill is usually hand-to-hand *Wrestling* with tooth and claw.)

When you swing at a defender (another player, NPC or monster), the game follows this sequence:

1. Check for **weapon type/speed**
2. Check for **hit or miss**
3. Determine **base damage** (hit)
4. **Modify** damage
5. Check for **magical defenses**
6. Check for **shield and Parrying skill**
7. Determine **hit location**
8. Check for **armor**
9. **Apply** damage

Each step is explained in detail on the following pages.



1 — Check for Weapon Type/Speed

First, attack speeds are figured for each fighter. Attack speeds for the active weapons are based on each weapon's assigned speed (see weapons descriptions, beginning on p. 237) and each fighter's Dexterity.

$$\text{Attack Speed} = \frac{10,000}{(\text{Dexterity} + 100) \times \text{Weapon Speed}}$$

You don't necessarily trade swings with your opponent — you simply strike as quickly as you can. For novice fighters with slow weapons, the time between swings can be as long as 5 seconds. Experienced players with higher-speed weapons can strive for up to two attacks per second. The table below lists sample strike speeds — seconds of delay between strikes.

Sample Strike Speeds	Examples	Weapon Speed		Attacker's Dexterity				
		5	25	50	75	100		
	<i>Crossbow</i>	17	5.6	4.7	3.9	3.4	2.9	
	<i>War Mace</i>	30	3.2	2.7	2.2	1.9	1.7	
	<i>Fists</i>	50	1.9	1.6	1.3	1.1	1.0	
	<i>Dagger</i>	70	1.4	1.1	1.0	0.8	0.7	

2 — Check for Hit or Miss

Whoever starts the fight gets to attack first. The chance of hitting is based on the attacker's ability with the wielded weapon — reflected in specific weapon skills, such as *Fencing*, *Mace Fighting* and *Swordsmanship*. Success is also determined by the defender's ability.

$$\text{Hit Chance} = \frac{(\text{Attacker's Weapon Ability} + 50)}{(\text{Defender's Weapon Ability} + 50) \times 2}$$

Here are some examples of percentages. Note that regardless of the attacker's weapon ability, or the defender's lack of it, there's still a chance to hit.

% Chance to Hit	Attacker's Ability	Defender's Ability				
		5	25	50	75	100
	5	50	37	28	22	18
	25	68	50	38	30	25
	50	91	67	50	40	33
	75	114	83	63	50	42
	100	136	100	75	60	50

A successful strike helps you learn and improves your combat-based skills. If you miss, your skills don't improve, but your target's defensive battle skills do.

If you're much more skilled than your opponent, you probably can't really improve your attack skills during the fight. Conversely, if you're evenly matched with your opponent, or slightly less skilled, you'll gain the most improvement.

3 – Determine Base Damage (Hit)

Once a hit is successful, the base damage is randomly determined from the weapon's range of damage. A war axe, for example, inflicts anywhere from 8 to 33 points of damage. See *Weapon, Armor and Clothing Descriptions*, p. 237.

4 – Modify Damage

After base damage is determined, it is then modified.

A high *Tactics* skill can increase damage by up to 50%. A low *Tactics* skill can cut damage in half:

$$(\text{Tactics} + 50\%) = \text{Damage Multiplier}$$

Examples	<i>Tactics Skill</i>	<i>Damage Modifier</i>
	0	$(0 + 50) \% = .50$
	50	$(50 + 50) \% = 1.00$
	100	$(100 + 50) \% = 1.50$

Strength adds from 1 to 20% additional weapon damage, depending on your current strength.

$$\frac{\text{Strength}}{5} = \% \text{ Bonus Damage}$$

5

5 – Check for Magical Defenses

Magical items or spells always have first chance at reducing or increasing damage. Reactive Armor can reflect damage from physical attacks. This means that if you're wearing bone armor with a Reactive Armor charge, the Reactive Armor reflects that damage back at the attacker.

If a magical weapon is being used for an attack, one charge is subtracted now, and damage is delivered similarly to a physical attack.



6 – Check for Shield and Parrying Skill

If the defender uses a shield, the chance of blocking a blow is half of the defender's *Parrying* skill. For example, if your *Parrying* skill is 76, there's a 38% chance of catching an attack on your shield. (*Parrying* only affects your skill with your shield. If you aren't using one, *Parrying* won't help.)

If your shield misses the blow, the shield isn't damaged, and all damage passes directly to your armor (and possibly your body).

If the blow is deflected, the shield absorbs damage. This is figured by subtracting the shield's armor from the attack damage. A Buckler shield has an armor rating of 7. This means that if a 25-point attack hits the shield, the shield takes absorbs 7 points of damage and the remaining 18 points pass through to your body.

If a shield is hit and absorbs damage, it will probably lose one hit point to wear and tear.

7 – Determine Hit Location

Any damage that gets past the shield attacks a specific part of the body. If armor protects that location, the armor absorbs at least part of the damage. If the defender is wearing only clothing, the clothing absorbs a minimal amount of the damage. Any other damage that gets through attacks the character directly.

Hits cannot be targeted to a specific location — where a successful hit strikes is randomly determined:

<i>Location</i>	<i>% Chance</i>	<i>Protective Armor</i>
Torso	44%	Chest/breast plate*
Arms	14%	Arm plates
Head	14%	Helmet
Legs/Feet	14%	Leg plates
Neck	7%	Gorget
Hands	7%	Gloves

* A chainmail tunic covers both the torso and arms.

Note: Dresses, capes, cloaks and shirts cover the torso; pants and skirts cover the legs and feet.

8 — Check for Armor

Once a location is determined, the game checks for protective covering there. Although you can wear multiple pieces of armor (or armor and clothing) on the same location, only the item with the highest armor value is checked when you're hit. Stacking pieces of armor has no additional effect.

Each piece of armor has an armor value. Additionally, each piece of armor is capable of absorbing a range of damage per hit. The damage that can be absorbed is a random amount falling between half and all of the armor's armor value. Excess damage (if there is any) strikes the defender's body, subtracting that many hit points.

For instance, bone armor arm plates have an armor rating of 30. This means they can absorb from 15 to 30 points of damage each time they're hit. If damage is no greater than 15, the arm plates absorb all the damage without harming the arm beneath the plate. If damage is greater than 30, at least part of the blow injures the defender.

If damage is between 15 and 30, the arm plate absorbs at least 15 points, and possibly as much as 30 points. A 25-point blow will be fully absorbed about a third of the time. Otherwise, the excess damage is inflicted on the defender.

Creatures have natural "armor" (fur, hide or whatever). It absorbs damage like man-made armor, but never wears out.

9 — Apply Damage

To character. Whatever damage is not deflected by shields, armor or clothing affects the body directly. This damage is subtracted from the character's hit points. Magic effects and the effects of poisoned weapons are also applied at this time.

To equipment. Each shield and piece of armor also has hit points — each time you're hit, this subtracts from the shield's and/or armor's condition. You might lose a point or two every time something strikes your armor. (The exact amount is random.)

On the attacker's side, one point of damage may be applied to the attacking weapon to reflect normal wear and tear. Weapons and armor can be repaired by an armorer or weaponsmith, or you can learn how to repair them yourself. However, they wear out over time, and eventually repairs don't help.

If you unsuccessfully try to repair an object, you'll further damage it.



WEAPONS, ARMOR AND CLOTHING

As with every other aspect of *Ultima Online*, these descriptions are subject to change. In addition, there might be items with extreme attributes that go beyond the values listed here (either extremely good or extremely bad).

Ranges of numbers. If the value listed is a range (for example, 15-38), that stat will vary from creature to creature (or NPC to NPC) between the two numbers.

Damage (weapons). How much damage the weapon can inflict with each blow.

HP. How much damage the item can sustain before becoming completely useless.

Spd (weapons). The speed with which the weapon can be wielded. (Higher numbers are better.)

Skill Req. (weapons). What minimum skill is needed to wield the weapon.

Str. The minimum Strength a character must have to use or wear this item.

Two-Handed? (weapons). Whether two hands must be used to wield the weapon. (If so, a shield cannot be used in conjunction with the weapon.)

AR (armor and clothing). The armor defense of the item. Note that the armor rating for a character usually doesn't match the AR (armor rating) of any single piece of armor worn. The overall armor rating for a character is the weighted average of all armor worn. For example, if your character is wearing a breastplate (AR 30) and a plate helm (AR 30), but no other armor, the character's AR will be about 15, averaging the 30 rating for head and torso with the 0 rating protecting the rest of the body. Larger pieces of armor (for example, a breast plate) influence the weighted average rating more significantly than smaller pieces (for example, gloves).

Weapons

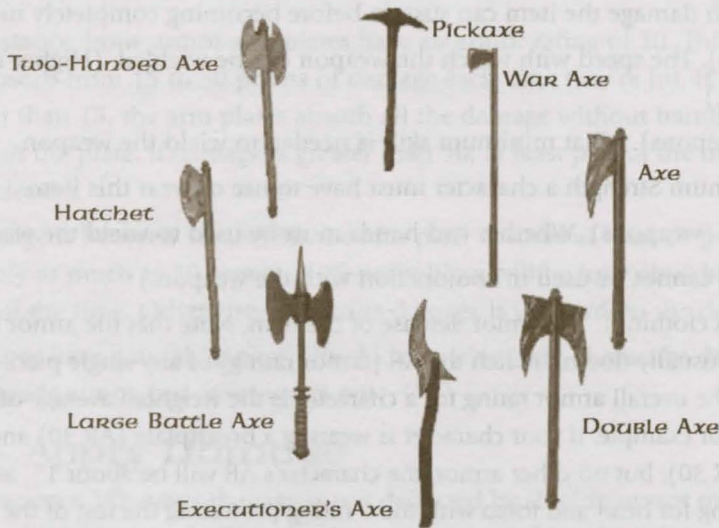
Practice Weapons

If any new character is supplied with a weapon (because of a skill selected) that weapon will always be a starting variant of the usual weapon. Its stats differ from the usual weapons as follows:

<i>Weapon</i>	<i>Damage</i>	<i>HP</i>	<i>Spd</i>	<i>Skill</i>	<i>Req. Str.</i>	<i>Two Hands?</i>
<i>Practice Ranged Weapon</i>	2-16	21-40	20	Archery	10	Yes
<i>Practice Piercing Weapon</i>	2-8	31-40	50	Fencing	10	
<i>Practice Bashing Weapon</i>	2-8	21-40	50	Mace Fighting	10	Some
<i>Practice Slashing Weapon</i>	2-8	21-40	43	Swordsmanship	10	

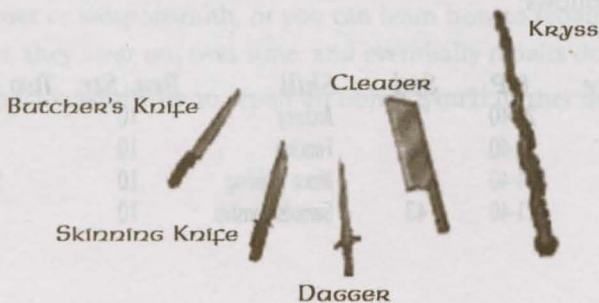
Axes

Weapon	Damage	HP	Spd	Skill	Req. Str.	Two Hands?
Executioner's Axe	4-32	31-90	38	Swordsmanship	37	Yes
Axe	4-28	31-80	46	Swordsmanship	29	Yes
Large Battle Axe	5-37	31-110	31	Swordsmanship	44	Yes
Double Axe	6-30	31-110	40	Swordsmanship	35	Yes
Hatchet	2-17	31-80	40	Swordsmanship	35	Yes
Pickaxe	1-15	31-60	35	Swordsmanship	40	
Two-Handed Axe	6-36	31-70	31	Swordsmanship	44	Yes
War Axe	6-30	31-80	42	Mace Fighting	33	



Knives and Daggers

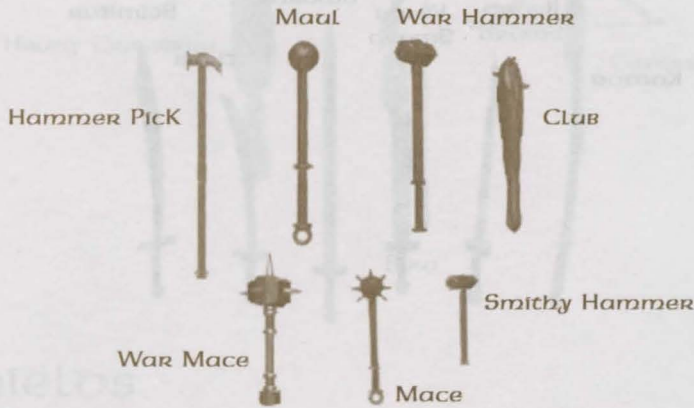
Weapon	Damage	HP	Spd	Skill	Req. Str.	Two Hands?
Butcher Knife	2-14	31-40	55	Swordsmanship	20	
Cleaver	2-13	31-50	55	Swordsmanship	20	
Dagger	3-15	31-40	70	Fencing	5	
Kryss	5-26	31-90	53	Fencing	22	
Skinning Knife	1-10	31-40	55	Swordsmanship	20	





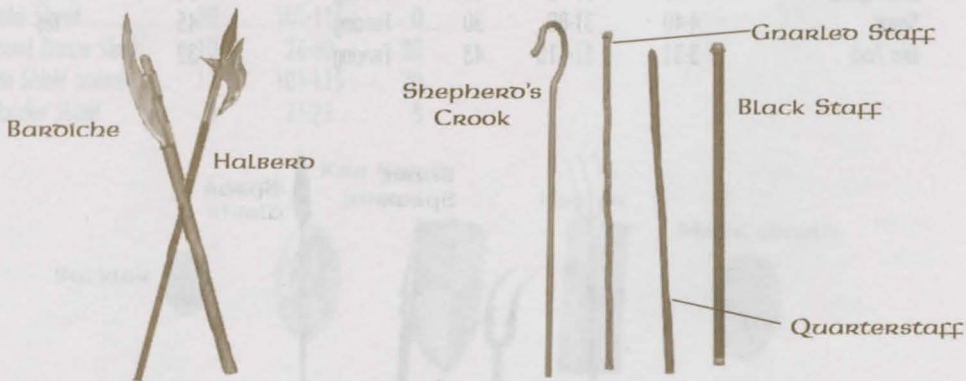
Maces and Hammers

Weapon	Damage	HP	Spd	Skill	Req. Str.	Two Hands?
Club	8-24	31-40	40	Mace Fighting	35	
Hammer Pick	7-31	31-70	30	Mace Fighting	45	
Mace	8-32	31-70	30	Mace Fighting	45	
Maul	7-32	31-70	30	Mace Fighting	45	
Smithy Hammer	6-18	31-60	30	Mace Fighting	45	
War Hammer	8-41	31-110	25	Mace Fighting	50	Yes
War Mace	5-38	31-110	30	Mace Fighting	45	



Pole Arms

Weapon	Damage	HP	Spd	Skill	Req. Str.	Two Hands?
Bardiche	5-41	31-100	28	Swordsmanship	47	Yes
Halberd	5-45	31-80	25	Swordsmanship	50	Yes

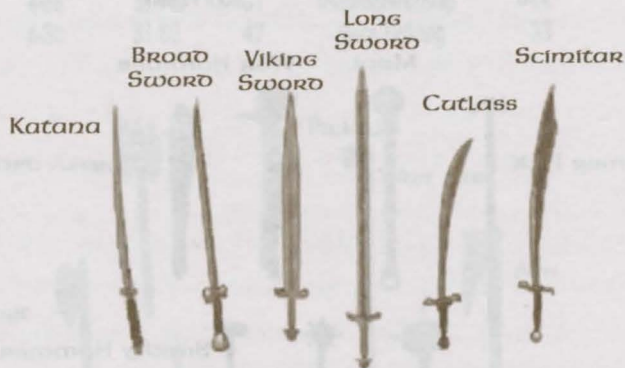


Staves

Weapon	Damage	HP	Spd	Skill	Req. Str.	Two Hands?
Black Staff	4-34	31-70	35	Mace Fighting	40	Yes
Gnarled Staff	7-27	31-50	35	Mace Fighting	40	Yes
Quarterstaff	5-29	31-60	43	Mace Fighting	32	Yes
Shepherd's Crook	3-12	31-50	30	Mace Fighting	45	Yes

SWORDS

Weapon	Damage	HP	Spd	Skill	Req. Str.	Two Hands?
Broad Sword	5-31	31-100	39	Swordsmanship	36	
Cutlass	6-26	31-70	40	Swordsmanship	35	
Katana	4-25	31-90	48	Swordsmanship	27	
Long Sword	6-27	31-110	48	Swordsmanship	27	
Scimitar	4-30	31-90	43	Swordsmanship	32	
Viking Sword	5-37	31-100	30	Swordsmanship	45	



SPEARS AND FORKS

Weapon	Damage	HP	Spd	Skill	Req. Str.	Two Hands?
Pitchfork	4-16	31-60	45	Fencing	30	Yes
Short Spear	7-28	31-70	45	Fencing	30	Yes
Spear	4-40	31-80	30	Fencing	45	Yes
War Fork	3-31	31-110	43	Fencing	32	





BOWS AND CROSSBOWS

<i>Weapon</i>	<i>Damage</i>	<i>HP</i>	<i>Spd</i>	<i>Skill</i>	<i>Req. Str.</i>	<i>Two Hands?</i>
<i>Bow</i>	5-27	31-60	25	Archery	20	Yes
<i>Crossbow</i>	5-37	31-80	17	Archery	40	Yes
<i>Heavy Crossbow</i>	8-66	31-100	7	Archery	50	Yes

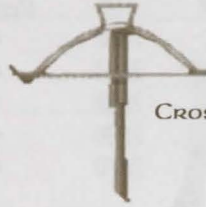
Heavy Crossbow



Bow



Crossbow



SHIELDS

<i>Shield</i>	<i>AR</i>	<i>HP</i>	<i>Req. Str.</i>
<i>Buckler</i>	7	41-51	15
<i>Chaos Shield</i>	32	101-115	0
<i>Heater Shield</i>	23	31-37	30
<i>Metal Shield</i>	11	51-65	15
<i>Kite Shield (wooden)</i>	16	46-58	30
<i>Order Shield</i>	30	101-115	0
<i>Round Bronze Shield</i>	10	26-30	20
<i>Kite Shield (metal)</i>	12	101-115	20
<i>Wooden Shield</i>	8	21-23	5



Armor

(Many pieces of armor specifically conform to a male or female body. This distinction doesn't affect any of the stats listed below, so those pieces are not split into two listings.)

Bone

Armor	AR	HP	Req. Str.
Armor (Breast Plate)	30	26-30	40
Arm Plates	30	26-30	40
Gauntlets	30	26-30	40
Helm	30	26-30	40
Leg Plates	30	26-30	40



Chainmail

Armor	AR	HP	Req. Str.
Coif	23	36-44	20
Leggings	23	46-58	20
Tunic*	23	46-58	20
Sleeves	23	46-58	20

*A chainmail tunic protects the arms as well as the torso.



Leather

Armor	AR	HP	Req. Str.
Bustier	13	31-37	10
Cap	13	31-37	15
Female	13	31-37	15
Gloves	13	31-37	10
Gorget	13	101-115	10
Leggings	13	31-37	10
Shorts	13	31-37	10
Skirt	13	31-37	10
Sleeves	13	31-37	10
Tunic	13	31-37	15





Plate

<i>Armor</i>	<i>AR</i>	<i>HP</i>	<i>Req. Str.</i>
<i>Arm Plates</i>	30	51-65	40
<i>Breast Plate</i>	30	51-65	60
<i>Gauntlets</i>	30	51-65	30
<i>Gorget</i>	30	51-65	30
<i>Helm</i>	30	46-58	40
<i>Leg Plates</i>	30	51-65	60
<i>Female Plate</i>	23	51-63	20



Ringmail

<i>Armor</i>	<i>AR</i>	<i>HP</i>	<i>Req. Str.</i>
<i>Gauntlets</i>	20	41-51	20
<i>Leggings</i>	20	41-51	20
<i>Sleeves</i>	20	41-51	20
<i>Tunic</i>	20	41-51	20



Studded Leather

<i>Armor</i>	<i>AR</i>	<i>HP</i>	<i>Req. Str.</i>
<i>Armor</i>	15	101-115	20
<i>Bustier</i>	16	36-44	25
<i>Female</i>	16	36-44	35
<i>Gloves</i>	16	36-44	25
<i>Gorget</i>	16	36-44	25
<i>Leggings</i>	16	36-44	35
<i>Sleeves</i>	16	36-44	25
<i>Tunic</i>	16	36-44	35



Additional Helmets

<i>Armor</i>	<i>AR</i>	<i>HP</i>	<i>Req. Str.</i>
<i>Bascinet</i>	18	101-115	10
<i>Closed Helm</i>	30	46-58	40
<i>Helmet</i>	30	46-58	40
<i>Norse Helm</i>	30	46-58	40
<i>Orc Helm</i>	20	31-70	0

Bascinet



Closed Helm



Orc Helm



Norse Helm

Helmet

Clothing


<i>Clothing</i>	<i>AR</i>	<i>HP</i>
<i>Apron (Full)</i>	4	21-30
<i>Apron (Half)</i>	4	21-25
<i>Bandana</i>	1	21-23
<i>Belt</i>	1	11-40
<i>Boots (Black Knee Boots)</i>	7	21-29
<i>Boots (Fringed)</i>	11	21-31
<i>Boots (Thigh)</i>	6	21-33
<i>Cape</i>	11	21-31
<i>Clack</i>	5	11-40
<i>Doublet</i>	3	11-40
<i>Dress (Full)</i>	5	21-30
<i>Dress (Simple)</i>	5	21-25
<i>Hats*</i>	1-3	21-23
<i>Jester's Suit</i>	7	11-40
<i>Kilt</i>	3	21-24
<i>Mask (Bear or Deer)</i>	6	21-23
<i>Mask (Tribal)</i>	5	21-23
<i>Pants (Fancy)</i>	4	11-40
<i>Pants (Short)</i>	3	11-40
<i>Robe</i>	7	11-40
<i>Sandals</i>	3	11-13
<i>Sash</i>	1	11-40
<i>Shirt (Fancy)</i>	4	21-23
<i>Shirt (Poor; no sleeves)</i>	3	21-23
<i>Shoes</i>	3	21-25
<i>Skirt</i>	4	21-24
<i>Skullcap</i>	1	6-10
<i>Trousers</i>	3	21-31
<i>Tunic (has arms)</i>	3	11-40
<i>Tunic (Padded)</i>	3	21-31

*bonnet, cap, feathered hat, floppy hat, jester hat, jester's cap, straw hat, tall straw hat, tricorne hat, wide-brim hat, wizard's hat

Magic



MF XIX



Magic is power. It is the strength of raging storms distilled to a few potent drops. It is the might of a lightning bolt, folded into a graven wand no thicker than a finger. It is the raw energy drawn from the cosmos and coerced to follow the whims of fragile mortals.

But magic is not omnipotence. Know that the cost of necessary and vital reagents prevents the acquisition of fortune. Long hours of study ruin health and doom companionable friendships. Those few of you (and you will number few) who survive both your lessons and your first combat experiences will know the demands of commercial inventory and the fine points of legal contracts no less than the intricacies of reagents and incantations. You will grow to be paranoid and garrulous, sarcastic and bitter, dyspeptic and chronically exhausted. You will be betrayed unto death, and none shall mourn you.

But you won't believe me, and even if you did you wouldn't care. So study diligently and remember before all this one basic precept:

«» Always enunciate carefully, no matter what is about to bite your head off.

Inspirational Speech of Xathron, Elder Mage,
to the entering candidates of the Academy



THE SECRETS OF MAGIC

SKILL

In *Ultima Online*, your magical abilities are measured in terms of *Magery* skill, a numerical scale that measures your magical proficiency. You can select this skill when you create a character. Your skill can rise as high as 100, once you've spent time in practice.

When you've acquired a bit of *Magery* skill and attempt to work magic, the program uses your *Magery* skill to compute your chances of success. The higher your skill, the more likely you are to succeed. A successful spell subtracts mana points and depletes your current stock of reagents.

For more information on *Magery* skill, see p. 119.

IMPROVING MAGERY SKILL

If you're in the market for new spells, visit all of the local magic shops. While you're there, inquire about any local mages' guilds. Just as in the real world, any reliable contacts you make can put you ahead.

Other adventurers can make good sources for new spells as well — most of them have little use for scrolls and are more than happy to sell them.

One last note — if you watch or approach NPC mages who cross your path, be very polite to them. They've earned their skills the hard way, and if you insult or trick them, they can be extremely vengeful.

† If you want to increase your *Magery* skill, cast spells. Start with lower-circle, non-harmful spells (like *Heal*) on yourself or friends. The more you successfully cast them, the more your skill improves. Later, casting more powerful, higher-circle spells will increase your *Magery* skill even faster.

† You'll need the *Inscription* skill to create a scroll of a spell that you know.

† If you have a spell inscribed on a scroll you can cast it without reagents.

† If you plan to pursue a career in magic, you might select these skills and values when you create your character:

<i>Magery</i>	35 (or about half your available points)
<i>Resisting Spells</i>	20 (or about a third of your available points)
<i>Alchemy</i>	10 (or about a sixth of your available points)

(See *Developing Your Character*, p. 40, for an alternative approach.)

Circles of Magic

Spells are currently grouped into eight circles containing eight spells apiece. Each circle marks an increase in the power of spells that can be cast and the amount of mana that they require. At first, you will only have the ability to cast spells of the First Circle. Each time you cast a spell, the game checks your current circle and your *Magery* skill. To advance from one circle to another, you must improve your *Magery* skill. The breaking points for the consecutive levels are arranged along a sliding scale, such that the earlier circles are somewhat easier to achieve, while a skill in the upper 90s is necessary to achieve the final circle.

Nothing within the game will tell when you've advanced — no magical information scrolls appear, no kind citizen will inform you of your new powers. (No one said the ancient arts were user-friendly.) You must keep track of the spells you have cast and your *Magery* skill yourself, or simply acquire a few spells of the next circle and attempt to cast them from time to time.

♁ By the way, you'll know a spell was successful if you see the effect happen, or see sparkles appear around the affected item or person. If the spell fails, you will get a message to that effect.

		Circles							
		1st	2nd	3rd	4th	5th	6th	7th	8th
Spells	Reactive Armor	Agility	Bless	Archcure	Blade Spirits	Dispel	Chain Lightning	Earthquake	
	Clumsy	Cunning	Fireball	Archprotect	Dispel Field	Energy Bolt	Energy Field	Energy Vortex	
	Create Food	Cure	Magic Lock	Curse	Incognito	Explosion	Flamestrike	Resurrection	
	Feeblemind	Harm	Poison	Fire Field	Magic Reflection	Invisibility	Gate Travel	Summon Air Elemental	
	Heal	Magic Trap	Telekinesis	Greater Heal	Mind Blast	Mark	Mana Vampire	Summon Daemon	
	Magic Arrow	Remove Trap	Teleport	Lightning	Paralyze	Mass Curse	Mass Dispel	Summon Earth Elemental	
	Night Sight	Protection	Unlock	Mana Drain	Poison Field	Paralyze Field	Meteor Swarm	Summon Fire Elemental	
	Weaken	Strength	Wall of Stone	Recall	Summon Creature	Reveal	Polymorph	Summon Water Elemental	



How to Acquire and Cast Spells

Scrolls. Once you've found (or bought or stolen) a spell scroll, you can do one of two things with it — you can place the spell into your spellbook or cast the spell directly from the scroll.

Placing the spell in your spellbook — you will only be able to place a spell in your spellbook if you have already reached that spell circle (i.e., you must be a Sixth-Circle mage to put a Sixth Circle spell in your book). Once the spell is in your spellbook, you can cast it anytime, as long as you have the required reagents and mana.

Casting the spell from the scroll — Anyone can cast any spell directly from a spell scroll, regardless of his or her skill, Circle or mana. But there's a catch — you can only use the scroll once.

With any luck, you will be able to find some scrolls, and you can also purchase them from other players or from NPCs. Most spell scrolls you find (versus purchasing them) will be First or Second Circle spells. Occasionally, you'll find a real jewel (like an Eighth Circle spell), but not often. Figure that, of the scrolls you find while adventuring, less than one in a hundred will contain an Eighth Circle spell.

If you have developed the *Inscribe* skill, you will be able to copy spells from your own spellbook on to scrolls, which you can then give or sell to others.

Spellbook. To have continued access to a spell, place it in your spellbook. (Drag the scroll icon over your book — you will be able to do this only if you've advanced to the required circle of magic.) Having a spell in your book doesn't guarantee that you'll be able to cast it — you'll need to have the necessary mana and reagents. You can buy blank spellbooks from other players or alchemy shops, and you may occasionally get lucky and find one that already contains spells. You can carry multiple spellbooks in your backpack.

Potions. Some spells can be condensed into magical potions. Potions are created by alchemists, and are sold at alchemy shops. (Players can sell the potions they own anywhere.) You do not have to have any *Magery* skill to use potions. They almost always work, but can be used only once.

Double-left-click on a potion to Use it. Potions are color-coded, so you know their general effects, but some potions can have varying intensities. You may want to use the *Taste Identification* skill — or find someone who can. This skill will identify a potion without releasing its magical effect. See **Potions**, p. 276.

Magic Items. Several kinds of enchanted items — swords, statues, wands and rings among them — exist in the land of Britannia. These items cast spells when used, or possess certain magical qualities such as increased durability.

See **Magic Items**, p. 274.

Reagents

To the ignorant and untrained eye, reagents can appear to be nothing more than plants or other natural substances. Yet for the knowing they provide a vital link connecting the physical world and the nebulous fields of ethereal energy. Of course, there are about this world other, similar items, purported to be reagents by some and occasionally found in shop displays. These are curiosities to most, but a few may well hold hidden powers.

If you're practicing alchemy or magic, you need to become intimately familiar with reagents. Alchemists extract the essence of reagents to form potions with magical properties. Mages, on the other hand, combine several different reagents in casting different spells. Before you can successfully cast a spell from your spellbook, you must have the necessary reagents present in your backpack.

While creating a potion might require more than one unit of a particular reagent, casting a spell (or creating a scroll) always requires just one unit of each reagent that is listed in the spell description.

Acquiring and learning spells can be somewhat daunting, but obtaining reagents is a relatively straightforward task. You can find them in the wild, or purchase them in the cities, or from vendors. Some reagents are more plentiful in certain areas, but you should be able to find anything you need within an hour's walking distance, especially if you search underground.



Black Pearl

Black pearls are rare, and are often referred to as the reagent of movement. When finely ground into a powder, black pearls can invoke spells that teleport or propel the caster to another location.

Main effect

Teleportation/propulsion

Needed for

Fireball (3)	Mind Blast (5)	Energy Field (7)
Magic Lock (3)	Poison Field (5)	Gate Travel (7)
Lightning (4)	Energy Bolt (6)	Mana Vampire (7)
Mana Drain (4)	Explosion (6)	Mass Dispel (7)
Recall (4)	Mark (6)	Energy Vortex (8)
Blade Spirits (5)	Paralyze Field (6)	Resurrection (8)
Dispel Field (5)	Chain Lightning (7)	

Blood Moss

Blood moss takes its name from its reddish color. Those familiar with mycology theorize that blood moss is a magical offshoot of the *Hyalopycris blepharistoma* fungi.

Prevalent in wetter surroundings (such as marshes or swamps), this type of fungi is a base reagent for spells involving locomotion or animation.

Main effect

Locomotion/animation

Needed for

Clumsy (1)	Incognito (5)	Polymorph (7)
Agility (2)	Summon Creature (5)	Earthquake (8)
Remove Trap (2)	Invisibility (6)	Energy Vortex (8)
Telekinesis (3)	Mark (6)	Summon Air Elemental (8)
Teleport (3)	Reveal (6)	Summon Daemon (8)
Unlock (3)	Chain Lightning (7)	Summon Earth Elemental (8)
Wall of Stone (3)	Mana Vampire (7)	Summon Fire Elemental (8)
Recall (4)	Meteor Swarm (7)	Summon Water Elemental (8)

Garlic

The ground paste of a ripe bulb of garlic has a reputation for warding off evil. This effect accurately describes its use as a reagent as well. Modern magicians use garlic in spells that protect the caster (or a specified target) or dispel danger.

Garlic is the most plentiful reagent — you can find and pick it in all areas of Britannia.

<i>Main effect</i>	Protection/dispel danger or evil		
<i>Needed for</i>	Create Food (1)	Bless (3)	Incognito (5)
	Reactive Armor (1)	Magic Lock (3)	Magic Reflection (5)
	Heal (1)	Wall of Stone (3)	Paralyze (5)
	Magic Arrow (1)	Archcure (4)	Dispel (6)
	Weaken (1)	Archprotection (4)	Mass Curse (6)
	Cure (2)	Curse (4)	Mana Vampire (7)
	Harm (2)	Fire Field (4)	Mass Dispel (7)
	Magic Trap (2)	Greater Heal (4)	Meteor Swarm (7)
	Protection (2)	Dispel Field (5)	Resurrection (8)

Ginseng

Ginseng is hailed as the reagent of health, as its syrup bestows both healing and restoration. Common Britannia folk use it as a home remedy for fatigue and sickness, but true magicians appreciate ginseng for its magical qualities and always keep a healthy portion on hand.

<i>Main effect</i>	Healing/enhancement		
<i>Needed for</i>	Create Food (1)	Magic Trap (2)	Paralyze Field (6)
	Feeblemind (1)	Protection (2)	Earthquake (8)
	Heal (1)	Archcure (4)	Resurrection (8)
	Cure (2)	Archprotection (4)	
	Harm (2)	Greater Heal (4)	



Mandrake Root

Mandrake root is harder to find than other reagents, although it is probably the most commonly used of the eight base reagents. Like blood moss, it thrives in dark, dank areas where most dare not venture. Those that do search out this precious root are rewarded by being able to cast spells invoking strength and energy.

<i>Main effect</i>	Strength/power/energy		
<i>Needed for</i>	Create Food (1)	Recall (4)	Gate Travel (7)
	Agility (2)	Blade Spirits (5)	Mana Vampire (7)
	Cunning (2)	Magic Reflection (5)	Mass Dispel (7)
	Strength (2)	Mind Blast (5)	Meteor Swarm (7)
	Bless (3)	Paralyze (5)	Polymorph (7)
	Telekinesis (3)	Summon Creature (5)	Earthquake (7)
	Teleport (3)	Dispel (6)	Energy Vortex (8)
	Archcure (4)	Explosion (6)	Summon Air Elemental (8)
	Archprotection (4)	Mark (6)	Summon Daemon (8)
	Greater Heal (4)	Mass Curse (6)	Summon Earth Elemental (8)
	Lightning (4)	Chain Lightning (7)	Summon Fire Elemental (8)
	Mana Drain (4)	Energy Field (7)	Summon Water Elemental (8)

Nightshade

The nightshade plant is as deadly as its long-standing reputation. Its touch can poison a human; in a magical spell, it invokes powers of death, damage and illusion.

Most mages would rather pay a steep price for nightshade than search for it in swamps. Because its flowers bloom only at night, it must be picked in the late evening hours — coinciding with the feeding habits of many dangerous swamp inhabitants.

<i>Main effect</i>	Harm/damage/illusion		
<i>Needed for</i>	Clumsy (1)	Magic Trap (2)	Mind Blast (5)
	Feeblemind (1)	Strength (2)	Poison Field (5)
	Heal (1)	Poison (3)	Energy Bolt (6)
	Magic Arrow (1)	Curse (4)	Invisibility (6)
	Weaken (1)	Blade Spirits (5)	Mass Curse (6)
	Cunning (2)	Incognito (5)	Energy Vortex (8)

Spider's Silk

Spider's silk is an inexpensive reagent, as it is quite plentiful and light on one's back, even in large quantities. However, it is so fine that massive amounts of fibers are consumed by a single spell. True to its origin as webbing, this reagent calls forth summoning and binding spells.

Main effect

Summoning/binding

Needed for

Night Sight (1)	Paralyze (5)	Polymorph (7)
Reactive Armor (1)	Poison Field (5)	Summon Air Elemental (8)
Fire Field (4)	Summon Creature (5)	Summon Daemon (8)
Greater Heal (4)	Paralyze Field (6)	Summon Earth Elemental (8)
Mana Drain (4)	Energy Field (7)	Summon Fire Elemental (8)
Dispel Field (5)	Flamestrike (7)	Summon Water Elemental (8)
Magic Reflection (5)	Mana Vampire (7)	

Sulphurous Ash

Foul-smelling but powerful, sulphurous ash is a dusty volcanic residue. It is found mainly in Britannia's mountainous regions and is a common element of any spell releasing fire, light or explosive energy.

Main effect

Explosions/light

Needed for

Night Sight (1)	Fire Field (4)	Energy Field (7)
Reactive Armor (1)	Lightning (4)	Flamestrike (7)
Remove Trap (2)	Dispel Field (5)	Gate Travel (7)
Protection (2)	Mind Blast (5)	Mana Vampire (7)
Fireball (3)	Dispel (6)	Mass Dispel (7)
Magic Lock (3)	Explosion (6)	Meteor Swarm (7)
Unlock (3)	Mass Curse (6)	Earthquake (8)
Archprotection (4)	Reveal (6)	Summon Daemon (8)
Curse (4)	Chain Lightning (7)	Summon Fire Elemental (8)



False Reagents

Adventurers in Britannia may notice that NPC mages take a marked interest in certain “reagent-like” substances, including Dragon Blood, Daemon Bone, Serpent Scales and Volcanic Ash. (And those who are familiar with the world of Pagan — visited in *Ultima VIII* — may know that these substances do, in fact, function as reagents in that barbaric land.) It should therefore be noted that, while NPCs may have use for these substances in conjunction with certain theoretical inquiries, they are of no use whatsoever at this time to player mages, except as commodities to be sold or traded to those who desire them. To speak plainly, there are *no* “secret spells” in *Ultima Online* at this time, and these “occult objects” should not be construed as evidence of some kind of secret power to be unearthed.

Runic Lexicon

Every mage worth his or her spellbook knows that to cast any spell, you must know the magical words of power. These aren’t any ordinary words — uttering them can cause the reagents you’re carrying to combine and spew out a spell.

Lexicon

Syllable	Letter	Meaning
An	Ɔ	Negate or Dispel
Bet	Ɓ	Small
Corp	Ɔ	Death
Des	Ɔ	Lower or Down
Ex	Ɔ	Freedom
Flam	Ɔ	Flame
Grav	X	Field
Hur	Ɔ	Wind
In	I	Make, Create or Cause
Jux	Ɔ	Danger, Trap or Harm
Kal	Ɔ	Summon or Invoke
Lor	Ɔ	Light
Mani	Ɔ	Life or Healing

Syllable	Letter	Meaning
Nox	†	Magic
Ort	Ɔ	Poison
Por	K	Move or Movement
Quas	Ɔ	Illusion
Rel	Ɔ	Change
Sanct	Ɔ	Protect or Protection
Tym	†	Time
Uus	Ɔ	Raise or Up
Vas	^	Great
Wis	Ɔ	Know or Knowledge
Xen	Ɔ	Creature
Ylem	Ɔ	Matter
Zu	Ɔ	Sleep

Spell Names

Acquiring spells is an art in and of itself (see **How to Acquire and Cast Spells**, p. 249). Once you've collected a few, however, be ready to study what you have, and what's to come. Magery is an occupation unlike any other, and it behooves one to be intimately familiar with all spells — not just those personally known.

The first lesson in spellcasting is that each spell has several names — *common*, *lexicon* (spoken) and *runic* (written). While most spells are referred to in common terms, you should be able to recognize all spells by their aural and visual representations.

	<i>Common</i>	<i>Lexicon</i>	<i>Runic</i>		<i>Common</i>	<i>Lexicon</i>	<i>Runic</i>
1st Circle	Reactive Armor	Rel An	RF	2nd Circle	Agility	Ex Uus	MN
	Clumsy	Uus Jux	NP		Cunning	Uus Wis	NN
	Create Food	In Mani Ylem	IPAF		Cure	An Nox	FT
	Feeblemind	Rel Wis	RN		Harm	An Mani	FP
	Heal	In Mani	IP		Magic Trap	In Jux	IP
	Magic Arrow	In Por Ylem	IKAF		Remove Trap	An Jux	FP
	Night Sight	In Lor	IT		Protection	Uus Sanct	NY
Weaken	Des Mani	MP	Strength	Uus Mani	MP		
<hr/>							
	<i>Common</i>	<i>Lexicon</i>	<i>Runic</i>		<i>Common</i>	<i>Lexicon</i>	<i>Runic</i>
3rd Circle	Bless	Rel Sanct	RY	4th Circle	Archcure	Vas An Nox	AFY
	Fireball	Vas Flam	AP		Archprotection	Vas Uus Sanct	ANNY
	Magic Lock	An Por	FK		Curse	Des Sanct	MY
	Poison	In Nox	IT		Fire Field	In Flam Grav	IPX
	Telekinesis	Ort Por Ylem	MPAF		Greater Heal	In Vas Mani	IPMP
	Teleport	Rel Por	RK		Lightning	Por Ort Grav	KFX
	Unlock	Ex Por	MK		Mana Drain	Ort Rel	MR
	Wall of Stone	In Sanct Ylem	INAF		Recall	Kal Ort Por	KFP



Combat Spellcasting

There are some important limitations to combat spellcasting. First of all, mages are frozen in place while casting a spell, and cannot move until the spell is complete. Also, if the mage is struck while trying to cast the spell, there is a chance that the spell will abort. This chance varies according to the amount of damage taken, and his *Magery* skill. Finally, once the targeting cursor for spellcasting appears, the mage has 30 seconds to select a target and unleash the spell, or it will be lost.

One final related limitation — field spells (spells with area effects) cannot be cast near teleporters or dungeon entrances.

5th Circle

Common	Lexicon	Runic
Blade Spirits	In Jux Hur Ylem	1ΦΡΑ
Dispel Field	An Grav	FX
Incognito	Kal In Ex	ΛΙΜ
Magic Reflection	In Jux Sanct	1ΦΥ
Mind Blast	Por Corp Wis	ΚΛΝ
Paralyze	An Ex Por	ΦΜΚ
Poison Field	In Nox Grav	IX
Summon Creature	Kal Xen	ΑΑ

6th Circle

Common	Lexicon	Runic
Dispel	An Ort	ΦΦ
Energy Bolt	Corp Por	ΛΚ
Explosion	Vas Ort Flam	ΑΦΨ
Invisibility	An Lor Xen	ΦΤΛ
Mark	Kal Por Ylem	ΑΚΑ
Mass Curse	Vas Des Sanct	ΑΜΥ
Paralyze Field	In Ex Grav	ΙΜΧ
Reveal	Wis Quas	ΗΥ

7th Circle

Common	Lexicon	Runic
Chain Lightning	Vas Ort Grav	ΑΦΧ
Energy Field	In Sanct Grav	ΙΥΧ
Flamestrike	Kal Vas Flam	ΑΛΨ
Gate Travel	Vas Rel Por	ΑΡΚ
Mana Vampire	Ort Sanct	ΦΥ
Mass Dispel	Vas An Ort	ΑΦΦ
Meteor Swarm	Kal Des Flam Ylem	ΑΜΨΑ
Polymorph	Vas Ylem Rel	ΑΑΡ

8th Circle

Common	Lexicon	Runic
Earthquake	In Vas Por	ΙΑΚ
Energy Vortex	Vas Corp Por	ΑΛΚ
Resurrection	An Corp	ΦΑ
Smn. Air Elmtl.	Kal Vas Xen Hur	ΑΑΔΡ
Smn. Daemon	Kal Vas Xen Corp	ΑΑΔΑ
Smn. Earth Elmtl.	Kal Vas Xen Ylem	ΑΑΔΑ
Smn. Fire Elmtl.	Kal Vas Xen Flam	ΑΑΔΨ
Smn. Water Elmtl.	Kal Vas Xen An Flam	ΑΑΔΑΨ

SPELL DESCRIPTIONS

This section is meant to be used as a mage's reference, and lists the following aspects of each spell, by circle:

Reagents. What natural reagents must be present and combined to cast the spell. Reagents are consumed during the casting of a spell, whether it is successful or not. See pp. 250-254 for information on each of the eight reagents.

Effect. What the spell does when it is cast. Some spells affect only the caster, others a target, and others an entire area.

Damage. How much damage the spell applies to the target object or person. This number is subtracted from the object or person's Hit Points. Not all spells inflict damage.

Mana Cost. How much mana the spell consumes. This number is subtracted from your total reserve of mana.

Duration. How long the spell's effects last.

1st Spell Circle



Reactive
Armor

RF

<i>Reagents</i>	Garlic, Ginseng, Sulphurous Ash
<i>Effect</i>	Reflects partial damage back at attacker
<i>Damage</i>	Reflects a part of one blow's damage: (caster's skill + 10) / 400 (= 3 to 27% of the blow). The caster still takes the remaining damage..
<i>Mana Cost</i>	4
<i>Duration</i>	Until armor is struck



Clumsy

NP

<i>Reagents</i>	Bloodmoss, Nightshade
<i>Effect</i>	Reduces target's Dex by (caster's skill/10) (= 1-10 pts.)
<i>Damage</i>	-NA-
<i>Mana Cost</i>	4
<i>Duration</i>	6 seconds x (caster's skill/5) (= 1-120 seconds)



Create
Food

MA

<i>Reagents</i>	Garlic, Ginseng, Mandrake Root
<i>Effect</i>	Creates 1 of 10 food items: grapes, ham, cheese, muffins, fish, ribs, chicken, sausage, apple or peach
<i>Damage</i>	-NA-
<i>Mana Cost</i>	4
<i>Duration</i>	Permanent (until consumed ...)



1st Spell Circle



Feeblemind

RN

Reagents Ginseng, Nightshade
Effect Reduces target's Intelligence by (caster's skill/10) (= 1-10 pts.)
Damage -NA-
Mana Cost 4
Duration 6 seconds x (caster's skill/5) (= 1-120 seconds)



Heal

PA

Reagents Garlic, Ginseng, Nightshade
Effect Restores Hit Points: (caster's skill/10), plus 1 to 6 more (= 2-16 points)
Damage -NA-
Mana Cost 4
Duration Single use



Magic Arrow

KA

Reagents Garlic, Nightshade
Effect Casts flaming fireball at target
Damage Reduces target's Hit Points by (2 to 3) x (caster's skill/10) (= 2-30 points)
Mana Cost 4
Duration Single use



Night Sight

PA

Reagents Spider's Silk, Sulphurous Ash
Effect Sharpens night vision (greater effect with greater skill)
Damage -NA-
Mana Cost 4
Duration About 2 minutes



Weaken

MA

Reagents Garlic, Nightshade
Effect Reduces target's Strength by (caster's skill/10) (= 1-10 pts.)
Damage -NA-
Mana Cost 4
Duration 6 seconds x (caster's skill/5) (= 1-120 seconds)

2nd Spell Circle



Agility

MN

<i>Reagents</i>	Blood Moss, Mandrake Root
<i>Effect</i>	Increases target's Dexterity by (caster's skill/10) (= 1-10 pts.)
<i>Damage</i>	-NA-
<i>Mana Cost</i>	6
<i>Duration</i>	6 seconds x (caster's skill/5) (= 1-120 seconds)



Cunning

NN

<i>Reagents</i>	Nightshade, Mandrake Root
<i>Effect</i>	Reduces target's Intelligence by (caster's skill/10) (= 1-10 pts.)
<i>Damage</i>	-NA-
<i>Mana Cost</i>	6
<i>Duration</i>	6 seconds x (caster's skill/5) (= 1-120 seconds)



Cure

N

<i>Reagents</i>	Garlic, Ginseng
<i>Effect</i>	Counteracts poison (greater skill counteracts more intense poison)
<i>Damage</i>	-NA-
<i>Mana Cost</i>	6
<i>Duration</i>	Single use



Harm

MM

<i>Reagents</i>	Nightshade, Spider's Silk
<i>Effect</i>	Forms circle of harm around target (anyone within circle takes damage) Directly opposes Heal (An Mani, First Circle)
<i>Damage</i>	Reduces target's Hit Points by 4-6 points (<i>Resisting Spells</i> : half damage)
<i>Mana Cost</i>	6
<i>Duration</i>	Single use



2nd Spell Circle



**Magic
Trap**



<i>Reagents</i>	Garlic, Ginseng, Nightshade
<i>Effect</i>	Places explosive trap on a useable objects (activates when object is used)
<i>Damage</i>	Reduces Hit Points by 10
<i>Mana Cost</i>	6
<i>Duration</i>	Single use



**Remove
Trap**



<i>Reagents</i>	Blood Moss, Sulphurous Ash
<i>Effect</i>	Deactivates magical trap on a single object
<i>Damage</i>	-NA-
<i>Mana Cost</i>	6
<i>Duration</i>	Single use



Protection



<i>Reagents</i>	Garlic, Ginseng, Sulphurous Ash
<i>Effect</i>	Increases target's armor rating by (caster's skill/10) (= 1-10 points)
<i>Damage</i>	-NA-
<i>Mana Cost</i>	6
<i>Duration</i>	6 seconds x (caster's skill/5)



Strength



<i>Reagents</i>	Mandrake Root, Nightshade
<i>Effect</i>	Increases target's Strength by (caster's skill/10) (= 1-10 pts.)
<i>Damage</i>	-NA-
<i>Mana Cost</i>	6
<i>Duration</i>	6 seconds x (caster's skill/5) (= 1-120 seconds)

3RD Spell Circle



Bless

RH

<i>Reagents</i>	Garlic, Mandrake Root
<i>Effect</i>	Increases target's Hit Points/Strength/Dexterity/Intelligence by (caster's skill/10) (= 1-10 pts. each)
<i>Damage</i>	-NA-
<i>Mana Cost</i>	9
<i>Duration</i>	6 seconds x (caster's skill/5) (= 1-120 seconds)



FIREBALL

AP

<i>Reagents</i>	Black Pearl, Sulphurous Ash
<i>Effect</i>	Launches powerful fireball at target
<i>Damage</i>	Reduces target's Hit Points by (1 to 6) x (caster's skill/8) (<i>Resisting Spells</i> : half damage)
<i>Mana Cost</i>	9
<i>Duration</i>	Single use



MAGIC LOCK

FK

<i>Reagents</i>	Black Pearl, Garlic, Sulphurous Ash
<i>Effect</i>	Places magical lock on a chest
<i>Damage</i>	-NA-
<i>Mana Cost</i>	9
<i>Duration</i>	Single use (lasts until broken or magically unlocked)



Poison

H

<i>Reagents</i>	Nightshade
<i>Effect</i>	Poisons target Can be countered by Cure (An Nox, Second Circle)
<i>Damage</i>	Gradually reduces target's Hit Points over several minutes, but will not kill (<i>Resisting Spells</i> : no damage)
<i>Mana Cost</i>	9



3RD Spell Circle



Telekinesis

MKA

Duration Single use
Reagents Blood Moss, Mandrake Root
Effect Use or move a single object that is beyond reach
Damage -NA-
Mana Cost 9
Duration Single use



Teleport

RK

Reagents Blood Moss, Mandrake Root
Effect Transports caster to target location (within same screen)
Damage -NA-
Mana Cost 9
Duration Single use



Unlock

MK

Reagents Blood Moss, Sulphurous Ash
Effect Picks and opens magical or normal locks
Damage -NA-
Mana Cost 9
Duration Single use



Wall of Stone

MA

Reagents Blood Moss, Garlic
Effect Erects temporary stone wall on open ground
Damage -NA-
Mana Cost 9
Duration 10 seconds

4th Spell Circle



Archcure

Reagents	Garlic, Ginseng, Mandrake Root
Effect	Counteracts poisoning for all targets within two or three paces
Damage	-NA-
Mana Cost	11
Duration	Single use



Arch-protection

Reagents	Garlic, Ginseng, Mandrake Root, Sulphurous Ash
Effect	Increases targets' armor rating by (caster's skill/10) (= 1-10 improvement) Protects all targets within two or three paces
Damage	-NA-
Mana Cost	11
Duration	6 seconds x (caster's skill/5) (= 1-120 seconds)



Curse

Reagents	Garlic, Nightshade, Sulphurous Ash
Effect	Decreases target's Hit Points/Strength/Dexterity/Intelligence by (caster's skill/10) (= 1-10 pts. each)
Damage	-NA-
Mana Cost	11
Duration	6 seconds x (caster's skill/5) (= 1-120 seconds)



Fire Field

Reagents	Garlic, Spider's Silk, Sulphurous Ash
Effect	Erects a 3' x 9' flaming area on open ground
Damage	Reduces Hit Points of anyone touching field by 8-29 points per touch (<i>Resisting Spells</i> : half damage)
Mana Cost	11
Duration	(caster's skill), in seconds (= 1-100 seconds)



4th Spell Circle



**Greater
Heal**
IAM

Reagents Garlic, Ginseng, Mandrake Root, Spider's Silk
Effect Improves target's Hit Points by (caster's skill), plus 1-10 more (= 2-110 points)
Damage -NA-
Mana Cost 11
Duration Single use



Lightning
KMX

Reagents Black Pearl, Mandrake Root, Sulphurous Ash
Effect Launches small lightning strike on target
Damage Reduces target's Hit Points by 8-29 points
 (*Resisting Spells*: half damage)
Mana Cost 11
Duration Single use



**Mana
Drain**
MR

Reagents Black Pearl, Mandrake Root, Spider's Silk
Effect Drains all mana from target
 (although mana will regenerate normally)
 Defend against this with Magic Reflection
 (In Jux, Fifth Circle); (*Resisting Spells*: no drain)
Damage -NA-
Mana Cost 11
Duration Single use



Recall
MKK

Reagents Black Pearl, Blood Moss, Mandrake Root
Effect Transports user to object's original marked location
 Must be used on object marked with Mark spell (Kal Por Ylem, Sixth Circle)
 Recall will not work at all if you are carrying more than your normal maximum weight.
Damage -NA-
Mana Cost 11
Duration Single use

5th Spell Circle



**Blade
Spirits**
|PDA

<i>Reagents</i>	Black Pearl, Mandrake Root, Nightshade
<i>Effect</i>	Creates spinning column of blades that detects and chases moving targets within a one-yard radius
<i>Damage</i>	Up to 15 points per strike
<i>Mana Cost</i>	14
<i>Duration</i>	120 seconds



Dispel Field
FX

<i>Reagents</i>	Black Pearl, Garlic, Spider's Silk, Sulphurous Ash
<i>Effect</i>	Creates a gap in field spells (e.g., Poison Field) through which you can walk. Dispel field is created perpendicularly to caster and is 15' x 3'.
<i>Damage</i>	-NA-
<i>Mana Cost</i>	14
<i>Duration</i>	Permanent



Incognito
KIM

<i>Reagents</i>	Blood Moss, Garlic, Nightshade
<i>Effect</i>	Randomly changes your physical appearance and name
<i>Damage</i>	-NA-
<i>Mana Cost</i>	14
<i>Duration</i>	6 seconds x (caster's skill/5) (= 1-120 seconds)



**Magic
Reflection**
|P4

<i>Reagents</i>	Garlic, Mandrake Root, Spider's Silk
<i>Effect</i>	Reflects a single spell back at person who cast it Can also harm caster
<i>Damage</i>	Varies by spell type
<i>Mana Cost</i>	14
<i>Duration</i>	Single use



5th Spell Circle



Mind Blast

KLN

Reagents Black Pearl, Mandrake Root, Nightshade, Sulphurous Ash

Effect Compares the Intelligence of the caster and target. That difference, divided by 4, is the Hit Point damage that the less Intelligent character takes.

Damage See Effect (*Resisting Spells*: half damage)

Mana Cost 14

Duration Single use



Paralyze

FMK

Reagents Garlic, Mandrake Root, Spider's Silk

Effect Temporarily paralyzes target

Damage Paralyzed for (caster's skill/5 + 7) seconds (= 8-27 seconds) (*Resisting Spells*: no paralysis)

Mana Cost 14

Duration See *Damage*



Poison Field

HX

Reagents Black Pearl, Nightshade, Spider's Silk

Effect Creates 3' x 9' wall of poison on open ground

Damage Same as poison (*Resisting Spells*: no poison)

Mana Cost 14

Duration (caster's skill x 2/5) + 15 seconds (= 15-55 seconds)



Summon Creature

hh

Reagents Blood Moss, Mandrake Root, Spider's Silk

Effect Summons an animal or monster for combat support

Damage -NA-

Mana Cost 14

Duration (caster's skill x 4) seconds (= 20-400 seconds)

6th Spell Circle



Dispel

<i>Reagents</i>	Garlic, Mandrake Root, Sulphurous Ash
<i>Effect</i>	Permanently destroys a single Summoned target; powerful mages can occasionally dispel Summoned elementals and daemons
<i>Damage</i>	-NA-
<i>Mana Cost</i>	20
<i>Duration</i>	Single use



Energy Bolt

<i>Reagents</i>	Black Pearl, Nightshade
<i>Effect</i>	Fires bolt of energy at target
<i>Damage</i>	Reduces target's Hit Points by 14-56 points (<i>Resisting Spells</i> : no damage)
<i>Mana Cost</i>	20
<i>Duration</i>	Single use



Explosion

<i>Reagents</i>	Black Pearl, Mandrake Root, Sulphurous Ash
<i>Effect</i>	Causes explosion at target location
<i>Damage</i>	Reduces Hit Points of any within range by 14-56 points (<i>Resisting Spells</i> : half damage)
<i>Mana Cost</i>	20
<i>Duration</i>	Single use



Invisibility

<i>Reagents</i>	Blood Moss, Nightshade
<i>Effect</i>	Makes target temporarily invisible
<i>Damage</i>	-NA-
<i>Mana Cost</i>	20
<i>Duration</i>	6 seconds x (caster's skill/5) (= 1-120 seconds)



6th Spell Circle



Mark

KKR

Reagents

Effect

Damage

Mana Cost

Duration

Black Pearl, Blood Moss, Mandrake Root

Makes an object a teleport marker

Using Recall (Kal Ort Por, Fourth Circle) on a Marked object teleports caster to original location where object was Marked

-NA-

20

Single use



**Mass
Curse**

AMH

Reagents

Effect

Damage

Mana Cost

Duration

Garlic, Mandrake Root, Nightshade, Sulphurous Ash

Curses all creatures within a pace or two

Delivers effect of Curse (Des Sanct, Fourth Circle), although some creatures can resist

-NA-

20

6 seconds x (caster's skill/5) (= 1-120 seconds)



**Paralyze
Field**

IMX

Reagents

Effect

Damage

Mana Cost

Duration

Black Pearl, Ginseng, Spider's Silk

Creates 3' x 9' wall of paralysis on open ground

Some creatures can resist paralysis

Paralyzed for 30 seconds (*Resisting Spells*: no paralysis)

20

(caster's skill / 3) + 15 seconds (= 15-48 seconds)



Reveal

TP

Reagents

Effect

Damage

Mana Cost

Duration

Blood Moss, Sulphurous Ash

Unveils all invisible objects, creatures and/or characters within 2 or 3 paces

-NA-

20

Single use

7th Spell Circle

Chain
Lightning

ΛΨΧ

Reagents	Black Pearl, Blood Moss, Mandrake Root, Sulphurous Ash
Effect	Casts lightning bolt within a pace or two of focal point
Damage	Reduces Hit Points of all affected by 17-66 points (<i>Resisting Spells</i> : half damage)
Mana Cost	40
Duration	Single use

Energy
Field

ΠΧ

Reagents	Black Pearl, Mandrake Root, Spider's Silk, Sulphurous Ash
Effect	Creates 3' x 9' impenetrable wall of energy on open ground
Damage	None
Mana Cost	40
Duration	(caster's skill x 2/7) + 15 seconds (= 15-44 seconds)

Flame-
strike

ΛΨ

Reagents	Spider's Silk, Sulphurous Ash
Effect	Casts down a pillar of flames onto target
Damage	Reduces target's Hit Points by 17-66 points (<i>Resisting Spells</i> : half damage)
Mana Cost	40
Duration	Single use

Gate
Travel

ΑΡΚ

Reagents	Black Pearl, Mandrake Root, Sulphurous Ash
Effect	Opens gate to location where item was Marked (Kal Por Ylem, Sixth Circle) Any can use gate for the duration of the spell Must be cast on Marked object
Damage	-NA-
Mana Cost	40
Duration	30 seconds



7th Spell Circle



Mana Vampire
MH

Reagents Black Pearl, Blood Moss, Garlic, Mandrake Root, Spider's Silk, Sulphurous Ash

Effect Transfers mana from target to caster
Target's mana restores normally
Some creatures/players/NPCs can resist

Damage -NA-

Mana Cost 40 (but target's mana transfers to caster)

Duration Single use



Mass Dispel
AMF

Reagents Black Pearl, Garlic, Mandrake Root, Sulphurous Ash

Effect Destroys all Summoned creatures within 8 paces of target

Damage -NA-

Mana Cost 40

Duration Single use



Meteor Swarm
MMPA

Reagents Blood Moss, Garlic, Mandrake Root, Sulphurous Ash

Effect Casts flaming meteor storm
Harms anyone within a pace or two of focal point

Damage Reduces Hit Points by 17-66 points
(*Resisting Spells*: half damage)

Mana Cost 40

Duration Single use



Polymorph
AAR

Reagents Blood Moss, Mandrake Root, Spider's Silk

Effect Transforms target's appearance into random person, animal or monster (target's stats stay the same)
Some creatures can resist Polymorphing

Damage -NA-

Mana Cost 40

Duration (caster's skill) seconds (= 1-100 seconds)

8th Spell Circle



Earth-
quake
IAK

<i>Reagents</i>	Blood Moss, Ginseng, Mandrake Root, Sulphurous Ash
<i>Effect</i>	Creates tremor that makes standing characters and creatures within 10 paces stumble and fall
	Does not affect caster
<i>Damage</i>	Half of each target's Hit Points
<i>Mana Cost</i>	50
<i>Duration</i>	Single use



Energy
Vortex
AKK

<i>Reagents</i>	Black Pearl, Blood Moss, Mandrake Root, Nightshade
<i>Effect</i>	Creates moving vortex of energy that attacks targets moving within its half-yard sensor radius
<i>Damage</i>	Harm (RM, 2nd Circle) Reduces target's Hit Points by (caster's skill/10) (= 1-10 points) Poison (R, 3rd Circle) Same as Poison spell Curse (M, 4th Circle) Reduces target's Intelligence by (caster's skill/10) (= 1-10 points)
<i>Mana Cost</i>	50
<i>Duration</i>	90 seconds



Resurrec-
tion
FK

<i>Reagents</i>	Black Pearl, Garlic, Ginseng
<i>Effect</i>	Brings human player ghost back to life Does not affect creatures or NPCs
<i>Damage</i>	-NA-
<i>Mana Cost</i>	50
<i>Duration</i>	Single use



Summon
Air
Elemental
KAP

<i>Reagents</i>	Blood Moss, Mandrake Root, Spider's Silk
<i>Effect</i>	Summons air elemental for combat support
<i>Damage</i>	-NA-
<i>Mana Cost</i>	50
<i>Duration</i>	(caster's skill x 4) seconds (= 20-400 seconds)



8th Spell Circle



**Summon
Daemon**

𐌆𐌆𐌆

<i>Reagents</i>	Blood Moss, Mandrake Root, Spider's Silk, Sulphurous Ash
<i>Effect</i>	Summons daemon for combat support
<i>Damage</i>	-NA-
<i>Mana Cost</i>	50
<i>Duration</i>	(caster's skill x 4) seconds (= 20-400 seconds)



**Summon
Earth
Elemental**

𐌆𐌆𐌆

<i>Reagents</i>	Blood Moss, Mandrake Root, Spider's Silk
<i>Effect</i>	Summons earth elemental for combat support
<i>Damage</i>	-NA-
<i>Mana Cost</i>	50
<i>Duration</i>	(caster's skill x 4) seconds (= 20-400 seconds)



**Summon
Fire
Elemental**

𐌆𐌆𐌆

<i>Reagents</i>	Blood Moss, Mandrake Root, Spider's Silk, Sulphurous Ash
<i>Effect</i>	Summons fire elemental for combat support
<i>Damage</i>	-NA-
<i>Mana Cost</i>	50
<i>Duration</i>	(caster's skill x 4) seconds (= 20-400 seconds)



**Summon
Water
Elemental**

𐌆𐌆𐌆

<i>Reagents</i>	Blood Moss, Mandrake Root, Spider's Silk
<i>Effect</i>	Summons water elemental for combat support
<i>Damage</i>	-NA-
<i>Mana Cost</i>	50
<i>Duration</i>	(caster's skill x 4) seconds (= 20-400 seconds)

MAGIC ITEMS

Throughout your travels in Britannia, you may encounter magic items — swords, armor, wands and so forth, that have magic spells cast on them. Unlike the spells in your spellbook, you do not need to possess any magic skill to use the items, nor do you need to have the proper reagents or have achieved the proper spell circle for the spell you wish to cast. The magical energy required for the spell is contained in the magical item — you do not need incantation or reagents to summon it.

The following percentages control magic items created entirely at random. Each percentage is the chance that particular type of item will be created:

25%	Magic weapon	6%	Magic clothing
25%	Magic armor	5%	Magic brazier or statue
25%	Scroll	1%	Ring
13%	Magic wand or staff		

But of course, things rarely happen entirely at random. Also, there are different types of magic — an enchanted breastplate that improves the wearer's weapon skills can't be created because weapon magic is only found on weapons, armor magic is only found on armor, and so forth.

The Substantial Sword of Daemon's Breath

Sounds pretty sharp, but what can it do? The following tables list the magical qualities that magic items can have, and a description of each quality. For example, the sword mentioned above has 10 more hit points than average, and (while enchanted) casts the *Fireball* spell on whatever it strikes. The percentages listed are the chances that a particular effect will be cast on the weapon. (For example, if a helmet is enchanted, there is a 12% chance it will be a *Durable Helmet*, a 6% chance it will be a *Substantial Helmet* and so forth.)

Magic Armor

Boosts in armor value only apply to the areas covered by the magical armor.

All of these effects are permanent.

37%	<i>Defense</i>	+5 to AR	12%	<i>Durable</i>	+5 armor hit points
19%	<i>Guarding</i>	+10 to AR	6%	<i>Substantial</i>	+10 armor hit points
11%	<i>Hardening</i>	+15 to AR	4%	<i>Massive</i>	+15 armor hit points
6%	<i>Fortification</i>	+20 to AR	2%	<i>Fortified</i>	+20 armor hit points
2%	<i>Invulnerability</i>	+25 to AR	1%	<i>Indestructible</i>	+25 armor hit points



Magic Weapons

All of the effects listed below are permanent.

16% <i>Ruin</i>	+1 damage	3% <i>Exceedingly Accurate</i>	+20 to weapon skill
8% <i>Might</i>	+2 damage	1% <i>Supremely Accurate</i>	+25 to weapon skill
4% <i>Force</i>	+3 damage	13% <i>Durable</i>	+10 hit points
2% <i>Power</i>	+4 damage	6% <i>Substantial</i>	+20 hit points
1% <i>Vanquishing</i>	+5 damage	3% <i>Massive</i>	+30 hit points
18% <i>Accurate</i>	+5 to weapon skill	2% <i>Fortified</i>	+40 hit points
9% <i>Surpassingly Accurate</i>	+10 to weapon skill	1% <i>Indestructible</i>	+50 hit points
5% <i>Eminently Accurate</i>	+15 to weapon skill		

The following effects cause a spell to be cast on anything the weapon hits, in addition to the damage normally delivered. The duration of the effect is the same as the duration for the spell.

1% <i>Clumsiness</i>	<i>Clumsy</i> spell	1% <i>Ghoul's Touch</i>	<i>Paralyze</i> spell
1% <i>Feeble-mindedness</i>	<i>Feeblemind</i> spell	.5% <i>Daemon's Breath</i>	<i>Fireball</i> spell
1% <i>Burning</i>	<i>Magic Arrow</i> spell	.5% <i>Evil</i>	<i>Curse</i> spell
1% <i>Weakness</i>	<i>Weakness</i> spell	.5% <i>Mage's Bane</i>	<i>Mana Drain</i> spell
1% <i>Wounding</i>	<i>Harm</i> spell	.2% <i>Thunder</i>	<i>Lightning</i> spell

Magic Braziers and Statues

17% <i>Restoration</i>	4% <i>Summon Creature</i>	1% <i>Summon Air Elemental</i>
17% <i>Heal</i>	2% <i>Greater Heal</i>	1% <i>Summon Earth Elemental</i>
12% <i>Cure</i>	2% <i>Clumsy</i>	1% <i>Summon Fire Elemental</i>
8% <i>Agility</i>	2% <i>Feeblemind</i>	1% <i>Summon Water Elemental</i>
8% <i>Cunning</i>	2% <i>Weaken</i>	.5% <i>Summon Daemon</i>
8% <i>Strength</i>	2% <i>Wounding (Harm)</i>	.5% <i>Curse</i>
5% <i>Protection</i>	1% <i>Mage's Bane (Mana Drain)</i>	
4% <i>Bless</i>	1% <i>Ghoul's Touch (Paralyze)</i>	

Magic Wands and Staves

13% <i>Identification</i>	11% <i>Weaken</i>	7% <i>Dragon's Breath (Fireball)</i>
13% <i>Heal</i>	10% <i>Magic Arrow</i>	5% <i>Thunder (Lightning)</i>
11% <i>Clumsy</i>	8% <i>Harm</i>	3% <i>Mage's Bane (Mana Drain)</i>
11% <i>Feeblemind</i>	7% <i>Greater Heal</i>	

Magic Clothing

33% <i>Night Eyes (Night Sight)</i>	8% <i>Invisibility (Invisible)</i>	4% <i>Clumsiness (Clumsy)</i>
13% <i>Protection</i>	5% <i>Spell Reflection (Magic Reflection)</i>	4% <i>Weakness (Weaken)</i>
8% <i>Agility</i>	4% <i>Feeble-mindedness (Feeblemind)</i>	3% <i>Blessings (Bless)</i>
8% <i>Cunning</i>		2% <i>Evil (Curse)</i>
8% <i>Strength</i>		

Magic Rings

There are only two known kinds of magic rings — a *Teleport* ring and an *Invisibility* ring. There is a 50% chance of either being created when a magic ring is made.

Magic Scrolls

Scrolls might have any known spell inscribed upon them. However, as the Circle increases, the odds grow slimmer that a particular spell will be inscribed on a scroll you find. The odds of a scroll having a spell of a particular Circle are:

39%	First Circle	10%	Fourth Circle	2%	Seventh Circle
24%	Second Circle	6%	Fifth Circle	1%	Eighth Circle
15%	Third Circle	3%	Sixth Circle		

Potions

Each of the eight reagents is the principle ingredient in one or more potions. The potions that can currently be concocted, along with the amount of reagents needed (in units) and the *Alchemy* skill necessary for a 50% chance to successfully mix them (see p. 92), include:

Reagent	Color	Potion	Units	Min. Skill	Effect when consumed
Black Pearl	Black	Refresh	1	-	Restores 25% of lost Fatigue
		Total Refreshment	5	50	Removes all Fatigue
Blood Moss	Blue	Agility	1	40	Improves Dexterity by 10 for 30 sec.
		Greater Agility	3	60	Improves Dexterity by 20 for 30 sec.
Garlic	Red	Lesser Cure	1	15	Usually counteracts low-level poison
		Cure	3	50	Usually counteracts normal poison
		Greater Cure	6	90	Usually counteracts any poison
Ginseng	Yellow	Lesser Heal	1	-	Heals 3-10 hit points
		Heal	3	40	Heals 6-20 hit points
		Greater Heal	7	80	Heals 9-30 hit points
Mandrake	White	Strength	2	50	Improves Strength by 10 for 30 sec.
		Greater Strength	5	70	Improves Strength by 20 for 30 sec.
Nightshade	Green	Lesser Poison	1	20	Lose 1-2 HP every 5 seconds
		Poison	2	40	Lose up to 5% remaining HP/sec.
		Greater Poison	4	50	Lose up to 10% remaining HP/sec.
		Deadly Poison	8	115*	Lose up to 15% remaining HP/sec.
Spider Silk	Orange	Nightsight	1	-	Lets you see in the dark (lasts until lighting around you gets brighter)
Sulphurous Ash	Purple	Lesser Explosion	3	30	Explodes for 5-10 hit points
		Explosion	5	60	Explodes for 10-20 hit point
		Greater Explosion	10	90	Explodes for 20-40 hit point

*A 115% base skill means that a person with 100% skill has significantly less than a 50% chance to mix this potion.

Dungeons and Secret Places



MANIXMETH

My Heroic Adventures: Part XIII, Day 4

I knew my Fate was Glory and Adventure from the day I left stode from the training field to ~~find seek~~ Confront my Destiny. It is not every Warrior who can claim such a complete education in only two weeks.

My Glorious Adventure ~~appeared showed~~ was Made Manifest within hours! I Vanquished a Rogue, Slew ~~an~~ a grewsome Orc and ~~made my own Rabbit Stew~~ dined well upon Nature's Repast.

Much better than school.

The next day I Slayed a Despicable Villain. Righteously.

Evil, however, beckoned me to ~~Right the Wrongs~~ Cleanse a Scourge from our Noble Soil. A villager told me a family of Ettins lived in a cave nearby, and I ~~found it~~ there I went. The air was cold, the walls were ~~damp~~ dank, and the Stench of Depravity Assaulted my Nose. Those are the ~~signs~~ Hallmarks of a Foul Dungeon, so I knew I was in the Right Place.

My first day I Defeated two rats and a Mongbat. The second day I discovered the ~~chewed body~~ ~~Gnawed Corpse~~ Remains of a Thief. There was one Brass-Bound Chest, Filled with treasures, but also surrounded by body parts, so I didn't go near it. I may have been here Overlong. Mayhaps weeks. I keep hearing the sound of footsteps, even when I Stand Silent? I can't find the Ettins and I'm running low on torc



ABANDON ALL HOPE

Dungeons are to an adventurer what flour is to a Cook, what a panther is to an Animal Trainer ... or what a metal-bound, locked chest is to a Thief. It is the first real challenge that will prove your mettle. It is the best opportunity for a lucrative day's work. It is the most fun, and also the most dangerous, way to spend a sunny afternoon.

In this section we give you a bird's-eye view of each of the dungeons found in the game. Unique points of interest are individually named, and more common sites are noted with icons.

Giant Snakes, Giant Spiders, Giant Rats, Slimes and Mongbats can be found on most dungeon levels. They are indicated throughout this section as "Vermin".

- !!! Traps and other such dangerous locations are marked with exclamation points. You should be able to avoid these dangers if you look closely enough, but wherever you see the Trap Icon, you'll want to be sure you've got your Healing Potions stocked up. There is a variety of traps, just like treasure, and you need to keep your eyes open to see them coming ... and remember where they were for the next time you venture into the area.
 - ♀ Healing areas are marked with an Ankh, and there aren't many of them. Dungeons are dark and evil places, and you should be prepared to look after yourself without having to drag your slaughtered spirit to a shrine for resurrection.
 - I Numbered icons represent areas or lairs where specific monsters tend to congregate. The numbers correspond to the numbers in parentheses in the key near the map.
 - ♀ Bulleted lists provide information on which monsters appear generally throughout the section.
- Unique areas, such as geographic (or architectural) landmarks, teleporters or other useful locations are called out on a location-by-location basis.
- Treasure sites (where the good stuff tends to be found) are randomly generated throughout dungeons. Some of these are crates, some are wooden chests and some are metal chests. The treasure in these chests does recycle itself, but not so often as to make it feasible for you to hang around, opening the chest all day. Also, the goodies inside are chosen on a somewhat random basis. Just because a chest gives you the sword of a lifetime doesn't mean you can go into business as an arms dealer. Other times you might find gold, or other items.

Once again, please note that these dungeons are correct at the time of printing, but that changes may occur as time passes. We recommend you make notes on the maps as you explore the dungeons.

Covetous



Corpser, gazers, harpies and the lesser undead all roam within Dungeon Covetous.

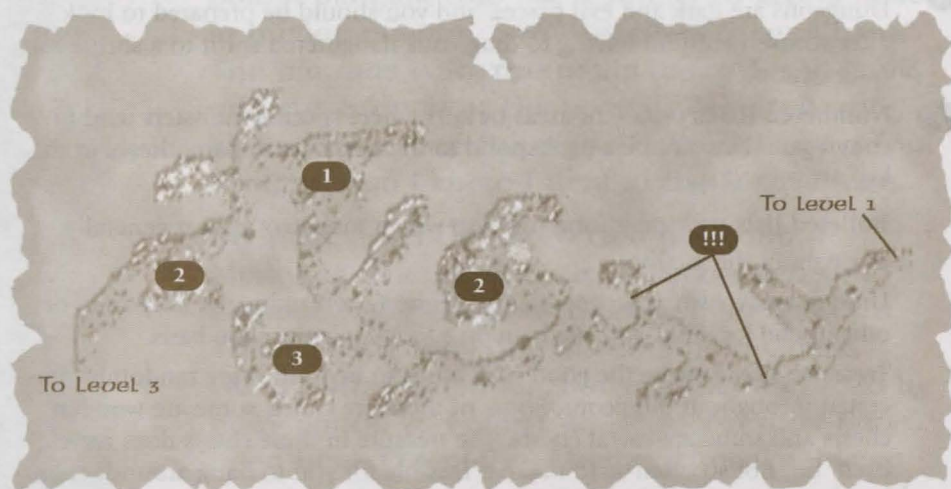
Level 1

(1) Harpy Lair

(2) 1 Gazer

(3) Corpser Lair

☿ Lots of Vermin



Level 2

☿ All monsters may be found on this level

(1) Gazer Lair

(4) Harpies

(2) Corpser Lair

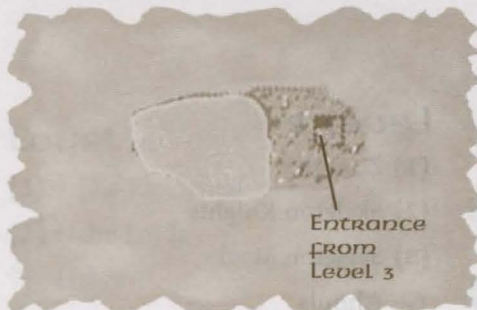
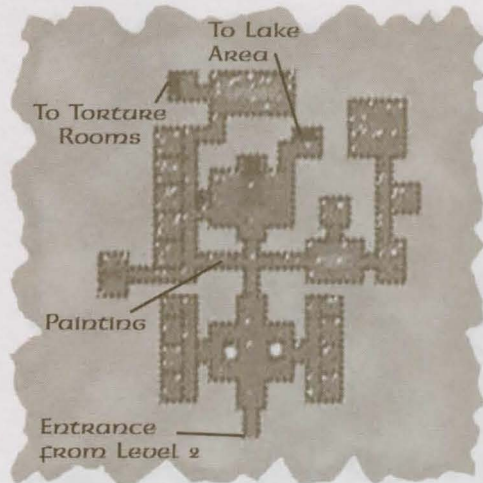
☿ Lots of Vermin

(3) 1 Water Elemental



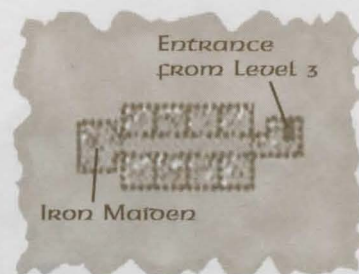
Level 3

- † Skeletons
- † Vermin
- † The painting is useful if you double-left-click on it.



Lake Area

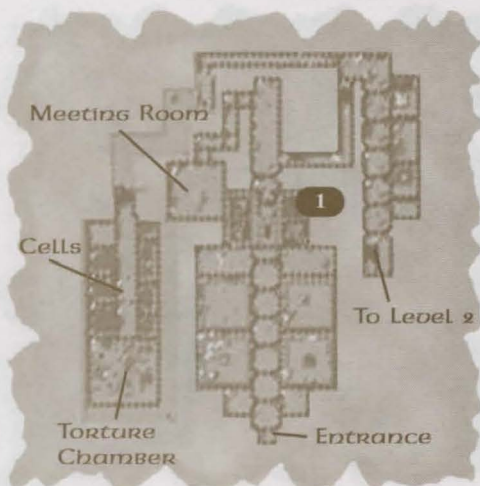
- † Drakes & Dragons
- † Vermin



Torture Rooms

- † Ghouls
- † Zombies
- † Vermin

Deceit

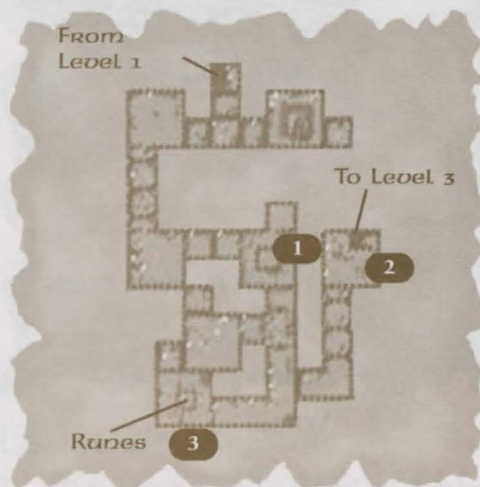


The haunted halls of Deceit are known as the home of the unquiet dead.

Level 1

(1) 1 Water Elemental

☠ Zombies



Level 2

(1) Zombies

(2) Skeleton Knights

(3) Skeleton Magi

☠ Ghouls

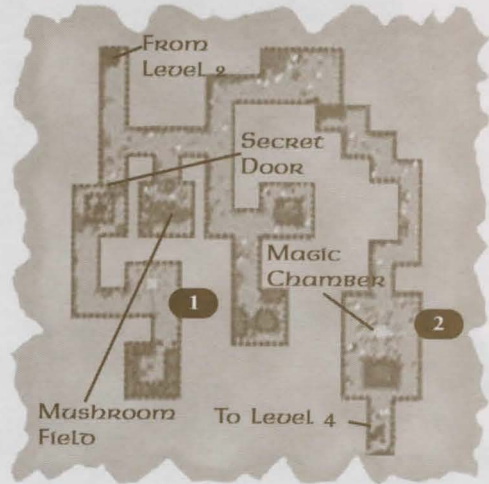


Level 3

(1) Ghouls

(2) Liches

♀ Poison Elementals



Level 4

(1) 1 Fire Elemental

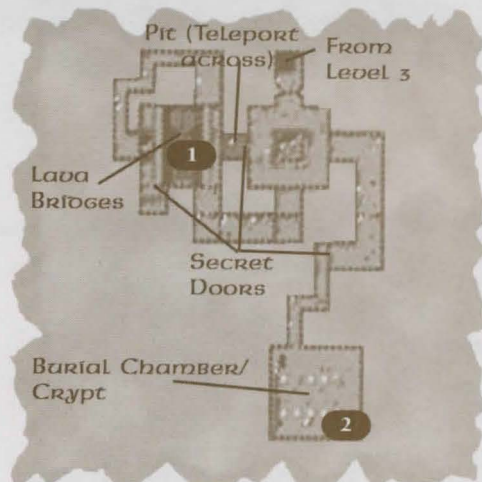
(2) Liche Lords

♀ Liches

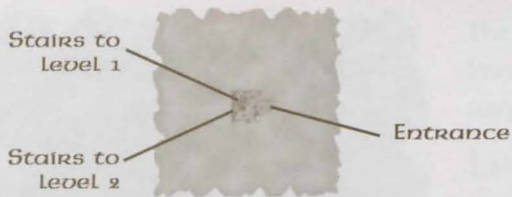
♀ Elementals

♀ Ghouls

♀ Liches

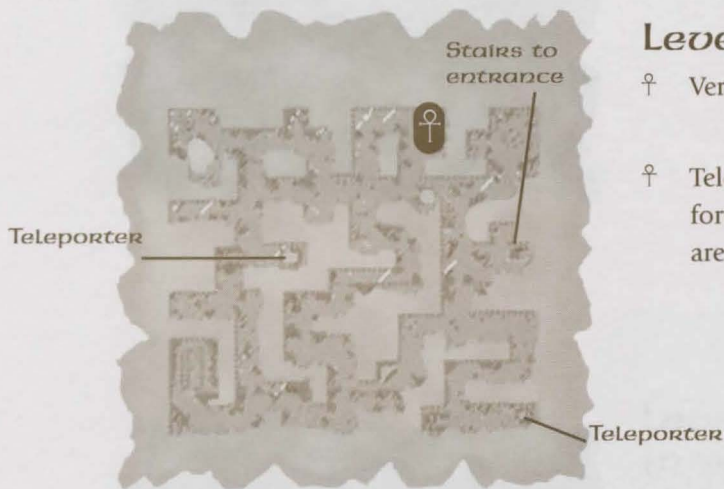


Despise



Entryway

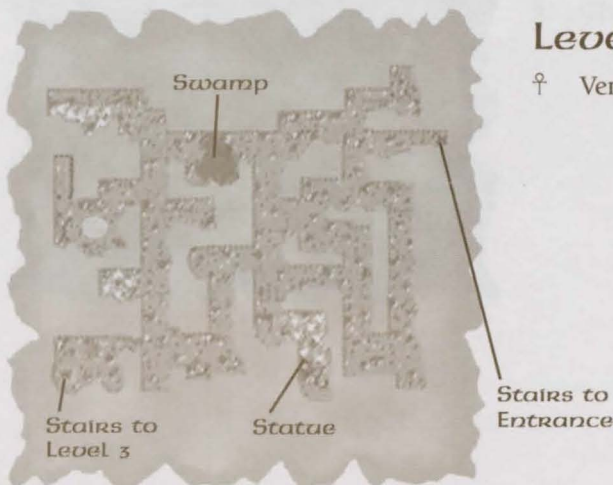
The foul caverns of Despise are overrun with Dungeon Vermin



Level 1

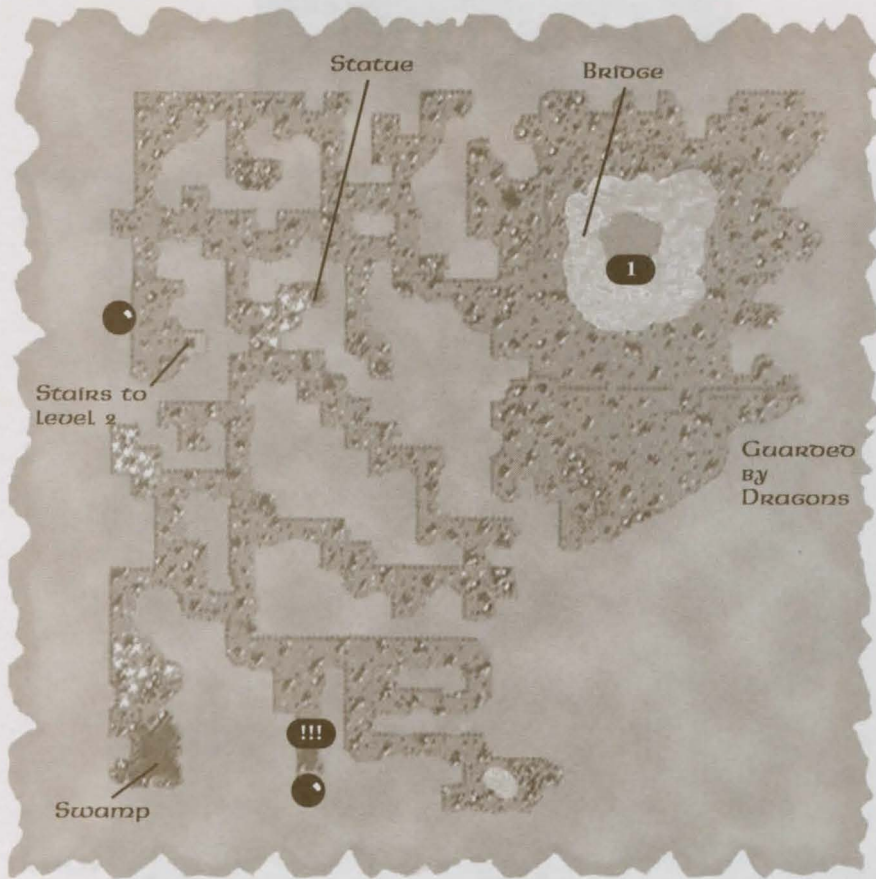
♀ Vermin

♀ Teleporters convey you back and forth between each other. They are two way.



Level 2

♀ Vermin



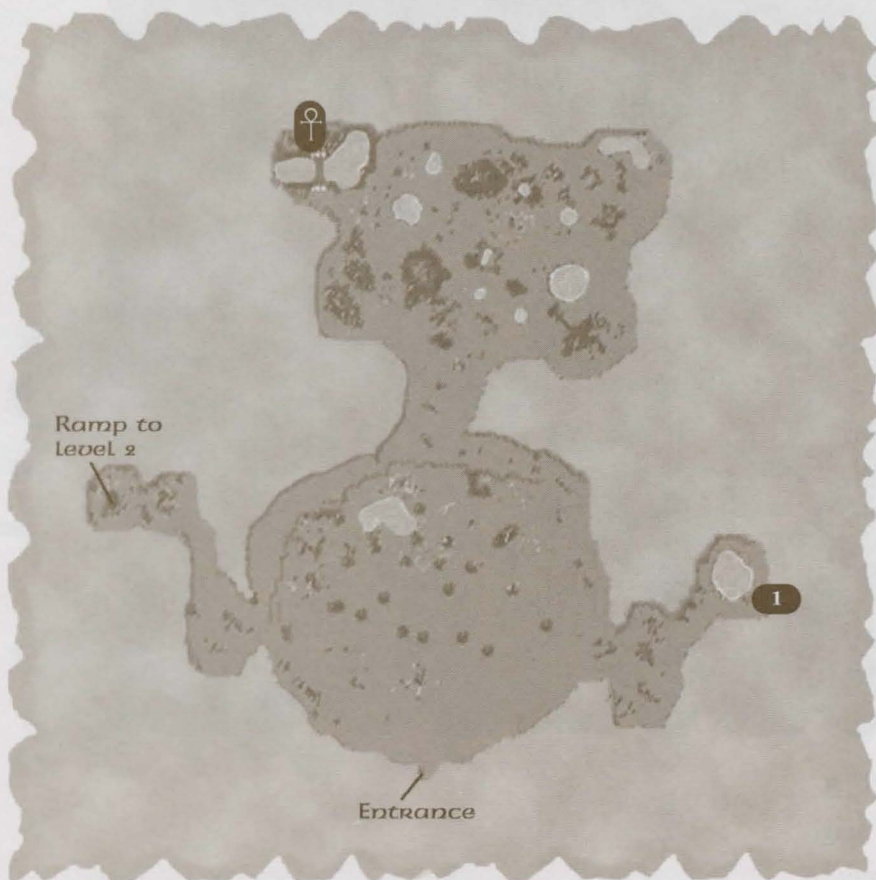
Level 3

(1) Evil Magi

♀ Vermin

- Crystal Balls may reveal what has been recently said in the vicinity ... if you're lucky.

Destard



All tremble at the name of Destard, spawning pit of dragonkind, home of the Ancient Wyrms

Level 1

♀ Dragons & Drakes

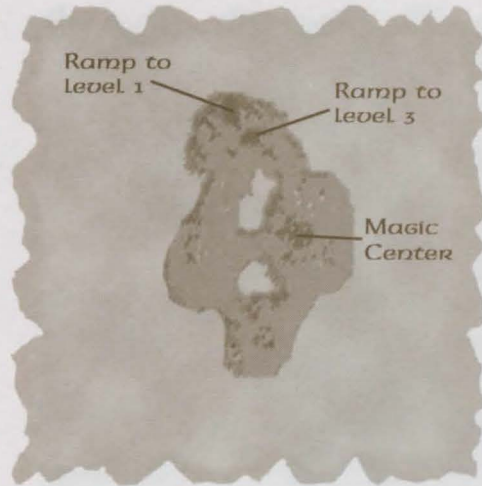
♀ A few Vermin

(1) Water Elementals



Level 2

♀ Dragons and Drakes

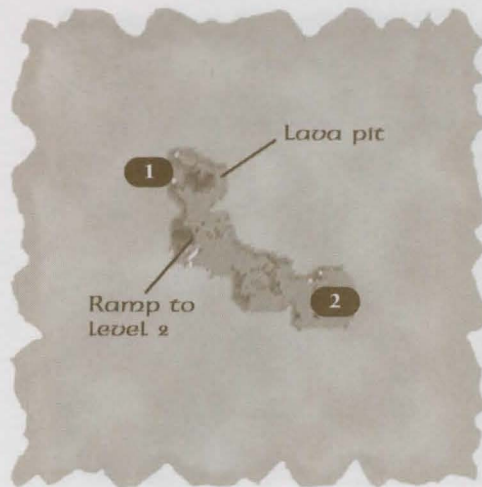


Level 3

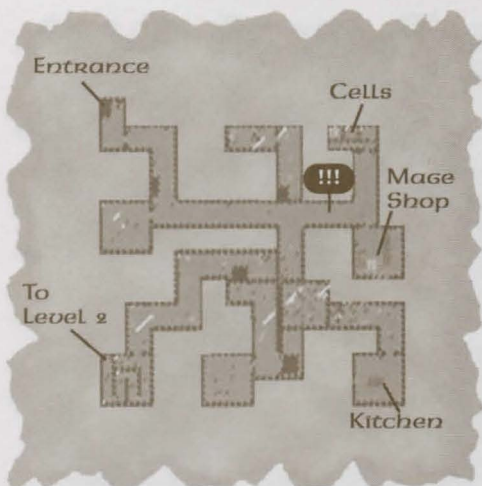
(1) Fire Elementals

(2) Ancient Wyrms

♀ Dragons and Drakes



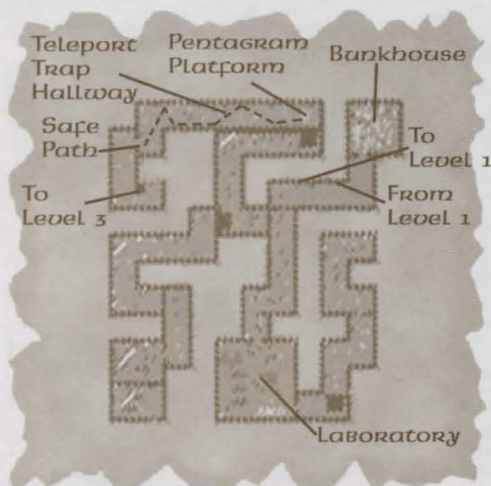
Hythloth



Brutish humanoids and their Daemon masters make their home in Hythloth

Level 1

- ♁ Orcs & Orc Lords
- ♁ Orc Magi
- ♁ Hell Hounds
- ♁ Ettins
- ♁ Vermin



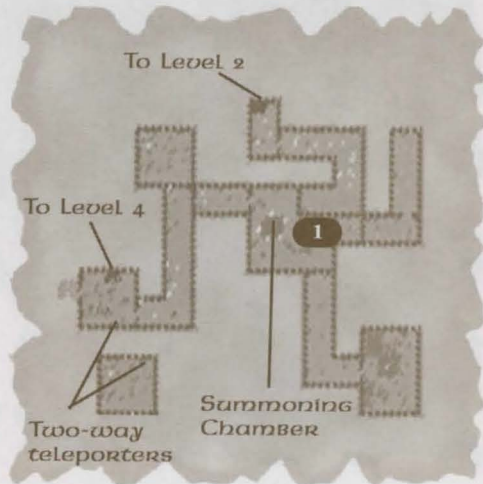
Level 2

- ♁ Orcs & Orc Lords
- ♁ Orc Magi
- ♁ More Hell Hounds
- ♁ More Ettins
- ♁ Gargoyles
- ♁ Vermin

Level 3

- ♁ Orcs & Orc Lords
- ♁ Orc Magi
- ♁ Hell Hounds
- ♁ Ettins
- ♁ Gargoyles
- ♁ Vermin

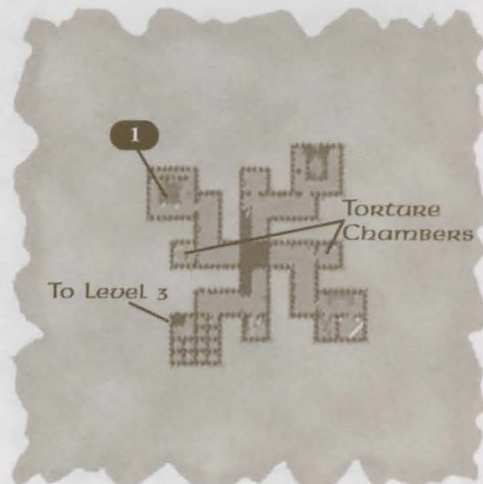
(1) Daemon & Balron Lair



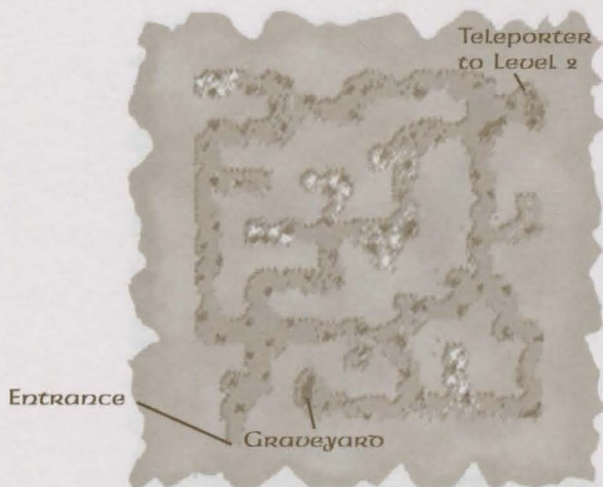
Level 4

- ♁ Daemons
- ♁ Vermin

(1) Gargoyle Lair



Shame



Spirits from the elemental planes make their home in Shame.

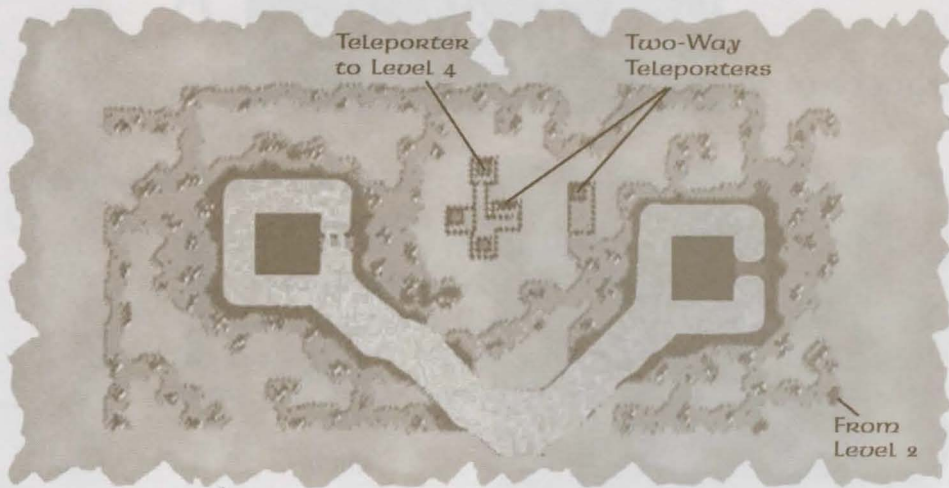
Level 1

- ♀ Vermin
- ♀ Earth Elementals



Level 2

- ♀ Vermin
- ♀ Earth Elementals
- ♀ Air Elementals
- ♀ Water Elementals



Level 3

All creatures found on upper levels, plus:

- ♁ Fire Elementals
- ♁ Poison Elementals

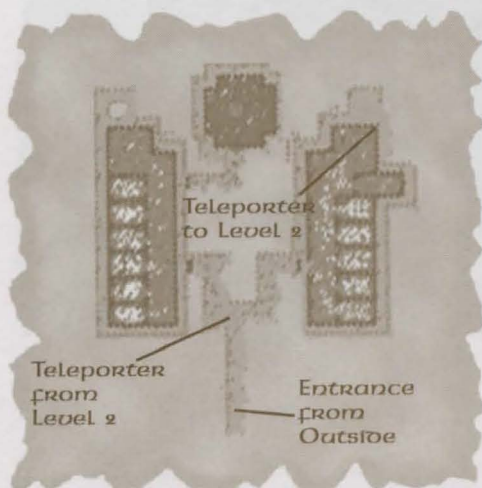


Level 4

All creatures found on Levels 1 and 2 plus:

- ♁ Fire Elementals
- ♁ Blood Elementals

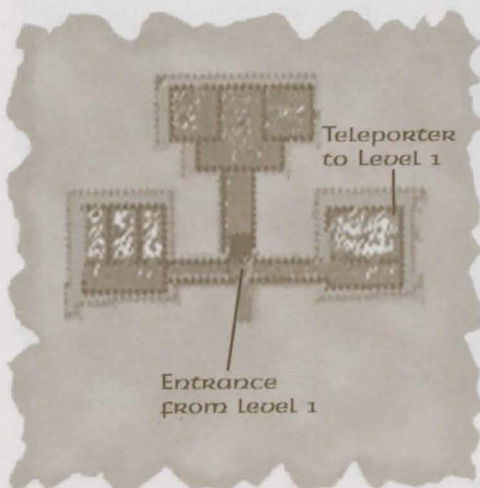
Wrong



Savage Trolls rule the decaying halls of Wrong.

Level 1

- ♀ Lizard Men
- ♀ Rat Men
- ♀ Trolls
- ♀ Vermin



Level 2

- ♀ Ogres
- ♀ Rat Men
- ♀ Trolls
- ♀ Ettins
- ♀ Ogre Lords
- ♀ Vermin



A Warning ...

... Unto all who seek passage into the lost lands.

INASMUCH as many have sought the portals which have lately opened between the fields of Britannia and those shores styled "the Lost Lands", and inasmuch as many good and stalwart folk have been lost in making such attempt ...

BE IT KNOWN, that amongst those portals now known, most open into great expanses of treacherous, monster-haunted caverns/ holding great peril for the untrained and the unready.

THEREFORE, by the grace of Lord British/ all who seek the bounty of these "Lost Lands" are advised to prepare themselves well for the perils which wait upon the other side, or else to travel under escort of the puissant.

HAVING BEEN thus warned, the government of His Grace/ Lord British/ advises the folk of the land that they can make no further warranty of their safety, should they choose to undertake the perilous crossing.

Pathways Between Britannia and The Lost Lands

As more is learned of the Lost Lands, more pathways are discovered leading to this mysterious continent. The Cartographers of Britannia are aware of at least a dozen. In each case, the location in italics is in the Lost Lands. (Keys refer to locations marked on the map poster.)



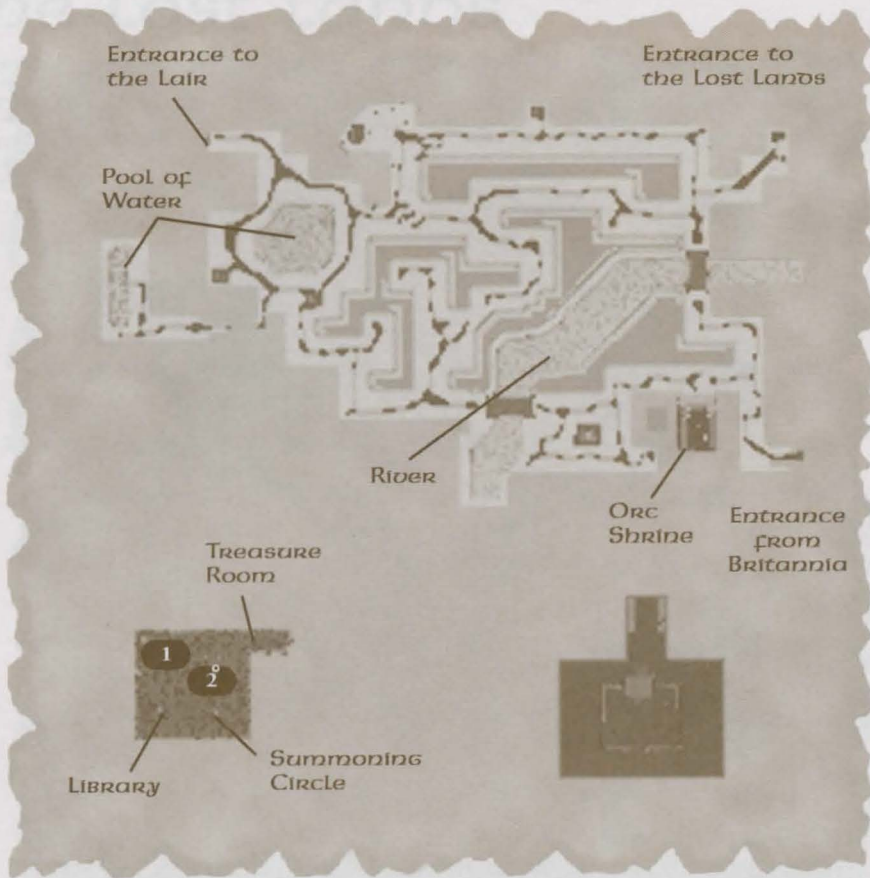
- A The island with two buildings north of Trinsic leads to the *City of the Dead*.
- B A cave to the North of Minoc (across the bay) leads to a *cave on the far east side by the swamp*.
- C A Yew prison cell goes to the *Lighthouse*.
- D A Vesper crypt in the graveyard leads to an *unmarked grave in the South central area*.
- E A cave to the north, above the desert, opens into the Ice Dungeon, which connects to the Lost Lands.
- F A cave near Serpent's Hold leads to the Lava Dungeon, which also connects to the Lost Lands.
- G A cave in a mountain west of Trinsic (and a bit south) also connects to the Lost Lands.
- H A sewer entrance in Britain leads to a *cave in the eastern swamps*.
- I A pentagram in Moonglow's Encyclopedia Magicka connects to the pentagram in *Papua's Tricks of the Trade*. Step on the Moonglow pentagram and say "reccu" to go to Papua. Step on the Papua pentagram and say "recsu" to go to Moonglow.
- J A teleporter in a forgotten temple on an island west of Serpent's Hold transports you to *the midpoint of the southernmost border*.
- K A Serpent Pillar in the ocean west of Jhelom (146° S, 63° W) transports a ship and its occupants to *the western sea*. To activate the pillar, sail close and say "doracron."
A Serpent Pillar in *the western sea* transports a ship back near the first pillar. To activate this pillar, sail close and say "sueacron."
- L A Serpent Pillar in the ocean east of Trinsic (111° S, 117° E) transports a ship and its occupants to *the eastern sea*. To activate the pillar, sail close and say "doracron."
A Serpent Pillar in *the eastern sea* transports a ship back near the first pillar. To activate this pillar, sail close and say "sueacron."

Cave



!!! Poison Gas Traps

Ice

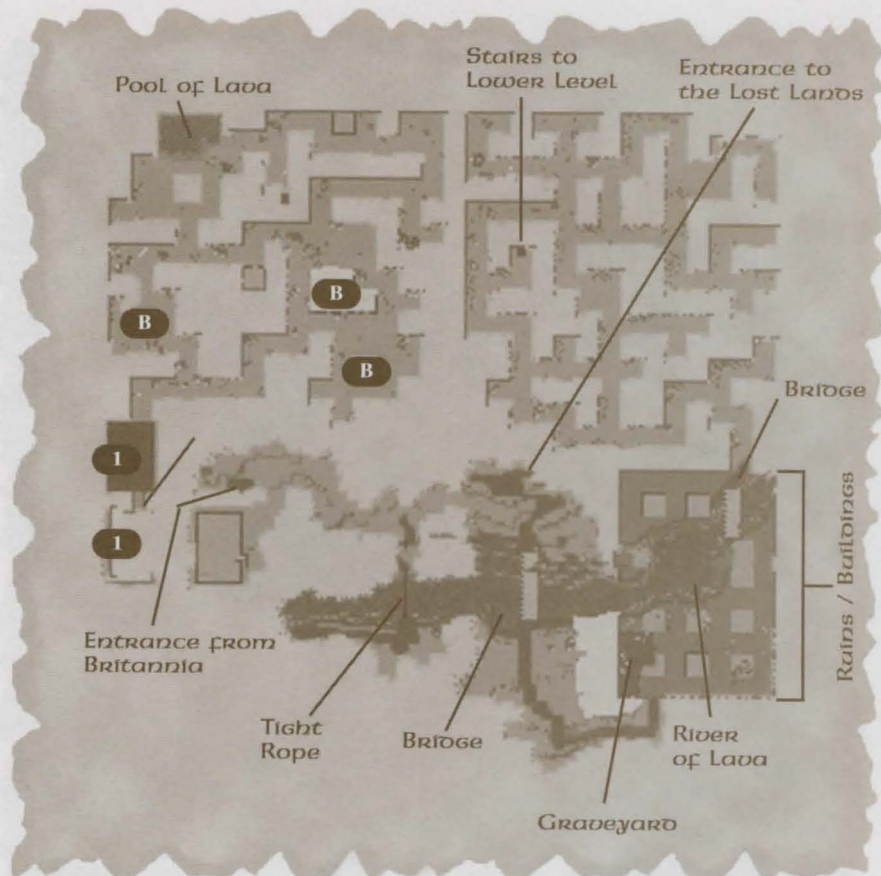


† All ice and frost monsters inhabit this dungeon.

- (1) Daemons
- (2) Mages



Lava



‡ All heat and lava monsters inhabit this dungeon.

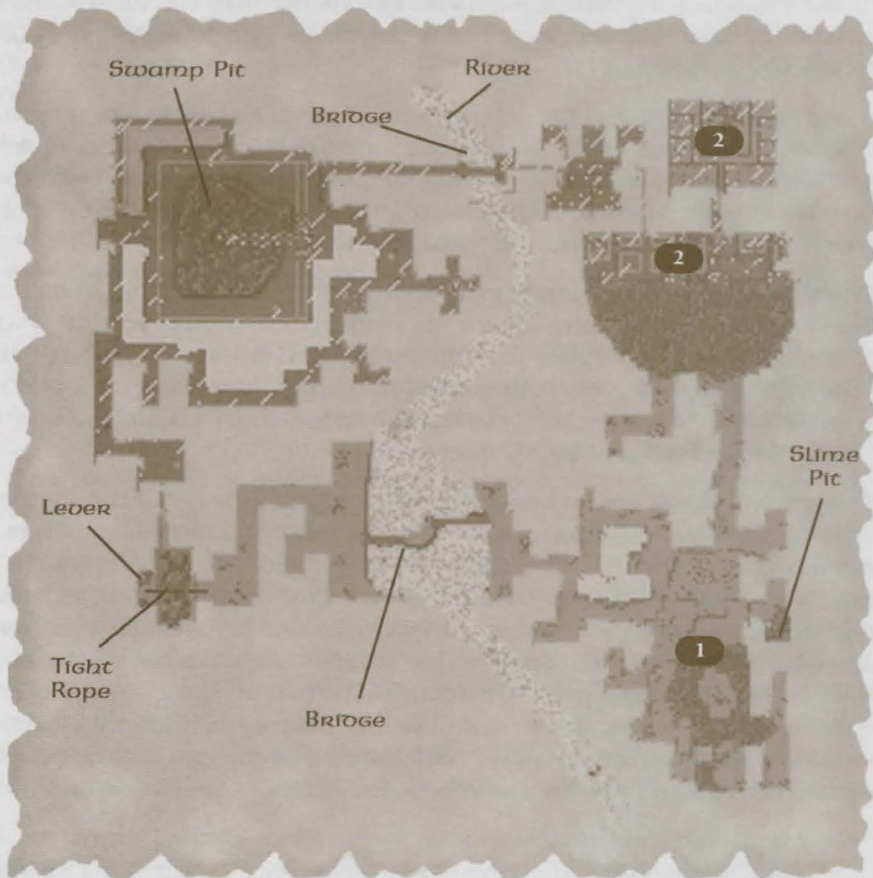
B Building

(1) Building with Mages

Sewer



Terathan



- (1) Ophidians
- (2) Terathans

Kerrick,

I have had such an adventure as a bard would take twelve evenings to sing, and I fear that one letter may not be enough to describe it. Let me tell you how it began

I was called to a quest for a baby, stolen from its mother in a method most foul and held by a mischievous woman. Although it was no small matter to bring justice to bear, I triumphed and in the end I had the child under my own custody. The next step was to return him to his rightful family. All I knew was that he "belonged to Wind."

Wind, I found, is a legendary city hidden within or near the forest of Samlethe. Everyone from whom I sought advice counseled that it was a fool's errand ... that there was no such city and I was misled. My heart is guided by higher forces, however, and I was determined to go. I bought a basket to hold the infant - with a lid to shield him from the sun - and began the second part of my quest.


Kerrick, you have young brothers. You know I have not. I thought that tending a baby would have been a simple matter, for it weighs less than a mail shirt and sleeps through most of the day. You should have warned me. You should have said: Gareth, do not take an infant across Britannia without a train of pack mules, a wet nurse and a maidservant. You should have mentioned: Gareth, never feed ewe's milk to a baby accustomed to milk from a goat. Or even: Gareth, when you change a boy-child's napkins, lower your visor. I would have been grateful for but a word on what makes an infant wail when it is fed and dry and warm. By the time I reached the Serpent Spine mountains, I was a broken man.

I near wept with relief when I saw greenery of Samlethe's forest. It is a harsh place, filled with monsters and worse creatures, but I was beyond fear and in no mood to dally. Rogue magic has mutated the denizens, and the orcs and humans seem to have banded together into a black brotherhood, but either the wild look on my face or the foul stench from my packs kept them at bay.

On the first evening in the forest I heard the eerie cries of the hungry creatures, but it woke the baby into a fit of screaming, and the nights were peaceful ever after. I will tell you more in my next letter.

Your friend,

Gareth



Kerrick,


At the end of my last letter, I had entered the forest of Samlethe. It seemed as though a path opened up for me to guide me to the fabled city, and that is indeed the case. It is certain that without the aid of the mages of Wind, I would have spent weeks searching for the entrance to that mystical city.

Wind is divided into two parts: flat-faced cliff buildings and platforms that cling tenaciously to the side of the mountains, and the tunnels within the mountain itself. It is almost like two cities, for outside in the cold the people wear furs and drab colors, while within the warm inner city they wear brightly colored flowing robes, slippers and long, unbound hair. That is, at least, what I was told by the guide who came out to greet me.

It seems all the people of Wind are accomplished mages. From what I saw, it is true; they have no technology, but possess a library which is a nigh infinite source for information on the arcane arts. They have magical devices and scrying techniques that let them see anything of interest to them, and use spells of invisibility and similar things to prevent being discovered by those of no interest to them.


Most remained invisible to me, but the family of the infant was welcoming and grateful, and led me to the wonders of their city as an honored and respected guest. I saw their underground farms, where they grow the peculiar glowing fungi which are their main vegetable staples. They showed me the methods that allow them to watch over and care for the mutant races in the Samlethe forest, for which they feel responsible. I even wandered for a time through the magical garden they maintain within the mountain, complete with a magical sun to provide nurturing light and warmth.

Perhaps the most impressive aspect of the people of Wind is their belief in balance. Moderation is their one desire. They say that people cannot be forced to behave ethically, but must instead grow into the desire for and knowledge of right and wrong. This, I believe, is the true reason for their isolationism ... contact with the outer world might upset the balance by bringing in unpredictable elements. They say, instead, it is that they wish to improve the balance of the world, and those who develop the world as a whole must be therefore hidden so that reliance upon them is impossible. They are an undoubtedly powerful people, and I am relieved that they are not an aggressive one.



Your friend,

Gareth





Wind

The location of the city of Wind is secret, but it is not difficult to find — once you have found the Forest of Samlethe. Wind is an underground city, and you will find the sole existing teleporter from the surface to the city inside a cave maze.

Be forewarned, however, that the city of Wind is a city of mages, and that the teleporter to Wind will only allow entry to those who meet two criteria established by the citizens of the town. Entry is granted to any who have a Magery skill equal or greater to 60 and who have cast every spell from every spell circle up to and including the Sixth Circle. The teleporter will deny entry to those who do not meet these requirements, informing them that they are not worthy to enter the city of Wind.

Key to the Map

Civic & Common

- (C1) Bunkhouse [NE]
- (C2) Dining Room [NE]
- (C3) The Learned Mage (Library) [C]
- (C4) Seat of Knowledge (Library) [C]

Food & Provisions

- (F1) Mage's Things [W]
- (F2) Mage's Appetite [NE]
(Wind's communal kitchen contains three shops. You can purchase food from all three.)

Healing

- (H1) Wind Healer [C]

Magic

- (M1) Magical Supplies [C]

Shops

- (S1) Wind Alchemy [NW]
- (S2) Windy Clothes [NW]
- (S3) The Alchemist of Wind [NE]

Taverns, Inns and Traveller's Aid

- (T1) Seeker's Inn [NW]
- (T2) Windy Inn [C]

Intracity Teleporters

- (1A) Entrance to/exit from 1B [N]
- (1B) Entrance to/exit from 1A [NW]
- (2) Teleporter to surface [W]
- (3) Teleporter from surface [SW]



Buccaneer's Den

Key to the Map

Arms & Armour

- (A1)** Cutlass Smithing
(Blacksmith) [NW]

Civic & Common

- (C1)** Buccaneer's Bath [NW]
(C2) Docks [E]

Food & Provisions

- (F1)** Pirate's Provisioner [SE]

Guilds

- (G1)** Pirate's Den
(Society of Thieves) [SW]

Healing

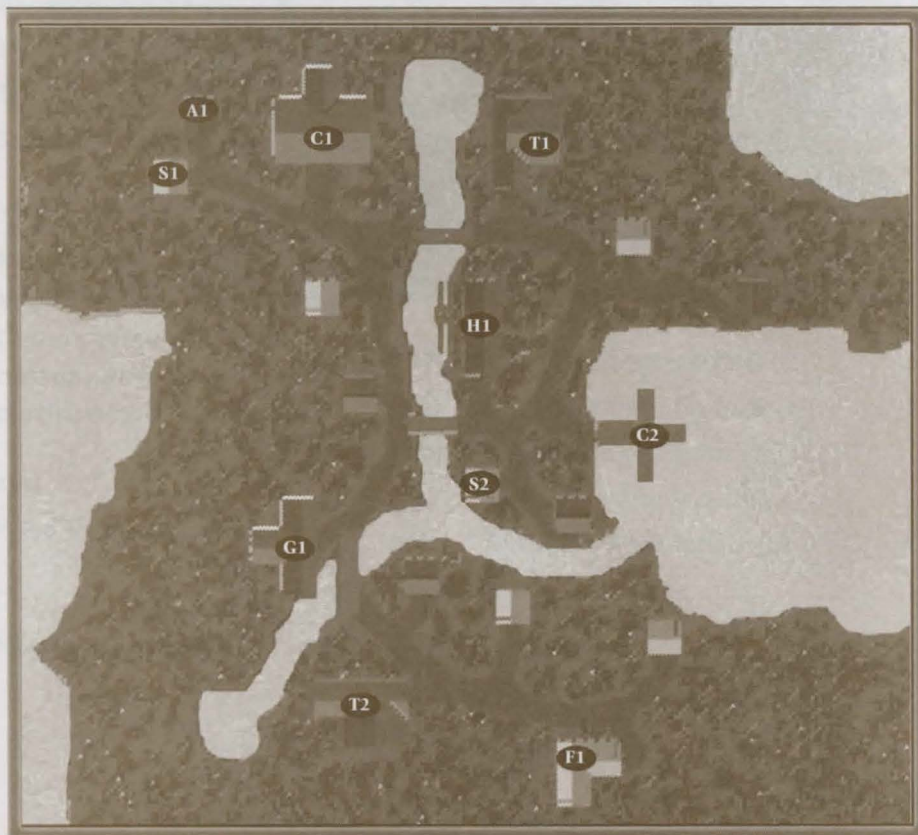
- (H1)** Healer of Buccaneer's Den [C]

Shops

- (S1)** Violente Woodworks [NW]
(S2) Buccaneer's Den Leatherworks
(Tanner) [C]

Taverns/Inns & Traveller's Aid

- (T1)** The Peg Leg Inn [NE]
(T2) The Pirate's Plunder
(Tavern) [SW]



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