

Ultima Online™

ALSO COVERS

Ultima Online™ LORD BLACKTHORN'S REVENGE

AGE OF SHADOWS™



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Ultima Online™

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AGE OF SHADOWS™

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ULTIMA ONLINE™: Age of Shadows™

Prima's Official Strategy Guide

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ISBN: 7615-3911-5

Library of Congress Catalog Card Number: 2002100302

Printed in the United States of America

03 04 05 06 BB 10 9 8 7 6 5 4 3 2 1



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Young Player Guide



ΑΜΛΛ ΚΙΡΑΜΡ
ΧΛΙΜΜ

GLOSSARY

If you're truly new to the massive online game world, you're in for a treat ... and a shock. Since the original release of Ultima Online — in fact, since the beta test — an entire culture has been growing and evolving. Part of this culture is the slang gamers use to convey as much information in as few keystrokes as possible. Words, phrases and concepts have been shortened or changed beyond recognition. On top of that, there are many words that refer to things unique to Ultima Online.

While it can be a daunting task to start playing a game where everyone around you is speaking their own language, there are two things you can do to make your first few days less confusing. First thing: read this glossary all the way through. Don't try to memorize it; you'll absorb more than you think just by reading it. Second thing: don't ever be afraid to ask what something means ... by and large people are thrilled to be able to help.

? — A request for more information: What did you say? Why did you say it? Where? When? How?

ack — Expresses a mildly negative surprise.

afk — Away From Keyboard.

aggro — Be aggressive.

alchy — Alchemist.

aye — Yes. Used primarily by role players.

bait — Monster Bait. Someone who goes out to lure a monster back to the group is "monster bait."

blessed item — Items that are no loot/no steal. Things like bank checks or dry-dock boats are blessed.

blue — See Colors.

brb — Be Right Back.

brit — Short for Britain (the UO city).

brt — Be Right There.

btw — By The Way.

buff/buffing — Magical enhancement.

camp — Wait. If you think that someone or something might happen in an area, players may just stand around, waiting

for the event. This is called "camping" the event.

candyland — Derogatory term for Trammel, where player killing is not allowed.

caster — One who casts magic.

cl'd — Connection Lost. As in "I was cl'd." This happens when a player's connection to the game is lost.

colors —

Blue: This player or NPC is a good citizen of Britannia.

Red: This player or NPC has committed murder.

Orange: This player is an enemy guild or faction member.

Gray: This player has been flagged as a criminal for a recent action.

Green: This player is an ally guild mate or faction member.

Purple: This character is an OSI volunteer.

Yellow: This character is invulnerable. (Usually OSI staff or NPC shopkeeper.)

cu/cya — See you (see ya). This is a quick abbreviation to say goodbye.



debuff — Reduce Attributes.

dp — Deadly Poisoned.

facets — Worlds (on the same shard/server). Ilshenar, Trammel and Felucca.

(Trammel does not allow player-killing, Felucca does.)

fel — Short for Felucca (the *UO* facet where player-killing is allowed).

fizzle — Spell failure. When a spell does not have the desired effect, it is said to "fizzle."

fyi — For Your Information. This lets people know that the information is not immediately important, but that it may be useful at some later time.

glow — Short for Moonglow (the *UO* city).

gm — Grandmaster. Achieved the Grandmaster skill level by getting the skill level up to 100%.

gray — *See* Colors.

green — *See* Colors.

griever — Someone who tries to cause trouble (grief, frustration or anger) for other players. Usually not done through direct player killing, but through disruption or unpleasant conversation.

gtg — Good To Go. An acronym to let your group know that you are ready to do whatever needs to be done: to fight, to leave, etc.

gump — graphical game window. Originally stood for "Graphical User-Manipulated Picture." Any image that "opens up" when you click on it. Gumps usually allow the player to manipulate something. Backpacks are a good example.

hail — Hello. Used primarily by role players.

hally — Halberd, a bladed weapon with a long shaft.

ic — I see.

idoc — In Danger Of Collapsing. It's a *UO* housing status term.

imho — In My Humble Opinion. This lets the audience know that the speaker is stating a personal belief, but does not want to offend anyone who might believe differently.

imo — In My Opinion. This lets the audience know that the speaker is stating a personal belief.

inc — Incoming. This warns the group that an aggressive monster is heading toward them.

joo/jOo/JoO — You. This is "cool dude" slang, and not to be taken as a religious slur.

j/k — Just Kidding. This is an abbreviation that lets the audience know that the previous statement was meant to be humorous, and was not meant to be taken seriously.

k3wl — Cool. This is "cool dude" slang.

k — Short for OK. Means you agree with the last suggestion.

kat — Katana. An oriental sword.

kk — Short for OK.

kill stealing — Unwelcome "help." Jumping in to get the killing blow on a monster that someone else did most of the work on.

kos — Kill On Sight. A kill on sight reaction means that there is no way to avoid combat with that person/monster/race/class.

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- ks** — Kill Stealing. *See* Kill Stealing, above.
- lag** — Slow connection. The symptom of lag is that a character's reaction is erratic, and often occurs after the situation is no longer applicable (for example, swinging at a monster that has already moved somewhere else).
- lag spike** — A brief instance of lag that only lasts a few seconds.
- laggy** — Used to describe someone with a bad connection, or a particularly slow or overloaded server.
- lamr** — Lamer, someone who acts in a lame (stupid) manner.
- lol** — Laughing Out Loud. Indicates that the speaker thinks the last thing said is funny enough to cause laughter.
- loot** — Creature inventory. Anything received from a fallen foe is loot.
- los** — Line of Sight. Some spells can only be cast on targets that the caster can actually see. These are called Line of Sight spells.
- med** — Meditate. When a caster is out of power, meditating will cause the power to return more quickly. However, during meditation the caster is very vulnerable to any attack.
- mob** — Monster. Originally based on a code term, probably "Mobile Object."
- mog/mmog/mmorpg** — Massive Online Game/Massive Multiplayer Online Game/Massive Multiplayer Online Role Playing Game. *Ultima Online*, *EverQuest*, *Asheron's Call*, and many, many more are MOGs.
- nerf** — Programmed to be less effective. In order to keep the game balanced between classes, it is sometimes necessary for the developers to decrease the effectiveness of an item or spell. Because Nerf™ is the name of a line of foam toys that *do not hurt* when they hit you, an item that does less damage is said to have been nerfed.
- newbie** — Newly created character. Newbie usually refers to a character of level 5 or below, but can also refer to a player who has not been in *UO* for very long.
- newbie zone** — Area with lots of low-level monsters. The areas near where new characters start are crawling with easily killed critters.
- no steal** — Cannot be stolen from your backpack by another character.
- nm** — Never Mind. Usually means that the last remark is no longer applicable.
- np** — No Problem. Either a response to thanks (similar to "you're welcome"), or to let someone know that a requested action will be performed.
- npc** — Non-Player-Character. A character that is a part of *UO* and controlled by a computer and not a live person.
- nuke** — Powerful destructive spell. Spells that do a lot of damage, specifically a lot of physical damage, are called nukes.
- oic** — Oh I see. Usually used to show you understood an explanation.
- omg** — Oh my god. An mild expletive used when something serious has



- happened or has been said.
- omw** — On My Way. Signals that the sender will be joining the person or group as soon as possible.
- orange** — *See Colors.*
- paperdoll** — The image of your character that lets you “dress it” in armour, jewelry and weapons.
- para** — Paralyze, as in the spell.
- pc** — Player-Character. A character that is being controlled by a live player and not by the computer.
- peeps** — People.
- pet** — Monster Servant. Some magic users can summon an elemental or demon that will fight enemy creatures for them. These summoned creatures are called “pets” ... but does not imply any emotional bonding. Also, characters can train their own pets using Animal Training or Animal Lore ... emotional bonding optional.
- pk** — Player-killer. A player character who kills other player characters.
- pots** — Potions.
- power-gaming** — Playing just to get 100% in a skill, or just to achieve Grandmaster in multiple skills.
- purple** — *See Colors.*
- prolly** — Probably.
- provocation** — A Bard skill. Allows the character to provoke a creature into attacking another creature — or in Felucca, another character.
- pvp** — Player versus Player. This refers to a player character killing another player character. In Felucca, characters can attack anyone, but in Trammel you can’t ... unless the other character is a murderer, in another faction, or engaged in a guild war against your guild.
- rdy/r** — Ready.
- kill points** — If you belong to a faction, killing foes from other factions will earn you Kill Points.
- red** — *See Colors.*
- regs** — Reagents. You use reagents to cast spells.
- res** — Resurrect. Returning to life after being killed.
- rez** — Resurrect. *See res.*
- rez sickness** — In faction-based fighting, when a player-character dies, resurrection will bring him or her back with a temporary reduction in stats.
- rl** — Real Life. To differentiate something that exists outside the game.
- rofl** — Rolling On Floor Laughing. Means that something just said or done is very funny.
- roflmao** — Rolling On Floor Laughing My Ass Off. Means that something just said or done is hilarious.
- root** — Immobilization spell. A spell that keeps the enemy from walking or running. Note that some root spells do not stop the target from attacking, just from moving from their location.
- rox** — Defeat. This is “cool dude” speak. I rOxOrJOO means I rock over you, or I beat you.
- sigil** — Item of town control. Used in faction-based play, when a faction takes the town’s sigil, they can gain control of the town.
- spam** — Message to everyone. An Internet term: to send a message to as many people as possible. It can sometimes mean rapidly sending multiple messages to one person.

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spawn — Creature Creation. When a creature pops into existence, it is said to have spawned.

sup — What's up? A basic greeting.

t2a — The second age. An expansion release of *Ultima Online*.

tank/tanking — Overwhelming Defense and Strength. A Tank is a character whose main attribute is his ability to take and deal direct physical damage. To tank is to use melee attacks on an opponent, usually in order to keep it away from the weaker magic users.

thx — Short for "Thanks."

train — Creatures following a target. The image of a player-character running away from, and being followed by, several hostile creatures is similar to a train engine being followed by several train cars.

tram — Short for Trammel, the non-player-vs-player facet.

trinny — Short for Trinsic (the *UO* city).

twinking — Giving high-level equipment to low-level characters. In some games, this may be seen as giving a new character an unfair advantage.

ty — Short for "Thank You."

u — Short for "you," as in "how r u?"

vet — Short for "veteran," meaning a long-time *UO* player.

wassup — What's up? A basic greeting.

woot! — An exclamation of happiness. Hooray!

wtb — Want To Buy. Signals that someone needs a specific item, usually one that can only be purchased from another player-character.

wts — Want To Sell. Signals that someone

has something he wants to sell to another player-character.

wtt — Want To Trade. A little less common than WTB or WTS, it signals that someone wants to trade (usually rare) items.

yellow — See Colors.

Emotes

Because typing does not convey the basic emotions that are important to conversations, people who use the Internet to talk will frequently add emotes to their text. These are seen as sideways faces, with the "eyes" usually on the left and the "mouth" usually to the right. There are many, many emotes being used, but five are most common.

:) Happy.

:(Unhappy.

:o Surprised.

;) Wink.

:P Teasing. (The face is sticking out its tongue.)

The above emotes are the basics, and knowing them will allow any player to much more fully understand what their fellow players are truly saying. There are many variations. Just try to see the face depicted, and figure out what facial expression is trying to be conveyed.

:-) Happy face (with a nose).

:\ Uncertain. Embarrassed.

>:(Very unhappy, or angry. (The ">" indicates eyebrows.)

8-(Surprised and unhappy. (The eyes are wide open, the face is frowning.)

:-{ Sad



GETTING STARTED IN BRITANNIA

Ultima Online provides one of the most detailed and immersive roleplaying experiences to be found anywhere, but before you can enjoy the game, you have to get through your first few hours of play. This chapter is dedicated to the confused newbie, to help him find his way through those first few bewildering hours.

The first thing you should know is that *UO* is fully documented on the web. Go to <http://guide.uo.com/start.html> for a detailed explanation of everything you need to know to start playing in *UO*. Our purpose here is not to repeat information already available from the online docs, the in-game tutorial, or the quick-start guide that comes with the game. Instead, we'll walk you through the first few hours of roleplaying and highlight some of the trouble spots you might find.

The first important thing you're asked to do, once you're in the game, is select a server to play on. The various servers each have their own "culture" and "feel," determined by the players that inhabit it, but at this early stage you don't need to worry about that. We suggest picking the server with the best connection time, being cautious to avoid servers like Siege Perilous, which have advanced rules that would make it harder to learn the game, and overseas servers like Yamato, which might present a language barrier problem with other players.

Likewise, don't get carried away trying to figure out the subtleties of character creation.

For now, just click on one of the three templates provided. For your first time in the game, the Warrior template is the best choice. While magic (the Magician template) and crafting (the Blacksmith template) are two of the game's most important and enjoyable systems, they are a bit on the advanced side. The Warrior choice allows you to concentrate on the real basics of the game — moving, fighting, trading and dealing with others. You can always go back a little later and create a new character, once you know more about where your tastes lie. Most players do.

Also (and this is one of the really unique things about *Ultima Online*), with a bit of patience you can take your starting Warrior character and turn him into a mage, a craftsman or anything else you can imagine. Since *UO* has no concept of "character class," you can develop your character's skills as you see fit. (Admittedly, you can save significant chunks of time and resources if you have a clear concept of your character in mind when you start to create him. Also, it should be noted that changing your character's concept becomes significantly more difficult as you progress towards the upper levels of play.)

Do play around a bit with your appearance. Nothing gives away a newbie like showing up with a plain vanilla portrait.

In *UO*, names are not exclusive, so you can give yourself pretty much any name you want (within the bounds of decency, of

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course). However, try to think of something that sounds reasonably like a real name suitable to the milieu. Naming yourself SmeGhed will not win you any friends. (There are a few names from the *Ultima* games — e.g., “Lord Blackthorn” — which are restricted to NPC use only.)

When you begin play, definitely do go through the tutorial and the introductory missions. Sometimes an unexpected disconnect at just the right moment can drop you out of the introductory missions before you really get started — if this happens to you, go ahead and start up a new character and go through the whole introductory mission series.

THE INTERFACE

Once again, it's not our purpose here to define every possible command in the game. That information is easily accessible from the quick reference card or the online docs. Our purpose is just to highlight some of the major points that might escape your attention your first time in the game.

First of all, you'll probably notice that when you play in full-screen mode, the play area is significantly smaller than the whole screen. That black “border,” however, is by no means useless space. Use it to store your various information windows, without risking their getting in the way of the action. The edge of the screen is a great place to keep your paper doll (character portrait), from which lots of other information can be accessed. You can also keep your pack (inventory) and your spell book open. All you have to do to reposition an information window is click-and-drag it to wherever

you want it. If you click and drag on your character in the play area, you'll get a very handy status window, which displays your current levels of Health (hit points), Stamina (energy to move and perform tasks) and Mana (magic energy). You'll also find your area map (aka, “radar map”) invaluable.

To play *UO*, you will have to get used to using your mouse for movement and object manipulation. This can bother some people, particularly when they're more used to playing other games. While it is possible to move using the arrow keys or the numeric keypad, and a number of basic functions can be mapped to the keyboard, the mouse is, in the end, simply the most efficient way to get around in the game. Once you get used to using the mouse, you'll find the interface works remarkably efficiently (although it is a bit tricky to try to pick up or use objects while you're moving).

Once you get the basic rule of mouse use in mind, the *UO* interface is remarkably powerful and simple. Right-click to move, left click to interact with other objects (pick up, attack, toggle interface buttons, etc.).

WHERE TO GO, WHAT TO DO?

The first thing you want to do in play is to get to know the town you start out in, be it Haven or somewhere else. Open up your radar map to get a broader perspective on the surroundings, and start to explore. Every building in town has a signpost near the door that tells its function. Click on the sign to see what you're looking at.



Look for the local bank, blacksmith's forge and general store. As you progress in the game and your interests become defined, you'll start to take an interest in other locations (the tailor's, the bowyer's), but for now concentrate on these three locations.

The bank is probably the most popular place for PCs to gather in town. It's also the location of your bank box. Your box is a secure place for you to store money and extra items, and it can be accessed from any bank in the game. To open your bank box, just walk up to any banker NPC and say the word "Bank." You can even stand just outside the bank's walls and open your bank box ("drive-up banking," Britannian style).

Incidentally, when you open your bank box, you'll find a "prize ticket" waiting there for you. To collect the prize, all you have to do is find another new player with a prize ticket. Join your ticket with his (though the trade window, see **Skills**, p. 57) and you'll receive your prize. This is just a little extra the designers threw in to encourage new players to meet and talk to one another.

The forge is where you'll be able to find the town smith and armourer. You should spend some of your starting money to buy some armour and possibly a new weapon. Buy the best armour and weapon you can afford. The only exception is if you want to play a mage, in which case you probably want to buy armour no heavier than studded leather ... heavier armour will drastically slow down your mana recharge rate. The forge is also an excellent place to meet other PCs, and you may want to return there if you decide to experiment with mining and forging.

The general store is simply the best place to sell small items and commodities of the sort you'll probably be finding at this stage of your career. Drop in and see what's available.

Also, look for the weapon practice dummies and the archery butts (practice targets). These can be used to train your skill with any new weapon up to a maximum of 25. Yes, practice dummies can be used to train in Wrestling skill. You don't have to be in War Mode to train, and it's probably a good idea not to be, particularly at the archery butts ... you don't want some non-combatant wandering into your field of fire and getting you flagged as a criminal. One last thing ... when you run out of arrows practicing archery, you can just go up to the butt and click on it to retrieve them (a small number may be lost to attrition).

If you want some help finding the above locations, check out the town maps at the back of this book. The map of Haven is on p. 264.

As you wander around town, you may find useful abandoned items lying around (bags, cloaks, maybe even a weapon). In general, it's OK to grab anything that's left out for the taking. You can make a pretty good starting income picking up what others leave behind. The key word here is, of course, "abandoned." If somebody's arranging his inventory on the sidewalk, he may be showing questionable judgment, but that doesn't mean it's OK to steal his stuff out from under his nose.

It's also OK to kill birds and small animals in town ("bunny bashing") for a little extra experience. Just make sure you're not attacking somebody's pet. (Don't attack any animal that has a name, and never attack *anything* that highlights blue when you pass your cursor over it.)

It's definitely a good idea to talk with those you meet, but be careful ... there are, sadly, players out there who think that pulling pranks and scams on newbies is all good clean fun.

IN THE WILDERNESS

Now you're finally ready to venture out of town into the wilderness. Do as much exploring as you can while your "new citizen" (or "young") protected status lasts ... once it's gone, the world's going to become a much more threatening place.

Start out hunting mongbats and headless. When your skill advancement starts to slow, move on to skeletons and zombies. Don't mess with orcs until you've exhausted the advancement potential of the lesser undead, and under no circumstances should you mess with an ogre or a troll. If mundane creatures are more to your taste, start out with birds and bunnies, and move on to deer and wild pigs (avoiding panthers and bears, for now). If you click on a creature and you don't attack, make sure you're in war mode.

To find plenty of lesser undead to whale on, take on hunts for buried treasure, which are plentiful around Haven. You should get your first treasure map from one of your newbie quests, and each buried chest you find will have a new map in it to a different treasure.

Because of your "new citizen" status, a monster will not attack you until you attack it first. Under no circumstances should you ever attack more than one monster at a time ... two monsters attacking together are much more than twice as hard to defeat as a single monster.

An excellent way to improve your skills is to help a more advanced character, who's attacking a more powerful monster than you could take on solo. This requires some courtesy. You should never join another player's combat unless given permission (a heavily-wounded character running through the woods with a lightly-wounded monster in hot pursuit definitely constitutes permission), and the person taking the brunt of the combat should be given every opportunity to make the killing blow (for the reputation benefit), and should always receive first pick from the treasure. It's acceptable to ask politely for a cut of the treasure, but don't get snitty if they refuse.

Double click a monster's corpse to take its treasure. And, by the way, those packs the monsters carry their treasure in can often be sold at the general store.

When you kill an animal, don't forget to dress it. In other words, take its hide and meat. To do that, double click your knife, then when the target cursor appears, click on the corpse. The meat and hide appear on the monster's corpse ... you have to double click the corpse to get them. Hides can be sold to tanners, but they're heavy. Use your scissors on the hides when you take them ... cut hides are much lighter than fresh.

Often, an NPC will ask you to escort them to some other location. This is an excellent way for newer characters to earn money without (necessarily) going into combat. But don't accept escort missions to very



remote locations ... at least, not until you're familiar with the Moongate system.

Don't forget to eat occasionally. Eating's not essential for survival in *UO*, but it does make your health and stamina recovery more efficient. You can cook meat from killed animals by double clicking it and then clicking on a source of fire — for example, a campfire, an oven or even a forge (you will lose some of the meat until your cooking skill advances sufficiently).

And, just as in town, be on the alert for things others leave behind. Magical reagents spawn naturally on the ground, and are always handy to have around. And you'd be amazed at some of the things a player trying to power-level a skill or reputation might leave behind.

CHARACTER CREATION

One of the major pluses of playing a character in *Ultima Online* is the freedom you have in determining what you want to accomplish during your character's life.

Want to be a detective who poisons blades on the side? A veterinarian who charts the open seas? The best warrior-chef this side of Ilshenar? While some skills obviously belong together (Stealing, Snooping, Stealth and Hiding, for instance), you have the freedom to develop whichever skills you want, whenever you want. Unlike many other role-playing games, you aren't hindered by selecting certain skills when you create your character. Sure, you can take one of the three starting template characters to begin with, but after you go through those tutorials (that's really what they're for),

you'll want to play around with creating your own advanced template character. At that point, you can pick certain skills and allocate attribute and skill points.

This chapter strives to give you a good, basic understanding of templates and the individual skills you can select. When you're ready for the really in-depth stuff, open up your trusty web browser and take a look at some of the sites listed in **Websites**, p. 179. There are literally thousands of players out there with more hints, tricks and skill details than we could print in twenty books!

Before you start, here are a few basic terms:

Strength/ Intelligence and Dexterity

These primary attributes describe your character's physical strength (Strength), mental ability (Intelligence) and coordination (Dexterity). You start with a certain number of points in each, but these attributes improve as you use skills that rely on them. Some potions, spells and enchanted items can affect attributes as well.

Health/ Mana and Stamina

These secondary attributes are figured based on your primary attributes. The maximum amount of Mana you can have is equal to your character's Intelligence, and the maximum amount of Stamina is equal to your character's Dexterity. Health is:

$$1/2 \text{ Strength} + 50$$

Then, any bonuses you have through potions, weapons, etc., are added.

- ♀ **Health** drops when you get hit by a weapon, creature, poison or spell, and it's restored through the Healing skill and Heal, Cure or Strength potions.
- ♀ **Mana** gets used when you cast spells or inscribe scrolls, and it's restored through Meditation.
- ♀ **Stamina** drops when you overexert yourself, and it can be restored through Refresh and Agility potions.

All attributes will also return to normal levels if you sit still for long enough.

Starting Templates

Let's get started. As we just said, you can select one of three pre-configured starting characters, or create your own advanced character. Generally, as a new player, you're better off starting as a Magician (spellcaster), Warrior (fighter) or Blacksmith (crafter). These three have built-in starting quests to develop your in-game skills and teach you the fine points of your trade. An added bonus to selecting a preset template is that you get 60 extra skill points for a total of 160; advanced custom characters don't get this luxury.

Depending on whether you select a template or create an advanced character, you get a different number of skills and skill points. It's important to note, however, that you are not really limited by your choice of templates. Although each combination takes a different amount of time to develop, in the long run, you can essentially create any type of character you want by developing specific skills and letting others fall by the wayside.

Blacksmith

The Blacksmith career track is a trade-skill template. You start out with a few tools and learn how to mine ore, forge ingots, and create weapons, tools and equipment. In Haven, the starting quests will show you how to perform tasks basic to your trade. Following that, you can travel to Minoc or another city near ore sources and make money by creating items for people and NPCs. You can either mine ore yourself, or purchase it from other players.

The basic order of tasks goes something like this — obtain ore, smelt the ore into ingots using a forge, then forge ingots into items using an anvil. You can also melt down old metallic items in a forge to obtain fresh ingots.

Starting Attributes

Strength	60
Intelligence	10
Dexterity	10
HP	80
Mana	10
Stamina	10

Starting Skills

Arms Lore	30.0
Blacksmithy	50.0
Mining	30.0
Tinkering	50.0



Mage

Magicians supply magic to the land and are especially valuable to adventurers. As a mage, you can perform magical favors for strangers and groups who value spells such as Heal, Magic Missile and Unlock. Mages are appreciated for their skill at making and sharing scrolls, especially Resurrect and offensive strike spells, such as Fireball.

Mages who learn the skill of Alchemy can also create potions to give or sell to others.

Moonglow is a haven for higher-level mages, but difficult to get to without help. Britain, or any commercial center for that matter, is a good place to visit after leaving the safety of Haven. Just make sure you don't journey alone, since young Mages are susceptible to physical harm.

Starting Attributes

Strength	25
Intelligence	45
Dexterity	20
HP	62
Mana	45
Stamina	20

Starting Skills

Evaluate Intelligence	50.0
Magery	50.0
Meditation	50.0
Wrestling	50.0

Warrior

Warriors are born to adventure, kill, loot, and sell their finds. Physical brawn, a knowledge of Anatomy, and effective use of Tactics and Healing can help young fighters earn a living and make their way through the lands and dungeons of Britannia.

To start with, you should concentrate on finding small things to hunt, such as deer and rabbits. Their hides and meat can bring a good price in a nearby market. Later, you can offer your swordsmanship services as a travel companion or guard. Highly skilled Warriors have also reported lucrative outings to many of the land's dungeons.

Outside of Haven, you may want to venture to Vesper and hunt. Really, though, the world is yours as a Warrior — but again, groups are the safest way to travel.

Starting Attributes

Strength	45
Intelligence	10
Dexterity	35
HP	72
Mana	10
Stamina	35

Starting Skills

Anatomy	30.0
Healing	45.0
Swordsmanship	35.0
Tactics	50.0

Starting Equipment

When you finish creating your character and begin playing, you always get the clothes on your back, a dagger, a candle, a journal, 1000 gold coins and a backpack.

You also get additional starting equipment determined by your starting skills. If you use the skills from the pre-set Blacksmith, Mage and Warrior templates you get the equipment below. Starting equipment for other starting skills can be found on the table on p. 50.

Blacksmith: On Person: shirt, pants/skirt, 1000 gold, smith's hammer, leather gloves, tinker's kit, pickaxe, 50 iron ingots, apron

In Bank: dagger, candle, blank book, tinker's kit, smith's hammer, pickaxe, 50 ingots

Mage: On Person: shirt, pants/skirt, shoes, 1000 gold, mage's hat, robe, spellbook, 50 of each spell reagent, 3 random spell scrolls

In Bank: dagger, candle, blank book, 30 of each spell reagent

Warrior: On Person: thigh boots, 1000 gold, katana, studded leather tunic, studded leather gorget, studded leather leggings, studded leather sleeves, studded leather gloves, bascinet, 50 bandages, scissors

In Bank: shirt, pants/skirt, shoes, candle, blank book, dagger





PLAYGUIDE

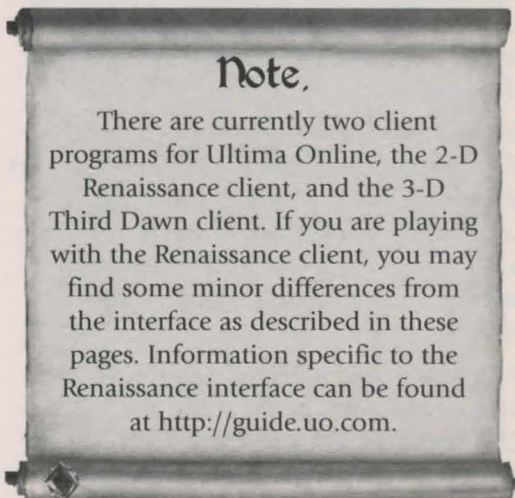
Ultima Online is completely documented on the web at <http://guide.uo.com>. However, since it's not always convenient to read online docs and play a game online simultaneously, we are reprinting those portions of the online playguide relevant to new players on the following pages.

There's a great deal more information available online than can be found below. We have not reprinted those portions of the online playguide having to do with installing the game and creating a character, since these are explained elsewhere.

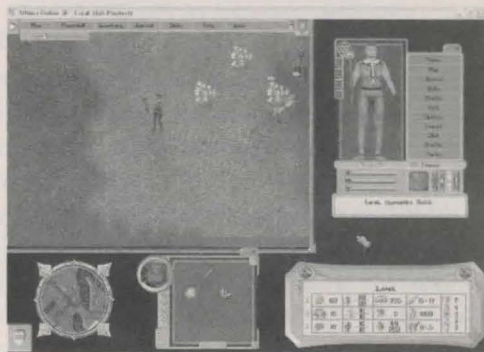
Also, in the interest of space, we have limited our playguide to crucial game systems affecting new players. Go to the online playguide if you want more information about useful optional features like the Chat System and the Options menu.

Most significantly, the pages that follow don't include information about many of the advanced systems, which are extremely important to a full understanding of *Ultima Online*, but do not come into active play until your character has acquired significant expenses and resources. Go to <http://guide.uo.com> if you want to know about important advanced systems in the game like:

- † Houses and Boats
- † Player-Owned Vendors
- † Player Guilds & Guildstones
- † Factions
- † Commodity Deeds
- † Potion Kegs
- † Murderers
- † The Siege Perilous Shard



CHARACTER WINDOW



The Character Window is also called your "Paperdoll." All the information about your character, as well as most of the game options, is accessible from your Character Window. To open the Character Window, or Paperdoll, double click your character.

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The Character Window — as well as all information windows in the game — can be closed by right-clicking on it. All such windows in the game can be moved by left-clicking and dragging them to another location on your screen. Many can be minimized by clicking on the minus sign (-) on the window.

In the *Third Dawn* client, your character in the Character Window is animated to reflect your movements within the game. You can use the arrows provided to rotate your character and you can select the Freeze option to disable the Character Window animation.

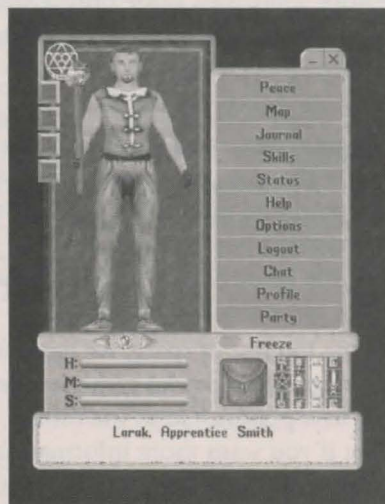
As a new player, a default desktop will be arranged for you the first time you play *Ultima Online*. The game will automatically open your Character Window, Backpack, Radar Screen, Skill List, and Quick Menu.

Note

You may arrange the open windows as you prefer, and upon logging out of *Ultima Online*, they are saved to a character desktop file. When you re-enter Britannia with the same character, your open windows are arranged as you left them. You may arrange separate configurations for each character on your account if you wish.

Name

Your Character Window displays your character's full name, including profession, any titles you may have, guild affiliation (if you belong to one) and any guild titles you may have been granted. Your name will also reflect your reputation (the reputation system is explained further along in this manual).



Clothing/Armour/Weapons

The Character Window shows a close-up view of your character, including the clothing and armour you're currently wearing, or any weapons or tools you're currently wielding. Click on any tool, weapon or clothing item to identify it.

To remove any item on your person in the Character Window, click and drag it to your Backpack or to the ground. Then, drag the item you're replacing it with to the proper spot on your character and release the button.



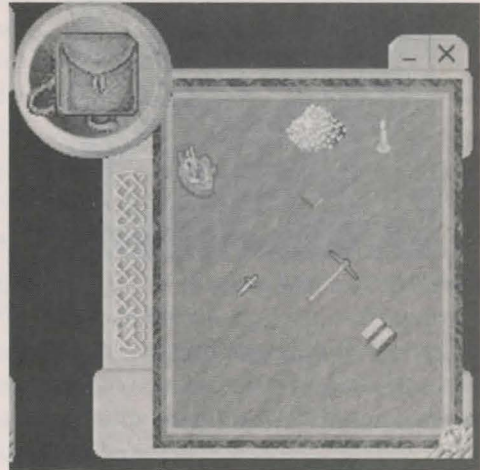
Some items, such as bracelets, necklaces and rings, may be difficult to see on your Paperdoll. For ease of wearing and removing these items, they will be visible in the small equipment slots located to the left of your Paperdoll.

You may rotate the view of your Paperdoll 360° by using the small rotation arrows located near your Paperdoll's feet. This rotation will affect only your Paperdoll, and will not change the position of your character within the game.

Backpack

Everything you're carrying that you're not wearing or wielding is in your Backpack. Double click the Backpack to the right of your character in the Character Window to open your Backpack and display its contents. After you open the backpack, you can remove items by clicking and dragging them. If you have many items, it may prove difficult to select the item you wish. The best way is to move the cursor until the item you want is highlighted. A pop-up window will show you the name and any interesting details about the highlighted item. You may resize your backpack window by clicking and dragging the blue gem in the lower right corner of the window.

Your backpack may also be accessed by clicking the Inventory button on your character window, or by **[Alt] [I]**.



Character Window Menu

There are a number of commonly used options located to the right of your Paperdoll in your character window.

Map. This button opens an overhead image or your immediate area. Your location within the map is noted by a single white dot. You may toggle between small and large map windows by clicking the Map button or **[Alt] [R]**. Note that the Map button option is only available from the Character Window in the *Third Dawn* client. In the *Renaissance* client, you may use **[Alt] [R]** to view the map.



Inventory. The Inventory button opens your backpack. You may resize your backpack window by clicking and dragging the blue gem in the lower right corner of the window. Typing **[Alt] [I]** also opens your backpack.

Journal. The Journal button opens a scroll-shaped window that contains a written record of your most recent conversations and actions during the current play session. You can resize the Journal window by clicking on the tab at the bottom, then adjusting the size of the white outline. Clicking on the padlock icon locks the visible text in place until you click on the padlock again.

Skills. The Skills button opens a window listing all your skills and their ratings. Skills are arranged by category: Miscellaneous (craft skills), Combat Ratings, Actions, and Lore and Knowledge. Click on a category to display your ability with all the skills it contains. If you wish to group together the skills you use most often, click on New Group at the bottom of the skills scroll. You may then drag any skills you wish into the new group.

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

Many of the skills listed have a blue jewel next to their listing. The jewel indicates that in order for the skill to be used, it must first be evoked from this scroll. To evoke a skill, open the scroll and click on the blue gem.

For additional information about managing skills and general information on individual skills, see **Skills**, p. 49.



Status

Status. The status button opens a window displaying your character's Vital Statistics. These are organized into a grid. In each cell are an icon and one or more numbers showing your current and (if applicable) maximum values for that stat. This window constantly updates to show your current status in the game.

The leftmost column shows the following stats. Immediately to the left of each stat box is a Stat Lock Toggle Button which you can use to control which attributes you wish to gain, lose, or lock.



Strength (STR): Your current strength

Dexterity (DEX): Your current dexterity

Intelligence (INT): Your current intelligence

The next column to the right shows your character's current and max derived attributes.

Your current value is shown above the line, and your maximum value appears below.

Hit Points (HP): Your maximum hit points are primarily based on your strength.

Stamina (STAM): Your maximum stamina is based primarily on your dexterity.

Mana (MANA): Your maximum mana is based primarily on your intelligence.

The middle column shows some miscellaneous information:

Stat Total: The number above the line is the total of your strength, dexterity, and intelligence. The number below the line is your unmodified maximum stat cap.

Luck: This attribute can only be gained by wearing or wielding magic items. Luck increases the number and quality of magic items you find on your adventures.

Weight: These numbers show the amount of weight that you are carrying, and the maximum weight you can carry. This total includes all of the equipment you are wearing, plus every item in your backpack. Your maximum weight is based primarily on your strength.

The second column from the right shows three more various attributes of note:

Weapon Damage: This value shows the minimum and maximum damage you will do based on the weapon you are currently wielding. (If you aren't using a weapon, it shows your unarmed Wrestling damage.)

Gold: This is the amount of gold you have in your backpack. The number does not include any money stored in your bank, or carried in the form of bank checks.

Control Slots: You can only control a limited number of mercenaries, summoned creatures, or pets. These numbers display the number of control slots you are currently using, and your maximum number of control slots. Currently, every character is always limited to 5 maximum control slots.

The rightmost column displays your character's damage resistances. They are, in order from top to bottom:

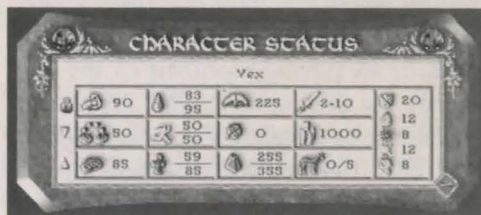
Physical Resistance (Gray): This is your resistance to physical attacks, like non-magical swords or arrows.

Fire Resistance (Red): Higher fire resistance reduces the damage you take from fire-based attacks, like dragon's breath or the Flame Strike spell.

Cold Resistance (Blue): This affects your ability to withstand cold-based attacks.

Poison Resistance (Green): Your resistance to poison-based attacks, like the venomous bite of the wyvern or the assassin's blade.

Energy Resistance (Purple): Reduces damage done to you by Lightning-based attacks.

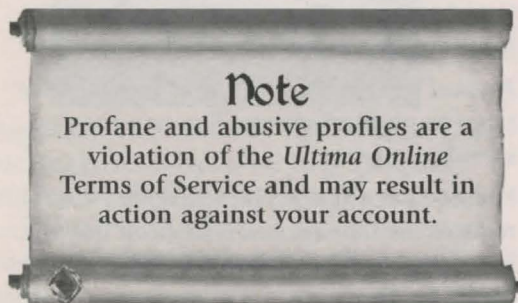


Party. The Party button opens the party system manifest. You may use this manifest to invite others into your party, to communicate with your party, disband your party, and control whether party members may loot your corpse. For additional information on the party system, see p. 44.

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Profile. The Profile button opens a character profile screen. You may fill this page with any information about your character that you wish to be public knowledge. To do so, click on the profile screen and start typing. Other players viewing your character window may open the profile and read it at any time.



Chat. The Chat button opens the chat system interface. Additional details of the *Ultima Online: Third Dawn* chat system may be found in the *Ultima Online* Playguide at <http://guide.uo.com>.

Help. The Help button opens the help system menu. Should you find yourself in a situation where you have questions about the game or about the rules of *Ultima Online*, or are having problems of any sort, you may use this menu to find answers to your questions or request assistance from game staff. There are two different kinds of helpers in the game to take care of unusual problems that may arise.

Companions: Companions are experienced players who wish to help introduce newer players into the world of *UO*. Although companions do not have special skills, their experience is an invaluable resource for new players.

Game Masters: Origin employs a staff of dedicated customer service employees to help with specific issues in the game. When you are in need of help in the game with an unusual problem, you may issue a call to a GM. The In-game Help menu aids you in determining when you need a GM.

Options. The Options button opens an extensive menu of options to customize your game screens, sounds, and other functions. Full descriptions of *Ultima Online: Third Dawn* options may be found in the playguide located at <http://guide.uo.com>.

Logout. This button disconnects you from the game and returns you to the Main Menu. Your in-game character remains in the game for five minutes after you log out. Your character fights back if attacked, but only melee. This function exists so unscrupulous characters cannot unfairly escape dangerous situations simply by breaking their internet connection. If you log out by using your camping skill, or log out while at an inn or in your house, your character disappears from Britannia immediately and is not subject to the five minute log-out timer.

Peace/War. The Peace/War button toggles your character from Peace mode to War mode and vice versa. Additional details on fighting and war mode may be found in the Combat section of this guide.

Map. This button opens an overhead image or your immediate area. Your location within the map is noted by a single white dot. You may toggle between small and large map windows by clicking the Map button or press **[Alt][R]**. Note that the Map button option is only available from the Character Window in the *Third Dawn* client. In the *Renaissance* client you may use the **[Alt][R]** option to view the map.



The Quick Menu

The Quick Menu allows immediate access to common commands from a permanent location atop your game window. Clicking on any of the buttons will toggle the commands described earlier in this chapter.

In the *Third Dawn* client, the Quick Menu allows access to the 'Gesture Menu' and the 'Zoom Slider'. Clicking the drop-down menu allows you to select from a number of animated gestures. Your character completes the selected gesture, and it remains selected as your default gesture. When a gesture is set as default, you may use the gesture by single-clicking the gesture name in your Quick Menu. The Zoom slider is denoted by a magnifying glass. Sliding the bar right or left allows you to zoom in or zoom out respectively.

ACTIONS

Identifying And Picking Up Items

Hovering the mouse over any item in the game brings up an Item Properties window, which gives you the name of the item as well as all of its attributes. To pick up an item, click and hold on the item and drag it over your character or your backpack. You can release it over your character, drag it directly to your Backpack window, or drag it to the Backpack on your Character Window, if either is open.

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

Using Items

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

Many items require a series of actions. For example, a miner double clicks his pick axe, which turns his mouse cursor into an aiming circle that he moves over the portion of rock he wishes to mine. He then single-clicks to mine the site he's selected.

Sometimes you need to use one item on another item. For example, you might need to use a spinning wheel to change wool into yarn. In this case, you would double click the raw material, the wool, and then single click the item being used, the spinning wheel. The wool becomes yarn. Any time you try to use an item that requires multiple stages or other items, the game prompts you for the next step.

Dropping Items

At any time, you may remove items from your inventory and drop them almost anywhere on the screen near your character. If, for some reason, the item can't be dropped in the location you've selected, the item will return to your inventory.

A dropped item stays where it is until it deteriorates naturally or someone picks it up. Dropped items don't tend to stay around for long. Not only are other players likely to be interested in your discarded possessions, but NPCs and even monsters are sometimes on the lookout for items that meet their current needs.

Stacked Items

Some items in the game, notably gold, can be stacked. This means that all the items of that type in your inventory can appear, and be moved around, as a single item. If you want to do something with only a portion of the total items in a stack, click and drag the stacked objects in your Backpack to whomever or wherever you want it. This brings up a window showing the quantity in the stack, with a slider that allows you to adjust the quantity you wish to move. To change the quantity, slide the blue stone on the right side of the slider to the left. You can also type the number in that you would like to manipulate. The amount you select remains on your cursor, and the remainder is returned to your inventory.

Zooming

The zoom feature is only available with the *Third Dawn* client. You can zoom in and out by two different means.

Quick menu. There is a slider bar that allows for zooming in and out located on your Quick Menu. (See p. 27 for more information on the Quick Menu.)

Spin mouse wheel. Zooms the game view towards or away from your character. When using a non-wheel mouse, you may access the zoom command through the Options menu.

Money

Getting Money

Everyone has to make a living, even in the fantasy world of Britannia.

The simplest way to start earning an income is to start trading. Find any small items that might be available (there is something there, if

you look hard enough), and then find a merchant who might need something of that sort. If you try to pick up something that already belongs to one of the non-player characters in town, the NPC informs you that you may not take it. Do not try to steal anything unless you have the appropriate Thieving skills - you're unlikely to survive the experience!

Be prepared to spend some time building a nest egg — it's not easy. Note that shoplifting from local merchants is not the best way to build a nest egg. Most items can't be stolen, and even if you get away with it, merchants can usually spot a criminal and refuse to do business with you.

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

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



If the market for a certain type of wares becomes glutted in one town, the best thing is probably to seek out a better market in another town. If you feel that you're not yet ready to venture out of town, perhaps a more experienced character could be convinced to act as a "middle man," paying you for your wares so he can sell them in another town at a profit.

Banking

Once you possess more money or items than you can (or wish to) carry, you can start keeping the bulk of your wealth in a bank. Every citizen has a bank account (although of course your account is empty when you start playing). Banked money and items are 100% secure from theft. To conduct most banking transactions, you must go to a bank.

Your bank account and bank box can be accessed from any bank in the land.

Safe Deposit Boxes

Walk into your local bank and say, "Bank" to the banker, and he opens your personal chest, containing your banked items and whatever gold you have deposited into your bank. There is a limit on how much this chest can hold.

Deposit

You can deposit money into your account just by dragging it from your backpack to any banker NPC. You can also drag it directly into your bank box.

Double-check to be sure that you're giving your coins to a banker. Other NPCs take your gold and won't return it!

Withdraw

If you need money from your bank account, just say "Withdraw \$\$\$" (where \$\$\$ is the amount of money you wish, as in "Withdraw 100") to the banker. The money will be transferred to your backpack. You can also drag the money directly from your bank box.

When buying from a player-owned vendor, gold can always be withdrawn from the bank. When buying from an NPC shopkeeper, only gold for purchases over 2,000 gp may be drawn from the bank.

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

Commodity Deed. For trading large quantities of items, such as ingots or arrows. Buy the deed from a banker, and, while at the bank, double click the deed, then click on a commodity. The items disappear and are recorded on the deed. To get the commodity back, put the deed in your bank and double click it.

Check. You can also change large amounts of gold (over 5000) into a single piece of paper — the check. Just say "check \$\$\$\$" while you're near a bank, where \$\$\$\$ is the amount of gold you want held in check form. The gold is, of course, deducted from your bank account. A check cannot be stolen and goes with you when you die. To get the gold back, put the check in your bank box and double click it. If your bank box is too

full to hold all of the gold from the check, enough gold to finish filling the box appears, with the rest remaining in check form.

Statement Balance

To check your available funds, say "Balance" or "Statement" to any banker, and he tells you your current balance.

Criminals and Murderers

Criminals cannot bank until they are no longer flagged as criminals. Murderers may bank, but only if they are not currently flagged as criminals.

INTERACTING WITH OTHERS

Talking to Others

Most of your communication in *Ultima Online* will be done by "talking." Whatever you type on your keyboard appears above your character's head. Your speech is heard (seen) by anyone on the same screen. There are also chat and messenger features you can use. There are additional keystrokes that allow you to use speech in specific ways; to yell or to whisper. These keystrokes can be learned in the *Ultima Online* Playguide located at <http://guide.uo.com>.

In addition to conversing within the game world, you may wish to try the *Ultima Online* Chat option, which allows you to open an additional chat window outside the game. Details on the chat system can be found in the *Ultima Online* Playguide located at <http://guide.uo.com>.

Emote. Voice inflection is not easily translated by typing; however, *UO* allows you to "emote" your feelings. By typing a colon (:) followed by a space before your text entry, it is emoted. Your "emote" is surrounded by asterisks and is a different color than your normal speech. Emotes (emotions) allow you to suggest an action that your character is doing to immerse yourself in the environment. *kicks dirt* *twirls hair* *sighs* Many players also set up macros for common emotes, such as smiles, laughs, grins, frowns, etc.

In the Third Dawn client, there are also several animated emotes that allow your character on screen to actually perform the indicated action (yawn, bow, etc.).

Whisper. Whispered text (e.g., "Psst, wanna buy a chicken?") can only be "heard" by characters immediately adjacent to you. By typing a semicolon (;) followed by a space before your text entry, it is whispered.

Yell. Yelled text (e.g., "HELP!") can be "heard" by any character up to a screen and a half away. By typing an exclamation point (!) followed by a space before your text entry, it is yelled.

Secure Trading With PCs

Secure trading allows you to trade items with another PC without giving up the item you're offering until you're satisfied with what's being offered in return.

To trade with a PC, stand near them and click-and-drag the item you wish to offer over the other player on screen. This opens up the secure trading window for both characters. This window has two panels, one for the goods you're offering, and the other for



what's being offered in return. You can examine the goods you're being offered, but the trade isn't actually made until both players click on the check button at the bottom of the screen. You can cancel the trade at any time if you don't like the deal being offered.

Secure trading can be used to give something away for free. You just check off on the transaction before anything is offered in return. Likewise, a cash transaction is treated as a trade, where one party offers goods and the other offers gold or a check.

If you are trading with another PC and you move past a certain distance from each other, the trade window is closed and the trade is cancelled without goods changing hands.

Talking With NPCs

Before you can talk to NPCs, you must first get their attention. Thus, everything you ask NPCs must include their name. To get the name of an NPC, click once on him or her. With vendors or shopkeepers, you need only employ their job title. For example, if you wish to buy something from a vendor, get physically close to one and say, "Vendor buy." If, for some reason, the vendor ignores you, then you might want to preface "buy" with the vendor's name, or you may use **[Shift]**-left-click to access a menu of vendor interactions.

As the example above also illustrates, you don't have to speak in complete sentences when you address NPCs.

Training From NPCs. When you're a new player, one way to jump start your progress in a given skill is to pay for training from an NPC. To obtain training in the basic professions, go to a shop related to that profession. Then, get physically close to the NPC shopkeeper or tradesman, and say, "[name

of NPC] train," or use **[Shift]**-left-click on the NPC to get a menu of possible interactions, and select Train. The NPC then tells you the various skills he is qualified to teach. Pick the one you're interested in and say, "[name of NPC] train [name of skill]." The NPC gives you a price to teach you all he or she can. You can pay less and get less than the full training the NPC can offer.

Vendors. There are two kinds of vendors: Player-owned vendors and NPC shopkeepers. Player-owned vendor NPCs allow players to sell things to other players, even when they're not logged in. Vendors are indestructible and do not move from the site where they are placed (as long as they are paid). NPC shopkeepers are also called vendors, and are usually found in shops within town.

Interacting With Vendors. To talk to a vendor, the greeting and action must be on the same line ("Vendor buy"). Greetings include the vendor's name or title.

Valid requests include:

Buy: The vendor displays his inventory so you can browse his goods and asks you to target the item to buy. A prospective customer can hover their cursor over the item to see their Item Properties windows. The gold is removed from your inventory if you are carrying it, or from the bank if you're not. If you are the owner, he tells you that you don't need to buy the items.

Sell: Players can sell items to NPC shopkeepers who are interested in buying them. Usually you need to find a vendor who is already selling what it is you're trying to sell.

Train: This prompts the NPC to offer you a list of skills they can teach.

Train (skill): This prompts the NPC to tell you the price to train in a specific skill they teach.

Status/Info: If you are the owner of a player-owned vendor, the vendor describes his status, including how much gold he's holding, how much he charges per day, and how many more days he will continue working, assuming nothing changes.

Collect/Gold/Get: If you are the owner, the vendor gives you all the gold he's collected from purchases. A full explanation of owning a vendor may be found in the playguide located at <http://guide.uo.com>.

COMBAT

Trammel, Ilshenar, Felucca, and Malas

Britannia is divided into three distinct areas known as "facets." Each facet may have different rules and regulations governing gameplay.

Trammel, the facet on which all new players begin, is focused on player versus monster combat. Except under certain circumstances, such as guild wars, players on the Trammel facet may not attack each other. All player versus player combat is consensual, meaning that the players involved must have actively pursued gameplay options to facilitate this type of combat.

Ilshenar is governed by the same rules as Trammel. Player versus monster combat is the norm, and player versus player (or PvP) combat is consensual only.

Felucca, the original facet of Britannia, allows active player versus player gameplay. This means that if you are on the Felucca facet and are outside of a guard zone (or

town), you may be freely attacked and may freely attack other players. Keep in mind, you are responsible for the consequences of your actions, and actively pursuing player versus player combat may result in a negative Reputation or Karma.

War Mode and Fighting

Aggressive combat takes place in Britannia only when you are in "War mode". To enter War mode, click on the "Peace" button to the right of your Paperdoll. Your cursor will turn red in color. Double clicking an enemy will then cause you to advance and engage in combat.

To leave War mode, single-click the same button. You can also use **[Tab]** to toggle it off and on.

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

Depending on what facet you are on, some targets may not be able to be attacked.

Be extremely careful when targeting while in War mode! Double clicking an NPC or another player, while on certain facets, counts as an attack against them, whether or not you actually make contact with the target. This may cause you to be flagged as a criminal ("gray") and other players will be able to kill you without repercussion for a short period.

While in War Mode, moving your cursor over another player or an NPC, animal or monster highlights that target according to how attacking it affects your character. Double-clicking a highlighted creature or player will cause you to attack them. **When**



in War Mode, be especially careful not to double-click any creature you don't want to attack! The highlight is one of five colors: gray, red, blue, green or orange.

Red: A Red highlight on a player indicates that person is a murderer and can be freely attacked without negative consequence to your Karma or murder count. Some evil monsters also highlight red. Red players are only allowed in Felucca, so if you see a red anywhere else then it is an NPC or monster.

Gray: When a player highlights gray, it means that person has performed a criminal act, or has become aggressive to you. Most monsters and animals highlight gray, meaning they are freely attackable. Killing grays will most likely raise your karma. Note that you cannot attack gray players anywhere except Felucca. Killing a player who highlights gray won't give you a murder count.

Blue: Normally, most other players and human NPCs will highlight blue to you. You cannot attack blue players except in Felucca, and if you do kill a player that highlights blue then you will receive a murder count and lose karma. Attacking a blue NPC is a criminal act, and if you do it while in an area protected by city guards, the guards will come and kill you. Note that in Ilshenar, some "good" NPCs highlight blue. Attacking these is not a criminal act, but it will lower your karma.

Green: Green highlighting indicates the target is a member of your guild, or is a mercenary or pet guarding a member of your guild. It is legal to attack these creatures or players everywhere in the world. Doing this is not a criminal action, nor can it earn you a murder count.

Orange: Members of enemy guilds or enemy factions highlight orange, and are freely attackable. If the target is a member of an enemy faction, they will only highlight orange to you in Felucca. Everywhere else they will highlight blue and be safe from your aggression. However, members of enemy guilds will always highlight orange and are legally attackable anywhere.

For more information on "grays", "reds", "blues" and the Reputation System, see p. 44.

Targeting

To target anything in the world of *Ultima Online*, you merely need to move your mouse cursor over the item/monster/person and click. Be careful what and when you target, as you may find yourself unintentionally engaging in an attack!

Practicing

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

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

Note

Practicing in this manner only result in skill gains until you reach 25.0 in the practiced skill.

ESCORTING

Nobles & Seekers of Adventure. Some NPCs, called Nobles, or Seekers of Adventure, are in need of an escort to a town or dungeon. They will pay handsomely for your services and aid in helping them to reach their desired destination. Other NPC types that can be escorted include brides, grooms and prisoners.

Prisoners. Prisoners are NPCs that can be found at monster spawn locations. Prisoners call out for help to passing players. To release a prisoner from his/her chains, simply double click them. Releasing a prisoner causes them to follow you for a short length of time. You can then escort them to any town and they will reward you for your assistance.

The Proper Escort

Townspople requesting escort will not travel with someone who is already escorting another; you may only have one escort at a time. You must also wait 15 minutes between each escort.

Saying "destination" to an NPC wishing to be escorted results in them telling you where they would like to go.

Saying "I will take thee" to an NPC wishing to be escorted causes them to follow you.

Upon reaching their desired destination, the NPC will thank you and pay you for your service.

If your NPC escort has stopped following you, try saying "destination" again. This will usually get his attention, and he will resume following you. They sometimes get "stuck" crossing server boundaries as well. If this happens,

go back to them, say "destination" to get them following you again, and try crossing the server boundary in a different location.

NPC escorts must arrive at their requested location in a timely manner, or they may disappear.

Attacking a Noble or Seeker of Adventure

When a Noble or Seeker of Adventure is attacked outside of town limits, they will call "henchmen" for assistance. Henchmen that come to the aid of a Noble or Seeker of Adventure have increased fighting ability. Some use Archery. The Noble or Seeker of Adventure cannot be killed until the henchmen are dealt with (killed). Henchmen carry some of the gold from the Noble or Seeker of Adventure as payment for coming to their rescue. After a short time, the henchmen will leave the Noble or Seeker of Adventure and return whence they came.

HIRELINGS AND PETS

It always pays to have a few friends at your side. If no friends are available when you need them, you can always buy some.

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



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

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

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

Naming Pets

If you are the owner of an animal, you can give the animal a name. Just click on the pet and then drag off of it to open its Status Bar. Enter the name you choose in the appropriate field.

GIVING ORDERS

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

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

Come. Summons the pet or hireling to your location.

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

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

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

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

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

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

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

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

"extremely unhappy"

"rather unhappy"

"unhappy"

"confused"

"content, I suppose"

"content"

"happy"

"rather happy"

"very happy"

"extremely happy"

"wonderfully happy"

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

Stop. Cancels any current orders to guard or follow.

Pet Reputation

Pets inherit the Karma level of their owner. So, if your Karma is at the low-end of the spectrum, your pet's will be as well.

Mounts

Horses, llamas, ostars, nightmares, war horses, unicorns, ki-rin, ridgebacks, fire steeds, swamp dragons, and giant beetles are special types of pets. Powerful Necromancers can also animate dead steeds into undead

skeletal mounts. They provide another method of transportation in Britannia.

To ride a mount, simply double click the animal you've purchased or tamed. Be sure that you are not in War mode or you will attack the mount instead of riding it. You appear astride it and your normal walking/running movement controls that of your mount.

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

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

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

You can also be knocked from your mount by another player using a special weapon called a bola, or by the expert use of a footman's lance.

Pack Horses

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

Stabling

To stable a pet, find an animal trainer. If you say the word "stable" to the trainer, he offers to keep the animal for a small fee. You can only stable animals and other creatures — not hirelings, of course!

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



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

Stables can become so full that they will take no further pets. The number of pets a character can stable is based upon three skills:

Taming, Veterinary and Animal Lore. If the total of these three skills is between 160 and 199.9, then three pets may be stabled simultaneously. If the skill total is between 200 and 239.9, then four pets may be stabled simultaneously. If the total of these three skills as at or above 240, then five pets may be stabled simultaneously. Pets cannot be stabled with items in their packs.

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

Questions About Pets

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

Even if you log out in a safe area, pets can and will wander off, or even be killed. (The mount you are riding will stay with you.) To ensure that your pets will be there when you come back, visit an NPC animal handler or stable, and ask him to stable your pets.

My pet is well fed, but says it is annoyed.

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

My pet suddenly stopped responding.

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

I tamed a creature, but it still attacked me.

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

Feeding Pets

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

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

Selling Your Pet

When you type "[pet's name] transfer," a secure trading window pops up, and your cursor changes into a targeting circle. Place it over the buyer, and click on him or her. Your pet will be in the upper window. When the buyer has placed the agreed upon payment in the lower window, the parties agree to the deal by clicking on the blue gem next to their name, and the deal is done.

HEALING

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

Bandage. The cheapest and most common way is to use a bandage. Bandages can be obtained from healers, vets or several other merchants, or you can make them yourself

by using scissors on cloth. Bandages are an excellent way to deal with minor wounds, particularly if you're helping others, and a useful "first aid" measure for more serious injuries. The higher your Healing skill, the more benefit you can gain from bandages.

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

Spells. Healing spells are best of all. If you have the ability, you can cast such a spell on yourself, or you can request the aid of any nearby mage.

Poison

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

Poison from all sources can be cured with spells, a curative potion, or bandages and the healing skill, or will wear off naturally with time (assuming you can survive long enough).

Note

If poisoned, you may not gain health points in any way until the poison has been cured.

Stamina & Health (Hit Points)

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

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

If you double click a food item, it disappears — you eat it. Eating restores a bit of lost Stamina, but more importantly it influences your recovery rate for both Stamina and Hit Points. An empty stomach results in a slow recovery rate.

Resting. You regain your lost Stamina more quickly if you stand still and take it easy for a while.

DYING

It's said that the only things certain are death and taxes. In *Ultima Online*, death is certain (or very close to it), but fortunately it's not permanent.

When your character is killed in the game, you become a ghost. As a ghost you can be resurrected without any loss to your statistics or skills by finding a healer, a shrine or even a powerful player mage.



Being Dead

As a ghost, you leave most of your worldly possessions where you fall and wander as a spirit in search of resurrection (spell books, runebooks, starting equipment, and items that you have insured are with you when you resurrect). When your ghostly character gets to a shrine, a healer or a sufficiently powerful mage, you can be restored to life.

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

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

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

Healers

Healers can resurrect you when you die. Most wear brown robes and you can find them in healer shops in town. When you enter, they ask you if you wish to be healed or if you want to remain a ghost. Take your pick. If you are a criminal or a murderer, however, the healer may refuse to help you.

When you're a new player you can also use healers to heal your non-fatal injuries.

Some healers wander the countryside, performing their good deeds in the manner of the more settled healers.

Shrines

You can find Shrines near most cities and towns. If you enter a Shrine as a ghost you are automatically resurrected.

Resurrection

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

Recovering Your Possessions (and Others')

Once alive again, you may try to hurry back to reclaim your possessions which remain on your corpse until it decays or is looted. Corpses can be looted under the following circumstances:

If you're in a party, you can choose to let party members loot your corpse. Choose your companions well!

On Trammel

Guildmates are lootable to each other
Thieves' Guild members are lootable by all
Criminal corpses are lootable by all

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Murderer corpses are lootable by all

Those that had lawful damage done to them can be looted by the player who did the damage. Note that this means a member of a warring guild are not able to loot opposing guild members unless s/he actually did lawful damage to that character.

Those in the same Faction cannot loot each other. The exception to this is if they are in the same party with looting rights turned on. As long as the deceased character did not take lawful damage, his faction-mates in the party can loot him. For example, if a character is killed by a monster, by a player outside of the faction wars, etc., his faction-mates in the party are able to loot him.

Lawful Damage is defined as damage resulting from consensual combat between enemy guild members, enemy virtue guild members, and enemy faction members. Lawful damage is also justified damage returned by a player against an unlawful aggressor. For example: if player A attacked player B, and neither were in any guilds, parties or factions, then player A would be the aggressor. Player B could then return the attack. The damage that player B inflicts would be considered "lawful damage." If player A and Player B were in opposing guilds or factions, then player A's initial attack would also result in lawful damage.

Only a player with looting rights is able to open a corpse on Trammel.

On Felluca

Guildmates are lootable to each other.

Thieves' Guild members are lootable by all.

Criminals are lootable by all.

Murderers' corpses will be lootable by all.

In Felucca, players can cut up the corpses of murderers. If the player is a murderer, they can cut up any corpse.

Those lawfully damaged can be looted by the player who did the damage. Only the players who did lawful damage are able to loot the corpse without going grey. Note that this means a member of a warring guild is not able to loot opposing guild members without going grey unless s/he actually did lawful damage to that character.

Those in the same faction are able to loot each other; however, they are criminally flagged if they do so. As in Trammel, the exception to this is if they are in the same party with looting rights turned on. As long as the deceased character does not receive any lawful damage, his faction-mates in the party can loot him freely. For example, if a character is killed by a monster, by a player outside of the faction wars, etc., his faction-mates in the party are able to loot him without getting a criminal flag. However, if a player receives any lawful damage in a faction war (i.e., from opposing factions) then any faction-mate of his receives a criminal flag if he tries to loot.

Opening a corpse by someone without looting rights gives them a warning message that to loot this corpse is a criminal act. To remove items from this corpse without looting rights results in that looter becoming criminally flagged.



REPUTATION/ KARMA & FAME

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

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

Attacking blue characters has a negative effect on your Karma. Attacking gray characters has no effect on your Karma. Murderers and aggressive monsters are red characters. Attacking them can do nothing but improve your Karma. Guildmates are green. Members of enemy guilds are orange.

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

Titles are:

FAME

		Least				Most
KARMA	<i>Best</i>	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
	<i>Neutral</i>	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
<i>Worst</i>	Outcast	Wretched	Nefarious	Dread	Dread Lord/Lady	

Karma

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

These are some of the actions that raise your Karma:

- ☞ Killing evil NPCs
- ☞ Killing monsters
- ☞ Giving gold and items to good NPCs

These are some of the actions that lower your Karma:

- ☞ Being reported as a murderer
- ☞ Killing good NPCs
- ☞ Killing dogs, cats, dolphins, horses, pack horses or pack llamas
- ☞ Chopping up corpses
- ☞ Casting helpful spells on monsters or evil NPCs
- ☞ Summoning daemons
- ☞ Stealing
- ☞ Snooping
- ☞ Using the Poisoning skill
- ☞ Wearing some items that are considered evil
- ☞ Killing certain creatures in Ilshenar

Karma Locking

Voluntary Karma Lock. If your Karma is positive, you may choose to go to the Chaos Shrine and say the word "bal". Doing so causes a flash of lightning to come from the sky and the phrase, "You once again control your destiny" to be shown, and your Karma level are prevented from raising. In this way, players who wish to appear as "evil" are able to kill monsters without gaining Karma. Note that players still gain or lose fame, regardless of Karma lock status. The important thing to remember about Karma locking is that you can only prevent yourself from gaining Karma, not losing it.

Removing Karma Lock. If you can no longer gain positive Karma as a player, you may visit any one of the virtue shrines to get back on the path. If, however, you stray again (gain negative Karma for any reason before reaching positive Karma), your Karma will again be locked.

At each shrine you have to say the mantra appropriate to that shrine to be cleansed.



Shrines Mantra Feedback Message

Compassion	mu	Compassion is granted and you may walk the Virtuous path again.
Honesty	ahm	Your repentance seems honest and you may walk the Virtuous path again.
Honor	summ	Honor your obligation as you walk the Virtuous path.
Humility	lum	Your humble request is granted and you may walk the Virtuous path.
Justice	beh	Justice is done. You may walk the Virtuous path.
Sacrifice	cah	Your sacrifice is noted. You may walk the Virtuous path again.
Spirituality	om	Your spirit has been cleansed and you may walk the Virtuous path again.
Valor	ra	With valor in your heart you may again walk the Virtuous path.
Chaos	bal	You control your destiny once again.

Fame

Like Karma, Fame is acquired on a sliding scale. When you are already famous, you're expected to do more heroic (or villainous) deeds than normal folk. These are some of the actions that raise your Fame:

- ☯ Killing PCs who have higher Fame than you
- ☯ Killing NPCs who have higher Fame than you
- ☯ Killing monsters that have higher Fame than you
- ☯ Killing animals that have higher Fame than you
- ☯ Completing NPC escort quests
- ☯ Rescuing prisoners
- ☯ Generously giving gold and items away to good NPCs

These are some of the actions that will lower your Fame:

- ☯ Using the begging skill
- ☯ Dying

Hero Titles in Felucca and Ilshenar

In the lands of Felucca and Ilshenar, players can achieve Hero Titles by defeating large concentrations of monsters that spawn around special gray-hued altars. These altars are the summoning points for extremely powerful "champion" monsters that appear when enough of their minions have been destroyed in a certain amount of time.

There are six themed champion spawn groups located in specific areas around Felucca and Ilshenar:

Vermin Horde: Comprised of members of the rat family, as well as Dire Wolves, Hell Hounds, and Silver Serpents, these heinous creatures serve Barracoon the Piper, Champion of the Vermin Horde.

Unholy Terror: Liches, Mummies, and various other undead creatures make up this group of wretched minions that answer to Neira the Necromancer, Champion of the Unholy Terror.

Cold Blood: Cold-blooded creatures, like Ophidians and Dragons, are sure to be a handful for any adventurer that comes across this group. Beware their master, Rikkto, Champion of the Cold Blood.

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Abyss: Winged demons are the main adversaries in this group. Demons and Succubi are the greatest challenge, but their powers pale in comparison to those of Semidar, Champion of the Abyss.

Arachnid: As the name implies, those creatures of the eight-legged variety make up this group, including Mephitis, Champion of the Arachnid.

Forest Lord: Killing any of these forest denizens, like Ethereal Warriors and Unicorns, will not only affect your Karma in a negative way, but will also incur the wrath of Lord Oaks, Champion of the Forest.

If you defeat enough creatures in a particular spawn group, you'll be rewarded with a title specific to its theme (see the Champion Titles table, below).

Hero Titles will replace any skill title you may have received on your Paperdoll, but they will also decay over time. If you wish to keep your Hero Title, you must continuously battle champion spawn creatures or risk losing it. More information on the Champion Spawn system can be found in the playguide located at <http://guide.uo.com>.

Champion Titles

Spawn Type	First Level	Second Level	Third Level
Vermin Horde	Adversary of the Vermin Horde	Subjugator of the Vermin Horde	Eradicator of the Vermin Horde
Unholy Terror	Scourge of the Unholy Terror	Punisher of the Unholy Terror	Nemesis of the Unholy Terror
Cold Blood	Blight of the Cold Blood	Slayer of the Cold Blood	Destroyer of the Cold Blood
Abyss	Foe of the Abyss	Assassin of the Abyss	Conqueror of the Abyss
Arachnid	Bane of the Arachnid	Killer of the Arachnid	Vanquisher of the Arachnid
Forest Lord	Enemy of the Forest Lord	Curse of the Forest Lord	Slaughterer of the Forest Lord



PLAYERS' REPUTATION: RULES OF ENGAGEMENT

The main purpose of the Reputation system is to regulate combat between players, so that a player thinks twice before attempting to kill or rob an inexperienced or law-abiding character. Note that none of the caveats below apply to members of two adventuring guilds at war.

Color Coding

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

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

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

Blue characters are **Innocent**. Attacking blue characters has a negative effect on your Karma.

Gray characters are **Criminals or Aggressors**. Attacking gray characters has no effect on your Karma.



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

Guildmates are green. Members of **enemy guilds** are orange.

All of these colors are customizable in the Options menu.

PARTIES

The party system is a tool to allow you to adventure with others, sharing loot and fame. The party system is in many ways very similar to the guild system, with party members being able to take actions on each other without incurring a criminal flag.

Fame and Karma Sharing

Players in a party are able to share karmic and fame gains equally when a member of the party does something which would normally change their fame or karmic status.

Looting

Party members can designate whether other party members can loot them or not. The option is selected through the party system menus described later. The only exception to looting is if a party member is in a guild that has war declarations, he may not loot anyone other than those in his guild or in a guild he is at war with.

Forming a Party

To form a party, a leader needs to be selected. The first person to invite other members into their party is considered the leader. When you wish to form a party, open the Party System Menu use the Add New

Member button to ask another player if they wish to join. If that person is not in another party, they are able to join your group. When they accept your offer, you have formed an adventuring party.

Party System Menu

To open the Party System Menu, double-click on the left-hand scroll found on your Paperdoll. You can then create a "Party Manifest." This menu can also be opened by creating a macro in your options menu.

The following options are present:

List of Party Members

This gives a list of all the members in the party. Each party member has a number in brackets [#] to designate their party number. To the left of each party member, there is a "tell" button. Left-clicking this button allows you to type a message and send it to that specific party member.

There are three additional buttons below the list of party members (party leaders have a fourth button).

Kick. The party leader's manifest also has a "kick" button next to each character name. Left-clicking this button removes that party member from the party. Only the party leader has this button available.

Send the Party a Message

In order to facilitate good teamwork between members of the group, the party system allows communication within the party, even over long distances. By selecting the "Send the party a message" button in the Party menu, members are able to send out messages to all members in the group. Typing a "/" before speech achieves the same results.

You may also message individual members of your party privately by using the Tell button next to their name in the Party Manifest list.

Looting Rights

The second button is a toggle for looting rights. It toggles between "Party CANNOT loot me" and "Party can loot me."

Party CANNOT loot me. This option does not allow party members to loot you in Trammel. In Felucca, party members can still loot you, but they go gray and receive a notoriety hit.

Party can loot me. This option allows party members to freely loot you in both Trammel and Felucca. In Felucca, party members do not go gray or lose Reputation for looting you (the same as with guild members looting each other).

Leaving The Party

To leave a party, press the Leave Party button on the Party menu. The leader of the party is also able to dismiss party members with the Kick button. The party leader can also Disband the Party by selecting that button.

Add New Member (Party Leader Only)

Left-clicking this button brings up a targeting cursor and allows the party leader to add new members to the party.

- ♀ A targeting cursor appears.
- ♀ Select the character you wish to add to your party.
- ♀ Once the character is targeted, a confirmation message appears on the targeted character's screen asking if he wishes to join the party.
- ♀ If the character accepts, he becomes part of the party. The player may also type `"/accept"` or `"/decline"` to accept or decline the offer.

- ♀ You may not have more than 10 characters in a party, including the party leader.
- ♀ At the very bottom of the menu, there are "okay" and "cancel" buttons.

Spells

Harmful area of effect spells, which cause damage to any one residing within a specific radius of the targeted area, do not affect members within the same party. You cast beneficial spells on party members within range by targeting their status gump in your Party menu.

Party Member Status Bars

Once a character is in the same party as you are, you can pull up their status bars by clicking and holding the left mouse button over their character. These status bars are different than the status bars you can view currently. In addition to having more information, they are also designed to be less obtrusive. A party system status bar includes:

- ♀ The **name** of the character and his party number
- ♀ The character's **Health**, **Mana** and **Stamina**.
- ♀ Two buttons to the left which can be used to **heal** or **cure** the character
- ♀ You can use the status bars to target that character, as with the normal status bars.

HELPFUL HINTS

Don't be afraid to ask other players for help if you're confused. But do remember to keep in mind rules of common etiquette. Always remember that other players are people just like you.

If you know a trade skill (such as fishing, or tailoring), with a very small investment in raw materials, you may start making items and selling them for profit quite quickly.



Stealing and fighting are strictly illegal in towns (and impossible on the Trammel and Ilshenar facets) unless you are participating in a guild or faction war. Guards kill anyone they catch breaking the laws of the land.

The color of each character's name gives you important information about them:

- ♀ Blue: This player or NPC is a good citizen of Britannia
- ♀ Red: This player or NPC has committed murder.
- ♀ Orange: This player is an enemy guild or faction member
- ♀ Grey: This player has been flagged as a criminal for a recent action
- ♀ Green: This player is an ally guild mate or faction member
- ♀ Purple: This character is an OSI volunteer
- ♀ Yellow: This character is invulnerable. Usually OSI staff or an NPC shopkeeper.

Shopkeepers' inventory may change with supply and demand. If you can't find the item you're looking for in a city, you may wish to visit player-run vendors, commonly found in and around houses in the wilderness.

A great way to meet other players is by participating in player-run events and quests. You can find current and upcoming events on each shard listed on the *Ultima Online* website at <http://www.uo.com>.

The *Ultima Online* skill system allows you to customize your character any way you want. If you decide you want to change the focus of your character and are no longer interested in a particular skill, just flag that skill to decay by toggling the 'down' arrow next to it in your skill list. As you learn other skills, the decaying skill loses points over time.

Training dummies can be used to practice weapon skill in the safety of town. Large cities such as Trinsic, have training dummies available to the public near the weapon and armour shops.

Use your bank vault. It's free, after all! Store valuables in your bank vault before heading off into the wilderness. If you run into trouble, you'll know that your valuable items are safe in town.

BEING YOUNG

When you set foot in Britannia for the very first time, you are considered a "young" player and be granted certain privileges and rights as such. Siege Perilous is a shard for advanced players only. Players with "Young" status cannot access it. This status grants you certain forms of protection unavailable to more experienced players, including:

- ♀ Young players may not damage other players, nor may other players damage young players.
- ♀ Monsters that would normally react in a hostile manner do not attack new players unless inside a dungeon.
- ♀ Young players are teleported to a healer upon dying and retain any belongings.
- ♀ Young players may not loot monsters they did not kill for two minutes after the death of the monster.
- ♀ Other players may not loot monsters killed by young players.
- ♀ Young players may not steal from other players or NPCs.

Losing Young Status

"Young" status is affected by your total playtime with your account, and is not calculated on a per-character basis. A player loses their "Young" status if their account age goes above more than 40 hours and one of their characters:

- ♀ Have more than 350 total skill points
- ♀ Have more than 150 stat points

‡ Have "young" status revoked by a Game Master

Players can also end their "Young" status by saying the words, "I renounce my young player status".

Young Player FAQ

I'm "young" and can't log on to the "Siege Perilous" shard. Why not?

Siege Perilous is a shard for advanced players only. Players with "young" status cannot access it.

I died and was teleported to a healer, but she won't resurrect me ... what do I do?

Move away from the healer (up to half a screen) and then walk back towards her.

How do I get a new player quest?

If you create a character based on a starting template (warrior, mage, blacksmith, necromancer or paladin) then you will start the game in the city of Haven, at Uzeraan's Mansion. Uzeraan will guide you through various quests to introduce you to *Ultima Online*. Simply approach Uzeraan, and you will be invited to go on a quest. Through these quests, you will learn the basics of combat, spell casting, treasure hunting, and crafting (depending on your template).

If you use the Advanced character creation option but are still have your Young status, you can still participate in the new player quests by accepting an invitation to go to Haven. This invitation appears as a menu on your screen shortly after login. If you accept the invitation, you will be teleported to the entrance to Uzeraan's Mansion in the city of Haven.

How do I cancel my new player quest?

To cancel your quest, just say, "I resign from my quest." You should receive a message stating that your quest has been cancelled. Keep in mind that another shopkeeper from your starting city may give you the quest again at a later time.

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How does the quest arrow work?

The quest arrow is merely a guide to help you complete your task. It draws a straight line between you and a specific location related to your quest. This means that if there is a building or body of water between you and your goal, you must find a way around it.

I did what the shopkeeper asked and followed the quest arrow back, but now it is pointing to the ground. What do I do?

The shopkeeper may have wandered off. Search around the area where you met the shopkeeper, because he or she is very likely to be nearby.

What do I do with my "new player ticket"?

First, you'll need to find another new player holding a ticket. Once you've found another new player, double-click your ticket and target any other ticket marked NEW PLAYER, and you receive a list of prizes to choose from. Generally, the easiest way to do this is to place both your tickets in a trade window and then double-click on both of them.

What does "new player protection" mean?

While you are "young," you have access to certain forms of protection not available to more experienced players, called "New Player Protection." They include the following:

New players cannot damage other players.

Other players cannot damage new players.

‡ Monsters that would normally be actively hostile to a player do not attack new players, unless in a dungeon. The player receives a message indicating that the monster is hostile.

‡ New players are teleported to a healer when they die. They retain their belongings.

‡ New players cannot loot a monster they did not kill until the creature has been dead for at least two minutes.

‡ Other players cannot loot a monster killed by a new player.

‡ New players cannot steal from other players or NPCs.

Skills



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DEVELOPING 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. You start the game with a few skills, but you can improve any skill in the game by training it (visiting a professional NPC and paying for a training session) or simply by practicing. Trade skills can be practiced, but only after you acquire the appropriate tool.

Several different categories of skills exist. Some skills activate and improve automatically as you perform certain actions (like Meditation and Tactics). For other skills, you must manually use the skill on a target (like Animal Training and Arms Lore). Finally, trade skills (like Blacksmithy and Carpentry) exist so that you can craft items using tools of the trade.

Starting Items

When you finish creating your character and begin playing, you always get the clothes on your back, a dagger, 1000 gold coins, and a backpack. You also get starting equipment based on the three skills you chose (see facing page). For example, if you selected Archery, you begin with a bow and 25 arrows. If you chose Cartography, you begin with 4 blank maps, a mapmaker's pen and a sextant. Starting equipment for each skill is listed in the table on p. 51, and is also listed under each individual skill writeup.

Note

See Chapter 12 for new skills
in *Age of Shadows*.



DRAGON



Starting Equipment

Skill	Items
<i>Alchemy</i>	Mortar and pestle, 4 empty vials, red robe, 3 Black Pearl, 3 Garlic, 3 Ginseng, 3 Spider's Silk
<i>Anatomy</i>	3 bandages, yellow robe
<i>Animal Lore</i>	Shepherd's crook, green robe
<i>Animal Taming</i>	Shepherd's crook
<i>Archery</i>	Bow, 25 arrows
<i>Arms Lore</i>	Random weapon
<i>Begging</i>	Gnarled staff
<i>Blacksmithy</i>	Smith's Hammer, leather gloves, 50 iron ingots, brown apron
<i>Bowcraft/Fletching</i>	Fletching tool, materials for 2 bows, shafts and feathers
<i>Camping</i>	5 Kindling, bedroll
<i>Carpentry</i>	Random carpentry tool, 10 boards, brown apron
<i>Cartography</i>	4 Blank maps, sextant, mapmaker's pen
<i>Cooking</i>	3 Raw food items, rolling pin, pitcher of water, sack of flour, 2 kindling
<i>Detecting Hidden</i>	Black cloak
<i>Enticement</i>	Random musical instrument
<i>Evaluating Intellect</i>	None
<i>Fencing</i>	Kryss
<i>Fishing</i>	Fishing pole, brown floppy hat
<i>Forensic Evaluation</i>	None
<i>Healing</i>	50 bandages, scissors
<i>Herding</i>	Shepherd's crook
<i>Hiding</i>	Black cloak
<i>Inscription</i>	2 blank scrolls, scribe's pen, small blank book (to take notes)

Skill	Items
<i>Item Identification</i>	Gnarled staff
<i>Lockpicking</i>	20 lockpicks
<i>Lumberjacking</i>	Hatchet
<i>Mace Fighting</i>	Club
<i>Magery</i>	Spellbook with <i>Heal, Magic Arrow, Night Sight, Cure, Harm, Strength, Fireball, Poison, Teleport, Fire Fields, Greater Heal, Lightning</i> , 30 of each reagent, 3 random low-circle scrolls
<i>Meditation</i>	None
<i>Mining</i>	Pickaxe
<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>Remove Trap</i>	(not a starting skill)
<i>Resisting Spells</i>	None
<i>Snooping</i>	20 Lockpicks
<i>Spirit Speak</i>	Black cloak
<i>Stealing</i>	20 Lockpicks
<i>Stealth</i>	(not a starting skill)
<i>Swordsmanship</i>	Katana
<i>Tactics</i>	None
<i>Tailoring</i>	Sewing kit, bolt of cloth, scissors
<i>Taste Identification</i>	3 Random potions
<i>Tinkering</i>	Tinker parts, tinker's tools
<i>Tracking</i>	Skinning knife, brown boots
<i>Veterinary</i>	5 Bandages, scissors
<i>Wrestling</i>	Leather gloves

ULTIMA ONLINE™: Lord Blackthorn's Revenge™

Prima's Official Strategy Guide

Actual skill level is figured as follows:

Actual skill = Base skill + Attribute Modifiers
+ Item Bonuses

You can view skills either with or without influences. By default, **Show Real** (2D client) or **Show Unmodified** (3D client) is unchecked in the Skills screen. This means that the numbers you see reflect your ability levels for each skill and take attributes into account. These levels are used when the game calculates whether you've succeeded or failed in a specific task. If you want to view your pure base skill level without Strength, Dexterity, Intelligence, armor, weapons, and magical item effects, check **Show Real**.

Ability effects for each skill are listed in the facing table, and also under each skill.

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. As with skills, you'll see an onscreen message whenever it rises. However, the attribute improvement is even slower than the skill improvement mentioned above. Advancement at higher levels is slower than advancement at lower levels.

You can temporarily increase attributes through potions, bonuses and magical spells.

Improving 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, but you'll know when it happens because a text message appears onscreen.) 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, Animal Taming or Healing injured people.

If you feel that your skill has stagnated and you experience success nearly every time, it's time to move on to more difficult goals. For instance, in the trade skills, you can pick something with a slightly higher difficulty level. For skills like Animal Training, find more difficult animals to work with.

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. This is because as you approach the upper limits of your training (100 unmodified skill), skill gains get farther and fewer between. Once you reach 100, you become a Grand Master of that skill. At high levels, you also gain the ability to add a "Maker's Mark," or permanent signature, to exceptional items you craft using Blacksmithy, Tinkering, Tailoring, Cooking, Inscription, Bowcraft/Fletching and Carpentry.



You can buy your way into a new skill by training through an NPC. However, be aware that when you do this, any attributes that affect that skill (Str, Int, and Dex) won't be as high as if you'd practiced that skill to learn it. A trainer can train you up to 1/3 of his or her skill. For example, an NPC with 90 Animal Lore can only train you up to 30. (See *NPC Trainers*, p. 238, to see skill levels for trainers.)

Power Scrolls

Normally, you can only develop a skill up to a level of 100, or Grandmaster. Also, a character is normally limited to 225 total attribute points. However, the adventurer truly dedicated to his or her profession can obtain an ancient Scroll of Power that will allow the development of one skill up to a level of 120. A very rare and powerful scroll can also increase a character's attribute cap by 25, up to a grand total of 250.

There are two main ways to obtain Scrolls of Power. One way is to risk life and limb fighting the Champion Spawns in Felucca. In addition to the dangers of fighting hordes of vicious monsters, you risk attack by murderous players. The other way is to simply buy a scroll of power from a player who has one to sell. The going rate for them is quite high, but the reward is well worth it.

You can use more than one Scroll of Power to increase your maximum value in more than one skill. Note that this does not increase your total skill cap—so, to put an extra 20 points into your Tactics skill you might have to drop 20 points from a less important one.

Skill Delays

Some skills require you to wait in between attempts, such as Hiding. A message will appear onscreen if you try. If you can't use a skill, try waiting a few minutes.

Guaranteed Gain

The higher your skills get, the longer it takes to advance them. Sometimes many long hours of practice would be required to max out your chosen skills. But, if you simply don't have the time or inclination to "power game" your skills up, then the more relaxed pace of the Guaranteed Gain system is perfect for you. Simply put, Guaranteed Gain gives you a free skill increase every so often, if your skill hasn't increased normally. Since the skill gain timers advance even when you are logged out, you know that if you are having trouble raising a skill, you can focus on other things (even play another character) and come back to it later. Once the gain timer has passed, the next time you successfully use the skill in question you will be guaranteed a small gain in that skill. For more information about the exact Guaranteed Gain timers, see the online playguide at <http://www.uo.com>.

MACROS

NOTE! Unattended macroing is not allowed! If you go off to lunch and leave your character merrily macroing away, you are subject to the wrath of a Game Master!

Whew! That said, let's introduce macros. What are they? What do they do?

Macros are all about eliminating repetition, particularly with respect with the trade skills. (Many skills, however, do not allow macroing.) The built-in macro system essentially let you create a "script" that executes many consecutive actions whenever you activate it. This saves time, as well as wear and tear on your hand and mouse. For instance, you can set up a script to use the Disarm attack you get when your Wrestling skill gets high enough.

At the heart of macros, you'll find simple key commands that are called by a saved script. Each line in the macro script file performs a different action. However, don't let this fool you. Macros can quickly become extremely complex and specialized. Check out **Macros** (p. 200) for details.

Skill Locks and Management

You can normally possess a total of 700 skill points spread out over all skills. Additionally, each individual skill level can normally only be improved to 100. Basically, this means you can specialize in a few things, or spread your skills out more thinly and experience less success with each one. If you're already at your skill cap, you can't improve your skills or train in something new.

So, what happens if you've used up all 700 points and still want to improve a skill that hasn't yet reached its peak? Simple — you can specify that a lesser-used skill should be diminished. The Skills window gives you control over which skills are improved, locked at a certain level, or decreased as other skills improve. If the arrow to the right of a skill name points up, the skill will improve with use. If the arrow points down, the skill atrophies as you improve other skills. If a padlock appears, the skill is locked at its current level. To toggle the setting, click on the arrow or padlock icon. You'll want to take advantage of this technique, especially since not all skills need to be at 100 to be used effectively. Most players choose to lock skills they don't need to use very often or that are already fairly successful at the current skill level.

Also, you may want to arrange your skills into different categories. The Skills window has a few preset groupings — Uncategorized, Combat Ratings, Lore and Knowledge, and Actions. You can expand each group by clicking on the arrow to the left of its name. To move a skill to another category, click-and-drag it and then drop it on top of a new category name. Or, create a new category by clicking **New Group** and rename it by clicking on its name and typing.

IMPORTANT NOTE: *Make sure that you select **Show Real** or **Show Unmodified** (depending on whether you're using the 2D or 3D client) before viewing skills for point management reasons. If you don't, the skill level reflects bonuses given by equipment, not the true number of points allocated to that skill.*



Attribute Locks

Like skills, your attributes (strength, dexterity, intelligence) can be set to Increase, Decrease, or be Locked. The controls for attribute locks are on your Status Window, immediately to the left of the stats displayed there. Attribute locking works just like skill locking.

Skill Success

There's one general rule about successes and failures. If you fail several times in a row, you probably don't have a high enough skill level yet. With trade skills, this can cause you to lose materials. Failure might not cause much of a problem in some skills, but with others (such as botching a Remove Trap attempt), you may see a detrimental effect.

If you succeed a few times out of 10 tries, you'll probably see visible improvement in your skill. But if you succeed nearly every time, you're not going to improve very much — it's time to try a more difficult monster, spell, item, etc. Always challenge yourself for the best improvement. It's okay to fail some of the time — that means you're learning!

Each skill has its own method of determining when you can successfully use it. Trade skills use an entirely different method.

Normal Skills

Everyday skills like Stealing, Taste Identification, Arms Lore, Animal Taming, and Parrying have fairly predictable formulas based both on the skill and your attributes.

When possible, we've included a rough approximation of skill levels you need to perform a certain skill with 1%, 25%, 50%, 75% and 100% success rates in each skill writeup. Keep in mind that the skill numbers are not exact and may vary by a point or so either way.

Trade Skills

For crafted items, we've included the approximate skill level you need to have a 1%, 25%, 50%, 75% or 100% chance of successfully crafting an item.

Note that with crafts, some items of "exceptional" quality can be made. Your chance of making an exceptional item increases as you approach level 100 in that skill. Past 95.1, you receive an extra .3% chance per .1 points of improvement. So, for each extra point of skill, you get about an extra 3% chance of making an exceptional item. The maximum bonus is 15%.

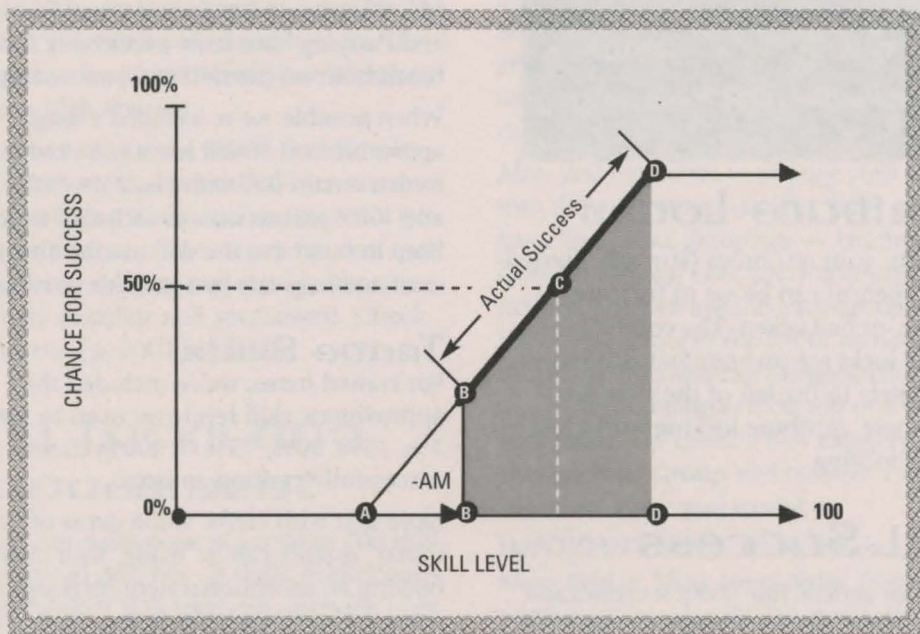
How Skill is Calculated

This is easiest to see in the graph to the right. You have a chance to successfully make an item at Point B, and by the time your skill rises to Point D, you will make that item with success nearly every time. Basically, each item or skill has a *difficulty* that sets the midpoint (50%, at C) chance for success.

Another number determines how narrow or wide a *range* extends to the left and right of that midpoint. A large number means that you must earn a lot of skill points to master the skill — for instance, you might start learning at level 5, but not master it until

close to level 80. A smaller number means you need fewer points — perhaps you have a 0% chance at level 40 and 100% chance at level 60. Finally, the *attribute modifier* (-AM) simply eliminates some of the early chances and means you'll start making a particular item at a higher success rate — for instance, Tailored items start with a 50% success rate.

The rule of thumb with crafting is that if you fail, try to make something else, or in the case of non-crafting skills, try another target or move to another location. You get more skill benefit from making something more difficult, but failure can cost you in materials.





About Trade Skills

Trade skills involve making items. First, make sure you have the right type and units of material in your backpack. Next, to activate a trade skill, double-click on the tool for that skill (see individual skill writeups for tool listings), either in your paperdoll's hand or in your backpack. For most trade skills, this displays the Skills window. The left side of the window lists categories of items. Clicking on a category displays a list of related items in the right side of the window. To select an item, click the swoosh-shaped icon to the left of its name. To view your chance of success, as well as what you need to make the item, click the square icon button to the right of its name.

Trade Screen Window

Whenever you double-click a trade tool (smith's hammer, sewing kit, etc.), a window appears (see next page). It lists item categories and items in that category. Only items for which you have the necessary skill and materials or reagents appear in this list.

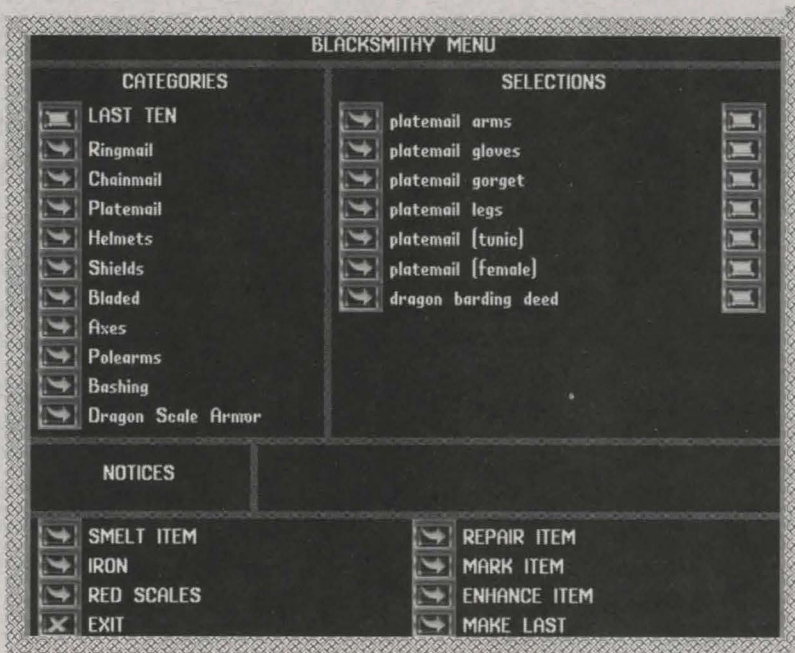
Other buttons also appear (though they may not all appear at all times).

LAST TEN. Shows last 10 items you made (click to show only items you've made recently).

MAKE LAST. Makes last item you made (click to make item).

REPAIR ITEM. Repairs an item (use targeting cursor to point to item in pack).

SMELT ITEM. (Blacksmithy only) Melts down item (use targeting item to point to item on ground or in pack). You must be near an anvil.



MARK ITEM. Places a maker's mark on exceptional items (not all items are markable).

Clicking this option toggles it between Mark Item, Prompt for Mark, or Do Not Mark.

IRON. Currently selected type of ingots or ore (click, then choose a different type).

SCALES: (Tailoring only) Choose between using normal leather and special leather.

ENHANCE ITEM: Use this option to enhance a magic item using special materials like Valorite or Spined Leather. This option is only available for Blacksmithy and Tailoring.

MORE ABOUT TRADE SKILLS

Materials. Crafting requires supplies (cloth, ingots, wood, etc.). Most supplies must be converted into usable form — bolts of cloth to cut cloth, ore to ingots, etc. The basic conversion action is usually listed as the first item in the applicable skill's window. If you fail while crafting an item, you can lose up to 50% of the material required to craft that item.

Some materials (like ore) are very heavy. If you're not ready to craft but want to keep your supplies, go to an NPC banker and buy a **commodity deed**. Double-click on it and target a stacked pile of items (bolts, cut cloth, ore, etc.). The bank will store your raw materials, and the deed is proof that you own them. Keep the deed in your backpack (but not in a container that might be stolen). When you wish to reclaim your supplies, put the deed in your bank box. (To activate your bank box, go to any bank and say "bank.")

Tools. Normal crafting tools can be used between 25 and 75 times, while exceptional ones can be used about twice that many times. You should always keep a backup

tool with you (or learn how to make it) if you're going to be away from town.

Grand Master status. Once you earn 100 points in a trade skill, you become a Grand Master of it. Some trade skills have a specialization you can learn once you achieve GM status — Alchemy (Glass Blowing), Carpentry (Masonry) and Mining (Stone/Sand Mining). But, first you must visit the gargoyle city in Ilshenar and purchase the proper book and tool to gain that specialization. There, you'll find merchants who sell books and tools for specializations.

Vendors. After a while you may find yourself running low on inventory space for your crafts. At this point, you may want to set up an NPC vendor. Place your vendor in a shop in a well-travelled location and arrange the inventory. Then, simply stock the vendor and have him sell your wares while you're off crafting. Vendors require some amount of management, but many players enjoy this. See **Vendors**, p. 221.

Bulk Orders. At the time of print, only Blacksmiths and Tailors can receive and fill bulk orders. BODs (bulk order deeds) and LBODs (large bulk order needs) are randomly awarded when you sell items to vendors. What you sell a vendor — in terms of type or quantity — doesn't matter. Valorite plate or iron ingots give you the same chance of receiving a deed.

A BOD/LBOD is a scroll that requests a certain number of units of a certain good. The large ones may even ask for entire suits of exceptional valorite armor. If you make the order and combine the goods with the deed, you can give it to the vendor for payment and a reward.



SKILL DESCRIPTIONS

Along with a short introduction on trade skills, the rest of this chapter discusses individual skills. It's intended to get you started without giving away everything — half of the fun of the game is learning something new and unexpected. However, you can check out **Web Sites** (p. 181) for a detailed list of sites. Most of them contain a wealth of information on each skill, enough to fill several strategy guides!

Here, for each skill, you'll see the following information:

Text description. A short introductory paragraph on what this skill does, and some common uses.

How to Use. Basic instructions on how to invoke the skill.

Basic information. What attributes affect the skill, what starting equipment you get by selecting this as a starting skill, tools and materials, trainers, whether or not you can use macros with this skill, the best way to use the skill to earn money, and good places to get started.

Specific trade item information. For trade skills, what you can make, when you can make it with varying levels of success, type and number of ingredients, and any specialties you can earn in that trade skill.

Tips. A few hints and strategies to get you started and help you decide what skills to take. Many of the Ultima Online sites listed starting on p. 181 have excellent guides for each profession and skill and can provide additional, in-depth information.

Success Chances. Where possible, we've included a rough approximation of skill levels you need to perform a certain skill with 1%, 25%, 50%, 75% and 100% success rates. Keep in mind that the skill number are not exact and may vary by a point or so either way. And, there's always the chance that a patch may change them. Treat them as a rough idea, not an absolute.

Any numbers in parentheses, like (105) indicate that you will need attribute boosts or bonuses from spells, potions or items to achieve that level of success. Also, some 100% success limits are extrapolated values that are not currently achievable in the game. We've included them anyway, just in case you can achieve them in the future.

Alchemy

Alchemists create potions using a mortar and pestle and reagents, bought from alchemists and herbalists, respectively. The resulting potions are automatically put into empty bottles in your backpack.

If you have a potion keg, you can add potions to it by dragging the potion onto the keg. Each keg can hold 100 units of a single type of potion. Hold your cursor over a keg to see how many potions it currently contains. If you run across a keg and you don't know what potion is in it, try using Taste Identification. You don't need much skill to identify its contents.

Once you reach Grand Master status (skill level 100), you can learn Glass-blowing.

HOW TO USE: Double-click your mortar and pestle, click on a potion category, and click on a specific potion name.

<i>Starting Equipment</i>	1 mortar and pestle, 4 empty bottles, 3 Black Pearl, 3 Garlic, 3 Ginseng, 3 Spider's Silk
<i>Tools</i>	Mortar and pestle
<i>Materials</i>	Reagents, sand (for glass-blowing)
<i>Trained by</i>	Alchemist, herbalist
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	Yes
<i>Gain income by</i>	Sell potions
<i>Complementary Skills</i>	Magery, Poisoning, Taste ID
<i>Best Locations</i>	Moonglow (reagent vendors), Britain

Potions/Success Chance

Potions are concocted from reagents: BP = Black Pearl, BM = Blood Moss, Ga = Garlic, Gi = Ginseng, MR = Mandrake Root, Ni = Nightshade, SS = Spider's Silk, SA = Sulphurous Ash

Category	Intensities	Reagents	Effect	Color	1%	25%	50%	75%	100%
Refresh	Refreshment	1 BP	+Stamina	Red	-	-	0	12	25
	Total Refreshment	5 BP			25	37	50	62	75
Agility	Agility	1 BM	+Dexterity	Blue	16	27	40	52	65
	Greater Agility	3 BM			36	47	60	73	85
Cure	Lesser Cure	1 Ga	Cures poison	Orange	-	2	15	27	40
	Cure	3 Ga			25	37	50	62	75
	Greater Cure	6 Ga			65	77	90	(102)	(115)
Heal	Lesser Heal	1 Gi	+Health	Yellow	-	-	0	12	25
	Heal	3 Gi			16	27	40	52	65
	Greater Heal	7 Gi			55	67	80	92	(105)
Strength	Strength	2 MR	+Strength	White	25	37	50	62	75
	Greater Strength	5 MR			45	57	70	83	95
Poison	Lesser Poison	1 Ni	-Health	Green	-	7	20	32	45
	Poison	2 Ni			16	27	40	52	65
	Greater Poison	4 Ni			55	67	80	92	(105)
	Deadly Poison	8 Ni			90	(102)	(115)	(128)	(140)
Night Sight	Night Sight	1 SS	Casts Night Sight	Gray	-	-	0	12	25
Explosion	Lesser Explosion	3 SA	Explosion dmg.	Purple	5	17	30	42	55
	Explosion	5 SA			36	47	30	73	85
	Greater Explosion	10 SA			65	77	90	(102)	(115)



Specialization: Glass-Blowing

Alchemists gain the ability to craft glass items at the level of Grand Master. However, this specialized skill requires you to read a Gargoyle book on Glass-blowing and acquire a glass-blowing tool (blow pipe) from the gargoyle city in Ilshenar.

You select glass-blown items from the menu, similarly to how you concoct potions. When you learn glass-blowing, you'll be able to make the items listed below, but you can't add maker's marks to them. You must have sand to craft glass items, as well as a high enough skill specialization. While sand is difficult to obtain, Miners can gather glass-quality sand at Grand Master level and keep you in supply.

Items/Success Chance

Category	Item to Make	Material Needed	1%	25%	50%	75%	100%
Glass-blown items (100 skill necessary)	Empty bottles	1 Sand (yields 5 bottles)	-	-	-	-	(103)
	Small flask	2 Sand	-	-	-	-	(103)
	Medium flask	3 Sand	-	-	-	-	(103)
	Curved flask	2 Sand	-	-	-	-	(103)
	Large flask	4-5 Sand	-	-	-	-	(109)
	Bubbling flask	5-7 Sand	-	-	-	-	(110)
	Empty vial rack	8 Sand	-	-	-	(102)	(115)
	Full vial rack	9 Sand	-	-	-	(102)	(115)
	Hourglass	10 Sand	-	-	100	(112)	(125)

Alchemy Tips

- ‡ You have to have one hand free in order to drink a potion.
- ‡ Healing, Cure and Refresh potions (especially the Greater ones) are popular items to sell to other players.
- ‡ Something that's easy to forget as a new alchemist is that potions must go into bottles. If you run out of them, you can't make the potion. Make sure you keep a steady supply on hand! A good way to gather them is to mop up after a major battle.
- ‡ Putting a bunch of empty bottles into a bag is a great idea... especially if you're going to sell the entire bag to another player. It saves time later.
- ‡ If you sell potions to NPCs, you don't get to keep the empty bottles. But, if you drink them yourself, you get to keep them.

Similarly, other players can give you bottles after they've quaffed the contents.

- ‡ The Explosion potion has an area-effect and can hit people you suspect but can't see... perfect for the really evasive types!
- ‡ To stack reagents efficiently, just drag-and-drop them onto your character, or on top of a container in your backpack. This prevents you from having to stack them yourself.
- ‡ You can grind potions directly into potion kegs, eliminating the extra step of dragging the potion bottle to the keg. To do this, you need one empty bottle and a potion keg that has at least one of the type of potion you are making in it. When you make another potion of that type, it will automatically be placed in the keg, leaving the bottle empty and saving you a mouse stroke.

Anatomy

Primarily, the Anatomy skill increases your effectiveness with weapons in combat by granting damage bonuses to successful strikes based on your Anatomy skill level. Also, the Anatomy skill displays messages about the target's Strength and Dexterity (see below). Use Anatomy during combat to assess how dangerous an animal, player or monster is. Your Anatomy skill is automatically used whenever you fight an opponent. However, you can also deliberately invoke this skill by selecting it and then targeting a person or creature. In this case, success displays a blue health bar under the person or animal you're examining, along with the normal text message.

HOW TO USE: Enter combat. Or, click the Anatomy blue skill gem, then click on the character or animal to examine.

<i>Starting Equipment</i>	1 yellow robe, 3 bandages
<i>Trained by</i>	Artist, Butcher, Healer Guildmaster, Sculptor, Wandering Healer
<i>Improve by</i>	Using Anatomy, Healing skills; Fighting (automatic; gives up to 20% boost to damage)
<i>Macros allowed?</i>	No
<i>Gain income by</i>	None, unless selling service to players
<i>Complementary Skills</i>	Wrestling (helps you stun oppo- nents), Healing (60+ in Anatomy heals poison, 80+ resurrects dead players)
<i>Best Location</i>	Woodlands

Success Chance

Chance of success is equal to your current skill level.

Anatomy Messages

Attribute (Target)	Strength	Dexterity
1-10	Rather feeble	Very clumsy
11-20	Somewhat weak	Somewhat uncoordinated
21-30	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

Anatomy Tips

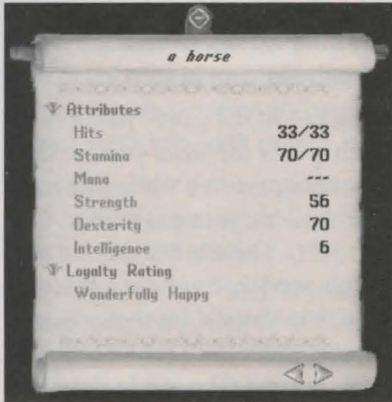
- † High Anatomy can add a considerable amount of damage to each successful hit with your weapon.
- † Anatomy also positively affects Healing and can dispel more damage.
- † Anatomy helps in many other skills – Wrestling, Healing and Tactics.



Animal Lore

Animal Lore enables you to gain useful information about tamed creatures and, at higher skills, wild creatures. To use this skill, select the skill and then target the animal, monster or pet on which to use the skill. Success gives you information that displays in a pop-up window.

By using Animal Lore on a creature, you can determine useful information about its stats and skills, training, owner history (if tame-able), preferred diet, loyalty, as well as what resources it will yield if killed.



Success Chance

Chance of success is equal to your current skill level.

Pet's Mood	Loyalty
Wonderfully happy	Extremely high
Extremely happy	Very high
Very happy	High
Rather happy	Good
Happy	Good
Content	Neutral
Content, I suppose	Neutral
Unhappy	Low
Rather unhappy	Low
Extremely unhappy	Very low
Confused	Extremely low

<i>Starting Equipment</i>	1 shepherd's crook 1 green robe
<i>Trained by</i>	Animal Trainer, Rancher, Ranger, Ranger Guildmaster, Vegetable Seller, Veterinarian
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	None, except for providing services to players
<i>Complementary Skills</i>	Animal Taming, Veterinary
<i>Best Location</i>	Woodlands

Animal Lore Tips

- ♀ A good Animal Lore skill can assist you in taming animals. Once they're tamed, you can use this skill to check a pet's loyalty.
- ♀ Using this skill at above 60 allows you to cure poisoned animals with the Veterinary skill.
- ♀ If you fail on an attempt, you can keep trying on the same animal. However, you won't gain additional skill until you succeed on another animal.
- ♀ There's not much use in taking this skill if you don't also take Animal Taming.

Animal Taming

Animal Taming enables you to tame one or more wild animals and make them pets.

Taming may take a while, and animals cannot be tamed if they're taking damage or fighting, or if they move out of your line of sight or too far away from you. Once a pet is tamed, you can rename it by left-clicking and dragging to bring up its status bar.

Tamed pets can be sold to other players, though more powerful tamed pets will refuse to accept ownership by a player with low taming skill. The more owners a pet has had, the more difficult it is to control.

To keep a pet tame, you must keep its loyalty high by keeping it well fed, staying close to it, and giving it commands it can easily follow. Pets go wild if left alone too long, or if their loyalty drops too low. Tamed animals lose loyalty slowly over time, and whenever they refuse to obey a command. The higher your Animal Taming skill, the easier it is to get a pet to obey. If a normally aggressive pet goes wild inside town, and attacks a blue NPC or player, the town guards will arrive and slay the animal. You can always re-tame a pet that you once owned, so all is not lost if a difficult-to-control pet goes wild.

Some pets can provide transportation. Horses are commonly available at stables throughout Britannia. Llamas and Ostards can be bought from other players for a relatively small cost, because they are easy to tame. The strange-looking Giant Beetle functions both as a pack animal (carrying extra equipment for you) and as a steed. While all of those animals can be ridden by anyone, regardless of their Animal Taming skill, there are other more powerful steeds

that can only be ridden by skilled Tamers. These include the Nightmare, the Fire Steed, and others. Ki-rin and Unicorns are rare steeds found in Ilshenar. Only males may ride ki-rin, and only females may ride Unicorns. Each has a special ability that can help the rider avoid danger.

To ride a steed, simply double-click it and use normal movement commands. You will move much faster while mounted than you will on your own two feet. To dismount, double-click your character's avatar. Keep in mind, though, that when you run your steed for a long period of time, you'll have to stop and let it rest. It's also a good idea to occasionally feed your mount so that it doesn't lose loyalty, go wild, and buck you off.

When you log out of the game, the only pet that goes with you is the steed you are riding. To keep other pets safe while you are away, you must stable your pet with a Stablemaster NPC. There is a small fee associated with this service. You have a limited number of slots in the stables that you can rent, and Stablemasters will refuse to hold any more pets for you. The stable slots are *per character*, not per Stablemaster—you can't store extra pets by using multiple Stablemasters. You can claim a pet at any stables, not just the one where you boarded it.

HOW TO USE: Activate the context-sensitive menu on the animal itself and select the "Tame" option. Alternatively, activate the skill using the gem in the skills window (or a macro) and target the animal to tame.



<i>Starting Equipment</i>	1 shepherd's crook
<i>Trained by</i>	Animal Trainer, Fur Trader, Ranger
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Selling trained animals Using trained animals as weapons to kill/loot other animals
<i>Complementary Skills</i>	Animal Lore, Veterinary, Tracking
<i>Best Location (young)</i>	Delucia (town), Britain, Crossroads, Jhelom (woods)

Animal Taming Tips

- ♀ If the animal moves behind a structure before being tamed, use the Circle of Transparency option to "remove" roofs and walls you walk near.
- ♀ Feeding your pet is important. Check out the creature section to find out what your particular pet craves.
- ♀ Pets can be attacked. If you have created two pets, tell them to follow you, and guard one another. This not only watches your back, but it also helps keep your pets safer.

- ♀ Even at high skill level, it can still be difficult to tame a dragon or other large beast.
- ♀ If you plan to keep a pet for awhile, make sure you rename it. That makes commanding the pet a lot easier. Also, by leaving the name "bubble" onscreen, you can click on it to quickly target the pet.
- ♀ If you want to learn this skill, look for the town's stable. The stablemaster can train you in this skill — for a fee.
- ♀ Your pets' skills can improve with use.
- ♀ If your pet refuses to obey a command to attack a monster, command it to guard you instead. When the monster targets you, your pet will move to intercept it and fight.
- ♀ If your pet refuses to obey several commands in a row, feed it! While this isn't likely to make your pet more obedient, it will restore the pet's lost loyalty. If you don't, and continue trying to make the pet obey, it is likely to go wild and turn on you.

Tamable Creatures/Success Chance

The following table lists the approximate skill level at which you can tame creatures with varying success.

Creature	1%	25%	50%	75%	100%	Creature	1%	25%	50%	75%	100%
Dog	-	-	5	17	30	Cow, goat, pig,	11	24	36	49	61
Rabbit, gorilla,	-	-	6	19	31	pack horse,					
easy mongbat						pack llama,					
Forest bird,	-	-	12	25	37	woolly sheep					
tropical bird						Eagle	17	30	42	55	67
Raven (varies)	-	5-10	18-23	31-36	43-48	Doe, frog, slime,					
Cat, chicken,	-	12	24	37	49	timber wolf	23	36	48	61	73
goat, sewer rat,											
town rat											

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Creature	1%	25%	50%	75%	100%	Creature	1%	25%	50%	75%	100%
Giant rat,	29	42	54	67	79	White wolf	65	78	90	103	115
big pig, horse,						Bull, cat, mongbat	71	84	96	109	121
war horse*,						Frost spider	76	88	101	113	126
desert ostart,						White wolf,	77	90	102	115	127
forest ostart						timber wolf					
Llama (varies)	30-36	41-48	54-60	67-73	79-85	Giant frog,	79	91	104	116	129
Black bear,	35	48	60	73	85	evil ostart					
polar bear,						Lizard Giant	82	94	107	119	132
walrus						Dire wolf, imp,	83	96	108	121	133
Brown bear,	41	54	66	79	91	savage					
cougar						ridgeback					
Alligator,	47	60	72	85	97	Hell hound	74	87	99	112	124
giant scorpion						Predator hellcat	89	102	114	127	139
Panther,	53	66	78	91	103	Dragons	95	108	120	133	145
snow leopard,						Drake,	97	109	122	134	147
grey wolf						dark/silver steed,					
Giant spider,	59	72	84	97	109	nightmare, ki-rin, unicorn					
grizzly bear,						White wyrm	97	109	122	134	147
small snake											

Pet Commands

You can rename a pet by clicking it and dragging the cursor off of it. Click on the name and type in a new one. Once you name a pet, you can type the pet's name followed by a command given below. You can also issue commands to pet at any time by left-clicking on the pet and selecting a command in the window that appears. Some commands display a targeting cursor; click on the target for that command (such as yourself for "Follow").

See p. 35 for a list of pet commands.

Pet Transfer

In order to give or sell a pet to a new owner, the pet must have some amount of loyalty to both players. The buyer must have a high enough Animal Taming skill to handle the pet, and he or she can't be an enemy of yours (such as a member of an opposing guild). Finally, a summoned pet cannot be traded.

To transfer a pet, type its name and the transfer command (i.e., "Cujo transfer"). Target the new owner to open the trade window. A pet is traded just like any other item, and both you and the buyer must agree to the trade for the transfer to occur.

Archery

Archery involves the skilled use of a bow and arrow or crossbow and bolt. Archers are a valuable asset to a group, as they can deliver damage from further away than meleers in the group. Be sure to remain still, since moving decreases your accuracy. To practice this skill, you can target an archery butt, found in most bowyer and fletcher shops. (But, stay out of War mode to avoid accidental casualties. And don't forget to pull your arrows out of the butt... many people don't realize this.)



Archers spend a lot of time hunting in the wild. Therefore, it's a good idea to learn Bowcrafting/fletching and Lumberjacking at some point so that you can make your own arrows and bolts. This can be quite profitable, since you can harvest lumber and sell crafted bows (which are lighter than lumber, and bring around 30gp apiece).

Success Chance

Success depends on enemy's Tactics. See How Combat Works, p. 187, for details.

Archery Tips

- ‡ Don't forget to bag a bird every once in a while for feathers if you make arrows.
- ‡ After you shoot, don't move until your arrow finds its mark. Otherwise, you miss.
- ‡ You must have line of sight on your target.
- ‡ The higher your Dexterity, the quicker you can get off another shot. Try drinking an Agility potion before a big battle.
- ‡ Your bow condition can play a part in how good your Archery is. Use Cursor Hover-Over to find out how worn it is.

HOW TO USE: Place your bow or crossbow in your hand, activate War mode, then target an enemy and fire.

<i>Skill</i>	Skill 90 / Str 5.5 / Dex 4.5
<i>Starting Equipment</i>	1 bow 25 arrows
<i>Trained by</i>	Bard, Bard Guildmaster, Bowyer, Mercenary, Ranger, Ranger Guildmaster
<i>Improve by</i>	Using a bow or crossbow Firing at an archery butt
<i>Macros allowed?</i>	No (combat); Yes (inside house)

<i>Gain income by</i>	Hunting, then selling meat and hides; adventuring with a group for loot
<i>Complementary Skills</i>	Anatomy (improved by Archery; increases damage you can do), Bowcraft/Fletching (craft arrows and bolts), Lumberjacking (cut wood), Tactics
<i>Best Location</i>	Britain, wooded areas near Vesper, Yew, Delucia

- ‡ When you're young, stick to small forest animals. After earning 35 points or so, move on to the smaller undead creatures (skeletons and wraiths). You can start hitting larger critters like Orcs around 50. Once you're approaching the 90s, you can start taking on bigger, badder enemies. Save the dragons, however, until you're a Grand Master — they tend to lounge in the depths of Dungeon Destard.
- ‡ Archery is one of the more difficult fighting skills to master because you need to have very high Dexterity for consistent hits.
- ‡ If you plan to hunt alone, Magery or Hiding can help you stay out of trouble.

Begging

Begging is the solicitation of coins from vendors, guards, and other non-player characters (NPCs). Successful use of the Begging skill can yield a few coins from an NPC (anywhere from 1 to 10), but has no effect on monsters. Begging from other players doesn't involve using this skill, and may in fact annoy other players. With actual players, you're probably better off playing the newbie card in your younger hours. ("Help! I'm just a poor lad with no weapons and armor. Spare a shield, good sir?")

HOW TO USE: Click Begging blue skill gem, then target NPC from whom you wish to beg.

Begging Tips

- ♀ One plus to this skill is that if you die, you don't lose need to reacquire weapons or crafting tools to resume your career.
- ♀ Look for towns with lots of NPCs — it will be more profitable to you. But instead of targeting vendors, look for noble fighters and adventurers.
- ♀ Once you sucker an NPC into a few gold pieces, you can beg from that same NPC and be fairly assured of success... at least until he or she runs out of money.
- ♀ Begging costs karma, so you may need to find out what small tasks you can do to raise karma in that area, and go for them. You can also visit a shrine and use its mantra.
- ♀ A beggar's biggest enemy is someone with Snooping and Stealing skills.
- ♀ At higher levels, try to visit as many NPCs as you can throughout the land. Sometimes, you'll run across one that makes begging from other NPCs of that type a lot easier.

<i>Skill</i>	100%	
<i>Starting Equipment</i>		—
<i>Trained by</i>		Beggar, Gypsy
<i>Improve by</i>		Using skill
<i>Macros allowed?</i>		No
<i>Gain income by</i>		Using skill
<i>Complementary Skills</i>		Snooping (to see inside backpacks)

Success Chance

Chance of success is equal to your current skill level.



Blacksmithy

The Blacksmithing skill enables you to forge or repair saleable weapons and armor. However, you must be close to an anvil and forge in order to repair or create new items. Also, the type of items you can make depends on your skill and ingot inventory. When you become very skilled in the art of Blacksmithy, you can put your personal maker's mark on items.

HOW TO USE: To forge an item. Stand near a forge and anvil. Double-click on a smith's hammer, sledgehammer or tongs. Click on a category, then click on a specific item to craft it. Once you succeed in creating an item, it's placed in your inventory.

To repair an item in your possession. With the item in your backpack, double-click the smith's hammer or sledgehammer. Click **Repair Item** in Blacksmithing menu (do not select an item). How well you can repair an item depends on your skill.

To melt down an item. With Mining, you can click **Smelt Item** in the Skills window instead of selecting an item. The number and type of ingots you recover depends on your Mining skill, the item's condition, and its material.

<i>Starting Equipment</i>	Brown apron, leather gloves, smith's hammer, 50 iron ingots
<i>Tools</i>	Forge, anvil, smith's hammer, sledgehammer Tongs
<i>Materials</i>	Ore Ingots Dragon Scales Used weapons and armor
<i>Trained by</i>	Armorer, Blacksmith, Blacksmith Guildmaster, Weaponsmith
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	Yes
<i>Gain income by</i>	Crafting and selling forged items Repairing items for players Fulfilling bulk-order deeds for vendors
<i>Complementary Skills</i>	Mining (to smelt ore into ingots) Tinkering (to make new tools)

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Blacksmithy Tips

- ♀ To complete a large bulk order, you must have the equivalent small bulk orders. For this reasons, trading BoDs is necessary — an order for 10 plate gorgets can't be used to fulfill part of the BoD that specifies 15 suits of plate mail.
- ♀ If you've got Tinkering as an additional skill, you can avoid having to carry about duplicate smithing tools. In the case of breakage, simply make another one.
- ♀ If you plan to mine your own ore (which you should), increasing Strength should be of prime concern to you. Ore is heavy, and any extra stuff you carry greatly impedes your carrying ability. Beat a few training dummies with a mace to boost strength, or buy a pack horse.
- ♀ Properly advertising your services and forming customer trust are important parts of doing business.
- ♀ You can use rare metals to create colored weapons and armor, but you'll need a Runic Smithy Hammer of the right ore type and the minimum Blacksmithy skill for success.

Items/Success Chance

Category	Item to Make	Material	1%	25%	50%	75%	100%
Ringmail	Gloves	10 Ingots	13	24	37	49	62
	Sleeves	14 Ingots	17	29	42	54	67
	Leggings	16 Ingots	20	32	45	57	70
	Tunic	18 Ingots	22	34	47	59	72
Chainmail	Coif	10 Ingots	15	27	40	52	65
	Leggings	18 Ingots	37	49	62	74	87
	Tunic	20 Ingots	40	52	64	77	90
Platemail	Gorget	10 Ingots	57	69	81	94	(107)
	Gloves	12 Ingots	59	71	84	96	(109)
	Arms	18 Ingots	67	79	91	104	(116)
	Legs	20 Ingots	69	81	94	106	(119)
	Tunic	25 Ingots	75	87	100	(112)	(125)
	Female	20 Ingots	45	57	69	82	95
Helmets	Helm	15 Ingots	57	69	81	94	(107)
	Bascinet	15 Ingots	59	71	84	97	(109)
	Norse helm / close helm	15 Ingots	39	50	63	75	88
	Plate helm	15 Ingots	63	75	88	100	(113)



Category	Item to Make	Material	1%	25%	50%	75%	100%
Shields	Buckler	10 Ingots	-	-	0	12	25
	Bronze	12 Ingots	-	0	10	22	35
	Metal	14 Ingots	-	3	15	27	40
	Small kite	8 Ingots	-	0	10	22	35
	Dyeable kite	16 Ingots	5	17	30	42	55
	Heater	18 Ingots	25	37	49	62	75
Bladed Weapons	Dagger	3 Ingots	0	12	25	37	50
	Cutlass	8 Ingots	25	37	49	62	74
	Katana	8 Ingots	45	57	70	82	95
	Kryss	8 Ingots	37	49	62	74	87
	Scimitar	10 Ingots	32	44	57	69	82
	Broadsword	10 Ingots	36	48	60	73	86
	Longsword	12 Ingots	28	41	53	66	78
	Viking sword	14 Ingots	25	37	49	62	75
	Bone Harvester	10 Ingots	33.5	45.5	58.0	70.5	83.0
	Crescent Blade	14 Ingots	45.5	57.5	70.0	82.5	95.0
	Axe Weapons	Battle axe	14 Ingots	31	43	55	68
Axe / Executioner's axe		14 Ingots	35	47	60	72	85
Two-handed axe		16 Ingots	34	46	58	70	83
Double axe		12 Ingots	30	42	55	67	80
Large battle axe		12 Ingots	29	41	53	66	78
War axe		16 Ingots	40	52	65	77	90
Pole Arm Weapons	Short spear	6 Ingots	32	44	57	70	82
	Spear	12 Ingots	40	52	64	77	90
	Warfork	12 Ingots	44	55	68	81	93
	Bardiche	18 Ingots	46	58	70	83	96
	Halberd	20 Ingots	50	62	74	87	99
	Bladed Staff	14 Ingots	40.5	52.5	65.0	77.5	90.0
	Double Bladed Staff	16 Ingots	45.5	57.5	70.0	82.5	95.0
	Lancet	20 Ingots	48.5	60.5	73.0	85.5	98.0
	Pike	12 Ingots	47.5	59.5	72.0	84.5	97.0
Bashing Weapons	Scythe	14 Ingots	39.5	51.5	64.0	76.5	89.0
	Mace	6 Ingots	15	27	39	52	65
	Maul	10 Ingots	20	32	45	57	70
	War mace	14 Ingots	28	41	53	66	78
	War hammer/Hammer pick	16 Ingots	35	47	60	72	85
	Scepter	10 Ingots	21.9	33.9	46.4	58.9	71.4
Dragon Scale	Gloves	16 Dragon Scales	69	81	94	(106)	(119)
	Helmet	20 Dragon Scales	73	85	98	(110)	(123)
	Sleeves	24 Dragon Scales	77	89	(101)	(114)	(126)
	Leggings	28 Dragon Scales	79	91	(104)	(116)	(129)
	Tunic	36 Dragon Scales	86	98	(110)	(123)	(135)

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Repair Contracts

All weapons and armor have durability ratings. As the items are used, they lose durability. If an item's durability ever reaches 0, the item is irretrievably destroyed. Also, as an item loses durability, it becomes less effective. Damaged weapons do less damage, and damaged armor absorbs less damage. At maximum durability, the weapon or armor is 100% effective. At 1 durability (the minimum), the item is just slightly above 50% effective. To see an item's current and max durability, hover your mouse over the item and observe the Item Properties display for that item.

As an able Blacksmith, you can offer one-time service contracts to other players. This is basically a method that allows you or an NPC blacksmith to repair someone's weapon without the owner having to remove it from his or her hand or backpack. It's a safety mechanism to prevent scamming and non-skill-based theft.

You can create a contract and give it to a player. The recipient can then, at any smithy shop, double-click that contract for a quick repair.

Be aware that repairing an item weakens the item slightly. Successful repair means the weapon or piece of armor is restored to 100% effectiveness. Failure has no effect. However, every time a repair attempt is made, regardless of whether it succeeds, the item's current and max durability diminish by 1. If the item's current durability was already at 1, then the item is destroyed by the repair attempt. If at all possible, never let one of your item's durability get too low! The best way to avoid losing items while repairing is to obtain Repair Service Contracts from Grandmaster blacksmiths. These have the least chance of failure.

As an item is repaired over and over again, its maximum durability will decrease. It will become less effective faster and faster, until it isn't really worth using anymore. All is not lost, however. By completing Bulk Order Contracts, blacksmiths can obtain

Powder of Temperament, a magical substance that increases the maximum durability of an item, giving it new life.

HOW TO USE:

To make a contract. Double-click Blacksmithing tool and click **Repair**. Target blank scroll in your backpack. This creates a repair contract that notes your Blacksmithing level. You can't improve your skill by creating contracts, but you can sell them to other players.

To use a contract. Whether you're a Blacksmith or not, you can take a repair contract to any Blacksmith or Armory shop. Double-click the contract, then target the item to repair.

Bulk Order Deeds

Bulk order deeds (BoDs) are contract orders awarded by NPCs for a specific item. You can't ask for them — NPCs sometimes give them out when you sell your items to them. BoDs involve creating some number of items of a single type, either 10, 15 or 20 units. When you complete the order, you can drop the deed onto the NPC to get a reward. The reward consists of gold (or gold in the form of a bank check), some special item, and a small amount of fame. You won't know what or how much until you're done, though.

Double-clicking on the deed reveals what must be made, and the item requested depends on your Blacksmithing skill level. If you're below 70 skill, the order will be for one type of item, such as shields or a piece of armor. At higher levels, you may be asked to prepare suits of armor, or perhaps even exceptional suits. However, you must find smaller, matching orders for each component item; the quality, number, and type of metal must be identical. Once you've gotten the small orders crafted, you can double-click the large BOD and click **Combine** to specify that those items should be used to help fill it. The rewards for completing such a large bulk order are quite impressive.



Bowcraft/Fletching

The arts of Bowcraft and Fletching allow you to carve bows and arrows, along with crossbows and bolts. You can also craft new bows and, as your skill improves, crossbows. Once perfected, these skills can eliminate the need for frequent restocking trips into town, especially if you're also in the business of Archery.

To create an archer's item, double-click on your fletcher's tool. Then, select a category and item from the craft menu. Successfully crafted items appear in your inventory.

<i>Starting Equipment</i>	Fletching tool, material for 2 bows, shafts, feathers
<i>Tools</i>	Fletching tool
<i>Materials</i>	Logs/boards, shafts, feathers
<i>Trained by</i>	Armorer, Blacksmith, Blacksmith Guildmaster, Weaponsmith
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	Yes
<i>Gain income by</i>	Crafting and selling items, repairing items for players, fulfilling NPC bulk order deeds
<i>Complementary Skills</i>	Lumberjacking (to obtain wood), Archery, Magery (for Teleport)

Items/Success Chance

You can't start creating Bowcraft/Fletching items until you have a 50% or higher chance of success.

Category	Item to Make	Material	50%	75%	100%
Materials	Kindling	1 Log	-	-	0
	Shaft	1 Log	0	20	40
Ammunition	Arrow	1 Shaft, 1 Feather	0	20	40
	Crossbow Bolt	1 Shaft, 1 Feather	0	20	40
Weapons	Bow	7 Boards/Logs	30	50	70
	Crossbow	7 Boards/Logs	60	80	100
	Composite Bow	7 Boards/Logs	70	90	(110)
	Heavy Crossbow	10 Boards/Logs	80	100	(120)
	Repeating Crossbow	10 Boards/Logs	90	(110)	(120)
	Composite Bow	7 Boards/logs	70	72	74
	Repeating Crossbow	10 Boards/logs	90	92	94

Bowcraft/Fletching Tips

- † Get Lumberjacking and cut wood whenever you can — you'll need as much as you can carry once you start making crossbows.
- † Picking up just enough Magery skill for Recall can be a good idea. You'll find it a lot easier to get from Point A to Point B with a heavy load of weapons or wood.
- † Start out by making arrows and using only small stacks of wood. That way, failing doesn't consume as much material. Throw in a bow every now and then. Once you never fail at making arrows, make bows — you don't need feathers.
- † Keep a backup fletching tool and a supply of sharp, edged weapons on hand so you can keep transforming logs into boards, and boards into shafts, arrows, and bows/crossbows.

Camping

Campers can make a decent living by traveling across the land, making maps, and hunting and fishing for the necessities of life. If you're the rugged nature type, this skill can greatly assist you in your quest to become one with the Earth.

All good campers realize the value of mercenary guards... you can hire them to accompany you on a long journey to protect against the evils of the wild. Pets can also be a good source of protection, which is why Animal Taming makes a good accompanying skill. So does Cooking, if you plan to be self-sufficient on the road.

Finally, campers can prepare a campfire by using an edged weapon to cut kindling from trees, then toss down a bedroll on any old rock or soft mound of grass and sleep safely (i.e., they can log out away from an inn). However, keep in mind that pets who are not stabled will soon wander off, as will guards and escorts.

HOW TO USE: Place kindling on ground and double-click it to start a fire. Then, place bedroll on ground next to fire and double-click bedroll.

<i>Starting Equipment</i>	5 Kindling, bedroll
<i>Trained by</i>	Armorer, Blacksmith, Blacksmith Guildmaster, Weaponsmith
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	—
<i>Complementary Skills</i>	Cooking (for food)

Success Chance

Camping always succeeds. The higher your skill level, the faster your camp is prepared.

Camping Tips

- ♀ Although you can log out by a fire, it might take time to start one. Also, make sure you log out before your campfire burns itself out.
- ♀ Camping is highly attribute-dependent, which means you don't need to spend a lot of time developing this skill. Its main benefit is that you can safely log out from anywhere.
- ♀ A campfire can be used to cook most foods, if you have a skillet or other cooking tool and some Cooking skill.



Carpentry

Carpentry is a trade skill that allows you to make increasingly complex items from wood and cloth. Using this skill has proven profitable for many characters, since everyone wants to outfit their house with finely crafted furniture bearing a maker's mark. Chests are one of the most-often requested items.

Since Carpentry requires wood, it's a good idea to learn how to cut your own with the Lumberjacking skill. Since many items require talent in other skills, Tinkering, Tailoring, Magery, Blacksmithing, or Musicianship can make a good secondary skill.

HOW TO USE: Double-click on any carpenter's tool. A window displays the items you can make (based on your skill and your supply of wood). For items requiring metal for construction, select the type of metal using the button above EXIT.

<i>Starting Equipment</i>	Random carpentry tool, 10 logs/boards, brown apron
<i>Tools</i>	Dovetail saw, draw, froe, hammer, jointing plane (and nails), inshave, moulding plane, saw, smoothing plane, scorp
<i>Supplies</i>	Ingots, logs/boards, cloth
<i>Trained by</i>	Carpenter, Shipwright
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	Yes
<i>Gain income by</i>	Crafting items to sell to vendors, making furniture and chests for player's houses
<i>Complementary Skills</i>	Lumberjacking (to cut wood), Tinkering (to make locked containers)
<i>Best Location</i>	Any city near a forested area

Items/Success Chance

You can't start creating Carpentry items until you have a 50% or higher chance of success. Also, a check is made against Tinkering when you make lockable items. If your skill is high enough, an item will automatically be created with a lock and key.

Skills in parentheses indicate other skills and levels necessary to complete that item.

Category	Item to Make	Material (Skill Needed)	50%	75%	100%
Other	Boards	1 Log	0	12	25
	Barrel staves	5 Logs	0	12	25
	Barrel lid	4 Logs	11	23	36
	Short music stand	15 Logs	79	92	104
	Tall music stand	20 Logs	81	94	(107)
	Easel	20 Logs	87	100	(112)
Furniture	Foot stool	9 Logs	11	23	36
	Stool	8 Logs	11	23	36
	Straw chair	13 Logs	21	33	46
	Wooden chair	13 Logs	21	33	46
	Vesper/Trinsic chair	15 Logs	43	55	68
	Wooden bench	17 Logs	53	65	78
	Wooden throne	17 Logs	53	65	78
	Magincia throne	19 Logs	74	86	99
	Small table	17 Logs	43	55	68

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Category	Item to Make	Material (Skill Needed)	50%	75%	100%
Furniture (more)	Writing table	17 Logs	64	76	89
	Large table	23 Logs	64	76	89
	Yew-wood table	27 Logs	84	97	(110)
Containers	Wooden box	10 Logs	21	33	46
	Small crate	8 Logs	10	22	35
	Medium crate	15 Logs	31	44	57
	Large crate	18 Logs	47	60	73
	Chest	20 Logs	74	86	99
	Bookshelf	25 Logs	31	44	57
	Armoire (Normal, red)	35 Logs	85	97	(110)
Staves, Shields, Poles	Keg	3 Barrel staves, hoops and lids	58	70	83
	Shepherd's crook	7 Logs	79	92	(104)
	Quarterstaff	6 Logs	74	86	99
	Gnarled staff	7 Logs	79	92	(104)
	Wooden shield	9 Logs	53	65	78
	Fishing pole	5 Logs, 5 Cloth (40 Tailoring)	69	81	94
	Instruments	Lap harp	20 Logs, 10 Cloth (45 Musicianship)	63	76
Standing harp		35 Logs, 15 Cloth (45 Musicianship)	79	92	(104)
Drum		20 Logs, 10 Cloth (45 Musicianship)	58	70	83
Lute		25 Logs, 10 Cloth (45 Musicianship)	69	81	94
Tambourine		15 Logs, 10 Cloth (45 Musicianship)	58	70	83
Tasseled tambourine		15 Logs, 15 Cloth (45 Musicianship)	58	70	83
Misc. Add-Ons	Small bed	100 Logs, 100 Cloth (75 Tailoring)	95	(107)	(120)
	Large bed	150 Logs, 150 Cloth	95	(107)	(120)
	Dartboard	5 Logs	16	28	41
	Ballot box	5 Logs	47	60	73
	Pentagram	100 Logs, 40 Ingots (75 Magery)	100	(113)	(125)
	Abbatoir	100 Logs, 40 Ingots (50 Magery)	100	(113)	(125)
Blacksmithy	Small forge	5 Logs, 75 Ingots (75 Blacksmithy)	74	86	99
	Large forge	5 Logs, 100 Ingots (80 Blacksmithy)	79	92	(104)
	Anvil	5 Logs, 150 Ingots (75 Blacksmithy)	74	86	99
Training	Training dummy	55 Logs, 60 Cloth (50 Tailoring)	69	81	94
	Pickpocket dip	65 Logs, 60 Cloth (50 Tailoring)	74	86	99
Tailoring	Dress form	25 Logs, 10 Cloth (65 Tailoring)	63	76	89
	Spinning wheel	75 Logs, 10 Cloth (65 Tailoring)	74	86	99
	Loom	85 Logs, 10 Cloth (65 Tailoring)	84	97	(110)
Cooking	Stone oven	85 Logs, 125 Ingots (50 Blacksmithy)	69	81	94
	Flour mill	100 Logs, 50 Ingots (50 Blacksmithy)	95	(107)	(120)
	Water trough	150 Logs	95	(107)	(120)



Specialization: Masonry

Once you achieve Grand Master status in Carpentry, you can visit the gargoyle city and buy a book that teaches the fine art of shaping stone (look for “Stonecrafting” in the title). It’s expensive and can only be read once. Don’t forget to pick up mallets and chisels, as you’ll need them to work the stone. And, now might be a good time to learn the Mining skill so that you can collect your own granite.

Different types of granite can yield items of different colors — you’ll see an option to select the color in the crafting menu.

Carpentry Tips

- ♀ If you can find one, some woodworked items can be dyed using a dye tub. This allows you to customize your work, but they’re “antiques” and pretty rare.
- ♀ Furniture and staves are pretty light, so you can carry quite a few of them back to town. Vesper and Trinsic-style chairs are a good way to get from a newly bought skill level (30) to 50 or so.
- ♀ Since you’ll be spending a lot of time out Lumberjacking for supplies, it doesn’t hurt to pick up a fighting skill somewhere along the way.

- ♀ Strength is particularly vital to the success of a Carpenter, especially if you plan on specializing in Masonry at some point.
- ♀ A Grand Master Lumberjack rating can give you a damage bonus when fighting with an axe (but not a war axe).
- ♀ A pack horse can greatly increase your log-carrying ability, especially if you cut in the forested areas near Yew, Britain, and Skara Brae.
- ♀ Lockable chests are always in demand. Adding Tinkering to your skill set allows you to make them. The higher your Tinkering skill, the better the lock.
- ♀ Early on, pick a specialty category and if it involves other skills, try to develop them simultaneously.
- ♀ If you’ve got the inclination to pursue Masonry as your post-GM-Carpenter occupation, you’ll have to visit Ilshenar to get the proper book and tool. You can also mine granite there, the key component for stone items.
- ♀ Don’t use a dagger to harvest lumber— all you’ll get is kindling. Use the hatchet or some other cutting tool to produce boards.

Category	Item to Make	Material (Skill Needed)	1%	25%	50%	75%	100%
Decorations	Stone block	2 Stones	51	63	75	88	100
	Gargoyle vase	1 Stone	53	65	77	90	(103)
	Large Gargoyle vase	3 Stones	53	65	77	90	(103)
Furniture	Stone chair	4 Stones	56	68	80	93	(105)
	Medium Stone Table	6 Stones	66	77	90	103	(115)
	Large Stone Table	9 Stones	76	87	100	(113)	(125)
Statues	Small statue	3 Stones	61	73	85	98	(110)
	Pegasus Statuette	4 Stones	71	82	95	(107)	(120)

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Prima's Official Strategy Guide

Cartography

Mapmaking is for those with a steady hand and an adventurer's heart. With nothing more than a blank book or scroll and a mapmaker's pen and sextant, you can record journeys. Mapmakers can be of great value to traveling groups, dungeon adventurers, and ship captains who wish to set sail. And, if you choose to hone your Item Identification, Lockpicking, Detect Hidden and Mining skills, you can become a real, live treasure hunter.

HOW TO USE: Visit the place you wish to map — this will be the center of the map. Double-click the mapmaker's pen. Click on a map category, then on a specific type of map to create.

To make sea chart. Click map to place course markers on it. Drag pins off map to delete. Be careful not to place markers too close to shore — you can run aground.

To decode treasure maps. Double-click coded treasure maps.

<i>Starting Equipment</i>	4 Blank maps, sextant, mapmaker's pen
<i>Tools</i>	Blank maps, sextant, mapmaker's pen
<i>Materials</i>	Blank maps
<i>Trained by</i>	Mapmaker
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	Yes
<i>Gain income by</i>	Making and selling maps
<i>Complementary Skills</i>	Item Identification (to identify treasure), Arms Lore (to identify found weapons/armor), Mining (to dig up chests), Lockpicking (to pick chests), Detect Hidden (to identify traps)

Tillerman Commands	Action
Start	Tillerman starts sailing
Continue	Tillerman resumes the journey
Goto <marker>	Tillerman sails straight to the point you specify, then sails normally
Nav	Tillerman gives next destination

Items/Success Chance

Category	Item to Make	Material Needed	1%	25%	50%	75%	100%
Maps	Local map	1 Blank Map or Scroll	-	2	15	28	40
	City map	1 Blank Map or Scroll	21	33	45	58	70
	Sea chart	1 Blank Map or Scroll	51	63	75	88	100
	World map	1 Blank Map or Scroll	81	92	(105)	(118)	(130)

Cartography Tips

- ♀ If you have a boat, use Cartography to make a sea chart. Give the map to the tillerman; he sails the ship in a straight line from marker to marker. You can adjust the map en route by dragging pins.
- ♀ Detecting Hidden is a good secondary skill if you do treasure hunting. Many harder chests can't be opened without it.

- ♀ You can also store a lot of treasure and loot in the ship's hold — it's like having a big, portable backpack. Items on the deck decay over time, though.
- ♀ When you make a map, you are standing at the virtual center of the map.
- ♀ You don't have to use a sea-chart, however. The game has built-in ship commands. (Open Macros option screen.)



Cooking

While many young adventurers choose to subsist solely on bread and raw vegetables, the art of preparing a fine meal cannot be understated. You may not rack up the dough as a chef, so to speak, but you'll be able to prepare delicacies for discriminating palates.

As side skills, Tailoring and some weapon skills can help you obtain both hides and meat. Tailoring helps you cut up hides to sell or sew into other items. Finally, cooking is highly affected by your attributes, so any skill that contributes to those indirectly improves your Cooking skill.

HOW TO USE: Double-click cooking tool, then select **Barbecue**. Click on an item name in the right-hand column.

To use flour mill. Stand near flour mill and double-click cooking tool.

<i>Starting Equipment</i>	Rolling pin, 3 random raw foods, pitcher of water, sack of flour, 2 kindling
<i>Tools</i>	Rolling pin, skillet, sifter
<i>Materials</i>	Meat, fruits, vegetables, other raw foods
<i>Trained by</i>	Baker, Cook, Herbalist, Vegetable seller
<i>Improve by</i>	Using skill, raising Int or Dex
<i>Macros allowed?</i>	Yes
<i>Gain income by</i>	Selling food to NPCs or hungry players
<i>Complementary Skills</i>	Taste Identification, Poisoning, Tailoring (to cut up and sew hides)
<i>Best Location</i>	Cities with large adventurer population

Success Chance

Your chance of success is equal to your current Cooking skill level.

The lone exception is savage kin paint, which you can make at skill level 80 with 100% success.

Items

Except for pies (which need an oven), heat source refers to an oven, fire, forge, or heating stand. Types of pies include fruit, peach, apple, pumpkin and meat. You can also bake an uncooked quiche. Types of pizzas include cheese and sausage. Finally, if you try to cook meat, your entire stack is consumed on success, and you lose 1 food item on failure.

Category	Item	Ingredients Required
Ingredients	Flour	Flour mill, 1 wheat
	Dough	1 Water, 1 flour
	Sweet dough	1 Honey, 1 dough
	Cake mix	1 Flour, 1 sweet dough
Preparations	Cookie mix	1 Honey, 1 sweet dough
	Unbaked quiche	1 Dough, 1 egg
	Unbaked meat pie	1 Dough, 1 raw meat
	Unbaked sausage pizza	1 Dough, 1 sausage
	Unbaked cheese pizza	1 Dough, 1 cheese

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Category	Item	Ingredients Required
Preparations (more)	Unbaked fruit pie	1 Dough, 1 pear
	Unbaked peach cobbler	1 Dough, 1 peach
	Unbaked apple pie	1 Dough, 1 apple
	Unbaked pumpkin pie	1 Dough, 1 pumpkin
	Savage kin paint	1 Flour, tribal berries
Baked Items	Bread loaf	Oven, 1 dough
	Pan of cookies	Oven, 1 cookie mix
	Cake	Oven, 1 cake mix
	Muffins	Oven, 1 sweet dough
	Quiche	Oven, 1 unbaked quiche
	Meat pie	Oven, 1 unbaked meat pie
	Sausage pizza	Oven, 1 unbaked sausage pizza
	Cheese pizza	Oven, 1 unbaked cheese pizza
	Fruit pie	Oven, 1 unbaked fruit pie
	Peach cobbler	Oven, 1 unbaked peach cobbler
	Apple pie	Oven, 1 unbaked apple pie
	Pumpkin pie	Oven, 1 unbaked pumpkin pie
Barbecue	Cooked bird	Oven, 1 raw bird
	Chicken leg	Oven, 1 raw chicken leg
	Fish steak	Oven, 1 raw fish steak
	Fried eggs	Oven, eggs
	Leg of lamb	Oven, 1 raw leg of lamb
	Cut of ribs	Oven, 1 raw ribs

Cooking Tips

- ♀ Cooked food has more food value than raw food.
- ♀ Selling to NPCs is generally more profitable than selling food to players. Try tavern masters and innkeepers.
- ♀ Campfires and forges also serve as ovens.
- ♀ Don't forget to refill your water containers whenever you pass by a free water source. There's no sense in paying for it. Look for troughs, rivers, oceans, or barrels.
- ♀ Use an edged item on a fish, and you'll get several fish steaks. Fish steaks and bread are easy-to-cook items that raise your skill at a good pace.
- ♀ Past 80, you can add flour to tribal berries to make war paint for warriors.
- ♀ You can buy flour from merchants, or harvest your own wheat by visiting wheat fields, such as the ones west of Britain. Double-click the tall staves and take them to the flour mill to make free flour.



Detecting Hidden

Detect Hidden is one of those subtle skills that can come in handy if someone's trying to hide in your house or around a dark corner. This skill can also help you detect traps, which can make you a valuable scout in a group situation. And, the better you are, the wider your area of detection.

HOW TO USE: Click Detecting Hidden blue skill gem, then target area to check for hidden people or traps. Or, target container.

Detecting Hidden Tips

- ♀ The better someone's Hiding skill is, the harder it will be for you to find them. The converse is also true.
- ♀ Detecting Hidden always works in your house, but doesn't boost your skill.
- ♀ Success on trapped containers shows what type of trap: green is Poison, purple and blue are Explosion and Dart traps.
- ♀ A detected trap won't stay marked forever. In dungeons, be careful not to walk into one you discovered earlier.
- ♀ If you have Remove Trap, you can show a trap to other players. You really should have this skill, for what good does it do to see a trap if you can't disarm it?
- ♀ If you avoid dungeons as a general rule, a good way to practice spotting trapped containers is to buy some from a merchant and practice on those. Or, if you're also a dedicated Tinkerer, make your own.
- ♀ You can use this skill on a stack of trapped containers.
- ♀ Detect Hidden always works in a house you own or co-own, as well as for any house in which you are listed as a friend.

<i>Starting Equipment</i>	Black cloak
<i>Trained by</i>	None
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Group adventuring
<i>Complementary Skills</i>	Lockpicking (to open chests), Hiding, Remove Trap
<i>Best Location</i>	Anywhere with thieves

Trap/Success Chance

% Chance	1%	25%	50%	75%	100%
Dart trap	31	42	55	68	80
Poison trap	31	42	55	68	80
Explosion trap	56	68	80	93	(105)

For faction traps, you need more than twice this skill level. The actual success chance varies as you get closer to the trap.

For hidden players, your success chance depends both on the other player's Hiding skill and your distance from them. If your Detect Hidden skill is higher than the other player's Hiding skill, your chance is increased, and vice-versa. The closer you are to a hidden person, the better your chance of detecting him or her.

Discordance

Discordance is a Bardic skill allowing the talented musician to play jarring music that disrupts a target. In order to use this skill, you *must* also possess the Musicianship skill. When you activate Discordance, you will by default play the last instrument you used. Target an enemy creature (Discordance doesn't work on other players). If successful, the target will become much less effective in combat.

HOW TO USE: Click the blue Discordance gem in your skill window. Follow the prompts. You may be asked to target a musical instrument to play. If you already have a default instrument, or you target a valid instrument, you must next target the creature to disrupt.

Starting Equipment

Tools

Materials

Trained by

Improve by

Macros allowed?

Gain Income By

Complimentary Skills

Best Location

Random Musical Instrument

Drum, harp, lute, tambourine

—

Bard, Bard Guildmaster, Waiter, Waitress

Using skill

No

Weaken monsters, killing them by some other means, looting them

Musicianship (necessary), Provocation, Peacemaking

Woodlands, graveyards, dungeons

The power of your Discordance effect is based on your skill level. While in Discord, your target does less damage, hits less often, has a reduced chance to evade attack, and has weakened damage resistance. Furthermore, all of its skills are reduced. The following table shows how much these attributes and skills are reduced at different Discordance skill levels:

Skill Effect

Skill Level	Effectiveness
20	4%
40	8%
60	12%
80	16%
100	20%
120	28%

Success Chance

Your Musicianship skill is checked first, with chance of success equal to your Musicianship skill. If your Musicianship skill is above 100, then the amount over 100 is added to your chance of success at Discordance.

If you succeed your Musicianship check, Discordance is tested next. Chance of success depends on the stats and special abilities of the target, your skill in Discordance, and any bonus chance you get from high Musicianship skill.

Discordance Tips

♀ You must maintain line-of-sight with your target, or at least have a clear walking path between yourself and your target. If you break line-of-sight *and* move to a location where your target can't reach you, the effect will end.

♀ A creature can only be affected by Discordance from one bard at a time. In a group with multiple bards, divide up your targets so you don't waste effort.

♀ If you hide or go invisible for too long, any Discordance effect you have on a target will be broken. If you time it carefully, you can go invisible for a few seconds safely. But, if you stay hidden too long, the effect vanishes.

♀ Discordance lasts indefinitely, so long as you stay near your target, remain visible, and maintain line-of-sight. This means you are in danger of attack by your target—but you don't have to refresh the effect as you fight it.



Evaluating Intelligence

In battle, it's always a good idea to size up the enemy. By using Evaluating Intelligence, you can roughly determine your opponent's Intelligence. Additionally, this skill is useful if you're also talented in Magery. If you use this skill and your evaluation level is greater than the target's Resist Spell skill, he, she or it will take full damage. That means you can still deliver a heavy magic punch against Resist Spell if it fails.

HOW TO USE: Click blue Evaluating Intelligence spell gem, then target opponent.

Evaluating Intelligence Tips

- † Once you reach a high enough level, this skill can also reveal how much mana your opponent currently possesses.
- † If your Evaluate Intelligence skill is lower than your opponent's Resisting Spells skill, your spells won't do as much damage in battle.
- † The more magic attacks you throw in combat, the more emphasis you should place on this skill.

<i>Starting Equipment</i>	—
<i>Trained by</i>	City Mage, Judge, Mage Guildmaster, Mage Shopkeeper, Magincia Councilmember, Mayor, Monk, Scribe, Wandering Mage
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	None, but it can assist in breaking spell resistance
<i>Complementary Skills</i>	Anatomy (to assess target's strength)
<i>Best Location</i>	Areas with monsters

Success Chance

Chance of success is equal to your current skill level.

Success Messages

Intelligence	Comment
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

Ah, the fine art of fencing is a skill to be respected! It's all about accuracy, and a high Fencing score will ensure that you land more edged weapon hits against your enemy. These weapons include the dagger, kryss, pitchfork, short spear, spear, war fork, double-bladed staff, pike, and lance.

Good fencers usually pick up the art of Poisoning for tainting weapons, and of course, this skill goes along with other combat skills, such as Swordsmanship.

HOW TO USE: Wield fencing weapon, then enter war mode. Double-click on a target.

Fencing Tips

- ♀ In PvP combat, using a two-handed Fencing weapon against another player can occasionally result in a paralyzing blow. Your victim will be helpless (except for using potions and applying bandages) for about five seconds, in which time you can batter him or her again.
- ♀ Higher Intelligence can increase your chance of delivering a paralyzing blow.
- ♀ Fencing is a skill that nicely complements a group with mages and other fighters. You can run around and interrupt spellcasters while the rest of your group fights.
- ♀ The heavier the Poison potion on a fencing weapon, the fewer hits you get. But, they'll be deadly.

<i>Starting Equipment</i>	Kryss
<i>Trained by</i>	Fighter, Gambler, Gypsy, Mercenary, Paladin, Ranger Guildmaster, Thief, Thief Guildmaster, Warrior, Warrior Guildmaster, Weapons Trainer, Weaponsmith, Blacksmith
<i>Improve by</i>	Combat
<i>Macros allowed?</i>	No (for house/boat)
<i>Gain income by</i>	Attacking monsters, fighting PvP players, looting dungeons
<i>Complementary Skills</i>	Arms Lore (to assess weapons), Tactics, Anatomy
<i>Best Location</i>	Outside cities

Success Chance

Your chance of success is based upon a comparison between your Fencing skill and your opponent's Fencing skill. The higher your skill is compared to your opponent's, the more effective you will be. See **How Combat Works**, p. 187, for details.



Fishing

Some people claim that Fishing is a waste of time, but if you enjoy the lapping sound of the riverbank or roar of the ocean waves, it can be quite enjoyable and profitable. All you need is a pole and some string, and you can retrieve fish, treasure maps, and messages from the deep. Occasionally, you might pull up something even more interesting.

Most people that pursue Fishing either want a peaceful existence or find that catching, cooking and selling fish can bring a good bit of coin. At lower skill levels, you'll get a lot of shoes and fish, and an occasional nasty net that spawns aggressive fish. Later, you can get smaller fish with special powers. The real fun starts at higher levels, when you pick up bottles and maps that attract sea serpents and other large monstrosities.

Fishing Tips

- ♀ This isn't really a crafting skill, but you can make your own pole if you have a bit of Carpentry and Tailoring skill. Use cloth and wood make a fishing pole.
- ♀ With Cartography, you can sail the ocean wide and far in search of good fishing holes and record the journey. In the future, just give the tillerman the map to revisit the spot.
- ♀ If you get a treasure map, you can either sell it to a player or go find the treasure yourself. An SOS will lead you to a shipwreck, where you can find a chest with treasure.

HOW TO USE: Hold fishing pole and stand near water. Double-click pole, then target spot on water.

<i>Starting Equipment</i>	Fishing pole, brown floppy hat
<i>Trained by</i>	Fisherman, Fisher Guildmaster, Harbor Master
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Selling fish to players, NPCs
<i>Complementary Skills</i>	Cooking, Cartography (to map fishing holes)
<i>Best Location</i>	Near coasts and rivers

Success Chance

Your chance of success varies according to your Fishing skill and the depth of the water. Generally, you have much better luck when fishing from the shore.

- ♀ At high levels, you can preserve the "one that didn't get away" (i.e., a big fish) with a Taxidermy kit.
- ♀ Many players use boats to cruise along the shoreline and practice skills. This is especially effective if you don't want other people to be able to chase you down very easily (for all you nosy types out there...).

Forensic Evaluation

Detectives are few and far between, but those that possess a good Forensic Evaluation skill get a certain thrill from hunting down and killing a lawbreaker. This skill is used in banks, populated towns such as Britain, and anywhere a crime has likely occurred. It can be improved by evaluating something that was witness to a crime, even corpses, thieves and beggars. At high levels, you get more information about the criminal.

Some players never use this skill. Most often, this skill is chosen in conjunction with Tracking, Detect Hidden and other skills useful in chasing down criminals. And, half the fun of playing detective is killing the thief and stealing all his loot.

HOW TO USE: Click blue Forensic Evaluation skill gem, then target corpse or item.

<i>Starting Equipment</i>	—
<i>Trained by</i>	Healer, Healer Guildmaster, Wandering Healer, Judge
<i>Improve by</i>	Inspecting crime scenes
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Solving crimes for players
<i>Complementary Skills</i>	Tracking (to find killers or thieves), Healing
<i>Best Location</i>	Busy areas in cities (like banks)

Success Chance

% Chance	1%	25%	50%	75%	100%
Corpses	-	-	5	18	30
Lockpicked chests	36	47	60	73	85

Forensic Evaluation Tips

- ♀ The art of casual disguise is your friend. Try to look like a guard, or a newbie, or someone innocent.
- ♀ Carry a halberd, as it cannot be stolen.
- ♀ Look for characters who turn temporarily gray — this means they've just committed a crime. If it was against you, they'll stay gray in your eyes.
- ♀ If a thief eludes you by Hiding after you discover him or her, use Tracking to keep up.
- ♀ Yelling "There runs a thief!" may get you some help from other players. Remember, though, that attacking in town will draw the guards' attention.
- ♀ Using this skill on someone can tell you whether they're in the Thieves' Guild or not.



Healing

Healing is the art of reducing or eliminating injury to yourself or others. Through the use of bandages, you can use this skill to restore hit points. A good understanding of Anatomy is vital to a successful heal, as are scissors and cloth from which to cut bandages.

The power of Healing increases with skill. At higher levels, Healing powers extend to resurrection and cures, as well as increased bandaging power.

HOW TO USE: Double-click bandages in backpack, then click on target to heal.

Healing Tips

- † If you have at least 60 in Healing and Anatomy 60, you can cure poison. At 80, you can resurrect dead players.
- † If you're attacked, your Healing process may be hindered or interrupted.
- † If you heal someone who is a thief, the guards may attack you.
- † You can use Healing on some creatures and NPCs to raise your skill. However, the majority of "normal" creatures can only be healed with the Veterinary skill.
- † You can't ever heal a second person while you're attempting to heal someone else.
- † You can't Hide and Heal at the same time.
- † Healing and curing others takes less time than trying to heal or cure yourself.
- † Once you hit 60, try getting a few points in Alchemy to make Poison and find a friend to drink it so that you can attempt to cure them. At 80, try to solicit friendly ghosts so you can attempt resurrection.
- † At lower levels, carry Cure scrolls (castable without Magery skill) to maximize your effectiveness in a group. That way, you can heal poisoned members prior to learning how to cure Poison with Healing.

<i>Starting Equipment</i>	50 bandages; scissors
<i>Trained by</i>	Healer, Healer Guildmaster, Monk, Wandering Healer
<i>Improve by</i>	Using skill; increasing Anatomy skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Healing other players
<i>Complementary Skills</i>	Anatomy (improves success %), Tracking (to find people)
<i>Best Location</i>	Anywhere battles occur, Yew (to get wool)

Success Chance

The poison strengths below correspond to stats given in **Secrets of Magic: Potions**, p. 143.

Poison 5 is not a player poison, but it is used by some monsters against you.

You must have at least 60 Anatomy and 60 Healing to attempt cures, and 80 Anatomy and 80 Healing to attempt Resurrection.

% Chance	1%	25%	50%	75%	100%
Poison 1 (cure)	-	-	-	67	80
Poison 2 (cure)	-	-	60	80	85
Poison 3 (cure)	-	-	65	78	90
Poison 4 (cure)	-	-	70	83	95
Poison 5 (cure)	-	-	75	88	100
Resurrection	-	-	93	(113)	(133)

Items

You can make bandages from cloth.

Use	On	To Make
Edged weapon	Fluffy sheep	Wool
Wool	Spinning wheel	Yarn
Yarn	Loom	Cloth
Cotton	Spinning wheel	Spool of thread
Thread	Loom	Cloth
Scissors	Bolt of cloth	Cut cloth
Scissors	Cut cloth	Bandages

HERDING

Most shepherds live rather mundane lives, biding their time in the areas outside of towns. The best purpose in developing this skill is to make animals accessible to yourself or other players, or shear sheep for wool. Some shepherds obtain meat and hide from their herds.

HOW TO USE: Hold shepherd's crook and double-click it. Then, target the creature you want to herd and click on the desired location.

Herding Tips

- ♀ Develop Musicianship and Peacemaking.
- ♀ Herding takes time. Expect about a 10-second delay between attempts.

<i>Starting Equipment</i>	Shepherd's crook
<i>Trained by</i>	Rancher, Ranger Guildmaster, Shepherd
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Selling animal meat, hides; shearing sheep for wool
<i>Complementary Skills</i>	Animal Lore, Veterinary, Musicianship, Peacemaking
<i>Best Location</i>	Britain and areas with pasture-lands

Success Chance

Creature	1%	25%	50%	75%	100%
Dog	-	-	3	15	28
Rabbit, gorilla, easy mongbat	-	-	4	17	29
Forest, tropical bird	-	0	8	21	33
Raven (varies)	-	0-3	12-15	24-28	37-41
Cat, chicken, goat, sewer rat, town rat	-	4	16	28	4
Cow, goat, pig, pack horse, pack llama, woolly sheep	1	12	24	36	50
Eagle	4	15	28	41	53
Doe, frog, slime, timber wolf	8	19	32	44	57
Giant rat, big pig, horse, war horse*, desert/forest ostart	12	23	36	47	62
Black bear, polar bear, walrus	16	27	40	51	66
Llama (varies)	12-16	23-27	36-40	47-51	62-66
Brown bear, cougar	20	32	44	56	69
Alligator, giant scorpion	24	35	48	61	73

Creature	1%	25%	50%	75%	100%
Panther, snow leopard, grey wolf	28	39	52	65	77
Giant spider, grizzly bear, small snake	32	43	56	69	81
White wolf	36	47	60	73	85
Bull, cat, mongbat	40	51	64	77	89
Frost spider	42	54	67	79	92
White wolf, timber wolf	43	55	68	80	93
Giant frog, evil ostart	44	56	69	81	94
Lizard Giant	46	58	71	83	96
Dire wolf, imp savage ridgeback	48	59	72	84	97
Hell hound	42	54	66	79	91
Predator hellcat	52	63	76	89	(101)
Dragons	55	67	80	92	(105)
Drake, dark/silver steed, nightmare, ki-rin, unicorn	56	68	81	93	(106)
White wyrm	57	69	81	94	(107)

* Minax, Magecouncil, Britannian, Shadowlord



Hiding

A peculiar art, Hiding is usually practiced by secret-agent types or thieves who wish to remain anonymous and invisible to the general public. Most people who develop this school also choose some of the other less scrupulous skills — Stealing and Snooping, for instance.

Hiding isn't specific to thievery, however. You can also hide in the wild to avoid being attacked by animals. However, you can still be injured by potions, area spells, and the like.

HOW TO USE: Click blue Hiding skill gem.

<i>Starting Equipment</i>	None
<i>Trained by</i>	Gypsy, Ranger, Ranger Guildmaster, Thief, Thief Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Hiding and Snooping (for stealing), Secret agent (selling information gotten through eavesdropping)
<i>Complementary Skills</i>	Snooping, Item Identification
<i>Best Location</i>	Crowded towns (for thievery)

Success Chance

Chance of success is equal to your current skill level.

Hiding Tips

- ‡ Be silent while Hiding. Speaking will reveal your presence. So will combat, spellcasting, and looting.
- ‡ You can use Hiding to avoid combat or an attack while you run to the fridge for a soda; it's not necessarily just a thieving skill.
- ‡ Hiding works best against a wall, since success somewhat depends on how many people can currently see you.
- ‡ Assign Hiding to a keyboard key, and practice it a lot. To raise skill, use Hiding, then move forward a game screen, and hide again.
- ‡ If someone successfully uses Detect Hidden on you, you become visible to everyone. Reveal can also make you visible, and you can also be Tracked while hidden.
- ‡ Someone can still run into you or attack you while you're Hiding.
- ‡ If you can't hide because someone is attacking you, run away and try again.
- ‡ If you're a thief and try to use Snooping while Hiding, you may become visible again if snooping fails. Even if you're at 100 Hiding, you still have a 50% chance of being revealed if your Snooping fails.

Inscription

Inscription is the art of copying books or scrolls. (While scrolls can be copied to books without this skill, the reverse is not true.)

Many players find Inscription a laborious skill, but scribes that learn it well can make a lot of coin, especially selling to other players. NPC merchants are just as happy to buy written goods as well, but may not pay as large a price as players.

Magery is not critical as a complementary skill, since you don't have to know a spell in order to write it onto a scroll or copy it into another book. But, a high level of mana is necessary, as well as a steady supply of reagents.

HOW TO USE:

To make scrolls. Double-click scribe's pen. From the menu that appears, click a spell circle and spell. (Your spellbook, reagents and a blank scroll must be in your backpack.)

Inscription Tips

- ♀ Failing Inscription doesn't cost mana!
- ♀ Rune books have between 5 and 10 charges (most have 5-7).
- ♀ If you make an exceptional rune book, you can put a maker's mark on it. Also, if your skill is 90 - 99, exceptional books get one extra charge. At 100, they get two.
- ♀ Whenever you're not busy, practice active Meditation. (Did we mention you should really have this skill?) Make sure you aren't wearing metal, though, and that your hands are empty.
- ♀ If you often cast a certain spell in combat and want to raise Inscription, then make a habit of making that type of scroll for yourself. It consumes exactly the same number of reagents, but improves Inscription. Every bit helps.

To make rune books. Double-click scribe's pen. From the menu that appears, click **Other** and select runebook. (You must have 8 blank scrolls, a Recall scroll, a Gate Travel, and a blank rune in your backpack. You don't need reagents, however.)

<i>Starting Equipment</i>	2 blank scrolls, blank book, scribe's pen
<i>Tools</i>	Scribe's pen
<i>Materials</i>	Blank books, blank scrolls
<i>Trained by</i>	City Mage, Mage Guildmaster, Mage Shopkeeper, Magincia Councilmember, Oclo Casual, Scribe
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	Yes
<i>Gain income by</i>	Selling scrolls and books
<i>Complementary Skills</i>	Meditation (for faster mana regeneration), Resisting Spells
<i>Best Location</i>	Cities

Success Chance

If you're using the Inscription pen to copy a book or scroll, a targeting cursor appears. In this case, you need to specify the source copy and destination scroll or book.

Inscribed Spell	1%	25%	50%	75%	100%
1st Circle	-	-	0	12	25
2nd Circle	-	2	14	27	40
3rd Circle	4	16	29	41	54
4th Circle	19	31	43	55	68
5th Circle	33	45	57	70	83
6th Circle	47	59	71	84	97
7th Circle	62	73	86	98	(111)
8th Circle	76	88	100	(113)	(125)

Note

Inscription also adds a bonus to the Reactive Armor, Protection, and Magic Reflection spells, as well as a bonus to spell damage. The higher your skill in inscription, the more effective the "protection" spells will be, and the more damage you will be able to inflict with your spells.



Lockpicking

Lockpicking is a common thievery skill, but it can be useful in many other aspects. For instance, many dungeons have locked chests that need to be opened. Most adventuring parties are happy to have someone with good Lockpicking abilities so that rewards can be reaped from them. Finally, treasure hunters will find this skill indispensable. If you choose this as a career, though, you're going to need Detect Hidden and Remove Trap to avoid injury.

Good dexterity is a must, so if you're creating your own character, put a few extra points into it. Also, note that all locks are not created equal. You can never pick a lock on a house, and some chests may have better locks than other ones.

HOW TO USE: Double-click on lockpicks in backpack, then click on item to be unlocked.

Lockpicking Tips

- † You can lockpick and move at the same time; it's not necessary to stand still.
- † One of the best ways to raise this skill while young is to make friends with a Tinker and buy a locked container from them. Locks made by someone with a high Tinkering skill are more secure than those made by someone with high Carpentry skill, but mediocre Tinkering ability. You break more lockpicks on a difficult lock, but success is rewarding in terms of points.
- ‡ Once you gain some Tinkering skill, you can make your own lockpicks and create locked items on which to practice.
- ‡ You can find many locked chests in dungeons. The best bet is to adventure with a group for protection and share the loot.
- ‡ If you fail on an attempt, you won't gain any skill by trying to open the same lock again. However, if you go find another thing to unlock, you can then try to gain skill on the one you failed earlier.

<i>Starting Equipment</i>	20 Lockpicks
<i>Tools</i>	Lockpicks
<i>Trained by</i>	Gypsy, Thief, Thief Guildmaster, Tinker, Tinker Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Stealing and unlocking containers, looting dungeon chests
<i>Complementary Skills</i>	Detect Hidden, Remove Trap, Stealing, Snooping, Tinkering, Item Identification
<i>Best Location</i>	Dungeons

Success Chance

Your chance of success depends on the difficulty of the lock, which varies depending on the skill of the Tinker that made the lock in the first place. The better the Tinker, the harder it will be to pick the lock.

LUMBERJACKING

Strong as oxen, most Lumberjacks use this as a secondary skill to support their crafting careers. Bows, arrows and bolts, furniture, instruments, and many tinkered items require wood. Finely crafted ones use lots of wood. Lumberjacking also serves the purpose of improving physical strength, which can benefit any skill that relies on that attribute.

Many fighters use this as a training skill, since a high Lumberjacking skill gives a damage boost to all types of Axes. Also, high Lumberjacking can deliver a concussion blow — especially effective against caster enemies because it cuts mana in half.

HOW TO USE: Double-click hatchet or axe, then click on a tree.

<i>Starting Equipment</i>	Hatchet
<i>Tools</i>	Axe, hatchet, pole arm
<i>Materials</i>	Trees
<i>Trained by</i>	Carpenter, Farmer
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Selling wood and kindling, crafting wooden items (using a trade skill)
<i>Complementary Skills</i>	Bowcraft/Fletching, Carpentry, Tinkering, Camping (for kindling)
<i>Best Location</i>	Heavily forested areas, especially near Britain and Vesper

Success Chance

Chance of success is equal to your current skill level.

Lumberjacking Tips

- ♀ Activating the Circle of Transparency game option can make it hard to see trees.
- ♀ Keep backup axes with you at all times, or pick up enough Mining and Blacksmithing to forge your own.
- ♀ A second backpack and pack horse can help you carry more logs. If you use horses, you may want to develop some skill in Animal Taming in order to train your own steeds. That skill can also give you the ability to use various animals as protectors while you're working (i.e., have them guard you).
- ♀ If you do fight while in the forest, remember to use your axe. If Lumberjacking is high, you'll do more damage.
- ♀ Boards are lighter than logs, so possessing even a little bit of a wood-related crafting skill can greatly increase your carrying capacity by enabling you to turn logs into boards. Plus, you can create boards simultaneously with cutting wood.



Mace Fighting

Don't let the name mislead you. Mace Fighting isn't restricted to maces — this skill works with any blunt weapon. Another benefit is that this skill works automatically whenever you're fighting. Your Tactics and Anatomy skills may improve as well during blunt-weapon combat.

Against other players and armored NPCs, this skill can deliver other effects. Mace Fighting can dent armor, or render it useless, as well as stun your opponent.

USE SKILL BY: Wield a blunt weapon and enter war mode, then attack by double-clicking on an opponent.

Success Chance

Your chance of success is based upon a comparison between your Mace Fighting skill and your opponent's Mace Fighting skill. The higher your skill is, compared to your opponent's, the more effective you will be. See **How Combat Works**, p. 187, for details.

Mace Fighting Tips

- ‡ Jhelom has a fighting pit where you can fight other warrior types. Use one of your weaker blunt weapons, however, so that battles will take longer and give you more practice.
- ‡ As another avenue toward skill-gaining, you can hire an NPC and order him to attack you. However, make sure he has a weak weapon, or none at all.
- ‡ You can boost your strength by picking up Lumberjacking, Mining or another skill that involves strength.

<i>Starting Equipment</i>	Club
<i>Weapons</i>	War axe, club, hammer pick, mace, magic wand, maul, smithy hammer, war hammer, war mace, black staff, gnarled staff, quarterstaff and shepherd's crook
<i>Trained by</i>	Blacksmith, Blacksmith Guildmaster, Fighter, Jailor, Mage Guildmaster, Mercenary, Monk, Paladin, Shipwright, Warrior, Warrior Guildmaster, Weapons Trainer, Weaponsmith
<i>Improve by</i>	Fighting with blunt weapons
<i>Macros allowed?</i>	Yes (in house / on boat)
<i>Gain income by</i>	Killing and looting monsters, adventuring
<i>Complementary Skills</i>	Parrying, Tactics, Anatomy, Animal Lore, Arms Lore, Healing, Magic Resist, Blacksmithing (to make/repair weapons and armor)
<i>Best Location</i>	Jhelom, Trinsic, any city near dungeons

- ‡ Maces can sometimes deliver a crushing blow that does extra damage.
- ‡ You cannot apply poison to a mace-type weapon — it's blunt, and won't cut anyone.
- ‡ Choose the weapon that takes the most advantage of your opponent's weaknesses. The war mace, while great against armored opponents, may not work as well as another blunt weapon against creatures.

Magery

Beginning mages may not have a large repertoire of spells, but a high Magery skill can be very powerful, indeed. A mage with other useful skills — say, Healing and Animal Taming — can be extremely powerful as a long-term character.

Magery requires a great amount of Intelligence, as well as mana. As your skill level grows, you can start acquiring higher-level spell circles and books. Magery is a large subject that demands more space than available here. See **Magic**, p. 120, for details.

HOW TO USE: Double-click your spellbook to open it, then left-click the blue spell icon to the left of the spell name to cast it. (If you hold your spellbook in your left hand, it automatically goes into your backpack when you cast.)

Magery Tips

- ♀ Just because you paralyze someone doesn't mean that they're defenseless. Watch out for Explosion potions!
- ♀ Mages can earn a bit of money by escorting NPCs. Your magic can help just as much as a sword, as long as you only take NPCs who want to go somewhere close to a public moongate.
- ♀ To copy a spell from a scroll onto a spellbook, move your spellbook into your backpack, then drag the scroll onto the book. Inscription is not needed.
- ♀ Magery can be helpful if you're planning on playing PvP style (you'll need some emphasis in Healing). Be aware that wearing anything heavier than studded armor will slow mana regain.
- ♀ Keep reagents separated into piles, or in a locked box to protect against Stealing.

<i>Starting Equipment</i>	Spellbook w/12 spells, 3 random low-level spells; 30 units of each reagent, robe, wizard's hat
<i>Trained by</i>	City Mage, Mage Guildmaster, Mage Shopkeeper, Magincia Councilmember, Ocloo Cashual, Wandering Mage
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No (depends on spell)
<i>Gain income by</i>	Creating and selling scrolls, adventuring with a group of fighters
<i>Complementary Skills</i>	Evaluate Intelligence (auto-improves with Magery), Meditation (improves mana regeneration), Inscription, Resist Magic, Healing
<i>Best Location</i>	Moonglow, Britain

Success Chance

% Chance	1%	25%	50%	75%	100%
1st Circle	1	10	20	30	40
2nd Circle	11	20	30	40	50
3rd Circle	21	30	40	50	60
4th Circle	31	40	50	60	70
5th Circle	41	50	60	70	80
6th Circle	51	60	70	80	90
7th Circle	61	70	80	90	100
8th Circle	71	80	90	100	(110)

- ♀ Hiding can hide you from potential enemies while you regenerate mana, and it helps your Intelligence and Dexterity.
- ♀ You can benefit early by putting points into Strength. Or, improve Strength by training with a dummy using a weapon.
- ♀ Never leave town without a charged rune book or *Recall* scroll. If you run out of reagents, you might need to get back in a hurry! (See **Recall Runes and Rune Books**, p. 125.)



Meditation

Meditation is not practiced merely to achieve inner peace, at least not by mages and scribes. Its best application is in regenerating mana. Meditation can be achieved either passively (by using mana until it's low), or actively (manually invoking the skill). It requires immense concentration, so uttering the smallest word or moving interrupts this skill.

One rather interesting twist to Meditation is that being drunk.... er, um.... inebriated.... can actually help improve your Meditating skill. The reasoning behind this is that drinking reduces your mana. Yes, it's really true.

Standing still causes you to regain mana. Standing still and Meditating restores it more quickly. However, to gain skill in Meditation, you need to move, fight and stay active when you're low on mana.

HOW TO USE:

To passively meditate. Cast a spell or scribe a scroll/book until your mana level drops. Any time you use mana, you passively meditate — whether you're walking, fighting, etc.

To actively meditate. Empty your hands, then click the blue Meditation skill gem. It's good to be low on mana, activate this skill and move around.

<i>Starting Equipment</i>	—
<i>Trained by</i>	City Mage, Mage Guildmaster, Mage Shopkeeper, Magincia Councilmember, Monk, Oclo Cashual, Wandering Mage
<i>Improve by</i>	Expending mana, using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	—
<i>Complementary Skills</i>	Inscription, Magery
<i>Best Location</i>	—

Success Chance

Your success depends on how much mana you've lost. The lower your mana, the more difficult it is to recover.

Failure Messages

Message	Meaning
You cannot focus your concentration.	Failure due to skill, movement, speaking, or attack
Regenerative forces cannot penetrate your armor.	Armor is preventing meditation
You are at peace.	Mana is at its maximum
Your hands must be free to cast spells or meditate.	Something is in your hands

Meditation Tips

- ‡ If your mana is full, cast a spell or copy a scroll. The more often mana is regenerating, the better. Any time you sit around with a load of mana is time you could spend Meditating.
- ‡ Active Meditation restores mana more quickly than passive Meditation. It also awards you Meditation skill.
- ‡ You can't Hide *and* Meditate.
- ‡ Improving Meditation works better when mana is low. As you get better, expend more mana before meditating.
- ‡ Wearing the wrong kind of armor can slow down mana regeneration. Try no armor, or non-metallic armor like leather, at least while meditating. The lower the armor's rating, the less it affects Meditation.

Mining

Mining is an occupation that requires brute strength, perseverance and hard work. The mines, caves and mountains of Britannia are full of ore of various types, and it's the miner's job to go get it. Most blacksmiths are heavily dependent on this as a secondary skill, since it's much cheaper to mine raw ore than buy processed ingots. The same thing is true for Alchemists, who can blow glass items after they learn to make them. (Mining can be used to obtain sand.) Once you reach Grand Master status, any sand or granite you can acquire will be quite valuable — not all crafters are willing to risk life and limb to obtain supplies.

One of the hardest parts about mining is safely getting all that ore, granite and sand back to town so that you can forge it into ingots. Try Blacksmithing or Tinkering as a complementary skill.

USE SKILL BY:

To mine ore/granite. Double-click pick axe or shovel in your hand or backpack, then target a spot on a mountain or cave wall.

To mine sand. Double-click pick axe or shovel in your hand or backpack, then target a spot on a beach.

To smelt ingots. Double-click ore, then target forge.

<i>Starting Equipment</i>	Pickaxe
<i>Tools</i>	Pick axe, shovel
<i>Materials</i>	Ore (all skill levels), sand and granite (GM level)
<i>Trained by</i>	Miner, Miner Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	Yes
<i>Gain income by</i>	Selling ingots, crafting salable items with Blacksmith or Tinkering
<i>Complementary Skills</i>	Blacksmithy, Tinkering, Alchemy
<i>Best Location</i>	Caves, mountains near Britain and Jhelom (ore and granite), beaches (sand)

Success Chance

Chance of successfully Mining ore is equal to your current skill level.

You have the following chances to smelt ore.

% Chance	1%	25%	50%	75%	100%
Iron	26	37	50	63	75
Dull Copper	41	53	65	78	90
Shadow Iron	46	58	70	82	95
Copper	51	63	75	87	(100)
Bronze	56	68	80	92	(105)
Gold	61	73	85	97	(110)
Agapite	66	78	90	(102)	(115)
Verite	71	83	95	(107)	(120)
Valorite	75	87	99	(111)	(124)



Specializations

After reaching GM status, you can visit the gargoyle city and buy books on mining stone and gathering sand. (Look for gargoyle shopkeepers.) Reading them enables you to mine granite for Masonry and collect sand for Glass-blowing, respectively. The books disappear after you read them. You'll also need a mallet and chisel, also available for purchase from a gargoyle shopkeeper.

Stone Mining. Masonry is the art of shaping Granite, which, like ore, exists in many different colors. It's heavy, so you'll need Strength (and possibly a pack horse) to haul it back into town.

Sand Mining. Sand is acquired by combing beaches, but it's still difficult to find sand pure enough for glassblowing. Figure you'll fail 9 out of every 10 tries. Perseverance pays off here, as Alchemists who have mastered glassblowing will pay a pretty price for whatever sand you can bring back.

Success Chance

You have a 10% chance of finding stone when you successfully mine ore. You have a 10% of finding sand when successfully Mining beach areas.

Colored Ore/Granite

As you boost your Mining skill past 65, you have more of a chance of finding rare ores. Each successive color of ore is harder to find. It goes something like this:

Ore	Color	Rarity*	Min. Skill
Iron	red	Common	-
Dull copper	light gray	8X	65
Shadow	dark gray	7X	70
Copper	pale yellow	6X	75
Bronze	dark brown	5X	80
Golden	bright yellow	4X	85
Agapite	slightly purple	3X	90
Verite	green	2X	95
Valorite	blue	Rare	99

* Number of times more likely to be found than Valorite.

Mining Tips

- ♀ Shovels are the cheapest, lightest Mining tools, and the easiest to make with Tinkering.
- ♀ Put points into Mining at the start if creating an advanced character. Otherwise, you waste ore trying to smelt at lower levels.
- ♀ If you don't get any material in several attempts, walk a little further, then try.
- ♀ If you have multiple pickaxes or shovels, you can mine using both of them. Mine one place, and immediately target a second spot with your second tool.
- ♀ When you smelt ore, you can use a medium stack on a smaller, similar stack of ore. It makes a bigger pile, but weighs less.
- ♀ You can haul extra ore along with you by using pack animals. If you keep your pack animals for one full week and feed them regularly, they will bond with you. Once they have bonded with you, they will teleport with you when you use the Recall spell, a Scroll of Recall, or a charge from a runebook. You can also recall with an un-bonded Giant Beetle if you are riding it. If you also have high Magery skill, you can cast Gate Travel and lead your un-bonded pets through the moongate.
- ♀ If you successfully Mine while at maximum carrying capacity, the material will be destroyed.
- ♀ If you can find a gargoyle mining utensil, grab it — these picks axes can score twice the normal amount of ore and help you find more valuable ore.
- ♀ A quarry near the gargoyle city can yield increased amounts of granite and sand.
- ♀ Once you learn specialization techniques, there's about a 10% chance that you'll find granite when searching for ore. You have about the same chance of finding sand on a beach.
- ♀ You can sail a large ship and mine in various places. Ships can hold a lot of ore on their decks. Keep in mind that items left unattended on the deck of a ship will decay in a couple hours, so make sure to smelt your ore before logging off! This can save you many, many trips to the forge.

Musicianship

The power of song carries over into other skills — Discordance, Provocation and Peacemaking. By simply playing a musical instrument, you can use this skill to lull or hypnotize a target. Alone, this skill has no use, save pleasure or the need to test out a finely crafted instrument you've crafted. Its only power comes in acquiring one of the other skills mentioned above. The better your musical ability, the more effective they'll be.

Musicianship Tips

- ♀ You can improve this skill by playing as you travel from place to place. The more you can raise it, the more your other musical skills will benefit.

Peacemaking

Peacemaking is a Bardic skill closely tied to Musicianship. In order to use Peacemaking, you must be a skilled player of musical instruments. By playing soothing music, you can calm aggressive monsters long enough to escape, or regroup.

There are two ways to use Peacemaking. One way is to calm everyone and everything within an area around you. This effect has a very short duration, but effects multiple targets.

Alternatively, you can target a specific monster (but not another player) for a more focused Peacemaking effect. When used this way, the effect lasts much longer and can even completely prevent the monster from fighting back when you or your companions attack it. Be wary, however, because eventually your target will shake off the effect and resume its hostilities toward you.

HOW TO USE: Click the blue Peacemaking skill gem in your Skills Window. You will automatically play the last instrument you used. If that instrument is no longer available, you must target a new instrument to use. Next, target your-

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HOW TO USE: Double-click on an instrument in your hand or backpack.

<i>Starting Equipment</i>	Random musical instrument
<i>Tools</i>	Drum, harp, lute, tambourine
<i>Trained by</i>	Bard, Bard Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No (for house/boat)
<i>Gain income by</i>	None, by itself.
<i>Complementary Skills</i>	Discordance, Provocation, Peacemaking (all depend upon this skill)
<i>Best Location</i>	Britain, Ocloo, anywhere Bards hang out

Success Chance

Chance of success is equal to your current skill level.



self if you wish to use area-effect Peacemaking. Otherwise, target a creature to calm.

<i>Starting Equipment</i>	Random musical instrument
<i>Tools</i>	Drum, harp, lute, tambourine
<i>Trained by</i>	Bard, Bard Guildmaster, Mayor
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Scavenging battle scenes, adventuring
<i>Complementary Skills</i>	Musicianship (necessary), Enticement, Provocation
<i>Best Location</i>	Britain, Trinsic

Success Chance

When you invoke Peacemaking, your Musicianship skill is tested first. Your chance of success is equal to your Musicianship skill. If your Musicianship is above 100, and you are using focused Peacemaking, the amount of your Musicianship over 100 is added to your chance of success. If you fail your Musicianship skill check, the Peacemaking attempt fails.

In focused mode, your chance of success is determined by the attributes, skills and special abilities of your target, and your own Peacemaking skill (plus any bonus from high Musicianship). Stronger opponents are tougher to calm, and will tend to break out of the effect sooner.

In area-effect mode, all targets (including players) in a radius around you are affected. The radius is based on your skill in Peacemaking. Each target is checked individually. The chance of success is equal to your Peacemaking skill. Remember, the effect is very brief.



Parrying

Parrying refers to your ability to use a shield or weapon to block an opponent's attack in combat. Shields are more effective at blocking than weapons, but you can't use a shield and a two-handed weapon at the same time. When you block an attack with Parrying, all damage from that attack is eliminated. Parrying is a powerful defensive tool.

HOW TO USE: Parrying is automatically checked each time you are struck in combat, so long as you have a shield or melee weapon equipped.

<i>Starting Equipment</i>	Wooden shield
<i>Trained by</i>	Blacksmith, Blacksmith Guildmaster, Fighter, Jailor, Mercenary, Noble, Paladin, Warrior, Warrior Guildmaster, Weapons Trainer
<i>Improve by</i>	Taking hits in combat
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Fighting and looting enemies
<i>Complementary Skills</i>	Tactics, any weapon skill, any one-handed fighting skill, Healing
<i>Best Location</i>	Trinsic, Jhelom, dungeons

Success Chance

When using a shield, your chance of parrying any melee strike is 30 percent of your Parrying skill.

When using a melee weapon, your chance of parrying any melee strike is 15 percent of your Parrying skill.

Parrying Tips

- ‡ All shields have generally the same parrying ability. Larger shields tend to have higher durability, though, meaning they will go longer before they become damaged and lose effectiveness.
- ‡ Fighting multiple monsters means you get hit more often, which means you have a chance to use Parrying more often.
- ‡ You have to have one hand free to drink potions.
- ‡ You cannot parry bare-handed, or with a bow. You cannot parry spells or ranged attacks, either.
- ‡ Some magic weapons and shields have a bonus to their chance of blocking. Also, all types of magic items can grant bonuses to your Parrying skill, further increasing your chance to block.
- ‡ Carry lots of bandages and acquire some Healing skill (enough to ensure you can succeed in bandaging on a regular basis). Making Healing potions isn't too expensive — it just requires a bit of Alchemy. You can re-use bottles, and the reagents can be found in the wild.
- ‡ Always try to Parry with something or someone just a tad bit better than you are.
- ‡ When you're trying to reach the elusive GM level, try teaming up with someone who can summon daemons for you to battle.

Poisoning

The ability to add poisons to food, drink, and the blades of certain weapons cannot be overstated. Many assassins and alchemists make a living out of applying or making poison potions, which are always in high demand. Some swordsmen or fencers acquire this skill as well, because knowledge of poisons increases their effectiveness when using a poisoned blade.

The types of poison potions (in order of effectiveness and difficulty) are Lesser Poison, Poison, Greater Poison, and Deadly Poison. There is also a poison level more potent than Deadly Poison, but it cannot be found in a potion bottle. Lethal Poison can only be inflicted by some creatures, and the most skilled assassins.

Poisoning skill is required to apply poison to the blade of a weapon. Actually inflicting the poison on a victim requires the use of the Infectious Strike combat move (See **Combat** in the **Age of Shadows** section of this guide).

Poisoning Tips

- ♀ A high skill in Poisoning can prevent your poison-tipped weapons from corroding quite so quickly.
- ♀ The cardinal rule — do NOT double-click a poison potion! Doing so causes you to drink it, which means that you should always keep a couple of curing potions on hand in case of accidental ingestion.
- ♀ The Poisoning damage taken by a target varies, depending on their hit points.
- ♀ Keep an oil cloth (Tailored item) on hand. You can use it to wipe poison off of weapons, preventing them from corroding.
- ♀ Only sharp weapons can be poisoned.
- ♀ You can only poison one food item at a time (not a stack or container full of food).

HOW TO USE: Click the blue Poisoning skill gem in the Skills Window, then select a poison potion. Finally, target food, drink, or a weapon to poison it.

The following weapons can be poisoned:

Butcher Knife	Kryss
Dagger	Pike
Cleaver	Double Bladed Staff

<i>Starting Equipment</i>	2 Poison potions
<i>Trained by</i>	Thief Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Serving as "hired help," poisoning items for players, trapping containers and chests
<i>Complementary Skills</i>	Swordsmanship, Fencing, Alchemy, Taste Identification, Cooking (to make poisoned food), Arms Lore (to check weapons), Detect Hidden (to detect poison traps)
<i>Best Location</i>	Magincia, Nujel'm

Success Chance

The poison strengths below correspond to statistics given in **Secrets of Magic: Poison Strength**, p. 144. Poison 5 is not a player poison, but it is used by some monsters against you. You'll probably never boost your skill high enough to survive, but we're putting the numbers in just so you can see how difficult it would be!

% Chance	1%	25%	50%	75%	100%
Poison 1	-	8	20	33	45
Poison 2	-	26	50	63	75
Poison 3	-	64	75	88	(101)
Poison 4	96	(108)	(120)	(133)	(145)
Poison 5	(125)	(137)	(150)	(162)	(165)

- ♀ This can be a good skill to acquire in conjunction with Alchemy and Healing. You can make poisons, poison yourself, then cure yourself.
- ♀ Poisoning is a continuous process. Your victim will continue to take poison damage every 5 to 10 seconds until he or she is cured, dies, or the poison expires.
- ♀ You can use Poisoning with Tinkering to make poison traps.



Provocation

Poking and prodding with music — that's what Provocation can do for you. A simple tune from your instrument and a high enough Musicianship skill can encourage two monsters to fight one another. (Not all creatures can be provoked.) Sure, it can be slightly misunderstood by others, but when all you've got at your disposal is a lute and maybe a few gold coins, what's to lose but a bit of conscience (and karma)? There's bounty to be looted, after all.

Just be careful — if you fail in Provocation, the monster will attack you. You should have a backup combat skill with which to defend yourself, or at least Healing.

HOW TO USE: Click blue Provocation spell gem, then click on instrument to play. Click on target.

<i>Tools</i>	Drum, harp, lute, tambourine
<i>Trained by</i>	Bard, Bard Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Adventuring, looting corpses, selling meat and hides
<i>Complementary Skills</i>	Musicianship (necessary), Enticement, Peacemaking, Healing, any combat skill
<i>Best Location</i>	Britain, Buccaneer's Den (no guards on patrol)

Success Chance

When you attempt provoke two creatures to fight, your Musicianship skill is tested first. Your chance of success is equal to your Musicianship skill. If your Musicianship is above 100, the amount of your Musicianship over 100 is added to your chance of success. If you fail your Musicianship skill check, the Provocation attempt fails. Chance of success depends on the stats, skills, and special abilities of the two creatures you are provoking, and your own skill at Provocation (and any bonus for high Musicianship skill).

Provocation Tips

- ♀ Provocation in the city is illegal, and will be promptly punished within any city walls.
- ♀ Shopkeepers cannot be Provoked, and even trying to Provoke them will summon guards.
- ♀ Practice your Musicianship as much as possible. The higher it is, the better your other Bardic skills will be.
- ♀ Provocation is a good skill to have while young. You can pit two monsters against one another, and then "help" one attack the other. This results in increased combat ability with less risk to you — and more loot!

- ♀ Provoking two creatures to attack one another can be entertaining and profitable.
- ♀ You cannot provoke a player to attack, but you can provoke a creature to attack a player. The other player is free to fight back, or run away.
- ♀ It is very difficult to provoke two powerful creatures to fight each other. However, it can be quite easy to provoke a very strong creature to attack a very weak one, or vice-versa. While the weaker creature will almost certainly fall quickly, the provocation will still provide a valuable distraction.

Remove Trap

This is an advanced skill that can't be selected until you've raised your Detect Hidden and Lockpicking skills past 50. At that point, you can start acquiring Remove Trap skill points.

One thing to remember is that an unsuccessful attempt may cause the trap to go off, then reset itself. If that happens, don't curse too long — you can try disarming the trap again. However, you won't gain Remove Trap skill again until you successfully disarm a different trap.

HOW TO USE: Click blue Remove Trap skill gem, then click on item to disarm.

Remove Trap Tips

- ♀ If you're also a crafter, make sure you take your gloves off before attempting this skill.
- ♀ If a chest is locked AND trapped, make sure you remove the trap prior to picking the lock.
- ♀ Keep a couple of curing potions on hand, just in case you don't succeed and set off the trap.

<i>Starting Equipment</i>	— (not a starting skill)
<i>Trained by</i>	Thief, Thief Guildmaster, Tinker, Tinker Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Looting chests, adventuring with groups in dungeons
<i>Complementary Skills</i>	Detect Hidden, Lockpicking
<i>Best Location</i>	Cities with many thieves, cities near dungeons

Success Chance

Your chance of success depends on the skill of the Tinker that created the trap in the first place.

For faction traps, you need more than twice this skill level. The actual success chance varies as you get closer to the trap.

Also, if you're wearing armor, that negatively affects your ability to Remove Traps.



Resisting Spells

While the name of this skill may suggest that it helps with resisting all spells, this is not the case. This skill helps you lessen the severity of spells that lower your stats or ones that last for a specific duration of time. It does not prevent direct-damage spells, like Energy Bolt or Flamestrike. The spells that can be resisted are listed below:

<i>Magery Spells:</i>	<i>Necromancer Spells:</i>
Clumsy	Blood Oath
Mana Drain	Mind Rot
Paralyze Field	Corpse Skin
Weaken	Pain Spike
Curse	
Mana Vampire	
Poison	
Feeblemind	
Paralyze	
Poison Field	

This skill is one that does not require active use. To improve it, put yourself in harm's way—as in the path of one of the above spells.

Resisting Spells Tips

- ‡ For spells that affect stats (Clumsy, Curse, Feeblemind, Mana Dragon, Mana Vampire, and Weaken), the Resisting Spells skill helps lessen the amount of points that are taken away from your stats. For duration spells (Paralyze, Paralyze Field, Poison, Poison Field, Blood Oath, Corpse Skin, Mind Rot, and Pain Spike), the length of the spell can be shortened.
- ‡ The greater the difference between your Resisting Spells skill and the attacker's Magery skill, the less chance you have of warding any or all of it off. The difficulty of the spell being cast is also taken into account.

- ‡ You will always have a slight chance of warding off a spell, even as a newbie with a couple points in this skill.
- ‡ As a Warrior, you will greatly benefit from acquiring skill in Resisting Spells. Many creatures in the wild and in dungeons can cast stat-reducing and duration spells.

<i>Starting Equipment</i>	—
<i>Trained by</i>	City Mage, Healer Guildmaster, Mage Guildmaster, Mage Shopkeeper, Magincia Councilmember, Mercenary, Monk, Oclo Casual, Paladin, Ranger, Ranger Guildmaster, Sailor, Wandering Mage, Warrior, Warrior Guildmaster, Weapons Trainer
<i>Improve by</i>	Getting hit by spells
<i>Macros allowed?</i>	No (depends on spell)
<i>Gain income by</i>	None
<i>Complementary Skills</i>	Magery, any combat skill, Alchemy or Healing
<i>Best Location</i>	Any place with hostile magical occupants

Success Chance

Your chance of successfully Resisting Spells depends on your skill level, your attacker's Magery skill, and the circle that corresponds to the spell being cast. If your Resisting Spells skill is higher than your opponent's Evaluate Intelligence skill, you will lessen the effect of the spell.

Snooping

Snooping goes hand in hand with Stealing and Stealth. It's the cornerstone of thievery and allows you to see the contents of someone's backpack. Alone, it doesn't do much. With Stealing, it allows you to live the life of a pickpocket. However, Snooping in the city can land you in trouble with guards if you're caught by someone in the vicinity. Once you're an effective snooper, you can start Stealing. If you want to steal from players, however, you have to join the Thieves' Guild.

HOW TO USE: Double-click player or NPC to open paperdoll. Stand close, and double-click backpack to open it.



<i>Starting Equipment</i>	20 Lockpicks
<i>Trained by</i>	Beggar, Gambler, Gypsy, Thief, Thief Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Stealing (requires Stealing skill)
<i>Complementary Skills</i>	Stealing, Hiding, Lockpicking
<i>Best Location</i>	Felucca, Britain, Buccaneer's Den (no guards) Avoid Trammel (no Snooping allowed)

Success Chance

Chance of success is equal to your current skill level.

Snooping Tips

- † You can get some skill in Forensic Evaluation to identify other Thieves' Guild members.
- † If you are Hiding and try Snooping, failure causes you to be visible.
- † If you like to use Snooping and Stealing in various cities, try picking up some Magery so that you can travel by recalling.
- † You can improve your Snooping from a boat near city docks. Have the tiller "slow forward" and try Snooping as you go. Even if you are discovered, it's harder for someone to get to you.
- † One of the safest ways to raise this skill is to find a friend with lots of containers, etc., in their pack. Practice Snooping on them.



Stealing

Stealing is the capstone skill for thievery. Snooping, Hiding and Stealth all lead, generally, to the art of taking what belongs to others. "Others" can include monsters, chests, NPCs, and at higher levels, other players. You can only steal from other players if you join the Thieves' Guild or try Stealing from a guild member at war with your guild.

Stealing can result in pure success, failure, or something in between. (See the messages below.) Obviously, the better your skill level, the less chance you'll be noticed. If you are noticed, the guards might be called to attack you. Also, note that for two minutes after you make a steal, you are attackable and released from the guard's protection. You also appear gray to all of your victims, who are then free to attack you — even in town — until you die. And if you hit back in town, the guards will support your victims, not you.

Finally, you cannot steal on the Trammel facet; it's only possible on Felucca.

HOW TO USE:

To steal a random item. Click the blue Stealing skill gem, then target a container, creature, NPC or player.

To steal a specific item. Use Snooping. Drag an item from the target container or backpack onto your own.

<i>Starting Equipment</i>	20 Lockpicks
<i>Trained by</i>	Beggar, Gambler, Gypsy, Thief, Thief Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Steal from others, adventuring

Complementary Skills Snooping, Lockpicking, Hiding, Stealth

Best Location Felucca, Britain, Buccaneer's Den (no guards)
Avoid Trammel (no Stealing)

Success Chance

Your chance of success depends on your Stealing skill, as well as the value of the item. The more valuable something is, the harder it is to Steal. In general, it is also more difficult to steal a specific item.

Messages

Message	Meaning
True Success	You get the item and are not noticed.
Partial Success	You get the item and are noticed.
Partial Failure	You do not get the item, but are not noticed.
Total Failure	You do not get the item, and your attempt is noticed.

Thieves' Guild

Joining the Thieves' Guild costs 500 gold and a visit to a Thief Guildmaster. You must have played at least 40 real-world hours, raised Stealing to 60, and not have killed another player (that gives you a murder count). Once you're accepted, membership allows you to buy a disguise kit from the guildmaster and steal from players whose names appear blue to you. However, if you ever kill another player (i.e., have a murder count), you will summarily be kicked out. Finally, joining the Thieves' Guild makes you vulnerable to attack since players who kill you don't receive murder charges. See **Thieves' Guild**, p. 204.

Stealing Tips

- ♀ If you plan to fight at all, Tactics and Parrying are good skills to develop.
- ♀ If you're reading this to find out a thief's secrets — here's one for you. Stack items to make it harder, with the least important stuff on top, like newbie clothes and books. You can also use a black cloak to cover something really important (the pack background is black).
- ♀ Use Stealth prior to Stealing in order to approach unnoticed.
- ♀ Quick hits are best. Use Snooping to identify the item as you pass by. Then, make a dash back past (preferably on a horse) and snatch the item you want.
- ♀ You can practice stealing from your own packhorse to raise this skill.

- ♀ You have to join the Thieves' Guild to steal from other players. Similarly, you can't use disguises until you're a member.
- ♀ As weird as it sounds, you need to stash your valuables in a bank and kill yourself every once in a while. Why? Every time you steal, your name appears gray to whomever you stole from, and the guards will no longer protect you if you're attacked. Dying clears your slate and makes you once again appear normal to everyone else.
- ♀ Although you don't *have* to Snoop to find out what someone has, you should. It does give you the ability to Steal a specific item. (Stealing without Snooping yields a random item.)
- ♀ With near-GM levels in Wrestling and Arms Lore, you can disarm someone and steal whatever nice weapon they're wielding. (Disarming puts it in their backpack.)



Stealth

Stealth preceded by Hiding is the key that keeps many highly skilled thieves from being noticed. Before you can learn Stealth, you'll have to rack up at least 80 points in Hiding. While you're Hiding and Stealthy, your character appears gray and you can walk a short ways. In general, the better your Stealth skill, the more steps you can take. Don't talk, run, Snoop, or cast any spells, or your Hiding and Stealth will be broken.

HOW TO USE: Use Hiding, then click blue Stealth skill gem.

<i>Starting Equipment</i>	— (not a starting skill)
<i>Trained by</i>	Ranger Guildmaster, Thief, Thief Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Gathering and selling information, Stealing
<i>Complementary Skills</i>	Hiding (required), Snooping, Lockpicking

Best Location

Outside cities, Britain,
Buccaneer's Den (no guards)

Success Chance

Chance of success is equal to your current skill level. However, if you're wearing armor, your skill is reduced appropriate to the type and weight of the armor you're wearing.

Stealth Tips

- ♀ If you fail your Stealth attempt, you will become unhidden. Also, anyone with a comparable Detect Hidden skill may find you.
- ♀ Armor can impede your Stealth success, so wear the lightest set possible.
- ♀ Stealth can also be used to sneak up to creatures, perhaps to charm them with an instrument or loot them with Stealing.
- ♀ You can't Stealth while mounted on a horse, but you can Hide on a horse, and you can ride an ethereal mount.
- ♀ If you can't seem to raise Stealth, try wearing some armor. That makes the skill more difficult, and therefore more rewarding if you succeed enough times.



Swordsmanship

While Mace Fighting has its merits, it's sometimes necessary to use an edged weapon, and for this, you need Swordsmanship skill. Anytime you enter combat with a bladed weapon, this skill is automatically invoked and increases your chance of hitting an opponent. Be aware, though, that wielding two-handed weapons prevents you from drinking potions in between swings — you'll have to put your weapon into your pack first.

Sword-type weapons include the axe, battle axe, double axe, executioner's axe, hatchet, large battle axe, pickaxe, two-handed axe, butcher knife, cleaver, bardiche, halberd, broad sword, cutlass, katana, long sword, scimitar, Viking sword and skinning knife.

HOW TO USE: Wield a bladed weapon and enter Combat mode. Double-click on target to attack.

Swordsmanship Tips

- ‡ If you're escorting, you need to remember the NPC's name and the phrase "I will take thee!" If the NPC strays away or seems to be stuck, you'll need to repeat this phrase to him or her.
- ‡ For maximum skill gain, always try to fight something you succeed in hitting about half of the time. Alternatively, practice with a guildmate or visit the fighting pit in Jhelom.
- ‡ Some weapons are faster than others, allowing you to swing more often.

Starting Equipment Katana

Trained by Bard, Bard Guildmaster, Blacksmith, Fighter, Healer, Jailor, Mercenary, Noble, Paladin, Pirate, Ranger, Ranger Guildmaster, Sailor, Warrior, Warrior Guildmaster, Weapons Trainer, Weaponsmith

Improve by Using skill

Macros allowed? Yes (for house/boat)

Gain income by Adventuring, serving as escort/bodyguard

Complementary Skills Anatomy, Arms Lore, Healing, Lumberjacking (for Strength) Poisoning, Parrying, Tactics

Best Location Britain, Trinsic, Vesper, dungeons

Success Chance

Your chance of success is based upon a comparison between your Swordsmanship skill and your opponent's Swordsmanship skill. The higher your skill is, compared to your opponent's, the more effective you will be. See **How Combat Works**, p. 187, for details.

- ‡ There's money to be made escorting NPCs. But, you'll want some Magery skill and a good supply of runes.
- ‡ Except for your favorite weapon, some gold, and lots of bandages, leave your valuables at the bank before going out for an adventure. Sometimes, regaining loot is more trouble than it's worth.
- ‡ If you're using an axe (but not a war axe), Lumberjacking can add a damage bonus when you're good enough at that skill. An especially good hit can land a concussion blow, lowering your target's Intelligence.

Tactics

Tactics is the ability to think on your feet during combat. It is one of the easiest skills to improve without effort, given that it is used every time you fight. Basically, Tactics gives you more damage power during combat and boosts your ability with whatever weapon you're using. A high Tactics skill can increase damage by as much as 50%. A low Tactics skill can reduce your potential damage by half. All physical combat skills use Tactics (see below).

See pp. 187-190 for an explanation of how damage is calculated.

HOW TO USE: Use any other physical combat skill.

Damage Bonus

Tactics scales the amount of damage you can inflict by the amount of skill you have—the higher your Tactics skill, the higher the damage bonus.

Skill Level	Bonus
20	12.5%
40	25%
60	37.5%
80	50%
100	68.75%
120	81.25%

Tactics Tips

♀ Here's a tactic you can use with just about any wielded weapon. Drink a Strength potion and then a Healing potion. This gives an extra kick to your Health and boosts weapon damage. Strength and Agility potions can also give you a temporary advantage in battle.

<i>Starting Equipment</i>	—
<i>Trained by</i>	Blacksmith, Fighter, Mercenary, Monk, Noble, Oclo Cashual, Paladin, Pirate, Ranger, Ranger Guildmaster, Sailor, Warrior, Warrior Guildmaster, Weapons Trainer, Weaponsmith
<i>Improve by</i>	Fighting using Archery, Fencing, Mace Fighting, Parrying, Swordsmanship or Wrestling
<i>Macros allowed?</i>	No (automatic skill; macroing not possible)
<i>Gain income by</i>	Indirectly by adventuring and fighting
<i>Complementary Skills</i>	Arms Lore, Archery, Fencing, Mace Fighting, Parrying, Swordsmanship, Wrestling
<i>Best Location</i>	Any

♀ It's not imperative to train this as you start out, but it will help you kill more monsters as a newbie.



Tailoring

Sewing fine clothing and leather armor is an art that can prove quite lucrative in Britannia. Cloth and clothing items of various styles and colors can add style and panache to your wardrobe, as well as others' outfits. This is one of the few skills that uses all three attributes — Strength, Dexterity and Intelligence.

As a tailor, you can unravel old clothing and leather using scissors. The higher your Tailoring skill, the more cloth or leather you can recover. Also, at higher levels, you can start dyeing items. Finally, the Tailor has the unique ability to create arcane clothing, exceptional tailored items enhanced with magical charges. The wearer of the clothing is able to use those charges to cast spells, and the number of charges dispensed matches the spell level circle. For instance, *Recall* is a fourth circle spell, so it would use four charges. Arcane clothing can be partially recharged using arcane gems.

HOW TO USE:

To craft items. With cloth or hides in backpack, double-click sewing kit. Click on a category, then click on an item and material type, if prompted.

To dye cloth/items. Double-click dye, then target dye tub. Select color, then double-click dye tub. Target the item you want to color. (Leather is not dyeable for most players. However, if you're a veteran player of at least two years and have a leather dye tub, you can.)

To recharge/add charges to an item.

Double-click on an arcane rune, then click on an exceptional item of clothing. (A higher Tailoring skill results in more recharges.)

<i>Starting Equipment</i>	Sewing kit, bolt of cloth, scissors
<i>Tools</i>	Sewing kit, scissors
<i>Materials</i>	Wool, cotton, bolts of cloth, cut cloth, leather, hides
<i>Trained by</i>	Cobbler, Tailor, Tailor Guildmaster, Tanner, Weaver
<i>Improve by</i>	Sewing
<i>Macros allowed?</i>	Yes
<i>Gain income by</i>	Making and selling clothing and leather/studded armor to players
<i>Complementary Skills</i>	Tinkering (to make sewing kits), Anatomy
<i>Best Location</i>	Towns, especially Delucia (woolly sheep and hides), Magincia and Nujel'm

Items

You cannot start making Tailored items until you have a 50% chance of success.

Use	On	To Produce
Bladed Item	Furry Sheep	Unspun Wool
Unspun Wool	Spinning Wheel	Yarn
Bale Of Cotton	Spinning Wheel	Thread
Flax Bundle	Spinning Wheel	Thread
Thread	Loom	Cloth
Yarn	Loom	Cloth
Bladed Item	Animal Corpse	Hide
Sewing Kit	Hide	Leather Clothing
Sewing Kit	Cloth	Clothing
Scissors	Cloth	Bandages
Dye	Dye Tub	Hued Dye Tub
Dye Tub	Cloth	Hued Cloth
Dye Tub	Yarn	Hued Yarn
Dye Tub	Clothing	Hued Clothing

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Prima's Official Strategy Guide

Items/Success Chances

Category	Item	Material Required	50%	75%	100%
Headgear	Skullcap, Bandana	2 Cloth	0	12	25
	Floppy Hat	11 Cloth	6	19	32
	Wide-Brim Hat	12 Cloth	6	19	32
	Straw Hat	10 Cloth	6	19	32
	Wizard's Hat	15 Cloth	8	22	33
	Bonnet	11 Cloth	6	19	32
	Feathered, Tricorne Hats	12 Cloth	6	19	32
	Jester's Hat	15 Cloth	8	20	33
Shirts	Doublet	8 Cloth	0	12	25
	Tunic	12 Cloth	0	12	25
	Surcoat	14 Cloth	9	21	34
	Jester's Suit	24 Cloth	9	21	34
	Plain Dress	10 Cloth	13	25	38
	Shirt	8 Cloth	21	34	46
	Fancy Shirt	8 Cloth	25	37	50
	Fancy Dress	12 Cloth	33	46	59
	Cloak	14 Cloth	42	54	67
Robe	16 Cloth	54	67	79	
Pants	Kilt	8 Cloth	21	33	46
	Pants	8 Cloth	25	37	50
	Skirt	10 Cloth	29	41	54
Miscellaneous	Body Sash	4 Cloth	5	17	30
	Half Apron	6 Cloth	21	33	46
	Full Apron	10 Cloth	29	41	54
	Oil cloth	1 Leather	75	88	100
Footwear	Sandals	4 Leather	13	25	38
	Shoes	6 Leather	16	29	42
	Boots	8 Leather	33	46	59
	Thigh Boots	10 Leather	42	54	67
Leather Armor	Leather Cap	2 Leather	6	19	32
	Leather Gloves	3 Leather	52	65	77
	Leather Gorget, Sleeves	4 Leather	54	67	79
	Leather Leggings	10 Leather	67	79	92
	Leather Tunic	12 Leather	71	83	96
Studded Leather	Studded Gorget	6 Leather	79	92	(104)
	Studded Gloves	8 Leather	83	96	108
	Studded Sleeves	10 Leather	87	100	(113)
	Studded Leggings	12 Leather	92	(104)	(117)
	Studded Tunic	14 Leather	96	(108)	(121)
Female Armor	Leather Skirt	6 Leather	58	70	83
	Leather Bustier	6 Leather	58	70	83
	Leather Shorts	8 Leather	63	75	88
	Leather Armor	8 Leather	63	75	88
	Studded Bustier	8 Leather	83	95	(108)
	Studded Armor	10 Leather	88	100	(113)



Tailoring Tips

- ‡ To save buckets of gold, make your own cloth using cotton or wool and the appropriate tailoring item.
- ‡ If you hunt for your own hides, you can make a stack of them smaller by using scissors on the hides. This drastically cuts their weight, enabling you to carry more. Similarly, you can cut up raw cotton or wool to make your load lighter.
- ‡ You don't have to kill sheep to get wool. Instead, you can just use your dagger or another sharp, edged weapon to shear them. Make sure you're not in War mode, however, or you'll kill the sheep (unless you want to kill it).
- ‡ Leather armor is a great money-maker. If you can find a veteran tailor with a dye tub, you can get it colored.
- ‡ Strength is fairly important for toting around all of your supplies, so picking up Lumberjacking or Mace Fighting is a good idea.
- ‡ You can occasionally make an exceptional item. Also, you can put labels (maker's marks) on any item you sew. Exceptional robes, cloaks, some gloves and boots can be magically enhanced with an arcane rune. These items take the place of reagents for certain spells through supplying "charges" and can be re-enhanced with additional runes.
- ‡ If you are also skilled in Carpentry, you can make items for player's houses.
- ‡ When you start dyeing cloth, stick to one color. This lets you combine remnants into a single bolt.

Taste Identification

A finely trained tongue can pick up more than the woody taste of an aged wine; it can also detect the slightest brush of poison or identify the contents of a potion or potion keg. Successfully using Taste ID displays the potion type, or in the case of food, whether or not it's tainted.

A good taste-tester should always have a few curing potions on hand. Or at least 60s in Healing and Anatomy (to cure Poisoning).

HOW TO USE: Click blue Taste ID skill gem, then click on potion, keg or food.

<i>Starting Equipment</i>	3 random potions
<i>Trained by</i>	Alchemist, Baker, Cook, Farmer, Herbalist, Occlio Cashual
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Taste-testing
<i>Complementary Skills</i>	Alchemy, Anatomy, Healing, Poisoning, Resisting Spells (auto-improves with this skill)
<i>Best Location</i>	Britain, other adventurer towns

Success Chance

Your chance of success depends on whether you have previously identified the potion or not. Additionally, there's the chance that you can identify the reagents in known potion.

Item	1%	25%	50%	75%	100%
Known potion	1	13	25	38	50
Unknown potion	46	57	70	83	95

Taste Identification Tips

- ‡ You can use Taste ID to see what reagents are present in a potion, as well as what type of potion is in a keg.
- ‡ You really don't need many points in this skill unless you're tasting for others.

TINKERING

Tinkers are the handypeople of the land — using Tinkering, they can create tools, locked containers, and an array of odd and cool items like the bola (a thrown device that can knock someone off their horse). Developing a good Tinkering skill can also aid in other skills like Blacksmithy, Carpentry, Lockpicking, Poisoning and Tailoring. Also, once you get good enough, any containers that are lockable automatically get locks and keys when you craft them.

One skill combination advocated by many, many players is a character skilled in Tinkering, Mining and Blacksmithing. Not only are you pretty self-sufficient (you can gather ore, smelt ingots, and eventually make your own tools and armor), but you also get the tool for three different trades for free. Currently, this combination also gives you the ability to obtain and fill bulk orders for Blacksmithing vendors.

HOW TO USE: Double-click tinker's tools, then select item category. Click on item to create.

<i>Starting Equipment</i>	Tinker's tools; tinker parts
<i>Tools</i>	Tinker's tools
<i>Materials</i>	Ingots, lumber, clock parts, clock frames, sextant parts, empty bottles, empty kegs, barrel lids, barrel taps, purple potions, green potions, crossbow bolts, faction silver Gems (star sapphires, emeralds, sapphires, rubies, citrines, amethysts, tourmalines, amber, diamonds) Tinker parts (axles, gears, axles with gears, hinges, springs)
<i>Trained by</i>	Miller, Tinker, Tinker Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	Yes
<i>Gain income by</i>	Crafting and selling items, repairing tools
<i>Complementary Skills</i>	Alchemy (to create trap potions), Blacksmithy, Carpentry, Lockpicking, Poisoning, Tailoring
<i>Best Location</i>	Cities like Britain, Minoc (have ore sites nearby)

TINKERING TIPS

- † You can't color items that are stackable or that are components of other items. Some items made of colored metal, however, will keep their color.
- † Clock parts and lockpicks don't use many ingots, but are good for raising skill level. You'll need to boost your Tinkering a bit first, though.
- † Jewelry, lockpicks and component parts don't get maker's marks, but other tools and items do.



Items/Success Chance

You can make 54 different kinds of jewelry — use any of the nine gems in three types of necklaces, a ring, earrings or bracelet.

Category	Item	Materials	1%	25%	50%	75%	100%
Wooden Items	Axle	1 Boards or Logs	-	-	0	12	25
	Jointing plane	4 Boards or Logs	1	12	25	37	50
	Moulding plane	4 Boards or Logs	1	12	25	37	50
	Smoothing plane	4 Boards or Logs	1	12	25	37	50
	Clock frame	6 Boards or Logs	1	12	25	37	50
	Rolling pin	5 Boards or Logs	1	12	25	37	50
Tools	Tongs	1 Ingot	11	23	35	48	60
	Scissors	2 Ingots	6	17	30	42	55
	Tinker's tools	2 Ingots	11	22	35	47	60
	Sewing kit	2 Ingots	11	22	35	47	60
	Mortar and pestle	3 Ingots	21	33	45	58	70
	Mapmaker's pen	1 Ingot	26	38	50	62	75
	Scribe's pen	1 Ingot	26	38	50	62	75
	Scorp	2 Ingots	31	42	55	68	80
	Hatchet	4 Ingots	31	42	55	68	80
	Draw knife	2 Ingots	31	42	55	68	80
	Saw	4 Ingots	31	42	55	68	80
	Dovetail saw	4 Ingots	31	42	55	68	80
	Froe	2 Ingots	31	42	55	68	80
	Hammer	1 Ingot	31	42	55	68	80
	Inshave	2 Ingots	31	42	55	68	80
	Skillet	4 Ingots	31	42	55	68	80
	Fletcher's tools	3 Ingots	36	47	60	72	85
	Shovel	4 Ingots	41	52	65	77	90
	Smith's hammer	4 Ingots	41	52	65	77	90
	Sledge hammer	4 Ingots	41	52	65	77	90
Pickaxe	4 Ingots	41	52	65	77	90	
Lockpick	1 Ingot	46	57	70	82	95	
Flour sifter	3 Ingots	51	63	75	88	100	
Parts	Barrel Lid	5 Wood	-	1	10	23	35
	Gears	2 Ingots	6	17	30	42	55
	Springs	2 Ingots	6	17	30	42	55
	Hinge	2 Ingots	6	17	30	42	55
	Clock parts	1 Ingot	26	38	50	62	75
	Sextant parts	4 Ingots	31	42	55	68	80
	Barrel Tap	2 Ingots	36	48	60	72	85
Utensils	Knife (left, right)	1 Ingot	-	-	0	12	25
	Fork , Spoon (left, right)	1 Ingot	-	7	20	33	45
	Plate	2 Ingots	-	7	20	33	45
	Goblet, Pewter mug	2 Ingots	11	22	35	47	60
	Cleaver	3 Ingots	21	33	45	58	70
	Butcher knife	2 Ingots	26	38	50	62	75
	Skinning knife	2 Ingots	26	38	50	62	75

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Category	Item	Materials	1%	25%	50%	75%	100%
Miscellaneous	Key ring	2 Ingots	11	22	35	47	60
	Iron key	3 Ingots	21	33	45	58	70
	Lantern	4 Ingots	31	42	55	68	80
	Candelabra	4 Ingots	56	68	80	93	(105)
	Globe	4 Ingots	56	68	80	93	(105)
	Scales	4 Ingots	61	73	85	98	(110)
	Spyglass	4 Ingots	61	73	85	98	(110)
	Heating stand	4 Ingots	61	73	85	98	(110)
Jewelry	Bracelet	2 Ingots, 1 gem	41	52	65	77	90
	Earrings	2 Ingots, 1 gem	41	52	65	77	90
	Necklace (golden)	2 Ingots, 1 gem	41	52	65	77	90
	Necklace (jeweled)	2 Ingots, 1 gem	41	52	65	77	90
	Necklace (silver)	2 Ingots, 1 gem	41	52	65	77	90
	Ring	2 Ingots, 1 gem	41	52	65	77	90
Assemblies	Axle with gears	1 Axle, 1 Gear	-	-	-	-	0
	Bola	4 Bola balls, 3 Leather or Hides	-	-	-	-	0
	Clock (left, right)	1 Clock parts, 1 Clock frame	-	-	-	-	0
	Clock parts	1 Spring, 1 Axle with gear	-	-	-	-	0
	Sextant	1 sextant parts	-	-	-	-	0
	Sextant parts	1 Hinge, 1 Axle with gear	-	-	-	-	0
	Potion Keg	1 Empty keg, 10 empty bottles, 1 barrel lid, 1 barrel tap	51	63	75	88	100
Traps ¹	Dart trap	1 Ingot, 1 Crossbow bolt	31	42	55	68	80
	Poison trap	1 Ingot, 1 green Poison potion	31	42	55	68	80
	Explosion trap	1 Ingot, 1 purple Explosion potion	56	68	80	93	(105)
Faction Traps ²	Faction gas trap	1000 Faction silver, 10 Ingots, 1 green Poison potion	66	77	90	(103)	(115)
	Faction explosion trap	1000 Faction silver, 10 Ingots, 1 purple Explosion potion	66	77	90	(103)	(115)
	Faction saw trap	1000 Faction silver, 50 Ingots, 1 Gear	66	77	90	(103)	(115)
	Faction spike trap	1000 Faction silver, 50 Ingots, 1 Spring	66	77	90	(103)	(115)
	Faction trap removal kit	500 Faction silver, 10 Ingots	66	77	90	(103)	(115)

¹ For all trapped items, the trap strength is equal to your Tinkering skill / 10. You can be damaged if you fail.

² Faction traps are only available to Faction Tinkers.



Tracking

Tracking allows you to follow animals, monsters and players, whether they're in the city or forest. Successful use reveals the direction in which the target has traveled. As your skill in Tracking gets higher, you can detect targets more often and from further away. Tracking can come in handy for finding thieves, certain species of animals, or an elusive monster in a dungeon.

Tracking Tips

- † You don't have to get Tracking very high – 25 points or so should work.
- † Some players will pay to be guided.
- † Tracking can be used with Forensic Evaluation to hunt down thieves.

HOW TO USE: Click blue Tracking skill gem, then choose target from list. Click on a tracking option.

<i>Starting Equipment</i>	Knife for skinning, brown boots
<i>Trained by</i>	Ranger, Ranger Guildmaster
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Playing detective, hunting, guiding
<i>Complementary Skills</i>	Animal Lore, Archery, Animal Taming, Veterinary, Camping
<i>Best Location</i>	Vesper, Skara Brae, anywhere with thieves, players, animals

Success Chance

Chance of success is equal to your current skill level.



Veterinary

Rangers and shepherds, or anyone that deals with pets on a regular basis, need to take care of their assets. So, the Veterinary skill lets you check your animal's health and heal them of most wounds and poisons. Success restores some of the animal's hit points, depending on how injured they are and how high your skill is. With 60+ in both Veterinary and Animal Lore, you can also cure animals who have eaten poisoned food or been poisoned by weapons.

HOW TO USE: Double-click bandages, then on target animal.

<i>Starting Equipment</i>	5 Bandages, scissors
<i>Equipment</i>	Bandages
<i>Trained by</i>	Animal Handler, Animal Trainer, Rancher, Veterinarian
<i>Improve by</i>	Using skill
<i>Macros allowed?</i>	No
<i>Gain income by</i>	Healing pets and mounts for players
<i>Complementary Skills</i>	Animal Lore, Tracking, Animal Taming, Musicianship, Peacemaking
<i>Best Location</i>	Any town with a lot of adventurers passing through

Success Chance

Chance of success is equal to your current skill level.

Veterinary Tips

- † You can make your own bandages by cutting bought cloth with scissors.
- † Healing "killer" pets can flag you a criminal. If you heal pets for others, you'd better check out its history or owner first.

Wrestling

Wrestling is one of those skills you can use without much of anything. There's no supplies, no weapons... nothing but your bare hands. As long as they're empty, you can make your move. Wrestling determines how fast you can attack, and how much damage you can do. You'll do anywhere from 1 to 8 points of damage, more if you have high Strength and Tactics.

The biggest bonus to wrestling occurs when you've earned 60+ points in Wrestling and Arms Lore. At that point, you get a special Disarm attack that can wrest a weapon out of your target's hand and shove it into his backpack (at which point, if you're a thief, you can try Stealing it). Earning 60+ in Wrestling and Anatomy gives you a special Stun attack. Once hit by a Stun punch, a target will be paralyzed for four seconds.

Each special move you make costs 15 Stamina, and you must wait 10 seconds between special moves. You can, however, make normal Wrestling attacks in between special ones. Players recommend making macros to stun or disarm opponents.

HOW TO USE:

To wrestle normally. Enter War mode with empty hands, then double-click target.

To wrestle with special attacks. Enter War mode with empty hands, then run macro to empty your hands, enter War mode and activate Stun or Disarm special attack.

(To create the macro, open the Options screen and add a new macro that assigns the WresStun or WresDisarm action to a key-stroke. You can then use that key in battle to use the special attack, as long as your hands are empty and your skills are high enough.)

<i>Starting Equipment</i>	Leather gloves
<i>Trained by</i>	All NPCs
<i>Improve by</i>	Entering combat
<i>Macros allowed?</i>	Yes (for special attacks)
<i>Gain income by</i>	Hunting, guarding, looting, adventuring
<i>Complementary Skills</i>	Anatomy, Arms Lore, Tactics, any combat skill
<i>Best Location</i>	Trinsic, or any place with a Warriors' Guild

Success Chance

Your chance of success is based upon a comparison between your Wrestling skill and your opponent's Wrestling skill. The higher your skill is, compared to your opponent's, the more effective you will be. See **How Combat Works**, p. 187, for details.

Wrestling Tips

- ♀ If you're fighting bare-handed, Wrestling also affects how many times you get hit during PvP play.
- ♀ You can practice Wrestling dummies in town without being in War mode. Look for training dummies and take off your gloves or gauntlets — you don't need them, and they'll just wear out faster.
- ♀ This makes a good backup skill for any other combat ability — Fencing, Mace Fighting and Swordsmanship. That way, you're not helpless if you lose your weapon.
- ♀ Mages often use this as a defensive skill, since it reduces casting interruptions.
- ♀ Thieves with high Arms Lore, Stealing and Wrestling can use Disarm to steal weapons from someone's hand.
- ♀ Wrestling is useful in normal play, but *especially* handy for fighting other players. So, if you're in a guild sparring match, the Jhelom pits, or on a PvP server, don't forget about this skill.

Secrets of Magic



MF XIK

MAGIC



agic 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



MAGERY 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. If you obtain a Scroll of Power in Magery, you can even raise your skill cap to 120.

When you've acquired a bit of Magery skill and attempt to work magic, your Magery skill is used to determine 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. (Note that a successful spell can still be Resisted by your target, reducing or nullifying its effect.)

For more information on Magery skill, see p. 95.



Improving Magery

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. 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 — many of them have little use for scrolls and are more than happy to sell them.

- † 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. (See **Inscription**, p. 90, for how to do this.)
- † If you have a spell inscribed on a scroll you can cast it without reagents.
- † If you plan to pursue a career in magic with a customized character design, 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)

BUILDING A BETTER MAGE

by Ja'elk (John Smith)

Generally speaking, if I had to encapsulate magery as it currently stands, I'd say that it's the *must have* utility skill in the game. Even at lower levels it's good to have the ability to Recall across the lands rather than resorting to public moongates or relying on a runebook. Most of the decent utility spells are located in the lower Circles of magic and will more than make up for the 40 or 50 points you put into the skill — and these spells *only* use Magery.

Attributes

For a starting custom mage, I'd go with high Strength and Dex, and low intelligence. The way the system works is that the skills you use dictate the way your stats develop. Therefore, while starting with high Intelligence will allow you to cast more spells right off the bat, if you start lower and concentrate on practicing spellcasting, your Intelligence will soon be where you want it to be, anyway. And the trade-off for a high starting Intelligence is a low starting Strength, which means fewer hit points.

Core Skills

Magery. The central mage skill — the skill you need to cast spells. There are many utility spells (e.g., *Heal*, *Create Food*), and even if you don't use magic for combat, you should consider building up your Magery for these spells alone.

Evaluating Intelligence adds to the effectiveness of your spells based on the target's Resisting Spells. The exact calculation is rather onerous, but the basic assumption that higher is better serves well. Put simply, if your Eval is higher than their resistance, you do more than the base damage of the spell in question; conversely, if your Eval is lower than their Resist, you do less than the base damage.

Meditation is a measure of the Mage's ability to regenerate mana. There are two modes of the skill — active and passive. Active use greatly increases your mana regeneration rate at the expense of most actions. (Personally, I use the time to sort through my backpack, and I start meditating *after* I open the pack.) Passive mode gives you a lower rate of regeneration, but this rate is still based on Meditation.

Resisting Spells is the natural ability to resist the effects of offensive magical energies. This is also one of the hardest skills to raise in the game. You really want to start improving this skill as quickly as possible, regardless of whether or not you play a mage. Currently there is nothing in the game that modifies your natural magical resistance. With a low Resist, you're just asking for trouble against any magic-using opponent.

Remaining Skills

You might consider taking your Mage down the dark path of Necromancy. Learning the Necromancy skill will give you several more spells to work with. Spirit Speak provides you with a means to channel the spiritual energy of the dead and heal yourself—and also aids you in the use of Necromancy spells. The downsides of the Mage/Necromancer are having to manage Necromancy reagents as well as standard Magery reagents, and having to share your mana pool between the two types of magic. (See the chapter on **Necromancy** for more information about these skills.)

Additional "mage" skills are, as most things are with mages, a contentious topic. Some opt to foresake skills like Alchemy or Inscription for Animal Taming and Animal Lore (Tamer/Mages) or Musicianship, Provocation and Peacekeeping (Bard/Mages). Still others will take a balanced set of stats and use a weapon skill, Anatomy and Tactics to become Fighter/Mages (commonly referred to as Tank Mages). The "Nox" Mage is a mage who builds up his Poisoning skill. This greatly enhances the effectiveness of the *Poison* spell, In Nox (hence the name).

And then there's the "Pure Mage." This mage takes the four core skills, plus Inscription and Wrestling (to limit direct melee hits and therefore reduce the chance of casting interruption). The seventh skill is more open to debate. Many take Poisoning (there's that Nox Mage again) and many take Hiding (good for those situations where you're totally out of mana, as active Meditation regenerates your mana while you're hidden). Still others pick one of the numerous craft skills. Among these mages, Alchemy is high on the list.



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 1st Circle. Each time you cast a spell, the game checks your current Circle and your Magery skill. To advance from one Circle to the next, you must improve your Magery skill. The break points for the consecutive Circles 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 scroll will 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 see a cloud of smoke and hear a "fizzing" noise.

Circles

Spells

1st	2nd	3rd	4th	5th	6th	7th	8th
Clumsy	Agility	Bless	Archcure	Blade Spirits	Dispel	Chain Lightning	Earthquake
Create Food	Cunning	Fireball	Archprotect	Dispel Field	Energy Bolt	Energy Field	Energy Vortex
Feeblemind	Cure	Magic Lock	Curse	Incognito	Explosion	Flamestrike	Resurrection
Heal	Harm	Poison	Fire Field	Magic Reflection	Invisibility	Gate Travel	Summon Air Elemental
Magic Arrow	Magic Trap	Telekinesis	Greater Heal	Mind Blast	Mark	Mana Vampire	Summon Daemon
Night Sight	Magic Untrap	Teleport	Lightning	Paralyze	Mass Curse	Mass Dispel	Summon Earth Elemental
Reactive Armor	Protection	Unlock	Mana Drain	Poison Field	Paralyze Field	Meteor Swarm	Summon Fire Elemental
Weaken	Strength	Wall of Stone	Recall Creature	Summon	Reveal	Polymorph Elemental	Summon Water

GETTING AND CASTING SPELLS

Scrolls. Once you've found (or bought or stolen) a spell scroll, you can do one of two things — place the spell into your spellbook or cast it directly from the scroll.

Placing the spell in your spellbook. You can place a spell in your spellbook even if you haven't yet reached that spell Circle. Once you reach that circle and attain enough skill, you can cast it, as long as you have the reagents and mana. (See p. 95 for Magery requirements.)

Casting the spell from the scroll. Casting a spell from a scroll is very similar to casting a spell from your spellbook. However, it doesn't require reagents, and you get a "two Circle boost" — you can cast spells from scrolls as much as two Circles higher than your actual current Magery skill. (For example, with 35 Magery skill, you can normally only cast 4th Circle spells, but you can also cast spells from 5th or 6th Circle scrolls.) Casting a scroll spell still burns the same mana as casting the same spell from a spellbook. Your chance of success with a scroll is nearly always better than when casting the same spell itself, and if you fail, the scroll isn't lost (two big advantages), but you can only use the scroll once (a significant drawback).

(For the record, your chance of success with a scroll is the same as your chance of success with a spell two Circles lower. For example, your chance of success with a 4th-Circle scroll is the same as your chance of success when casting a 2nd-Circle spell directly.)

With any luck, you'll find scrolls. You can also purchase them from other players or from NPCs. Most spell scrolls you find (versus purchasing them) will be 1st or 2nd Circle spells. Occasionally, you'll find a real jewel (like an

8th Circle spell). Figure that, of the scrolls you find while adventuring, less than one in 100 contain an 8th Circle spell.

If you have developed the Inscribe skill, you can copy spells from your spellbook onto scrolls, which you can give or sell to others.

Spellbook. To have continued access to a spell, place it in your spellbook. (Place your spellbook in your backpack and drag the scroll icon over your book.) Having a spell in your book doesn't guarantee you'll be able to cast it — you must have the necessary mana and reagents. You can buy blank spellbooks from other players or alchemy shops, or you may get lucky and find one that contains spells. You can carry multiple spellbooks in your pack.

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 have varying intensities. You (or someone else) may want to use the Taste ID skill, which can identify a potion without activating it. See **Potions**, p. 143.

Other Magic Items. Some enchanted items — swords, statues, wands and rings among them — exist in the lands of Ultima. These items cast spells when used, or possess certain magical qualities such as increased durability. See **Magic Items**, p. 141.



Recall Runes and Runebooks

Runes and runebooks can be used to instantly travel from one location to another. You can purchase a rune (a small, unenchanted wooden token) at a magic shop (among other places). The use of runes are described in the spell descriptions for *Mark* (6th Circle), *Recall* (4th Circle) and *Gate Travel* (7th Circle). (Basically, cast *Mark* on a rune when you're at a specific location, then cast *Recall* on the rune anytime you want to return to that location. Cast *Gate Travel* to open a temporary gate to the Marked location.)

A Runebook can "store" up to 16 Marked locations, along with five to ten charges. See **Inscription**, p. 90, for how to create a runebook. You can recharge it by dropping *Recall* scrolls on the book, one per charge, up to its maximum capacity.

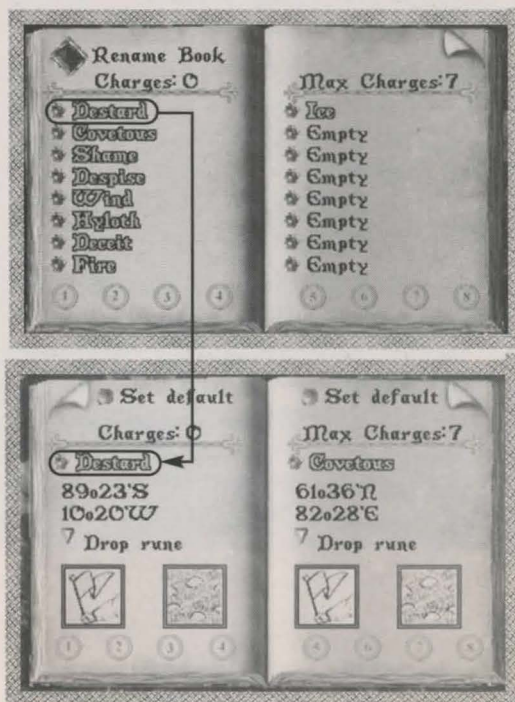
Each book will always have a default location (one of its 16 Marked locations). To Recall or Gate to a book's default location, cast *Recall* or *Gate Travel* on the closed book (with a spell or with a scroll). As always, *Recall* requires 11 mana and *Gate Travel* requires 40 mana. The default location is indicated by a red button on that location's page. To make another location your default for the book, turn to the new location's page and click on the green button (**Set Default**). It turns red, to show that it's the new default location.

To travel to any other location in a runebook, open the book (double-click on it) and click on the appropriate gem icon next to the destination. This takes a charge from the book and requires 11 mana. You cannot Gate this way.

Other runebook notes:

A Runebook Dye Tub is a special gift available to players who have played *Ultima Online* sixty or more months. This item can change the color of runebooks and rune stones. When a colored rune is placed in a rune book, the text for that rune is colored the same as the rune itself. This is a very useful way to color-code your rune books for easy reference. If your account is not old enough to obtain a Runebook Dye Tub, try looking for another player who owns one. They may sell you colored runes and runebooks. Be careful about giving your runebook and runes over to someone offering to dye them for you, though. That person might simply want to steal your things—and if that happens there is no way to get them back.

Runebooks cannot be stolen if kept in the top level of your backpack. They also do not drop to your corpse and will remain in your backpack if you die and are resurrected.



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.

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	M	Life or Healing
Nox	Ɔ	Magic
Ort	Ɔ	Poison
Por	K	Move or Movement
Quas	Ɔ	Illusion
Rel	R	Change
Sanct	Ɔ	Protect or Protection
Tym	Ɔ	Time
Uus	Ɔ	Raise or Up
Vas	^	Great
Wis	W	Know or Knowledge
Xen	Ɔ	Creature
Ylem	Ɔ	Matter
Zu	Ɔ	Sleep

SPELL NAMES

Acquiring spells is an art in and of itself (see *Getting and Casting Spells*, p. 124). Magery is an occupation unlike any other, and it behooves one to be intimately familiar with all spells — not just memorized ones.

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.

	Common	Lexicon	Runic
1st Circle	Clumsy	Uus Jux	ƆƆ
	Create Food	In Mani Ylem	ƆMƆ
	Feeblemind	Rel Wis	RN
	Heal	In Mani	ƆM
	Magic Arrow	In Por Ylem	ƆKƆ
	Night Sight	In Lor	Ɔ
	Reactive Armor	Rel An	RƆ
Weaken	Des Mani	ƆMƆ	
2nd Circle	Agility	Ex Uus	MƆ
	Cunning	Uus Wis	ƆN
	Cure	An Nox	Ɔ
	Harm	An Mani	ƆM
	Magic Trap	In Jux	Ɔ
	Magic Untrap	An Jux	Ɔ
	Protection	Uus Sanct	Ɔ
Strength	Uus Mani	ƆM	
3rd Circle	Bless	Rel Sanct	RƆ
	Fireball	Vas Flam	^Ɔ
	Magic Lock	An Por	ƆK
	Poison	In Nox	Ɔ
	Telekinesis	Ort Por Ylem	ƆKƆ
	Teleport	Rel Por	RK
	Unlock	Ex Por	MK
Wall of Stone	In Sanct Ylem	ƆMƆ	



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.

4th Circle	Archcure	Vas An Nox	AN
	Archprotection	Vas Uus Sanct	ANU
	Curse	Des Sanct	MS
	Fire Field	In Flam Grav	IPX
	Greater Heal	In Vas Mani	IVM
	Lightning	Por Ort Grav	KPX
	Mana Drain	Ort Rel	OR
	Recall	Kal Ort Por	KOP

5th Circle	Blade Spirits	In Jux Hur Ylem	IPJA
	Dispel Field	An Grav	FX
	Incognito	Kal In Ex	NM
	Magic Reflection	In Jux Sanct	IPJ
	Mind Blast	Por Corp Wis	KLN
	Paralyze	An Ex Por	MPK
	Poison Field	In Nox Grav	IX
	Summon Creature	Kal Xen	XL

6th Circle	Dispel	An Ort	OP
	Energy Bolt	Corp Por	LP
	Explosion	Vas Ort Flam	APF
	Invisibility	An Lor Xen	PLX
	Mark	Kal Por Ylem	KPA
	Mass Curse	Vas Des Sanct	AMM
	Paralyze Field	In Ex Grav	IPX
	Reveal	Wis Quas	WP

7th Circle	Chain Lightning	Vas Ort Grav	APX
	Energy Field	In Sanct Grav	IX
	Flamestrike	Kal Vas Flam	LAP
	Gate Travel	Vas Rel Por	APK
	Mana Vampire	Ort Sanct	PL
	Mass Dispel	Vas An Ort	APP
	Meteor Swarm	Kal Des Flam Ylem	KMPJA
	Polymorph	Vas Ylem Rel	APR

8th Circle	Earthquake	In Vas Por	IPK
	Energy Vortex	Vas Corp Por	LKP
	Resurrection	An Corp	PL
	Smn. Air Elmtl.	Kal Vas Xen Hur	LAPJ
	Smn. Daemon	Kal Vas Xen Corp	LAPL
	Smn. Earth Elem.	Kal Vas Xen Ylem	LAPJA
	Smn. Fire Elem.	Kal Vas Xen Flam	LAPF
	Smn. Water Elem.	Kal Vas Xen An Flam	LAPFP

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.

Fireball (3)	Mind Blast (5)	Energy Field (7)
Fire Field (4)	Poison Field (5)	Gate Travel (7)
Mana Drain (4)	Energy Bolt (6)	Mana Vampire (7)
Recall (4)	Mark (6)	Mass Dispel (7)
Blade Spirits (5)	Paralyze Field (6)	Energy Vortex (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**.

Clumsy (1)	Incognito (5)	Polymorph (7)
Agility (2)	Sum. Creature (5)	Earthquake (8)
Magic Untrap (2)	Explosion (6)	Energy Vortex (8)
Magic Lock (3)	Invisibility (6)	Resurrection (8)
Telekinesis (3)	Mark (6)	Sum. Air Elem. (8)
Teleport (3)	Reveal (6)	Summon Daemon (8)
Unlock (3)	Chain Lightning (7)	Sum. Earth Elem. (8)
Wall of Stone (3)	Mana Vampire (7)	Sum. Fire Elem. (8)
Recall (4)	Meteor Swarm (7)	Sum. Water Elem. (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 the world.

Create Food (1)	Magic Lock (3)	Magic Reflection (5)
Heal (1)	Wall of Stone (3)	Paralyze (5)
Reactive Armor (1)	Archcure (4)	Dispel (6)
Weaken (1)	Archprotection (4)	Mass Curse (6)
Cure (2)	Curse (4)	Mass Dispel (7)
Magic Trap (2)	Greater Heal (4)	Resurrection (8)
Protection (2)	Dispel Field (5)	
Bless (3)	Incognito (5)	

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 also appreciate ginseng for its magical **enhancement** qualities and always keep a healthy portion on hand.

Create Food (1)	Protection (2)	Paralyze Field (6)
Feeblemind (1)	Archcure (4)	Earthquake (8)
Heal (1)	Archprotection (4)	Resurrection (8)
Cure (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, power and energy**.

Create Food (1)	Recall (4)	Gate Travel (7)
Agility (2)	Blade Spirits (5)	Mana Vampire (7)
Cunning (2)	Magic Reflect. (5)	Mass Dispel (7)
Strength (2)	Mind Blast (5)	Meteor Swarm (7)
Bless (3)	Paralyze (5)	Polymorph (7)
Telekinesis (3)	Sum. Creature (5)	Earthquake (8)
Teleport (3)	Dispel (6)	Energy Vortex (8)
Archcure (4)	Explosion (6)	Sum. Air Elem. (8)
Archprotection (4)	Mark (6)	Sum. Daemon (8)
Greater Heal (4)	Mass Curse (6)	Sum. Earth Elem. (8)
Lightning (4)	Chain Lightning (7)	Sum. Fire Elem. (8)
Mana Drain (4)	Energy Field (7)	Sum. Water Elem. (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 from a vendor 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.

Clumsy (1)	Poison (3)	Energy Bolt (6)
Feeblemind (1)	Curse (4)	Invisibility (6)
Weaken (1)	Blade Spirits (5)	Mass Curse (6)
Cunning (2)	Incognito (5)	Energy Vortex (8)
Harm (2)	Mind Blast (5)	
Strength (2)	Poison Field (5)	

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.

Heal (1)	Dispel Field (5)	Mana Vampire (7)
Night Sight (1)	Magic Reflect. (5)	Meteor Swarm (7)
Reactive Armor (1)	Paralyze (5)	Polymorph (7)
Harm (2)	Poison Field (5)	Sum. Air Elem. (8)
Magic Trap (2)	Sum. Creature (5)	Sum. Daemon (8)
Fire Field (4)	Paralyze Field (6)	Sum. Earth Elem. (8)
Greater Heal (4)	Energy Field (7)	Sum. Fire Elem. (8)
Mana Drain (4)	Flamestrike (7)	Sum. Water Elem. (8)

Sulphurous Ash

Foul-smelling but powerful, sulphurous ash is a dusty volcanic residue. It is found mainly in mountainous regions and is a common element of any spell releasing **fire, light or explosive energy**.

Magic Arrow (1)	Curse (4)	Energy Field (7)
Night Sight (1)	Fire Field (4)	Flamestrike (7)
Reactive Armor (1)	Lightning (4)	Gate Travel (7)
Magic Trap (2)	Dispel Field (5)	Mass Dispel (7)
Magic Untrap (2)	Mind Blast (5)	Meteor Swarm (7)
Protection (2)	Dispel (6)	Earthquake (8)
Magic Lock (3)	Mass Curse (6)	Sum. Daemon (8)
Unlock (3)	Reveal (6)	Sum. Fire Elem. (8)
Archprotection (4)	Chain Lightning (7)	

COMBAT SPELLCASTING

There are some crucial limitations to spellcasting that are particularly important in combat. First of all, a mage is frozen in place while casting a spell, and cannot move until the spell is completely cast. 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 the caster takes, 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 limitation — field spells (spells with area effects) cannot be cast near teleporters or dungeon entrances.

MAGIC TIPS

- ♀ 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.
- ♀ Likewise, you don't have to have your spellbook in hand to use it, so don't. Leave it in your pack where it's nice and safe.
- ♀ If you open your spellbook, you can click on the little triangle to the right of the name of the spell to go to that spell's page. You can then drag the spell's rune/icon to anywhere on the screen, and cast it by left-clicking the icon. This is, of course, *much* faster than searching through your spellbook, and can be faster than trying to hit your macro key combination.
- ♀ 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.
- ♀ 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. (And always remember that Meditation can restore mana more quickly.)
- ♀ Always keep a large supply of reagents on hand. The last thing you want to face is a life-or-death situation with a shortage of blood moss or ginseng.
- ♀ 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.
- ♀ Without Meditation, 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.



Clumsy	Feeblemind	Mass Curse
Poison	Curse	Mana Drain
Paralyze	Weaken	Earthquake
Mana Vampire		

Any offensive spells cast in town will do no damage, but casting them will flag you as a criminal. Wall spells (also known as field spells) cannot be cast in justice regions (towns, around moongates and so forth).

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. 127-129 for information on each of the eight reagents. Reagents include Black Pearl, Blood Moss, Garlic, Ginseng, Mandrake Root, Nightshade, Spider's Silk and Sulphurous Ash.

Duration. How long the spell's effects last, in seconds.

Effect. What the spell does when it is cast. Some spells affect only the caster, others a target, and others an entire area. (*Where useful, the actual possible point range is also listed, italicized and in parentheses.*)









This column also indicates which offensive spell effects can be reduced or nullified through Resisting Spells. Spells marked with 'Res' are affected by the target's Resisting Spells skill. Generally, the higher the target's Resisting Spells skill, the less of an effect the spell will have.

The edits to the description of Magic Resistance list resistable spells individually. Those spells are: Curse, Clumsy, Feeblemind, Weakness, Mass Curse, Poison, Poison Field, Paralyze, Paralyze Field, Mana Vampire, Mana Drain.

Walls. Several spells (e.g., *Wall of Stone*, *Fire Field*) create a magical wall. In each case, the wall is the same size. It stands, like a door facing the caster, three paces wide, three paces tall and one pace thick.

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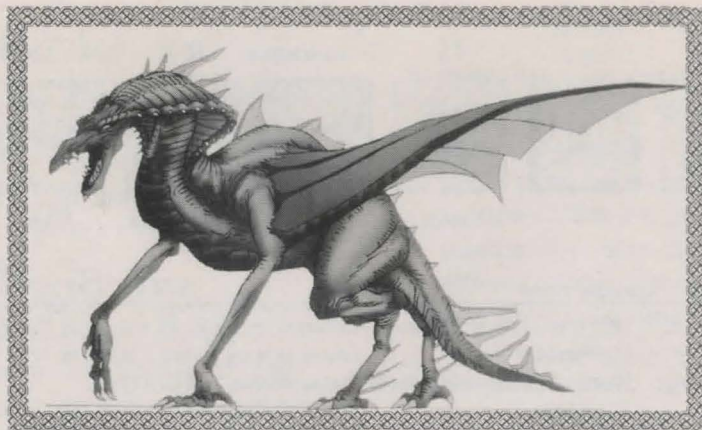
1st Circle	Reagents	Duration (secs)	Effect	1st Spell Circle
<i>Clumsy</i>	BM,Ns	120% Magery (up to 120 sec.)	Reduces target's Dex by Magery /10 + 1% (2% - 11%).	
<i>Create Food</i>	Ga,Gi,MR	Permanent	Creates 1 of 10 food items: grapes, ham, cheese, muffins, fish, ribs, chicken, sausage, apple or peach.	
<i>Feeblemind</i>	Gi,Ns	120% Magery (up to 120 sec.)	Reduces target's Int by Magery /10 + 1% (2% - 11%).	
<i>Heal</i>	Ga,Gi,SS	Permanent	Restores Hit Points: (Magery /10) + (1 to 3) (2 to 13 pts.).	
<i>Magic Arrow</i>	SA	Single Use	Casts flaming fireball at target, for 8-17 damage.	
<i>Night Sight</i>	SS,SA	Until the next dawn or dusk	Sharpens night vision (greater effect with greater skill).	
<i>Reactive Armor</i>	Ga,SS,SA	Indefinite (Recast to toggle)	Increases physical resistances, lowers elemental resistances.	
<i>Weaken</i>	Ga,Ns	120% Magery (up to 120 sec.)	Reduces target's Int by Magery /10 + 1% (2% - 11%).	

All 1st Circle spells cost 4 mana and take .5 seconds to cast.

1st Circle

‡ If you're a mage fighting another mage, you can temporarily lower his Intelligence by casting *Feeblemind*. This lessens your opponent's chances of hitting you with a spell, since casting abilities are affected by Intelligence. Similarly, striking a warrior with *Clumsy* or *Weaken* will lower his ability to hit you.

- ‡ *Create Food* is handy when you're in the middle of nowhere and feeling peckish; it's also handy for tamers who may run out of food for their pets.
- ‡ *Night Sight* is useful for venturing into dark places and offers a higher level of visibility than that of Night Sight potions.
- ‡ 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.



2ND Circle

- ‡ *Cure* is always handy for curing low-strength poison.
- ‡ *Magic Trap* is good for trapping pouches in your pack. This discourages thieves.

Also, if paralyzed by a monster or another player, simply double-click a trapped pouch in your pack and you will be free to move again (of course, you'll take a small bit of damage).







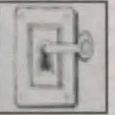

2nd Circle	Reagents	Duration (secs)	Effect	2 ND Spell Circle
<i>Agility</i>	BM,MR	120% Magery (up to 120 sec.)	Increases target's Dex by Magery / 10 + 1% (2% - 11%).	
<i>Cunning</i>	MR,Ns	120% Magery (up to 120 sec.)	Increases target's Int by Magery / 10 + 1% (2% - 11%).	
<i>Cure</i>	Ga,Gi	Permanent	Counteracts poison (greater skill counteracts more intense poison).	
<i>Harm</i>	Ns,SS	NA	Strikes a target within 10 paces (adjacent target takes 10-30 damage; damage is reduced the farther the target).	
<i>Magic Trap</i>	Ga,SS,SA	Single Use	Places an explosive trap on a useable object that activates when object is used, for minimal damage.	
<i>Magic Untrap</i>	BM,SA	Single Use	Deactivates magical trap on a single object.	
<i>Protection</i>	Ga,Gi,SA	Indefinite (re-cast to toggle)	Caster cannot be interrupted. Caster's physical resistance reduced.	
<i>Strength</i>	MR,Ns	120% Magery (up to 120 sec.)	Increases target's Int by Magery / 10 + 1% (2% - 11%).	

All 2nd Circle spells cost 6 mana and take .75 seconds to cast.

Agility	∩∩	Cure	∩∩	Magic Trap	∩∩	Protection	∩∩
∩∩	Cunning	∩∩	Harm	∩∩	Magic Untrap	∩∩	Strength

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3rd Circle	Reagents	Duration (secs)	Effect	3RD Spell Circle
Bless	Ga,MR	120% Magery (up to 120 sec.)	Increases target's Str, Int, and Dex by Magery/10 + 1% (2% - 11%).	 R 4
Fireball	BP	Permanent	Launches large fireball at target for 12-32 damage. R-half	 FIREBALL
Magic Lock	BM,Ga,SA	Until broken/magically unlocked	Places magical lock on a chest.	 F K
Poison	Ns	Single Use	Poisons target. Poison strength determined by (Magery + Poison)/2: Up to 65 - Poison 1, 65 to 85 - Poison 2, 85+ - Poison 3 (100+ - Poison 4)	 POISON
Telekinesis	BM,MR	Single Use	Use or move a single object that is beyond reach.	 M K A
Teleport	BM,MR	Single Use	Transports caster to target location within same screen (max distance 11 paces). Location must be visible to caster.	 TELEPORT
Unlock	BM,SA	Single Use	Picks and opens a magical or normal lock.	 M K
Wall of Stone	BM,Ga	10 seconds	Erects temporary stone Wall on open ground.	 WALL OF STONE

All 3rd Circle spells cost 9 mana and take 1 second to cast.

3RD 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 and give you time to escape from a monster or nasty NPC. (However, note that blocking another player character in a room so that she'll be killed is considered an exploit on Trammel, and can get you banned.)
- ♀ *Teleport* requires line-of-sight with your destination. For instance, to get to a roof with no other access, you might have to climb a hill first. *Teleport* can also save you when trapped by monsters.

- ♀ *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.
- ♀ *Telekinesis* is useful for treasure hunters. With this spell, you can safely disable the traps on a lock before unlocking it.
- ♀ *Fireball* is a good offensive spell — it costs little mana, and can often finish off a kill for you.










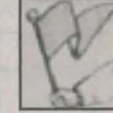
4th Circle

- ‡ 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.
- ‡ 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.

- ‡ Note that a *Curse* will lower Intelligence, Dexterity and Strength simultaneously.
- ‡ 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.




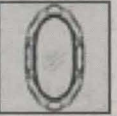




4th Circle	Reagents	Duration (secs)	Effect	4th Spell Circle
<i>Arch Cure</i>	Ga,Gi,MR	Single Use	Counteracts poisoning for <i>every</i> character and creature within two or three paces.	
<i>Arch Protection</i>	Ga,Gi,MR,SA	Indefinite (re-cast to toggle)	Caster and nearby party members spells can no longer be interrupted. Reduces all targets' physical resistance.	
<i>Curse</i>	Ga,Ns,SA	120% Magery (up to 120 sec.)	Decreases target's Str, Int, and Dex by Magery/10 + 1% (2% - 11%).	
<i>Fire Field</i>	BP,SS,SA	50% Magery + 4 (up to 54 sec.)	Erects a flaming Wall on open ground; 2 damage/second to anyone touching field. R-half (each occurrence)	
<i>Greater Heal</i>	Ga,Gi,MR,SS	Permanent	Heals target by 40% Magery + (1 to 10) (2 to 50 pts.).	
<i>Lightning</i>	MR,SA	Single Use	Launches lightning strike on target for 9-38 damage.	
<i>Mana Drain</i>	BP,MR,SS	Single Use	Temporarily reduces target's mana.	
<i>Recall</i>	BP,BM,MR	NA	Transports user to rune's original Marked location. Must be used on rune Marked with Mark spell (6th Circle). Recall will not work at all if you are carrying more than your normal maximum weight.	

All 4th Circle spells cost 11 mana and take 1.25 seconds to cast.

Archcure	ΛΛΛ	Curse	ΙΡΧ	Greater Heal	ΚΕΧ	Mana Drain	ΚΕΚ
							
ΛΛΛ	Arch-protection	ΜΥ	Fire Field	ΙΑΜ	Lightning	ΕΡ	Recall

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5th Circle	Reagents	Duration (secs)	Effect	5th Spell Circle
<i>Blade Spirits</i>	BP,MR,Ns	120 seconds	Creates spinning column of blades that detects and chases moving targets within a one-yard radius, inflicting up to 15 pts. per strike. It chooses among targets based on (Strength + Tactics)/distance (that is, close, strong, tactically skilled targets are its highest priority).	
<i>Dispel Field</i>	BP,Ga,SS,SA	For life of field	Creates one-space gap in a Wall spell (e.g., <i>Poison Field</i>).	
<i>Incognito</i>	BM,Ga,Ns	120% Magery (up to 120 sec.)	Randomly changes your physical appearance and name.	
<i>Magic Reflection</i>	Ga,MR,SS	Indefinite (re-cast to toggle)	Caster's elemental resistances increased, physical resistance decreased.	
<i>Mind Blast</i>	BP,MR,Ns,SA	Single Use	This spell deals an amount of cold damage based upon the caster's Magery and Intelligence	
<i>Paralyze</i>	Ga,MR,SS	20% Magery + 7 (up to 27 sec.)	Temporarily paralyzes target.	
<i>Poison Field</i>	BP,Ns,SS	40% Magery + 3 (up to 43 sec.)	Creates Wall of poison on open ground with same effect as <i>Poison</i> (3 rd Circle).	
<i>Summon Creature</i>	BM,MR,SS	4 * Magery (up to 400 sec.)	Summons an animal or monster for combat support. Random chance of alligator, bear (black, grizzly, polar), chicken, deer, eagle, gorilla, horse, llama, panther, pig, rabbit, timber wolf, walrus, giant scorpion, giant serpent, slime.	

All 5th Circle spells cost 14 mana and take 1.5 seconds to cast.

5th Circle

- ♀ When a summoning spell is cast, creatures always try to 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, it appears elsewhere nearby.
- ♀ When your opponent is doing mostly elemental damage to you, consider toggling Magic Reflection on. This will lower your physical resistance, but increase each of your elemental resistances, making you take less damage from that type of attack.

- ♀ Mind Blast is especially useful against opponents that have a weakness to cold damage. Use it against fire-based creatures, such as fire elementals and dragons, or players that are not heavily armored, as armor can add some resistance to cold attacks. The higher your Magery skill and the more Intelligence you have, the more damage this spell will inflict upon your foes.

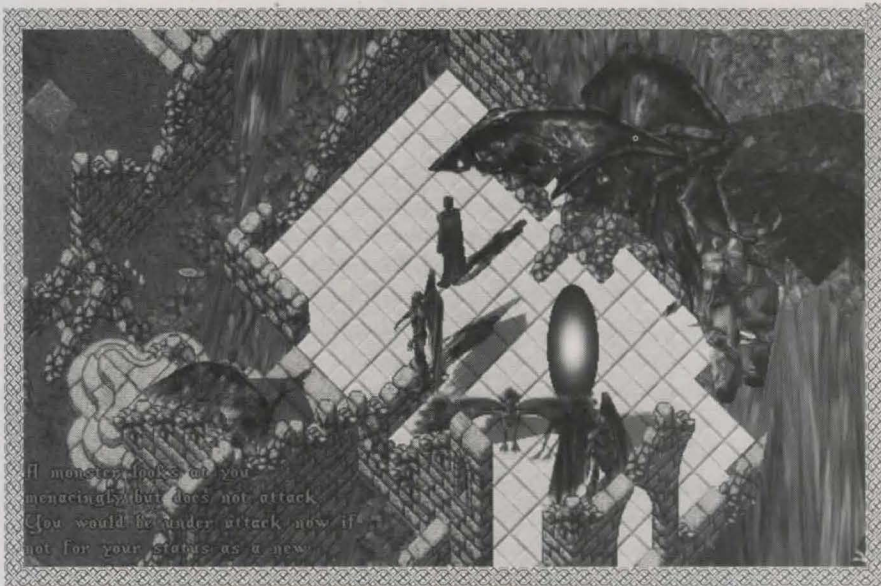


‡ The Blade Spirit and Energy Vortex have a tendency to attack anything that moves. This can be a big liability in group combat, because the creature may attack the wrong target. Also, if you are fighting in Felucca, and your Blade Spirit or Energy Vortex targets an ally or innocent player, you will be flagged a criminal, and will be freely attackable. Never summon one of these dervishes too close to yourself, or it might turn on you. Risky as these spells are, they are also extremely powerful. It may take them a while to wear down a tough opponent, but the total amount of damage they can deal over their lifespan is huge.

‡ *Blade Spirits* and *Energy Vortex* can have a devastating effect in a crowded room. Stand near the door, cast either of them, then trap your opponents in the room with *Magic Lock* or *Wall of Stone*. Be aware that some monsters can dispel these spells, though.

‡ This is a bit obvious, but it bears stating — if you need to heal during combat, *Paralyze* is tailor-made to get the monster off your case long enough to restore some hit points.









‡ 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.











A monster looks at you menacingly but does not attack. You would be under attack now if not for your status as a new

6th Circle

- ‡ An *Explosion* spell, closely followed by an *Energy Bolt*, is a common and effective offensive combination. Cast in close sequence, they hit at about the same time, inflicting a double whammy before your target can recover from either one.
- ‡ When you make yourself invisible, you see yourself as a gray apparition on the screen (2D) or a translucent image (3D). However, other players cannot see you for the duration of the spell (unless, of course, a mage casts *Reveal* where you are, in which case you're fully visible again).
- ‡ Try to cast *Mark* away from doors and other paths of heavy traffic.
- ‡ If you can cast *Mark*, it can provide a quick teleport getaway in an emergency. From just outside your home (or wherever you want the spell to take you), cast the spell on a rune. It will record your exact location. You may want to cast *Mark* on several items, just so you have several safe points of escape (your home, your guild hall, a healing shrine and so forth).
- ‡ Use *Reveal* if you suspect an invisible character lurks nearby, but be careful — it only reveals the contents of a single tile (about a yard square). If a mage *Reveals* someone, that person becomes visible to all.
- ‡ Invisible targets can still be hit by area effect spells.

6th Circle	Reagents	Duration (secs)	Effect	6th Spell Circle
<i>Dispel</i>	Ga,MR,SA	Single Use	Permanently destroys a single Summoned target; powerful mages can occasionally dispel Summoned elementals and daemons.	
<i>Energy Bolt</i>	BP,Ns	Single Use	Fires bolt of energy at target for 20-62 damage.	
<i>Explosion</i>	BM,MR	Single Use (2-second delay)	Hits target for 20-62 damage.	
<i>Invisibility</i>	BM,Ns	120% Magery (up to 120 sec.)	Makes target temporarily invisible.	
<i>Mark</i>	BP,BM,MR	Permanent	Makes a rune a teleport marker. Using <i>Recall</i> (4th Circle) on a Marked rune teleports caster to original location where object was Marked. Runes Marked in Trammel have a golden appearance. A Marked rune can be "Marked over" with a new location, but it can't be erased.	
<i>Mass Curse</i>	Ga,MR,Ns,SA	120% Magery (up to 120 sec.)	Delivers <i>Curse</i> — Str/Dex/Int Penalty: Magery/10+1 (2 to 11 pts.) — on all creatures within a pace or two.	
<i>Paralyze Field</i>	BP,Gi,SS	33% Magery + 3 (up to 36 sec.)	Creates Wall of paralysis on open ground. Paralysis duration: 30 seconds.	
<i>Reveal</i>	BM,SA	Single Use	Unveils all invisible objects, creatures and/or characters in target tile.	

All 6th Circle spells cost 20 mana and take 1.75 seconds to cast.

Dispel	KK	Explosion	ƆƆA	Mark	AMH	Paralyze Field	NP
							
ƆƆ	Energy Bolt	AMH	Invisibility	KKK	Mass Curse	IMX	Reveal



7th Circle	Reagents	Duration (secs)	Effect	7th Spell Circle
Chain Lightning	BP,BM,MR,SA	Single Use	Casts lightning bolt within a pace or two of target tile for 30-72 damage.	Chain Lightning Runes: 14X Image: Lightning bolt striking a target.
Energy Field	BP,MR,SS,SA	28% Magery + 2 (up to 30 sec.)	Creates impenetrable Wall of energy on open ground.	Energy Field Runes: AFX Image: A hand with energy emanating from it.
Flamestrike	SS,SA	Single Use	Casts down a pillar of flames onto target for 30-72 damage.	Flamestrike Runes: 8AP Image: A hand with flames rising from it.
Gate Travel	BP,MR,SA	30 seconds	Opens gate to location where rune was <i>Marked</i> (6th Circle). Must be cast on <i>Marked</i> rune; any can use gate for the duration of the spell.	Gate Travel Runes: ARK Image: A hand with a gate opening in front of it.
Mana Vampire	BP,BM,MR,SS	Single Use	Temporarily decreases target's mana and increases caster's mana.	Mana Vampire Runes: M4 Image: A hand with a sun-like symbol above it.
Mass Dispel	BP,Ga,MR,SA	Single Use	Destroys all Summoned creatures within 8 paces. (each creature checks individually)	Mass Dispel Runes: AAF Image: A hand with a sun-like symbol above it.
Meteor Swarm	BM,MR,SS,SA	Single Use	Casts flaming meteor storm on anyone within a pace or two of target tile for 30-72 damage.	Meteor Swarm Runes: 8MR Image: A hand with a meteor falling from it.
Polymorph	BM,MR,SS	Magery (up to 100 sec.)	Transforms caster's appearance into chosen form (caster's stats stay the same). Choices: bear (black, grizzly, polar), chicken, dog, gorilla, panther, wolf, daemon, ettin, gargoyle, lizard man, ogre, orc, slime, troll, male or female human.	Polymorph Runes: AAR Image: A hand with a bear's head above it.

All 7th Circle spells cost 40 mana and take 2 seconds to cast.

7th Circle

♀ *Gate Travel* opens a 30-second gate between your current location and a specific Marked location. This spell is useful for moving an entire party of people (or a lot of pets) between points. In particular, you can't Recall with your packhorse, but you can bring it along with a Gate.

♀ 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.

8th 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 and so forth. 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.
- ‡ *Energy Vortex* will not work against PCs in Trammel (but they still work *just fine* against monsters).

8th Spell Circle

8th Circle	Reagents	Duration (secs)	Effect
<i>Earthquake</i>	BM,Gi,MR,SA	Single Use	Creates tremor that makes standing characters and creatures within 10 paces stumble and fall (except caster) (damage: half of each target's HP).
<i>Energy Vortex</i>	BP,BM,MR,Ns	90 seconds	Creates moving vortex of energy that attacks targets within its half-pace radius, inflicting up to 26 pts. per strike. It chooses among targets based on (Magery + Intelligence)/distance (that is, close, intelligent, magically skilled targets are its highest priority).
<i>Resurrection</i>	BM,Ga,Gi	Permanent	Brings human player ghost back to life; does not affect creatures or NPCs.
<i>Summ. Air Elem.</i>	BM,MR,SS	4 * Magery (up to 400 sec.)	Summons air elemental for combat support.
<i>Summ. Daemon</i>	BM,MR,SS,SA	4 * Magery (up to 400 sec.)	Summons daemon for combat support. Caster loses 1-700 Karma.
<i>Summ. Earth Elem.</i>	BM,MR,SS	4 * Magery (up to 400 sec.)	Summons earth elemental for combat support.
<i>Summ. Fire Elem.</i>	BM,MR,SS,SA	4 * Magery (up to 400 sec.)	Summons fire elemental for combat support.
<i>Summ. Water Eleme.</i>	BM,MR,SS	4 * Magery (up to 400 sec.)	Summons water elemental for combat support.

All 8th Circle spells cost 50 mana and take 2.25 seconds to cast.

Earthquake	ΛΛΚ	Resurrection	hΛΛP	Summon Daemon	hΛΛΛ	Summon Fire Elem.	hΛΛΛP
							
IAK	Energy Vortex	ÆK	Summon Air Elem.	hΛΛΛ	Summon Earth Elem.	hΛΛΛP	Summon Water Elem.



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. 61), include:



Reagent	Color	Potion	Units	Alch. Skill	Effect when consumed
<i>Black Pearl</i>	Black	Refreshment	1	12	Restores 25% of lost Stamina
		Total Refreshment	5	50	Restores all lost Stamina
<i>Blood Moss</i>	Blue	Agility	1	40	Improves Dexterity by 10 for 30 sec.
		Greater Agility	3	60	Improves Dexterity by 20 for 30 sec.
<i>Garlic</i>	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
<i>Ginseng</i>	Yellow	Lesser Heal	1	1	Heals 3-10 hit points
		Heal	3	40	Heals 6-20 hit points
		Greater Heal	7	80	Heals 9-30 hit points
<i>Mandrake</i>	White	Strength	2	50	Improves Strength by 10 for 30 sec.
		Greater Strength	5	70	Improves Strength by 20 for 30 sec.
<i>Nightshade</i>	Green	Lesser Poison	1	20	Poison 1
		Poison	2	40	Poison 2
		Greater Poison	4	80	Poison 3
		Deadly Poison	8	115*	Poison 4
<i>Spider Silk</i>	Orange	Nightsight	1	1	Lets you see in the dark (lasts until lighting around you gets brighter)
<i>Sulphurous Ash</i>	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 character with 100 Alchemy skill has significantly less than a 50% chance to mix this potion.

Potion Tips

- ‡ Save potion bottles. Even if you're not an alchemist, you may meet up with one who's willing to provide you with a mess of potions for the practice, if you provide the bottles and reagents.
- ‡ Even if you're otherwise uninterested in alchemy, consider investing in a mortar and pestle, some garlic, some ginseng, and 10 bottles. With minimal practice, you can make your own Lesser Healing potions much cheaper than you can buy them. Therefore, as long as you have one hand free, you can instantly heal some damage during combat. When you're out of combat, you can refill any bottles you emptied, by creating new 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.
- ‡ When venturing into dungeons, always carry at least 5 Greater Heal, 5 Greater Cure and 5 Night Sight potions. Greater potions can be purchased from many player vendor or players at banks.
- ‡ 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.
- ‡ 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.)

Poison Strength

There are five strengths of poison in *Ultima Online*, although the strongest (Poison 5) is rarely seen. Each poison inflicts damage every few seconds (called a "pulse"), based on its victim's remaining hit points. However, each poison inflicts a minimum

amount of damage each pulse, so a victim who is near death can easily die from poisoning. The stronger the poison, the more pulses, although a poison's effects can be halted by curing its victim (with a spell, potion, magic item or skill).

POISON	% OF CURRENT HP LOST PER PULSE	MINIMUM HP LOST PER PULSE	PULSE FREQUENCY	MAXIMUM PULSES
Poison 1	3 - 6%	3	2 seconds	9 to 13
Poison 2	4 - 8%	5	3 seconds	10 to 14
Poison 3	8 - 12%	8	4 seconds	11 to 15
Poison 4	12 - 25%	14	5 seconds	12 to 16
Poison 5	25 - 50%	17	5 seconds	13 to 17

Equipment



МҮНИКАМТ

EQUIPMENT

As always with online games, these descriptions are subject to change. Items with extreme statistics (at the positive or negative ends of the range) that go beyond the values listed here may also exist.

Ranges of numbers. If the value is listed as a range (for example, 21-40), that statistic will vary from creature to creature between the two numbers.

Damage (Dmg). How much damage the weapon can inflict with each blow. The actual damage caused by a blow with the

weapon is affected by other factors, including the armor rating of the target.

Hit Points (HP). How much damage the item can sustain before becoming completely useless.

Speed (Spd). The speed with which the weapon can be wielded. Higher numbers are better. The chart below shows how the character's current stamina and their weapon's speed value determine how many swings they can take with the weapon each second.

SWINGS PER SECOND

Weapon Speed	Current Stamina										
	1	10	20	30	40	50	60	70	80	90	100
15	0.15	0.17	0.18	0.20	0.21	0.23	0.24	0.26	0.27	0.29	0.30
25	0.25	0.28	0.30	0.33	0.35	0.38	0.40	0.43	0.45	0.48	0.50
35	0.35	0.39	0.42	0.46	0.49	0.53	0.56	0.60	0.63	0.67	0.70
45	0.45	0.50	0.54	0.59	0.63	0.68	0.72	0.77	0.81	0.86	0.90
55	0.56	0.61	0.66	0.72	0.77	0.83	0.88	0.94	0.99	1.05	1.10

Skill. What skill is used to wield the weapon.

Two Handed. Whether two hands must be used to wield the weapon. (If so, a shield cannot be used at the same time.)

Minimum Strength (Min STR). The minimum Strength a character must have to use or wear the item.

Color. Using colored ingots, a blacksmith can create colored weapons and armor. Colored weapons and armor have bonuses to their statistics. More information is available in the *Age of Shadows* section of this guide under Magic Items Crafting.

Resistances. Each piece of armor has five resistance ratings. The resistances are: Physical, Fire, Cold, Poison, and Energy. Your

character's total resistance in each category is the sum of all resistances from all armor your character is wearing (plus any magical bonuses from spell effects). Resistances reduce the damage your character takes, and are expressed as percentages. For example, if your total Physical Resistance is 45 percent, then your Physical Resistance absorbs 45 percent of all physical damage done to you, and you only take the remaining 55 percent. No resistance can go over 80 percent.

Hit Location. In *Ultima Online: Age of Shadows* the Hit Location system has been removed with the addition of Resistances. Instead of the old complicated AR calculation using weighted averages, resistances gained from armor are cumulative.

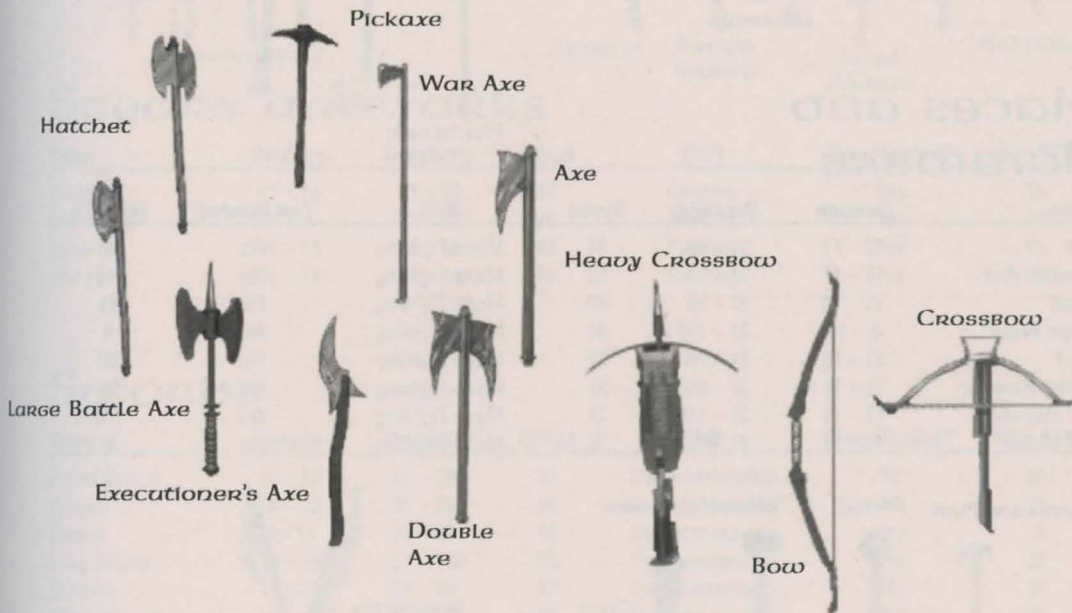


WEAPONS

Axes

Name	Damage	Durability	Speed	Skill	Two Handed?	Min STR
Axe	13 - 15	31 - 110	37	Swordsmanship	Yes	35
Battle Axe	16 - 18	31 - 70	28	Swordsmanship	Yes	35
Double Axe	14 - 16	31 - 110	33	Swordsmanship	Yes	45
Executioner's Axe	15 - 17	31 - 70	31	Swordsmanship	Yes	40
Hatchet	13 - 15	31 - 80	40	Swordsmanship	Yes	20
Large Battle Axe	18 - 20	31 - 70	28	Swordsmanship	Yes	85
Pickaxe	12 - 14	31 - 60	35	Swordsmanship	No	55
Two-Handed Axe	17 - 19	31 - 90	29	Swordsmanship	Yes	40
War Axe	13 - 15	31 - 80	32	Mace Fighting	No	35

Two-Handed Axe



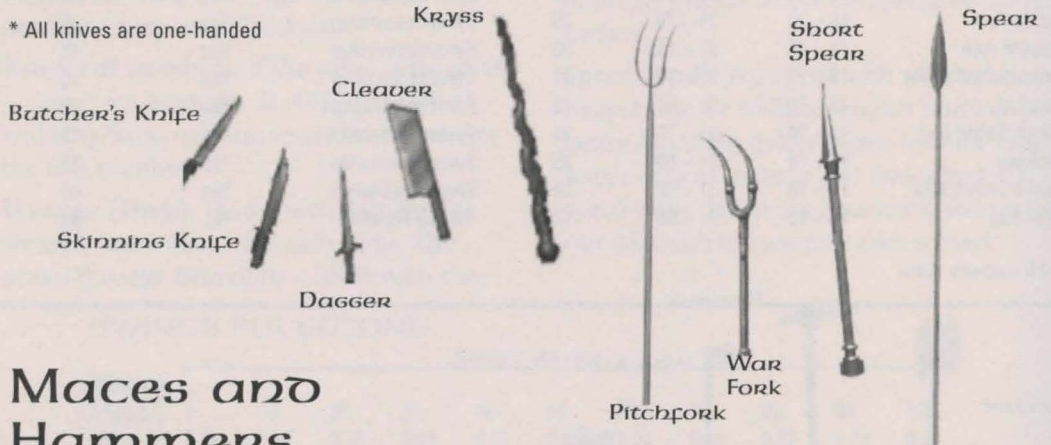
Bows

Name	Damage	Durability	Speed	Skill	Two Handed?	Min STR
Bow	16 - 18	31 - 60	25	Archery	Yes	30
Crossbow	18 - 20	31 - 80	24	Archery	Yes	35
Heavy Crossbow	20 - 22	31 - 100	22	Archery	Yes	85

Knives*

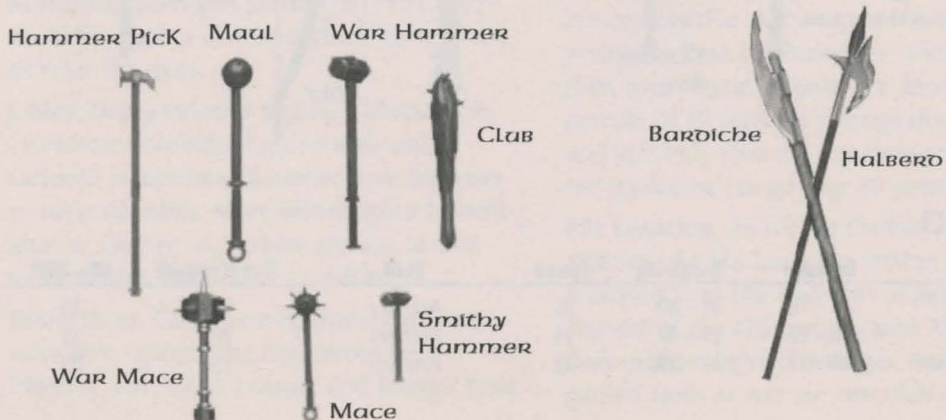
Name	Damage	Durability	Speed	Skill	Two Handed?	Min STR
Butcher Knife	8 - 10	31 - 40	49	Swordsmanship	No	5
Cleaver	9 - 11	31 - 50	48	Swordsmanship	No	10
Dagger	7 - 9	31 - 40	60	Fencing	No	10
Kryss	8 - 10	31 - 90	54	Fencing	No	10
Skinning Knife	8 - 10	31 - 40	49	Swordsmanship	No	5

* All knives are one-handed



Maces and Hammers

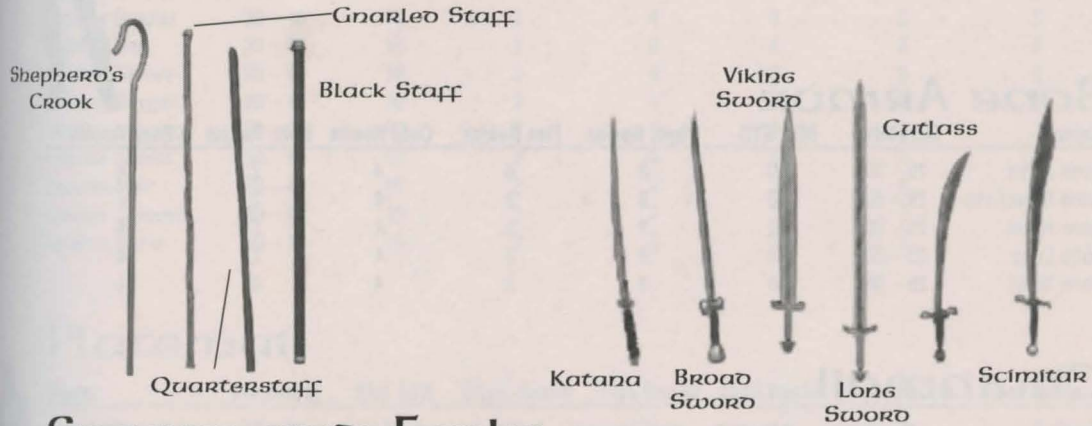
Name	Damage	Durability	Speed	Skill	Two Handed?	Min STR
Club	10 - 12	31 - 40	44	Mace Fighting	No	40
Hammer Pick	15 - 17	31 - 70	28	Mace Fighting	No	45
Mace	11 - 13	31 - 70	40	Mace Fighting	No	45
Magic Wand	8 - 10	31 - 110	40	Mace Fighting	No	5
Maul	13 - 15	31 - 70	32	Mace Fighting	No	50
Smithy Hammer	12 - 14	31 - 60	33	Mace Fighting	No	40
War Hammer	17 - 19	31 - 110	29	Mace Fighting	Yes	100
War Mace	16 - 18	31 - 110	26	Mace Fighting	No	85





Polearms

Name	Damage	Durability	Speed	Skill	Two Handed?	Min STR
Bardiche	19 - 21	31 - 100	28	Swordsmanship	Yes	50
Halberd	20 - 23	31 - 80	26	Swordsmanship	Yes	100



Spears and Forks

Name	Damage	Durability	Speed	Skill	Two Handed?	Min STR
Pitchfork	12 - 14	31 - 60	43	Fencing	Yes	55
Short Spear	9 - 11	31 - 70	56	Fencing	Yes	40
Spear	11 - 13	31 - 80	43	Fencing	Yes	55
War Fork	11 - 13	31 - 110	43	Fencing	No	45

Swords

Name	Damage	Durability	Speed	Skill	Two Handed?	Min STR
Broad Sword	13 - 15	31 - 100	32	Swordsmanship	No	30
Cutlass	10 - 12	31 - 70	44	Swordsmanship	No	25
Katana	9 - 11	31 - 90	46	Swordsmanship	No	25
Long Sword	14 - 16	31 - 110	30	Swordsmanship	No	35
Scimitar	11 - 13	31 - 90	37	Swordsmanship	No	25
Viking Sword	15 - 17	31 - 100	28	Swordsmanship	No	40

Staves

Name	Damage	Durability	Speed	Skill	Two Handed?	Min STR
Black Staff	13 - 15	31 - 70	40	Mace Fighting	Yes	35
Gnarled Staff	15 - 17	31 - 50	31	Mace Fighting	Yes	20
Quarterstaff	10 - 12	31 - 60	49	Mace Fighting	Yes	30
Shepherd's Crook	13 - 15	31 - 50	39	Mace Fighting	Yes	20

ARMOR



Bone Armor

Name	Durability	Min STR	Phys. Resist	Fire Resist	Cold Resist	Pois. Resist	Ener. Resist
Bone Arms	25 - 30	40	3	3	4	2	4
Bone Gauntlets	25 - 30	40	3	3	4	2	4
Bone Helm	25 - 30	40	3	3	4	2	4
Bone Legs	25 - 30	40	3	3	4	2	4
Bone Tunic	25 - 30	40	3	3	4	2	4

Chainmail

Name	Durability	Min STR	Phys. Resist	Fire Resist	Cold Resist	Pois. Resist	Ener. Resist
Chainmail Coif	35 - 45	20	4	4	4	1	2
Chainmail Leggings	45 - 60	20	4	4	4	1	2
Chainmail Shirt	45 - 60	20	4	4	4	1	2

Dragonscale Armor

Name	Durability	Min STR	Phys. Resist	Fire Resist	Cold Resist	Pois. Resist	Ener. Resist
Dragon Breastplate	55 - 75	60	3	3	3	3	3
Dragon Gloves	55 - 75	30	3	3	3	3	3
Dragon Helm	55 - 75	40	3	3	3	3	3
Dragon Leggings	55 - 75	60	3	3	3	3	3
Dragon Sleeves	55 - 75	40	3	3	3	3	3



Leather

Name	Durability	Min STR	Phys. Resist	Fire Resist	Cold Resist	Pois. Resist	Ener. Resist
Female Leather Armor	30 - 40	15	2	4	3	3	3
Leather Bustier	30 - 40	10	2	4	3	3	3
Leather Cap	30 - 40	15	2	4	3	3	3
Leather Gloves	30 - 40	10	2	4	3	3	3
Leather Gorget	30 - 40	10	2	4	3	3	3
Leather Leggings	30 - 40	10	2	4	3	3	3
Leather Shorts	30 - 40	10	2	4	3	3	3
Leather Skirt	30 - 40	10	2	4	3	3	3
Leather Sleeves	30 - 40	10	2	4	3	3	3
Leather Tunic	30 - 40	15	2	4	3	3	3



Platemail

Name	Durability	Min STR	Phys. Resist	Fire Resist	Cold Resist	Pois. Resist	Ener. Resist
Female Plate Armor	50 - 65	20	5	3	2	3	2
Plate Arms	50 - 65	40	5	3	2	3	2
Plate Gauntlets	50 - 65	30	5	3	2	3	2
Plate Gorget	50 - 65	30	5	3	2	3	2
Plate Helm	50 - 65	40	5	3	2	3	2
Plate Legs	50 - 65	60	5	3	2	3	2
Plate Tunic	50 - 65	60	5	3	2	3	2



Ring Mail

Name	Durability	Min STR	Phys. Resist	Fire Resist	Cold Resist	Pois. Resist	Ener. Resist
Ring Mail Gauntlets	40 - 50	20	3	3	1	5	3
Ring Mail Leggings	40 - 50	20	3	3	1	5	3
Ring Mail Sleeves	40 - 50	20	3	3	1	5	3
Ring Mail Tunic	40 - 50	20	3	3	1	5	3



Studded Leather

Name	Durability	Min STR	Phys. Resist	Fire Resist	Cold Resist	Pois. Resist	Ener. Resist
Studded Leather Bustier	35 - 45	25	2	4	3	3	4
Studded Leather Female Armor	35 - 45	35	2	4	3	3	4
Studded Leather Gloves	35 - 45	25	2	4	3	3	4
Studded Leather Gorget	35 - 45	25	2	4	3	3	4
Studded Leather Leggings	35 - 45	35	2	4	3	3	4
Studded Leather Sleeves	35 - 45	25	2	4	3	3	4
Studded Leather Tunic	35 - 45	35	2	4	3	3	4



OTHER HELMETS

Name	Durability	Min STR	Phys. Resist	Fire Resist	Cold Resist	Pois. Resist	Ener. Resist
Bascinet	40 - 50	10	7	2	2	2	2
Bandana	20 - 25	0	0	3	5	8	8
Bear Mask	20 - 25	0	3	10	10	3	3
Closed Helm	45 - 60	40	3	3	3	3	3
Deer Mask	20 - 25	0	2	10	8	2	7
Norse Helm	45 - 60	40	4	1	4	4	2
Hat	20 - 25	10	0	5	9	5	5
Helmet	45 - 60	40	2	4	4	3	2
Orc Helm	30 - 50	0	7	4	7	7	4
Skullcap	6 - 10	0	0	3	5	8	8
Tribal Mask (1)	20 - 25	0	3	0	6	10	10
Tribal Mask (2)	20 - 25	0	6	9	0	9	5



Bascinet



Closed Helm



Orc Helm



Helmet



Norse Helm



SHIELDS

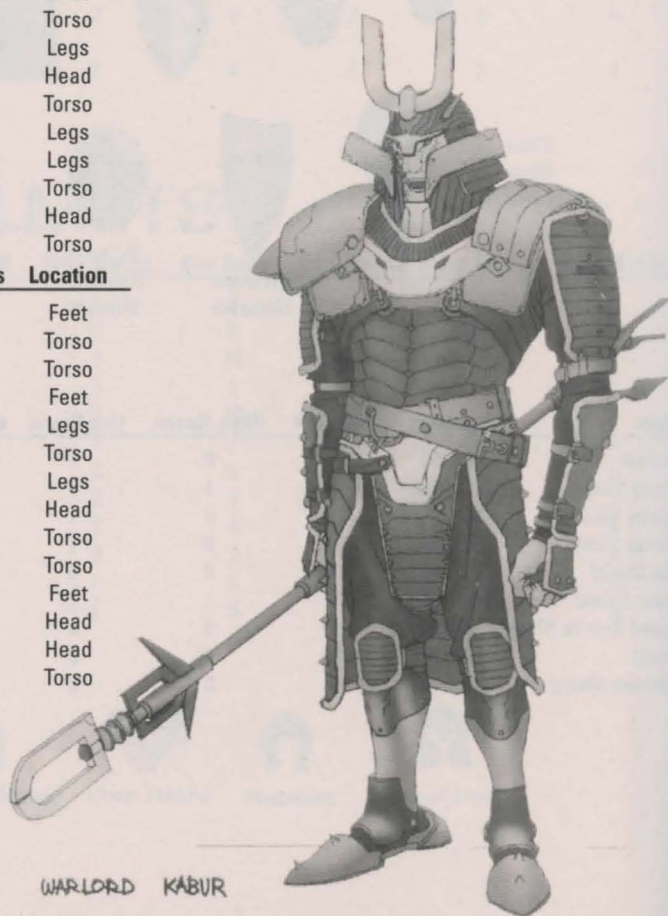


Name	Durability	Min STR	Phys. Resist	Fire Resist	Cold Resist	Pois. Resist	Ener. Resist
Buckler	40 - 50	15	0	0	0	1	0
Chaos Shield	100 - 125	0	1	0	0	0	0
Heater Shield	50 - 65	30	0	1	0	0	0
Heater Shield	50 - 65	15	0	1	0	0	0
Kite Shield	45 - 60	30	0	0	0	0	1
Order Shield	100 - 125	0	1	0	0	0	0
Round Bronze Shield	25 - 30	20	0	0	1	0	0
Shield	50 - 65	20	0	0	0	0	1
Wooden Shield	20 - 25	5	0	0	0	0	1

CLOTHING

Name	AR	Hit Points	Location
Bandana	1	21-23	Head
Bear Mask	6	21-23	Head
Belt	1	11-40	Torso
Black Knee Boots	7	21-29	Feet
Cloak	5	11-40	Torso
Deer Mask	6	21-23	Head
Doublet	3	11-40	Torso
Fancy Shirt	4	21-23	Torso
Full Apron	4	21-30	Torso
Full Dress	5	21-30	Torso
Half Apron	4	21-25	Legs
Hat	3	21-23	Head
Jesters Suit	7	11-40	Torso
Kilt	3	21-24	Legs
Long Pants	4	11-40	Legs
Long Sleeved Shirt	4	21-23	Torso
Orc Mask	5	21-23	Head
Robe	7	11-40	Torso

Name	AR	Hit Points	Location
Sandals	3	11-13	Feet
Sash	1	11-40	Torso
Shirt	3	21-23	Torso
Shoes	3	21-25	Feet
Short Pants	3	11-40	Legs
Simple Dress	5	21-25	Torso
Skirt	4	21-24	Legs
Skullcap	1	6-10	Head
Sleeveless Shirt	3	21-23	Torso
Surcoat	3	21-23	Torso
Thigh Boots	6	21-33	Feet
Tribal Mask	5	21-23	Head
Tribal Mask	5	21-23	Head
Tunic	3	21-23	Torso



Lore & Background



MEM
BALXRÆNIM

HISTORY OF ULTIMA ONLINE

GEM SHARDS

Once upon a time, and this was a very long time ago indeed, there was a world called Sosaria. It was a wonderful place, with rolling hills of green grass and many-colored plants that grew in the bright sun; glorious cities with wide avenues and intricate architecture were scattered over the lands; and marvelous creatures of all description roamed the wilderness. It was a time of music and art and gentle magics.

There was, in this golden time, a particularly wise sorcerer. This sorcerer knew many wondrous things — including even the secret of time and immortality. He understood them well enough, yet he was not immortal. In his wisdom he understood the need for man's time on earth to be limited. He was content to live life as it should be lived. With his magics he fashioned a Gem that would focus and encourage all things good and bright in Sosaria.

He had a son, however, who was neither wise nor good. Mondain was the son's name.

Mondain

Mondain killed his father and claimed the powerful Gem as his own. He used his powers to corrupt and twist the brilliant, faceted stone. He called it the Gem of Immortality; others called it the Gem of Darkness. With it, Mondain became both immortal and

invincible. He began a campaign to conquer the world, and wherever his power spread he ruled as a ruthless and depraved tyrant. For a thousand years all who opposed him were crushed. Sosaria's bright days were extinguished by a chill wind, and few dared stand against him.

In the land there was a wise and magical king. This king knew he could not destroy Mondain with even his most powerful spells, but that did not stop him from forming a plan. Instead of opposing Mondain himself — he knew Mondain was more powerful — the king poured his formidable powers into creating an unusual summoning spell. The spell would create a gate to summon — from somewhere, anywhere — a hero. The spell would find a champion who could be victorious against the evil Mondain, and bring him to Britannia.

It was the first Moongate, and through it stepped a stranger from another world.

The Stranger

It did not take this visitor long to see how Mondain's evil was destroying the world. The stranger (some called him the Hero, but eventually he was called Avatar) made friends and had adventures, but somehow always knew that his destiny was to defeat Mondain. The trouble, of course, was that Mondain could not be defeated. For a thousand years he had been invincible and immortal. From the moment he had com-



manded the Gem's power, he had stood strong against all attacks.

The stranger deduced that the only way to achieve victory would be to attack Mondain *before* he achieved control over the Gem.

The only way to do this would be to travel back in time and destroy the Gem. This is exactly what the stranger did.

But there was a catch

The Shattering and the Multiverse

Mondain's father, in creating the Gem of Light, had linked its awesome power to the world itself. When the stranger smashed the Gem, it ended Mondain's reign ... but it simultaneously shattered Britannia. There was a great cataclysm which caused destruction across the world, as reality broke apart. The Gem splintered into countless slivers, or "shards." Inside each shard of the Gem is a likeness of Britannia. Each world is essentially the same yet slightly different. The people of each world are different, making their own histories. In a few places even the geography is different.

Minax

While nearly everyone — on each and every shard — benefited from the death of Mondain, there were a few who did not. Evil souls had flourished under his reign. Chief among these was a woman named Minax. Minax was Mondain's apprentice: young and cruel and talented in the dark arts. In fact, she was more than his apprentice: she was his lover. Together they had

researched sciences unknown to Sosaria; they had created a self-aware, computer-like entity named "Exodus." In their twisted minds Exodus was the child of Mondain and Minax. Seeking revenge for her lover's death, Minax raised an army of undead and savagely attacked Britannia for years.

Lacking the Gem, however, she was nowhere near the threat that Mondain had been. On some shards the brave people of Britannia were able to defeat her; on some lucky shards she was destroyed; on a few unfortunate shards she managed to conquer the city of Trinsic, but that did not last long. In those worlds where she was not killed she occasionally reappears in yet another bid for retribution and conquest.

Exodus

Exodus also lives on some shards. In the mountains of Ilshenar is a city of Gargoyles. In some way that the scholars of Britannia claim has never been done before, the entire city has been enslaved. The stone-like Gargoyles were used to create an army of mechanical golems, which Exodus no doubt intended to use to conquer the world. His plans were foiled, however, and peace was again restored.

But like his mother, Exodus does not accept defeat. Now he has brought the Juka — a savage race from the distant past — to aid him in his next bid for domination.

Moreover, Exodus has allied himself with Lord Blackthorn — once a true and trusted advisor, now fallen into evil — and against this alliance Britannia may eventually fall.

NAMES TO REMEMBER

CURRENT EVENTS

Adranath

Adranath is a Meer eternal, a resurrected warrior whose destiny is to fight endlessly for the Meer. Eternals are powerful spell casters in their own right. When the Juka were pulled forward in time, the Meer entered a deep sleep to await the return of their ancient enemies. Adranath has been waiting and watching for thousands of years, always ready to awaken his comrades to meet their foes and maintain the balance of the world.

Clainin

The title of "court wizard" doesn't do justice to Clainin's position. He is the foremost mage in the castle in Britain, and directs the use of magic for the royal forces. As such, he's an important figure in the security and defense of the homerealm.

Dasha

Dasha is one of the highest ranking captains in the Meer fighting forces. While firmly grounded in the traditions of her people, she is also intelligent enough to adapt to change when necessary. Dasha has fallen into the job of spokesman for her people, and handles it admirably.

Dawn

Dawn never intended to be famous. She was brought up on a Britannian farm and raised to be a quiet but useful member of society. The only unusual thing about her was the training she received from her beloved grandfather, a knight in service to the king. Little did she know that training would sweep her into a series of events that would catapult her to fame.

Dupre

Dupre is the rock of Britannia, a paladin with a fist of iron, a mind of steel, and a heart of gold. While he is an experienced advisor in tactics and strategy, he's also an adventurer at heart and a stout friend to have at your back. Dupre is a leader of the Britannian forces, and is well respected by most after his many years with Lord British.

Exodus

The unholy progeny of Mondain the sorcerer and his apprentice and lover, Minax. Exodus was a machine when the Gem of Immortality was shattered by the Stranger. The combination of their experiments in magic and technology with the energy released by the destruction of the gem erupted in a cataclysm that caused time, space and reality to bend. Exodus was the eye of the storm, and was reborn as an amalgam of human, demon and machine.



Iolo

Iolo has been a premier bard of Britannia for many years. His talent and steadfastness are well known throughout the realm, and as another former companion of the king, he assists Dupre in trying to maintain order in the kingdom in the king's absence. If you ever have the opportunity to hear the ballad "Stones", you'll feel the power of his muse.

Kabur

The Juka forces have been drawn forward from a past very different from what we know today. Even then, Exodus was exercising his evil power over the peoples of the world, and the Juka are a part of his plan for the future. As the warlord of the Juka, Kabur takes most of his orders directly from Exodus. Orders from Exodus' new minion, Lord Blackthorn, are barely tolerated by Kabur. Kabur has been Exodus' right hand since the time when the humans were more primitive than some of the game he hunted, and taking orders from one is not high on his agenda.

Krett

Some who do not know Krett may not realize that he's a very skilled tinker, one of the best. His talent for tinkering gets a bit lost in his reputation for scholarly pursuits. Krett tinkers with languages and historical mysteries as well as he tinkers with tools. He was involved in the discovery of the gargoyle city and instrumental in deciphering their language. He also had a hand in unraveling the mysteries of the golems.

Lord Blackthorn

Lord Blackthorn was a close friend of Lord British and a high advisor to the lord on all matters of state. He was also very influential as the Lord of Chaos in charge of the Chaos guilds. Blackthorn promoted ruling a land by encouraging acceptance of all choices of lifestyle and modes of thought, but he may have gone too far. A secret desire to control Britannia has corrupted his mind and Exodus has provided a cyborg body that accurately reflects his hideous, repellent power. Cunning and intelligent, Blackthorn is also an alchemist of great skill and powerful magic.

Minax

Mondain's apprentice and lover and "mother" of Exodus, Minax has known the taste of power and likes it. At one time, she had control only of Trinsic. Now she heads one of the factions trying to control Felucca, and there is little doubt that all of Britannia is in her sights for future domination.

Shamino

Shamino is a highly skilled ranger whose company is often sought by those enjoying a jest in a tavern, a story by a campfire, and a good fighter at their side on the darker roads of Britannia. Though seldom seen with Lord British, they were nonetheless close friends, and Shamino is another who guards Britannia with his life in the king's absence.

HISTORY

Avatar

(Gone)

Seers have said that a hero named Avatar existed in a shard that has only been seen in dreams. They say that he saved Britannia many times over, although there's been no sign of his appearing in current shards.

Crawworth

(Dead)

Crawworth was a great warrior, and widely known as a man of honor. He was the adopted son of Hartham, Trinsic's late captain of the guards. Hartham saved Crawworth's life as a child by slaying the band of Orcs that killed Crawworth's parents and the rest of his village. Crawworth was killed while journeying in the Lost Lands. He led an expedition there before Lord British opened the area to all citizens.

Duryn

(Dead)

The first agent of the Followers of Armageddon to act publicly, he killed Hartham with a poisoned blade. A man-hunt by Crawworth eventually captured Duryn, who was found babbling about the coming doom. Soon thereafter, he poisoned himself.

Finth Desryn

(Retired)

Finth was one of Trinsic's captains of the guards. He was appointed to the position after the resignation of Crawworth. Finth's wife was killed during Lord Jou'Nar's attack on a caravan out of Skara Brae, causing bad blood between the two. Jou'Nar has since returned as a lich to further cause problems for the city of Trinsic, but Finth was not involved.

Followers of Armageddon

(Previous Scenario)

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.

The Followers of Armageddon have a reputation as a secret conspiracy, rumored to have agents all over the land infiltrated into positions of power. 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

(Dead)

Two trolls that repeatedly attempted to invade Vesper from the north. They're powerful, yet somewhat cowardly when pushed. G'Splat was killed in a failed attempt to conquer the forests north of Vesper. Found with him was a book of instructions from a character known only as "LM." G'Thunk was killed after being duped into helping the Followers of Armageddon. The misguided troll tried to take his vengeance against the FoA, but in the end was killed by those who were helping a royal guard seek Justice.

Hartham

(Dead)

Not much is known about Trinsic's old guard trainer. He was stabbed in the back by Durn, an agent of the Followers of Armageddon, with a poisoned dagger. He was a decorated defender of Trinsic for many years, and one of the finest warriors Britannia has ever seen.

Joye

A librarian from Britain. She accidentally discovers that Minax is the one to have kidnapped Tyball. Her life becomes endangered when Minax's henchmen find out about this, and Joye is killed. In order to find out what information Joye held, five volunteers sacrifice themselves in order to visit the void and speak to Joye's spirit. This information is reported back to Dupre.

Kaltar/ Keeonean/ G'Ruagak/ Jou'Nar

These four served as generals for Minax as she invaded Felucca. Kaltar was an elder Gazer. Keeonean was a "mostly" human follower of Minax. G'Ruagak was a troll (and the son of G'Splat). Jou'Nar was a mage resurrected as a lich.

The King / Lord British

(Gone)

Ruler of Britannia. The King has an unparalleled reputation as a caring, intelligent ruler. He's concerned about the land he rules, and believes the nature of government is to guide the people toward better lives. The King has often emphasized the importance of Virtue in everyone's life and attempts to set a good example. He has been ruling in absentia for many years now, fighting evil in other dimensions, and his kingdom is guarded by his friends and companions toward the possibility of his eventual return.

Lich Kyrnia

(Dead)

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

Lích Lathíarí

(Dead)

The son of Alinae and Eulin of Maginicia, and brother to Lich Kyrnia. He was a precocious young mage who ruined his career when he attempted to harness dark magics with his sister to reanimate his dead mother. As an undead agent of evil, he was rumored to work for the Followers of Armageddon. Presumed destroyed by Sage Humbolt's device.

LORD JOU'NAR

(Dead. Came back. Dead again.)

A Paladin gone evil, he was a killing machine. He was only ever seen wearing very dark plate and wielding a bloodstained sword, while murdering the monks at the shrine of Spirituality. He is believed to have been allied with the Followers of Armageddon, and to have helped them gain armaments and supplies from the government by theft, murder and betrayal. Although he died, he was revived as an undead leader for one of Minax's armies when she invaded Felucca. Jou'Nar fell for the second time in the battle to free Trinsic when Dupre and his followers reclaimed that city from Minax.

Malabelle

The Dark Mistress has taken a sorceress named Malabelle under her wing and has given her the task of escalating the reign of terror in Britannia. Malabelle had been studying the darker side of magic for many years, but had lost heart when her lover, Tyball, disappeared. The Dark Mistress not only gave her the will to continue but also a

target on which to unleash her rage by claiming that Lord British was involved in Tyball's disappearance. The truth was that Minax herself had imprisoned Tyball so that Malabelle could be manipulated.

Mondain/ The Wizard

(Dead)

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 (the Avatar) appeared to slay Mondain, and attempt to free Sosaria.

While the death of Mondain did free Sosaria from the evil that was sweeping the land (if only temporarily), it did not free it from the Gem. Instead, it split the Gem into a thousand worlds, each identical at the first moment, but quickly falling away from each other into their own paths. Mondain's earthly body was destroyed with the Gem, but his spirit lives on in his "son", Exodus, who carries on with his father's plans of conquest and destruction through his own evil human/demonic/mechanical nature.

Nystul

(Gone)

Nystul the Mage has not been seen in many years. As a former court wizard and companion to Lord British, he is believed to be accompanying British on his current travels. May they stay safe and return someday.



Sage Humbolt

(Dead)

A wise man of mysterious origin, Sage Humbolt was given the task of defeating the lichs, Lathiari and Kyrnia. The wise sage sought the help of many Britannians along the way, but finally discovered that the only means by which the evil lichs could be destroyed would be to find and destroy their black hearts. While the lichs were distracted by player characters, Sage Humbolt crept into the crypt where their black hearts were hidden, and ate them... which was the only way he could find to destroy them. By doing so, he was fatally poisoned, but his sacrifice enabled the players to defeat the lichs.

Shadowlords

(Hidden)

The original Shadowlords are named Astaroth, Nosfentor and Faulinei. Beings of incredible evil, not much more is known about them or their origins. The Shadowlords seem bent on the control of Felucca, for what ends no one knows.

Sherry the Mouse

(Hidden)

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

(Hidden)

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.



SCENARIOS



I THINK, THEREFORE I DIG

The thoughts came slowly and randomly at first, like feathers drifting through an open window in a slight breeze. A consciousness was forming; one that, like a young child, started with small awkward steps that led to an unbalanced run and quickly dissolved into a clumsy fall. It was...frustrating, especially for a mind that was just becoming developed enough to be frustrated.

After what seemed like an eternity of struggle the mind could manage to maintain the thoughts in a crude order, but not so crude an order as to be incomprehensible. Brief moments of understanding came in bursts, full thoughts that would not dissipate into a mist of confusion again, but would freeze like ice into a solid memory. Every new thought that was born led to the creation of newer and more complicated works of thinking. Faster and faster the consciousness grew, building ever stronger and more solid until a full cohesive principle was formed, one that would have more impact than any other upon the intellect.

The being became self-aware. For the first time the intelligence had a grasp of the concept that it was an individual. No longer was it a simple arrangement of crude instincts and basic reactions, but a being capable of recognizing itself as a separate entity. A universe of possibility expanded in an instant.

The creature, the mind inhabited, examined its limbs in the darkness. They were important. They belonged to it; it controlled them because they were a part of itself. The very thought was fascinating for a mind so young. Self-recognition was almost startling; suddenly the universe and the self were torn apart. The world that was once merely a backdrop for instinctive routine now hung like a mysterious curtain hiding incomprehensible wonders.

Looking around, the creature tried to recognize other things, slowly at first so the mind could have time to remember. If a thought was grazed over too quickly it could dissolve into distraction and forgetfulness. It reached out with a limb and touched the wall in front of it. The dirt crumbled away slightly in a familiar manner and the creature could see some remain on its appendage. This place was familiar. The creature belonged here. Primitive instinct swelled and grew eventually blossoming into clarity; this place was home. There was safety here. The...something was here, something important.

Sounds from behind the being made it spin around quickly in surprise. A creature, something the mind was sure was alive, stood there silently and unmoving. The two remained still for a few moments when another sensation sent the being's mind reeling. Smells. There were old scents that went straight to the core of the new intellect's world and exploded in bursts of memory. Instantly there was no doubt, this new creature was a friend, a fellow. This place was also its home. It also seemed to recognize the being as nothing threatening and soon turned its attention to the walls and the soil.



Everything was so new and was coming so fast, but the creature's mind was expanding quickly to keep up. The consciousness continued to grow and elaborate; birthing fresh concepts with each new sight and scent. It was...pleasing, enjoyable to discover so much at once. Learn, discover—there was nothing else at the moment.

Suddenly it all stopped in an instant. A new scent, one so familiar...so powerful...it was undeniable. The creature did not have to see anything with its eyes to understand this scent. With every part of itself it knew what message was being sent.

Leader...

This was not just fresh knowledge, this was something more. This knowledge came with purpose, information with direction. The creature could see that others like it also understood. Worlds of communication came with the instantly shocking scent and spread throughout every consciousness that was capable of detecting it. Commands. Orders. Instructions.

The creatures within the space looked around as if to confirm with each other that what they all knew was true. As one they began to act and carry out the will of the single being they would allow to command them. With purpose and determination, hundreds of creatures had the same thought at once, a thought so clear and so familiar there could be no mistaking it.

Dig.

CRAZY MIGGIE

The Keg and Anchor in Trinsic was usually a calm place, where a weary traveler could stop in for cool ale and a hearty meal. The bar-keeps always tried to keep the atmosphere relaxed and pleasant, with a good joke or an entertaining story. Most well-traveled adventurers knew they could find a night away from the rigors of battle and turmoil in a game of chess and a well-played round of dice-tossing in the warm setting of the pub.

Only one problem that occasionally broke the calm and that was Crazy Miggie. None of the Keg and Anchor regulars knew where Miggie came from, or what exactly had made him crazy in the first place. Truth be told, they found it hard to care after putting a few pints in their bellies. Miggie, like most famous beggars, was paranoid. He was convinced that every threat that had ever fallen Britannia was there to claim him for evil purposes too horrible to repeat.

Miggie fit the description of "crazy beggar" as if he had carefully researched it with a team of librarians and taken a "What do you consider to be an insane beggar?" poll across Britannia. His wild gray hair sloppily shot out in all directions, as if he has just had lightning bolt cast on him; his clothes stank as if he had washed them in a dead plague beast. His face was a maze of wrinkles with one eye that was nearly wrinkled shut. To say the least, Miggie was not a pleasant looking man. People avoided him whenever they could. Mongbats avoided him whenever they could.

Nevertheless, Miggie was familiar to those who frequented the Keg and Anchor and his heated ramblings had become more of an amusement than an annoyance, mainly out of necessity to those trying to enjoy

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Prima's Official Strategy Guide

themselves. Time and time again he ran into the pub screaming of danger when none was to be found. Miggie had a tendency to become very alarmed very late.

After Minax had laid siege to the entire city of Trinsic, things gradually returned to normal. The Keg and Anchor was no different. A fair number of patrons had returned on the pub's reopening for an evening of drunken entertainment. Rodger the guard relaxed in his usual chair taking long gulps of ale in-between boisterous guffaws. Ledge the mage and his portly warrior companion Rul sat near Samuel the barkeep trading stories and taking turns buying rounds of drinks. They needed to relax after seeing the city overrun with undead and relaxing was something they could do professionally if there was money to be made in it. These men were so good at relaxing that they hardly batted an eyelash when Crazy Miggie burst in the door like some sort of Insanity Elemental.

"Minax! She's here! Run for your lives! She's come to take over the entire city with her dead man friend! Do I smell bread? I swear I smell fresh brea.... *She'll kill us all!*" Miggie grabbed Rodger by his tunic and tried to shake the man, but the burly guard was so strong that Miggie just seemed to flail about wildly.

Rodger nearly spit out his ale. "By the shrines, man! Minax was driven from the city two weeks ago! If you do not unhand me this instant I'm going to cut the stink off of you with my halberd!"

"That's a good idea there, Rodger!" said Ledge from near the bar. "I've never seen a halberd of mongbat repelling, could be valuable!"

Rul laughed aloud and turned to Samuel the barkeep. "I think I'll have to hold off on

that next ale, Samuel. *Clearly* this Minax business needs to be taken care of. Take me to her, Miggie! I'll tickle her out of town! She's quite the looker." He giggled.

"Why, Rul, what would your wife say if she could hear you?" asked Ledge.

"Wife? Wife! I knew I forgot something! Another ale, Samuel, I like what it does to me!" Rul and Ledge cackled loudly while Rodger did his best to shove Miggie away without touching him too much.

"I seen her! She's outside right now! *Virtues protect me; She's going to destroy us all!*" Miggie screamed loudly and ripped part of his own shirt dramatically. The customers winced at his gravelly voice. The barkeep, Samuel, had heard enough.

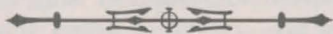
"Alright then, Miggie, out we go. Let's go see this horrible Minax. Goodness I'm glad you don't drink. Here." Samuel draped his dirty bar towel on Miggie's shoulder and then clasped his hand on it to lead the beggar out of the bar. Practically using Miggie to push the door open, he led the man a few steps in front of the pub. He could hear chairs shifting as people inside gathered by the window to watch the fun. "Now where is she?"

"There! *There!* Oh Mistress Minax, spare me! Spare me, I beg of you! I'll do anything you say, please don't feed me to your dead man friend!" Samuel blinked as he looked into the streets. A grumpy old woman pouring her laundry water into the street stared back with a grimace on her face.

"Sorry there Mrs. Brinstein, just Miggie having a bit of fun with us. Give my regards to Mr. Brinstein." The old woman let out a growl that would scare wolf pack leaders. "Go on, Miggie, stay out of the pub tonight, won't you? And while we're at it, stay out of my garbage."



Samuel gave Miggie a little shove, leaving his bar rag on the man's shoulder. Miggie looked up into the threatening eyes of Mrs. Brinstein. Throwing the rag at her and screaming for mercy he bounded into the night to the laughter of everyone inside the bar.



"Exodus! Everyone run for your lives! He's sent his wicked metal men after me! They want to make me a metal man! His horrible, horrible gargoyles chased me for days!" Miggie collapsed into a jittering heap on the floor of the pub, covering his head with his arms. He shook as if someone had cast earthquake.

Samuel didn't even look up from the mug he was polishing. "Defeated three weeks ago, Miggie."

"No! No! Big angry Bolems are after meeee!" Miggie swatted violently at the air around him as if trying to spread his smell around the pub.

"Golems, Miggie, *Golems*." Ledge said from his seat at the bar. "Exodus isn't going to send anymore Golems after us, he doesn't have any slaves left to make them."

"Nice people those gargoyles!" Rul said before chugging the last of his beer. "Ledge and I saw their city, beautiful place. Not much to drink there though."

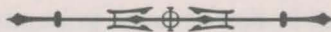
Ledge quietly nudged Rul and gave Rodger a knowing look from across the room. "Say, Rodger, you're the city guard here. Why don't you... um... take Miggie outside and show him there's nothing to be frightened of?"

"Because I still have some ale left in my glass and besides it's Samu.... Oh, Oh, yes I am a guard! I am a guard and it is certainly my duty to make sure this citizen is safe! Here we go, Miggie, I'll show you that there's

nothing outside that's after you." Rodger poked the quivering beggar with the back end of his halberd and got him to his feet.

Ledge and Rul were nearly falling over each other trying to hold in their laughter. Rodger poked Miggie out the front door of the pub and within seconds a scream was heard that nearly shook the building. A stinky gray streak blurred past the two windows. Ledge and Rul were almost on the floor convulsing with laughter.

"Samuel, I owe Ledge an ale." Rodger said grinning. "You were right. Building your own golem *was* useful."



From outside, everyone could hear Miggie's crazed rambling growing closer and closer until the door was opened by the shiniest set of armor, quite possibly, in the world. Inside the armor was a very young handsome warrior with a brightly colored sword and scabbard at his side. The man looked as if he had stepped out of a child's bedtime story about heroes and dragons. Miggie bounced around the man, yipping like a small, excited dog.

"Ants! Giant ants the size of horses! Huge, huge insects that could eat a man for supper! They were after me for their next meal I tell you!" Miggie almost seemed happy to have someone new to talk to. The more drunken of the Keg and Anchor patrons watched Miggie's reflection bounce about on the man's mirror-like armor.

"What can I get you today good sir?" Samuel asked the man. "Mug of ale for your pleasure this evening?"

"Ale would make me less alert. A simple drink of water is all any good knight requires." The man said in a haughty voice.

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"I think that's the prettiest man I've ever seen." Rul giggled quietly to Ledge. The armored warrior shot a look at the two of them as if he could hear what they were saying. They coughed their laughter away.

"I need saving good knight! The giant ants want to eat me! I seen 'em try to eat two orcs stuck up in a tree! They'll eat anything! I'd be eternally grateful to you my liege!" Miggie's throat made a sound like logs being ripped in half and he spit on the young warrior's armor. Using the ripped sleeve of his shirt he began to polish the spit into a nice smudge.

The warrior, trying to ignore the new stain on his breastplate, looked around the room. "Who shall be brave enough to accompany me to seek out that which threatens this good man?"

The silence in the room became deafening. The laughter that followed it was nearly explosive.

"Wait, wait... you *believe* Miggie? Giant ants?! That's classic, that is!" Rul's face was bright red with giggles. "Miggie's finally making up his own monsters, I don't know if he's getting better or worse!"

The man's face bent into a scowl. He looked down at Rodger who had his feet propped up and the last half of a mug of ale sliding into his throat. "You good sir, you are a city guard—are you not? Does virtue not bind you to protect this man with your life? Have you no valor?"

"Certainly I have valor!" Rodger said behind a half-drunken grin. "I drink Samuel's ale don't I?" More laughter boomed around the room.

"You, *wise* mage..." the warrior nearly spat the words out. "Have you no compassion for this poor wretch?" The warrior was trying to gently stop Miggie's effort to soil his armor.

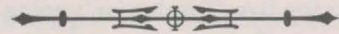
"I think I ran out of compassion about three pints ago." Ledge flipped his mug upside down and set it on the bar. "Sam, one more glass of indifference for the road, please?"

Samuel handed a fresh mug to Ledge and brought a glass of water to the young warrior. "We mean no offense, sir. Miggie here is known for his... creative... stories. If he says he saw giant ants chances are he fell face first into an ant hill and saw some up close."

The young warrior seemed disgusted with the entire room. "None of you have faith that this man speaks honestly?"

If people exchanging amused glances had a sound it would have been louder than an orc bomber being tossed on a fire in the pub.

"I shall slay these giant ants for you if these cowards will not! Come good sir, and lead me to this nest of fiends that you... stop touching my armor. Now." Miggie followed the man out the door of the pub bouncing around and chattering again as if he had never told the story.



The next evening the man in shiny armor had become the talk of the pub. Ledge, Rul, and Rodger laughed for hours imagining the so-called knight stepping on ants all night. It wasn't until the pub door opened and Miggie stood silently in the doorway that they were stunned into silence.

Miggie looked as if he had been run over by a stampede of balrons. Blood caked his hair and his clothes. He stood with a slight slump. These details were difficult to notice, however, due to the large ant heads clamped on to his body. The jaws of the heads clung onto him as if the ants were still biting him in death. One was locked around his neck, one around his right arm and one around



his ankle. He looked as if he was wearing some sort of bizarre jewelry. In his left hand he carried the dented breastplate of the young warrior from the night before.

His footsteps seemed to echo in the room as he limped slowly up to the bar and leaned casually on it. "Ale, please?" he asked calmly. Samuel nodded silently and poured a drink and slid it down the bar into Miggie's hand. Miggie casually pulled the giant ant head off of his wrist and set it on the bar so that he could guzzle the ale. He slammed the glass down on the bar and lifted the shiny armor, then dropped it with a clang in front of Samuel. "Will this cover the drink?" Samuel nodded.

Miggie smiled and picked up the ant head from the bar and stuck it under his arm. As he shuffled out of the pub he looked at Rul and Ledge. "So, giant ants, eh?" The pair nodded, still too stunned to speak. Miggie stopped in the doorway and very slowly turned around to look at everyone.

"I almost forgot. That golem thing? Not funny."

With that, he turned and walked into the night.

EPILOGUE

As daybreak washed over Yew, the old cabin creaked slightly in warmth of the morning sun. Behind the place, the fence that had once stood firmly was now sinking into muck, making the wood look like the uneven backbone of some long dead monster. The cabin itself had sunk evenly down into the swampy marsh, giving it the appearance of being a larger home for some smaller creature. Vines crawled up the walls like long, bony fingers, greedily pulling the cabin further down into the vile waters.

Dawn stared silently at what had been her home for most of her life. She was too young to remember her parents passing away, but she could remember the sadness of losing them. She could remember this place seeming new to her, warm and comfortable in the confusion. Her grandfather would build huge fires and tell her of the adventures he had been through while serving the king. The cabin roof never leaked, even in the worst storms. The sheep in the yard would frighten away all the orcs, or so her Grandfather had told her.

She had planned on returning here and continuing with her normal life after the battle against the Juka was finished. Now she doubted the cabin could even be repaired.

"I am sorry. I understand this was your home." Dasha said, approaching from behind.

"Yes." Dawn's voice was quiet. She did not move. Her eyes seemed to stare beyond the cabin. Dasha stood beside her and surveyed the old home.

"I also lost my home." Dasha said. "For Adranath and the other Meer, our home was destroyed eons ago. They have all lived

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in dreams during the Great Sleep; they have had centuries upon centuries to accept that their home is gone and that a new one would be found." She crouched and examined a small mound of mushrooms. "I was brought here with the Juka; time ignored us. Unlike the rest of the Meer... in my mind our home was lost only weeks ago."

Dasha stood and began to pace in the sunlight. "Before the Juka destroyed it, our forest was a sight unlike any in your world now; an endless sea of treetops... during sunrise I would stand in the highest branches and let the morning winds sooth me. The leaves would seem to glow in the light, like gold, while the breeze sung through the forest; it was as if the ancients were blessing the world anew with their power. Nothing in all my experiences compares with how moved I felt at that sight, how much it assured me that my world was infallible."

Dawn smiled sadly as she stared at her former home. "It makes my loss feel small. I only lost a small, simple building in the end."

"Perhaps," Dasha said examining the cabin. "It is a rather small building, a speck compared to the size of the great forest. And it is simple, as you said. A structure such as this could take no more than a few days to build. You could easily get another one." She turned and looked at Dawn. "But this place to you was as meaningful as my forest was to me, is that not so?"

Dawn turned her gaze away from the cabin for the first time and looked at Dasha. "It, it was all I knew. It was home."

"Then your loss is great indeed. We have both lost our worlds."

"Dawn!" Adranath called out as he approached. "My apologies for keeping you and Dasha waiting; I wished to examine

one of the trees again now that they have been cured."

"We have not waited long, Master Adranath." Dawn reached into her pack and removed a small bag. "These are the plant samples Clainin asked me to bring you."

"Ah, give him my thanks. How goes Clainin's flora research?"

"One can hardly move through his laboratory with all the plants he has in there now." Dawn said. "He has been so busy studying them that the guards have to remind him to eat."

"I can only hope some good comes out of this," Adranath said sadly as he surveyed the landscape. "There was no way of knowing that the Decay spell could ever have this effect. This world has felt the impact of so much evil and strife within it throughout the ages that nature itself has changed into something capable of all this. All Meer will have to relearn our nature magics again, if it can be done. We can never allow such damage to be done by our hand again."

"You tried to stop the Juka. You were trying to save Yew, Master Adranath." Dawn said. "No one can blame you for that. We will always be allies."

The ancient mage smiled. "The Meer are proud to have loyal and honorable allies such as you. Now if you will excuse me I have, wait, what was—did either of you feel that slight tremor?"

Dawn and Dasha both exchanged glances and shook their heads.

"What sort of tremor?" Dawn asked.

"It was as if the ground beneath me rumbled very faintly." Adranath looked down. "I suppose the ground is settling a bit from the effects of the decay. In any case, I have duties to attend to. You have my thanks, Dawn."



"And you have mine, Master Adranath," she replied.

"Dasha, shall we depart?" Adranath asked the lovely Meer.

"I will be with you in a moment, Master. I wish to speak with Dawn once more before I leave." Dasha said.

"Very well. Farewell Dawn." Adranath smiled and began walking towards the moongate.

"Farewell," Dawn called back.

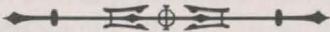
Dasha paced slowly in the morning sun.

"Your people acted very quickly to stop the decay. I found myself impressed by their resolve."

"We band together quickly in a crisis." Dawn said.

"That you do. As I said before, we have both lost our worlds. I will never see mine again; I know that. But, after seeing your people work to save this land and cure the decay, I believe I can find a new world for myself here. You shall too."

Dawn smiled at the Meer warrior and the two locked hands in what Dawn was starting to think of as the "Meer handshake". They exchanged goodbyes and walked their separate ways, both more confident of their futures.



"Exodus!"

Blackthorn's voice echoed throughout the chamber, almost seeming to shake the walls. He had nearly screamed himself hoarse, trying to summon Exodus' attention. Upon discovering the retreat of the Juka and Dragoons he had immediately come to demand an explanation from Exodus, but his mysterious cohort would not manifest.

The great doors to the chamber were pushed open and Kabur strode in calmly. Blackthorn spun and pointed at the massive Juka with his great claw hand. "Where have you been? Explain the withdrawal to me at once, you lowborn beast! Where is Exodus? Why does he not answer?"

"I do not know, Lord Blackthorn. I... have only followed orders." Kabur's stone face hid his amusement at Blackthorn's distress.

"Followed orders? Did Exodus give you these orders? Surely you must have questioned them. I demand an explanation from you, Kabur!" Blackthorn's inhuman eye glowed with a savage fury.

Kabur visibly stiffened. "I have merely followed the orders given to me."

"Do not try my patience you animal!"

Blackthorn swung his great claw arm above his head and brought it crashing down into one of the massive planning tables in the room, shattering it in a hail of dust and splinters. At once his rage stopped and he froze.

Kabur tried to read Blackthorn's face, but he had difficulty reading human expressions. Blackthorn's altered face made things even more difficult. It could have been confusion or possibly fear, he hoped. Something had surprised the half-human out of his anger.

"Leave me. *Now!*" Blackthorn growled.

Kabur turned and pulled the chamber doors behind him as he left quietly. As soon as they shut he allowed a sneer to play across his face.

VIRTUE SYSTEM

Note: At the time of the printing of this guide, the only virtue in development was Humility. All eight virtues will eventually be incorporated into the game.

Historically, Ultima games have always appreciated the difficulties and benefits of being virtuous. Until now, however, *Ultima Online* has had no way to benefit from those virtues. The idea was still there, there was just no good way to implement it.

Times are changing. Origin is implementing a new Virtue System that allows characters to demonstrate virtuous behavior and benefit from doing so. Finally, characters will have the opportunity to interact with monsters other than kill or ignore! Be warned, however, that being a virtuous person is not something that can be simply won and kept. Just because a person *used* to be humble, doesn't mean she's always humble. Being virtuous is a lifestyle; it must be maintained if you're going to keep it.

SACRIFICE

First things first. To start on the path of virtue (any virtue) you must first have enough fame/karma to sacrifice to a creature. To start on the path to Sacrifice, you must first have enough fame/karma to sacrifice to a creature. Once enough fame/karma is acquired, you can use the button in your virtue interface to donate some to certain monsters.

You can only sacrifice fame points once every 24 hours.

When you click the virtue button and target your creature, a few things happen.

1. **Your fame is reduced to zero.** You get to keep your karma, but your fame is reset.
2. **The monster disappears in a cloud of dust.** Don't worry, it's not dead, just redeemed.
3. **You gain sacrifice points.**

2,500 - 4,999 fame pts = 500 sacrifice pts
5000 - 9,999 fame pts = 1000 sacrifice pts
10,000+ fame pts = 2000 sacrifice pts

Creature Types

What should you keep a lookout for?

Currently there are six creatures who will most easily benefit from strategic use of karma.

Lich. Wizard who took to the Dark Path before dying. You can light the way to the True Path.

Enslaved Gargoyle. It may seem evil, but it was enslaved against its will.

Gargoyle Enforcer. This minion of Exodus was likewise enslaved against its will.

Regular Demon. Tortured soul. Poor thing.

Succubus. Another tortured soul, probably. Likewise, poor thing.

Evil Mage. Ah. Hmm. It only takes a little diplomatic debate to make him see the error of his ways. Probably.



Resistant Creatures

When will one of the above bad guys be resistant to karma donation?

It's hurt. If a creature has already taken more than 10% of its maximum damage, it's not going to be amenable to anything you might try. In other words, it's no use talking to a cranky lich.

It's hiding. If you don't have line of sight on a creature, you might as well be talking to the trees.

You're invisible. Disembodied voices don't hold much water with evil types. They've heard it before.

Gaining Levels

First Step/Level 1/Seeker of [virtue]. You have at least 400 sacrifice points.

Second Step/Level 2/Follower of [virtue]. You have at least 1000 sacrifice points.

Final Step/Level 3/Knight of [virtue]. You have 2000 sacrifice points.

There is a cap on sacrifice points at 2200.

Your first 399 sacrifice points are "permanent." Once you gain them, you have them forever. This is so that characters new to the whole "virtue" concept won't be constantly losing ground.

Above 400, the points will decay at a rate of 50 sacrifice points per week. That's not really bad — you can maintain even the highest level by sacrificing only once a week — but it does mean that you'll need to spend some time on keeping it up. The good news is that even if you blow off being virtuous for a long time, you only drop to one point away from Level 1.

Benefits

Sacrificing = Instant Resurrect.

It's not all loss and no gain. Once a week, a virtuous character will be able to instantly resurrect. You do this by clicking on the virtue button on the paperdoll image of your character.

Instant Resurrect Details:

- ♀ Once a real-world week
- ♀ No stat or skill loss
- ♀ Only 1 hit point and 1 mana point — as though you were resurrected by a friend.
- ♀ Any items currently on corpse will be restored to the backpack. (Any items looted from corpse before resurrection are lost.)
- ♀ If the corpse has decayed, the character still loses one of his/her resurrections.

Fairness restrictions:

In an effort to keep people from using the virtue system to do something ... well, less than virtuous, there are a few restrictions.

- ♀ Cannot get a corpse across a server boundary.
- ♀ Cannot res in a multi (houses, boat, etc.)
- ♀ Cannot res in a faction stronghold.
- ♀ Cannot res while flagged as a criminal or aggressor.
- ♀ Any ill effects for resurrection will still apply: murderer stat loss, faction stat loss, etc.

COMPASSION

Compassion is the nonjudgmental empathy for one's fellow creatures. You gain in Compassion by escorting NPCs and prisoners safely to their destinations.

Gaining Levels

The first thing you need to do is find yourself an NPC that is seeking an escort (Nobles or Seekers of Adventure), or an NPC prisoner that needs to be rescued from his captors. You can usually find them hanging around most towns or, in the case of the prisoners, bound and gagged out in the middle of the wilderness. Once you've found an NPC to escort simply say to them: "I will take thee" (Just double-click on NPC prisoners to get them to follow you.) and then accompany them to their desired destination. (See *Escorting*, p. 34.)

Restrictions

- ♀ Points in Compassion may be earned up to five times in a given day.
- ♀ Players that are "young" will not be able to earn Compassion points.
- ♀ The amount of points gained for completing a prisoner quest will be more than the amount gained for completing an escort quest due to the increased risk involved with rescuing the NPC.

Benefits

The reward for being compassionate is the ability to increase the amount of health another player receives upon their resurrection, as long as you are the one that resurrects them through the use of magic or bandages. Under normal circumstances, players only have one point of health when they are resurrected. With this ability, you can increase that amount up to 80% of their maximum hit points based on the level, or step, of Compassion you have attained.

- ♀ First step: Resurrected character returns to life with 20% of their maximum hit points.
- ♀ Second step: Resurrected characters returns to life with 40% of their maximum hit points.
- ♀ Third step: Resurrected character returns to life with 80% of their maximum hit points.

Compassion Titles

There are three levels of Compassion (like the other virtues) you can reach, and with each a specific title can be attained.

- ♀ First step: Seeker of Compassion
- ♀ Second step: Follower of Compassion
- ♀ Third step: Knight of Compassion



JUSTICE

Justice is the devotion to truth, tempered by love.

Gaining Levels

In order to gain points in Justice, you must seek out the wicked—murderers—and defeat them in a battle to the death.

Restrictions

- † The more points you gain from killing a murderer, the longer you will have to wait until you can acquire more points in the virtue.
- † The amount of Justice points you can gain is dependent on the skill of the murderer you kill. The amount of Justice points you can gain is dependent on the skill of the murderer you kill. The higher the skill the murderer (in comparison with your own skills), the more point you will be able to gain.

Benefits

The reward for following the path of Justice is the ability to protect the innocent. And through such protection comes a greater benefit—*power scrolls*. (See *Power Scrolls*, p. 54.)

Whenever a character under your protection receives a scroll of power as a reward for killing a champion of evil (See *Hero Titles in Felucca and Ilshenar*, p. 43.), you, as their protector, will also have a chance to receive an exact copy of that scroll.

Each level that is achieved will increase your chance of receiving a scroll.

- † First step: 60% chance
- † Second step: 80% chance
- † Third step: 100% chance

Protecting Innocents

In order to be able to offer protection, you must have achieved at least the first step in Justice, and the character you wish to protect cannot be a murderer or criminal.

When you find someone, simply double-click the Justice icon on the virtue window and then target the player. The other player can decline your offer.

Justice Titles

As with the other virtues, there are three levels you can achieve on the path of Justice, and each has its own title.

- † First step: Seeker of Justice
- † Second step: Follower of Justice
- † Third step: Knight of Justice

VALOR

Valor is the courage to take actions in support of your convictions.

Gaining Levels

You can gain Valor points by participating in any of the various champion spawns that appear within the lands of Felucca and Ilshenar. (See **Hero Titles in Felucca and Ilshenar**, p. 43.)

The amount of points you can get from participating is dependent upon the difficulty of the creature. The tougher the creatures in the champion spawn, the more Valor points that are awarded.

Benefits

With enough Valor points, you can gain the ability to initiate or advance the progression of champion spawns. The higher the level of the champion spawn, the more Valor that will be required to affect it.

To activate the ability, double-click the Valor icon on the virtue window and then target the Idol of the Champion which sits on a shrine that is near the champion spawn altar.

Restrictions

- † Only one player may affect a given champion spawn session, and only once during that session.
- † Once a champion spawn's level has been increased by a player, no one else can increase its level until the spawn has been completely defeated and has restarted.

Valor Titles

As with the other virtues, there are three levels you can achieve in Valor, and with each comes a specific title.

- † First step: Seeker of Valor
- † Second step: Follower of Valor
- † Third step: Knight of Valor



FACTION FAQ

Factions, their history and all the details pertaining to it can be found at <http://guild.uo.com> under Playguide:

Factions. The following questions give a quick summary of the faction phenomenon.

What's a Faction?

Really, factions are an a way to give players meaningful reason — based on role-play — for combat and conflict. There are four: *True Britanniains* think Lord British did a spiffy job as a leader ... and will kill anyone who says otherwise. The *Council of Mages* believe that the Forces of Good need a different leader to bring a time of peace to the land ... and will kill anyone who opposes them. Minax is the faction that believes is the best Evil Overlord to take over Britannia ... and will kill anyone who opposes them. The Shadowlords believe that Minax would a good start, but that the Shadow Lords currently living in the Abyss would be even better ... and will kill anyone who opposes them. That's it in a nutshell.

Why don't I know anything about Factions?

You're probably been sticking close to the non-PVP areas, or have a very young account.

How do I join?

Non-guilded players need to click on the appropriate faction stone. (See map section.) *Guilded* players join a faction when their Guild Master signs up at a faction stone.

Why can't I join?

- 1) You can only have one character *per account* join a faction.
- 2) The account cannot be "young." (See Playguide: Miscellaneous: Young Player.)
- 3) You quit another faction within the last week. It takes seven full days after you quit one faction before you can join a new one.

How do I quit?

Non-guilded players resign from a faction at the faction stone. Resignation goes into effect seven days after you resign.

Guilded players can't resign from a faction; the guildmaster has to quit or you have to resign from the guild.

Who can I attack, once I'm in a faction?

Anyone in another faction — any time, any place.

When can I attack someone in my own faction?

You can legally attack your own faction member if he/she is a murderer or criminal, or if your guild is at war with his/her guild.

Can I loot my own faction?

Essentially the rule is, if you can kill them without it being "murder," you can loot them.

What do I lose if I get killed in a "faction" battle?

You suffer a skill loss of 33%. The loss lasts for 20 minutes.

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Why should I kill other faction members?

You get points for killing people in other factions. The more points you have, the higher your faction rank.

What? No cash?

Well, kinda. You receive silver that you can use to get things. You get 40 silver pieces for every kill point that you receive, plus:

- ♠ Minax member kills an Ogre Lord — 30 silver
- ♠ Council of mages member kills a Wisp — 20 silver
- ♠ True Britanniains member kills a Silver Serpent — 30 silver
- ♠ Shadowlords member kills an *unsummoned* Daemon — 30 silver

What can I get for faction silver?

All sorts of things.

- ♠ Faction Horses — higher Strength, Dexterity, and fighting ability. Plus, it comes in your faction's color, and can't be ridden by someone from another faction.
- ♠ Faction Items — made by a faction craftsman, these are "temporarily enhanced" for 21 real-world days. They cannot be stolen and won't disappear after death and resurrection.
- ♠ Faction Scrolls — these work on your faction members, or items crafted by your faction craftsmen.

Say that again ... can I use a scroll on faction-crafted items?

Yep. For instance, if you have 90+ inscription skill, you can scribe a scroll onto a staff, imbuing the staff with the ability to cast the scroll's spell.

Will killing someone with a trap give me kill points?

Only if it is faction trap, purchased with faction silver, and kills a faction member eligible to give faction points. Think of it as a union thing.

How does the kill points system work?

When you kill an enemy faction member, you get 10% of the kill points of your opponent, rounded down to the nearest whole number. He/she will lose the same number of points. If he/she has been killed so often that they are out of kill points entirely, you won't get any points for killing them (although you *will* knock them into negative kill points ... up to -6).

I only got 40 points, and he was worth more than that! What happened?

You can't get more than 40 points.

Hey! I have fewer kill points than I did yesterday! Where did they go?

Your points atrophy. It takes a long time, but you can eventually whittle your points down to nothing if you just sit on your laurels. Time is counted in local days, *not* real-time days.

Day 1: Players with 90+ kill points (kp) lose 1 kp

Day 2: Players with 80+ kp lose 1 kp

Day 3: Players with 70+ kp lose 1 kp

Day 4: Players with 60+ kp lose 1 kp

Day 5: Players with 50+ kp lose 1 kp

Day 6: Players with 40+ kp lose 1 kp

Day 7: Players with 30+ kp lose 1 kp

Day 8: Players with 20+ kp lose 1 kp

Day 9: Players with 10+ kp lose 1 kp



I killed someone from another faction but didn't get any silver. What's up with that?

It could be one of two reasons:

He's been killed frequently and doesn't have any points to give.

You've killed him recently: you either have to wait 3 hours before you can get points on the same person, or have to kill five different people before attacking him again.

Waitaminnit. I have less silver today than I did yesterday, and I didn't spend any of it. Where did it go?

Your Faction Commander has set up a tithe, which gets deducted no more than once every real-world 24 hours. These can be disbursed by the Faction Commander to cities under the faction's control, and can then be used by the Finance Minister or Sheriff to buy extra Reagent, Ore or Wood Vendors, or Stablemasters.

Who's this Faction Commander?

Your faction members can hold elections for the post of Faction Commander. The Faction Commander can then appoint a Faction Sheriff and Finance Minister. The Commander can also purchase vendors and guards.

What cities can we conquer?

Britain, Skara Brae, Magincia, Delucia, Minoc, Moonglow, Trinsic, Yew.

How do we conquer a town?

Someone with a stealing skill of 80+ steals the town's sigil off of the town's pedestal, places it on the faction stronghold's tile within one hour, keeps it there for 24 real-world hours, then returns it to the town's pedestal. At that point the town belongs to the conquering faction for at least three days. It's not as easy as it sounds. For instance, if the enemy can keep you from carrying the sigil to your stronghold in one hour, the sigil will teleport back to the town's pedestal.

I suck. Is there any way for someone to give me kill points, or do I have to do all the killing myself?

It's easy to transfer a certain amount of kill points. Just say "I honor your leadership" and target the person who should receive the points.



DRAGON

SHARDS

Each shard in *UO* has its own character. They each have 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.

Do some homework. The nature of each shard changes over time, as new players come in and older players change their styles. The best thing to do is go to the message boards and read about the different shards. Sign up for My *UO* and ask for advice ... people are happy to be useful, and to welcome new players. Just ask, "I'm new to *UO* and I like to role play in groups" if role play is what you're interested in. If you want to concentrate on power playing, ask how to do that. You might even get offers to group with people, and playing with experienced players is a wonderful way to start. The Stratics website is very useful, with lots of posting of events from all shards.

Some (very) general rules of thumb. West coast tends to be more role-playing oriented. (The Catskills shard, however, has been and is still known for excellent roleplaying in large groups.) East coast or older servers tend to be more competitive and PvP. Newer servers usually have fewer PK situations.

Siege Perilous & Mugen. Siege Perilous is the shard for the glass-chewing, hard-core PK experience. (Mugen is the Japanese version of Siege.) Don't go there if you aren't comfortable playing in an intense and competitive environment. It's not just the other players, either. It's more difficult to earn

money and interact with NPCs, and everything is ten times as expensive.

Downtime. Downtime is for scheduled maintenance is scheduled for about half an hour every day. Keep this in mind if you decide you can handle a shard located in a different location from your own. You definitely *do not* want to pick a shard that regularly goes down during your favorite playing time!

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.

(Downtimes listed are *local* for that area.)

North American East

(5am EST/EDT): Atlantic, Catskills, Chesapeake

(5am EST/EDT): AOL Legends, Siege Perilous

(6am EST/EDT): Lake Superior, Great Lakes

North American West

(5am PST/PDT): Baja, Pacific, Napa Valley, Sonoma, Lake Austin

Western Europe

(5am GST/UTC): Europa, Drachenfels

Japan

(8am JST): Hokuto, Yamato, Asuka, Wakoku, Izumo, Mizuho, Mugen, Sakura

Korea

(8am KST): Arirang, Balhae

Taiwan

(8am): Formosa

Australia

(7am Sydney): Oceania



TRAMMEL & FELUCCA

The solution. Every shard has two nearly-identical worlds: Trammel and Felucca. The geography is the same, the cities are the same (with the exception of that Trammel has Haven where Felucca has Ocllo), and the NPCs and history are essentially the same. However, the experience is completely different. The facet called Trammel does not allow players to kill players, except under very specific situations. The facet called Felucca allows player vs. player experiences.

The problem. How do you make a game that allows players the ultimate freedom in creating and playing a unique, un-restricted character without leaving the door open for players to make the game miserable for others? Most games simply slap limitations on the characters. That's not actually the best solution, since fighting against other players offers a greater challenge than fighting pre-programmed monsters. Also, in a world where players aren't allowed to hurt other players, it's hard to create a player-character villain ... and you have to admit that villains are what make stories interesting.

The *best* solution is to allow everyone to choose whether they want to be in a world that allows player-killing (pk). Travel between facets is possible through the Moongate menu system, as well as with various forms of teleportation like the Recall Spell, Gate Travel Spell, or a Bracelet of Binding.

New players start off in Haven, a place designed to get new players on their feet and familiar with the world.

When can I kill someone in Trammel?

You can only kill someone in Trammel when you are in a guild war with them. Order/Chaos warfare is valid in Trammel, but Faction warfare cannot take place there.

When can I *not* kill someone in Felucca?

You can always kill someone in Felucca; however, if you kill someone unlawfully they can report you for murder. It is unlawful to kill someone who is an "innocent," or highlights blue. It is also unlawful to kill someone in your own faction. However, murderers (red), guild and faction enemies (orange), criminals (gray) or aggressors (gray) are always fair game.

Is it simply awful to play in Felucca? No, of course not. Just like the real world, there are checks and balances to keep society on the straight and narrow. You don't go into dangerous places alone, you make friends to travel with, and you beware people who show signs of aggression.

(A name starting off with "The Murderer" or that highlights red is a sign of aggression. A "murderer" is someone who attacked a blue character. Even in Felucca, being a murder has its drawbacks. Town guards kill them on sight. They cannot travel to either Trammel or Ilshenar. There is stat loss associated with it, too.)

One of the good things about Felucca is that it is much harder for "griefers" to have much fun. Fewer people try to make others angry they'll get killed as a result.

HAVEN

New players begin their *Ultima Online* experience in the town of Haven. In this town is everything you'll need to get your character started off right.

Friends. There's the obvious advantage of being "in the same boat" as many other people. Don't be shy about talking to other people. It's perfectly acceptable to tell people you're looking for a "hunting buddy" before you go out into the mountains. Most of the veteran players in Haven are interested in helping out the new guys, and most of the new players are just as interested in making friends and using group play to get their skills kick-started.

Quests. To get people solidly on the path to being a Blacksmith, Warrior or Mage (the three most popular careers), there are quests available. Uzeraan the Conjuror lives in a mansion to the west of town. Go and talk to him, and he'll offer you some tasks to do for fun and profit.

Practice opportunities. The mountains are full of creatures, the town has plenty of shops for supplies, and there is opportunities everywhere increase your skills.

"NON-HUMAN" 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 there-

after. 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.



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.uo.com>)

Your first stop 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.

BlackDagger

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

A good all-purpose website that's invaluable to new players. Up to date, with comments on skills, news and useful articles. It has trade boards by server to facilitate trading.

Crossroads of Britannia

(<http://cob.xrgaming.net>)

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.

Ianstorm *Ultima Online*

(<http://www.ianstorm.com/worlds/uo/>)

A nice-looking, well-organized site with plenty of current information. This site has it all: from fiction to screenshots, live chat to guides.

Prima's Official Guide Update Page

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

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

UO PowerGamer

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

This is the hard-core player's website. It tackles the problems of how to gain skills quickly through getting into the down-and-dirty of how the game works. It has a handy FAQ and a valuable array of tips and tricks to use in conjunction with skills, etc.

UO Strategy and Statistics

(<http://uo.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.

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.

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.

At this writing there are a handful of 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.

Advice



F M A I K M

CHARACTER ADVANCEMENT

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.

- ♁ Starting out in Moonglow is a good idea if you plan to be a tailor, bard or tamer. The abundance of wildlife ensures virtually unlimited resources, as all creatures respawn at random intervals and locations. Cows, llamas, deer and rabbits are handy for hides and meat, while birds of any sort (including chickens – slow, fat and easy to target) are essential for the aspiring fletcher (bowmaker) in supplying feathers to make arrows. The woods of Moonglow also provide an ample supply of wood, and many reagents can be found scattered on the ground for those who choose the path of magery.
- ♁ 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. The importance of Carrying Capacity makes Strength a vital stat for all character types, regardless of how they choose to conduct
- (or avoid) combat. If you really don't want to raise your Strength, consider investing in a pack animal.
- ♁ 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 Tailoring.
- ♁ Good skills to practice to raise your Intelligence are Cooking, Healing and Tracking (Magery and Inscription work extremely well, of course, but the reagents are expensive.)
- ♁ Buy a bolt of cloth and cut it into bandages. Use them to heal others in combat, and yourself out of combat. Healing yourself takes 15 seconds, but healing others takes only 5. By helping others, you can increase your Healing and Anatomy skills, and your Intelligence, much faster. And build up goodwill with other players.
- ♁ You can train most weapons skills (as well as Wrestling) by double clicking a training dummy. Most towns have several of these available free to the public. It should be noted that they will only raise your skill to 25, and are free to use. Some player homes may also contain dummies.
- ♁ If you're practicing Wrestling at a training dummy, take off any gloves or gauntlets you're wearing. You don't need to be in War mode to practice.



- ‡ To train archery, try using an archery butt. There are some in the grounds of Lord British's castle, by the stables in Minoc and inside most Fletcher shops. They will only raise your skill to 25.
- ‡ 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 (you'll get a message when this happens).
- ‡ If practicing archery on animals, be sure to open up their corpse when dead, by double-clicking, and retrieve your arrows. Not all will be retrievable, but some will be.
- ‡ If you're interested in Mace fighting, try searching for wand some player may have discarded around a bank, equip it and attack a pig, chicken or some other small animal. Wands will cause minimal damage to your opponent, while raising your Mace skill. When you no longer gain skill, move to bigger animals such as deer and cows, then on to monsters (at this point, of course, you may want to be using a real mace).
- ‡ For more advanced characters, Bone Knights, found either in Deceit or the Undead City just outside Delucia, have long been the favorites for raising any

weapon-related skill. The point is not to kill the monsters, but to continue fighting them (and gaining experience) for as long as you can endure. Take along some bandages to heal your fellow players and raise some more skills!

- ‡ **Deleting a character.** There are certain time restrictions on the Delete command. First, you can not Delete a character that is less than 7 days old. Second, the character will not be deleted until it has not been used for at least 24 hours. This was done to prevent exploits involving one player scamming another, and then deleting the character that committed the scam to avoid the consequences.

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.

Buying in Bulk. Sometimes NPC tinkers and blacksmiths will offer to sell you iron ingots at 8 g.p. per ingot, if you buy more than one. If you're a serious, high-level craftsman into making and selling your goods, this is a great deal.

Buying in Bulk 2. If you want to buy more than one item of a certain type from a vendor, you can do so in the Renaissance (2-D) client by pressing and holding the plus (+) button on the trading screen. In the Third Dawn (3-D) client, you can hold s and double-click the item you wish to purchase to purchase all of that item in that vendor's inventory (assuming you have the money, of course).

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. Check for **parry**
4. Determine **base damage** (hit)
5. **Modify** damage
6. Check for **defenses**
7. **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. 147) and each fighter's Stamina. Some magical items have swing rate modifiers.

These are expressed as percentages and modify the overall swing rate previously computed. For example, if you have a weapon that swings 1.5 times per second and has a 25 percent increase in swing rate, you will get almost 1.9 swings per second.

While fighting, you will only swing at your last target, and only if that target is in range. In melee combat, you must be right next to your target—but bows and crossbows have a much greater range. Once your swing rate timer has passed, you will immediately swing again if your target is within range. Otherwise, you save your swing and strike at the earliest opportunity. With a slow weapon, it is to your advantage to swing at your target, then back off until you are ready to swing again. Also, keep in mind that Agility potions and the Agility and Bless spells increase your Dexterity. Follow those up with a Refresh potion to top out your stamina to maximize your swing rate.

Attack Speed:

$$10,000 / (\text{Stamina} + 100) \times \text{Weapon Speed}$$

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

	Weapon Speed	Attacker's Dex				
		5	25	50	75	100
Crossbow	17	5.6	4.7	3.9	3.4	2.9
War Mace	30	3.2	2.7	2.2	1.9	1.7
Fists	50	1.9	1.6	1.3	1.1	1.0
Dagger	70	1.4	1.1	1.0	0.8	0.7

2 — Check for Hit/Miss

Whoever starts the fight gets to attack first. The chance of hitting is based on the attacker's ability is 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. Some magical items grant the wearer an increased chance of hitting an opponent. The amount of increase is expressed as a percentage, which is added to the value computed based on the attacker's and defender's weapon skills. For example, if you have a 40 percent chance to hit your target, and your weapon grants you a hit chance increase of 4 percent, then your actual chance to hit that target is 44 percent.

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.

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 – Check for Parry

If the defender is using a melee weapon or a shield, and the attack is melee (not ranged), then the defender has a chance of parrying the attack. The chance depends on whether the defender is using a shield, on the defender's Parrying skill, and the total of the defender's magical evade bonuses.

The base chance to parry a blow while using a shield is (Parrying Skill) multiplied by 0.3. For example, if you have 80 Parrying skill, your chance to parry with a shield is 24 percent. If you are using a melee weapon (one handed or two handed) then the chance to parry is (Parrying Skill) multiplied by 0.15. At 80 Parrying skill your chance to parry with a melee weapon and no shield is 12 percent. The defender's total magical evade chance bonuses are added to the base parry chance.

Parrying is all or nothing. If the defender makes his parrying roll, the attack is void. It will never hit the target, will do no damage, and no combat special moves will fire.

4 – 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 p. 147.

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5 – Modify Damage

High strength grants you a damage bonus, as well as your Tactics skill. You can gain additional damage bonuses from having high Anatomy skill. If you are using any kind of Axe weapon, you also receive a bonus from your Lumberjacking skill. Furthermore, magical items you have equipped can further increase your damage bonus. All of these damage bonuses are expressed as percentages and added together, then the base damage is modified by the total.

Your base damage bonus from Strength is Strength multiplied by 0.3. If your Strength is 100 or more, you receive an additional 5 percent damage bonus. For example, at 90 Strength, your base damage bonus is 27 percent. At 105 percent your damage bonus is $31.5\% + 5\% = 36.5\%$. The bonus from Tactics is (Tactics Skill)/1.6.

If your Tactics is 100 or more, you receive an additional bonus of 6.25%. For example, at 80 Tactics your base damage bonus is 50 percent. At 100 Tactics your bonus is $62.5\% + 6.25\% = 68.75\%$. Your bonus for Anatomy is (Anatomy Skill)/2, and if you have 100 or more Anatomy skill you receive an additional 5 percent bonus. For example, at 80 Anatomy your damage bonus increases by 40 percent, and at 110 Anatomy you receive an additional $110/2 + 5 = 60\%$. Your Lumberjacking bonus (when using an axe) is (Lumberjacking Skill)/5. At 100 or more Lumberjacking skill, you receive an additional 10 percent bonus damage.

The total damage bonuses computed above are added to damage bonuses from your equipped magical items. The base damage computed in Step 3 above is increased by this percentage. For example, if your total damage bonuses are 250 percent and your base damage was 10, then your actual damage for that attack is $10 + (10 \times 2.5) = 35$.



6 — Check for Defenses

After the attack's damage has been chosen and modified, it must now go through the target's defenses. This is where Damage Types and Resistances come in.

By default, any melee attack does Physical damage. However, magical weapons, and weapons that have been crafted with or imbued with special metals, may do some or all of their damage as different types. For example, a magical weapon may do 50 percent Physical damage and 50 percent Cold damage. At this stage in combat swing resolution, the damage computed from Step 4 above is split up into its different types. For example, suppose your weapon does 50 percent Energy, 30 percent Cold, and 20 percent Physical damage. If you hit for 30 damage, it will be split into 15 Energy, 9 Cold, and 6 Physical damage.

Each damage type is reduced by the target's Resistances. These include resistances granted from armor, as well as magical bonuses on other items the target has equipped. Monsters have intrinsic resistances. Magical spells such as Reactive Armor and Magic Reflect also modify resistances. Each resistance is a percentage, and the total intrinsic resistances are added to the total resistances from all armor, magic spell, and magic item bonuses. The resistance reduces all damage of the appropriate type by that percentage. For example, if a target has 60 percent Physical resistance, all Physical damage dealt to that target is reduced by 60 percent.

For example, suppose a defender with 40 percent Physical Resistance, 30 percent Energy Resistance, and 20 percent Cold Resistance is attacked and receives 15 Energy Damage, 9 Cold Damage, and 6 Physical Damage. This defender would take 70 percent of 15 Energy damage (10.5), 80 percent of 9 Cold damage (7.2), and 60

percent of 6 Physical Damage (3.6), for a total of 21.3 (rounded down to 21) damage.

7 — 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.

Two-Handed Special Hits

If you're wielding a two-handed weapon, you probably have a chance for a special hit, depending on your Anatomy skill. Staves, bows and crossbows don't produce special hits, but all other two-handed weapons do. The chance for a special hit is: Anatomy also adds from 1 to 20% additional weapon damage, depending on your current Anatomy skill.

Anatomy / 4 = % Chance of Special Hit

War Hammer special hit: 50% bonus damage
Spear, Short Spear and Pitchfork special hit: opponent paralyzed for 3 seconds

Pole Arm and Axe special hit: opponent stunned for 30 seconds (Intelligence cut in half, with commensurate loss in max mana, skills and so forth)

Combat Advice

- ♀ 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.
- ♀ If you have trouble targeting very small creatures (i.e., birds), try dragging your cursor across the creature while clicking-and-holding. This will bring up the creature's status bars, and you can click on that to target it.
- ♀ 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.
- ♀ It is possible to find elevated places — rooftops, cliffs, etc. — where you can fire a bow at monsters and it is not possible for them to counter-attack. This is considered perfectly acceptable in UO (unlike some other MMP games, where it's regarded as an exploit).
- ♀ 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. Leave extra stuff on the corpse of a monster; when the corpse deteriorates, the stuff goes away. There are also trash cans at every bank, look for a barrel or container with a signpost designating it as a trash can. Players with houses can also purchase trash cans for their homes.
- ♀ 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, hides 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.
- ♀ 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 guards or training 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.)
- ♀ You can cook on forges. (You'll need a cooking tool.) This is a handy way to barbecue those ribs without building a camp fire.
- ♀ When you accept a mission to escort an NPC, it is quite common for the NPC you're escorting to get "stuck" in the terrain. If this happens, just go back to the NPC and say, "I will escort thee," and they will start following you again.
- ♀ 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. If you do get stuck, you can move your boat by dry-docking it (see next tip).
- ♀ When you place a boat, 1 key will appear in your pack and another in your bank for safekeeping. It is by far easier to drydock your boat when you are finished for the day, than to leave it for thieves that may wander by. To drydock a ship, have a key in your pack (in Felucca your key may be stolen, so be careful!). Your anchor must be down for this to happen, so tell the tillerman "drop anchor" before proceeding. After making sure nothing is still on the boat or in the hold (including yourself and other passengers), double-click the tillerman and you will receive a message. It will ask you if you wish to drydock your ship, with yes and no options. If you select yes, then the ship will turn into a model in your pack and all keys will disappear.
- ♀ You can name your boat by doubleclicking the tillerman when the anchor is up.
- ♀ Make sure if you leave your boat afloat (rather than dry-docked), that you lock both sides securely and don't leave anything on deck, as it will decay.
- ♀ Ships are great places to practice your skills, since many skills require you to be constantly moving to raise them.
- ♀ Be sure to keep your boat refreshed, they do decay over 11 days just like houses. Also, like houses, ship's holds are not secure, so it's not recommended to keep irreplaceable valuables there.

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. So are Communications 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. If several people have access to your house, the Communication Crystal is a handy way to know who's 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. With another set, you can have two-way communication.
- ♀ Intercom system. Drop a sender and receiver set on your vendor, and carry a separate set with you as you 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 communication crystals around the area. Your words will be visible in every screen that contains a crystal.

Miscellaneous

♀ Having trouble spotting things on the screen? Press and hold **(Shift)Ctrl**. While you hold down those keys, everything within your screen will have a large, oval "tag" appear, with the name of the item, PC, or NPC. You can use this tag to target the item or character. This is particularly useful when items (or corpses) are stacked, since a single Right-Click will close the "tag," allowing you to access those beneath it. The tags disappear when you release sc.

♀ Circle of Transparency. Another useful thing to know about is the "Circle of Transparency" toggle you can access from the Options menu. This allows you to see through buildings, walls and other obstructions, and can be a lifesaver when an enemy, a newly-trained pet, or a useful item ends up on the "blind" side of a wall. The Circle of Transparency can slow the game down a bit, so it's recommended you only use it when you know you need it.

♀ Eat whenever you can. Not eating reduces your recovery rate. The game doesn't give you any warning messages when you're feeling hungry, so you just have to get into the habit of eating.

♀ Try cooking some of the meat you get off animals or fish. To cook, you'll need a cooking tool. Either double click the food item and target an oven or blacksmith's forge; or use your dagger on a nearby tree

to get kindling, and make a small campfire to cook the food on. Food can also be purchased from provisioners, bakers, inns, taverns and farmers markets. To obtain fresh meat off an animal, kill it, then double click your dagger or another bladed item and target the corpse. Then open the corpse up and retrieve your food.

♀ You can only carry 125 items in your pack at any time. This includes items in other packs, pouches, bags and boxes. You can click on a container, and it will show you how much it weighs and how many items are contained within it. Stacked items, such as arrows, reagents, meat or fish steaks, count as 1 item.

♀ 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 loot hides from a kill, use your scissors on the hides immediately. Cut hides are much lighter than raw hides.

♀ 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 are difficult to kill by ordinary methods, 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.
- ♀ If you have more than one pet, have them "Guard" each other. Pets like dogs and wolves will go attack something on their own, and pets like horses will be attacked by monsters like Ogres, Trolls, and Harpies. If you have them following you, but protecting each other, it saves you time.
- ♀ 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 "Fluelligello."
- ♀ 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" becomes
 "a r" becomes

"Boba rDobbs" becomes

Bob Dobbs

Note that pets named in this way may not respond to commands.

- ♀ Inside player homes, you may find bar-keeps or other NPCs that are not vendors. By saying "news" to them, they may give you some information about a player run quest. Or you can always just buy some beer off them.
- ♀ If an NPC is blocking your way, you can ask it to move by saying: "name move". Make sure you use that specific vendor's name if there are more than one nearby, otherwise "vendor move" will suffice.

OTHER PLAYERS

The fundamental thing about *Ultima Online* 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.

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. Currently, in UO, open player-on-player thieving is only allowed on the Felucca facet.

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 strat-

egy 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.

(There is, however, a very important exception to the above rule. Some items cannot be stolen from your pack (the game calls these "blessed" items). These include some newbie items, spell books, deeds and keys. However, if you put one of these items in a bag in your pack, a thief can steal the bag, and the blessed item with it. The solution here is obvious ... never put unstealable items in a sub-container in your pack.)

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. 206) 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.)

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.) Currently, in UO, unrestricted player killing is only allowed on the Felucca facet. Player Killing is allowed on Trammel only in the context of guild wars.

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. 206.

Scams to Watch Out For

Any "newbie items" (items you start the game with, not counting gold) cannot be stolen if they are in the top level of your pack, nor can certain other valuable or unique items (veteran rewards, cheques, Christmas prizes, house deeds, etc.).



However, all these items can be stolen from your pack if you place them in a bag or other container. The game, you see, considers the thief to be stealing the container, without checking its contents. One way around this is to make sure that your valuable items are in a container with a combined weight of more than 10 stone. That's the maximum weight that can be stolen from a pack in a single steal, but heavy bags aren't foolproof, because a good thief with time to work can open your pack and your sub-pack, and steal the valuable item directly. You're better advised to keep unstealable items in the top level of your pack, or in your bank box. (Of course, this is only a problem in Felucca, since the Stealing skill doesn't work against other PCs in Trammel.

Looters are with us always. While their options in the game have been severely limited, they will still hide away in deep dark dungeons until you die, and when your body becomes freely lootable (when it decays into bones) they will take anything of value from your corpse. This is mainly an inconvenience, and unfortunately it is completely within the rules of the game, so please don't threaten to call a GM on the looter, because there is nothing a GM can do to help you.

Far worse are scammers, those that attempt to take an item from you by deception; either "twisting" the rules to their advantage, or simply betraying the trust of a stranger.

Another one is when someone says they don't have the cash on them to buy an item and want to put it through a player vendor that you own. When you place the item on your vendor, they will *immediately* "buy" that item and get it at a massively discounted price, because when you place an item on the vendor, *UO* automatically calculates a price for it, before you price it manually.

There is only one way to solve this, and that is to make sure the person is away from the vendor when you place the item. Ask them to wait outside or far away (Stealthing distance when hidden is 10 squares maximum, so if you ask them to wait off screen you should be ok) and if they refuse, you should cancel the deal.

Finally, another big scam is the "locked down" item.

Once you own a house, someone may come up to you and offer to pay a massive amount for an item you have locked down in your house (a rare, a reward, a Christmas prize whatever) and while you think that you have cashed in, they are secretly planning to steal the item while you aren't expecting it.

First, they may appear to Recall to the bank to get a cheque. They'll probably actually say the Recall words and seem to disappear. In fact they have Hidden, so when you unlock the item, they can steal it easily.

There are two ways to detect this scam. First, listen for the sound of the Recall. The second (and sure-fire) way to thwart the scam is to use the Detect Hidden skill in your house (make sure you target the ground, rather than a container on it). even with no earned skill, you are 100% guaranteed to find someone hidden in your own house, even in Trammel (but note that in Trammel the reveal spell wont work).

Really clever con-men will stay stock still even when revealed by a Detect Hidden and confronted. After a while, they'll vanish, hoping you'll assume they've dropped carrier and left the game. In fact, they've just renewed their Hide, and are still there, hoping you'll actually be dumb enough to unlock the item so they can steal it.

Also, beware of variants to this scam, where the "buyer" waits politely outside your house, while an accomplice sneaks in behind you to attempt the robbery.

Basically, you should always do a Detect Hidden check before unlocking a valuable item, and if you detect anybody you should immediately ban them from your home before completing the unlock.

In all these cases, GMs will not be able to do *anything* to help you, as the scammer did not actually break any rules, they simply took advantage of your trusting nature or lack of foresight.

MACROS

Wishing you could get away from having to click the Skills menu or your backpack icon a zillion times each day? You can, through using macros. A macro is basically a keyboard shortcut that executes a string of actions. You can put together many actions, and then do them all at once with a single key press. Each character has his or her own macro definitions.

Note: For all you technical types out there, you can directly open and edit files named `macro.txt` under your game directory. However, do so at your own risk!

Macros can make certain tasks less repetitive, allowing for more flexibility and fun during gameplay, not to mention less stress on your wrist and mouse. Most trade skills will let you perform macro actions. Be aware, though, that you can't make macros do certain things (like Fishing). Also, keep in mind that the more actions you put in a macro, the less useful it is in other slightly similar, but not identical, situations. Also, whatever macros you set apply to all characters on your account.

This section doesn't give all the commands for the built-in macro system, but it should give you an understanding of what macros can do. There are some third-party tools available online, but be aware that improperly using macros to race toward Grand Master status is frowned upon. In fact, it's very against *Ultima Online's* rules of conduct to leave macros running unattended while you're off somewhere watching television or napping.

Macro-Making

To get to the macro definition window, click **Options** on your paper doll, then **Macros**.

The three buttons at the top are toggles for adding Control, Alt and Delete to a key command. Whichever ones are gold-green are active. For instance, you can specify **[Alt][Ctrl][P]** when defining a command to make potions, or **[Shift][H]** to apply bandages to yourself or **[Alt][Ctrl][Shift][S]** to suit up for battle.

The **Previous** and **Next** buttons cycle through macros. Click these, and you'll notice that some basic macros are already defined for you.

- [Alt][S]** Open status window
- [Alt][B]** Open spellbook
- [Alt][C]** Toggle War/Peace mode
- [Alt][P]** Open paper doll
- [Alt][K]** Open Skills window
- [Alt][J]** Open journal
- [Alt][I]** Open backpack
- [Alt][R]** Open map / toggle map size
- [Alt][O]** Open Options window
- [Alt][X]** Quit the game
- [Alt][T]** Start a chat message
- [Ctrl][B]** Bow



Ctrl **S** Salute

Ctrl **Alt** -Numpad keys Initiate tillerman commands (for ships).

The **Key** field stores whatever key you press. (You have to click in the field first.) You can use letter, numbers or punctuation. It's always a good idea, however, to use one of the command keys so that you don't accidentally trigger your macro while chatting.

The **Name** field stores the key in the key field and adds **Ctrl**, **Alt** or **Shift** if you highlighted one or more of those keys.

The drop-down **action list** on the left shows actions you can choose (described below). If the action calls for explicit text, a target, direction or skill, you will see another box or menu to the right of this.

Basically, you use the left box to specify the action you want to perform.

Each time you add an action, a new line appears below the first one. You can string up to 10 actions in a single macros, and you can add as many macros as you want.

To make a new macro, click **Add**.

Macro Actions

There are several types of commands.

Text actions. Say, Emote, Whisper, and Yell all allow you to type in text. This can be useful when you find yourself typing the same thing over and over, such as "Poison potions for sale cheap!" Whispering is soft and can only be heard by people standing right next to you, while yelling can be heard from further away.

Movement actions. The Walk action lets you specify a direction to walk (NW, S, E, etc.). This can be alternated with Delay commands to set a "course" for your char-

acter on often-traveled paths. The Open Door command is quite useful as well — it keeps you from having to double-click every door you run across.

Skill actions. If you choose Use Skill, you can select a skills from the drop-down list on the right. Hiding is particularly useful if you're a thief or weak mage. Tracking is good, too; you can run along and use it to detect your next victim during a hunting outing. Skill macros are good for when you want to practice skills on the side, or while you're waiting for something or someone.

The CastSpell and LastSpell commands have similar applications. If you always like to follow up an Explosion spell with something else, then you can set up a macro for your favorite combinations (cast a spell, use Meditate skill, move somewhere else, then re-cast that spell, for example).

Pet Commands. If you have a pet, you'll want to use the "Command" action a lot to give your pet instructions. The actual text command goes into the box to the right of the command action. See **Animal Training**, p. 65, for details on specific commands.

Camera Zoom. If you don't have a mouse with a wheel, you can use the Zoom In and Zoom Out commands to emulate the zoom slider on the screen. This can make it easier to take an up-close look at your newly tailored cloak or freshly forged masterpiece, or at something of interest on the ground.

Combat actions. If you're a fighter (or even if you're a mage who occasionally fires an arrow or swings a sword), it's a good idea to set up an Arm/Disarm action. You can arm yourself, use Target Next or Target Last, and then Disarm before casting an Explosion spell.

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Other actions. More commands exist, but some of them are more complicated. You can find detailed explanations for each command at www.uo.com by searching for "macro."

Macro Examples

(thanks to Katherine Chappell)

ACTION	SKILL/TEXT	PURPOSE
UseSkill	Meditation	Quickly activate meditation
Say	Vendor sell	View an NPC vendor's goods for sale.
Say	Vendor buy bank	Open panel to trade with an NPC vendor, or open your bank box
Say	Vendor buy the guards some beer	Open panel to trade with an NPC vendor, or call the guards as needed
AllNames	—	Shows names for all people in a crowd
UseSkill	Hiding	Activates Hiding skill.
CastSpell	Cure	Casts Cure spell on target
OpenDoor	—	Opens doors without making you double-click

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 with-

in 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 "thou's," 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 role-playing a real character will open up a sure path to years of ongoing fun and excitement.

THIEVES' GUILDS

Society of Thieves

Ultima Online originally had "game guilds" — trade guilds run by NPCs. They also have many player guilds that are created and managed by players. Today the only game guild left in existence is the Thieves' Guild, called the Society of Thieves. You can belong to one player-run guild, as well as the Society of Thieves' professional guild.

Anyone can join the Thieves' Guild by finding the NPC guildmaster and paying a membership fee. Finding that NPC might not be easy, since he or she doesn't generally go around shouting in public venues. But there's usually one in every town.

The "General Membership" is an umbrella organization for beggars, thieves, assassins, brigands.

There are subguilds for specific career paths: Federation of Rogues and Beggars, Guild of Assassins, Society of Thieves.

Why Join?

The Thieves' Guild has two purposes, but the most important one is that it allows you to use your Stealing skill on any player in the game. As a non-guild thief, your lifting pursuits are limited to NPCs, creatures, containers, and players who are in a guild at war with your player's guild.

Stealing from players. Membership in this guild gives you the ability to loot items from other people's backpacks. Anyone whose name appears blue to you is fair game. Stealing can be done more safely outside the city walls, where the guards won't come running. There are a few risks to consider here. First, anyone you steal from will recognize you for life because your name appears in gray to them. (This is often called "perma-gray" by players.) Second, if you fail on your Snooping or Stealing attempt, you may be killed by the guards or by whoever notices you.

Disguises. The second good reason to join the Thieves' Guild is that you can buy disguises by giving the Guildmaster 700 gold pieces. Disguises allow you to "hide" under an assumed personality for a period of two hours, very similar to the magical *Incognito* spell that disguises your appearance. When you purchase a disguise kit, you'll see a hat stand in your backpack. Double-clicking on it brings up a menu that lets you change your hairstyle. Your name is also changed. When the timer expires, you revert back to you normal appearance and name.



Why Not to Join

Okay, now the negatives... every time you steal from someone, you are freely attackable by anyone in the area (even in justice regions) for two minutes.

Also, as a Thieves' Guild member, you're not allowed to report anyone that murders you. This means you can't shout for the guards to come running to your aid. If someone kills you for trying to loot their Executioner's Axe, too bad!

So, effectively, joining this guild means you're opening yourself up every edged blade in the world.

How to join/leave the Society of Thieves

You can join the Thieves' guild by dropping 500-gold pieces on top of the guildmaster (the going rate for membership). This ensures lifetime membership in that guild. However, you must pay again if you ever decide to change guilds.

There are prerequisites to joining the Thieves' Guild:

- † You must give 500 gold.
- † You must have been adventuring for at least one week.
- † You must have 60+ proficiency in Stealing.
- † You mustn't have any murders to your name.

To leave the Thieves' Guild, speak to the Guildmaster. You cannot resign from the Thieves' Guild during the first week of your membership.

Player Thief Guilds

There are Thief Guilds run by players, as well. Obviously you must belong to the game guild first, but then you may be able to find "brothers in crime" with whom to plot.

By joining a guild, not only do you get camaraderie and help, you can band together with other players and participate in "wars" against another guild without getting charged for murder. (Normally, killing anyone brands you a murderer.) Guilds provide a sense of belonging for many players, and many younger players who are accepted into guilds often benefit from advice and used equipment. In a career as challenging as thieving, assassination or begging, it's invaluable.

Joining/Leaving a Player Guild

To join a particular player guild, you must find its guildmaster. This can be quite a task in normal circumstances, and even harder when it comes to thieves. 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.

Looting vs. Stealing

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.



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.

♀ 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 affect your Reputation, nor will you be held responsible for any deaths.

♀ 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 chest 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.

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- ⚔ 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.
- ⚔ 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. (Field-jumping is not an issue on Trammel, but it can get you on Felucca.)





- ‡ 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. (Looting the corpses of dead strangers is not allowed on Trammel.)
- ‡ 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 (on Felucca) with impunity, just as if you were a creature or monster.



DRAGON

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- † Dispelling 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.

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.

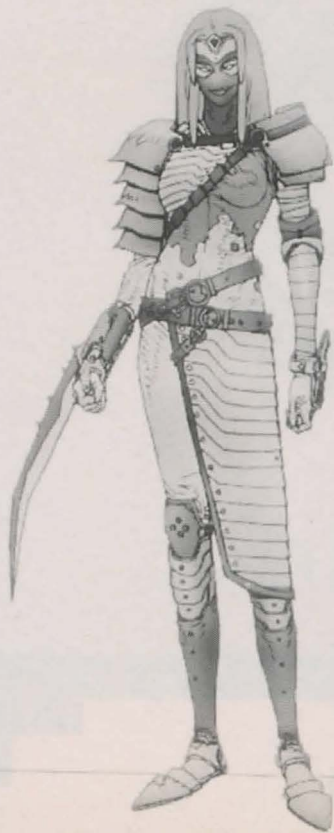
- † The living will not be able to see your dead character unless you choose to manifest yourself.



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.
- ♀ 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 ghostspeech 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 of criminals or murderers still highlight gray or red. This can be handy knowledge when deciding whether to raise a passing ghost.

- ♀ 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.



CAPTAIN DASHA

Death & Resurrection

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.

Buying & Selling



БНА 4М11

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 other PCs a few questions. 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 list everything they have to sell, along with the shopkeeper's price offer. (The price offered is not fixed — it changes according to supply and demand.) Click on the "+" to the left of a specific item to buy it; click on the "-" if you change your mind. Click at the bottom left to hide or display item pictures (it's a toggle). (See **Buy & Sell Lists**, pp. 217-220.)

Selling

Shopkeepers will only buy items that are in their "buy" list (see **Buy & Sell Lists**, pp. 217-220). When you offer goods to a shopkeeper, everything that you own and that the shopkeeper might buy is listed. All other features of this display are identical to the description in the previous paragraph.

When you confirm the sale, the money automatically transfers into your backpack, adding to your current supply of gold coins. After a sale, some NPC merchants may offer a **Bulk Order Contract** (p. 72) to player-craftsmen with certain skillsets.

Note: If you're at the lowest Karma level (Outcast/Wretched/Nefarious/Dread Lord/Lady; see p. 41) shopkeepers will refuse to do business with you.



Shop Inventory

All NPC shops have a standard collection of goods, although the list varies by shop type. An alchemy shop will deal 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. 217-220). 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.

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 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 **Buy & Sell Lists**, pp. 217-220.). 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.

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 light-weight), durability and the quantity of magic charges (which normally decrease each time a magical weapon is used).

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.

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.

Similarly, if a shopkeeper is paying you more than 5000 gold, you'll receive it in a check (weight 1).



BUY & SELL LISTS

This section lists items merchants in the game normally buy and sell. Note that just because a merchant normally stocks a product, it doesn't mean that he will have it every time.

ALCHEMIST

- Buys and Sells**
- All reagents
 - Agility potion
 - Empty vial
 - Explosion potion
 - Hair dye
 - Heal potion
 - Heating stand
 - Mortar and pestle
 - Nightsight potion
 - Poison potion
 - Refresh potion
 - Sleep potion

ANIMAL TRAINER

- Sells**
- Pet black bear
 - Pet cat
 - Pet dog
 - Pet eagle
 - Pet grizzly bear
 - Pet horse
 - Pet packhorse
 - Pet packllama
 - Pet panther
 - Pet rabbit
 - Pet rat
 - Pet timber wolf
- Buys**
- Apple
 - Beef carcass
 - Bundle of grain
 - Carrot
 - Head of lettuce
 - Other carcass
 - Raw bird
 - Raw ribs

ARCHITECT

- Sells**
- House deeds
 - Interior decorating utility
 - Large smithy deed
 - Marble patio deed
 - Sandstone patio deed
 - Sm marble workshop deed
 - Sm stone tower deed
 - Sm stone workshop deed
 - Survey tool
 - Two-story log cabin deed
 - Two-story villa deed

BAKER

- Buys and Sells**
- Baked pie, Cake
 - Flour sack
 - French bread
 - Honey
 - Loaf of bread
 - Muffin
 - Pan of cookies
 - Pizza
- Sells**
- Dough
- Buys**
- Fresh eggs
 - Kindling
 - Milk pitcher

BANKER

- Sells**
- Commodity deed

BARKEEP

- Sells**
- Ale bottle, Ale pitcher
 - Backgammon
 - Bowls of food
 - Checkerboard
 - Chessboard

- Cider jug
- Cider pitcher
- Dice cup
- Liquor bottle
- Liquor pitcher
- Milk pitcher
- Pizza
- Water pitcher
- Wine bottle
- Wine pitcher

BEEKEEPER

- Buys and Sells**
- Beeswax, Honey

BLACKSMITH

- Buys and sells**
- Iron ingot, Tongs
- Buys**
- Kindling, Lumber

BLACKSMITH, HAVEN (SEE BLACKSMITH)

- Also Buys and Sells**
- Battle axe
 - Broad sword
 - Cutlass
 - Dagger
 - Hatchet
 - Katana
 - Long sword
 - Scimitar
 - Skinning knife

BOTTLE SELLER

- Buys and sells**
- Empty vial

BOWYER

- Buys and Sells**
- Arrow shafts
 - Arrows
 - Big crossbow

- Bolts
 - Bow, Crossbow
 - Loose feathers
- Sells**
- Fletchertool

BUYERS

- Lumber
- BUTCHER**
- Buys and Sells**

- Bacon
- Butcher knife
- Chicken leg
- Ham
- Meat cleaver
- Mutton leg
- Raw bird
- Raw ribs
- Sausages
- Skinning knife

CARPENTER

- Buys and Sells**
- Dovetail, Draw knife
 - Drum
 - Froe, Hammer
 - Inshave
 - Jointing plane
 - Lumber
 - Lute, Lyre
 - Moulding plane
 - Saw, Scorp
 - Smoothing plane
 - Sticks
 - Tambourine
- Sells**
- Nails
- Buys**
- Armoires
 - Benches, Chairs
 - Chests, Crates
 - Log

- Shelves
- Small crates
- Stools, Tables
- Thrones
- Wooden boxes

COBBLER

- Buys and Sells**
- Black boots
 - Plain shoes
 - Sandals, Thigh boots
- Buys**
- Cut hides
 - Llama hides
 - Pile of hides

COOK, FEMALE

- Sells**
- Baked pie
 - Bowls of food
 - Cake
 - Cheese
 - Cooked bird
 - Cooked chicken leg
 - Cooked mutton
 - Honey
 - Loaf of bread
 - Muffin
 - Roast pig
 - Sack of flour
- Buys**

- Farmer's Sell List
- Banana
- Big fish
- Cheese
- Fish steak
- Honey
- Kindling
- Loaf of bread
- Raw bird
- Raw ribs
- Sack of flour
- Small fish

COOK, MALE

(SEE COOK, FEMALE)

Also Sells

Rollingpin
Sifter
Skillet

DRYAD**Buys and Sells**

Bandage
Blood moss reagent
Garlic reagent
Ginseng reagent
Mandrake root
Nightshade reagent
Spider silk reagent

Buys

Folded cloth

FARMER**Sells**

Apple
Bundle of grain
Cantelope
Carrot, Corn
Fresh eggs
Gourd, Grapes
Head of cabbage
Head of lettuce
Lemon, Lime
Melon
Milk pitcher
Onion
Peach
Pear
Pumpkin
Squash
Turnip
Watermelon

Buys

Bundle of grain
Flour sack
Kindling

FISHERMAN**Sells**

Fish steak
Fishing pole

Buys and Sells

Big fish, Small fish

FUR TRADER**Sells**

Pile of hides
Skinning knife

Buys

Baked pie
Bowls of food
Cake
Cheese
Cooked bird
Cooked chicken leg
Cooked mutton
Cooked ribs
Cookie plate
French bread
Llama hides
Loaf of bread
Muffin
Pile of hides

GARGOYLE HERBALIST**Sells**

Glass make book
Sand blow pipe
Sand mine book

Buys and Sells

All reagents
Agility potion
Empty vial
Explosion potion
Heal potion
Heating stand
Mortar and pestle
Nightsight potion
Poison potion
Refresh potion

GARGOYLE INNKEEPER**Sells**

Backpack
Beeswax
Bowls of food
Cooked bird
Cooked chicken leg
Cooked mutton

Buys and Sells

Ale bottle
Ale pitchers
Apple
Baked pie
Banana
Candle
Cider jug
Cider pitchers
Cooked ribs
Dice cup
Grapes
Liquor bottle
Liquor pitchers
Loaf of bread
Peach
Pear
Torch
Water pitchers
Wine bottle
Wine pitchers

Buys

Backgammon
Checkerboard
Cheese
Chessboard
Glass pitchers
Milk pitchers
Mutton leg
Raw bird
Raw ribs

GARGOYLE

PROVISIONER
(SEE PROVISIONER)

Does not buy deeds**Sells Only This Deed**

Ship deed

GARGOYLE STONE**CRAFTER****Sells**

Mallet and chisel
Nails
Stone make book
Stone mine book

Buys and Sells

Dovetail
Draw knife
Froe
Hammer
Inshave
Joining plane
Lumber
Moulding plane
Saw
Scorp
Smoothing plane
Sticks

Buys

Armoires
Benches
Chairs
Chests
Crates
Drum
Log
Lute
Lyre
Shelves
Small crates
Stools
Tables
Tambourine
Thrones
Wooden boxes

**GARGOYLE TINKER/
GOLEM CRAFTER**
(SEE TINKER)

GLASS-BLOWER**Buys and Sells**

Empty jar
Empty vial
Glass pitcher

GYPSY BLACKSMITH
(SEE BLACKSMITH)

Also Buys and Sells

All shields
Bladed weapons
Blunt weapons
Metal goods

GYPSY FORTUNE**TELLER****Buys and sells**

Bandages
Buys
Folded cloth
Garlic reagent
Ginseng reagent
Heal potion
Refresh potion
Spider silk reagent

**GYPSY JEWELER (SEE
JEWELER AND TINKER)**

Sells Only

Nails

Also Buys

Crystals of
communication

GYPSY PROVISIONER
(SEE PROVISIONER)

Sells

Provisioner's Sell list

Buys and Sells Only

(ignore Provisioner's Buy
and Sell list)

Arrows
Backpacks
Bag
Belt pouches
Bolts
Candle
Copper key
Hats
Kindling
Lantern
Lockpicks
Oil flask
Torch
Wooden boxes
Buys Only (Won't Sell)
Backgammon
Checkerboard
Chessboard
Dice cup
Empty vial
Hair dye
Ship deed



GYPSY STABLE
MASTER
(SEE ANIMAL TRAINER)

Also Sells

Pet brown bear
Pet raven

HAVEN BANKER
(SEE PROVISIONER)

Sells Only

Bedroll
Books
Copper key
Wooden box

HAVEN BARD
Buy and Sells

Drum, Lute, Lyre
Tambourine

HAVEN COOK
(SEE COOK, FEMALE)

Also Sells

Water pitcher

HAVEN PROVISIONER
(SEE PROVISIONER)

Doesn't Buy or Sell
Deeds

HAVEN RANGER (SEE ANIMAL TRAINER)

Sells Only

Bandage
Pet cat
Pet dog
Pet packhorse
Pet packlama

Also Buys

Bandages
Folded cloth

HEALER

Buy and Sells

Bandage
Garlic reagent
Ginseng reagent
Heal potion
Refresh potion

Buys

Folded cloth
Spider silk reagent

HERBALIST

Buy and Sells

Blood moss reagent
Empty vial
Garlic reagent
Ginseng reagent
Mandrake root
Mortar and pestle
Nightshade reagent

INNKEEPER
(SEE GARGOYLE
INNKEEPER)

Also Buys and Sells

Backgammon
Barkeep deed
Checkerboard
Cheese
Chessboard
Milk pitchers
Mutton leg
Vendor deed

Buy Only

Glass pitchers
Raw bird
Raw ribs

JEWELER

Sells

Crystal of communication
receiver

Buy and Sells

Beads
Bracelet
Crystals of
communication
Earrings
Gems
Necklaces
Ring

Buys

Copper ingots
Copper wire
Forged metal
Gold ingots

Gold wire
Iron ingots
Iron wire
Silver ingots
Silver wire

LUMBER SELLER

Sells

Lumber

MAPMAKER

Sells

Carto pen, Map stock

Buy and Sells

Blank scroll
Open map

MILLER

Buy and Sells

Bundle of grain
Flour sack

MINER

Sells

Shovel

Buy and Sells

Bag
Candle
Lantern
Oil flask
Pickaxe
Torch

MINTER

Sells

Vendor deed

ORE SELLER

Sells

Metal ore

PROVISIONER

Sells

Ale bottle
Apple
Bedroll
Beeswax
Books

Cider jug
Cooked bird
Cooked chicken leg
Cooked mutton
Garlic reagent
Ginseng reagent
Guildstone deed
Liquor bottle
Loaf of bread
Pear
Survey tool
Wine bottle

Buy and Sells

Arrows
Backgammon
Backpack
Bag
Belt pouch
Bolts
Candle
Checkerboard
Chessboard
Copper key
Dice cup
Empty vial
Hair dye
Hats
Kindling
Lantern
Lockpick
Oil flask
Ship deed
Torch
Wooden box

Buys

Axle and gears
Bad axe
Bakery deed
Books
Butcher knife
Chainmail
Clock parts
Clocks
Club
Dovetail
Draw knife
Female armour
Froe
Gears

Gems
Gold ingot
Hammer
Helms
Hinge
House deeds
Inshave
Iron ingot
Jointing plane
Key ring
Leather armour
Log
Lumber
Magic sword
Meat cleaver
Most weapons
Moulding plane
Pickaxe
Platemail, Ring Mail

Saw
Scissors
Scorp
Sewing kit
Sextant
Sextant parts
Shepherd crook
Shields
Shovel
Silver ingot
Skinning knife
Sledge hammer
Smith hammer
Smithy deed
Smoothing plane
Springs
Sticks
Studded leather armour
Tailor deed
Thief trainer deed
Tongs
Weapons trainer deed

RANCHER

Sells

Pet packhorse

Buys

Apple
Bundle of grain
Carrot

REAGENT VENDOR**Buys and sells**

All reagents

REAL ESTATE BROKER**Sells**Pen and ink
Scroll (blank)**Buys**Bowl of stew
Bowl of tomato soup**SCRIBE****Sells**Blank books
Scribe pen
Pen and ink
Scroll (blank)**Buys**Books
Pen and ink
Scroll (blank)**SHEPHERD****Sells**Raw wool
Shepherd's crook**Buys**Baked pie
Bowls of food
Cake
Cheese
Cooked bird
Cooked chicken leg
Cooked mutton
Cooked ribs
Cookie plate
French bread
Hay
Loaf of bread
Muffin**SHIPWRIGHT****Buys and Sells**Ship deed
Spyglass**SHOPKEEPER MAGES****Sells**Scribe pen
Plus INT mage hat
Scroll bird's eye
Scroll clumsy
Scroll create food
Scroll feeblemind
Scroll heal
Scroll magic arrow
Scroll night sight
Scroll weaken**Buys and Sells**All reagents
Agility potion
Explosion potion
Heal potion
Marker talisman
Nightsight potion
Poison potion
Refresh potion
Spellbook
Wands**Buys**Gnarled staff
Scrolls (all spells)
Scroll (blank)**TAILOR****Sells**Plain shirt
Buys and Sells
Apron
Bolt of cloth
Cape
Cloak
Doublet
Dye bowl
Dye tub
Fancy pants
Fancy shirt
Folded cloth
Full dress
Hats
Jester cap
Jester suit
Kilt
Plain dressPoor pants
Raw cotton
Raw wool
Retted flax
Robe
Scissors
Sewing kit
Skirt
Thread
Tunic**Buys**Poor shirt
Sashes
Surcoat**TANNER****Buys and Sells**Backpack
Bag
Belt pouch
Cut hides
Female armour
Leather armour
Leather cap
Skinning knife
Studded leather armour
Tdkit**Buys**Llama hides
Pile of hides**TAVERNKEEPER****Buys and Sells**Barkeep Sell List
Baked pie
Cheese
Cooked bird
Cooked chicken
Cooked mutton
Glass pitchers
Loaf of bread
Vendor deed**THIEF****Buys and Sells**Backpack
Belt pouch
Copper key
Hair dye
Lantern
Lockpick
Oil flask
Torch
Wooden box**TINKER****Sells**

Nails

Buys and SellsAxle and gears
Butcher knife
Clock, Clock parts
Dovetail
Draw knife
Drum
Froe
Gears
Hammer
Hinge
Inshave
Iron ingot
Jointing plane
Key ring, Keys
Lockpick
Lumber
Lute, Lyre
Moulding plane
Pickaxe
Saw
Scissors
Scorp
Sewing kit
Sextant, Sextant parts
Shovel
Sledge hammer
Smith hammer
Smoothing plane
Springs
Sticks
Tambourine
Tinker tools
Tongs**Buy**Kindling
Log
Magic key
Tinker kits**TOWN BARKEEP**

(SEE TAVERNKEEPER)

Also Buys and Sells

Vendor deed

VEGGIE SELLER**Buy and Sells**

Farmer's Sell List

VETERINARIAN (SEE HAVEN RANGER)**WAITER/****WAITRESS (SEE TAVERNKEEPER)****WONT Sell**Backgammon
Checkerboard
Chessboard
Dice cup
Vendor deed**WEAPONSMITH****Buy and Sells**Hatchet
War fork**WEAVER****Buy and Sells**Ball of yarn
Bolt of cloth
Dye bowl
Dye tub
Folded cloth
Scissors**Buy**Raw cotton
Raw wool



VENDORS

Vendors are among the best ways to combine fun and profit in *Ultima Online*. You can spend all the time you want crafting works of art or collecting wondrous treasures, then leave it to your vendor to deal with the day-to-day sale of your wares.

Retail Skills. If you have vending (or any other form of retailing) in your future, there are a few skills that come in handy. Arms Lore and Item Identification help determine exactly what you've got and what it's worth. The crafting skills — particularly Alchemy, Blacksmithy, Inscription, Magery and Tailoring — all help you create items yourself. High Strength is useful as well, so you can restock more goods in one trip.

Deed. The first thing you need to create a vendor is a vendor deed (available for about 1500 gold from innkeepers, minters, tavernkeepers and town barkeeps).

Location. Next, you need a location. The technical part of this requirement is that a vendor can only be placed in a player-owned *public* building (max 100 vendors per building). You have to own, co-own or be a friend of the structure. (Many building owners are glad to declare you a friend in return for a periodic fee — call it rent — but agreements like this are unofficial and therefore not overseen by the Powers That Be for *UO*.) The common-sense part of choosing a location is, well ... common-sense. You want a place which is visible to a lot of people, and you want to sell something that is in demand at that location. For example, adventuring goods are in high demand wherever people are likely to be casting, healing and dying in large quantities. (Of

course, you're unlikely to be the first one to figure that out, so also bear in mind the competition and whether you want to go to the effort of a price war.)

Placing Your Vendor. Stand where you want the vendor to appear and double-click on the deed. If you don't like the way your vendor is dressed, you can change it through the customization window whenever you double-click on your vendor. There is no cost to change your vendor's outfit — you can even add a variety of equipment — but none of these clothes or equipment can be used or sold (by you or your vendor); they're just for display. You can also change your vendor's name, but not his or her sex.

If you want to turn your vendor to face in a different direction, stand where you want your vendor to face and say "Vendor status;" your vendor will turn to respond.

Stocking Your Vendor. The only limit on what your vendor can carry is the quantity — no more than 125 items and/or stacks (including bags and other containers to group your wares).

To open your vendor's backpack (which holds everything you have for sale), double-click on the vendor, then select the backpack when that choice appears.

Place everything you want to sell in the backpack, but be careful to label and price each item as you do so. (If you leave the backpack before pricing something, it'll be priced at the NPC shopkeeper price. A quick check will confirm that those prices are *way* too low, especially for magical items.)

A good label is as important as a good price

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— the easier you make it for someone to make a choice from your vendor, the likelier you are to make a sale, and the likelier you are to get repeat business from that customer. Note that you don't have to include anything in the label that clicking on the item will ordinarily display — for example, it'll say "gnarled staff," so don't waste space in your label repeating those words.

You can even price a bag (or other container) if you want to sell everything in the bag as one item. For example, you might assemble a complete suit of armor, or a collection of useful potions, pop them in a bag and price the bag (along with a clear label, of course).

Items Not For Sale. Four different types of things can be left exempt, or "Not For Sale":

- ♀ Books
- ♀ Key rings
- ♀ Items inside a container that itself is marked for sale
- ♀ Containers with only for sale items (or items that are exempt themselves)

Why would you mark any of these "Not For Sale"? A book can describe the other items you have in greater detail than a label — describe what you've got in the book, drop it in the container, and mark it not for sale. A key ring can hold keys that you have for sale (basically serving as a container). If you want to sell everything in a container together (for example, that full suit of armor), you don't want anyone breaking the set by buying just the gauntlets. Conversely, if you want to sell individual items out of a bag, you don't want anyone to take the whole bag. All of these are reasons to mark items on your vendor "Not For Sale."

Vendor Upkeep. Your vendor charges a maintenance fee every 8 real-world hours (that is, every 4 *UO* days). This charge is based on how much the vendor is currently carrying, plus a 20 gold base rate:

$(\text{value of everything on the vendor}/500) + 20$

This charge is *tripled* on any Siege Perilous server. And (for you murdering retailers), it is multiplied by your murder count. Of course, you don't have to make a payment every 8 hours — just make sure you stay in the black with your vendor, or it'll disappear (along with all your stock ...). "Vendor status" will get a reply from your vendor with the current upkeep charge and how many day's upkeep the current cashbox is good for; pay your vendor by moving gold directly to the vendor (*not* the backpack).

Maintaining Your Vendor. When you're deciding whether to run a vendor, remember this — you should do it whole-heartedly, or not at all. If you only restock your vendor occasionally, you'll have far fewer customers (they'll go somewhere more reliable) and you'll end up spending far more than you make, on the vendor's daily upkeep.

Profiting From Your Vendor. Which, after all, is why you're doing this, isn't it? Anytime you want to cash in your vendor's profit, tell your vendor, "Vendor get," and you'll be paid in full. If it's over 5000 gold, you'll get the payment in a check (or multiple checks, if you're owed more than a million ...). If it's under 5000 gold, and you can't carry it all, your vendor will give you everything you can carry. Don't be so greedy that you forget to leave some for your vendor's upkeep.

Variant Commands. If you want a more personal touch, you can use your vendor's name, in place of "vendor."

Creatures & NPCs



ARMFARMH
FM KKH

Creatures

"Creature" used in the following descriptions applies to both creatures and NPCs where applicable.

Ranges of numbers. If the value listed is a range (for example, 11-41), that stat will vary from creature to creature within that range.

The first line of each entry lists this information

Difficulty. This provides an approximation of how difficult it is to fight this creature. 1 = easy, 10+ = very hard.

Stats. The creature's expected Strength (STR), Dexterity (DEX), Intelligence (INT), Hit Points (HP), Stamina (Stam) and Mana. For many creatures, HP = STR, Stam = DEX and Mana = INT. In those cases, the primary stat is listed as the value for the secondary stat.

AR. The armour rating of the creature's natural defenses, such as skin and scales.

Dam (Damage). The damage that can be inflicted by the creature's innate weapons, such as a claw attack.

Rec (Recovery). How many hit points the creature recovers (heals) every 10 seconds.

Al (Alignment). Whether the creature is Good, Neutral or Evil. (Good creatures are blue)

The second line includes this remaining information

Skills. The creature's noteworthy skills. Unfortunately, we had to abbreviate the skill names to save space, but we hope the

abbreviations are intuitive: An = Anatomy, Ar = Archery, Ev = Evaluating Intellect, Fc = Fencing, Hl = Healing, Hd = Hiding, LP = Lockpicking, MF = Mace Fighting, Mg = Magery, Md = Meditation, Pr = Parrying, Ps = Poisoning, RS = Resisting Spells, Sw = Swordsmanship, Tc = Tactics, Wr = Wrestling

AT (Animal Taming). This looks like another skill entry, but it isn't. For creatures that can be tamed, it's the skill level a PC must reach to have a 50% chance of taming this creature. If no number is listed, the creature cannot be tamed. (See **Animal Taming**, p. 65, for more details.)

Can be Ridden. These creatures can be used as a mount.

Won't Flee. These creatures will not flee combat, no matter how badly they are injured.

Resources. For animals, what the creature leaves behind when killed (usually meat, leather and/or feathers). You rarely kill a monster for its resources, so those are not listed.

Summoned Creatures

There are summoned variants (sv) for many of these creatures. If the summoned creature is somewhat different from the original creature, stats are given for it. Otherwise, no stats are given. *In general*, summoned creatures are less powerful, do not recover hit points, and are Neutral.



MONSTERS

Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Betrayer</i>	401-410	81-82	151-200	241-300	DEX	INT	60-70%	60-70%	60-70%	20-30%	30-40%	16-22	Ph:100%	+1	E
	Tc 90-100 / Mg 120-120 / Pr 90-100 / Mg 50-100 / Wr 90-100														
<i>Raven Familiar</i>	40	90	90	24	DEX	0	10-20%	0-0%	0-0%	0-0%	0-0%	1-4	Ph:100%	+5	N
	Tc 500 / Wr 50 Never Flees														
<i>Blade Spirit</i>	150	150	100	180	250	0	30-40%	40-50%	30-40%	20-30%	100-100%	10-18	Ph:60/En:20/Po:20%	-	N
	Tc 900 / Mg - / Wr 90														
<i>Bog Thing</i>	801-810	46-47	36-36	481-540	DEX	0	30-40%	20-25%	10-15%	20-25%	40-50%	10-23	Ph:60/Po:40%	+3	E
	Tc 70-85 / Mg 90-90 / Pr 65-75 / Wr 65-66														
<i>Bogling</i>	96-97	91-92	21-22	58-72	DEX	INT	20-25%	10-20%	15-25%	15-25%	15-25%	5-7	Ph:100%	+6	E
	Tc 55-80 / Mg 75-75 / Pr 35-60 / Wr 55-57 6 Lthr														
<i>Dark Wolf Familiar</i>	100	90	90	60	DEX	0	40-50%	25-40%	25-40%	25-40%	25-40%	8-20	Ph:100%	+5	N
	Tc 500 / Wr 86-90 Never Flees														
<i>Centaur</i>	202-300	104-260	91-91	130-172	DEX	INT	45-55%	35-45%	25-35%	35-45%	45-55%	13-24	Ph:100%	+3	N
	Tc 90-100 / Mg 50-50 / Pr 90-100 8 Lthr														
<i>Chaos Dragoon</i>	176-225	81-81	61-62	STR	DEX	INT	45-55%	15-25%	50-50%	25-35%	25-35%	24-26	Ph:25/Fi:25/ Co:25/En:25%	-	E
	Tc 77-87 / Mg 77-77 / Pr 77-92 / Sw 77-92 / MF 77-92 / Fc 77-79 8 Meat														
Chaos Dragoon Lord															
<i>Chaos Dragoon Lord</i>	276-350	86-86	126-150	STR	DEX	INT	45-55%	15-25%	50-50%	25-35%	25-35%	24-26	Ph:100%	-	E
	—Tc 87-97 / Mg 87-87 / Pr 85-100 / Sw 85-100 / MF 85-100 / Fc 85-100 8 Meat														
<i>Chaos Dragoon Lord</i>	276-350	86-86	126-150	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	0-0	Ph:100%	-	E
	Tc 87-97 / Mg 87-87 / Pr 85-100 / Sw 85-100 / MF 85-100 / Fc 85-100 8 Meat														
<i>Corpser</i>	156-180	26-27	26-26	94-108	DEX	0	15-20%	15-25%	10-20%	0-0%	20-30%	10-23	Ph:60/Po:40%	+3	E
	Tc 45-60 / Mg 15-15 / Pr 15-25 / Wr 45-46														
<i>Cyclops</i>	336-385	96-97	31-32	202-231	DEX	0	45-50%	30-40%	25-35%	30-40%	30-40%	7-23	Ph:100%+1d2+1E		
	Tc 80-100 / Mg 60-60 / Pr 70-80 / Wr 80-81														
Daemons															
<i>Black Gate Daemon</i>	266-285	266-275	291-305	150-156	66-66	105-175	85-90%	65-75%	50-60%	50-60%	50-60%	28-37	Ph:100%	+10	G
	Tc 9999 / Mg - / Pr 9999 / Mg 9999 / Wr 999														
<i>Daemon</i>	476-505	76-77	301-325	286-303	DEX	INT	45-60%	50-60%	30-40%	30-40%	20-30%	7-14	Ph:100%	+3	E
	Tc 70-80 / Mg 85-85 / Pr 65-75 / Mg 70-80 / Wr 60-62 Never Flees														
<i>Daemon (sv)</i>	240	70	150	144	100	INT	40-50%	50-60%	20-30%	40-50%	40-50%	14-20	Ph:20/Fi:40/ En:40%	+5	N
	Wr 98-99 / Tc 1000 / Mg 90-90 / Mg 90-100 / Ev 90-100 Never Flees														
<i>Daemon Boss</i>	986-1005	177-255	151-160	592-711	DEX	INT	65-80%	60-80%	50-60%	40-50%	100-100%	22-29	Ph:50/Fi:25/ En:25%	+3	E
	Tc 90-100 / An 25-50 / Mg 100-100 / Pr 90-100 / Mg 95-100 / Wr 90-100 / Ev 70-100														
<i>Succubus</i>	488-620	121-170	498-657	312-353	DEX	INT	80-90%	70-80%	40-50%	50-60%	50-60%	18-28	Ph:75/En:25%	+3	E
	Tc 80-90 / Mg 100-100 / Mg 99-100 / Wr 80-90 / Ev 90-100														
<i>Death Adder Familiar</i>	70	150	100	50	DEX	0	10-10%	0-0%	0-0%	0-0%	100-100%	1-3	Ph:100%	+5	N
	Tc 500 / Wr 900 Never Flees														
Dragons															
<i>Ancient Wym</i>	1096-1185	86-94	686-775	658-711	DEX	INT	65-75%	80-90%	70-80%	60-70%	60-70%	29-35	Ph:75/Fi:25%	+3	E
	Tc 97-100 / Mg 100-100 / Pr 55-95 / Mg 80-100 / Ev 50-100 40 Lthr														
<i>Serpentine Dragon</i>	111-140	201-220	1001-1040	480	DEX	INT	35-40%	25-35%	25-35%	25-35%	25-35%	5-12	Ph:75/ Po:25%	+3	G
	Tc 50-60 / Mg - / Mg 110-120 / Pr 55-95 / Wr 30-37 20 Lthr														
<i>Shadow Wym</i>	898-1030	68-77	488-620	558-599	DEX	INT	65-75%	50-60%	45-55%	50-60%	20-30%	29-35	Ph:75/Co:25%	+3	E
	Tc 97-100 / Mg 100-100 / Pr 55-95 / Mg 80-100 / Ev 50-100 20 Lthr														

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Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Skeletal Dragon</i>	898-1030	68-77	488-620	558-599	DEX	INT	75-80%	40-60%	40-60%	40-60%	70-80%	29-35	Ph:75/Fi:25%	+3	E
	Tc 97-100 / Mg 100-100 / Pr 55-95 / Mg 80-100 / Ev 50-100 20 Lthr														
<i>Skeletal Dragon (animated)</i>	401-490	76-76	401-490	241-294	DEX	INT	40-40%	-20-0%	90-90%	50-50%	100-100%	30-45	Ph:50/ Po:25 /Po:25%	-	N
	Tc 500 / Mg 95-95 / Mg 90-120 / Ev 1000														
<i>Swamp Dragon</i>	201-210	66-67	61-64	121-180	DEX	INT	35-40%	20-30%	20-40%	30-40%	20-30%	3-4	Ph:75/Po:25%	+3	N
	Tc 45-55 / Mg 45-45 / Pr 45-55 / Wr 45-46 (Tame AT 99 / CS 1 / Steed) 20 Lthr														
<i>White Wyrn</i>	721-760	101-130	386-425	433-456	DEX	INT	55-70%	50-60%	80-90%	40-50%	40-50%	17-25	Ph:50/Co:50%	+2	E
	Tc 97-100 / Mg 99-99 / Mg 99-100 / Pr 70-100 (Tame AT 101 / CS 3) 20 Lthr														
<i>Wyvern</i>	202-240	153-172	51-54	125-141	DEX	INT	35-45%	30-40%	20-30%	30-40%	90-100%	8-19	Ph:50/Po:50%	+3	E
	Tc 65-90 / Mg 65-65 / Pr 65-80 / Wr 65-66 20 Lthr														
<i>Efreet</i>	326-355	266-285	171-195	196-213	DEX	INT	50-60%	60-70%	0-0%	40-50%	30-40%	11-13	Fi:50/En:50%	+3	E
	Tc 60-80 / Mg 60-60 / Pr 65-75 / Mg 60-75 / Wr 60-62														
Elementals															
<i>Acid Elemental</i>	326-355	66-67	271-295	196-213	DEX	INT	45-55%	40-50%	20-30%	30-40%	10-20%	9-15	Ph:25/Fi:50/ En:25%	+3	E
	Tc 80-90 / An 30-60 / Mg 60-60 / Pr 55-65 / Mg 70-85 / Wr 70-72														
<i>Agapite Elemental</i>	226-255	126-145	71-72	136-153	DEX	INT	30-40%	40-50%	40-50%	0-0%	30-40%	28-28	Ph:100%	+2	E
	Tc 60-100 / Wr 60-100 / Mg 50-50 / Pr 40-42														
<i>Air Elemental</i>	126-155	166-185	101-125	76-93	DEX	INT	35-45%	15-25%	10-20%	25-35%	10-20%	8-10	Ph:20/Co:40/ En:40%	+3	E
	Tc 60-80 / Mg 60-60 / Pr 75-105 / Mg 60-75 / Wr 60-62														
<i>Air Elemental (sv)</i>	125	100	100	75	50	INT	30-35%	20-25%	20-25%	20-25%	20-25%	6-10	Ph:40/Co:30/ En:30%	+2	N
	Tc 500 / Wr 500 / Mg - / Mg 700 / Ev 700 Never Flees														
<i>Blood Elemental</i>	526-615	66-67	226-237	316-369	DEX	INT	55-65%	20-30%	40-50%	30-40%	50-60%	17-27	En:50/Po:50%	+2	E
	Tc 80-100 / Mg 80-80 / Pr 85-95 / Mg 85-100 / Ev 50-95 / Wr 80-82 Never Flees														
<i>Bronze Elemental</i>	226-255	126-145	71-72	136-153	DEX	INT	30-40%	30-40%	-10-0%	20-30%	70-80%	9-16	Ph:30/Fi:70%	+2	E
	Tc 60-100 / Wr 60-100 / Mg 50-50 / Pr 40-42														
<i>Copper Elemental</i>	226-255	126-145	71-72	136-153	DEX	INT	30-40%	30-40%	30-40%	-10-0%	20-30%	9-16	Ph:100%	+2	E
	Tc 60-100 / Wr 60-100 / Mg 50-50 / Pr 40-42														
<i>Dull Copper Elemental</i>	226-255	126-145	71-72	136-153	DEX	INT	30-40%	30-40%	-10-0%	20-30%	20-30%	9-16	Ph:100%	+2	E
	Tc 60-100 / Wr 60-100 / Mg 50-50 / Pr 40-42														
<i>Earth Elemental</i>	126-155	66-67	71-72	76-93	DEX	INT	30-35%	10-20%	10-20%	15-25%	15-25%	9-16	Ph:100%	+2	E
	Tc 60-100 / Wr 60-100 / Mg 50-50 / Pr 40-42														
<i>Earth Elemental (sv)</i>	125	60	70	75	DEX	INT	50-60%	20-25%	20-25%	20-25%	60-80%	13-24	Ph:100%	+2	N
	Tc 750 / Wr 750 / Mg - Never Flees														
<i>Fire Elemental</i>	126-155	166-185	101-125	76-93	DEX	INT	35-45%	60-80%	-10-0%	30-40%	30-40%	7-9	Ph:25/Fi:75%	+4	E
	Tc 80-100 / Mg 75-75 / Pr 40-60 / Mg 60-75 / Wr 70-73														
<i>Fire Elemental (sv)</i>	145	60	100	STR	DEX	INT	30-40%	70-80%	-5-0%	30-40%	50-60%	17-27	Fi:100%	+2	N
	Mg 900 / Ev 500 / Tc 800 / Wr 800 / Mg - Never Flees														
<i>Gold Elemental</i>	226-255	126-145	71-72	136-153	DEX	INT	60-75%	-10-0%	30-40%	30-40%	30-40%	9-16	Ph:100%	+2	E
	Tc 60-100 / Wr 60-100 / Mg 50-50 / Pr 40-42														
<i>Ice Elemental</i>	156-185	96-97	171-192	94-111	DEX	INT	35-45%	-10-0%	50-60%	20-30%	20-30%	10-21	Ph:25/Co:75%	+3	E
	Tc 70-100 / Wr 60-100 / Mg 30-30 / Mg 10-60 / Pr 60-62														
<i>Poison Elemental</i>	426-515	166-185	361-435	256-309	DEX	INT	60-70%	20-30%	20-30%	40-50%	100-100%	12-18	Ph:10/Po:90%	+3	E
	Tc 80-100 / Mg 85-85 / Pr 75-85 / Mg 80-95 / Wr 70-72 Never Flees														
<i>Shadow Iron Elemental</i>	226-255	126-145	71-72	136-153	DEX	INT	30-40%	30-40%	20-30%	30-40%	0-0%	9-16	Ph:100%	+2	E
	Tc 60-100 / Wr 60-100 / Mg 50-50 / Pr 40-42														
<i>Snow Elemental</i>	326-355	166-185	71-72	196-213	DEX	INT	45-55%	-10-0%	60-70%	25-35%	25-35%	11-17	Ph:20/Co:80%	+2	E
	Tc 80-100 / Mg 50-50 / Pr 65-75 / Wr 80-82														
<i>Valorite Elemental</i>	226-255	126-145	71-72	136-153	DEX	INT	65-75%	50-60%	50-60%	40-50%	50-60%	28-28	Ph:25/Fi:25/ Co:25/En:25%	+2	E
	Tc 60-100 / Wr 60-100 / Mg 50-50 / Pr 40-42														

Creatures & NPCs: Monsters



Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Verite Elemental</i>	226-255	126-145	71-72	136-153	DEX	INT	30-40%	-10-0%	50-60%	50-60%	50-60%	9-16	Ph:50/En:50%+2	E	
	Tc 60-100 / Wr 60-100 / Mg 50-50 / Pr 40-42														
<i>Water Elemental</i>	126-155	66-67	101-125	76-93	DEX	INT	35-45%	10-25%	10-25%	-10-0%	60-70%	7-9	Ph:100%	+3	E
	Tc 50-70 / Mg 100-100 / Pr 90-100 / Mg 60-75 / Wr 50-52														
<i>Water Elemental (sv)</i>	125	100	100	75	DEX	INT	20-25%	-5-0%	20-25%	20-25%	20-25%	8-12	Ph:40/Co:40/ En:20%	+2	N
	Wr 800 / Tc 800 / Mg - / Mg 800 / Ev 800 Never Flees														
<i>Energy Vortex</i>	200	200	100	200	250	0	60-70%	40-50%	40-50%	90-100%	40-50%	11-23	En:100%	-	N
	Tc 900 / Mg - / Wr 120														
Equines															
<i>Horse (sv)</i>	244-320	56-57	6-5	161-178	DEX	0	20-25%	5-10%	10-15%	5-10%	0-0%	5-11	Ph:100%	+1	N
	Tc 29-44 / Wr 29-44 / Mg 25-25 / Pr 35-36														
<i>Seahorse</i>	46-54	62-65	43-46	69-78	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	20-26	Ph:100%	+4	G
	Tc 20-22 / Mg 85-85 / Wr 80-92														
<i>Ethereal Warrior</i>	586-605	177-255	351-360	352-471	DEX	INT	80-90%	40-50%	40-50%	40-50%	40-50%	13-19	Ph:100%	+4	G
	Tc 90-100 / Mg 90-90 / Mg 99-100 / Pr 90-100 / Ev 90-100 / Wr 97-100 100 Fthr														
<i>Ettin</i>	136-165	56-57	31-32	82-99	DEX	INT	35-40%	15-25%	40-50%	15-25%	15-25%	7-17	Ph:100%	+2	E
	Tc 50-70 / Mg 40-40 / Pr 50-60 / Wr 50-51														
<i>Evil Mage</i>	81-82	91-92	96-97	49-63	DEX	INT	15-20%	5-10%	0-0%	5-10%	5-10%	5-10	Ph:100%	+3	E
	Tc 65-87 / Mg 72-72 / Pr 65-87 / Mg 75-100 / Ev 5-7														
<i>Evil Mage Boss</i>	81-82	191-215	126-150	49-63	DEX	INT	35-40%	30-40%	30-40%	30-40%	30-40%	5-10	Ph:100%	+3	E
	Tc 65-87 / Mg 75-75 / Pr 65-87 / Mg 95-100 / Ev 80-100 / Wr 20-26														
Exodus															
<i>Exodus Minion</i>	851-860	71-71	61-63	511-570	DEX	INT	60-70%	40-50%	15-25%	15-25%	15-25%	16-22	Ph:100%	+3	E
	Tc 90-100 / Mg 90-90 / Pr 90-100 / Wr 90-91														
<i>Exodus Minion Boss</i>	1501-1600	71-71	61-63	901-960	DEX	INT	60-80%	60-80%	20-30%	40-50%	30-40%	19-25	Ph:60/En:40%+3	E	
	Tc 99-100 / Mg 99-99 / Pr 99-100 / Wr 99-100														
<i>Exodus Overseer</i>	551-560	76-77	61-63	331-390	DEX	INT	45-55%	40-60%	25-35%	25-35%	25-35%	13-19	Ph:50/En:50%+3	E	
	Tc 80-98 / Mg 80-80 / Pr 80-98 / Wr 80-98														
<i>Snow Leopard (sv)</i>	56-57	66-67	26-27	34-48	DEX	0	20-25%	5-5%	30-40%	20-25%	15-20%	3-9	Ph:100%	-	N
	Tc 45-60 / Mg 25-25 / Pr 55-65 / Wr 40-41														
<i>Frost Ooze</i>	18-30	16-21	16-20	13-17	DEX	INT	15-20%	-5-0%	40-50%	10-20%	20-30%	3-9	Ph:100%	+2	E
	Tc 19-34 / Mg 5-5 / Pr 15-21 / Wr 25-40														
Gargoyles															
<i>Blistering Gargoyle</i>	351-400	126-145	226-250	211-240	DEX	INT	30-35%	50-60%	-10-0%	20-30%	20-30%	7-14	Ph:20/Fi:80%+2	E	
	Tc 80-100 / Mg 90-90 / An 75-85 / Mg 90-105 / Wr 40-44														
<i>Enslaved Gargoyle</i>	302-360	76-77	81-82	186-212	DEX	INT	30-40%	50-70%	15-25%	25-30%	25-30%	7-14	Ph:100%	+2	E
	Tc 50-70 / Mg 70-70 / Pr 35-45 / Wr 40-44														
<i>Gargoyle</i>	146-175	76-77	81-82	88-105	DEX	INT	30-35%	25-35%	5-10%	0-0%	15-25%	7-14	Ph:100%	+2	E
	Tc 50-70 / Mg 70-70 / Pr 35-45 / Mg 70-85 / Wr 40-44														
<i>Gargoyle Destroyer</i>	760-850	102-150	152-200	482-485	DEX	INT	40-60%	60-70%	15-25%	15-25%	15-25%	7-14	Ph:100%	+2	E
	An 50-100 / Tc 90-100 / Mg 120-120 / Pr 90-100 / Mg 91-100 / Wr 90-100														
<i>Gargoyle Enforcer</i>	260-350	76-77	101-125	182-185	DEX	INT	40-60%	50-60%	20-30%	15-25%	25-35%	7-13	Ph:50/Fi:25/ En:25%	+2	E
	An 70-80 / Tc 70-80 / Mg 120-120 / Pr 50-60 / Mg 80-90 / Wr 80-90														
<i>Stone Gargoyle</i>	246-275	76-77	81-82	148-165	DEX	INT	45-55%	20-30%	10-20%	30-40%	30-40%	11-17	Ph:100%	+2	E
	Tc 80-100 / Mg 85-85 / Pr 35-45 / Wr 60-64														
Gazers															
<i>Elder Gazer</i>	296-325	86-87	291-385	178-195	DEX	INT	45-55%	60-70%	40-50%	40-50%	40-50%	8-19	Ph:50/En:50%+3	E	
	Tc 80-100 / Mg 115-115 / Pr 55-65 / Mg 90-100 / Ev 25-35 8 Meat														
<i>Gazer</i>	96-98	86-87	141-165	58-75	DEX	INT	35-40%	40-50%	20-30%	20-30%	10-20%	5-10	Ph:100%+1d2+1E		
	Tc 50-70 / Mg 60-60 / Pr 40-55 / Mg 50-65 / Wr 50-52 8 Meat														

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Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Golem (crafted)</i>	251-260	76-77	101-150	151-210	DEX	INT	35-55%	50-60%	10-30%	30-40%	10-25%	3d8+5	13-24	Ph:100%	+2 G
	Tc 60-100 / Wr 60-100 / Mg 150-150 / Pr 60-64														
<i>Golem (normal)</i>	251-260	76-77	101-150	151-210	DEX	INT	35-55%	100-100%	10-30%	30-40%	10-25%	13-24	Ph:100%	+2	E
	Tc 60-100 / Wr 60-100 / Mg 150-150 / Pr 60-64														
<i>Gorilla (sv)</i>	53-53	36-37	36-37	38-51	DEX	0	20-25%	5-10%	10-15%	0-0%	0-0%	3-11	Ph:100%	-	N
	Wr 43-58 / Tc 43-58 / Mg 45-45 / Pr 43-44														
<i>Harpy</i>	96-97	86-87	51-52	58-72	DEX	INT	25-30%	10-20%	10-30%	10-20%	20-30%	5-7	Ph:100%	+1	E
	Tc 70-100 / Mg 50-50 / Pr 75-90 50 Fthr														
<i>Headless</i>	26-27	36-37	16-16	16-30	DEX	INT	15-20%	0-0%	0-0%	0-0%	0-0%	5-10	Ph:100%	+2	E
	Tc 25-40 / Wr 25-40 / Mg 15-15 / Pr 35-36 8 Meat														
<i>Horde Minion</i>	16-17	31-33	11-11	10-10	DEX	INT	15-20%	5-10%	0-0%	0-0%	0-0%	5-10	Ph:100%	+2	E
	Tc 25-40 / Mg - / Pr 900 / Mg 500 / Wr 25-26														
<i>Horde Minion Familiar</i>	100	110	100	70	DEX	0	50-60%	50-60%	0-0%	25-30%	25-30%	7-12	Ph:100%	+5	N
	Tc 500 / Wr 70-76 Never Flees														
<i>Ice Fiend</i>	376-405	176-195	201-225	226-243	DEX	INT	55-65%	-10-0%	60-70%	30-40%	20-30%	8-19	Ph:20/Co:80%	+3	E
	Tc 80-90 / Mg 75-75 / Pr 75-85 / Mg 80-90 / Ev 16-40 / Wr 80-82 Never Flees														
<i>Imp</i>	91-92	61-62	86-87	55-69	DEX	INT	25-30%	30-40%	10-20%	10-20%	10-20%	7-14	Ph:100%	+2	E
	Wr 40-44 / Tc 42-50 / Mg 30-30 / Mg 70-80 (Tame AT 90 / CS 2) 6 Lthr														
<i>Juggernaut</i>	301-310	51-52	51-55	181-240	DEX	INT	65-75%	35-45%	35-45%	10-20%	15-25%	12-19	Ph:50/Fi:25/ En:25%	+1	E
	Tc 90-100 / Mg 140-140 / Pr 90-100 / Wr 90-91														
Jukans															
<i>Jukan Lord</i>	401-410	81-82	151-200	241-300	DEX	INT	40-50%	45-50%	40-50%	40-50%	20-25%	10-12	Ph:100%	+1	E
	Tc 95-100 / Mg 120-120 / Pr 90-100 / Sw 90-100 / Wr 90-100														
<i>Jukan Mage</i>	201-210	71-72	451-500	121-180	DEX	INT	20-30%	35-45%	30-40%	35-45%	10-20%	4-10	Ph:100%	+1	E
	Tc 80-90 / Mg 140-140 / Pr 80-90 / Mg 99-100 / Wr 80-90														
<i>Jukan Warrior</i>	251-260	61-62	101-150	151-210	DEX	INT	40-50%	30-40%	25-35%	10-20%	10-20%	7-9	Ph:100%	+1	E
	Tc 80-90 / Mg 120-120 / Pr 80-90 / Sw 80-90 / MF 80-90														
<i>Kraken</i>	756-780	226-245	26-26	454-468	DEX	0	45-55%	30-40%	30-40%	10-20%	20-30%	19-33	Ph:70/Co:30%	+3	E
	Tc 45-60 / Mg 15-15 / Pr 15-25 / Wr 45-46														
Liches															
<i>Ancient Lich</i>	216-305	96-97	966-1045	560-595	DEX	INT	55-65%	25-30%	50-60%	25-30%	50-60%	15-27	Ph:20/Co:40/ En:40%	+6	E
	Tc 90-100 / Mg 175-175 / Mg 125-135 / Ev 99-100 / Wr 75-100 Never Flees														
<i>Doom Guardian Liche</i>	191-220	146-165	301-330	201-218	DEX	INT	40-60%	20-30%	50-60%	50-60%	55-65%	24-26	Ph:10/Co:60/ En:30%	+1d2	E
	Tc 70-90 / Mg 80-80 / Mg 70-80 / Ev 100 Never Flees														
<i>Lich Lord</i>	416-505	146-165	566-655	250-303	DEX	INT	40-50%	30-40%	50-60%	40-50%	50-60%	11-13	Co:60/En:40%	+3	E
	Tc 50-70 / Mg 150-150 / Pr 55-65 / Mg 90-100 / Ev 30-60 / Wr 60-80 Never Flees														
<i>Liche</i>	171-200	126-145	276-305	103-120	DEX	INT	40-60%	20-30%	50-60%	40-50%	55-65%	24-26	Ph:10/Co:40/ En:50%	+1d2	E
	Tc 70-90 / Mg 80-80 / Mg 70-80 / Ev 100 Never Flees														
<i>Lizardman</i>	96-97	86-87	36-37	58-72	DEX	INT	25-30%	5-10%	5-10%	0-0%	10-20%	5-7	Ph:100%	+2	E
	Tc 55-80 / Mg 35-35 / Pr 55-75 / Wr 50-52 12 Lthr														
<i>Llama (sv)</i>	152-180	236-255	16-16	94-106	DEX	0	5-10%	5-10%	10-15%	5-10%	5-10%	3-5	Ph:100%	-	N
	Tc 19-29 / Mg 15-15 / Pr 35-45 / Wr 19-29														
Meer															
<i>Meer Captain</i>	96-96	186-200	96-96	58-66	DEX	INT	45-55%	10-20%	40-50%	35-45%	35-45%	5-15	Ph:100%	-	G
	Mg 90-90														
<i>Meer Eternal</i>	416-505	146-165	566-655	250-303	DEX	INT	45-55%	15-25%	45-55%	30-40%	30-40%	11-13	Ph:100%	+3	N
	Tc 50-70 / Mg 150-150 / Pr 55-65 / Mg 90-100 / Ev 30-60 / Wr 60-62 Never Flees														
<i>Meer Mage</i>	171-200	126-145	276-305	103-120	DEX	INT	45-55%	15-25%	50-50%	25-35%	25-35%	24-26	Ph:100%	+1d2+2N	
	Tc 70-90 / Mg 80-80 / Mg 70-80 / Ev 1000 Never Flees														

Creatures & NPCs: Monsters



Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Meer Warrior</i>	86-86	186-200	86-86	52-60	DEX	INT	35-45%	5-15%	30-40%	25-35%	25-35%	12-19	Ph:100%	-	G
	Mg 90-90														
Mongbats															
<i>Mongbat (normal)</i>	6-5	26-26	6-5	4-6	DEX	0	5-10%	0-0%	0-0%	0-0%	0-0%	1-2	Ph:100%	+1	E
	Tc 5-10 / Mg 5-5 / Pr 25-38 / Wr 5-5 (Tame AT 5 / CS 1)														
<i>Mongbat (subterranean)</i>	56-57	61-62	26-27	34-48	DEX	INT	15-25%	0-0%	0-0%	0-0%	0-0%	5-7	Ph:100%	+1	E
	Tc 35-50 / Mg 15-15 / Pr 40-50 / Wr 20-21 (Tame AT 80 / CS 1) 6 Lthr														
<i>Mummy</i>	346-370	71-72	26-26	208-222	DEX	INT	45-55%	10-20%	50-60%	20-30%	20-30%	13-23	Ph:40/Co:60%	+2	E
	Tc 35-50 / Mg 15-15 / Pr 20-30 / Wr 35-36 Never Flees														
<i>Nightmare</i>	496-525	86-87	86-89	298-315	DEX	INT	55-65%	30-40%	30-40%	20-30%	30-40%	16-22	Ph:40/Fi:40/En:20%	+2	E
	Tc 97-100 / Mg 85-85 / Pr 55-95 / Wr 80-92 / Mg 10-14 (Tame AT 100 / CS 2 / Steed) 10 Lthr														
Ogres															
<i>Ogre</i>	166-195	46-47	46-47	100-117	DEX	0	30-35%	15-25%	15-25%	25-25%	15-25%	9-11	Ph:100%	+2	E
	Tc 60-70 / Mg 55-55 / Pr 45-55 / Wr 70-71														
<i>Ogre Lord</i>	767-945	66-66	46-47	476-552	DEX	INT	45-55%	30-40%	30-40%	40-50%	40-50%	20-25	Ph:100%	+3	E
	Tc 90-100 / Mg 125-125 / Pr 75-85 / Wr 90-91														
Ophidians															
<i>Ophidian</i>	281-305	191-215	226-250	169-183	36-36	INT	40-45%	20-30%	25-35%	25-35%	35-40%	5-10	Ph:100%+2d2+1E		
	Tc 65-87 / Mg 72-72 / Pr 65-87 / Mg 95-100 / Wr 20-24 Never Flees														
<i>Ophidian Knight</i>	417-595	166-175	46-47	266-342	DEX	0	35-40%	30-40%	35-45%	35-45%	90-100%	16-19	Ph:100%+1d2+2E		
	Tc 90-100 / Mg 65-65 / Pr 75-85 / Wr 90-91														
<i>Ophidian Mage</i>	181-205	191-215	96-97	109-123	DEX	INT	25-35%	30-40%	35-45%	35-45%	40-50%	5-10	Ph:100%	+3	E
	Tc 65-87 / Mg 72-72 / Pr 65-87 / Mg 85-100														
<i>Ophidian Queen</i>	416-505	96-97	366-455	250-303	DEX	INT	45-55%	30-40%	35-45%	35-45%	40-50%	11-13	Ph:100%+2d2+1E		
	Tc 50-70 / Mg 90-90 / Pr 55-65 / Mg 90-100 / Ev 5-25 / Wr 60-62 Never Flees														
<i>Ophidian Warrior</i>	150-320	94-98	64-68	128-155	DEX	0	35-40%	20-30%	25-35%	25-35%	30-40%	5-11	Ph:100%	+3	E
	Tc 75-90 / Mg 70-70 / Pr 60-85 / Mg 70-95 / Sw 60-62														
Orcs															
<i>Frightened Orc</i>	96-97	81-82	36-37	58-72	DEX	INT	25-35%	30-40%	15-25%	25-30%	15-20%	5-7	Ph:100%	+1	E
	Tc 55-80 / Mg 50-50 / Pr 35-60 / Wr 50-52														
<i>Orc</i>	96-97	81-82	36-37	58-72	DEX	INT	25-30%	20-30%	10-20%	20-30%	10-20%	5-7	Ph:100%	+1	E
	Tc 55-80 / Mg 50-50 / Pr 35-60 / Wr 50-52														
<i>Orc Bomber</i>	147-215	91-92	61-62	95-123	DEX	INT	25-35%	30-40%	15-25%	25-30%	15-20%	1-8	Ph:75/Fi:25%	+1	E
	Tc 75-90 / Mg 70-70 / Pr 60-85 / Sw 60-85 / Wr 60-62														
<i>Orc Brute</i>	767-945	66-66	46-47	476-552	DEX	INT	45-55%	40-50%	25-35%	25-35%	25-35%	20-25	Ph:100%	+3	E
	Tc 90-100 / Mg 125-125 / Pr 75-85 / Wr 90-91														
<i>Orc Captain</i>	111-145	101-135	86-87	67-87	DEX	INT	30-35%	10-20%	15-25%	5-10%	5-10%	5-15	Ph:100%	+1	E
	Tc 85-100 / Mg 70-70 / Pr 70-95 / Mg 60-85 / Sw 70-72														
<i>Orc Chopper</i>	147-245	91-92	61-62	97-139	DEX	INT	25-35%	30-40%	15-25%	25-30%	15-20%	4-13	Ph:100%	+1	E
	Tc 75-90 / Mg 60-60 / Pr 60-85 / Mg 70-95 / Sw 60-85 / Wr 60-62														
<i>Orc Lord</i>	147-215	91-92	61-62	95-123	DEX	INT	25-35%	30-40%	20-30%	30-40%	30-40%	4-14	Ph:100%	+1	E
	Tc 75-90 / Mg 70-70 / Pr 60-85 / Mg 70-95 / Sw 60-85 / Wr 60-62														
<i>Orc Mage</i>	116-150	91-92	161-185	70-90	DEX	INT	25-35%	30-40%	20-30%	30-40%	30-40%	4-14	Ph:100%	+2	E
	Tc 50-65 / Mg 60-60 / Pr 60-85 / Wr 40-50 / Mg 60-61														
<i>Orc Scout</i>	96-97	101-130	36-37	58-72	DEX	INT	25-35%	30-40%	15-25%	25-30%	15-20%	5-7	Ph:100%	+1	E
	Tc 55-80 / Mg 50-50 / Pr 35-60 / Fc 50-70														
<i>Phoenix</i>	504-700	202-300	504-700	340-383	DEX	INT	45-55%	60-70%	0-0%	40-50%	25-35%	25-25	Ph:50/Fi:50%	+4	N
	Tc 80-90 / Wr 90-100 / Mg 85-85 / Mg 90-100 36 Fthr														
<i>Pixie Or Sprite</i>	21-21	301-310	201-250	13-18	DEX	INT	80-90%	40-50%	40-50%	40-50%	40-50%	9-15	Ph:100%	+3	G
	Tc 10-20 / Mg 100-100 / Mg 90-100 / Pr 10-20 / Ev 90-100 / Wr 10-12 5 Lthr														

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Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
Plague Beast															
Plague Beast 1	500	100	30	1800	DEX	INT	45-55%	40-50%	25-35%	25-35%	75-85%	20-25	Ph:50/Fi:25/ Po:25%	+2	E
	Tc 1000 / Pr 1000														
Plague Beast 2	302-320	80	16-20	318-404	DEX	INT	45-55%	40-50%	25-35%	25-35%	65-75%	20-24	Ph:60/Po:40%	+2	E
	Tc 1000 / Mg - / Pr 1000														
Plague Beast 3	201-210	80	16-20	121-180	DEX	INT	35-45%	30-40%	25-35%	25-35%	65-75%	11-17	Ph:100%	+2	E
	Tc 250 / Mg - / Pr 250 / Wr 50														
Pig (sv)	19	19	5	12	DEX	0	20-25%	10-15%	10-15%	10-15%	10-15%	10-13	Ph:100%	+1	N
	Tc 50 / Wr 50 / Mg - / Pr 5														
Rabbit (sv)	85	25	85	20	DEX	0	20-25%	10-15%	10-15%	10-15%	10-15%	1-5	Ph:100%	+1	N
	Tc 50 / Wr 50 / Mg - / Pr 5														
Ratmen															
Ratman	96-97	81-82	36-37	58-72	DEX	INT	25-30%	10-20%	10-20%	10-20%	10-20%	4-5	Ph:100%	+1	E
	Tc 50-75 / Mg 35-35 / Pr 50-70 8 Lthr														
Ratman Archer	146-180	101-130	116-140	88-108	DEX	INT	40-55%	10-20%	10-20%	10-20%	10-20%	4-10	Ph:100%	+2	E
	Tc 50-75 / Mg 65-65 / Pr 60-80 8 Lthr														
Rat Shaman	146-180	101-130	86-120	88-108	DEX	INT	40-45%	10-20%	10-20%	10-20%	10-20%	7-14	Ph:100%	+3	E
	Tc 50-75 / Mg 65-65 / Pr 60-80 8 Lthr														
Reaper	66-66	66-66	101-115	40-129	0	INT	35-45%	15-25%	10-20%	30-40%	40-50%	9-11	Ph:80/Po:20%	+4	E
	Tc 45-60 / Mg 100-100 / Pr 50-60 / Mg 90-100 / Wr 50-60 / Ev -														
Revenant	401-410	296-315	101-110	241-300	242-280	INT	55-65%	30-40%	60-70%	20-30%	20-30%	20-30	Ph:50/Co:50%	+10	N
	Tc 90-100 / Mg 100-100 / Wr 90-100														
Revenant (sv)	200	150	150	STR	DEX	INT	40-50%	0-0%	40-50%	40-50%	100-100%	1-50	Ph:100%	+10	N
	Tc 100 Never Flees														
Rotting Corpse	301-350	75	151-200	1200	150	0	35-45%	20-30%	50-70%	20-30%	40-50%	8-10	Co:50/Po:50%	-	E
	Tc 1000 / Wr 90-100 / Mg - Never Flees														
Savages															
Savage Rider	151-170	92-94	51-51	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	1-8	Ph:100%	-	E
	Tc 72-95 / Mg 70-70 / Pr 71-80 / Sw 72-95 / MF 72-95 / Fc 72-95 8 Meat														
Savage Shaman	126-145	91-92	161-185	STR	DEX	INT	30-40%	20-30%	20-30%	40-50%	20-30%	4-10	Ph:100%	-	E
	Tc 62-85 / Mg 75-75 / Pr 61-70 / Sw 62-85 / MF 62-85 / Fc 62-85 / Wr 62-85 8 Meat														
Savage Warrior (female)	91-92	96-97	51-51	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	1-8	Ph:100%	-	E
	Tc 60-82 / Mg 55-55 / Pr 53-62 / Sw 60-82 / MF 60-82 / Fc 60-82 8 Meat														
Savage Warrior (male)	96-97	86-87	51-51	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	1-8	Ph:100%	-	E
	Tc 60-82 / Mg 55-55 / Pr 53-62 / Sw 60-82 / MF 60-82 / Fc 60-82 8 Meat														
Serpents															
Deep Sea Serpent	251-267	87-89	87-91	151-255	DEX	INT	30-40%	70-80%	40-50%	15-20%	30-40%	6-14	Ph:100%	+2	N
	Tc 60-70 / Mg 60-60 / Wr 60-70 / Pr 65-66 10 Lthr														
Ice Serpent	216-245	26-27	66-67	130-147	DEX	0	30-35%	-10-0%	80-90%	10-20%	15-25%	7-17	Ph:10/Co:90%	+1	E
	Tc 75-80 / An 27-50 / Mg 25-25 / Pr 45-60 / Wr 60-62 15 Lthr														
Ice Snake	42-54	36-36	26-30	27-31	DEX	0	25-35%	5-15%	0-5%	10-20%	30-40%	4-12	Ph:50/Po:50%	+1	E
	Tc 39-54 / Mg 15-15 / Pr 15-25 / Wr 39-54 1 Meat														
Lava Serpent	386-415	56-57	66-67	232-249	DEX	0	35-45%	70-80%	0-0%	10-20%	30-40%	10-22	Ph:20/Fi:80%	+2	E
	Tc 65-70 / Mg 25-25 / Pr 45-60 / Wr 60-62 15 Lthr														
Lava Snake	43-55	16-16	6-5	28-32	DEX	0	20-25%	30-40%	0-0%	10-20%	20-30%	1-8	Ph:100%	+1	E
	Tc 19-34 / Mg 15-15 / Pr 15-25 / Wr 19-34 1 Meat														
Sea Serpent	168-225	58-58	53-53	110-127	DEX	INT	25-35%	50-60%	30-40%	15-20%	30-40%	7-13	Ph:100%	+2	N
	Tc 60-70 / Mg 60-60 / Wr 60-70 / Pr 65-66 10 Lthr														
Silver Serpent	161-180	151-165	21-22	97-108	DEX	INT	35-45%	5-10%	5-10%	5-10%	100-100%	5-21	Ph:50/Po:50%	+2	E
	Tc 80-95 / Mg 95-95 / Pr 55-70 / Wr 85-100														

Creatures & NPCs: Monsters



Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
Skeletons															
<i>Skeleton</i>	56-57	56-57	16-17	34-48	DEX	INT	15-20%	5-10%	25-40%	5-15%	25-35%	3-7	Ph:100%	+1	E
	Tc 45-60 / Mg 45-45 / Pr 45-55 / Wr 45-46 Never Flees														
<i>Skeleton Knight</i>	196-250	76-77	36-37	118-150	DEX	INT	35-45%	20-30%	50-60%	30-40%	20-30%	8-18	Ph:40/Co:60%	+2	E
	Tc 85-100 / Mg 65-65 / Pr 85-95 / Wr 85-86 Never Flees														
<i>Skeleton Mage</i>	76-77	56-57	186-210	46-60	DEX	INT	35-40%	20-30%	50-60%	30-40%	20-30%	3-7	Ph:100%	+2	E
	Tc 45-60 / Mg 55-55 / Pr 55-65 / Wr 45-55 / Mg 60-61 Never Flees														
<i>Slime (sv)</i>	22-34	16-21	16-20	15-19	DEX	0	0-0%	0-0%	0-0%	0-0%	0-0%	1-5	Ph:100%	-	N
	Tc 19-34 / Mg 15-15 / Pr 15-21 / Wr 19-34														
<i>Spectral Armor</i>	101-110	101-110	101-110	178-201	191-200	INT	35-45%	20-30%	30-40%	20-30%	20-30%	10-22	Ph:75/Co:25%	+3	E
	Tc 90-100 / Mg 90-90 / Wr 75-100														
Spectres															
<i>Ghost</i>	76-77	76-77	36-37	46-60	DEX	INT	25-30%	0-0%	15-25%	0-0%	10-20%	7-11	Ph:50/Co:50%	+3	E
	Tc 45-60 / Mg 55-55 / Mg 55-70 / Pr 45-55 / Wr 45-55														
<i>Ghoul</i>	76-77	76-77	36-37	46-60	DEX	0	25-30%	0-0%	20-30%	10-20%	5-10%	7-9	Ph:100%	+3	E
	Tc 45-60 / Mg 45-45 / Pr 45-55 / Wr 45-46														
Spiders															
<i>Dread Spider</i>	196-220	126-145	286-310	118-132	DEX	INT	40-50%	20-30%	20-30%	20-30%	100-100%	6-16	Ph:20/Po:80%	+2	E
	Tc 55-70 / Wr 60-75 / Mg 45-45 / Mg 65-80 / Pr 35-36														
<i>Giant Black Widow Spider</i>	76-77	96-97	36-37	46-60	DEX	INT	20-30%	10-20%	10-20%	10-20%	50-60%	5-17	Ph:100%	+1	E
	Tc 65-80 / An 30-75 / Mg 45-45 / Pr 35-36														
Steeds															
<i>Dark Steed</i>	296-325	86-87	86-89	178-195	DEX	INT	40-50%	40-50%	10-20%	40-50%	30-40%	15-23	Ph:50/Fi:50%	+3	E
	Tc 97-100 / Mg 75-75 / Pr 55-95 / Wr 75-87 / Mg 10-35 (Tame AT 100 / CS 1 / Steed) 10 Lthr														
<i>Fire Steed</i>	376-400	91-93	291-300	226-240	DEX	INT	30-40%	70-80%	-5-0%	30-40%	30-40%	11-30	Ph:20/Fi:80%	+1d4E	
	Tc 1000 / Mg 99-99 / Wr 100 (Tame AT 131 / CS 2 / Steed)														
<i>Stone Harpy</i>	296-320	86-87	51-52	178-192	DEX	0	45-55%	20-30%	10-20%	30-40%	30-40%	8-16	Ph:75/Po:25%	+2	E
	Tc 70-100 / Mg 50-50 / Pr 75-90 50 Fthr														
<i>Swamp Tentacles</i>	96-97	66-67	16-16	58-72	DEX	0	25-35%	10-20%	10-20%	10-20%	60-80%	6-12	Ph:40/Po:60%	+3	E
	Tc 65-80 / Mg 15-15 / Pr 55-65 / Wr 65-66														
<i>Tentacles Of The Harrower</i>	901-910	126-140	1001-1200	541-600	DEX	INT	55-65%	35-45%	35-45%	35-45%	35-45%	13-20	Ph:20/Fi:20/Co:20/En:20/Po:20%	+3	E
	Tc 90-100 / Mg 120-120 / Mg 100-110 / Wr 90-100 / Ev 1000														
Terathans															
<i>Terathan Avenger</i>	467-645	77-77	126-150	296-372	DEX	46-47	40-50%	30-40%	35-45%	35-45%	90-100%	18-22	Ph:50/Po:50%	-	E
	Tc 90-100 / Mg 65-65 / Pr 75-85 / Wr 90-100 / Mg 70-73														
<i>Terathan Drone</i>	36-38	96-100	21-22	22-39	DEX	0	20-25%	10-20%	15-25%	15-25%	30-40%	6-12	Ph:100%	-	E
	Tc 30-50 / Mg 30-30 / Pr 30-40 / Wr 40-50														
<i>Terathan Matriarch</i>	316-405	96-97	366-455	190-243	DEX	INT	45-55%	30-40%	35-45%	35-45%	40-50%	11-14	Ph:100%	+3	E
	Tc 50-70 / Mg 90-90 / Pr 55-65 / Mg 90-100 / Wr 60-62 Never Flees														
<i>Terathan Warrior</i>	166-215	96-100	41-42	100-129	DEX	0	30-35%	20-30%	25-35%	25-35%	30-40%	7-17	Ph:100%	-	E
	Tc 80-100 / Mg 60-60 / Pr 70-80 / Wr 80-90														
<i>The New Paladin</i>	104-200	200	53-56	81-102	DEX	INT	45-55%	30-40%	30-40%	30-40%	30-40%	24-26	Ph:100%	+2	G
	Tc 1000 / Mg - / Pr 1000 / Wr 1000 / Mg 1000														
<i>Titan</i>	536-585	126-145	281-305	322-351	DEX	INT	35-45%	30-40%	25-35%	30-40%	30-40%	13-16	Ph:100%	+1d2+2E	
	Tc 60-80 / Mg 80-80 / Pr 60-90 / Mg 85-100 / Ev 65-75 / Wr 40-41														
Trolls															
<i>Frost Troll</i>	227-265	66-67	46-47	140-156	DEX	INT	45-55%	-10-0%	40-50%	0-0%	5-10%	14-20	Ph:75/Co:25%	+1d2+1E	
	Tc 80-100 / Mg 65-65 / Pr 65-80 / Wr 80-82														
<i>Troll</i>	176-205	46-47	46-47	106-123	DEX	INT	35-45%	25-35%	15-25%	5-15%	5-15%	8-14	Ph:100%	+3	E
	Tc 50-70 / Mg 45-45 / Pr 45-60 / Wr 50-52														

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Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Undead Brigand</i>	91-91	86-86	61-61	91-120	DEX	INT	15-25%	5-10%	25-35%	5-10%	5-10%	5-13	Ph:100%	-	E
	Tc 60-82 / Mg 52-52 / Pr 53-62 / Sw 55-77 / MF 35-57 / Fc 46-77														
<i>Walrus (sv)</i>	21-29	46-46	16-20	14-17	DEX	0	20-25%	5-10%	10-15%	5-10%	5-10%	4-10	Ph:100%	-	N
	Tc 19-29 / Mg 15-15 / Pr 45-55 / Wr 19-29														
Wisps															
<i>Evil Wisp</i>	196-225	196-225	196-225	118-135	DEX	INT	40-45%	10-20%	10-20%	40-50%	10-20%	17-18	Ph:50/En:50%+3	E	
	Tc 800 / Mg 80-80 / Pr 800 / Mg 80-90 / Wr 80														
<i>Shadow Wisp</i>	16-17	16-18	11-11	10-10	DEX	INT	15-20%	5-10%	0-0%	15-20%	5-10%	5-10	Ph:100%	+2	N
	Tc 25-40 / Mg - / Pr 900 / Mg 500 / Wr 25-26														
<i>Shadow Wisp Familiar</i>	50	60	100	50	DEX	0	10-15%	10-15%	10-15%	95-100%	10-15%	2-6	En:100%	+5	N
	Tc 400 / Wr 40 Never Flees														
<i>Wisp</i>	196-225	196-225	196-225	118-135	DEX	INT	35-45%	20-40%	10-30%	50-70%	5-10%	17-18	Ph:50/En:50%+4	N	
	Tc 800 / Mg - / Pr 800 / Mg 800 / Wr 80														
Zealots of Khaldun															
<i>Zealot Of Khaldun (knight)</i>	351-400	151-165	76-77	448-470	DEX	INT	35-45%	25-30%	50-60%	25-35%	25-35%	15-25	Ph:75/Co:25%+2	E	
	Tc 90-100														
<i>Zealot Of Khaldun (mage)</i>	351-400	101-150	502-520	421-480	DEX	INT	35-40%	25-30%	50-60%	25-35%	25-35%	5-15	Ph:75/Co:25%-	E	
	Tc 90-100														
<i>Zombie</i>	46-47	31-32	26-26	28-42	DEX	INT	15-20%	0-0%	20-30%	0-0%	5-10%	3-7	Ph:100%	+2	E
	Tc 35-50 / Mg 15-15 / Pr 20-30 / Wr 35-36 Never Flees														

ANIMALS

Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Alligator</i>	76-77	6-5	11-11	46-60	46-47	0	25-35%	5-10%	0-0%	0-0%	5-10%	5-15	Ph:100%	+1	E
	Mg 25-25 / Wr 40-60 / Tc 40-60 / Pr 37-41 (Tame AT 60 / CS 1) 12 Lthr														
<i>Alligator (sv)</i>	76-77	6-5	11-11	46-60	DEX	0	20-25%	10-15%	10-15%	5-10%	10-15%	4-16	Ph:100%	-	N
	Mg 25-25 / Wr 40-60 / Tc 40-60 / Pr 37-41														
Amphibians															
<i>Bull Frog</i>	46-47	6-5	11-11	28-42	DEX	0	5-10%	0-0%	0-0%	0-0%	0-0%	1-2	Ph:100%	+1	N
	Mg 25-25 / Wr 40-60 / Tc 40-60 / Pr 37-41 (Tame AT 40 / CS 1) 4 Lthr														
Giant Toad	76-77	6-5	11-11	46-60	DEX	0	20-25%	5-10%	0-0%	5-10%	0-0%	5-17	Ph:100%	-	E
	Mg 25-25 / Wr 40-60 / Tc 40-60 / Pr 37-41 (Tame AT 85 / CS 1) 12 Lthr														
Bears															
<i>Black Bear</i>	76-77	56-57	11-14	46-60	DEX	0	20-25%	0-0%	10-15%	0-0%	5-10%	4-10	Ph:100%	+1	N
	Tc 40-60 / Wr 40-60 / Pr 25-45 / Mg 20-20 (Tame AT 50 / CS 1) 12 Lthr														
<i>Black Bear (sv)</i>	76-77	56-57	11-14	46-60	DEX	0	0-10%	0-10%	0-10%	0-10%	0-10%	3-11	Ph:100%	-	N
	Tc 40-60 / Pr 25-45 / Mg 20-20														
<i>Brown Bear</i>	76-77	26-27	23-24	46-60	DEX	0	20-30%	0-0%	15-20%	0-0%	10-15%	6-12	Ph:100%	+1	N
	Tc 40-60 / Wr 40-60 / Pr 37-55 / Mg 25-25 (Tame AT 55 / CS 1) 12 Lthr														
<i>Grizzly Bear</i>	126-155	81-82	16-17	76-93	DEX	0	25-35%	0-0%	15-25%	5-10%	5-10%	8-13	Ph:100%	+1	N
	Tc 70-100 / Mg 25-25 / Pr 70-85 / Wr 45-47 (Tame AT 70 / CS 1) 16 Lthr														
<i>Grizzly Bear (sv)</i>	126-155	81-82	16-17	76-93	DEX	0	20-30%	10-20%	10-20%	10-20%	10-20%	8-13	Ph:100%	-	N
	Tc 70-100 / Mg 25-25 / Pr 70-85 / Wr 45-47														
<i>Polar Bear</i>	116-140	81-82	26-27	70-84	DEX	0	25-35%	0-0%	60-80%	10-15%	15-25%	7-12	Ph:100%	+1	N
	Tc 60-90 / Mg 45-45 / Pr 10-25 / Wr 45-47 (Tame AT 50 / CS 1) 16 Lthr														

Creatures & NPCs: Animals



Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Polar Bear (sv)</i>	116-140	81-82	26-27	70-84	DEX	0	25-35%	5-10%	60-80%	10-15%	15-25%	7-12	Ph:100%	-	N
	Tc 60-90 / Mg 45-45 / Pr 10-25 / Wr 45-47														
Birds															
<i>Chicken</i>	5	15	5	3	DEX	0	1-5%	0-0%	0-0%	0-0%	0-0%	1-1	Ph:100%	+1	N
	Tc 50 / Wr 50 / Mg - / Pr 1 (Tame AT 20 / CS 1) 2 Meat / 25 Fthr														
<i>Chicken (sv)</i>	5	15	1-5	3	DEX	0	0-0%	0-0%	0-0%	0-0%	0-0%	1-1	Ph:100%	+1	N
	Tc 50 / Wr 50 / Mg - / Pr 1														
<i>Crow</i>	6	25	6-5	4	DEX	0	2-5%	0-0%	0-0%	0-0%	0-0%	1-1	Ph:100%	+1	N
	Tc 40 / Mg - / Pr 50 (Tame AT 15 / CS 1) 2 Meat / 25 Fthr														
<i>Eagle</i>	31-47	36-37	8-5	20-27	DEX	0	20-25%	10-15%	20-25%	5-10%	5-10%	5-10	Ph:100%	+1	N
	Tc 18-37 / Mg 15-15 / Pr 25-26 (Tame AT 35 / CS 1) 36 Fthr														
<i>Eagle (sv)</i>	72-72	36-37	8-5	STR	DEX	0	20-25%	10-15%	20-25%	5-10%	5-10%	5-10	Ph:100%	-	N
	Tc 18-37 / Mg 15-15 / Pr 25-26														
<i>Forest Bird</i>	1-4	25	1-4	1-3	DEX	0	0-0%	0-0%	0-0%	0-0%	0-0%	0-0	Ph:100%	+1	N
	Tc 50 / Wr 50 / Mg - / Pr 50 (Tame AT 10 / CS 1) 2 Meat / 25 Fthr														
<i>Magpie</i>	9	25	5	6	DEX	0	2-5%	0-0%	0-0%	0-0%	0-0%	1-1	Ph:100%	+1	N
	Tc 60 / Mg - / Pr 50 / Wr 40 (Tame AT 15 / CS 1) 2 Meat / 25 Fthr														
<i>Raven</i>	9	25	5	6	DEX	0	5-10%	0-0%	0-0%	0-0%	0-0%	1-1	Ph:100%	+1	N
	Tc 55 / Wr 55 / Mg - / Pr 51 (Tame AT 19 / CS 1) 2 Meat / 25 Fthr														
<i>Tropical Bird</i>	1-4	26-26	1-4	1-3	DEX	0	2-5%	0-0%	0-0%	0-0%	0-0%	1-1	Ph:100%	+1	N
	Tc 40 / Wr 40 / Mg - / Pr 4 (Tame AT 10 / CS 1) 2 Meat / 25 Fthr														
Canines															
<i>Dark Wolf</i>	96-97	81-82	36-37	58-72	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	11-17	Ph:100%	+2	E
	Tc 50-70 / Wr 60-80 / Mg 57-57 / Pr 62-63 (Tame AT 84 / CS 1) 7 Lthr														
<i>Dire Wolf</i>	96-97	81-82	36-37	58-72	DEX	INT	20-25%	10-20%	5-10%	10-15%	5-10%	11-17	Ph:100%	+1	E
	Tc 50-70 / Wr 60-80 / Mg 57-57 / Pr 62-75 (Tame AT 90 / CS 1) 7 Lthr														
<i>Dog</i>	27-37	28-43	29-37	17-22	DEX	0	10-15%	0-0%	0-0%	0-0%	0-0%	4-7	Ph:100%	+1	N
	Tc 19-31 / Wr 19-31 / Mg 22-22 / Pr 28-30 (Tame AT 3 / CS 1)														
<i>Grey Wolf</i>	56-57	56-57	31-32	34-48	DEX	0	15-20%	10-15%	20-25%	10-15%	10-15%	3-7	Ph:100%	+1	N
	Tc 45-60 / Mg 20-20 / Pr 45-55 / Wr 45-60 (Tame AT 65 / CS 1) 6 Lthr														
<i>Grey Wolf (sv)</i>	56-57	56-57	31-32	34-48	DEX	0	10-15%	5-10%	20-25%	10-15%	10-15%	3-7	Ph:100%	-	N
	Tc 45-60 / Mg 20-20 / Pr 45-55 / Wr 45-46														
<i>Silver Wolf</i>	96-97	81-82	36-37	58-72	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	4d5+211-17Ph:100%+3	G		
	Tc 50-70 / Wr 60-80 / Mg 57-57 / Pr 62-63 (Tame AT 84 / CS 1) 7 Lthr														
<i>Timber Wolf</i>	56-57	56-57	11-11	34-48	DEX	0	15-20%	5-10%	10-15%	5-10%	5-10%	5-9	Ph:100%	+1	N
	Tc 30-50 / Wr 40-60 / Mg 27-27 / Pr 42-55 (Tame AT 40 / CS 1) 5 Lthr														
<i>White Wolf</i>	56-57	56-57	31-32	34-48	DEX	0	15-20%	10-15%	20-25%	10-15%	10-15%	3-7	Ph:100%	+1	N
	Tc 45-60 / Mg 20-20 / Pr 45-55 / Wr 45-60 (Tame AT 75 / CS 1) 6 Lthr														
Cattle															
<i>Bull</i>	77-77	56-57	47-47	50-64	DEX	0	25-30%	0-0%	10-15%	0-0%	0-0%	4-9	Ph:100%	+1	N
	Tc 67-85 / Wr 40-57 / Mg 17-17 / Pr 42-43 (Tame AT 80 / CS 1) 50 Meat / 15 Lthr														
<i>Cow</i>	30	15	5	18	DEX	0	5-15%	0-0%	0-0%	0-0%	0-0%	1-4	Ph:100%	+1	N
	Tc 55 / Wr 55 / Mg - / Pr 5 (Tame AT 30 / CS 1) 40 Meat / 12 Lthr														
<i>Cougar</i>	56-57	66-67	26-27	34-48	DEX	0	20-25%	5-10%	10-15%	0-0%	5-10%	4-10	Ph:100%	+1	N
	Tc 45-60 / Wr 45-60 / Mg 15-15 / Pr 55-65 (Tame AT 55 / CS 1) 10 Lthr														
Deer															
<i>Doe</i>	21-21	47-47	17-17	15-29	DEX	0	5-15%	0-0%	5-5%	0-0%	0-0%	4-4	Ph:100%	+1	N
	Tc 190 / Wr 260 / Mg - / Pr 225 (Tame AT 40 / CS 1) 25 Meat / 8 Lthr														
<i>Doe (sv)</i>	19	35	15	12	DEX	0	5-15%	0-0%	5-5%	0-0%	0-0%	4-6	Ph:100%	+1	N
	Tc 90 / Wr 60 / Mg - / Pr 4														
<i>Dolphin</i>	21-21	66-67	96-96	15-27	DEX	INT	15-20%	70-80%	25-30%	10-15%	10-15%	3-6	Ph:100%	+1	N
	Tc 19-29 / Wr 19-29 / Mg 15-15 / Pr 65-66 4 Meat														

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Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
Dragons															
<i>Dragon</i>	796-825	86-87436	475478	495	DEX	INT	55-65%	40-50%	30-40%	30-40%	25-35%	16-22	Ph:100%	+3	E
	Tc 97-100 / Mg 99-99 / Mg 30-40 / Pr 55-95 / Wr 90-92 (Tame AT 99 / CS 3) 20 Lthr														
<i>Drake</i>	401-430	133-152101	140241	258	DEX	INT	45-50%	50-60%	40-50%	30-40%	20-30%	11-17	Ph:80%/Fi:20%	+3	E
	Tc 65-90 / Mg 65-65 / Pr 65-80 (Tame AT 91 / CS 2) 20 Lthr														
Equines															
<i>Horse</i>	22-26	56-57	6-5	28-45	DEX	0	15-20%	0-0%	0-0%	0-0%	0-0%	3-4	Ph:100%	+1	N
	Tc 29-44 / Wr 29-44 / Mg 25-25 / Pr 35-36 (Tame AT 45 / CS 1 / Steed) 15 Meat / 10 Lthr														
<i>Pack Horse</i>	44-48	36-37	6-5	61-80	81-82	0	20-25%	10-15%	20-25%	10-15%	10-15%	5-11	Ph:100%	+1	N
	Tc 29-44 / Wr 29-44 / Mg 25-25 / Pr 35-36 (Tame AT 30 / CS 1) 15 Meat / 10 Lthr														
Felines															
<i>Cat</i>	9	35	5	6	DEX	0	5-10%	0-0%	0-0%	0-0%	0-0%	1-1	Ph:100%	+1	N
	Tc 40 / Wr 50 / Mg - / Pr 25 (Tame AT 20 / CS 1)														
<i>Panther</i>	61-62	86-87	26-27	37-51	DEX	0	20-25%	5-10%	10-15%	0-0%	5-10%	4-12	Ph:100%	+1	N
	Tc 50-65 / Wr 50-65 / Mg 15-15 / Pr 55-65 (Tame AT 65 / CS 1) 10 Lthr														
<i>Snow Leopard</i>	56-57	66-67	26-27	34-48	DEX	0	20-25%	-5-0%	30-40%	20-30%	10-20%	3-9	Ph:100%	+1	N
	Tc 45-60 / Mg 25-25 / Pr 55-65 / Wr 40-50 (Tame AT 65 / CS 1) 8 Lthr														
<i>Giant Scorpion</i>	73-73	76-77	16-16	50-63	DEX	0	20-25%	10-15%	20-25%	10-15%	40-50%	5-10	Ph:60%/Po:40%	+1	E
	Tc 60-75 / Mg 30-30 / Pr 60-70 / Wr 50-65 (Tame AT 60 / CS 1)														
<i>Giant Scorpion (sv)</i>	73-73	76-77	16-16	50-63	DEX	0	20-25%	10-15%	20-25%	10-15%	40-50%	5-10	Ph:60%/Po:40%	+1	N
	Tc 60-75 / Mg 30-30 / Pr 60-70 / Wr 50-65														
<i>Goat</i>	19	15	5	12	DEX	0	5-15%	0-0%	0-0%	0-0%	0-0%	3-4	Ph:100%	+1	N
	Tc 50 / Wr 50 / Mg - / Pr 5 (Tame AT 30 / CS 1) 14 Meat / 8 Lthr														
<i>Gorilla</i>	53-53	36-37	36-37	38-51	DEX	0	20-25%	5-10%	10-15%	0-0%	0-0%	4-10	Ph:100%	+1	N
	Wr 43-58 / Tc 43-58 / Mg 45-45 / Pr 43-44 (Tame AT 5 / CS 1) 6 Meat / 6 Lthr														
Hell Creatures															
<i>Hell Hound</i>	102-150	81-82	36-37	66-86	DEX	INT	25-35%	30-40%	0-0%	10-20%	10-20%	11-17	Ph:20%/Fi:80%	+2	E
	Tc 50-70 / Wr 60-80 / Mg 57-57 / Pr 62-63 (Tame AT 92 / CS 1) Never Flees														
<i>Hellcat</i>	60-100	70-150	13-5	48-49	DEX	INT	25-35%	80-90%	0-0%	15-20%	0-0%	6-12	Ph:40%/Fi:60%	+1	E
	Tc 40-55 / Wr 30-40 / Mg 45-45 / Pr 22-26 (Tame AT 80 / CS 1) 10 Lthr														
<i>Hellcat (Predator)</i>	161-185	96-97	76-77	97-111	DEX	INT	25-35%	30-40%	0-0%	5-15%	0-0%	5-17	Ph:75%/Fi:25%	+2	E
	Tc 50-65 / Wr 50-65 / Mg 75-75 / Pr 55-56 (Tame AT 95 / CS 1) 10 Lthr														
<i>Kirin</i>	296-325	86-87186	225178	195	DEX	INT	55-65%	35-45%	25-35%	25-35%	25-35%	16-22	Ph:100%	+2	G
	Tc 20-22 / Mg 85-85 / Pr 55-65 / Wr 80-92 / Mg 60-100 (Tame AT 100 / CS 2 / Steed) 15 Meat / 10 Lthr														
<i>Lava Lizard</i>	126-150	56-57	11-11	76-90	DEX	0	35-45%	30-45%	0-0%	25-35%	25-35%	6-24	Ph:100%	+1	E
	Mg 55-55 / Wr 60-80 / Tc 60-80 / Pr 47-51 (Tame AT 88 / CS 1) 12 Lthr														
Llamas															
<i>Llama</i>	21-21	36-37	16-16	15-27	DEX	0	15-20%	0-0%	0-0%	0-0%	0-0%	3-5	Ph:100%	+1	N
	Tc 19-29 / Mg 15-15 / Pr 35-45 / Wr 19-29 (Tame AT 50 / CS 1 / Steed) 7 Meat / 12 Lthr														
<i>Llama (ridable)</i>	21-21	56-57	16-16	15-27	DEX	0	10-15%	5-10%	5-10%	5-10%	5-10%	3-5	Ph:100%	+1	N
	Tc 19-29 / Mg 15-15 / Pr 35-45 / Wr 19-29 (Tame AT 45 / CS 1 / Steed) 7 Meat / 12 Lthr														
<i>Pack Llama</i>	52-52	36-37	16-16	34-46	86-87	0	5-10%	5-10%	10-15%	5-10%	5-10%	2d3 3-5	Ph:100%	+1	N
	Tc 19-29 / Mg 15-15 / Pr 35-45 / Wr 19-29 (Tame AT 30 / CS 1) 7 Meat														
<i>Mountain Goat</i>	22-22	56-57	16-16	20-33	DEX	0	10-20%	5-10%	10-20%	10-15%	10-15%	3-7	Ph:100%	+1	N
	Tc 29-44 / Mg 25-25 / Pr 45-55 (Tame AT 20 / CS 1) 16 Meat / 12 Lthr														
Ostards															
<i>Forest Ostard</i>	94-98	56-57	6-5	71-88	DEX	0	15-20%	0-0%	0-0%	0-0%	0-0%	8-14	Ph:100%	-	N
	Tc 29-44 / Wr 29-44 / Mg 27-27 / Pr 25-35 (Tame AT 45 / CS 1 / Steed) 15 Meat														
<i>Frenzied Ostard</i>	94-98	96-97	6-5	71-88	DEX	0	25-30%	10-15%	0-0%	20-25%	20-25%	11-17	Ph:100%	-	E
	Tc 79-94 / Wr 79-94 / Mg 75-75 / Pr 75-76 (Tame AT 85 / CS 1 / Steed) 15 Meat Never Flees														
<i>Ostard</i>	94-98	56-57	6-5	71-88	DEX	0	15-20%	5-15%	0-0%	0-0%	0-0%	5-11	Ph:100%	-	N
	Tc 25-40 / Wr 29-44 / Mg 25-25 / Pr 35-36 (Tame AT 45 / CS 1 / Steed) 15 Meat														

Creatures & NPCs: Animals



Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Pig</i>	20	20	5	12	DEX	0	10-15%	0-0%	0-0%	0-0%	0-0%	2-4	Ph:100%	+1	N
	Tc 50 / Wr 50 / Mg - / Pr 5 (Tame AT 30 / CS 1) 6 Meat														
Rabbits															
<i>Jack Rabbit</i>	15	25	5	9	DEX	0	2-5%	0-0%	0-0%	0-0%	0-0%	1-2	Ph:100%	-	N
	Tc 50 / Mg - / Pr 50 / Wr 50 (Tame AT 5 / CS 1) 2 Meat / 1 Lthr														
<i>Rabbit</i>	6-5	26-26	6-5	4-6	DEX	0	5-10%	0-0%	0-0%	0-0%	0-0%	1-1	Ph:100%	+1	N
	Tc 50 / Wr 50 / Mg - / Pr 50 (Tame AT 5 / CS 1) 2 Meat / 1 Lthr														
Rats															
<i>Giant Rat</i>	32-32	46-47	16-16	26-39	DEX	0	15-20%	5-10%	0-0%	0-0%	25-35%	4-8	Ph:100%	+1	E
	Tc 29-44 / Wr 29-44 / Mg 25-25 / Pr 45-46 (Tame AT 45 / CS 1) 6 Lthr														
<i>Rat</i>	9	35	5	6	DEX	0	5-10%	0-0%	0-0%	0-0%	5-10%	1-2	Ph:100%	+1	N
	Tc 40 / Wr 40 / Mg - / Pr 4 (Tame AT 20 / CS 1) 2 Meat														
<i>Sewer Rat</i>	9	25	6-5	6	DEX	0	5-10%	0-0%	0-0%	5-10%	15-25%	1-2	Ph:100%	+1	E
	Tc 50 / Mg - / Wr 50 / Pr 5 (Tame AT 20 / CS 1) 3 Meat														
<i>Ridgeback (ridable)</i>	58-58	56-57	16-16	41-54	DEX	0	15-20%	10-15%	15-20%	10-15%	10-15%	3-5	Ph:100%	+1	N
	Tc 29-44 / Mg 25-25 / Pr 25-30 / Wr 35-36 (Tame AT 90 / CS 1 / Steed) 7 Meat / 12 Lthr														
<i>Ridgeback (savag)</i>	58-58	56-57	16-16	41-54	DEX	0	15-25%	5-10%	5-10%	5-10%	5-10%	3-5	Ph:100%	+1	N
	Tc 29-44 / Mg 25-25 / Pr 25-30 / Wr 35-36 (Tame AT 90 / CS 1 / Steed) 7 Meat / 12 Lthr														
Serpents															
<i>Giant Serpent</i>	186-215	56-57	66-67	112-129	DEX	0	30-35%	5-10%	10-20%	10-20%	70-90%	7-17	Ph:40/Po:60%	+1	E
	Tc 65-70 / Mg 25-25 / Pr 45-60 / Wr 60-62 15 Lthr														
<i>Giant Serpent (sv)</i>	186-215	56-57	66-67	112-129	DEX	0	20-25%	15-20%	0-0%	15-20%	30-40%	7-17	Ph:40/Po:60%	-	N
	Tc 65-70 / Mg 25-25 / Pr 45-60														
<i>Small Snake</i>	22-34	16-16	6-5	15-19	DEX	0	15-20%	0-0%	0-0%	0-0%	20-30%	1-4	Ph:100%	+1	E
	Tc 19-34 / Mg 15-15 / Pr 15-25 / Wr 19-34 (Tame AT 70 / CS 1) 1 Meat														
<i>Sheep</i>	19	25	5	12	DEX	0	5-10%	0-0%	0-0%	0-0%	0-0%	1-2	Ph:100%	+1	N
	Tc 60 / Wr 50 / Mg - / Pr 5 (Tame AT 30 / CS 1) 15 Meat / 3 Wool														
<i>Slime</i>	22-34	16-21	16-20	15-19	DEX	INT	5-10%	0-0%	0-0%	0-0%	10-20%	1-5	Ph:100%	+2	E
	Tc 19-34 / Mg 15-15 / Pr 15-21 / Wr 19-34 (Tame AT 40 / CS 1)														
Spiders															
<i>Frost Spider</i>	76-77	126-145	36-37	46-60	DEX	0	25-30%	-5-0%	40-50%	10-20%	20-30%	6-16	Ph:20/Fi:80%	+2	E
	Tc 35-50 / Wr 50-65 / Mg 25-25 / Pr 75-95 (Tame AT 83 / CS 1)														
<i>Giant Spider</i>	76-77	76-77	36-37	46-60	DEX	0	15-20%	0-0%	0-0%	0-0%	25-35%	5-13	Ph:100%	+1	E
	Tc 35-50 / Wr 50-65 / Mg 25-25 / Pr 35-45 (Tame AT 70 / CS 1)														
<i>Silver Steed</i>	256-285	86-87	110-110	140-154-171	DEX	INT	30-40%	20-30%	20-30%	20-30%	20-30%	13-17	Ph:100%	+3	G
	Tc 97-100 / Mg 110-110 / Pr 55-95 / Wr 90-92 / Mg 11-35 (Tame AT 100 / CS 1 / Steed) 10 Lthr														
<i>Unicorn</i>	296-325	96-97	186-225	178-195	DEX	INT	55-65%	35-45%	25-35%	25-35%	25-35%	16-22	Ph:100%	+2	G
	Tc 20-22 / Mg 75-75 / Pr 65-75 / Wr 80-92 / Mg 60-80 (Tame AT 100 / CS 2 / Steed) 15 Meat / 10 Lthr														
<i>Walrus</i>	21-29	46-46	16-20	14-17	DEX	0	20-25%	5-10%	20-25%	5-10%	5-10%	4-10	Ph:100%	+1	N
	Tc 19-29 / Mg 15-15 / Pr 45-55 / Wr 19-29 (Tame AT 50 / CS 1) 23 Meat / 12 Lthr														

NPC COMBATANTS

Every NPC lives a full life with all the attributes and skills he or she could wish to attain. However, only a few stats of these stats have any direct use to a player. You want to know the stats of anyone you might

hire or fight, and you want to know which NPCs can train you in each skill.

The stats starting on this page and running through page 234 cover all of your most common NPC allies and foes.

Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Actor</i>	21-21	26-26	26-26	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	3-7	Ph:100%	-	N
	Mg 2-2 / Fc 10-60 8 Meat														
<i>Artist</i>	16-16	31-31	16-16	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	5-10	Ph:100%	-	N
	An 36-67 8 Meat														
<i>Bard</i>	16-16	26-26	26-26	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	5-10	Ph:100%	-	N
	Tc 35-57 / Mg 22-22 / Sw 36-67 / Ar 36-67 (Hire CS 2) 8 Meat														
<i>Bard Guildmaster</i>	86-86	71-71	61-61	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	2-4	Ph:100%	-	N
	Tc 48-57 / Mg 32-32 / Pr 5-27 / Sw 45-67 / Ar 45-67 8 Meat														
<i>Beggar</i>	26-26	21-21	36-36	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	1-1	Ph:100%	-	N
	Tc 5-27 / Mg 2-2 / Wr 5-27 (Hire CS 2) 8 Meat														
<i>Brigand</i>	66-66	81-81	61-61	STR	DEX	INT	20-25%	20-25%	20-25%	20-25%	20-25%	10-23	Ph:100%	-	E
	Tc 35-57 / Mg 22-22 / Sw 35-57 / MF 25-47 / Fc 46-77 / Wr 15-37 8 Meat														
<i>Brigand Leader</i>	86-86	81-81	61-61	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	3-7	Ph:100%	-	E
	Tc 60-82 / Mg 52-52 / Pr 53-62 / Sw 55-77 / MF 35-57 / Fc 46-77 8 Meat														
<i>Builder</i>	36-36	51-51	41-41	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	0-0	Ph:100%	-	E
<i>Evil Paladin</i>	104-132406-44884-88	404-432201-220	INT	0-0%	0-0%	0-0%	0-0%	0-0%	0-0%	0-0%	0-0	Ph:100%	-	N	
	Tc 75-97 / Mg 72-72 / Pr 90-100 / Sw 65-87 / MF 65-87 / Fc 65-87 8 Meat														
<i>Executioner</i>	386-400151-165161-175	STR	DEX	INT	35-45%	25-30%	25-30%	10-20%	10-20%	8-10	Ph:100%	-	E		
	Tc 1250 / Mg 82-82 / Sw 1250 / MF 35-57 / Fc 46-77 8 Meat														
<i>Fighter</i>	91-91	91-91	50	STR	DEX	INT	20-20%	20-20%	20-20%	20-20%	20-20%	7-14	Ph:50/En:50%	-	N
	Tc 36-67 / Mg 22-22 / Pr 60-82 / Sw 64-100 / MF 36-67 / Fc 36-67 / Wr 25-47 (Hire CS 2) 8 Meat														
<i>Fishing Guildmaster</i>	81-81	86-86	81-81	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	7-17	Ph:100%	-	N
	Mg 12-12 / Wr 15-37 8 Meat														
<i>Gambler</i>	31-31	51-51	56-56	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	3-7	Ph:100%	-	N
	Tc 25-47 / Mg 2-2 / Fc 36-67 / Ev 45-67 (Hire CS 2) 8 Meat														
<i>Gypsy</i>	41-41	51-51	61-61	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	6-16	Ph:100%	-	N
	Tc 35-57 / Mg 32-32 / Fc 36-67 / Wr 15-37 8 Meat														
<i>Hairstylist</i>	201-250126-150226-250	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	0-0%	10-23	Ph:100%	-	N	
	Mg 12-12 / Mg 90-110 8 Meat														
<i>Harbor Master</i>	86-86	66-66	71-71	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	10-23	Ph:100%	-	N
	Tc 5-27 / Mg 2-2 / MF 15-37 8 Meat														
<i>Healer Guildmaster</i>	81-81	96-96	96-96	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	7-17	Ph:100%	-	N
	Mg 72-72 / An 85-100 / Md 65-87 8 Meat														
<i>Jailor</i>	96-96	96-96	71-71	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	10-23	Ph:100%	-	N
	Tc 48-57 / Mg 47-47 / Pr 36-67 / Sw 45-67 / MF 65-87 / Fc 48-57 / Wr 60-82 8 Meat														
<i>Janitor</i>	104-132406-44884-88	404-432201-220	INT	0-0%	0-0%	0-0%	0-0%	0-0%	0-0%	0-0%	0-0	Ph:100%	-	N	
	Tc 75-97 / Mg 72-72 / Pr 90-100 / Sw 65-87 / MF 65-87 / Fc 65-87 8 Meat														
<i>Judge</i>	66-66	61-61	76-76	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	6-16	Ph:100%	-	N
	Tc 15-37 / Ev 75-97 8 Meat														

Creatures & NPCs: NPC Combatants



Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Mage Guildmaster</i>	91-91	101-115	116-130	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	11-17	Ph:100%	-	N
	Tc 35-57 / Mg 60-60 / MF 36-67 / Wr 60-82 / Ev 85-100 / Mg 90-100 8 Meat														
<i>Magincia Council Member</i>	41-41	41-41	41-41	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	1-1	Ph:100%	-	N
	Tc 48-57 / Mg 42-42 / Sw 35-57 / MF 35-57 / Wr 35-57 / Mg 85-100 / Ev 85-100 8 Meat														
<i>Magincia Servant</i>	86-86	51-51	26-26	STR	DEX	INT	20-20%	20-20%	20-20%	20-20%	20-20%	16-19	Ph:100%	-	N
	Tc 15-37 / Mg 12-12 / MF 15-37 / Wr 15-37 / Mg 25-47 / Ev 15-37 (Hire CS 2) 8 Meat														
<i>Mayor</i>	36-36	36-36	51-51	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	3-7	Ph:100%	-	N
	Tc 35-57 / Mg 32-32 / Sw 5-27 / Wr 5-27 / Ev 36-67 8 Meat														
<i>Mercenary</i>	25-88	25-88	37-49	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	5-10	Ph:100%	-	N
	Tc 65-87 / Mg 42-42 / Pr 60-82 / Sw 65-87 / MF 60-82 / Fc 75-97 / Wr 45-67 / Ar 36-67 (Hire CS 2) 8 Meat														
<i>Merchant Guildmaster</i>	71-71	86-86	86-86	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	19-33	Ph:100%	-	N
	Tc 15-37 / Mg 22-22 / Sw 15-37 / MF 15-37 8 Meat														
<i>Miner</i>	66-66	51-51	41-41	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	3-7	Ph:100%	-	N
	Tc 5-27 / Mg 2-2 / Sw 15-37 8 Meat														
<i>Miner Guildmaster</i>	86-86	61-61	71-71	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	16-22	Ph:100%	-	N
	Tc 15-37 / Mg 22-22 / Sw 35-57 8 Meat														
<i>Monk</i>	100	100	40	400	DEX	INT	50-50%	50-50%	50-50%	50-50%	100-100%	2-8	Ph:100%	-	G
	Tc 1000 / Mg - / MF 1200 / Wr 1200														
<i>Noble</i>	51-51	41-41	51-51	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	0-0	Ph:100%	-	N
	Tc 36-67 / Mg 22-22 / Pr 36-67 / Sw 36-67 / Wr 15-37 8 Meat														
<i>Ocillo Priest</i>	41-41	51-51	61-61	STR	DEX	INT	10-15%	10-15%	10-15%	10-15%	10-15%	10-22	Ph:75/Fi:25%	-	N
	Tc 35-57 / Mg 32-32 / Pr 35-57 / Sw 15-37 / MF 15-37 / Fc 15-37 / Wr 15-37 / Md 85-86 8 Meat														
<i>Ocillo Runner</i>	26-26	31-31	16-16	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	0-0	Ph:100%	-	N
	Tc 15-37 / Mg 12-12 / Pr 15-37 / Sw 15-37 / MF 15-37 / Fc 15-37 / Wr 15-37 8 Meat														
<i>Paladin</i>	141-150	71-71	37-49	STR	DEX	INT	30-30%	30-30%	30-30%	30-30%	30-30%	13-24	Ph:100%	-	N
	Tc 75-97 / Mg 72-72 / Pr 90-100 / Sw 65-87 / MF 65-87 / Fc 65-87 (Hire CS 2) 8 Meat														
<i>Peasant</i>	26-26	21-21	16-16	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	0-0	Ph:100%	-	N
	Tc 5-27 / Sw 5-27 / Wr 5-5 (Hire CS 2) 8 Meat														
<i>Prisoner</i>	11-11	11-11	31-31	STR	DEX	INT	10-15%	10-15%	10-15%	10-15%	10-15%	13-24	Ph:100%	-	N
	Tc 15-37 / Mg 12-12 / Pr 15-37 / Fc 15-37 / Wr 15-37 8 Meat														
<i>Ranger</i>	91-91	76-76	61-61	STR	DEX	INT	20-20%	20-20%	20-20%	20-20%	20-20%	13-24	Ph:100%	-	N
	Tc 65-87 / Mg 62-62 / Sw 35-57 / Fc 15-37 / Wr 15-37 / Ar 65-87 (Hire CS 2) 8 Meat														
<i>Ranger Guildmaster</i>	91-91	96-96	81-81	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	17-18	Ph:100%	-	N
	Tc 65-87 / Mg 72-72 / Sw 45-67 / Fc 36-67 / Wr 15-37 / Ar 90-100 8 Meat														
<i>Pirate</i>	86-86	86-86	71-71	STR	DEX	INT	20-20%	20-20%	20-20%	20-20%	20-20%	10-23	Ph:100%	-	E
	Tc 65-87 / Mg 47-47 / Pr 25-47 / Sw 64-100 / Wr 26-57 (Hire CS 2) 8 Meat														
<i>Sailor</i>	86-86	66-66	41-41	STR	DEX	INT	20-20%	20-20%	20-20%	20-20%	20-20%	10-23	Ph:100%	-	N
	Tc 75-97 / Mg 32-32 / Pr 15-37 / Sw 75-97 / Wr 66-97 (Hire CS 2) 8 Meat														
<i>Sculptor</i>	16-16	26-26	21-21	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	0-0	Ph:100%	-	N
	An 45-67 / Md 10-15 8 Meat														
<i>Shepherd</i>	51-51	41-41	31-31	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	5-10	Ph:100%	-	N
	Tc 25-47 / Mg 22-22 / Pr 25-47 / MF 15-37 / Wr 15-37 8 Meat														
<i>Tailor Guildmaster</i>	36-36	46-46	41-41	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	3-9	Ph:100%	-	N
	Tc 25-47 / Mg 22-22 / Sw 15-37 / Fc 15-37 8 Meat														
<i>Thief</i>	91-91	86-86	71-71	STR	DEX	INT	20-20%	20-20%	20-20%	20-20%	20-20%	28-37	Po:100%	-	N
	Tc 66-97 / Mg 62-62 / Fc 70-92 (Hire CS 2) 8 Meat														
<i>Thief Guildmaster</i>	91-91	91-91	91-91	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	8-12	Ph:100%	-	N
	Tc 48-57 / Mg 47-47 / Fc 75-97 8 Meat														
<i>Tinker Guildmaster</i>	71-71	86-86	86-86	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	3-4	Ph:100%	-	N
	Tc 15-37 / Pr 15-37 / Wr 15-37 8 Meat														

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Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Golem Controller</i>	126-150	96-97	151-175	76-90	DEX	INT	30-40%	25-35%	35-45%	15-25%	5-15%	6-12	Ph:100%	+3	E
	Tc 65-87 / Mg 100-100 / Pr 65-87 / Mg 95-100 / Ev 50-100 / Wr 65-87														
<i>Warrior</i>	91-91	91-91	50	STR	DEX	INT	20-20%	20-20%	20-20%	20-20%	9-11	Ph:100%	-	N	
	Tc 75-97 / Mg 32-32 / Pr 75-97 / Sw 85-100 / MF 36-67 / Fc 36-67 / Wr 25-47 (Hire CS 2) 8 Meat														
<i>Warrior Guildmaster</i>	96-96	91-91	81-81	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	8-19	Ph:100%	-	N
	Tc 85-100 / Mg 57-57 / Pr 85-100 / Sw 90-100 / MF 60-82 / Fc 60-82 / Wr 35-57 8 Meat														
<i>Weapons Trainer</i>	96-96	91-91	71-71	STR	DEX	INT	0-0%	0-0%	0-0%	0-0%	0-0%	5-10	Ph:100%	-	N
	Tc 85-100 / Mg 42-42 / Pr 75-97 / Sw 65-87 / MF 65-87 / Fc 75-97 / Wr 60-82 8 Meat														

NPC TRAINERS

Any NPC with at least 60 in a skill can train other characters. However, a trainer can only train someone to a third of his or her own skill level — so (for example) a 60 Alchemy fur trader can't train you past 20 Alchemy.

For each skill, there is at least one type of NPC in Sosaria who can train you to at least 22 skill. This section lists all NPCs who can train you in each skill, sorted by skill. For a few NPCs, the skill level is roughly fixed. For example, an executioner will always have about 125 Anatomy, so

he'll be able to train you to about 40 Anatomy ($125/3 = 42$). On the other hand, an NPC hairstylist's Alchemy can be anywhere between 80 and 100. If you meet a hairstylist at the low end of that scale, he can only train you to about 27 Alchemy ($80/3$). If you meet someone at the high end of the scale, she can train you to about 33 Alchemy ($100/3$).

The occupants of Haven tend to have fewer skills, and at lower levels, than their associates elsewhere. It is noted when this is not the case.

Alchemy		Anatomy		Animal Lore	
85-10	Alchemist	36-68	Artist	55-78	Healer (Evil)
60-83	Fur Trader	45-68	Butcher	85-100	Healer GM
85-100	Gargoyle Alchemist	125	Executioner	67	Pilgrim
85-100	Gargoyle Herbalist	75-98	Fortune Teller	45-68	Sculptor
80-100	Hairstylist	75-98	Gargoyle Healer	75-98	Wand. Healer
55-78	Occhio Cashual	75-98	Healer	65-88	Wand. Healer
60-83	All War Horse Vendors (Horse Breeders)				
64-100	Animal Herder				
64-100	Animal Trainer				
55-78	Beekeeper				

Creatures & NPCs: NPC Trainers



85-100	Fur Trader
64-100	Gypsy Stable Master
90-100	Haven Farmer
55-78	Rancher
60-83	Ranger
64-100	Ranger GM
85-100	Veterinarian

Animal Taming

65-88	All War Horse Vendors (Horse Breeders)
90-100	Animal Herder
90-100	Animal Trainer
90-100	Gypsy Stable Master
90-100	Haven Farmer
60-83	Rancher

Archery

36-68	Bard
45-68	Bardic GM
120	Berserker
60-83	Bowyer
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
98-100	Dryad
100	Henchman
130	Knight
36-68	Mercenary (Fighter)
100	Paladin (Champion of Honor)
140	Paladin (Dragoon)
65-88	Ranger
90-100	Ranger GM
110	Shadow Mage Guard
100	Sorceress
90-100	Town Crier

Arms Lore

64-100	Armourer
36-68	Blacksmith
65-88	Blacksmith GM
60-83	Fighter
64-100	Gargoyle Armourer
36-68	Gargoyle Blacksmith
64-100	Gargoyle Weaponsmith

84-120	Haven Weaponsmith
36-68	Iron Worker
36-68	Mercenary (Fighter)
55-78	Merchant
85-100	Merchant GM
55-78	Paladin
100	Paladin (Champion of Honor)
60-83	Warrior (Fighter)
75-98	Warrior GM
36-68	Weapons Trainer
76-108	Weapons Trainer (Haven)
64-100	Weaponsmith

Begging

64-100	Beggar
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Blacksmithy

60-83	Armourer
65-88	Blacksmith
90-100	Blacksmith GM
60-83	Gargoyle Armourer
65-88	Gargoyle Blacksmith
65-88	Gargoyle Weaponsmith
85-108	Haven Weaponsmith
65-88	Iron Worker
65-88	Weaponsmith

Bowcraft/Fletching

90-100	Bowyer
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Camping

36-68	Brigand Leader
36-68	Executioner
55-78	Fur Trader
45-68	Gargoyle Provisioner
45-68	Gypsy Maiden
45-68	Provisioner
55-78	Ranger
75-98	Ranger GM
64-100	Shepherd/Shepherdess
36-68	Wandering Healer

Carpentry

85-100	Carpenter
85-100	Gargoyle Stone Crafter
85-100	Lumberman
85-100	Ore Man
60-83	Shipwright

Cartography

36-68	Cartography
90-100	Mapmaker
60-83	Sailor

Cooking

75-98	Baker
90-100	Cook
90-100	Dryad
36-68	Farmer
45-68	Fur Trader
45-68	Gargoyle Alchemist
45-68	Gargoyle Herbalist
70	Pilgrim
36-68	Veggie Seller

Detecting Hidden

120	Berserker
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
100	Henchman
130	Knight
140	Paladin (Dragoon)
110	Shadow Mage Guard
100	Sorceress
65-88	Thief
75-98	Thief GM
90-100	Town Crier

Enticement

75-98	Bard
85-100	Bardic GM
36-68	Waiter/ Waitress

Evaluating Intellect

65-88	Aegis the Archmage
120	Berserker
65-88	Bottle Seller
65-88	City Mage (non-shop)
140	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
31-100	Evil Mage Boss
65-88	Female Mage
45-68	Gambler
65-88	Gargoyle Mage
82-100	Healer (Evil)
100	Henchman
75-98	Judge
100	Knight
65-88	Mage (Apprentice)
64-100	Mage (non-shop)
65-88	Mage (non-shop, near Wind)
65-88	Mage (Shopkeeper)
85-100	Mage GM
85-100	Magincia Council Member
65-88	Male Mage
36-68	Mayor
90-100	Monk
100	Paladin (Champion of Honor)
110	Paladin (Dragoon)
65-88	Reagent Vendor
60-83	Scribe
140	Shadow Mage Guard
130	Sorceress
82-100	Wandering Healer
65-88	Haven Alchemist

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Fencing

120	Berserker
60-83	Blacksmith
46-78	Brigand (Mercenary)
46-78	Brigand Leader
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
46-78	Executioner
36-68	Fighter
36-68	Gambler
60-83	Gargoyle Blacksmith
45-68	Gargoyle Weaponsmith
75-98	Haven Weaponsmith
100	Henchman
60-83	Iron Worker
130	Knight
75-98	Mercenary (Fighter)
65-88	Paladin
100	Paladin (Champion of Honor)
140	Paladin (Dragoon)
80	Pilgrim
36-68	Ranger GM
110	Shadow Mage Guard
100	Sorceress
60-83	Thief
75-98	Thief GM
90-100	Town Crier
36-68	Warrior (Fighter)
60-83	Warrior GM
75-98	Weapons Trainer
45-68	Weaponsmith

Fishing

90-100	Fisher GM
75-98	Fisherman
36-68	Harbor Master

Forensic Evaluation

110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
65-88	Fortune Teller
65-88	Gargoyle Healer
65-88	Healer

75-98	Healer GM
100	Henchman
60-83	Judge
140	Paladin (Dragoon)
110	Shadow Mage Guard
100	Sorceress
75-98	Wand. Healer
65-88	Wand. Healer

Healing

64-100	Fortune Teller
64-100	Gargoyle Healer
64-100	Healer
55-78	Healer (Evil)
90-100	Healer GM
36-68	Monk
75	Pilgrim
75-98	Wand. Healer
65-88	Wand. Healer

Herdng

90-100	Haven Farmer
64-100	Rancher
36-68	Ranger GM
85-100	Shepherd/Shepher dess

Hiding

65-88	Brigand (Mercenary)
85-100	Brigand Leader
85-100	Executioner
45-68	Ranger
75-98	Ranger GM
60-83	Thief
65-88	Thief GM

Inscription

60-83	Aegis the Archmage
60-83	Bottle Seller
45-68	City Mage (non-shop)
60-83	Gargoyle Mage
60-83	Mage (Apprentice)
45-68	Mage (non-shop, near Wind)
60-83	Mage (Shopkeeper)
65-88	Mage GM
75-98	Magincia Council Member

50-65	Male Mage
45-68	Ocillo Cashual
60-83	Reagent Vendor
90-100	Scribe
65-88	Haven Alchemist

Item Identification

75-98	Gambler
64-100	Gargoyle Jeweler
64-100	Gypsy Vagabond
86-118	Haven Weaponsmith
64-100	Jeweler
55-78	Merchant
85-100	Merchant GM
60-83	Miner GM
76-108	Haven Weapons Trainer

Lockpicking

45-68	Brigand Leader
45-68	Executioner
60-83	Gargoyle Tinker
60-83	Golem Crafter
65-88	Thief
85-100	Thief GM
60-83	Tinker
65-88	Tinker GM

Lumberjacking

60-83	Carpenter
125	Executioner
36-68	Farmer
60-83	Lumberman
60-83	Ore Man
100	Paladin (Champion of Honor)
36-68	Veggie Seller

Mace Fighting

35-58	All War Horse Vendors (Horse Breeders)
120	Berserker
61-93	Blacksmith
36-68	Blacksmith GM
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
36-68	Fighter
61-93	Gargoyle Blacksmith

45-68	Gargoyle Weaponsmith
85-108	Haven Weaponsmith
100	Henchman
61-93	Iron Worker
65-88	Jailor
130	Knight
36-68	Mage GM
60-83	Mercenary (Fighter)
65-88	Monk
65-88	Paladin
100	Paladin (Champion of Honor)
140	Paladin (Dragoon)
110	Shadow Mage Guard
36-68	Shipwright
100	Sorceress
90-100	Town Crier
36-68	Warrior (Fighter)
60-83	Warrior GM
65-88	Weapons Trainer
45-68	Weaponsmith

Magery

64-100	Aegis the Archmage
120	Berserker
64-100	Bottle Seller
75-98	City Mage (non-shop)
140	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
75-100	Evil Mage
95-100	Evil Mage Boss
65-88	Female Mage
64-100	Gargoyle Mage
90-110	Hairstylist
82-100	Healer (Evil)
100	Henchman
100	Knight
64-100	Mage (Apprentice)
85-100	Mage (non-shop)
75-98	Mage (non-shop, near Wind)
64-100	Mage (Shopkeeper)
90-100	Mage GM
85-100	Magincia Council Member



- 85-100 Male Mage
- 65-88 Male Mage
- 85-100 Oclo Cashual
- 100 Paladin (Champ. of Honor)
- 110 Paladin (Dragoon)
- 75 Pilgrim
- 64-100 Reagent Vendor
- 140 Shadow Mage Guard
- 130 Sorceress
- 82-100 Wand. Healer
- 82-100 Wand. Healer

Meditation

- 60-83 Aegis the Archmage
- 120 Berserker
- 60-83 Bottle Seller
- 65-88 City Mage (non-shop)
- 140 Council of Mages Wizard Guard
- 120 Death Knight Guard
- 130 Dragoon
- 65-88 Female Mage
- 60-83 Gargoyle Mage
- 100 Henchman
- 100 Knight
- 60-83 Mage (Apprentice)
- 65-88 Mage (non-shop)
- 65-88 Mage (non-shop, near Wind)
- 60-83 Mage (Shopkeeper)
- 85-100 Mage GM
- 75-98 Magincia Council Member
- 65-88 Male Mage
- 36-68 Monk
- 45-68 Oclo Cashual
- 100 Paladin (Champ. of Honor)
- 110 Paladin (Dragoon)
- 60-83 Reagent Vendor
- 140 Shadow Mage Guard
- 120 Sorceress

Mining

- 65-88 Miner
- 90-100 Miner GM

Musicianship

- 64-100 Bard
- 90-100 Bardic GM
- 90-100 Dryad

Parrying

- 120 Berserker
- 61-93 Blacksmith
- 36-68 Blacksmith GM
- 54-63 Brigand Leader
- 110 Council of Mages Wizard Guard
- 120 Death Knight Guard
- 130 Dragoon
- 65-88 Evil Mage
- 65-88 Evil Mage Boss
- 60-83 Fighter
- 61-93 Gargoyle
- 36-68 Gargoyle Citizen
- 45-68 Gypsy Maiden
- 85-108 Haven Weaponsmith
- 65-88 Healer (Evil)
- 100 Henchman
- 61-93 Iron Worker
- 36-68 Jailor
- 130 Knight
- 55-78 Male Mage
- 60-83 Mercenary (Fighter)
- 36-68 Noble
- 90-100 Paladin
- 100 Paladin (Champ. of Honor)
- 140 Paladin (Dragoon)
- 45-68 Provisioner
- 110 Shadow Mage Guard
- 100 Sorceress
- 90-100 Town Crier
- 75-98 Warrior (Fighter)
- 85-100 Warrior GM
- 75-98 Weapons Trainer

Peace

- 65-88 Bard
- 85-100 Bardic GM
- 90-100 Dryad
- 36-68 Mayor

Poisoning

- 60-83 Brigand Leader
- 98-100 Dryad
- 60-83 Executioner
- 65-88 Haven Thief
- 60-83 Thief GM

Provocation

- 60-83 Bard
- 85-100 Bardic GM
- 90-100 Dryad

Removing Trap

- 36-68 Brigand Leader
- 36-68 Executioner
- 75-98 Gargoyle Tinker
- 75-98 Golem Crafter
- 60-83 Thief
- 85-100 Thief GM
- 75-98 Tinker
- 85-100 Tinker GM

ResistingSpells

- 65-88 Aegis the Archmage
- 65-88 All War Horse Vendors (Horse Breeders)
- 120 Berserker
- 65-88 Bottle Seller
- 54-63 Brigand Leader
- 65-88 City Mage (non-shop)
- 140 Council of Mages Wizard Guard
- 120 Death Knight Guard
- 130 Dragoon
- 75-98 Evil Mage
- 78-100 Evil Mage Boss
- 84-93 Executioner
- 65-88 Female Mage
- 65-88 Gargoyle Mage
- 65-88 Gypsy Banker
- 85-108 Haven Weaponsmith
- 82-100 Healer (Evil)
- 75-98 Healer GM
- 100 Henchman
- 130 Knight
- 65-88 Mage (Apprentice)
- 75-98 Mage (non-shop)
- 65-88 Mage (non-shop, near Wind)

- 65-88 Mage (Shopkeeper)
- 64-100 Mage GM
- 45-68 Magincia Council Member
- 65-88 Male Mage
- 45-68 Mercenary (Fighter)
- 64-100 Monk
- 65-88 Oclo Cashual
- 75-98 Paladin
- 100 Paladin (Champion of Honor)
- 140 Paladin (Dragoon)
- 65-88 Ranger
- 75-98 Ranger GM
- 65-88 Reagent Vendor
- 36-68 Sailor
- 110 Shadow Mage Guard
- 130 Sorceress
- 90-100 Town Crier
- 82-100 Wand. Healer
- 82-100 Wand. Healer
- 36-68 Warrior (Fighter)
- 60-83 Warrior GM
- 45-68 Weapons Trainer

Snooping

- 65-88 Beggar
- 45-68 Brigand (Mercenary)
- 60-83 Brigand Leader
- 60-83 Executioner
- 36-68 Gambler
- 64-100 Thief
- 90-100 Thief GM

Spirit Speak

- 60-83 Fortune Teller
- 60-83 Gargoyle Healer
- 60-83 Healer
- 55-78 Healer (Evil)
- 65-88 Healer GM
- 85-100 Oclo Priest
- 75-98 Wand. Healer
- 65-88 Wand. Healer

Stealing

- 60-83 Beggar
- 60-83 Brigand Leader
- 60-83 Executioner
- 60-83 Gambler
- 64-100 Thief
- 90-100 Thief GM

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Stealth

60-83 Ranger GM
65-88 Thief
85-100 Thief GM

Swordsmanship

36-68 Bard
45-68 Bardic GM
120 Berserker
60-83 Blacksmith
55-78 Brigand Leader
110 Council of Mages
Wizard Guard
120 Death Knight Guard
130 Dragoon
125 Executioner
45-68 Female Adventurer
64-100 Fighter
60-83 Gargoyle
Blacksmith
45-68 Gargoyle
Weaponsmith
85-108 Haven
Weaponsmith
100 Henchman
60-83 Iron Worker
45-68 Jailor
130 Knight
65-88 Mercenary (Fighter)
36-68 Noble
65-88 Paladin
100 Paladin (Champion
of Honor)
140 Paladin (Dragoon)
64-100 Pirate
35-58 Ranger
45-68 Ranger GM
75-98 Sailor
110 Shadow Mage
Guard
100 Sorceress
90-100 Town Crier
85-100 Warrior (Fighter)
90-100 Warrior GM
65-88 Weapons Trainer
45-68 Weaponsmith

Tactics

120 Berserker
60-83 Blacksmith
60-83 Brigand Leader
110 Council of Mages
Wizard Guard
120 Death Knight Guard
130 Dragoon
65-88 Evil Mage
65-88 Evil Mage Boss
125 Executioner
36-68 Fighter
60-83 Gargoyle
Blacksmith
36-68 Gargoyle
Weaponsmith
75-98 Gypsy Banker
45-68 Gypsy Maiden
86-118 Haven
Weaponsmith
82-100 Healer (Evil)
100 Henchman
60-83 Iron Worker
130 Knight
55-78 Male Mage
65-88 Mercenary (Fighter)
60-83 Monk
36-68 Noble
55-78 Oclo Cashual
75-98 Paladin
100 Paladin (Champ. of
Honor)
140 Paladin (Dragoon)
65-88 Pirate
45-68 Provisioner
65-88 Ranger
65-88 Ranger GM
65-88 Sailor
110 Shadow Mage
Guard
100 Sorceress
90-100 Town Crier
82-100 Wand. Healer
75-98 Warrior (Fighter)
85-100 Warrior GM
85-100 Weapons Trainer
36-68 Weaponsmith

Tailoring

60-83 Cobbler
98-100 Dryad
64-100 Gargoyle Tailor
64-100 Tailor
90-100 Tailor Guildmaster
36-68 Tanner
65-88 Weaver

Taste Identification

65-88 Alchemist
36-68 Baker
75-98 Cook
36-68 Farmer
85-100 Fur Trader
85-100 Gargoyle Alchemist
85-100 Gargoyle Herbalist
85-100 Hairstylist
55-78 Oclo Cashual
36-68 Veggie Seller

Tinkering

64-100 Gargoyle Tinker
64-100 Golem Crafter
36-68 Miller
64-100 Tinker
90-100 Tinker GM

Tracking

36-68 Fur Trader
65-88 Ranger
90-100 Ranger GM

Veterinary

64-100 All War Horse
Vendors (Horse
Breeders)
65-88 Animal Herder
65-88 Animal Trainer
65-88 Gypsy Stable
Master
60-83 Rancher
90-100 Veterinarian

Wrestling

36-68 Aegis the
Archmage
36-68 All War Horse
Vendors (Horse
Breeders)
120 Berserker
36-68 Bottle Seller
60-83 City Mage (non-
shop)
110 Council of Mages
Wizard Guard
120 Death Knight Guard
130 Dragoon
20-80 Evil Mage Boss
36-68 Gargoyle Mage
55-78 Gypsy Banker
85-108 Haven
Weaponsmith
100 Henchman
60-83 Jailor
130 Knight
36-68 Mage (Apprentice)
60-83 Mage (non-shop)
60-83 Mage (non-shop,
near Wind)
36-68 Mage (Shopkeeper)
60-83 Mage GM
45-68 Mercenary (Fighter)
75-98 Monk
100 Paladin (Champ. of
Honor)
140 Paladin (Dragoon)
36-68 Reagent Vendor
36-68 Sailor
110 Shadow Mage
Guard
100 Sorceress
90-100 Town Crier
60-83 Weapons Trainer

Maps




MARKS

LANDS OF ULTIMA ONLINE



City Map Keys





Directions. All maps are oriented so that North is at the top. In the key for each city, each location has a compass direction — [NW], [SE], etc. These directions correspond to the general areas on the map for that city.

Travel Between Cities. Arrows (such as ) point in the general direction you need to follow if you're traveling to a neighboring town.

Categories. Map Keys are divided into the following groups:

Arms & Armour	Magic
Civic & Common	Shops
Entertainment	Taverns, Inns &
Food & Provisions	Traveler's Aid
Guilds	Unique Locations
Healing	

Each category has a list of locations marked with a number and a compass direction. The numbers correspond to a number in a black square on the map ... such as . Recurring locations are marked with the same number. For example, all Guard Posts in Nujel'm are marked with .


Magic Travel. Teleporters are keyed numerically at their entrance point (a black box with a white number followed by "A" ... such as ) and exit points (a white box with the same number, followed by "B" ... such as ). Some teleporters allow two-way travel and are marked with a white number in a black box, , .


Dungeon Map Keys


No one can truly say what will show up to vex you on any given day in any given dungeon! We've marked some areas with the strongest rumor of creature sightings.

Treasure? It's randomly generated. Just because a chest gives you the sword of a lifetime once doesn't mean you can go into business as an arms dealer. Other times you might find gold, or other items ... or nothing.

Giant Snakes, Giant Spiders, Giant Rats, Slimes and Mongbats can be found on most dungeon levels. They are indicated throughout this section as "Vermin".

Reported trap locations are marked with . There is a variety of traps. Keep your eyes open ... and remember where they were for the next time you venture into the area.

Healing areas are marked with , 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.

Numbered icons () represent areas or lairs where specific monsters tend to congregate. The numbers correspond to the numbers in the key near the map.

A list of monsters in the key means that they appear generally throughout the section.

Unique areas, such as landmarks, teleporters or other useful locations are called out on a location-by-location basis.



BRITANNIA



Shrines

- 1 Compassion
- 2 Honesty
- 3 Honor
- 4 Humility
- 5 Justice
- 6 Chaos
- 7 Valor
- 8 Spirituality
- 9 Sacrifice

Dungeons

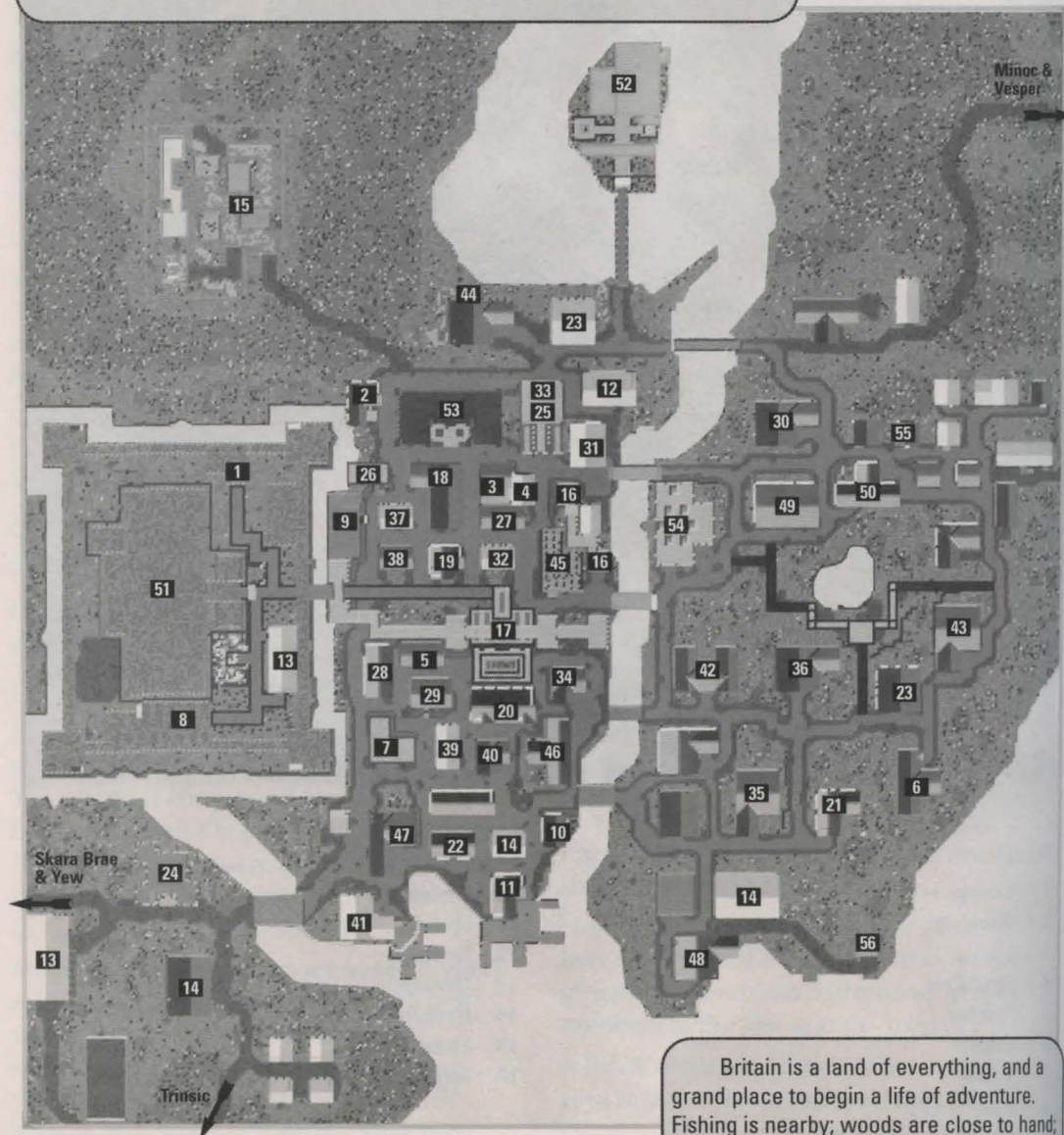
- 10 Covetous
- 11 Deceit
- 12 Despise
- 13 Destard
- 14 Hythloth
- 15 Shame
- 16 Wrong

Unique

- 17 Moongate

Britain

If the weapon and armour shops around town are sold out of what you need, there's a little-known shop in the northern part of Lord British's castle.



Britain is a land of everything, and a grand place to begin a life of adventure. Fishing is nearby; woods are close to hand; plentiful ore is but a short stroll away.



Arms & Armour

- 1 The Lord's Arms (Blacksmith) [W]
- 2 The Hammer and Anvil (Blacksmith) [NW]
- 3 Quality Fletching (Bowyer) [C]
- 4 Strength and Steel (Armourer) [C]
- 5 Heavy Metal Armourer [C]
- 6 Artistic Armour [SE]

Civic & Common

- 7 The First Bank of Britain [SW]
- 8 Barracks [W]
- 9 Britain Public Library [W]
- 10 The First Library of Britain [S]
- 11 Customs [S]
- 12 The Bucking Horse Stables [N]
- 13 Stables [W, SW]
- 14 Warehouse [SW, S, SE]
- 15 Cemetery [NW]
- 16 Guard Post [SW, C (x2)]
- 17 Main Gate [C]

Entertainment

- 18 The King's Men Theater [C]

Food & Provisions

- 19 Good Eats (Bakery) [C]
- 20 Britain's Premier Provisioner and Fish Shoppe [C]
- 21 Profuse Provisions [SE]
- 22 The Cleaver (Butcher's Shop) [S]

Guilds

- 23 Counselors' Guild Hall [N, SE]
- 24 Warriors' Guild [SW]
- 25 The Sorcerer's Delight: Shop, Library and Guild [N]
- 26 Mining Cooperative [NW]
- 27 Merchants' Association [C]
- 28 Tinker's Guild [W]
- 29 Artists' Guild [C]
- 30 Guild of Cavalry & Horse [NE]

Healing

- 31 Britannia Animal Care (Veterinary Clinic) [N]
- 32 Healer of Britain [C]

Magic

- 33 The Sorcerer's Delight: Shop, Library and Guild [N]
- 34 Ethereal Goods (Magic Shop) [C]
- 35 Sage Advice (Magic Shop) [SE]
- 36 Incantations & Enchantments (Magic Shop) [E]

Shops

- 37 The Saw Horse (Woodworking) [W]
- 38 The Best Hides of Britain (Tanner) [W]
- 39 Premier Gems (Jeweler) [S]
- 40 The Lord's Clothier [S]
- 41 The Oaken Oar (Shipwright) [SW]
- 42 The Right Fit (Tailor) [E]
- 43 A Girl's Best Friend (Jeweler) [E]

Taverns/ Inns & Traveler's Aid

- 44 The North Side Inn [N]
- 45 Sweet Dreams (Inn) [C]
- 46 The Blue Boar (Tavern) [S]
- 47 The Cat's Lair (Tavern) [SW]
- 48 The Unicorn's Horn (Tavern) [SE]
- 49 The Wayfarer's Inn [E]
- 50 The Salty Dog (Tavern) [E]

Unique

- 51 Lord British's Castle [W]
- 52 Blackthorn's Castle [N]
- 53 Lord British's Conservatory of Music [N]
- 54 The Chamber of Virtue (Temple) [E]
- 55 Gazebo [NE]
- 56 Lookout Tower [SE]

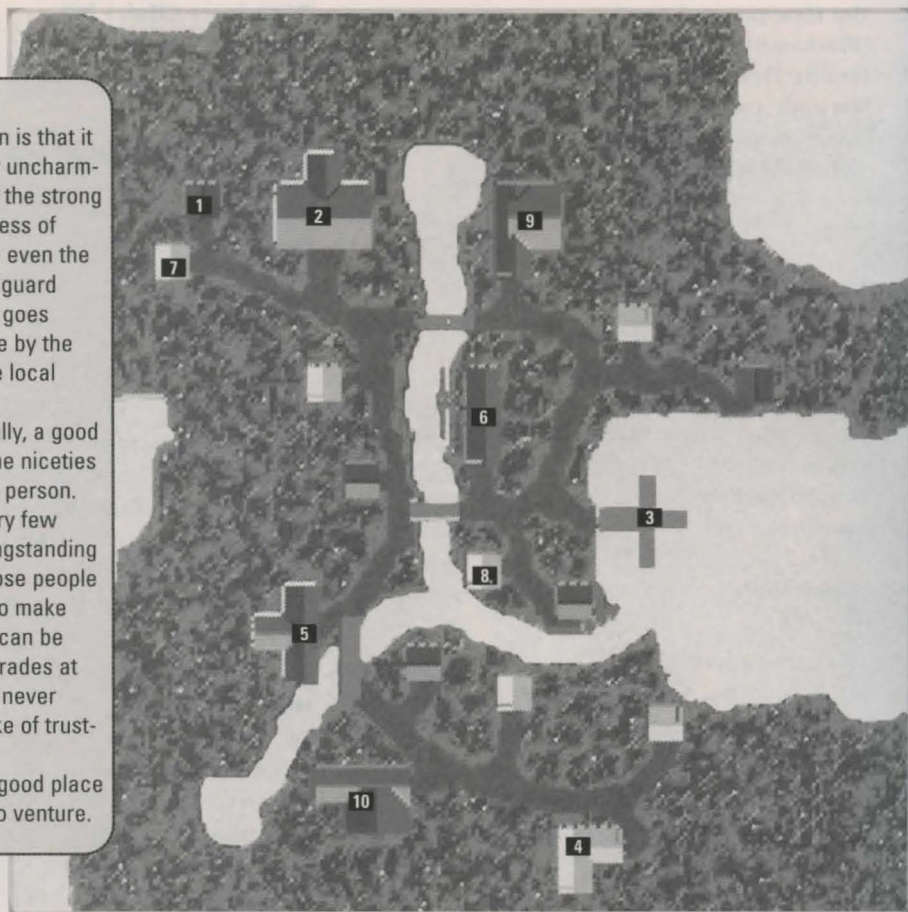
Buccaneer's Den

The lure of Buccaneer's Den is that it is so completely uncharming. It is only for the strong of arm and ruthless of character, since even the town proper is "guard free" and crime goes unpunished save by the retaliation of the local populace.

It is, essentially, a good place to learn the niceties of being a nasty person.

There are very few shops of any longstanding duration, but those people strong enough to make their way there can be very useful comrades at arms ... though never make the mistake of trusting them!

This is not a good place for the untried to venture.



Arms & Armour

- 1 Cutlass Smithing (Blacksmith) [NW]

Civic & Common

- 2 Bath House [NW]
3 Docks [E]

Food & Provisions

- 4 Pirate's Provisioner [SE]

Guilds

- 5 Pirate's Den (Society of Thieves) [SW]

Healing

- 6 Healer of Buccaneer's Den [C]

Shops

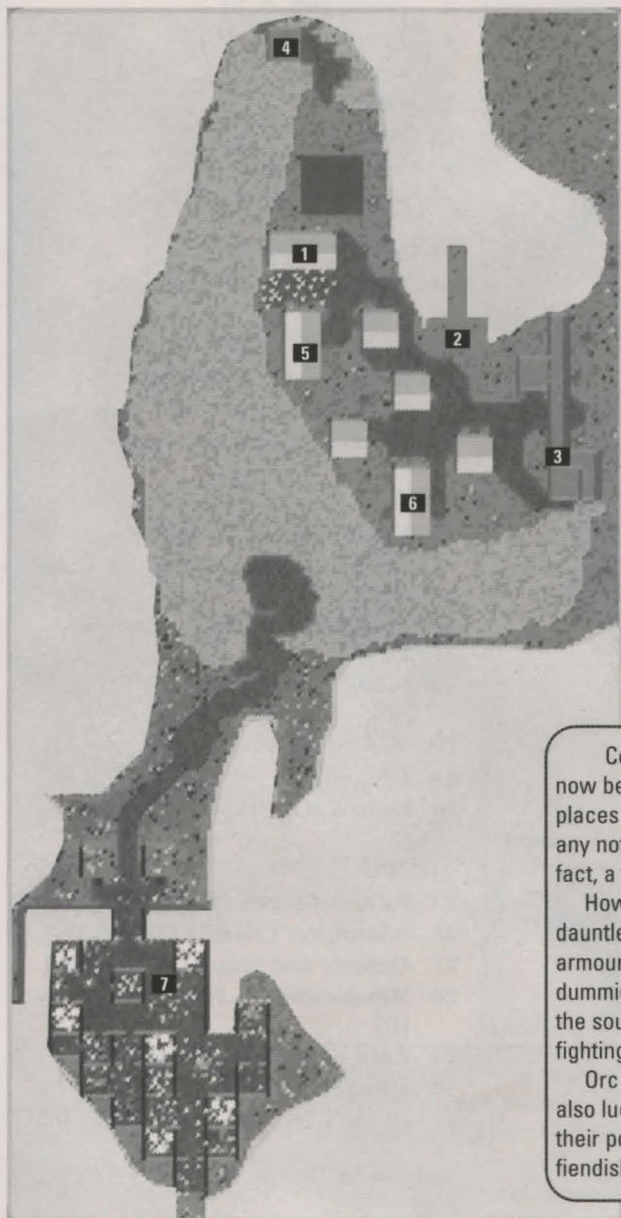
- 7 Violente Woodworks [NW]
8 Buccaneer's Den Leatherworks (Tanner) [C]

Taverns/Inns & Traveler's Aid

- 9 The Peg Leg Inn [NE]
10 The Pirate's Plunder (Tavern) [SW]



Cove



Arms & Armour

- 1 **Armourer** — The Warrior's Supplies

Civic & Common

- 2 **Dock**
- 3 **City Gate**
- 4 **Guard Post**

Food & Provisions

- 5 **Provisioner** — The Farmer's Market

Healing

- 6 **Healer** — The Healing Hand

Unique

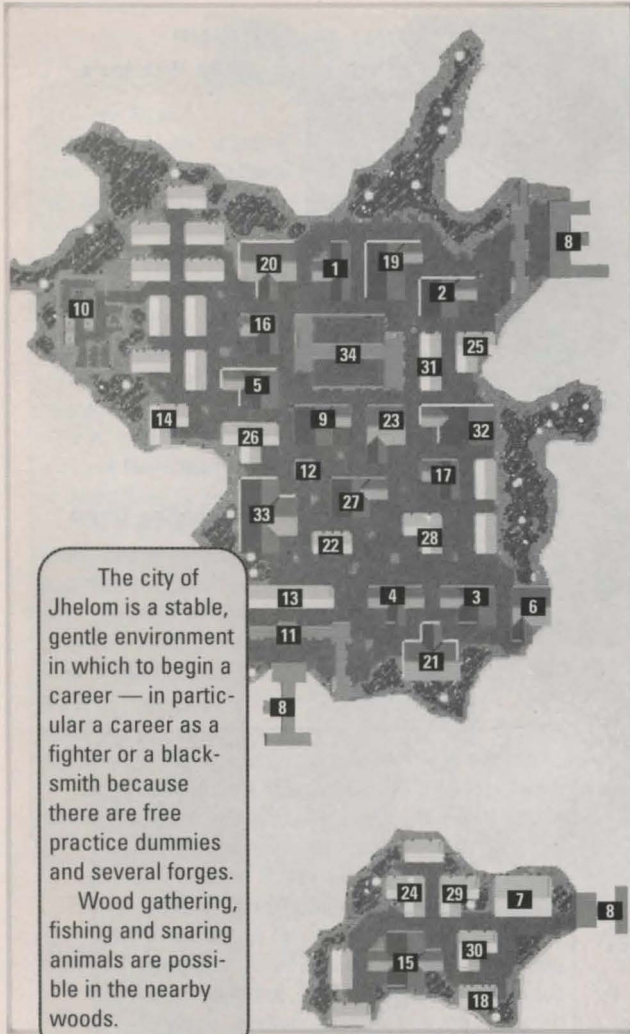
- 7 **Orc Camp**

Cove is a small village, once uneventful, now beset by a tribe of orcs. There are few places within the besieged walls that are of any note to the average traveller, and it is, in fact, a fairly dangerous place to visit.

However, it can be a playground for the dauntless. Training can be had just south of the armourer (where there can be found training dummies and archery butts), and the orcs to the south provide a nearly endless supply of fighting opportunities.

Orc fighting is dangerous, of course, but also lucrative. If you live long enough to rifle their pockets, you'll find they carry their fiendish wages in gold.

Jhelom



Arms & Armour

- 1 First Defense (Blacksmith) [N]
- 2 Second Skin (Armourer) [N]
- 3 Armour — Jhelom Armoury [E]
- 4 Blacksmith — Warrior's Bounty [C]
- 5 Deadly Intentions (Weapons) [NW]
- 6 Weapons — Call to Arms [E]

Civic & Common

- 7 Storage [S]
- 8 Docks [NE, C, S]
- 9 Jhelom Library [C]
- 10 Cemetery [NW]
- 11 City Gate [C]
- 12 Guard Post [C]
- 13 Warehouse [C]
- 14 Bank of Jhelom & Jeweler

Entertainment

- 15 Performing Arts Theater [S]

Food & Provisions

- 16 Baker's Dozen (Bakery) [NW]
- 17 Provisioner — Needful Things [C]
- 18 Finest Cuts (Butcher) [S]

Guilds

- 19 Counselors' Guild Hall [S]
- 20 Brothers in Arms Warriors' Guild [NW]
- 21 Armourers' Guild — Hand of Death [C]
- 22 Farmers Market (Guild) [C]

Healing/Magic

- 23 Healer [C]
- 24 Jhelom Mage [S]

Shops

- 25 Sailor's Keeper (Shipwright) [NE]
- 26 Adventurer's Needle (Tailor) [W]
- 27 Gadgets and Things (Tinker) [C]
- 28 Woodworker — From Tree to Yew [C]
- 29 Pearl of Jhelom (Jeweler) [S]
- 30 Fine Tailoring [S]
- 31 Ocean's Treasure (Fish Shop) [N]

Taverns/Inns & Traveler's Aid

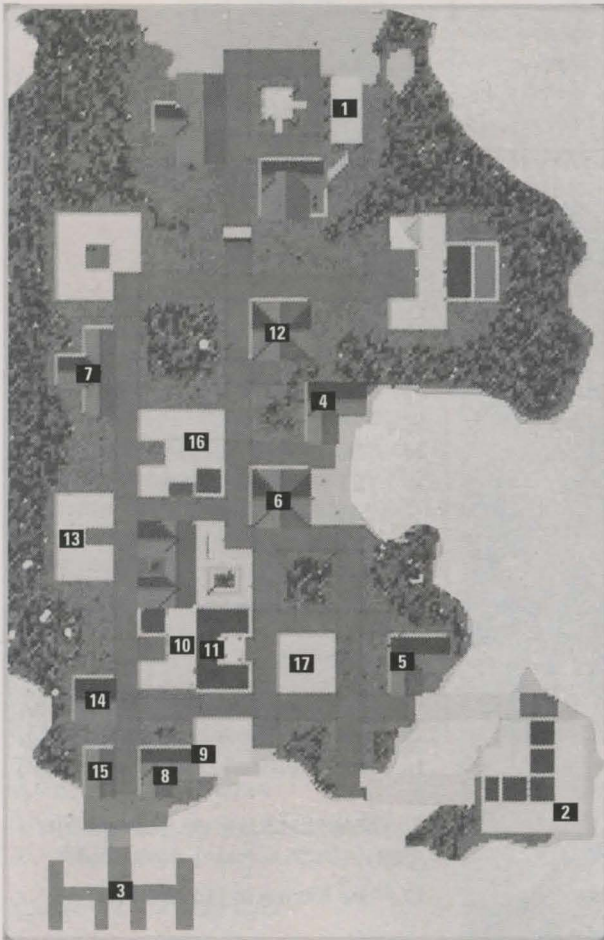
- 32 The Horse's Head (Tavern) [E]
- 33 The Morning Star Inn [W]

Unique

- 34 Arena [N]



Magincia



Civic & Common

- 1 Temple [NE]
- 2 Parliament [SE]
- 3 Docks [SW]
- 4 Warehouse [E]

Food & Provisions

- 5 The Baker's Dozen [SE]

Guilds

- 6 Counselors' Guild Hall [C]
- 7 Mining Cooperative [W]
- 8 Fishermen's Guild & Supplies [S]
- 9 Merchants' Association [S]

Healing / Magic

- 10 Healer of Magincia
- 11 Magincia's Magicka [S]

Shops

- 12 The Tic Toc Shop (Tinker) [E]
- 13 The Family Jewels (Jeweler) [W]
- 14 Stitchin' Time (Tailor) [SW]
- 15 The Furled Sail (Shipwright) [SW]

Taverns/Inns & Traveler's Aid

- 16 The Stag & Lion Inn [C]
- 17 The Great Horns Tavern [SE]

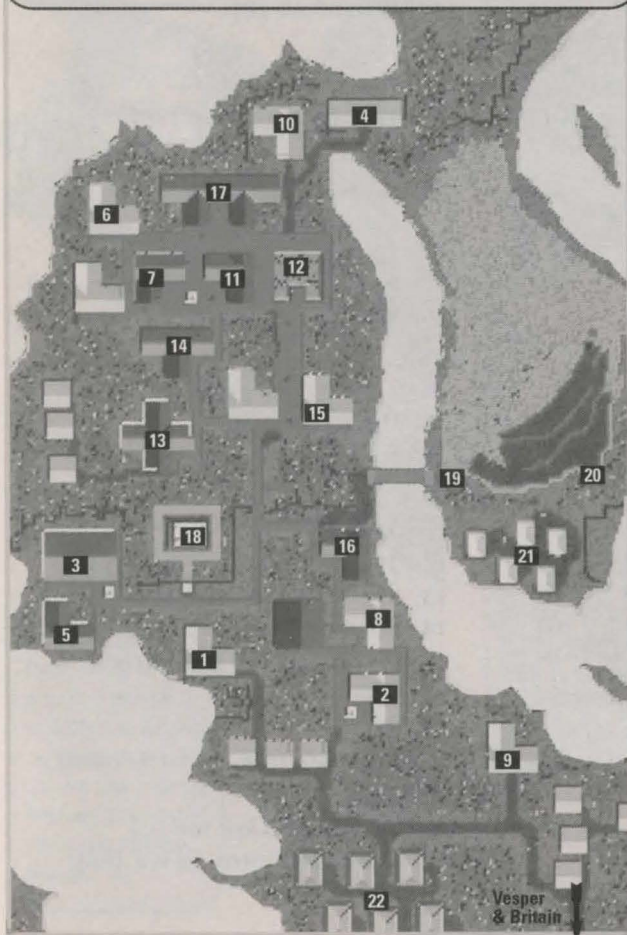
One of Magincia's greatest charms is that it is not nearly so crowded as the "entrance" cities. It holds no real attraction for the fighter mentality, but others will find that things get done far more quickly and pleasantly in Magincia.

This is a popular area for mining and other forms of raw material gathering. Shops stand ready to purchase the fundamental materials of their trade, and the area is not so quickly picked over by hordes of new people. Metal is always a popular material on the open market.

There is a Moongate to the west, in the forest.

Minoc

Minoc is a hospitable town for a skilled blacksmith. Nearby mountains contain substantial deposits of iron ore, and many Minocians are employed in the mining trade. Blacksmiths can purchase raw ore and convert it to ingots, and then sell the ingots, or convert them to weapons and sell those.



Arms & Armour

- 1 The Forgery (Blacksmith) [S]
- 2 The Warrior's Battle Gear (Armourer) [S]

Civic & Common

- 3 Minoc Town Hall [W]
- 4 Stable [N]

Entertainment

- 5 The Mystical Lute (Music Hall) [SW]

Food & Provisions

- 6 The Slaughtered Cow (Butcher) [NW]
- 7 The Old Miners Supplies (Provisioner) [N]
- 8 The Survival Shop (Provisioner) [S]

Healing

- 9 The Healing Hand (Healer) [SE]

Guilds

- 10 Counselors' Guild Hall [N]
- 11 The New World Order (Warriors' Guild) [N]
- 12 The Golden Pick Axe (Mining Cooperative) [N]
- 13 The Matewan (Miners' Guild) [C]

Shops

- 14 Gears and Gadgets (Tinker) [N]
- 15 The Oak Throne (Architect) [C]
- 16 The Stretched Hide (Tanner) [C]

Taverns/Inns & Traveler's Aid

- 17 The Barnacle (Tavern) [N]

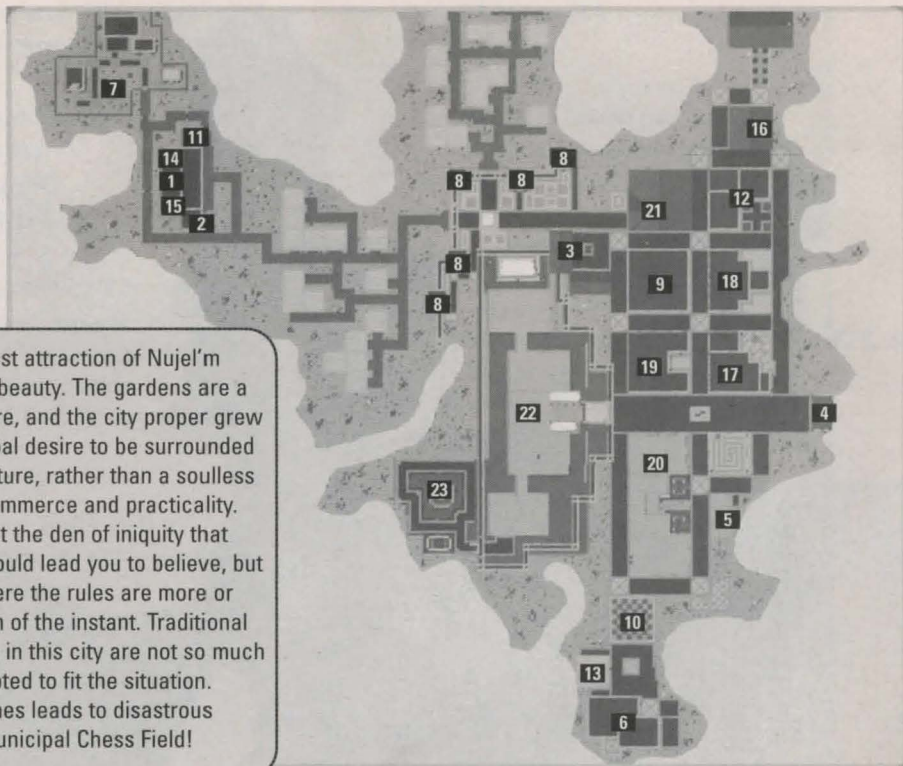
Unique

- 18 Statue [C]
- 19 Cave [E]
- 20 Mt. Kendall [E]
- 21 Mining Camp [E]
- 22 Gypsy Camp [S]

For the more nomadic, Vesper lies only a short distance away through the wilderness. By keeping an eye on surpluses and shortages in each town, one might be able to earn a living trading, while avoiding the dangers of a long land voyage and the expense of a sea voyage.



Nujel'm



The greatest attraction of Nujel'm may well be its beauty. The gardens are a delight to explore, and the city proper grew out of a municipal desire to be surrounded by color and nature, rather than a soulless outgrowth of commerce and practicality.

Nujel'm is not the den of iniquity that some people would lead you to believe, but it is a place where the rules are more or less at the whim of the instant. Traditional right and wrong in this city are not so much ignored as adapted to fit the situation.

This sometimes leads to disastrous results in the municipal Chess Field!

Arms & Armour

- 1 Weapons (Market Stall) [NW]
- 2 Blacksmith (Market Stall) [NW]

Civic & Common

- 3 Customs [C]
- 4 Dock [SE]
- 5 Bank [SE]
- 6 Jail [S]
- 7 Cemetery [NW]
- 8 Guard Post [NW, N (x2), W (x2)]

Entertainment

- 9 Theater [C]
- 10 Chess Board [S]

Food & Provisions

- 11 Butcher (Market Stall) [NW]

Guilds

- 12 Counselors' Guild Hall [NE]
- 13 Merchant's Association [S]

Shops

- 14 Tanner (Market Stall) [NW]
- 15 Bowyer (Market Stall) [NW]
- 16 Jeweler [NE]
- 17 Tailor [E]

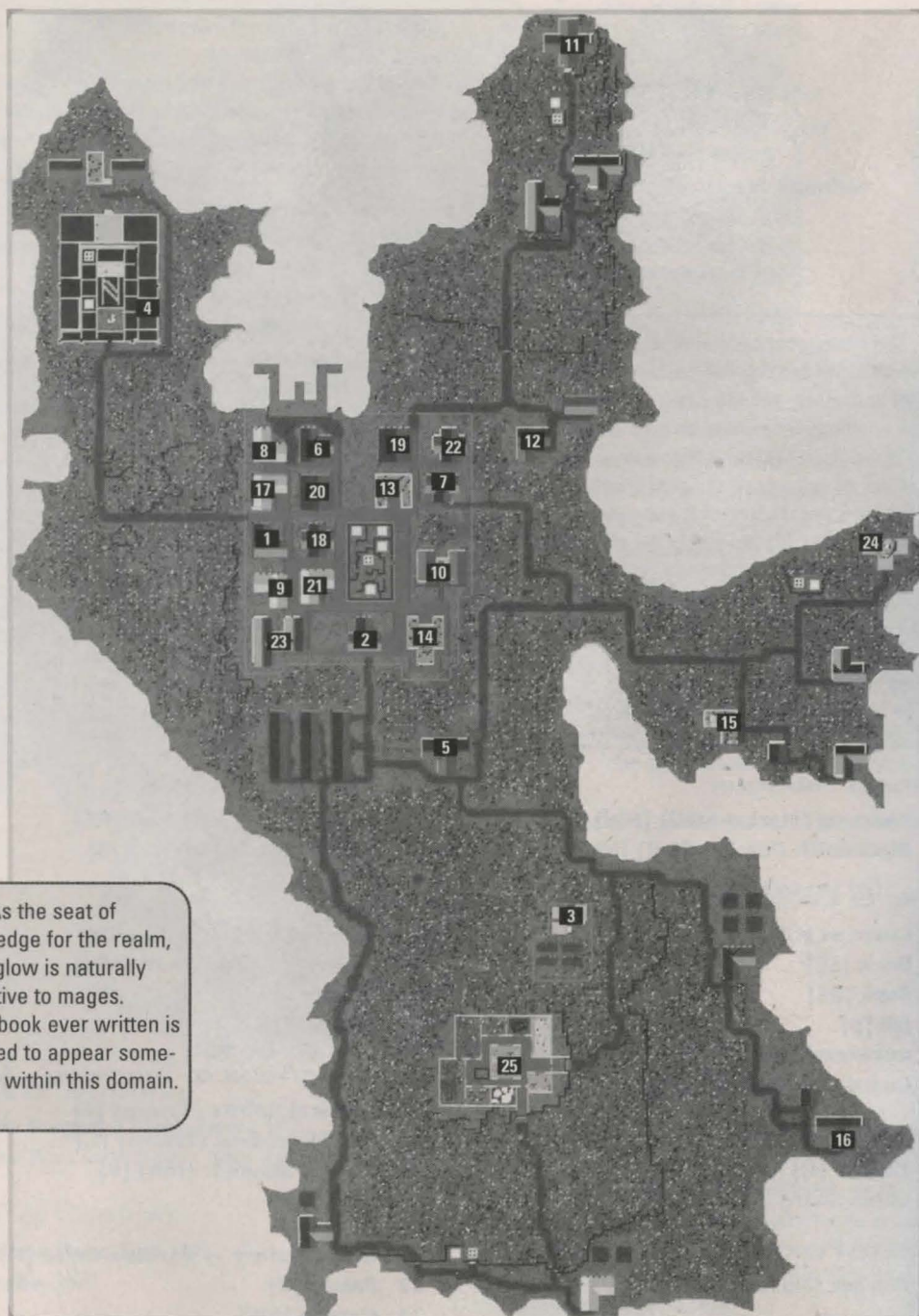
Taverns/Inns & Traveler's Aid

- 18 Mystical Spirits (Tavern) [E]
- 19 The Silver Bow (Tavern) [C]
- 20 Restful Slumber (Inn) [S]

Unique

- 21 Conservatory — Bardic's Guild [N]
- 22 Palace [C]
- 23 Garden [SW]

Moonglow





Arms & Armour

- 1 The Mighty Axe (Weapons) [NW]
- 2 Second Defense (Armoury) [C]

Civic & Common

- 3 Cemetery [S]
- 4 Lycaeum [NW]
- 5 Moongate [C]

Food & Provisions

- 6 The Scholar's Goods (Provisioner) [C]
- 7 Fruits and Vegetables (Provisioner) [C]
- 8 Mage's Bread (Bakery) [C]
- 9 The Fatted Calf (Butcher) [C]

Guilds

- 10 Counselors' Guild Hall [C]
- 11 Encyclopedia Magicka (Guild of Mages) [C]
- 12 Moonglow Academy of Arts (Artists' Guild) [C]
- 13 Guild of Arcane Arts [C]
- 14 Merchants' Guild [C]
- 15 Masters of Illusion [E]
- 16 Guild of Sorcery [SE]

Healing

- 17 Healer [C]

Magic

- 18 Moonglow Reagent Shop [C]

Shops

- 19 Scholar's Cut (Tailor) [C]
- 20 The Mage's Seat (Woodworker) [C]
- 21 Herbal Splendor (Herbalist) [C]

Taverns/Inns & Traveler's Aid

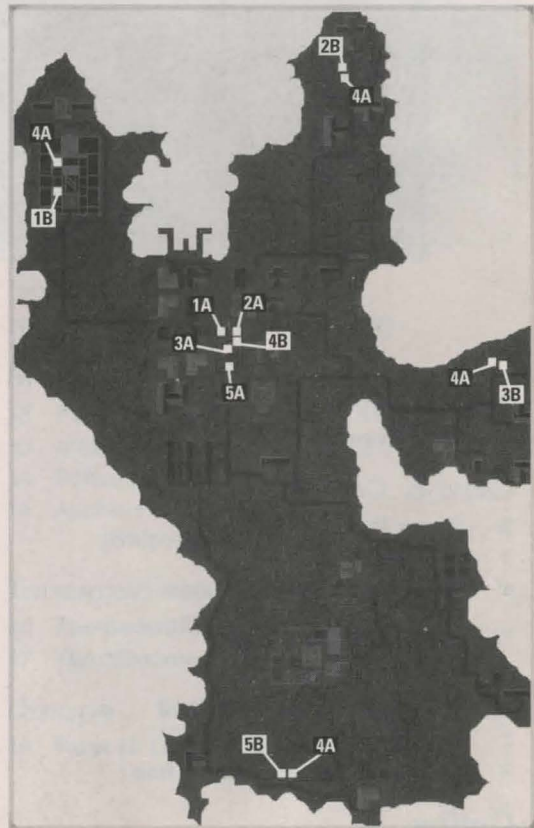
- 22 Moonglow Student Hostel (Inn) [C]
- 23 The Scholar's Inn [C]

Unique

- 24 Telescope [E]
- 25 Zoo [S]

Intracity Teleporters

- 1A Teleporter entrance to 1B [C]
- 1B Teleporter exit from 1A [NW]
- 2A Teleporter entrance to 2B [C]
- 2B Teleporter exit from 2A [NE]
- 3A Teleporter entrance to 3B [C]
- 3B Teleporter exit from 3A [E]
- 4A Teleporter entrance to 4B [NW, NE, E, S]
- 4B Teleporter exit from 4A [C]
- 5A Teleporter entrance to 5B [C]
- 5B Teleporter exit from 5A [S]



Haven in Trammel



Arms & Armour

- 1 The Haven Blacksmith

Civic & Common

- 2 Haven Public Library
 3 Moongate
 4 The Second Bank of Haven

Food & Provisions

- 5 Last Chance Provisions
 6 The Albatross Bar and Grill
 7 The Shakin' Bakery
 8 The Prime Cut Butchers Shop

Guilds

- 9 Bardic Guild
 10 Haven Thieves Guild

Healing / Magic

- 11 The Healers of Haven
 12 The Little Shop of Magic

Shops

- 13 Carpenters of Haven
 14 Mapmakers of Haven
 15 Haven Clockworks and Tinker Shop
 16 A Stitch in Time Tailor Shop

Taverns/Inns & Traveler's Aid

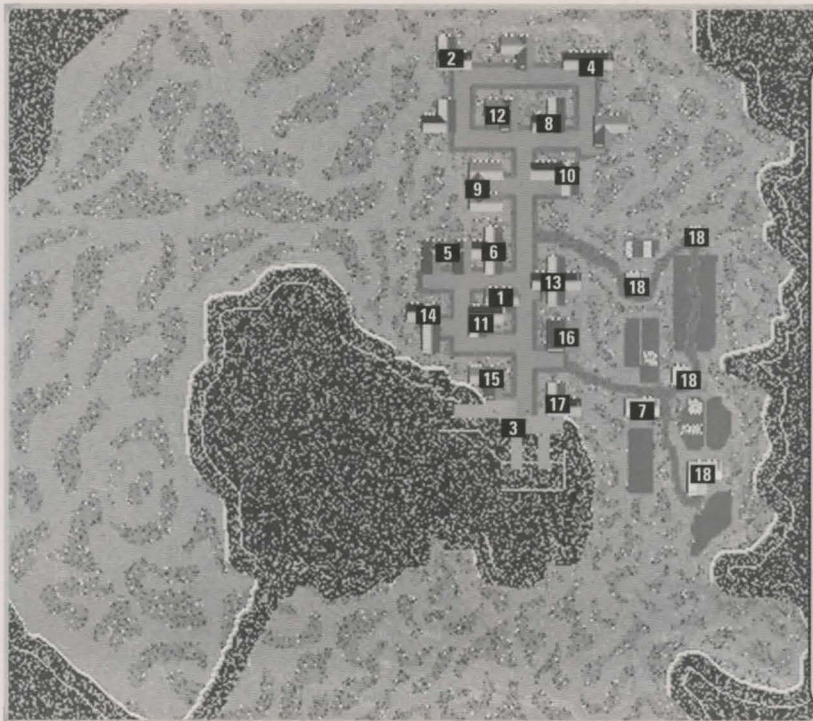
- 17 The Bountiful Harvest Inn

Unique

- 18 Uzeraan's Mansion



Ocllo In Felucca



This might be considered the capital city for bards. Others might find it a bit dry, and definitely difficult to get to, as the only entrance to this city is a small inlet to the south.

The Bardic Collegium provides not only good prices to members, but also a wide variety of instruments for practice. Although some have been known to be "borrowed" for a while, it takes a practiced, deft touch to do so and it is generally considered a knavely thing to do.

Arms & Armour

- 1 Hammer and Steel Smithy [W]

Civic & Common

- 2 Ocllo Public Library [NW]
- 3 Docks [S]

Entertainment

- 4 First Academy of Music (Theater) [N]

Food & Provisions

- 5 Now You're Cookin' (Baker) [W]
- 6 Last Chance Provisioners [W]
- 7 Sweet Meat (Butcher) [S]

Guilds

- 8 Counselors' Guild Hall [N]
- 9 Guild of Sorcery [NW]
- 10 Bardic Guild [N]

Healing

- 11 Island Sanctuary (Healer) [W]

Shops

- 12 Paint and More (Painter) [NW]
- 13 A Stitch in Time (Tailor) [C]
- 14 Better Leather Tannery [W]
- 15 Anchors Aweigh (Shipwright) [SW]

Taverns/Inns & Traveler's Aid

- 16 The Bountiful Harvest (Inn) [C]
- 17 The Albatross (Tavern) [S]

Unique

- 18 Farm [E (x2), SE (x2)]

Serpent's Hold



It is impossible to get to Serpent's Hold without a boat or some magical shortcut, so it does not see the traffic that many other cities get.

It is a fine place to be a warrior, however, with a skilled weaponsmith shop and armoury. Everything that one could need before setting off on an adventure can be found on these two islands ... and for afterwards, there are two talented healers for patching up any wounds.

The stables of Serpent's Hold are a good place to practice any animal-related skills that might need honing.

Arms & Armour

- 1 Serpent Arms (Weapons) [C]
- 2 Blacksmith [C]

Civic & Common

- 3 Dock [C (x2)]
- 4 Island Stables [SW]
- 5 Stables [E]
- 6 Guard Post [N, NE, W, C, S, SW, SE]
- 7 City Gate [N]

Food & Provisions

- 8 Bakery —Plenty O Dough [N]
- 9 Provisioner [N]
- 10 Serpent's Hold Meats (Butcher) [SW]

Guilds

- 11 Serpent's Warriors
- 12 Counselors' Guild Hall [N]
- 13 Warriors' Guild [E]

Healing

- 14 Healer [N]
- 15 Healer [C]

Magic

- 16 Mage Shop — Serpent's Spells[N]
- 17 Reagent Shop — Britannia Herbs[N]

Shops

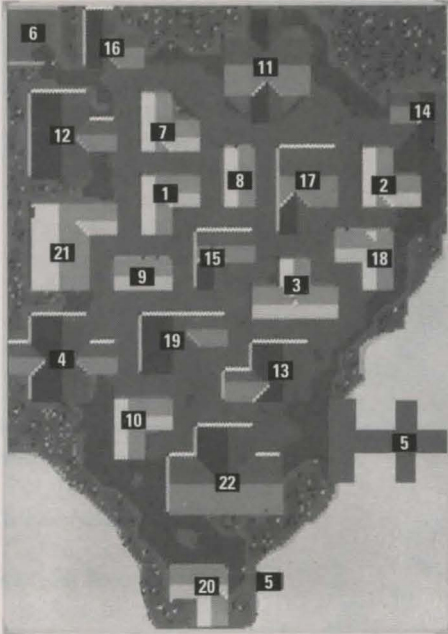
- 18 Bowyer — Silver Serpent Bows [NE]
- 19 Silver Serpent Tailors [SW]
- 20 Tinker — Tinker of the Isle[S]

Taverns/Inns & Traveler's Aid

- 21 The Dog and Lion Pub [C]
- 22 The Broken Arrow Inn [C]
- 23 Tavern — Fisherman's Brew [C]



Skara Brae



Rangers congregate at this city in the woods. It's an excellent place to train animals, either in the stables or in the nearby forest. Deer and rabbits won't run away if you don't attack them, and will even make pets. Pets are so prevalent here that supplies specific to their needs are available for sale.

Archery butts are available for practicing, and are a great way to perfect your style.

Arms & Armour

- 1 More Than Just Mail (Armourer) [N]
- 2 Gore Galore (Weapons) [NE]
- 3 On Guard Armoury [C]

Civic & Common

- 4 Skara Brae Town Hall [W]
- 5 Docks [S, SE]
- 6 Stable [NW]
- 7 The Bank of Skara Brae [N]

Food & Provisions

- 8 Farmer's Market [N]
- 9 Bountiful Meats (Butcher) [C]
- 10 Sundry Supplies (Provisioner) [S]

Guilds

- 11 Counselors' Guild Hall [N]
- 12 League of Rangers [NW]

Healing

- 13 Healer of Skara Brae (Healer) [C]

Magic

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

Shops

- 16 Beasts of Burden (Animal Supplies) [NW]
- 17 Builder's Delight (Carpenter) [N]
- 18 Shear Pleasure (Tailor) [E]
- 19 Bloody Bowman (Bowyer) [C]
- 20 Superior Ships (Shipwright) [S]

Taverns/Inns & Traveler's Aid

- 21 The Shattered Skull (Tavern) [W]
- 22 The Falconer's Inn [S]

Trinsic



Almost every shop you need is located near the eastern bridge — this nest of shops also makes it easy for adventurers taking the eastern bridge out of town to sell their newly acquired possessions if they return by the same bridge.

Food & Provisions

- 13 Britannia Provisions [W]
- 14 Baked Delights (Baker) [C]
- 15 The Trinsic Cut (Butcher) [SE]

Guilds

- 16 Counselors' Guild Hall [NW, S]
- 17 Tinker's Guild [NW]
- 18 Brotherhood of Trinsic (Warriors' Guild) [N]
- 19 Paladins' Guild [NE]
- 20 Sons of the Sea (Guild of Fishermen) [SE]

Healing

- 21 Healer [C]

Arms & Armour

- 1 Shining Path Armoury [N]
- 2 Honorable Arms (Weapons) [C]

Civic & Common

- 3 Barracks [N]
- 4 Encyclopedia Magicka [NW]
- 5 Meeting Hall [N]
- 6 Jail [W]
- 7 First Trinsic Stableri [C]
- 8 Bank of Britannia: Trinsic Branch [SW]
- 9 Docks [SE]
- 10 Trinsic Stableri [NW]
- 11 Guard Post [NW (x2), W, SE, E]
- 12 Trinsic Royal Bank

Shops

- 22 The Pearl of Trinsic (Jeweler) [C]
- 23 Adventurer's Clothing (Tailor) [SE]
- 24 Trinsic Fine Skins (Tanner) [SE]

Taverns/Inns & Traveler's Aid

- 25 The Traveler's Inn [NW]
- 26 The Keg and Anchor (Tavern) [C]
- 27 The Rusty Anchor (Inn) [C]

Unique

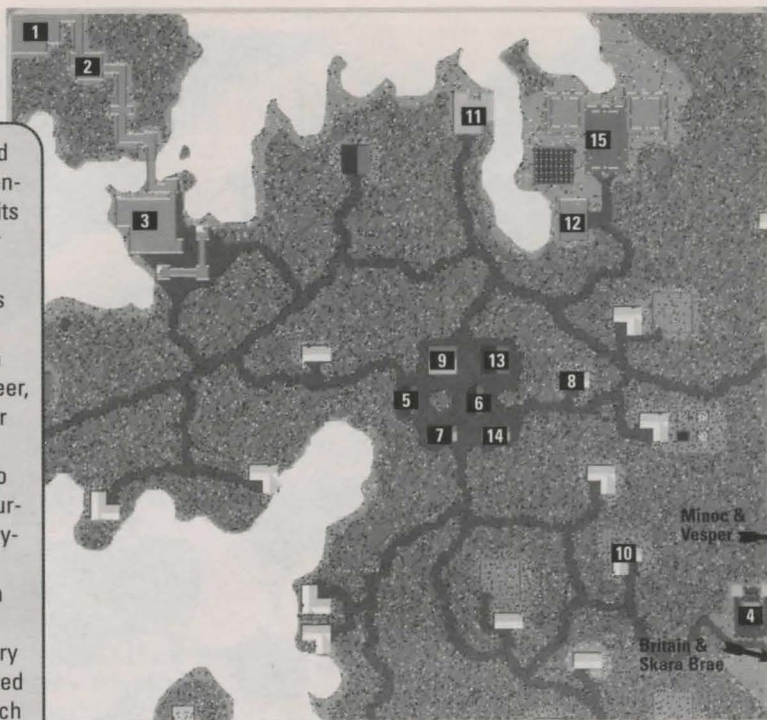
- 28 Training Grounds [NE]
- 29 Paladins' Hall [NE]
- 30 Garden [C]



Yew

At first glance, Yew would seem a popular place for adventurers — a village famous for its wine! But perhaps the somber presence of the abbey, or the mellow attitude of the brothers therein, have had a calming effect on the town. While it's a good place to begin one's career, with plenty of wildlife, trees for harvesting and other useful resources nearby, there are no "regular" shops at which to purchase staples for the devil-may-care lifestyle.

That is not to say that it is a waste of time for any passing soldier of fortune. The cemetery nearby is known to be populated by a fair number of undead such as ghosts and skeletons, and these are a fine way to get good practice, improve your notoriety, and perhaps earn a coin or two.



Civic & Common

- 1 Prison [NW]
- 2 Storeroom [NW]
- 3 Courtroom — Court of Truth [NW]
- 4 Cemetery [SE]

Food & Provisions

- 5 Market [C]
- 6 The Jolly Baker [C]
- 7 Butcher — Yew's Finest Cuts [C]

Guild

- 8 Counselor's Guild Hall [E]

Healing

- 9 Healer — Healer of Yew [C]
- 10 Deep Forest Healing [SE]

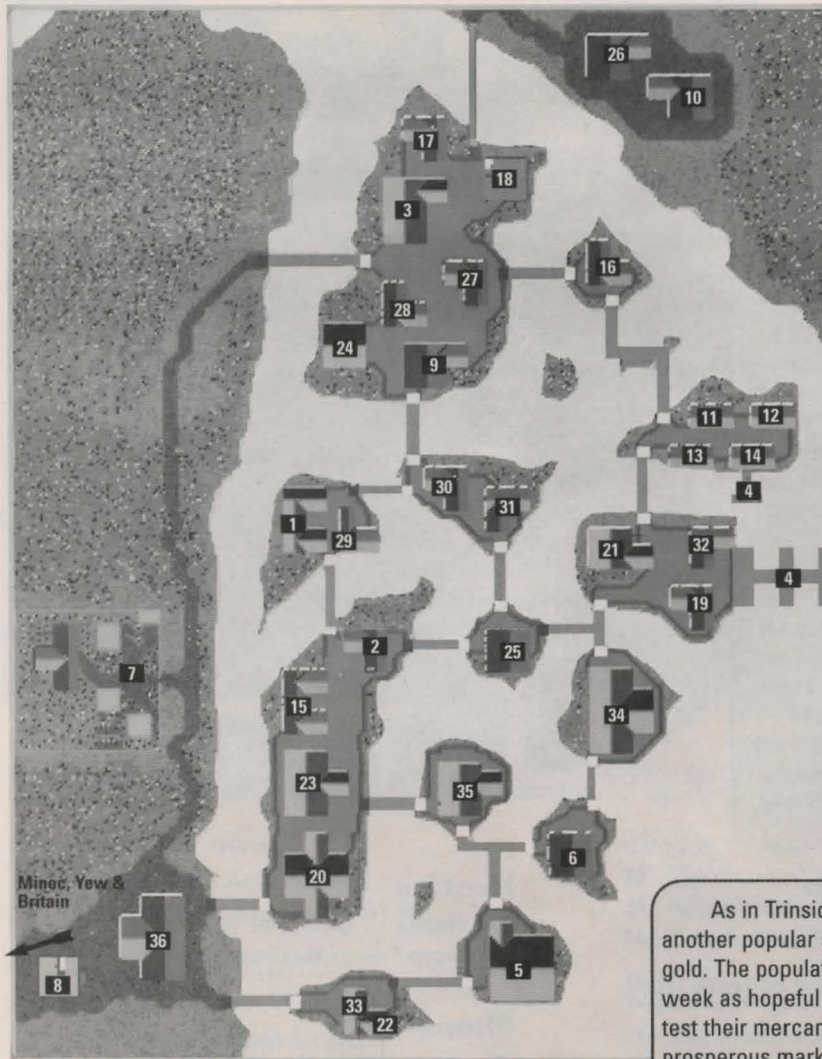
Shops

- 11 Flour Mill — Yew Mill [N]
- 12 Winery — Ye Olde Winery [NE]
- 13 The Sturdy Bow (Bowyer) [C]
- 14 Bloody Thumb Woodworking [C]

Unique

- 15 Empath Abbey [NE]

Vesper





Arms & Armour

- 1 Armourer — Warrior's Companion [W]
- 2 Blacksmith — The Iron Works [C]

Civic & Common

- 3 The Mint of Vesper [N]
- 4 Docks [E (x2)]
- 5 Vesper Museum [S]
- 6 Vesper Customs [SE]
- 7 Cemetery [W]
- 8 Guard Post [SW]

Entertainment

- 9 The Musicians' Hall [N]

Food & Provisions

- 10 The Adventurer's Supplies (Provisioner) [NE]
- 11 The Twisted Oven (Bakery) [E]
- 12 Groceries — Farmer's Market [E]
- 13 The Butcher's Knife (Butcher) [E]
- 14 Fish Shop — Fisherman's Wharf [E]
- 15 Supplies — The Adventurer's Friend / Tailor — The Spinning Wheel [C]
- 16 The Busy Bee (Beekeeper) [N]

Magic

- 17 The Bubbling Brew (Mage) [N]
- 18 Magical Light / The Circles of Magic (Magic Shop) [N]
- 19 The Magician's Friend (Magic Shop) [E]

Guilds

- 20 Counselor's Guild Hall [S]
- 21 Guild of Fishermen [E]
- 22 Society of Thieves [S]
- 23 The Champions of Light (Warriors' Guild) [C]
- 24 The Ore of Vesper (Mining Cooperative) [N]

Healing

- 25 The Healer of Vesper (Healer) [C]

Shops

- 26 The Spinning Wheel (Tailor) [NE]
- 27 The Colored Canvas (Painter) [N]
- 28 Shimmering Jewel (Jeweler) [N]
- 29 The Ranger Tool (Bowyer) [W]
- 30 The Gadgets Corner (Tinker) [C]
- 31 The Hammer and Nails (Carpenter) [C]
- 32 The Majestic Boat (Shipwright) [E]
- 33 Tanner [S]

Taverns/Inns & Traveler's Aid

- 34 Vesper Youth Hostel (Inn) [SE]
- 35 The Marsh Hall (Tavern) [C]
- 36 The Ironwood Inn [SW]

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.

Civic & Common

- 1 Bunkhouse [NE]
- 2 Dining Room [NE]
- 3 The Learned Mage (Library) [C]
- 4 Seat of Knowledge (Library) [C]

Food & Provisions

- 5 Mage's Things [W]
- 6 Mage's Appetite [NE] (Wind's communal kitchen contains three shops. You can purchase food from all three.)

Healing

- 7 Wind Healer [C]

Magic

- 8 Magical Supplies [C]

Shops

- 9 Wind Alchemy [NW]
- 10 Windy Clothes [NW]
- 11 The Alchemist of Wind [NE]

Taverns, Inns & Traveler's Aid

- 12 Seeker's Inn [NW]
- 13 Windy Inn [C]

Intracity Teleporters

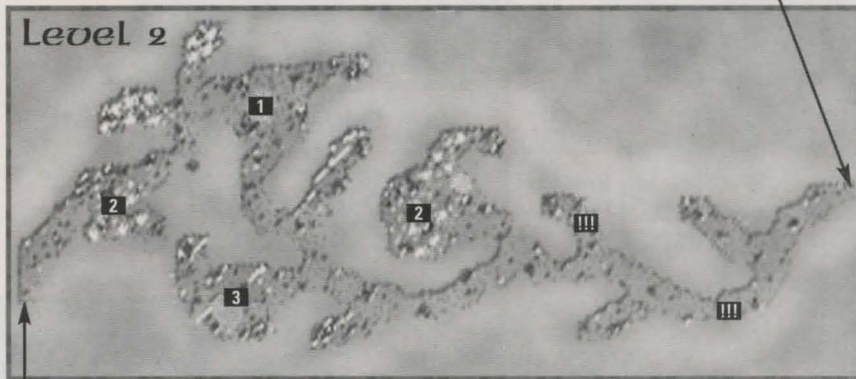
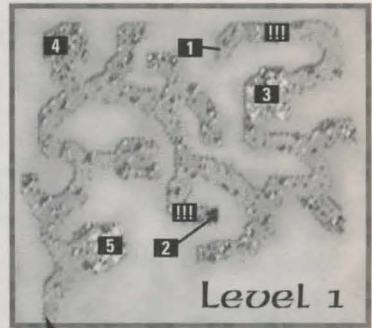
- 14A / 14B Two-way teleporter circuit, to / from 14A [NW] and 14B [N]
- 15 Teleporter to surface [W]
- 16 Teleporter from surface [SW]



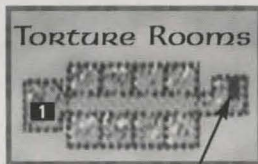
Covetous Dungeon

Corpser • Gazers • Harpies • Lesser Undead

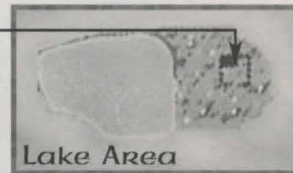
- 1 Entrance
- 2 Altar
- 3 Harpy Lair
- 4 Gazer
- 5 Corpser Lair
- ◇ Lots of Vermin



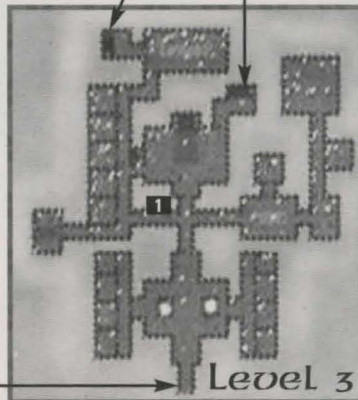
- ◇ All monsters may be found on this level.
- 1 Gazer Lair
- 2 Corpser Lair
- 3 Water Elemental
- 4 Harpies
- ◇ Lots of Vermin



- 1 Iron Maiden
- ◇ Ghouls
- ◇ Zombies
- ◇ Vermin



- ◇ Drakes & Dragons
- ◇ Vermin

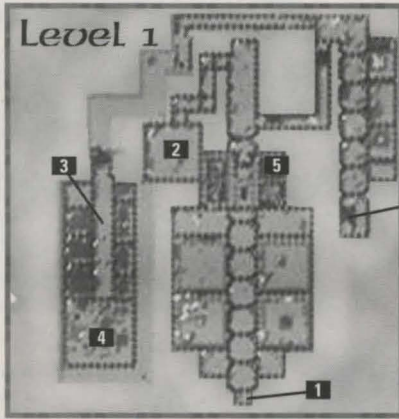


- 1 Painting
- ◇ Skeletons
- ◇ Vermin

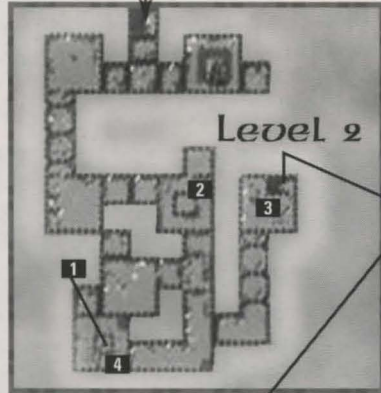
The painting is useful if you double-left click on it.

Deceit Dungeon

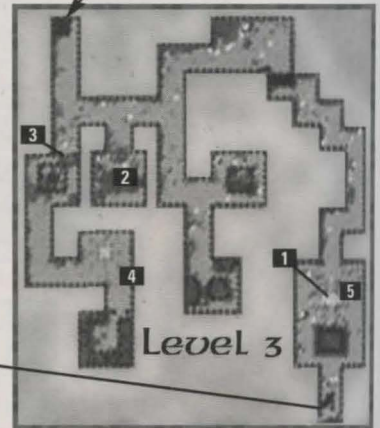
Home of the unquiet dead.



- 1 Entrance
- 2 Meeting Room
- 3 Cells
- 4 Torture Chamber
- 5 Water Elemental
- ◇ Zombies

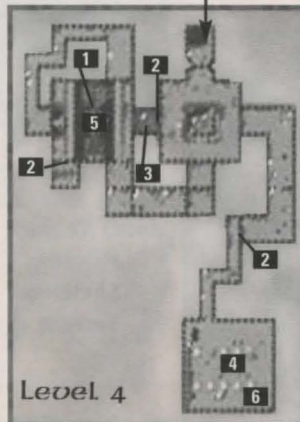


- 1 Runes
- 2 Zombies
- 3 Skeleton Knights
- 4 Skeleton Magi
- ◇ Ghouls



- 1 Magic Chamber
- 2 Mushroom Field
- 3 Secret Door
- 4 Ghouls
- 5 Liches
- ◇ Poison Elementals

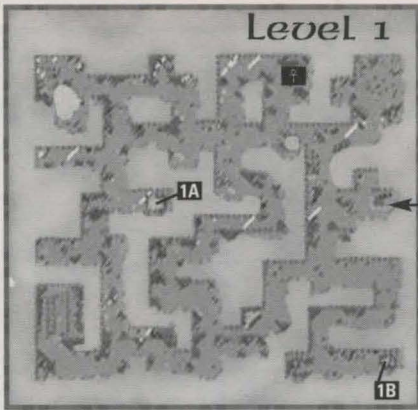
- 1 Lava Bridges
- 2 Secret Door
- 3 Pit / Teleport across
- 4 Burial Chamber / Crypt
- 5 Fire Elemental
- 6 Liche Lords
- ◇ Liches
- ◇ Elementals
- ◇ Ghouls



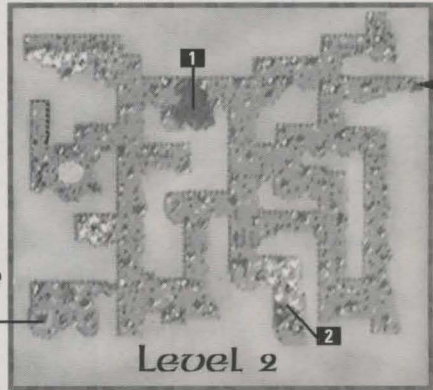


Despise Dungeon

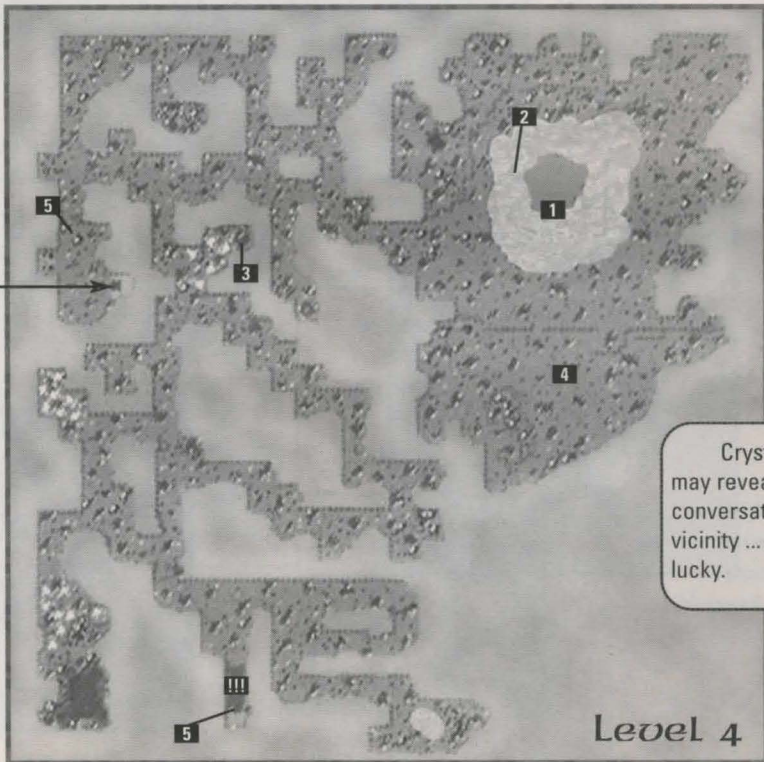
Overrun with Dungeon Vermin on every level



1A / 1B
Two-way
teleporter
circuit



Stairs to Level 3



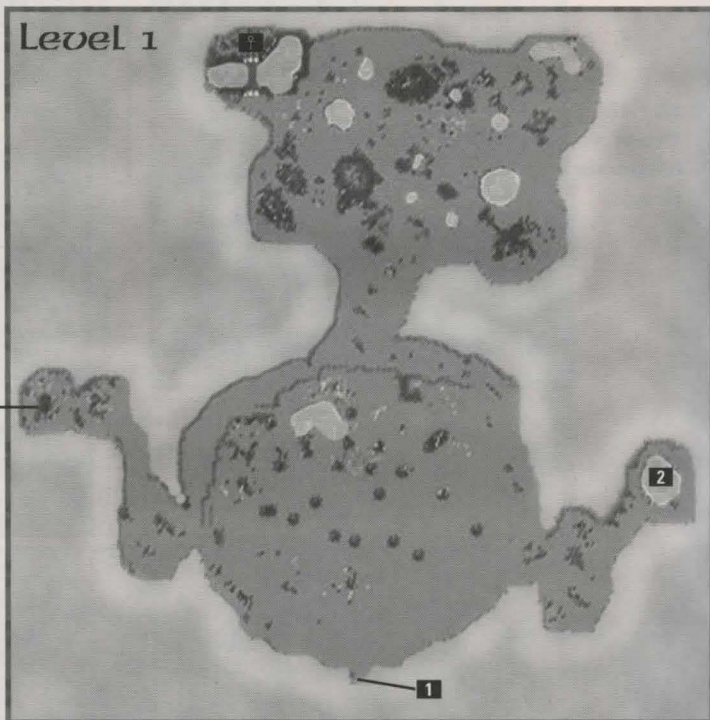
- 1 Evil Magi
- 2 Bridge
- 3 Statue
- 4 Guarded by Dragons
- 5 Crystal Ball

Crystal Balls may reveal recent conversations in the vicinity ... if you're lucky.

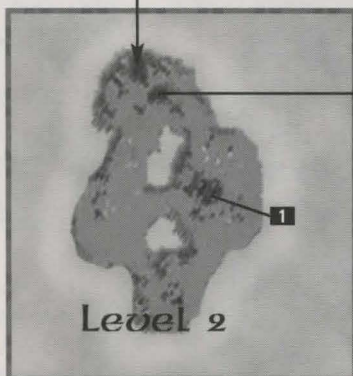
Destard Dungeon

Home of the Ancient Wyrms ... dragons and drakes on every level

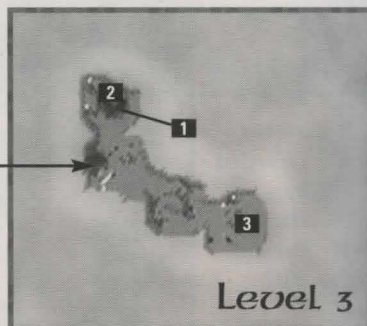
- 1 Entrance
- 2 Water Elementals
- ◇ A few Vermin



- 1 Magic Center



- 1 Lava pit
- 2 Fire Elementals
- 3 Ancient Wyrms

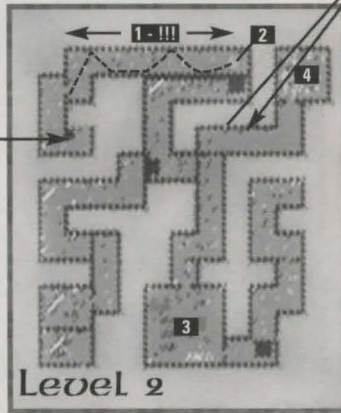
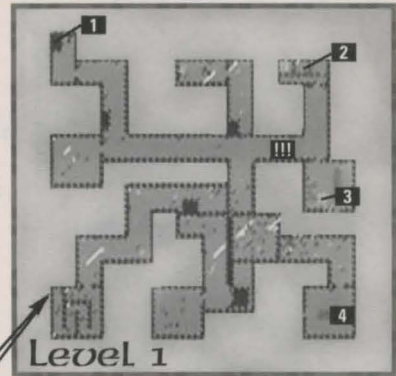




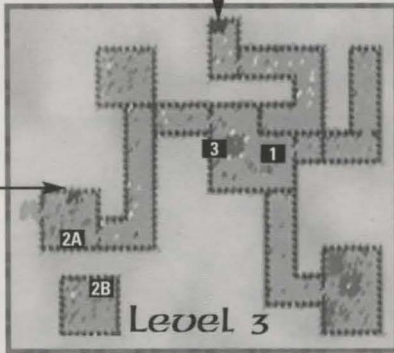
Hythloth Dungeon

Home of brutish humanoids and their Daemon masters

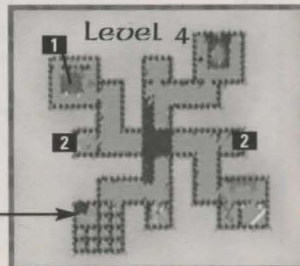
- 1 Entrance
- 2 Cells
- 3 Mage Shop
- 4 Kitchen
- ◇ Orc & Orc Lords
- ◇ Orc Magi
- ◇ Hell Hounds
- ◇ Ettins
- ◇ Vermin



- Safe Path
- 1 Teleport Trap Hallway
- 2 Pentagram Platform
- 3 Laboratory
- 4 Bunkhouse
- ◇ Orc & Orc Lords
- ◇ Orc Magi
- ◇ More Hell Hounds
- ◇ More Ettins
- ◇ Gargoyles
- ◇ Vermin

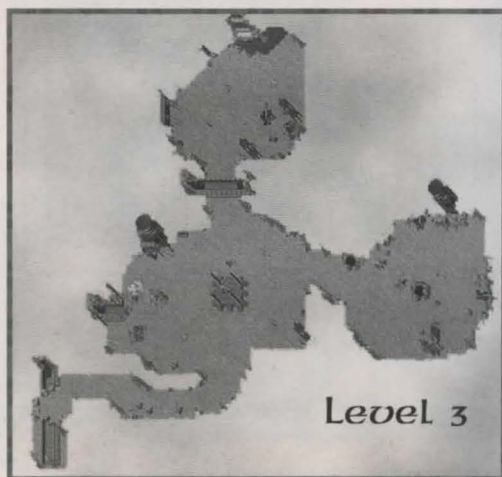
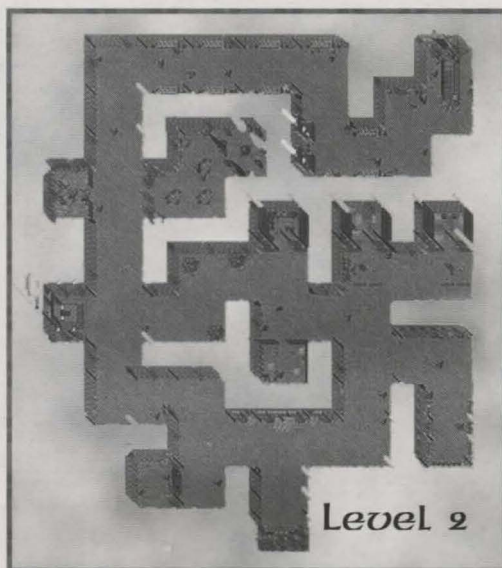
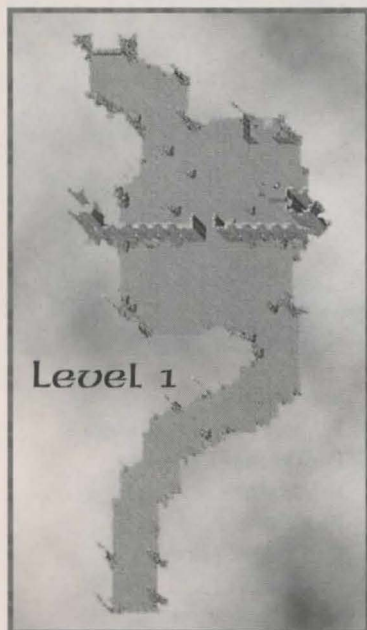


- 1 Daemon & Balron Lair
- 2A / 2B Two-way Teleporter
- 3 Summoning Chamber
- ◇ Orc & Orc Lords
- ◇ Orc Magi
- ◇ Hell Hounds
- ◇ Ettins
- ◇ Gargoyles
- ◇ Vermin



- 1 Gargoyle Lair
- 2 Torture Chamber
- ◇ Daemons
- ◇ Vermin

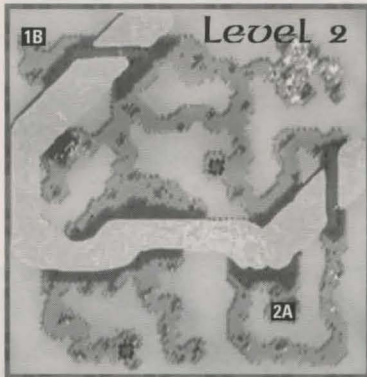
Orc Mines



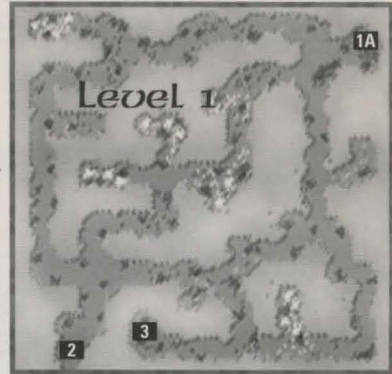


Shame Dungeon

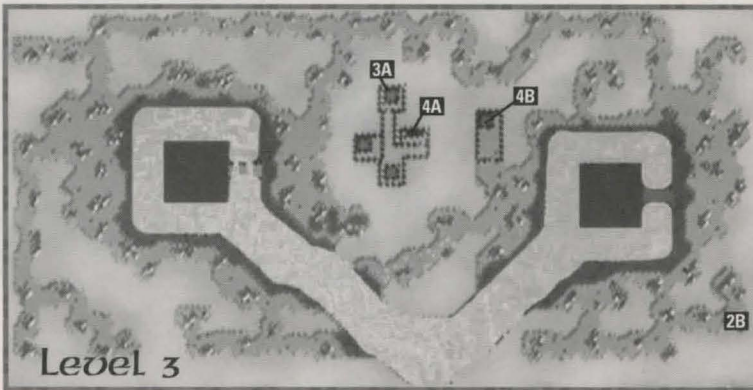
Spirits from the elemental planes inhabit Shame.



- 1A Two-way Teleporter to Level 2
- 2 Entrance
- 3 Graveyard
- ◇ Earth Elementals
- ◇ Vermin



- 1B Two-way Teleporter to Level 1
- 2A Two-way Teleporter to Level 3
- ◇ Earth Elementals
- ◇ Air Elementals
- ◇ Water Elementals
- ◇ Vermin



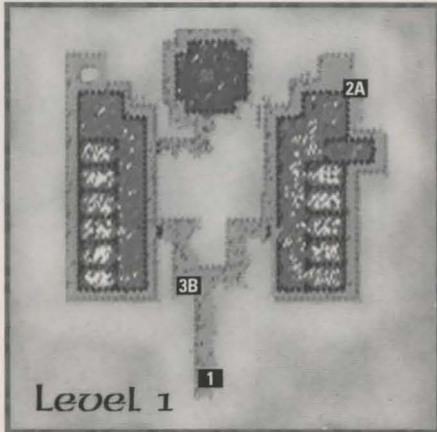
- 2B Two-way Teleporter to Level 2
- 3A Two-way Teleporter to Level 4
- 4A / 4B Two-way Teleporter to Island
- ◇ Earth Elementals
- ◇ Air Elementals
- ◇ Water Elementals
- ◇ Fire Elementals
- ◇ Poison Elementals
- ◇ Vermin



- 3B Two-way Teleporter to Level 3
- ◇ Earth Elementals
- ◇ Air Elementals
- ◇ Water Elementals
- ◇ Fire Elementals
- ◇ Poison Elementals
- ◇ Blood Elementals
- ◇ Vermin

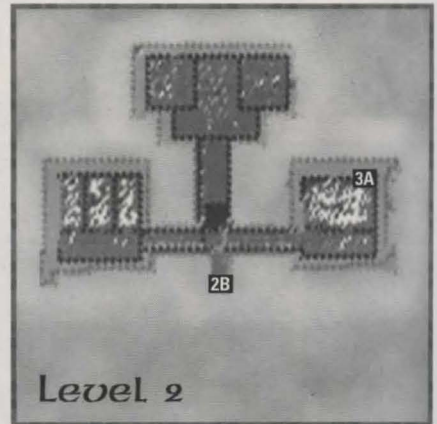
Wrong Dungeon

Savage Trolls rule the decaying halls of Wrong.



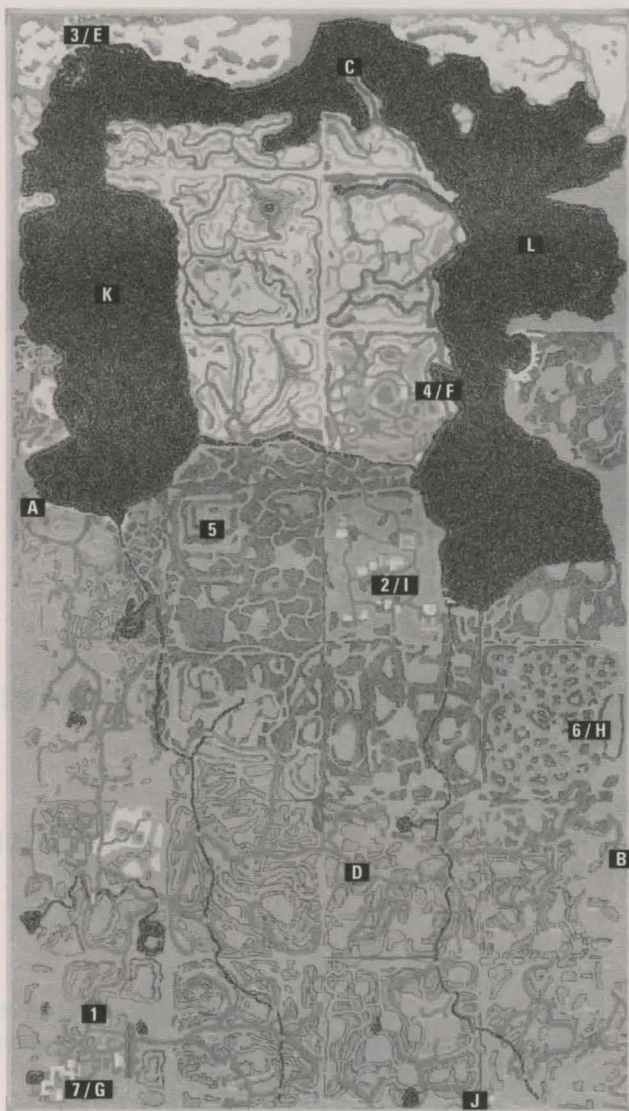
- 1 Entrance from Outside
- 2A One-Way Teleporter to Level 2
- 3B Teleporter Arrival Point from Level 2
- ◇ Lizard Men
- ◇ Rat men
- ◇ Trolls
- ◇ Vermin

- 2B Teleporter Arrival Point from Level 1
- 3A One-way Teleporter to Level 1
- ◇ Ogres
- ◇ Rat men
- ◇ Trolls
- ◇ Ettins
- ◇ Ogre Lords
- ◇ Vermin





THE LOST LANDS



Settlements

- 1 Delucia
- 2 Papua

Dungeons

- 3 Ice
- 4 Lava
- 5 Terathan Temple
- 6 Sewers
- 7 Cave

PATHWAYS BETWEEN BRITANNIA AND THE LOST LANDS

- A The island with two buildings north of Trinsic leads to the *City of the Dead*.
- B A cave 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 leads to an *unmarked grave in the South central area*.
- E A cave to the north, above the desert, opens into the *Ice Dungeon*.
- F A cave near Serpent's Hold leads to the *Lava Dungeon*.
- G A mountain cave west of Trinsic (and a bit south) 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 "reclu" to go to Papua. Step on the Papua pentagram and say "reclu" to go to Moonglow.
- J A temple teleporter 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."

ULTIMA ONLINE™: Lord Blackthorn's Revenge™

Prima's Official Strategy Guide

BE IT KNOWN, that amongst those "Lost Land" 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.

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.

Delucia



Arms &

ARMOUR

- 1 Zoot's Hammer [C]

Civic &

Common

- 2 Ye Olde Eleventh Bank [C]
 3 City Entrance [E, N, NW, S]
 4 Fort [NE]
 5 Stable [W]

Food &

Provisions

- 6 The Supply Depot [C]

Magic

- 7 Mage [E]

Shops

- 8 Tailor [C]

Healing

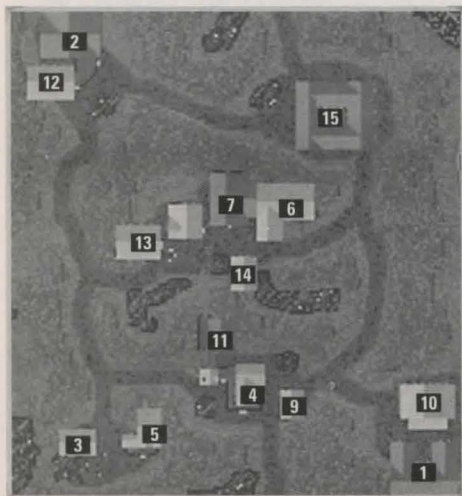
- 9 Healer [W]

Taverns/Inns &

Traveler's Aid

- 10 The Barely Inn [SE]

Papua



Arms &

ARMOUR

- 1 Revenge Shop [SE]

Civic &

Common

- 2 Bank [NW]
 3 Southside Stables [SW]

Food &

Provisions

- 4 Adventure Outfitters [S]
 5 Southside Butchery [SW]
 6 Nature's Best Baked Goods [C]

Magic

- 7 Tricks of the Trade [C]
 8 Reagent Shop [C]

Shops

- 9 Tailor [S]
 10 Pier 39 Shipwright [SE]
 11 Tinker's Paradise [S, W]
 12 Jeweler — Strange Rocks [NW]
 13 Carpentry House [W]

Healing

- 14 Healing Hand [C]

Taverns/Inns &

Traveler's Aid

- 15 Just Inn [NE]



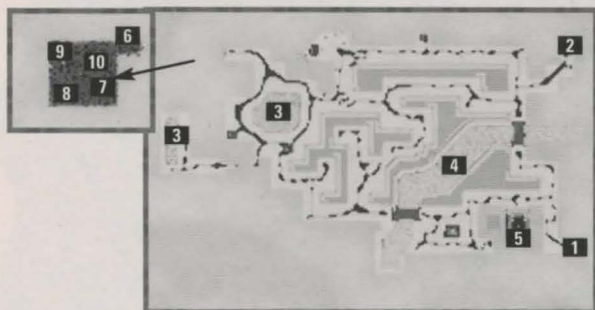
Cave Dungeon



- 1 Pool of Lava
- 2 Lava Flow

* Poison Gas

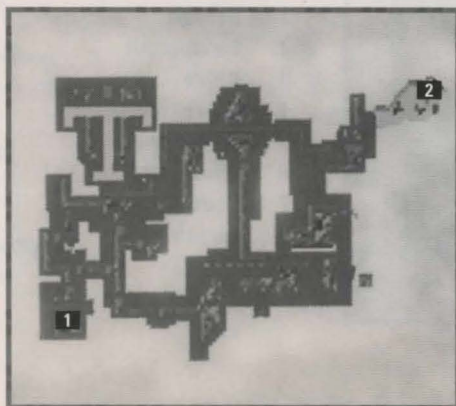
Ice Dungeon



- 1 Entrance from Britannia
- 2 Exit to the Lost Lands
- 3 Pool of water
- 4 River
- 5 Orc Shrine
- 6 Treasure room
- 7 Summoning circle
- 8 Library
- 9 Daemons
- 10 Mages

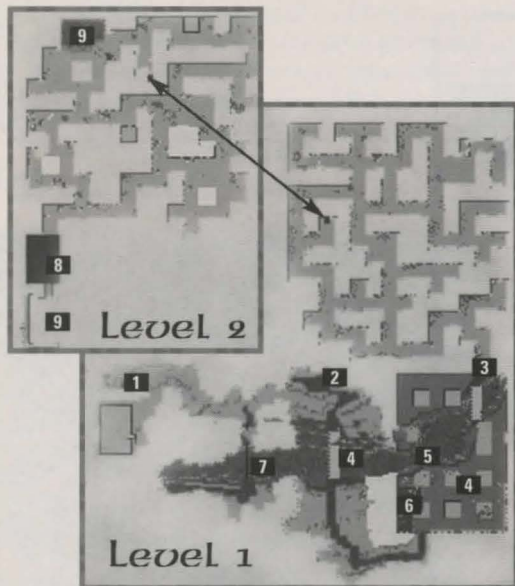
◇ All ice and frost monsters inhabit this dungeon.

Sewers Dungeon



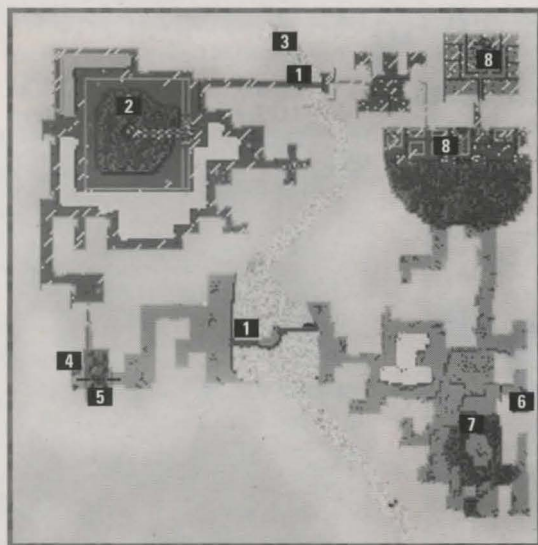
- 1 Entrance from Britain
- 2 Exit to Lost Lands

Lava Dungeon



- 1 Entrance from Britannia
 - 2 Exit to the Lost Lands
 - 3 Bridge
 - 4 Ruins
 - 5 River of lava
 - 6 Graveyard
 - 7 Tightrope
 - 8 Building with Mages
 - 9 Pool of lava
- ◇ All heat and lava monsters inhabit this dungeon.

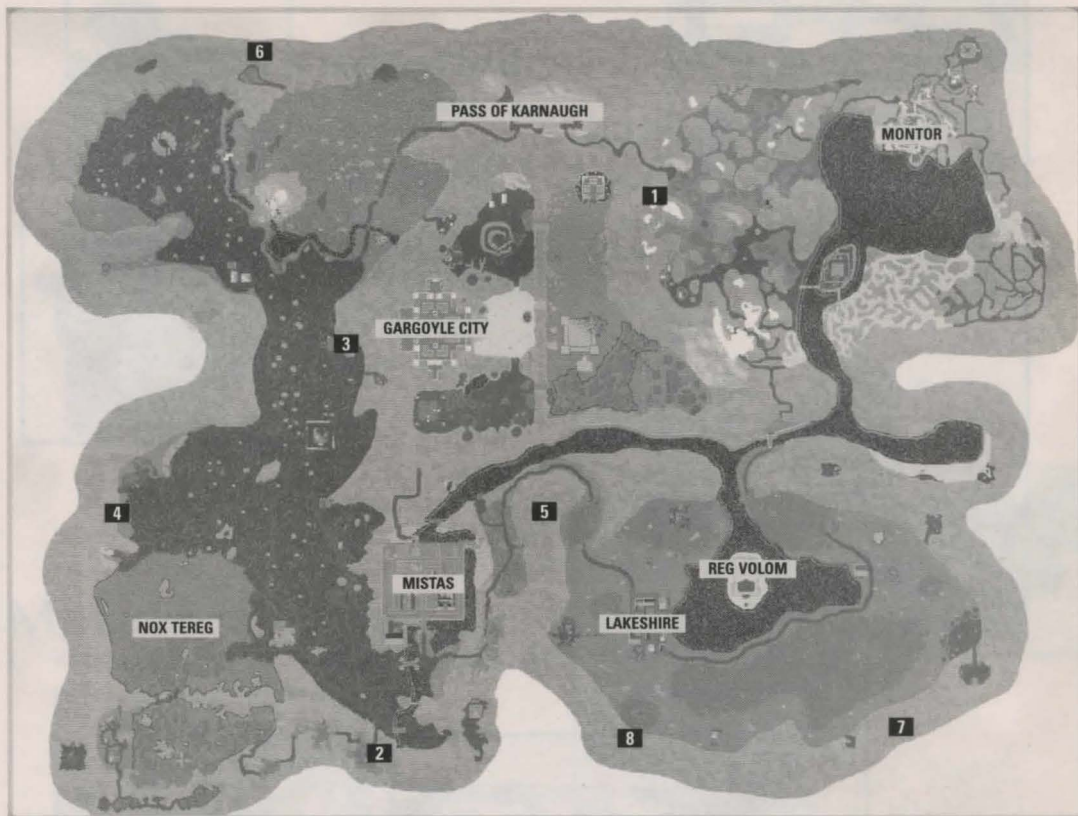
Terathan Keep Dungeon



- 1 Bridge
- 2 Swamp pit
- 3 River
- 4 Lever
- 5 Tightrope
- 6 Slime pit
- 7 Ophidians
- 8 Terathans



ILSHENAR



Shines

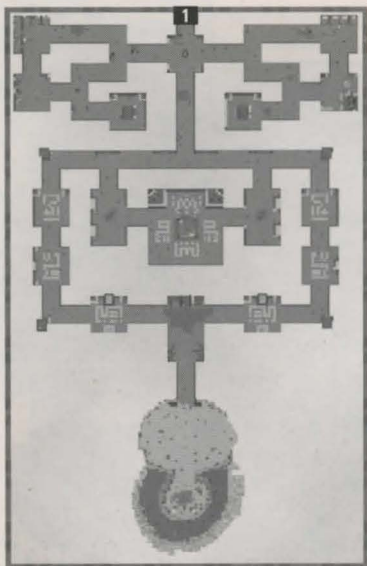
- 1 Compassion
- 2 Honesty
- 3 Honor
- 4 Humility
- 5 Justice
- 6 Valor
- 7 Spirituality
- 8 Sacrifice

Dungeons

- 10 Blood Dungeon
- 11 Infested Mines
- 12 Kirin Reserve
- 13 Mountain Keep
- 14 Subterrain Complex
- 15 Temple of Knowledge
- 16 Underground Hideout

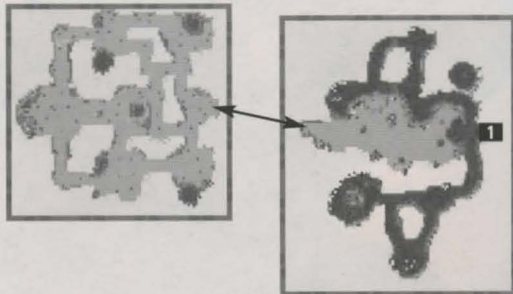
Blood Dungeon

1 Entrance



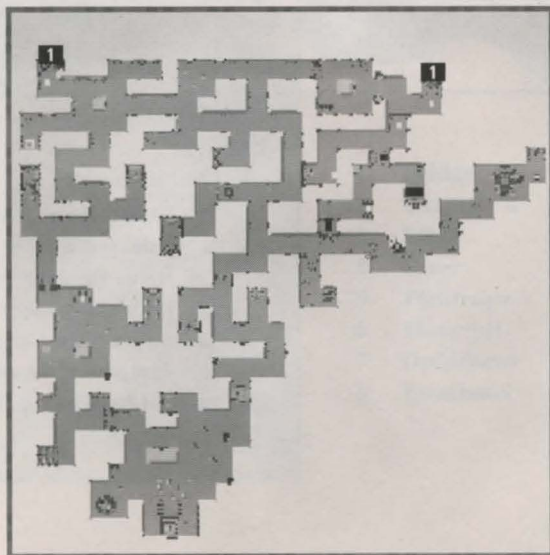
Infested Mines

1 Entrance



Dungeon Khaloun

1 Entrance





Kirin Reserve

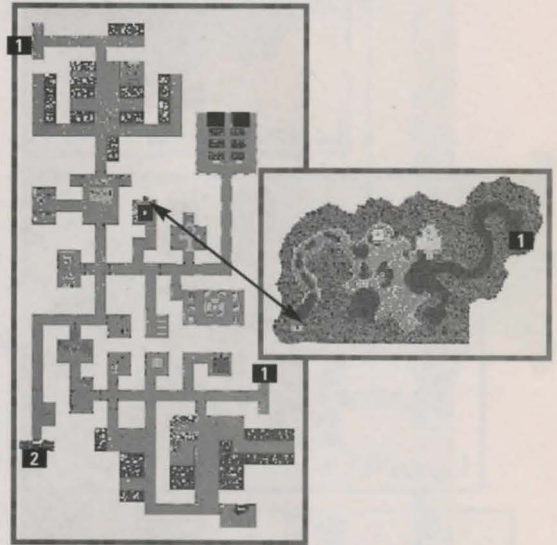
1 Entrance



Subterranean Complex

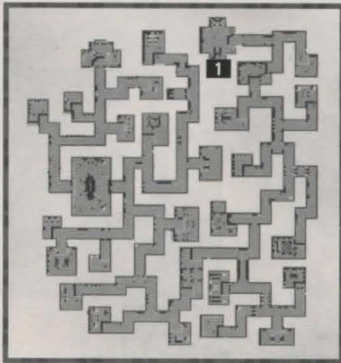
1 Entrance

2 Exit to Kirin Reserve



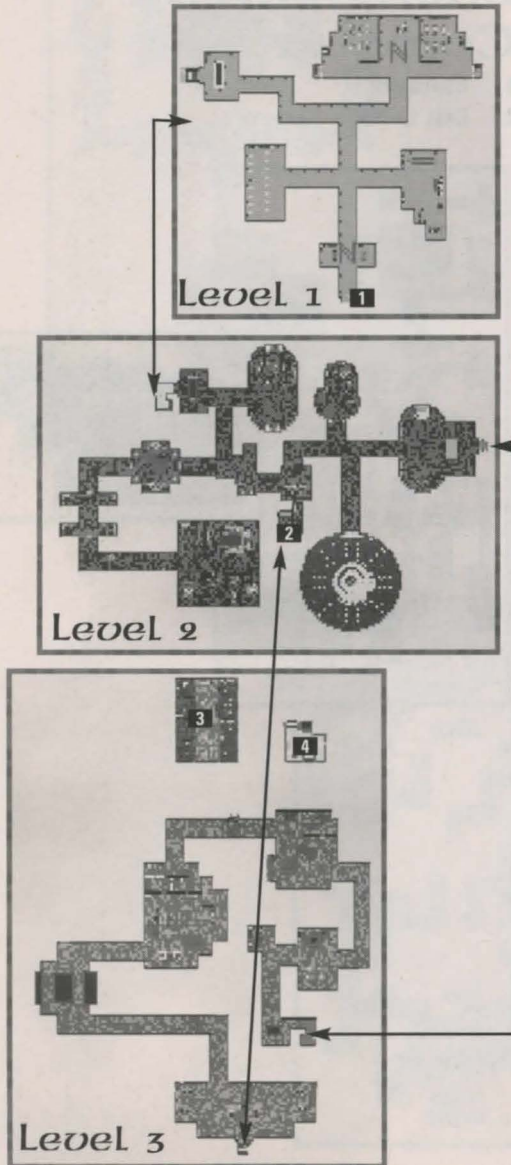
Mountain Keep

1 Entrance



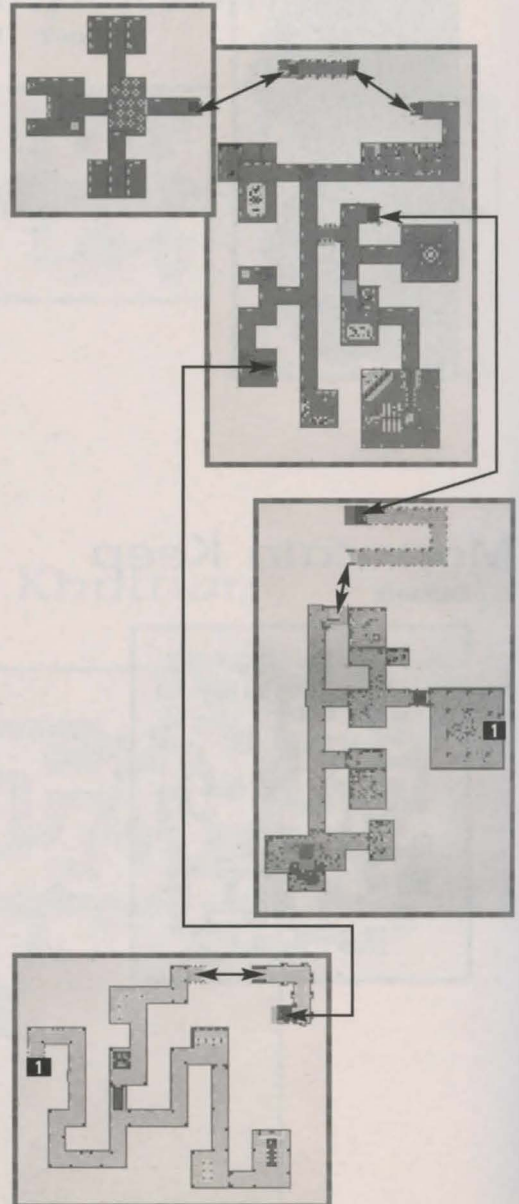
Temple of Knowledge

- 1 Entrance
- 2 Stairs - Up to Temple, Down to Level 3
- 3 Prison Chambers
- 4 Stairs - Up to the Temple, Down to Level 2



Underground Hideout

- 1 Entrance



The Ancient Land of Malas

AGE OF SHADOWS™



↑PM R+KIM↑↑ R+M RP MRFFH

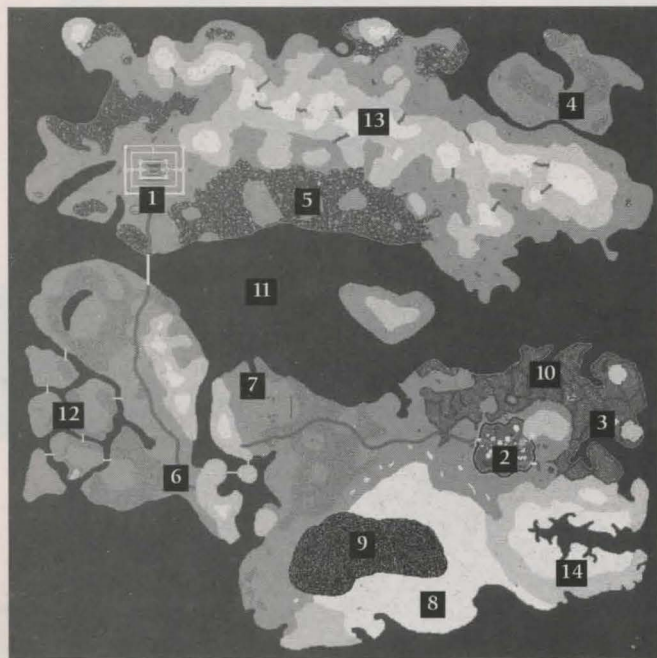
ULTIMA ONLINE™: Age of Shadows™

Prima's Official Strategy Guide

Floating within a dark sea of stars, Malas is a broken land, wracked by great tremors that constantly threaten the stability of its continents. Its origin is a mystery, and its future inscrutable, but what is known is that this facet is unlike any other. Three great sections of land—one of which is already crumbling into smaller islands—are connected by bridges, and in between them

lies a vast abyss of nothingness. And yet, despite this unstable environment, life has flourished in the Dark Facet; creatures of all types call Malas home, and even humans have forged lives there.

Malas opens up a whole new land for exploration, but also makes available more space for houses for those interested in calling this strange new facet home.



Cities

1. Luna
2. Umbra

Dungeon

3. Dungeon Doom

Places of Interest

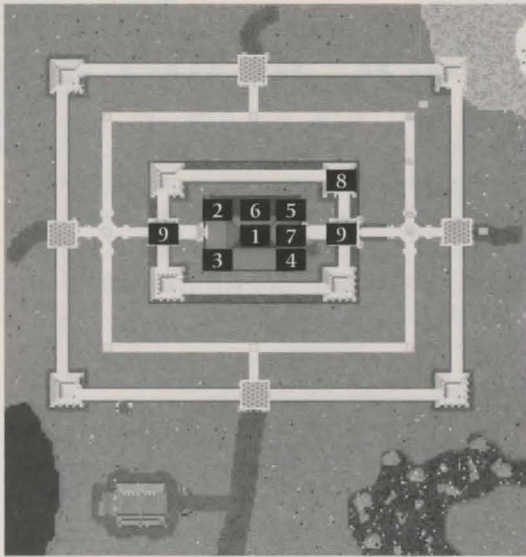
4. Grimswind Ruins
5. Crystal Fens
6. Hanse's Hostel
7. Abandoned Orc Fort
8. Forgotten Pyramid
9. Gravewater Lake
10. Corrupted Forest
11. Divide of the Abyss
12. Crumbling Continent
13. Northern Crags
14. Dry Highlands

LUNA

Known as the "City of Paladins," Luna is in the northwest corner of the landmass and consists of a central hub surrounded by paths and walls made of sandstone, like those found in the great Britannian city of Trinsic. Here Paladins can find the Book of Chivalry, which allows you to use abilities unique to the Chivalry skill. Find a Keeper

of Chivalry (they usually hang around the central building) and say: "vendor buy." Books of Chivalry run about 140 gold pieces each.

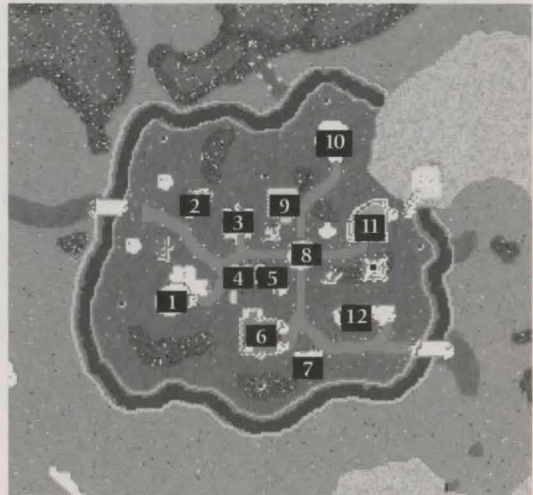
There's an open, grassy area between the center building and outer wall that is not protected by the guards. This area was created specifically for housing, so if you're seeking a place that's relatively sheltered from the rest of the world, consider setting up your humble abode in Luna.



1. Luna Bank
2. Shining Blades (Blacksmith)
3. Clothier's Colors (Tailor)
4. Sage's Refuge (Magic Shop)
5. Hardwoods and More (Woodworking)
6. Open Market (Provisioner and Jeweler)
7. Paladin's Stopover (Inn)
8. Proud Bridle (Stables)
9. Healers

UMBRA

On the map's opposite corner lies Umbra, a darker and less-orderly construction than its sister-city Luna. Known as the "City of Necromancers," this is where Necromancers can find spellbooks and spells specific to their profession. Like most towns in *Ultima Online*, Umbra has a wide range of shops stocked with a large assortment of goods. From weapons to a new pair of shoes, you'll find everything you need in this city of dark magic.

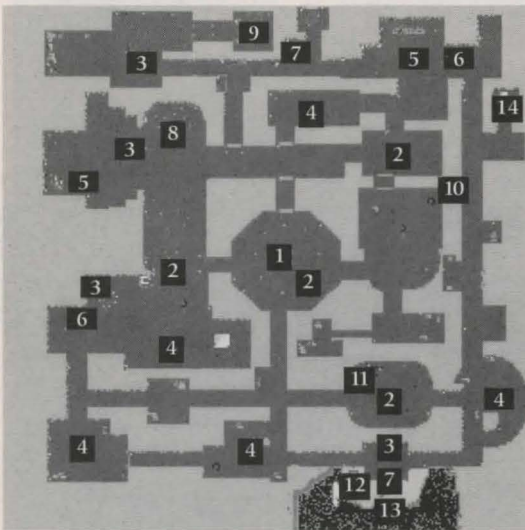


- | | |
|--|--|
| <ol style="list-style-type: none"> 1. Armory of Souls (Blacksmith) 2. Critter Pens (Stables) 3. Gravedigger's Apparatus (Provisioner) 4. Ghastr Refectory (Bakery) 5. Skeleton Swill 6. Necromancer Amphitheater (Mage Shop) | <ol style="list-style-type: none"> 7. Lich's Horde (Jeweler) 8. Umbra Bank 9. Wailing Banshee Inn 10. Warped Woodworks (Woodworking) 11. Darkweave (Tailor) 12. Bloodletter's Guild (Healer) |
|--|--|

DUNGEON DOOM

Malas isn't just about Paladins and Necromancers. While the surface of the shrouded facet might be a good place for you to build a nice little cottage and flower garden, the area under the Dark Facet is foul and cursed. Dungeon Doom introduces new puzzles, quests, and epic battles to *Ultima Online: Age of Shadows*.

The game's largest dungeon, Doom is composed of two expansive levels filled with the vilest creatures known to man. In addition, a series of puzzles, hidden rooms, and death traps create a challenging environment for even the most seasoned player.

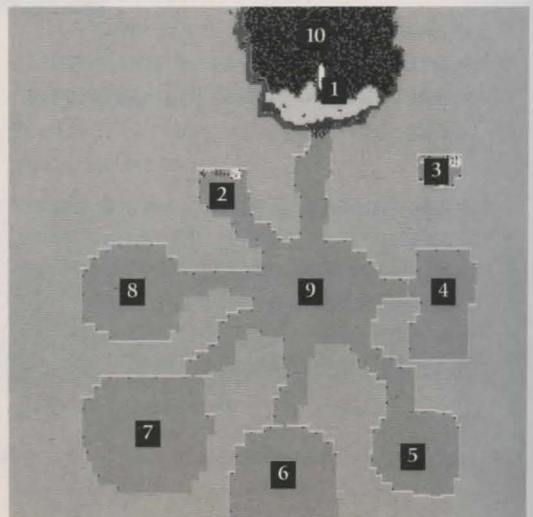


Level 1

1. Entrance
2. Vampire Bats and Patchwork Skeletons
3. Liches and Wailing Banshees
4. Ravagers and Devourers of Souls
5. Gore Fiends and Flesh Golems
6. Gibberlings
7. Restless Souls
8. Switch Puzzle
9. Poison Cloud Room
10. Burial Chamber of Sektu
11. Victoria the Sorceress
12. Bell of the Dead
13. Lake Mortis
14. Exit

Level 2

1. Exit
2. Healer
3. Secret Mage Shop
4. Champion Spawn: Darknight Creeper
5. Champion Spawn: Fleshrenderer
6. Champion Spawn: Impaler
7. Champion Spawn: Shadow Knight
8. Champion Spawn: Abyssmal Horror
9. Champion Spawn: Daemon Knight
10. Lake Mortis



New Templates and Skills



† M H † M A K I F † M H
F † M H K I F H

TEMPLATES

Two new templates make their debut in *Age of Shadows*: the Necromancer and the Paladin.

THE NECROMANCER

The Necromancer practices the dark arts and can inflict pain, pestilence, cold, and vile curses against his hapless foes. His power comes from the wide range of spells and curses available to him.

When you first create your character, you start in the city of Umbra on the Malas facet. This is where all new Necromancers begin, as the Dark Facet is the perfect environment for the study of all things evil. The starting quest introduces you to some of the basic spells a Necromancer uses, such as the *Summon Familiar* spell and the *Animate Dead* spell.

Once you've become acclimated to the basics of a Necromancer's life, you can visit the other facets and further develop your skills.

Starting Attributes

Strength: 25
Intelligence: 45
Dexterity: 20
HP: 37
Mana: 45
Stamina: 20

Starting Skills

Necromancy: 50
Spirit Speak: 30
Swordsmanship: 30
Tactics: 20
Focus: 30

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THE PALADIN

As a holy warrior, a Paladin uses divine power to heal wounds, cure poison and disease, lift curses, improve his fighting abilities, and assist fellow adventurers in the fight against darkness and evil. Even in the heat of battle, a Paladin's ability to invoke these powers can be the deciding factor between life and death. So, whether mage or warrior, those who seek a noble path will be well rewarded by devoting their life to this profession.

As a new Paladin, you start in the city of Haven. Here, you learn about the special abilities that are unique to the Paladin profession by assisting Uzeraan, the Wizard with a special quest.

Starting Attributes

Strength: 45
Intelligence: 25
Dexterity: 20
HP: 47
Mana: 25
Stamina: 20

Starting Skills

Swordsmanship: 49
Chivalry: 51
Focus: 30
Tactics: 30



STARTING EQUIPMENT

As with the other templates available in *Ultima Online*, your Paladin or Necromancer starts out with a few items. All characters start out with 1,000 gold coins in their backpack, which can be used to purchase equipment. In your bank box, you'll also find a dagger, a blank book, a candle, and newbie clothes.

Depending on which template you choose, you'll get a few additional items, such as:

Necromancer: Bone Harvester (weapon), sandals, long skirt, 50 of each necromancy reagent, a Tome of Necromancy with the spells *Summon Familiar*, *Pain Spike*, *Evil Omen*, *Animate Dead*, and *Wraith Form*. You also get leather armor (cap, tunic, sleeves, gloves, and gorget). Your bank box holds an extra bag of necromancy reagents and a robe.

Paladin: Broad sword, plate gloves, plate gorget, chain legs, peanut helm, blue cloak, blue sash, thigh boots, 50 bandages, and a full Paladin spell book. Your bank box contains an extra 50 bandages.

SKILLS

NECROMANCY

Necromancy is the study of dark magic. With it, and a special book called the *Tome of Necromancy*, you can curse your foes, animate the dead, transform into wicked creatures, and summon some of the most deadly spells in the world.

To use the skill, cast any of the spells available to you in the *Tome of Necromancy*. The more proficient you become at the skill, the more successful you will be at using the spells.

Reagents

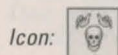
As with Magery, reagents are required to use Necromancy spells. When combined in different ways, these benign substances result in powerful magic that can be harnessed by Necromancers.

Necromancy Reagents

Reagent Name	Abbreviation	Spells
Batwing	BW	<i>Corpse Skin</i> , <i>Evil Omen</i> , <i>Horrific Beast</i> , <i>Mind Rot</i> , <i>Summon Familiar</i> , <i>Vampiric Embrace</i> , <i>Vengeful Spirit</i>
Grave Dust	GD	<i>Animate Dead</i> , <i>Corpse Skin</i> , <i>Lich Form</i> , <i>Pain Spike</i> , <i>Summon Familiar</i> , <i>Vengeful Spirit</i> , <i>Wither</i>
Daemon Blood	DB	<i>Animate Dead</i> , <i>Blood Oath</i> , <i>Horrific Beast</i> , <i>Lich Form</i> , <i>Mind Rot</i> , <i>Strangle</i> , <i>Summon Familiar</i>
Nox Crystal	NC	<i>Evil Omen</i> , <i>Lich Form</i> , <i>Poison Strike</i> , <i>Strangle</i> , <i>Vampiric Embrace</i> , <i>Wither</i> , <i>Wraith Form</i>
Pig Iron	PI	<i>Curse Weapon</i> , <i>Mind Rot</i> , <i>Pain Spike</i> , <i>Vampiric Embrace</i> , <i>Vengeful Spirit</i> , <i>Wither</i> , <i>Wraith Form</i>

Spells

Animate Dead



Words of Power: Uus Corp

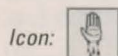
Reagents: DB, GD

Casting Time: 1.5 seconds

Mana Cost: 23

Effect: Animates corpses into undead creatures that wander around and attack every creature except humans.

Blood Oath



Words of Power: In Jux Mani Xen

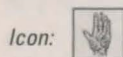
Reagents: DB

Casting Time: 1.5 seconds

Mana Cost: 13

Effect: Links to a single enemy, handing back a great deal of the damage it inflicts upon you. Duration in Seconds = (Caster's Spirit Speak - Target's Resist)/80 + 8

Corpse Skin



Words of Power: In Aglo Corp Ylem

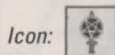
Reagents: BW, GD

Casting Time: 2 seconds

Mana Cost: 11

Effect: Inflicts necrosis upon the skin of the Necromancer or another target, making him more resistant to poison, cold, and physical damage, but extremely vulnerable to fire. Duration in Seconds = (Caster's Spirit Speak - Target's Resist)/25 + 40

Curse Weapon



Words of Power: An Sanct Gra Char

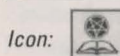
Reagents: PI

Casting Time: 1 second

Mana Cost: 7

Effect: Briefly enchants your weapon to gain the power of life drain. While enchanted, the weapon heals its wielder with 50% of the damage it deals out. Duration in Seconds = Caster's Spirit Speak/75 + 1

Evil Omen



Words of Power: Pas Tym An Sanct

Reagents: BW, NC

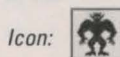
Casting Time: 1 second

Mana Cost: 11

Effect: Be it a strike from a sword or the sting of a spell, the next bad thing that happens to the receiver of this curse will be worse. The player affected by this spell:

- ♀ Receives a +25% increase from the next source of damage
- ♀ Receives a +1 boost to the level of poison the next time he is poisoned
- ♀ Has 50% Resist Spells skill the next time she tries to resist a spell.

Horrific Beast



Words of Power: Rel Xen Vas Bal

Reagents: BW, DB

Casting Time: 4 seconds

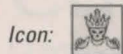
Mana Cost: 11

Effect: Allows you to transform into a terrifying form that grants great physical strength, at the cost of your mind. No duration. Casting this spell again or casting another transformation spell dispels it. While under the effect of this spell, the caster receives:

- ♀ +1 hp/sec
- ♀ +10% melee damage increase
- ♀ Increased base hand damage.



Lich Form



Words of Power: Rel Xen Corp Ort

Reagents: NC, DB, GD

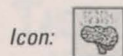
Casting Time: 4 seconds

Mana Cost: 23

Effect: Transforms the Necromancer into the form of a lich, the master of magic. No duration. Casting this spell again or casting another transformation spell dispels it. While under the influence of this spell, the caster receives:

- ♀ +25% damage from silver weapons
- ♀ -25% fire resist
- ♀ +10% poison resist
- ♀ +10% cold resist.

Mind Rot



Words of Power: Wis An Ben

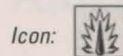
Reagents: BW, DB, PI

Casting Time: 1.5 seconds

Mana Cost: 17

Effect: The receiver of this curse has difficulty thinking, making all abilities that require Mana more expensive. Duration in Seconds = (Caster's Spirit Speak - Target's Resist)/50 + 20

Pain Spike



Words of Power: In Sar

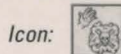
Reagents: GD, PI

Casting Time: 1 second

Mana Cost: 5

Effect: Brings a jolt of temporary pain down upon your enemy. Damage = (Caster's Spirit Speak - Target's Resist)/100 + 30. Damage is temporary and wears off after 10 seconds.

Poison Strike



Words of Power: In Vas Nox

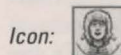
Reagents: NC

Casting Time: 2 seconds

Mana Cost: 17

Effect: Summons a cloud of poison to strike down your enemy. Also, affects a radius of two tiles around the target. Those within that radius receive "splash" damage. Splash Damage = Unmodified Target Damage/(Distance in tiles + 1)

Strangle



Words of Power: In Bal Nox

Reagents: NC, DB

Casting Time: 2.5 seconds

Mana Cost: 29

Effect: Chokes an enemy with poison, doing more damage as his Stamina drops. The power of the effect is equal to the Caster's Spirit Speak skill divided by 10. The minimum power is 4. The power number determines the duration and base damage of the Strangle effect.


Each point of power causes the Strangle effect to damage the target one time. The first round of damage is done after five seconds. Four seconds later, the second round hits. Each round after that comes one second more quickly than the last, until there is only one second between hits.

Damage is calculated as follows: The range of damage is between power - 2 and power + 1. Then the damage is multiplied based on the victim's current and maximum Stamina values. The more the victim is fatigued, the more damage this spell deals. The damage is multiplied by the result of this formula: $3 - (\text{Cur Stamina} / \text{Max Stamina} \times 2)$. For example, suppose the base damage for a Strangle hit is 5. The target currently has 40 out of a maximum of 80 stamina. Final damage for that hit is: $5 \times (3 - (40/80 \times 2)) = 10$.

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Summon Familiar

Icon: 

Words of Power: Kal Xen Bal


Reagents: BW, DB, GD

Casting Time: 4 seconds

Mana Cost: 17

Effect: Summons a spirit wisp, dark wolf, death adder, vampire bat, or horde minion to your side, each with its own unique abilities and a special power granted to the caster.

Vampiric Embrace

Icon: 

Words of Power: Rel Xen An Sanct

Reagents: BW, NC, PI


Casting Time: 4 seconds

Mana Cost: 23

Effect: A powerful form that grants many strengths, but prevents the Necromancer from using garlic-based spells and potions. No duration. Casting this spell again or casting another transformation spell dispels it. While under the influence of this spell, the caster receives:

- ♀ 20% life drain
- ♀ -25% fire resist
- ♀ +25% damage from silver weapons
- ♀ Damage from garlic (17–23 points of damage is dealt when Vampires cast spells that consume the garlic reagent).

Vengeful Spirit

Icon: 

Words of Power: Kal Xen Bal Beh

Reagents: BW, GD, PI


Casting Time: 8 seconds

Mana Cost: 41

Effect: Summons a powerful revenant to slay a chosen foe. Revenants are incredibly persistent and can track their quarry, even when hidden. A revenant requires three control slots. See **Skills: Animal Taming: Pet Limit**, <http://guide.uo.com>. Duration in Seconds = (Caster's Spirit Speak x 80)/1200 + 10

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Wither

Icon: 

Words of Power: Kal Vas An Flam


Reagents: NC, GD, PI

Casting Time: 1.5 seconds

Mana Cost: 23

Effect: Summons an evil, withering frost, damaging all nearby enemies—especially those who are good. Affects a radius of five tiles around the caster.

Wraith Form

Icon: 

Words of Power: Rel Xen Um

Reagents: NC, PI

Casting Time: 4 seconds

Mana Cost: 17

Effect: Transforms the Necromancer into the form of a wraith, well-suited for resisting physical damage, but weak against magic. No duration. Casting this spell again or casting another transformation spell dispels it. While under the influence of this spell, the caster receives:

- ♀ +25% damage from silver weapons
- ♀ +10% physical resist
- ♀ -25% fire resist
- ♀ -5% energy resist
- ♀ -5% poison resist
- ♀ -5% cold resist
- ♀ The ability to leech Mana
- ♀ The ability to walk through people (non-blockable).

Trained by: Necromancer Trainers

Improve by: Casting Necromancy spells

Macros allowed? Yes

Gain income by: Adventuring

Complementary Skills: Spirit Speak, Focus, Resist Magic, Magery, Evaluate Intelligence, Meditation

Best Location: Umbra



CHIVALRY

Chivalry is the Paladin's main ability. With it, and the *Book of Chivalry*, a Paladin can evoke a number of abilities that can improve her prowess on the battlefield.

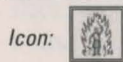
To use these special powers effectively, you must develop your skill in the art of Chivalry, and like any skill in one's repertoire, Chivalry requires the availability of skill points. Diligence and hard work are the keys to being a successful Paladin—the more proficient you are in Chivalry, the more powers you can tap into and use against the dark powers that threaten the balance of the world.

Tithing

Each ability a Paladin wishes to invoke requires a certain amount of "tithing points" to use. A Paladin earns these tithing points by donating gold at a shrine or holy place. And while he is free to be generous and tithe as much as he likes, there is a limit as to how many points a Paladin can have at any one time.

Abilities

Cleanse by Fire

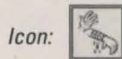


Tithing Cost: 10

Mana Cost: 5

Effect: Cleanses the target of poison and disease, but at a cost. Deals between 13–55 points of damage to the caster.

Close Wounds

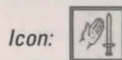


Tithing Cost: 10

Mana Cost: 5

Effect: Allows a Paladin to heal 4–24 points of damage to self or allies.

Consecrate Weapon

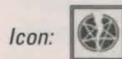


Tithing Cost: 10

Mana Cost: 10

Effect: Allows a Paladin to sanctify a weapon for a short duration. The consecrated weapon is temporarily imbued with a power that specifically targets an enemy's weakest resistance. The effect lasts 3–11 seconds.

Dispel Evil

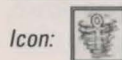


Tithing Cost: 10

Mana Cost: 15

Effect: Attempts to dispel all summoned creatures of an evil nature, and causes all other evil creatures to flee from combat. The disrupting nature of this holy ability can also drain a transformed Necromancer of Mana and Stamina.

Divine Fury



Tithing Cost: 10

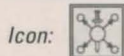
Mana Cost: 10

Effect: Increases the caster's swing rate and accuracy while, at the same time, lowers her defenses. The effect lasts 7–24 seconds.

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Enemy of One

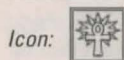


Tithing Cost: 10

Mana Cost: 20

Effect: Allows a Paladin to declare the next creature he strikes as his mortal enemy for a period of time, which gives him the ability to inflict massive melee damage to all creatures of the same type. However, by using this ability, the Paladin's defenses against all other creatures becomes lessened. Effect lasts approximately 1.5–3.5 minutes.

Holy Light

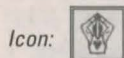


Tithing Cost: 10

Mana Cost: 15

Effect: Upon invoking this ability, a shaft of holy light surrounds the Paladin, damaging all enemies around her with divine energy. Deals approximately 8–24 points of damage to each enemy.

Noble Sacrifice

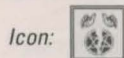


Tithing Cost: 30

Mana Cost: 20

Effect: Caster loses all but one 1 point of HP, Mana, and Stamina in exchange for the ability to resurrect all valid targets next to him. Also cleanses the targets of all poison and heals 9–24 points of damage.

Remove Curse

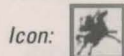


Tithing Points: 10

Mana Cost: 20

Effect: Allows the Paladin to transfer some of her divine power into another, cleansing the person of any curses laid upon him. Curses include Necromancer curses, *Clumsy*, *Weaken*, *Feeblemind*, *Paralyze*, and the *Curse* spell used by mages (which is *Clumsy*, *Weaken*, and *Feeblemind* in one effect).

Sacred Journey



Tithing Points: 20

Mana Cost: 20

Effect: Allows a Paladin to travel instantaneously to a marked location, as per the *Recall* spell. However, to use this ability the Paladin must not be in combat, as he cannot summon the divine power needed if his purpose is of a cowardly or unchivalrous nature.

Karma

Karma is an integral part of a Paladin's way of life, as it affects all of her abilities. As her karma increases, the effectiveness of her abilities will also increase. So, a Paladin who is "Trustworthy" would have a greater advantage over one that was merely "Good." See **Combat: Reputation, Karma, and Fame**, <http://guide.uo.com>.

Trained by: Paladins

Improve by: Using Paladin abilities

Macros allowed? Yes

Gain income by: Adventuring

Complementary Skills: Anatomy, Healing, Parrying, Tactics, Focus, Weapon skill (Swordsmanship, Fencing, Mace Fighting, Archery)

Best Location: Luna



FOCUS

The Focus skill could be defined as the "Warrior's Meditation Skill." It increases both a player's Mana and Stamina regeneration. Because a warrior's swing rate is determined by the amount of Stamina he has, the ability to increase the regeneration of that attribute is highly beneficial on the battlefield. Mana, too, is an important stat to any warrior who uses special combat moves as part of his tactics.

Hit Points, Stamina, and Mana all have stats associated with them called "10 second gains," which are set on all creatures and tell the game system how much to increase each current value by every 10 seconds. This can be seen in the way monsters regenerate their stats points over time. These stats are usually set once and never change. However, in *Age of Shadows*, these 10-second gains can now be increased by various skill and magic effects, such as the Focus skill.

For every 10 points of Focus a player has, his 10-second Stamina gain is increased by 1.

For every 20 points of Focus a player has, her 10-second Mana gain is increased by 1.

How to Use

Similar to the mage's Meditation skill, Focus rises passively as you regain Stamina and Mana. Do anything that lowers your Stamina and Mana to increase the level of your skill.

Trained by: Paladin Trainers

Improve by: Expending Stamina and Mana

Macros allowed: Yes

Gain income by: —

Complementary Skills: Necromancy, Chivalry, Tactics, Weapon Skill (Swordsmanship, Mace Fighting, Fencing, Archery)

Best Location: Luna

SPIRIT SPEAK

The Spirit Speak skill is actually an old skill in *Ultima Online*. However, in *Age of Shadows*, the skill specifics have been changed.

The Spirit Speak skill is now used to heal players by channeling spiritual energy. Spiritual energy can be channeled from either a corpse or the player using the skill. If a corpse is not available, then the player channels his own energy.

Channeling through Corpses

The corpse must be within three tiles to be used, otherwise, the player will channel her own energy. The amount healed is a random number between the minimum and maximum values listed below. Should the minimum value be greater than the maximum value, then the healing is equal to the maximum value.

Min Fame/500 + 1

Max Spirit Speak/20

Channeling Your Own Energy

If no corpses are nearby, you can channel your own spiritual energy into healing. However, this method yields a lesser amount of healing than if you were to channel through a corpse. The amount healed is a random value between the minimum and maximum values listed here:

Min Max/- 4
Max Spirit Speak/50 + 4

You need at least 10 points of Mana to channel your own energy.



Note,

If you have 100 or more skill points in Spirit Speak, you can automatically hear anything that ghosts say. Also, if you're a ghost, you can clearly be heard by anyone else.

Trained by: Healer, Healer Guildmaster, Wandering Healer

Improve by: Using skill

Macros allowed: No

Gain income by: Resurrecting players

Complementary Skills: Necromancy, Healing

Best Location: Anywhere players can die

Housing

AGE OF SHADOWS™



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HOUSING

In *Ultima Online*, each game server (or "shard") is unique, with player-owned housing accounting for much of the differences. When a new server opens, the majority of its landscape is empty of structures. Over time, players purchase and place houses. It is not necessary for houses to be placed the same way between shards. For example, an area containing a Villa on the Atlantic shard might be occupied by a Log Cabin on Pacific. Until now, there have been 20 different types of houses to choose from and, other than decoration, all houses of the same kind have been identical.

Not so anymore. *Ultima Online: Age of Shadows* introduces a powerful new house customization feature to the world of Britannia. Now you can build your dream house from the ground up, controlling everything from the construction materials to the placement of staircases.

This chapter introduces you to the basics of obtaining, customizing, and using a house. For more details and the latest updates to this system, please visit <http://www.uo.com>.

OBTAINING A HOUSE

There are two ways to get a house. You can purchase one that's already been placed, or you can create a new house on an unoccupied piece of land. Both approaches have their pros and cons.

PURCHASING A HOUSE

Remember that if you buy a house, you cannot move it or change its size. You can, however, demolish the house and place a new one where the old one was, but doing so comes with some risk.

If a house is Properly Placed according to its House Sign menu, you can demolish it and replace it with an identical one in the

same location. However, once you demolish the house, the land it sat on becomes fair game to all other players, so demolish at your own risk!

The main downside of purchasing a house is the cost. Since players can charge whatever they want for their houses in *Ultima Online*, it often costs much more to buy an existing house than to create a new one. The reason is simple supply and demand. There is more demand for housing than space available to hold houses. To buy a house, you must outbid everyone else interested in that house. Because of this, larger houses are in higher demand *and* shorter supply. If you can't afford the house you want, settle for something smaller at first, then work toward trading up.



PLACING HOUSES

To create a new house, obtain a House Placement Tool from an Architect NPC (the cost is around 500 GP). You then use this tool to create a house on an unoccupied piece of land. The cost of the house (which is constant and known up front) is deducted directly from your bank.



Unfortunately, placing a house is harder than it sounds. Housing areas fill up fast even on new shards, and new shards don't open up very often. Once a shard has become established, choice housing land is snatched up quickly. As time passes, it becomes nearly impossible to find a place to put a small house, much less a large house. Be prepared to search long and hard for a place to put your house.

HOUSE TIPS

† Current rules prevent any one player from owning more than one house in *Ultima Online*. This is tracked per account, and across all shards. If you own a house on Catskills, you cannot also own a house on Baja. The only way around this is to open a second account.

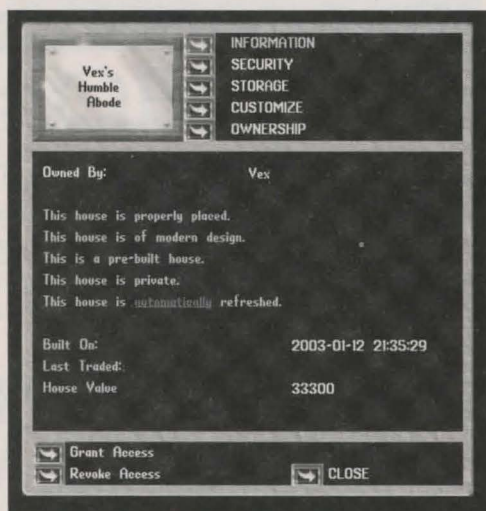
Note

The one exception to this rule exists when you create or buy a second house and your first one becomes condemned. Once condemned, the house is doomed to decay within about a week. However, this gives you time to move your stored possessions from your old house to your new one, and to sell your old house. Once a house is condemned, the only way to restore the house is to trade it to another player. **Even if you sell or demolish your new house, your old house remains condemned!**

- † Be extremely careful when trying to place, buy, sell, or trade houses. You are allowed to become owner of a house once every seven days. If you have created a house or received one in trade in the last week, you cannot create another, or receive another house in trade.
- † Houses in Felucca generally have less value than houses in Trammel or Malas, simply because more players prefer the consent-only PvP environment of Trammel and Malas. If you are willing to risk being attacked by "red" players, then your gold may go further when you shop for a house in Felucca.
- † Malas is the first new facet that allows houses to be placed since the facet split divided Trammel and Felucca. You will have a very good chance of creating a new house there, but be quick, because Malas is sure to fill up fast.

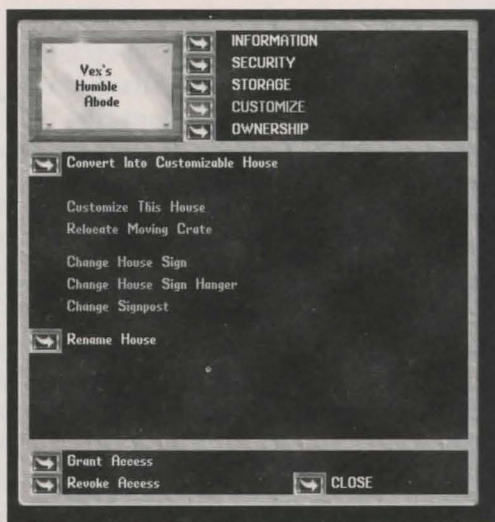
HOUSE CUSTOMIZATION AND CONVERSION

The house customization system does not allow you to change an existing house's design. Rather, it allows you to build a house of your own design on top of an empty "dirt lot." If you already own a standard, noncustomizable house, you need to convert your house into a customizable one, or trade your house for a dirt lot.



Trading a house (or demolishing and then replacing it) is your only option if your house is a Castle, Keep, Two-Story Wood and Plaster House, or Two-Story Stone and Plaster House. Remember that demolishing and replacing can be risky. If you don't want to take the risk, trading for a different house or keeping your current house are your only options.

To convert your house to a customizable dirt lot, go to the House Sign Menu, then the Customization page. Click the button next to the Convert into Customizable House option. If your house cannot be converted, this option will be grayed out, with no button next to it.



House conversion demolishes your house and replaces it with a customizable dirt lot that occupies exactly the same land as before. All items you have stored in the house, as well as all vendors and barkeeps working in the house, are safely packed away in a Packing Crate. You can customize your house, then unpack your belonging and put your vendors back to work.



When you convert a standard house into a customizable house, you receive a refund for 90 percent of the value of your old house, and then get charged for the cost of a same-size customizable dirt lot. Unless

you bought your old house at a deep discount, this results in a refund, as a fully built standard house is generally more expensive than a dirt lot of the same size.

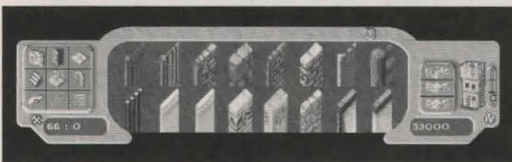
CUSTOM HOUSE DESIGN

To begin building, double-click on the house sign and choose the Customize option. This places you in Edit mode, where you can build anything from a small hut to a large tower, complete with plenty of yard space to show off your green thumb. While in Edit mode, other players cannot see what you are currently building; all they see is a dirt plot or the last design that you committed to the land (more on committing designs later). As you build, your character becomes transparent and gains the ability to walk through walls, adding unlimited freedom and control while designing your house!

Once you select an element, the available design tiles appear in the middle of the interface. For example, to place a floor piece, select Floors, then click on the tile you like best, move your cursor over the area on your plot where you want that floor tile, and click again. You'll see a transparent version of the tile you have selected, allowing you to preview the tile in place before committing it there.

If you want to cover the entire area with the same floor tile, or any other piece, left-click and drag your cursor over the area you wish to cover.

LOWER LEVELS



On the left side of the interface, you'll find different design elements such as walls, doors, floors, stairs, teleporters, and miscellaneous house pieces.

Correcting Mistakes

If you place a tile in the wrong spot, or if you decide that you just don't like the color of a tile, there are two ways to change it. The first is to erase the tile. To do this, click on the Erase button on the interface tool, place your cursor over the tile you wish to remove, then click on it. The tile highlights red, indicating that you are in Erase mode. To exit Erase mode, press **[Esc]**.

The second option is to select the new tile that you want to use and place your cursor over the tile you want to replace. This highlights the tile yellow, which indicates that there is already a tile in that location. Be sure your cursor is over the correct tile before you left-click! The new tile automatically replaces the old tile. No cost is incurred because you are keeping the same number of tiles.

UPPER LEVELS

Once you've finished the first floor, click on the Second Floor icon to the right of the interface. Similarly, to edit the third floor and the roof, click on the appropriate floor icon in the same area.

A green square the size of your foundation appears above the first floor, and your character pops up to the second level of the house. Follow the same steps that you did to build the first floor!

Support Rules

Be aware of some extra structural support rules when building upper levels. If a tile you placed highlights orange, it is in an illegal position. You can't save your house if you have any illegally-placed tiles. A tile turns orange if you try to make a floor or wall piece "float", meaning that there is nothing supporting it from below. For example, placing tiles over the stair openings on upper levels is considered illegal and turns tiles orange.

Getting Upstairs

Now that you have all the floors of your house built, you need a way to move from one floor to the next. You have two options: You can go the traditional route and place a staircase that leads from one floor to another, or you can enter the magical realm and use teleporters. That's right—you can place a teleporter tile on the bottom floor and a matching tile on the third floor, allowing you to step on one to relocate instantly to the other, skipping the second floor entirely! Teleporters also only take up one tile each, whereas staircases require four free floor tiles on the lower and upper story.

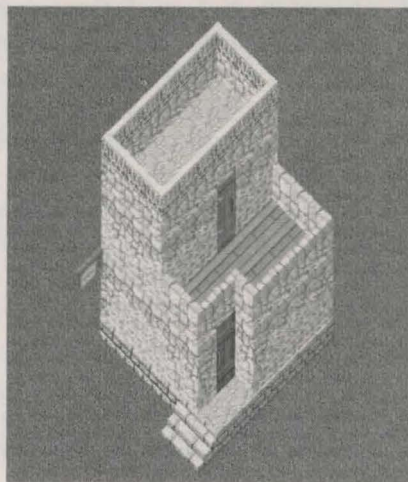
SAVING YOUR DESIGN

You can dabble in house design at your leisure, coming back to it at any time. While you're working on it, your progress is saved on the server, even after you leave Edit mode. When you enter Edit mode again, your design is just as you left it, allowing you to pick up where you left off. Once you've committed a house design, you can begin to work on another design, coming back as many times as you need to get it just right. Don't worry—it won't replace your current house appearance until you commit it, and there's no time limit for how long you can take.



COMMITTING YOUR DESIGN

Once you're sure you have your house just right, or even if you just want to test out your new floor plan for usability, you need to commit your design. Committing your house takes you and your house out of Edit mode and places you at the foot of your foundation steps. This also makes the new version of the house visible to all passersby. To commit your house, click on the System button, then click on the Commit button.



EVERYTHING HAS A PRICE

House customization does have its cost. First, you need to purchase a dirt lot, which ranges in price depending on the size. Next, you are charged a little bit of gold for each tile you place, but it's not deducted from your account while you are in Edit mode. A running tally of your customized house costs is shown in the lower right corner of the interface. The total will be deducted from your account when you commit your house. If you do not have enough gold, you cannot commit your design. If this is the case, you must save your design and go earn enough gold to make your dream house a reality. If you can't commit a design, then you can save it to work on and commit later when you have the money to do so.

HOUSE SECURITY

One other important aspect of housing has changed with *Age of Shadows*: There are no longer house keys. You control access to your house through several different means. This new security system is foolproof, easy to use, and doesn't require managing rings of keys.

PUBLIC VS. PRIVATE

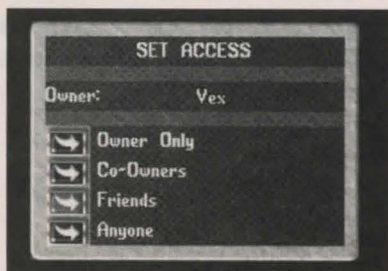
The first line of defense for your home is whether you choose to make your house public or private. Each system has its advantages and disadvantages.

Private: When you declare a house private, no monsters or players may enter that house unless you explicitly grant access to them. Only co-owners and friends have access to a private house. To allow someone in your house without making them a friend of the house, use the Grant Access button on the bottom of the House Sign Menu. You cannot post vendors or barkeepers in private houses.

Public: By making your house public, you allow any player (and monster) to enter the house. However, you may still banish players and monsters, which ejects them from the house and does not let them re-enter. You may post vendors and barkeepers in public houses.

The public and private settings operate on the house as a whole. Someone banned from a public house cannot walk onto any part of that house. Similarly, someone who does not have access to a private house cannot walk onto any part of that house. This is very useful if you create a house with a large yard, and want to prevent unwelcome guests from entering the yard.

In addition to the public and private settings, you may also configure individual security levels for several other types of objects including doors, teleporters, secure containers, and locked down objects. Note that no matter how low a security setting you place on an object, the house's own public/private status and its access/ban lists take precedence.



Security Settings

Setting	Allows Access To...
Owner	Only the owner, and other characters on the owner's account, can access the item
Co-Owner	Only the owner or a house co-owner can access the item
Friend	Only friends, co-owners, and the house owner can access the item
Anyone	Anyone can access the item

The following table shows what items have security settings, and what the setting controls.

Security Objects

Object	Security Feature
Door	Controls who can open the door. However, anyone can walk through the door once it's opened.
Teleporter	The teleporter won't work for anyone below the selected security level.
Secure Container	Controls who can open the container, put items in, or take items out.
Locked Down Item	Controls who can use the item by double clicking on it.

By creatively using teleporter and door security, it is possible to create private rooms inside a public house. You can also have fine control over who can access different secure containers within the house.

Combat Special Moves

AGE OF SHADOWS™



Λ Ε Α Β Γ Δ Ε Ζ Η Θ Κ Λ Μ Ν Ξ
Α Β Γ Δ Ε Ζ Η

Combat is an intrinsic part of *Ultima Online*. Whether between monsters or fellow Britannians, battles ensue on a daily basis—the strongest claim victory, while the weak must wallow in defeat. And yet, this balance often shifts, so that those once defeated can rise up victorious on the battlefield. It takes skill, and sometimes a little luck, to outwit your foes.

Ultima Online: Age of Shadows introduces completely new combat tactics to *Ultima Online* in the form of weapon special moves.

Warriors gain the ability to tap their Mana to perform devastating maneuvers with their weapons that can have a variety of unusual side-effects. Each weapon type in the game (e.g., long sword, spear, etc.) has a unique combination of a primary and secondary special move. Warriors who have reached Expert skill level (70 or higher) can execute a weapon's primary special move. Once he or she has reached Master skill level (90 or higher) in a weapon skill, the fighter may execute the secondary special move.

VIEWING AND ACTIVATING SPECIAL MOVES

On your character's Paperdoll window, you find an icon that looks like a book. Double-click this icon to open your Special Moves window. The book opens to the Index page. Click the folded-over page in the corner of the left page to turn back to the previous page. Double-click the same corner of the page to return to the Index page. Click the folded-over page in the upper right corner of the right page to turn to the next page.

Index Page: This page lists the name of each special move available in the game. Click one of these names to go straight to the Details

page for that special move. The lower right area of the Index page contains your Primary Special Move icon and your Secondary Special Move icon. These icons change based on what weapon you have equipped. Like the icons in spell books, you can drag these icons off the book onto your screen for quick access while the book is closed.

Details Pages: The Details page for each special move shows that move's icon and a listing of all the weapons that use that special move.



USING SPECIAL MOVES

Activation and Effect

To activate a weapon special move, simply double-click the Special Move icon. The icon turns red, meaning the special move is ready to activate. Next time you successfully hit an opponent in combat, the special move fires its effect. Once the move has fired, the icon returns to its normal color.

Failure

If you cannot use a special move for some reason, the icon flashes red when you double-click it, and the game reports the reason for failure in the lower left corner of the gameplay window. Remember that special moves require Mana to use, and that some special moves require additional skills to activate. Furthermore, you must have at least 70 skill with the weapon you're wielding (i.e. Swordsmanship for swords or axes, Mace Fighting for maces, etc.) to activate a primary special move, and 90 or more skill to use a secondary special move.

Mana Cost

Using special moves costs you Mana, and if you don't have enough Mana, you can't use a special move. However, the more skill points you devote to weapon skills, the less Mana you require to use special moves. To figure your exact Mana cost for a special move, use the table below to look up your special move Mana cost multiplier. Your weapon skill total is the sum of your Swordsmanship, Mace Fighting, Fencing, Archery, and Parrying skills. Multiply the result found by the base Mana for the special move (given in the following section) to find your Mana cost for that special move.

Special Move Mana Cost Multiplier

Weapon Skill Total	Mana Cost Multiplier
0-199	100%
200-299	50%
300-399	33%
400 +	16%

Example: You have 100 points of Swordsmanship, 100 points of Parrying, and 50 points of Archery. Your weapon skill total is 250. You pay 50% Mana cost for special moves, so a special move that normally costs 36 Mana to use only costs you 18.

Special Move Tips

- † You can have a special move ready for use (icon highlighted red) when not in combat. Because special moves fire on the first successful weapon hit, you have a chance to perform the special move right when you attack or are attacked, potentially giving you the upper hand.
- † Assign your special moves to hotkeys. Whenever you change weapons (or someone disarms you), you have to reactivate your special move. A single keypress is often faster than a mouse movement and double-click.
- † As a warrior, using weapon special moves requires that you manage your Mana. Use special moves only when there is a clear benefit to doing so. Use the correct special move for the situation.
- † Consider carrying multiple weapons and switching between them, to utilize a variety of different special moves. The Arm and Disarm macros are useful here.
- † Some magical items can increase your Mana, so you may not need to allow your Strength and Dexterity to atrophy in favor of gaining Intelligence.

SPECIAL MOVES

This section describes in detail each different weapon special move.

Icon: The icon associated with the special move

Effect: Description of the move's effects


Base Mana Cost: How much Mana the special move consumes when used (Remember that having more skill points devoted to weapon skills reduces your Mana cost for special moves)

Secondary Skills: What skills other than weapon skills the special move requires for use

Primary On: List of weapons for which this move is the primary special move

Secondary On: List of weapons for which this move is the secondary special move

Moving Shot

Icon: 

Effect: Fire a ranged weapon while moving. Normally an archer must remain still or a fired shot will miss. With this special move, the archer can fire while on the move at no penalty.

Base Mana Cost: 18

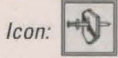
Secondary Skills: None

Primary On: Heavy Crossbow

Secondary On: Composite Bow, Repeating Crossbow



Armor Ignore



Effect: For this attack, the defender has 0 Physical Resistance, but the attack only does 90% normal damage.

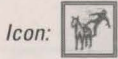
Base Mana Cost: 36

Secondary Skills: None

Primary On: Hatchet, Long Sword, Bladed Staff, Hammer Pick, War Axe, Kryss, Spear, Composite Bow

Secondary On: Broad Sword, Katana

Dismount



Effect: Dismounts the target. Inflicts 15–25 additional physical damage.
Note: Cannot use this while mounted, except with a Lance.

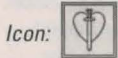
Base Mana Cost: 18

Secondary Skills: None

Primary On: Lance, Magic Wand

Secondary On: Pitchfork, Axe, Bladed Staff, Heavy Crossbow, Bardiche, Club

Mortal Strike



Effect: Prevents target from regaining hit points for 6 seconds. *Note: Does not prevent curing poison or stopping bleeding.*

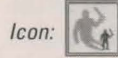
Base Mana Cost: 36

Secondary Skills: None

Primary On: None

Secondary On: Executioner's Axe, Crossbow, Scepter, Crescent Blade, Hammer Pick, Bone Harvester, Bow, Short Spear

Shadowstrike



Effect: Weapon hit does an extra 25% damage, and hides the attacker.

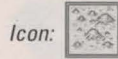
Base Mana Cost: 24

Secondary Skills: 80 Stealth minimum (*Note: Stealth itself requires 80 Hiding*).

Primary On: Skinning Knife, Club, Short Spear

Secondary On: Cutlass, Smith's Hammer, Two-Handed Axe, Dagger, Sledge Hammer

Infectious Strike



Effect: Poisons the target. Fails (no Mana cost) if the target is already poisoned. (*Note: The blade must have poison applied to it. The power of the poison depends on the type of poison used. See **Poisoning section**.)*

Base Mana Cost: 36

Secondary Skills: Poisoning skill is not required, but gives following bonuses: Mana cost reduced by 1 per 10 points of Poisoning skill; (Poisoning Skill)% chance to increase level of poison delivered by 1.

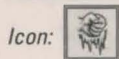
Primary On: Butcher's Knife, Dagger

Secondary On: Cleaver, Kryss, Pike, Double Bladed Staff

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Paralyzing Blow



Effect: Target is unable to move, attack, or cast spells for three seconds. Similar to the Paralyze spell, this paralysis can be broken if the target takes damage.

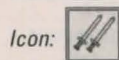
Base Mana Cost: 36

Secondary Skills: 80 Anatomy minimum when used bare-handed.

Primary On: Bow, Pike, Bardiche, Bone Harvester

Secondary On: Unarmed (no weapon, using Wrestling skill), Scythe, Gnarled Staff, Viking Sword, Scimitar, Spear, Black Staff

Double Strike



Effect: The weapon hits twice.

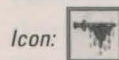
Base Mana Cost: 36

Secondary Skills: None

Primary On: Repeating Crossbow, Double Bladed Staff, Quarterstaff, Two-Handed Axe, Crescent Blade, Double Axe, Katana, Pick Axe, Scimitar

Secondary On: None

Bleed Attack



Effect: Applies 15–31 physical damage to the target over the next 10 seconds. This damage is not reduced by armor and can be avoided only through healing with bandages.

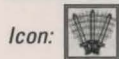
Base Mana Cost: 36

Secondary Skills: None

Primary On: Battle Axe, War Fork, Pitchfork, Cleaver, Executioner's Axe, Scythe, Cutlass

Secondary On: War Mace, War Axe, Large Battle Axe

Whirlwind Attack



Effect: Swings at all valid targets in tiles adjacent to attacker (including diagonally). Has a chance to hit each target. Will not accidentally strike innocents, allies, or party members.

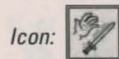
Base Mana Cost: 24

Secondary Skills: None

Primary On: Black Staff, War Hammer, Halberd, Large Battle Axe

Secondary On: Double Axe

Disarm



Effect: Disarms target. Target's weapon returns to the target's backpack, and the target cannot arm another weapon for 5 seconds.

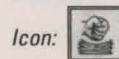
Base Mana Cost: 18

Secondary Skills: 80 Arms Lore minimum when used bare handed. No secondary skills required when using a weapon.

Primary On: Bare Handed (using Wrestling skill).

Secondary On: War Fork, Mace, Shepherd's Crook, Magic Wand, Pick Axe, Hatchet, Butcher's Knife, Skinning Knife

Crushing Blow



Effect: Attack damaged increased by 50%. Additional damage is applied as physical damage.

Base Mana Cost: 36

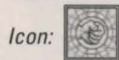
Secondary Skills: None

Primary On: War Mace, Maul, Shepherd's Crook, Scepter, Smith's Hammer, Sledge Hammer, Axe, Broad Sword, Viking Sword

Secondary On: War Hammer



Concussion Blow



Effect: Applies 10–40 additional physical damage that cannot be reduced by physical resistance or other defenses. See **Concussion Blow Notes** for detailed damage calculation formula.

Base Mana Cost: 30

Secondary Skills: None

Primary On: Crossbow, Mace, Gnarled Staff

Secondary On: Battle Axe, Maul, Lance, Quarterstaff, Long Sword, Halberd

Concussion Blow Notes

Here is the exact damage calculation for the additional damage done by a successful Concussion Blow special move:

First, a base amount of 10 points of damage is added.

Second, find the difference between the victim's Max Hit Point and Max Mana. Subtract the lesser of the two from the greater. If the result is greater than 50, cap the value at 50. Now, divide that value by 5 and add the result to the damage total. For example, if the victim's Max HP is 100 and Max Mana is 75, the difference is 25 and the additional damage added here is 5 points.

Finally, find the percentages of Max HP and Mana for the victim. For example, if the victim has 90 Max Mana and is currently at 67 Mana, then he is at 74% Mana. If the victim has a maximum of 100 Hit Points and is currently at 87 HP, then he is at 87% health. Now, find the difference between those levels by subtracting the smaller percentage from the larger. In our current example, the difference is $87 - 74 = 13$. If the result is greater than 80, cap it at 80. Divide the result by 4 (rounding down) and add the result. In this example, $13 / 4 = 3$.

Note

Here is the whole formula:
10 + Absolute value of (MaxHP - MaxMana) / 5 (capped at 10) + Absolute value of (CurHealth% - CurMana%) / 4 (capped at 20).

Example: Target currently has 80 hit points out of a maximum of 110, and 20 Mana out of a maximum of 90. Damage done by Concussion Blow is:

Base Damage:	10
Max Stats Modifier:	$(110 - 90) / 5 = 4$
Current Stats Modifier:	$(72\% - 22\%) / 4 = 12$
Total Damage	10 + 4 + 12 = 26

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Special Moves By Weapon

Slashing Weapon	Primary	Secondary
Axe	Crushing Blow	Dismount
Bardiche	Paralyzing Blow	Dismount
Battle Axe	Bleed Attack	Concussion Blow
Bladed Staff	Armor Ignore	Dismount
Bone Harvester	Paralyzing Blow	Mortal Strike
Broad Sword	Crushing Blow	Armor Ignore
Butcher's Knife	Infectious Strike	Disarm
Cleaver	Bleed Attack	Infectious Strike
Crescent Blade	Double Strike	Mortal Strike
Cutlass	Bleed Attack	Shadowstrike
Double Axe	Double Strike	Whirlwind Attack
Executioner's Axe	Bleed Attack	Mortal Strike
Halberd	Whirlwind Attack	Concussion Blow
Hatchet	Armor Ignore	Disarm
Katana	Double Strike	Armor Ignore
Large Battle Axe	Whirlwind Attack	Bleed Attack
Long Sword	Armor Ignore	Concussion Blow
Pick Axe	Double Strike	Disarm
Scimitar	Double Strike	Paralyzing Blow
Scythe	Bleed Attack	Paralyzing Blow
Skinning Knife	Shadow Strike	Disarm
Two-Handed Axe	Double Strike	Shadowstrike
Viking Sword	Crushing Blow	Paralyzing Blow

Note

Slashing weapons require Swordsmanship skill to wield (70 Swordsmanship to use primary special move and 90 Swordsmanship to use secondary special move).

Piercing Weapon	Primary	Secondary
Dagger	Infectious Strike	Shadowstrike
Double Bladed Staff	Double Strike	Infectious Strike
Kryss	Armor Ignore	Infectious Strike
Lance	Dismount	Concussion Blow
Pike	Paralyzing Blow	Infectious Strike
Pitchfork	Bleed Attack	Dismount
Short Spear	Shadowstrike	Mortal Strike
Spear	Armor Ignore	Paralyzing Blow
War Fork	Bleed Attack	Disarm



Note,

Piercing weapons require Fencing skill to wield (70 Fencing to use primary special move and 90 Fencing to use secondary special move).

Note,

Bashing weapons require Mace Fighting skill to wield (70 Mace Fighting to use primary special move and 90 Mace Fighting to use secondary special move).

Bashing Weapon	Primary	Secondary
Black Staff	Whirlwind Attack	Paralyzing Blow
Club	Shadowstrike	Dismount
Gnarled Staff	Concussion Blow	Paralyzing Blow
Hammer Pick	Armor Ignore	Mortal Strike
Mace	Concussion Blow	Disarm
Magic Wand	Dismount	Disarm
Maul	Crushing Blow	Concussion Blow
Quarterstaff	Double Strike	Concussion Blow
Scepter	Crushing Blow	Mortal Strike
Shepherd's Crook	Crushing Blow	Disarm
Smith's Hammer	Crushing Blow	Shadowstrike
War Axe	Armor Ignore	Bleed Attack
War Hammer	Whirlwind Attack	Crushing Blow
War Mace	Crushing Blow	Bleed Attack

Ranged Weapon	Primary	Secondary
Bow	Paralyzing Blow	Mortal Strike
Composite Bow	Armor Ignore	Moving Shot
Crossbow	Concussion Blow	Mortal Strike
Heavy Crossbow	Moving Shot	Dismount
Repeating Crossbow	Double Strike	Moving Shot

Note,

Ranged weapons require Archery skill to wield (70 Archery to use primary special move and 90 Archery to use secondary special move).

Unarmed	Primary	Secondary
Bare Hands	Disarm	Paralyzing Blow

Note,

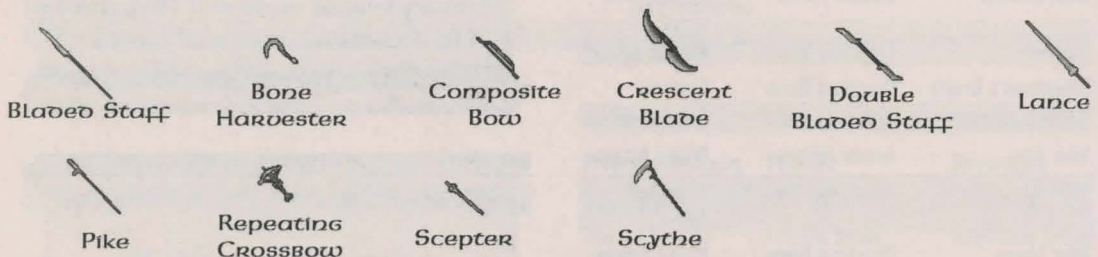
Bare-handed fighting uses Wrestling skill (70 Wrestling to use bare-handed Disarm and 90 Wrestling to use bare-handed Paralyzing Blow).

NEW WEAPONS

Age of Shadows introduces 10 new weapons to *Ultima Online*. The following table shows the details of the new weapons. For more information on the meanings of the values shown here, please refer to **Combat** in the main section of this guide.

New Weapons

Name	Damage	Durability	Speed	Skill	Two-Handed	Strength	Ranged
Bladed Staff	13-15	31-110	40	Swordsmanship	Yes	40	No
Bone Harvester	12-14	31-70	35	Swordsmanship	No	40	No
Composite Bow	15-17	31-70	25	Archery	Yes	45	Yes
Crescent Blade	10-12	51-80	47	Swordsmanship	Yes	10	No
Double Bladed Staff	10-12	31-80	49	Fencing	Yes	50	No
Lance	17-19	31-110	24	Fencing	No	100	No
Pike	14-16	31-110	37	Fencing	Yes	50	No
Repeating Crossbow	10-12	31-80	41	Archery	Yes	30	Yes
Scepter	14-16	31-110	30	Mace Fighting	No	40	No
Scythe	17-19	31-100	29	Swordsmanship	Yes	50	No



Magic Item Properties

AGE OF SHADOWS™



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Magic items have been an integral part of *Ultima Online* since its very beginning, allowing players to enhance their abilities through the use of a special weapon, or a piece of armor, jewelry, or clothing. In *Ultima Online: Age of Shadows*, this fundamental system has been translated into an entirely new magic item properties system that creates a huge diversity of item effects and enhancements.

With this new dynamic system, practically limitless combinations of magic properties are available on magic items, allowing for a greater level of rarity and a wide range of new abilities and effects. By mixing and matching gear, you can fine-tune your characters better than ever before.

Magic items can be found as loot, stolen from dungeon treasure caches, crafted, and magically enhanced. Here you will find details on all the different ways to find and create magic items, as well as a complete listing of all the magic properties available.

ITEM MODIFIERS

Not all modifiers can be applied to all items. For example, only weapons can have properties that affect their melee damage, and only armor can have the Reflect Physical Damage effect. Many bonuses appear on several different types of items.

Each property on an item has a range of effectiveness. In all cases, modifiers in the lower third of that range are very common. Modifiers in the middle third of the range are fairly rare. An item with a magic property modifier in the upper third of the available range is a rare find indeed.

Additionally, a single item can have up to six different properties. Items with one or two properties are common; items with three or four properties are fairly rare, and items with five or six magical properties are extremely rare.

You often may find items that have only one or two properties, but those properties

have nearly maximum modifiers. Or, you may find items that have several magic item properties, but all of them are on the low end of the power scale. Once in a great while, you may find an item that has a high number of properties, and high modifiers in all of its properties. An item such as this is a unique and valuable treasure. The odds of finding this kind of item are very steep—you may loot thousands and thousands of items off slain corpses, or burn through many Runic Crafting Kits before you ever find one close to the maximum possible level of power.



Resist Modifiers

These apply a bonus directly to your character's resistances, which reduce damage done by attacks. These resistances include physical, fire, energy, cold, and poison.

Physical resistance, previously referred to as AR (Armor Rating), is now a resistance to physical damage. AR used to block a set amount of damage per hit—but Physical Resistance blocks a percentage of damage from each hit. For example, at 40 percent Physical Resistance, all Physical damage dealt to the player is reduced by 40 percent.

Magical resistance modifiers are added directly to the resistances of armor pieces and do not display as separate items in the mouse hover-over display window.

Resist Modifiers

Modifier	Range
Physical Resistance	+1%–+15%
Fire Resistance	+1%–+15%
Energy Resistance	+1%–+15%
Cold Resistance	+1%–+15%
Poison Resistance	+1%–+15%

Durability Bonus

This magical item property increases its durability between 10 percent and 120 percent in increments of 10 percent. The item's Hit Points are increased by this percentage. All items lose effectiveness as they wear out. This bonus slows the process of wear and tear on the item, and allows it to be repaired more times before it becomes ineffective.

Regeneration Effects

These increase the wearer's natural Hit Point, Mana, or Stamina regeneration rate.

Regeneration Effects

Name	Effect
Regeneration	Increases natural healing rate
Mana Replenish	Increases natural Mana regeneration rate
Refreshment	Increases natural Stamina regeneration rate

Defense Chance Increase

This magic property increases the wearer's chance that opponents' combat swings (including ranged weapons arrows/bolts) will miss. Defense Chance Increase is applied as a percentage chance a weapon attack against the item's wearer will fail. The range is 1–8 percent.

Stat and Skill Bonuses

These bonuses increase your character's stats (Strength, Intelligence, or Dexterity), their derived stats (Hit Points, Mana, or Stamina), or specific skills (Anatomy, Wrestling, Musicianship, etc.) while the object is equipped.

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Stat and Derived Stat Modifiers

Name	Effect
Strength Bonus	+1 to +8 STR
Intelligence Bonus	+1 to +8 INT
Dexterity Bonus	+1 to +8 DEX
HP Increase	+1 to +5 Max Hit Points
Mana Increase	+1 to +8 Max Mana
Stamina Increase	+1 to +8 Max Stamina

Skill Modifiers

All skill bonuses fall in a range of 1–5 bonus skill points. The following skill bonuses are available on magic items:

Anatomy	Meditation
Animal Lore	Musicianship
Animal Taming	Parrying
Archery	Peacemaking
Discordance	Provocation
Evaluate Intelligence	Stealing
Fencing	Stealth
Healing	Swordsmanship
Mace Fighting	Tactics
Magery	Veterinary
Magic Resistance	Wrestling

Damage Converters

Normally, weapons do 100 percent of their damage as Physical Damage. Damage Converters can convert part (or all) of a weapon's damage to one of the four Elemental Damage Types (cold, fire, energy, or poison). Against a foe weak against the type of elemental damage done, the weapon becomes much more effective.

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Melee Combat Modifiers

These properties increase a weapon's swing rate and chance to hit, and increase the maximum and minimum damage the wielder deals with wrestling, melee, and ranged weapons.

Melee Combat Modifiers

Effect	Range
Damage Increase	1–50%
Swing Speed Increase	5–30%
Hit Chance Increase	1–15%

Spellcasting Modifiers

These magic item properties are generally valuable to spellcasters. You can use item modifiers to do things such as increase the damage your spells do, lower the time spent recovering after casting a spell, eliminate the Meditation penalty for some pieces of armor, cast spells faster and using less Mana, and lower spell reagent costs.





Spellcasting Modifiers

Name	Effect/Range
Spell Damage Increase	1–12% damage bonus to all spells
Faster Cast Recovery	10–30% reduced recovery time
Mage Armor	This armor does not prevent active Meditation, or slow Mana regeneration rate from Meditation
Faster Casting	Slightly reduces casting time for all spells
Lower Mana Cost	1–8% lower cost of Mana for all spells
Lower Reagent Cost	1–20% per cast that the spell does not consume reagents
Spell Channeling	The mage may wield this weapon while casting a spell, but it will take longer to cast
Mage Weapon	This weapon uses Magery as its weapon skill. There is always a penalty associated with doing this. More powerful versions have smaller skill conversion penalties

Hit Effects

With these bonuses, weapons have a much greater range of effects. Some may include double damage against specific monsters, or may leech Stamina, Mana, or Hit Points from the target and transfer them to the weapon's wielder. Others will lower the attack rate or defense rating of the target.

Hit Slayer
 Hit Stamina Leech
 Hit Mana Leech
 Hit Life Leech
 Hit Lower Attack
 Hit Lower Defense

Hit Spell Effects: Each time a weapon with one of these properties hits a target, it has a chance (given as a percentage) of firing a spell effect on that target, such as *Magic Arrow*, *Harm*, *Fireball*, *Lightning*, and *Dispel*. Hit Spell Effect items have unlimited uses.

Hit *Magic Arrow*
 Hit *Harm*
 Hit *Fireball*
 Hit *Lightning*
 Hit *Dispel*

Area Damage Effects: Like Hit Spell Effects, these properties give weapons a chance to cause area-effect damage around the wielder. The damage done by these effects only harms targets the wielder can legally attack, so there is no worry of accidentally harming an innocent.

Hit Cold Area
 Hit Fire Area
 Hit Poison Area
 Hit Energy Area
 Hit Physical Area

Targetable Effects: These effects contain charges of different spells, such as *Heal*, *Greater Heal*, *Magic Arrow*, *Harm*, *Fireball*, or *Lightning*. Unlike Hit Spell Effects, these can be activated at will by the item wearer.

Heal
Greater Heal
Magic Arrow
Harm
Fireball
Lightning

Additional Effects

Night Sight	A permanent, non-charged, light source that raises the ambient light level for the wearer
Luck	Raises the wearer's Luck statistic, which increases the potency of magical properties associated with loot on monsters the player kills
Lower Requirements	Lowers the Strength, Dexterity, and Intelligence requirements to wear an object
Reflect Physical Damage	Reflects a portion of Physical Damage the player receives back at the source of the damage
Self Repair	The item repairs its durability over time
Enhance Potions	This property increases the effectiveness of potions used by the wearer by a percentage
Best Weapon Skill	Uses the player's highest weapon skill to attack with the weapon, instead of the specific skill needed for the weapon

CRAFTING MAGIC ITEMS

Not only can you find new magic items on creatures in *Age of Shadows*, but if you have a blacksmith or tailor, you can craft them as well.

All types of armor have base resistances associated with them (see **Equipment**). However, when crafting with colored metal or one of the special leather types, the items that tailors and blacksmiths create get an additional bonus to certain properties depending on the material you use.

Each type of colored metal and special leather has its own set of weaknesses and strengths when it comes to elemental damage (weapons) and resistance (armor). So, you wouldn't necessarily want to wear the same suit of armor to fight a fire-breathing creature that you would if you were facing one that attacks with cold damage. The same applies to weapons. A sword that deals more cold damage than

fire would be more beneficial against an opponent with a weakness to cold.

Exceptional items also gain bonuses, such as improved durability, as well as elemental damage conversions (weapons) or resistance bonuses (armor) that are randomly distributed.

This provides an even wider market for these items, since warriors and mages alike will want to experiment with a wide variety of equipment combinations for every type of encounter.



Bonus Resistances Per Special Material Type

	Dull Copper	Shadow	Copper	Bronze	Gold	Agapite	Verite	Valorite
Armor								
Physical Resist	6	2	1	3	1	2	3	4
Cold Resist	—	—	—	5	2	2	2	3
Energy Resist	—	5	2	1	2	2	1	3
Fire Resist	—	1	1	—	1	3	3	—
Poison Resist	—	—	5	1	—	2	3	3
Durability	50	100	—	—	—	—	—	50
Luck	—	—	—	—	40	—	—	—
Gold Increase	—	—	—	—	—	—	—	—
Lower Requirements	20	—	—	—	30	—	—	—
Weapons								
Physical Damage	—	80%	70%	60%	100%	50%	40%	60%
Cold Damage	—	20%	—	—	—	30%	—	—
Energy Damage	—	—	20%	—	—	20%	20%	20%
Fire Damage	—	—	—	40%	—	—	—	10%
Poison Damage	—	—	10%	—	—	—	40%	10%
Durability	100	50	—	—	—	—	—	—
Luck	—	—	—	—	40	—	—	—
Gold Increase	—	—	—	—	—	—	—	—
Lower Requirements	50	—	—	—	50	—	—	—

Runic Crafting Tool

By using a Runic Crafting Tool (Runic Hammer or Sewing Kit) to craft an item, tailors and blacksmiths can craft more powerful artifacts with additional bonus properties generated from the list of magic effects above.

The type of Runic Tool used determines the number of properties and their power levels. For example, a Valorite Runic Hammer has the chance to add more bonus properties to an item than a Shadow Runic Hammer, and any properties added to the item have a higher average intensity rating.

This new way of crafting challenges even the most accomplished crafters makes the unpredictable results. While you are certain to get a better item from crafting with a Runic Hammer, you cannot choose which bonus properties will be applied to the item.

Enhancing Items

While items made out of iron or plain leather, either crafted or found as loot, lack the special material bonuses applied by using Colored Ingots or the unique Leather Types, a skilled craftsman still can enhance the item after the fact.

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You can imbue plain weapons or armor with Colored Ingots or special Leather through the process known as Enhancement. Success adds the metal or leather's fixed properties (bonuses) to the item.

This means that once you've been lucky enough to find a superior item as loot on a monster, you can seek to improve it by imbuing it with special materials. However, imbuing an already existing item with Colored Ingots or unique Leather Types has a high chance of failure.

Failing an Enhancement attempt costs some materials, but there is also a very good

chance of destroying the item. Once imbued, the item is considered to have been made out of the special material infused into the item, so it can never be Enhanced again.

The inherent difficulty in Enhancing an item works as a balancing factor, because you already have a superior item with magical properties you undoubtedly desire, and you are seeking to even further increase them. Enhancement is definitely not a choice to be made by a squeamish crafter, for the chance of destroying your prized possession is high. But the rewards can be well worth it!



ITEM INSURANCE



ability for players to bind objects to their spirit and take the bound objects with them when they die becomes available in *Age of Shadows*, allowing you to use your prized possessions without fear of losing them.

For a fee per each item you wish to insure, your equipment can be insured against death. When you die, all of your insured items remain with your ghost. When you return to life, your insured items return with you. Each time you die, you need to renew the insurance on your items.

Stackable items (such as bandages and reagents) cannot be insured.

You also have the option of auto-insuring your items upon death, by opening the context sensitive menu (single left-click by default) on your character. You can then choose to have all of your items auto-insured, so that you don't have to re-insure each item when you die. With auto-insurance, any item that you had previously insured will be re-insured upon resurrection (assuming you have the funds).

Creatures



КРМѢТЪРМЪ

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Here are the new creatures that you'll encounter when adventuring in the dark facet of Malas. The stats and skills for each creature are listed, along with any extraneous information (whether or not they can be tamed or ridden, for example). Due to the limited space, we've used abbreviations for the stat and skill names; a key describing each is listed below.

KEY

Stats

Dif: This is an approximation of how hard it would be to kill this creature. A creature rated as a 1 would be easy, while a creature rated 10 would be quite difficult.

STR: The creature's Strength

DEX: The creature's Dexterity

INT: The creature's Intelligence

HP: The creature's Hit Points

Stam: The creature's Stamina

Mana: The creature's Mana

PhR: How much resistance the creature has to physical attacks (used to be AR)

FiR: How much resistance the creature has to fire-based attacks

CoR: How much resistance the creature has to cold-based attacks

EnR: How much resistance the creature has to energy-based attacks

PoR: How much resistance the creature has to poison-based attacks

Dam: The base amount of damage a creature can inflict per hit

Dam%: The percentage of damage a creature can inflict can be physical or elemental in nature. This percentage shows how the damage is divided between the two. For instance, a creature that inflicts 20–30 points of damage per hit might deal 50 percent of that damage as physical damage, while the other 50 percent is dealt as fire damage.

Al: The creature's alignment—either Good, Neutral, or Evil

AT: The amount of skill you need to have in Animal Taming in order to have a 50% chance of taming this creature

CS: The number of control slots this creature takes up

Skills

An: Anatomy

BF: Focus

Ev: Evaluate Intelligence

Md: Meditation

Mg: Magery

Pr: Parry

RS: Resist Spells

SS: Spirit Speak

Tc: Tactics

Wr: Wrestling



Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Abyssmal Horror</i>	401-420	81-81	401-420	6,000	DEX	INT	30-35%	100-100%	50-55%	77-80%	60-65%	13-17	Ph:50/Po:50%	+1	E
	Tc 1,000 / Wr 84-88 / Mg 117-117 / Ev 2,000 Never Flees														
Daemons															
<i>Arcane Daemon</i>	131-150	126-145	201-250	91-91	DEX	INT	50-60%	70-80%	10-20%	30-40%	50-60%	12-16	Ph:80/Fi:20%	+2	E
	Tc 70-80 / Mg 85-85 / Pr 65-75 / Mg 70-80 / Wr 60-62 Never Flees														
<i>Bone Daemon</i>	1,000	151-175	171-220	3,600	DEX	INT	75-75%	60-60%	90-90%	60-60%	100-100%	34-36	Ph:50/Co:50%	+1	E
	Tc 1,000 / Mg 50-50 / Wr 1,000														
<i>Chaos Daemon</i>	176-200	101-120	76-77	131-150	DEX	INT	50-60%	60-70%	40-50%	20-30%	20-30%	17-24	Ph:85/Fi:15%	+1	E
	Tc 70-80 / Mg 85-85 / Pr 65-75 / Wr 95-100														
<i>Moloch</i> (<i>Four Armed Daemon</i>)	331-360	66-67	41-42	171-200	DEX	INT	60-70%	60-70%	40-50%	20-30%	20-30%	15-23	Ph:100%	+2	E
	Tc 75-90 / Mg 65-65 / Pr 65-75 / Wr 70-72 Never Flees														
<i>Darknight Creeper</i>	301-330	101-110	301-330	4,000	DEX	INT	60-60%	60-60%	100-100%	75-75%	90-90%	22-26	Ph:85/Po:15%	+1	E
	Tc 1,000 / Mg 90-90 / Wr 90-90 / Mg 112-120 / Ev 118-120 Never Flees														
<i>Demon Knight</i>	900	170	1,000	50,000	DEX	Mg	5,000	50-50%	50-50%	50-50%	50-50%	40-44	Ph:70/En:30%	-	E
	Tc 1,000 / Mg - / Wr 1,200 / Mg 1,000 / Ev 1,000 Never Flees														
<i>Devourer of Souls</i>	801-815	126-175	201-250	650	DEX	INT	45-55%	25-35%	15-25%	40-50%	60-70%	22-26	Ph:60/Co:20/ En:20%	+1	E
	Tc 75-85 / Mg 90-90 / Pr 95-120 / Wr 80-100														
<i>Doppelganger</i>	81-83	56-57	81-82	101-120	DEX	INT	50-60%	10-20%	40-50%	30-40%	50-60%	8-12	Ph:100%	+4	E
	Tc 70-80 / Mg 75-75 / Pr 65-75 / Wr 80-81 Never Flees														
<i>Crystal Elemental</i>	136-160	51-51	86-87	200	DEX	INT	50-60%	40-50%	40-50%	65-80%	100-100%	10-15	Ph:80/En:20%	+3	E
	Tc 75-85 / Mg 90-90 / Pr 35-60 / Wr 65-75														
<i>Flesh Golem</i>	176-200	51-52	46-47	106-120	DEX	INT	50-60%	25-35%	15-25%	30-40%	60-70%	18-22	Ph:100%	+1	E
	Tc 55-80 / Mg 50-50 / Pr 35-60 / Wr 60-61														
<i>Fleshrenderer</i>	401-460	201-210	221-260	4,500	DEX	INT	80-90%	50-60%	50-60%	70-80%	100-100%	16-20	Ph:8/Po:20%	+3	E
	Tc 1,000 / Mg 155-155 / Wr 90-91 Never Flees														
<i>Gibberling</i>	141-165	101-125	56-57	85-99	DEX	INT	45-55%	25-35%	25-35%	30-40%	10-20%	12-17	Fi:40/En:60%	+1	E
	Tc 67-92 / Mg 45-45 / Pr 40-65 / Wr 60-62														
<i>Gore Fiend</i>	161-185	41-42	46-47	97-111	DEX	INT	35-45%	25-35%	15-25%	30-40%	5-15%	15-21	Ph:85/Po:15%	+1	E
	Tc 45-70 / Mg 40-40 / Pr 45-60 / Wr 50-52														
<i>Impaler</i>	190	190	190	5,000	DEX	INT	90-90%	60-60%	75-75%	100-100%	60-60%	26-30	Ph:100%	+2	E
	Tc 1,000 / Mg - / Wr 1,600 Never Flees														
<i>Mound of Maggots</i>	61-61	61-61	10	STR	DEX	0	90-90%	-20-0%	-20-0%	-20-0%	100-100%	3-9	Ph:50/Po:50%	-	E
	Tc 500 / Wr 50-51														
<i>Quagmire</i>	101-130	66-67	31-32	91-91	DEX	INT	50-60%	10-20%	10-20%	20-30%	100-100%	10-14	Ph:60/Po:40%	+4	E
	Tc 50-60 / Mg 65-65 / Pr 65-75 / Wr 60-62														
<i>Ravager</i>	151-175	101-125	66-67	76-90	DEX	INT	40-50%	50-60%	60-70%	20-30%	30-40%	14-18	Ph:100%	+1	E
	Tc 75-100 / Mg 50-50 / Pr 35-60 / Wr 70-72														
<i>Shadow Knight</i>	250	100	100	5,500	DEX	INT	100-100%	75-75%	75-75%	90-90%	75-75%	48-56	Ph:60/Fi:20/ Co:20%	+3	E
	Tc 1,000 / Mg - / Wr 1,200 / Mg 1,000 / Ev 100 Never Flees														
Skeletons															
<i>Patchwork Skeleton</i>	96-97	71-72	16-17	58-72	DEX	INT	55-65%	50-60%	70-80%	40-50%	100-100%	18-22	Ph:85/Co:15%	+1	E
	Tc 55-80 / Mg 70-70 / Pr 45-55 / Wr 50-52														

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Category/Name	Str	Dex	Int	HP	Stam	Mana	PhR	FiR	CoR	EnR	PoR	Dam	Dam%	Rec	AI
<i>Skeletal Horse</i>	91-91	46-46	46-46	41-41	DEX	INT	50-60%	-30-0%	90-95%	10-15%	100-100%	5-12	Ph:50/Co:50%	-	E
	Tc 500 / Wr 70-80 / Mg 95-95														
<i>Skittering Hopper</i>	41-42	91-92	26-27	31-45	DEX	INT	5-10%	0-0%	10-20%	5-10%	0-0%	3-5	Ph:100%	+1	N
	Tc 45-70 / Mg 30-30 / Pr 35-60 / Wr 40-42 (Tame AT 10 / CS 1)														
<i>Sphinx</i>	1,001-1,200	176-195	301-310	1,001-1,200	DEX	INT	60-80%	30-50%	40-60%	40-50%	40-50%	10-15	Ph:85/En:15%	+3	N
	Tc 90-100 / An 25-50 / Mg 100-100 / Pr 90-100 / Mg 95-100 / Wr 90-100 / Ev 70-100														
<i>Treefellow</i>	196-220	31-32	66-67	118-132	DEX	INT	20-25%	0-0%	50-60%	20-30%	30-35%	12-16	Ph:100%	+1	G
	Tc 65-90 / Mg 40-40 / Pr 35-60 / Wr 65-67														
<i>Vampire Bat</i>	91-92	91-92	26-27	55-66	DEX	INT	35-45%	15-25%	15-25%	40-50%	60-70%	7-9	Ph:80/Po:20%	+2	E
	Tc 55-80 / Mg 70-70 / Pr 35-60														
<i>Vampire Bat Familiar</i>	120	120	100	90	DEX	0	10-20%	10-20%	10-20%	10-20%	10-20%	4-12	Ph:100%	+5	N
	Tc 500 / Wr 90-99 Never Flees														
<i>Wailing Banshee</i>	126-150	76-77	86-87	76-90	DEX	INT	50-60%	25-30%	70-80%	40-50%	30-40%	10-14	Ph:20/Co:60/ Po:20%	+1	E
	Tc 45-70 / Mg 70-70 / Pr 35-60 / Wr 50-52														
<i>Wanderer of the Void</i>	301-390	151-175	301-390	351-400	DEX	INT	40-50%	30-40%	50-60%	40-50%	50-75%	11-13	Co:15/En:85%	+3	E
	Tc 90-100 / Mg 100-100 / Pr 70-80 / Wr 90-100														

Lore and Background

AGE OF SHADOWS™



ΓΕΡΜ ΕΤΩ
ΒΑΛΧΥΡΕΝΤΩ

THE DARK FACET

In the original land of Britannia, the shards of the Gem of Immortality hold the worlds of Ultima Online. The following was written by a scholarly mage who made a detailed study of those shards...

Excerpt from Observations of the Shards, A Chronicle of the Remains of the Gem of Immortality

By Clainin

As a young mage I sometimes pondered the power that was lost when the Stranger shattered the Gem so long ago. Mondain was nightmarishly evil; he used the power of this artifact in its whole form and single-handedly captured all of Sosaria under his tyranny. Surely, in the hands of one who was good and virtuous of spirit, the Gem could have been used in a similar fashion to undo the evils of the world? I dreamed of a world where the Gem served mankind and the evils of Britannia vanished before prosperity. I regretted the shattering and wondered if another way could have been found to defeat Mondain and preserve the Gem. Over the course of my research I have learned that the dreams of a utopia I once entertained were the foolish fancies of a hopeful youth, for today I have seen the final piece of evidence I need to surmise that a dark evil resides within the Gem's remains.

As I have explained in past essays, the Gem of Immortality was linked to our world when it was broken. As a result, copies of Sosaria exist within each of the broken fragments. As previous essays suggest, it is possible that copies of actual people may exist and thrive in different lives within these alternative Sosarias (I sometimes

wonder if I have a duplicate in these worlds and how he fares). Although these alternate Sosarias appear to us as small globes within the shards and a great deal of detail cannot be seen, we have learned much. We know that just as the shards themselves are not in the original shape as the Gem of Immortality, the worlds within the shards are also different. Each facet of each shard holds a different world altogether. Through the larger and more uniform of the facets a nearly identical copy of Britannia can be seen, although differences can be detected in the geography of the land within the facet and our own true Britannia. However through the smaller and more uneven facets there are worlds so changed and bent that they look nothing like our Britannia and clearly have a civilization unlike any known to us. In many of the shards one particular facet contains one single continent, wreathed in mountains and with a great white city that can be seen nestled in the center. Another facet contains an ancient-looking land with swamps to the south and a desert to the north. I can only theorize that the imperfect and sometimes jagged shape of the facets formed these strange worlds from what was to be a copy of Britannia. As the vessel that held the world changed, all elements of space, time, and magic would also have to adapt to fit the new form. It is entirely possible that within each facet the past, present, and future changed drastically to accommodate the new shape of its facet, a sort of retroactive continuity. Who knows what strange new civilizations could have been created in the distant past or future of these worlds?



It also seems that travel between the facets has become possible for the inhabitants. Even though physical travel from one of these facets to another would seemingly be impossible within a shard, through magic or perhaps even moongates it is somehow being accomplished. Again, details are difficult to see from our bird's-eye view outside of the shards, but there is visible evidence of change in some facets that could only be the result of mankind or some intelligent civilization arriving. Within one facet that I had thought empty of mankind, I suddenly noticed a castle of some sort had been rebuilt. Within others I have seen roads form and groves of forest cleared away. I previously found it confusing how these facets seemed to remain completely unpopulated for so long, then suddenly have clear signs of civilization. Now I believe I have found a clue, for a new piece of the puzzle has come to my attention.

Each shard possesses one facet remarkably different from the rest, one I have named the "dark facet." The dark facet seems to have a shadow cast over it, almost as if it absorbs light. This facet also contains a world, but it is one unlike any I have ever dreamed. The land within appears to rest over a great void that seems to extend in all directions; it is as if a massive island rests on a dark sea of stars. Could it be that the laws of nature have become so bent in this facet that such a thing is possible? Did a great magic within the world create such a place? I may speculate for the rest of my life but the puzzle extends deeper still.

More than once I have witnessed catastrophe within the dark facet. Gradually the land itself has broken, as if great tremors have shaken sections of the earth loose and allowed them to fall into the nothingness below. Each time the dark facet experiences one of these disasters, it seems that all life inside of it is also destroyed; the usual signs of human progress cease and cities gradually fade into ruin. It is as if no trace of life remains yet eventually civilization will somehow return to the facet and the process of destruction is repeated anew. Now after a review of my past notes I have come to realize that every time the destruction strikes the dark facet, a different facet on the shard seems to begin teeming with life. I now must conclude that this great cataclysm within the dark facet has something to do with other facets connecting. Is it possible that some sort of barrier is being broken? I am also forced to wonder if the malevolent shadow within the dark facet is a reflection of Mondain's evil, perhaps just as twisted as the worlds within the facets.

I fear these are mysteries I may never solve, for I can think of no way to know for sure without being within one of the worlds inside the shards. Although I once longed to see the wonders of these curious realities, I now fear for the inhabitants, as it seems something dreadful hides within their world.

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ISBN 0-7615-4251-5



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