

NATHAN RMYRRRMA TST

Ultima Resurrection

The Return of Virtue

The Book of Honesty, aka the Rulebook—Revised Edition



Written by Resurrection Dragon and Quill Dragon

Revised by Resurrection Dragon



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Introduction

Welcome to Ultima Resurrection: Return of Virtue. The first (and as far as I am aware only) tabletop roleplaying game based on the very popular Ultima computer game series and the MMORPG Ultima Online. This is and remains to this day my first attempt at writing a complete roleplaying game.

Why did I decide to write this game? Wasn't the computer game enough? The computer games are ofcourse great, now part of gaming history and still very much alive within the online community. But I also am a tabletop role player, so I know the benefits of a tabletop RPG against those of a computer based one. To all those tabletop RPG'ers I probably don't need to tell what they are, but to those of you who've only played the computer games let me enlighten some things, the rest of you can skip the next bit ;)

What is a roleplaying game?

I figured I ought to put a piece about Roleplaying games or RPG's in here, as many tabletop RPG game books have this bit. An RPG is a game in which you as a player take on the role of a character inside the game. You define what type of character he or she is, how strong, fast and agile. What he or she is capable of doing and what he or she knows. But also his or her personality.

This last bit is sometimes forgotten. I myself know it's fun to build a strong and powerful character, as tough as the rules allow, and then start dungeon bashing for the heck of it. Some people tend to forget what roleplaying is all about in such instances, the playing of a role.

Some people like to refer to RP'ing as theatre. It sure is the easiest way of explaining what an RPG is to someone who isn't familiar with the concept. And it is a bit like theatre, but without most of the theatrics. You and a group of friends sit around a table with your character written down on a piece of paper, deciding what your character does in certain situations the Game Master or GM places the characters in.

What is a Game master?

A Game Master or GM is the only person who doesn't play just one character. To put it bluntly: A GM plays the world. He or she decides what the people, monsters, animals, towns, forests, dungeons the players enter or meet look like, react like. He or she decides which people hate or revere the player's characters, who attacks who, etc.

What does he do?

A GM is, essentially, the only person who needs to know the rules to a game from front to back and up and down twice. The players only need to know what dice to roll when and should be able to concentrate on their playing. The GM acts as a rules master, a referee and a worthy "adversary". The GM's word is rule in difficult matters, as it is his world the players wander about in.

What does it take to be one?

Knowing the rules and having a very active imagination. I have tried to lay out the rules in this book as clearly as possible and to depict the world as I see it. If you have played the

previous Ultima games, you might have a different perspective, or know things even I don't know. Feel free to add them to your world. The game mechanics are fact; the world is up to each GM.

Just don't forget one thing: No matter how you twist or turn it, a believable world is the most fun of all. Don't go overboard on critters, gold or quests. Let the players feel what you feel when playing Ultima: it's hard to make money, hard to kill monsters at first and even harder to break the rules. Reality is the key; try to stick with it as much as possible in this fantasy world that is Britannia...

Credits

I couldn't have written this game without the help of several very helpful people. I would like to mention them here, and thank them for the work they put into this game, for inspiring me to stick with the project and for believing in me and role playing in general...

First I should mention Lord British aka Richard Garriott and with him Origin, or OSI for creating the world that is Britannia, for creating Ultima and inspiring me to build from there. Second, thanks to Xena Dragon from Stratics for allowing me to use the information, tables and game mechanics from her site to base this game's mechanics upon.

Most graphics used are made by the great artist Denis Loubet.

Then a big thank you to Gurth from Plastic Warriors for helping me with his experience to make sense of Xena's info and turn them into sliced and diced tabletop mechanics.

Also I would like to have a big thanks go out to Quill Dragon who webmastered the first fansite/resource site for UR-ROV and who contributed to this game book greatly. Later iterations of this book are mostly due to his input, and that of another fellow player and writer; Rizban of Morn.

And then the rest for reasons they are well aware of: Electronic Arts, Lucasarts, Clothahump, Brethil, Lisette, Robillard, LEELOO, anyone I missed in the previous sections, you know who you are!!!

Disclaimer

I wrote this game, based upon Ultima Online and Ultima Ascension. It's only right to put a little note in here mentioning again what very great jobs OSI did on these games, so here goes...

Ultima and Ultima Ascension are trademarks of Origin and/or Electronic Arts, as far as Abandonware rights haven't kicked in yet. The Codex of Ultimate Wisdom and the Europa shard logo are copyright 2001 of Origin Systems Inc. Ultima Resurrection is copyright 2001-2017 of Resurrection Dragon. This product may be distributed freely for personal use only. No content may be modified without permission from the owner(s).

This version of the rulebook as co-written with Quill Dragon may not be sold or in other ways made money from. The same applies to any of the additional downloads, available at <http://www.ultima-resurrection.nl>.

Contact

Should you want to contact me with ideas for the game, comments or just exorbitant amounts of money you wish to donate. Feel free to drop me a line. You can contact me through the following email addresses, or go to the UR Website...

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The Codex of Ultimate Wisdom

The Eight Virtues are derived from the three basic principals of Truth, Love and Courage.

- From Truth springs Honesty
- From Love springs Compassion
- From Courage springs Valor

- From Truth tempered by Love springs Justice
- From Love tempered by Courage springs Sacrifice
- From Truth tempered by Courage springs Honor

From the unity of Truth, Love and Courage springs Spirituality

All of these seven Virtues exist in great pride due to their perfect nature, yet pride is not a Virtue but a Vice. Thus the last Virtue is that which opposes this pride, namely Humility.



Thus we have completed the deriving of The Eight Virtues. Be wary ye who read this tome. The Avatar is no longer. It is up to the people now to discover their own Virtue, and carry them out on their own. Your task lies in reminding those whom you meet that The Virtues are still among them, even when the Paragon who embodied them has ascended beyond Britannia.

BRITANNIA

Britannia

The world of Britannia, once a place where Virtue lacked completely, then with the era of the Avatar and the rule of Lord British it became a world of Virtue, peace and tranquillity. In recent years, after the ascension of the Avatar a great deal of changes befell this once tranquil world, and this time, no Avatar will come...

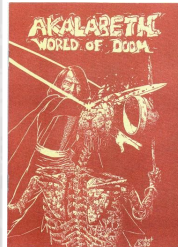
History

In the years of ascension, much of Britannia's history was lost. The Tapestry of Ages which once hung in the Hall of Britain was torn and tattered. What remained of it was kept hidden by the House of Nystul mages. Historians however have searched for tomes containing the history of Britannia in the great libraries of New Moonglow and Trinsic...



The Tapestry of Ages before it was ruined

Akalabeth



'Tis said that long ago peace and tranquillity covered the lands. Food and drink flowed freely, man and beast lived in peace, gold and silver abounded - It was the golden age of Akalabeth. Mondain, second born of Wolfgang, a great king of old, wished to gain his brother's inheritance and so he used his great powers for evil.

Many years had Mondain traversed the lands of Akalabeth spreading evil and death as he passed. He created deep dungeons so deep and extensive that their depths had never been explored. In these dungeons he unleashed more evil. He sent thieves, skeletons and snakes to dwell near the surface and daemons and Balrogs to guard the depths. Now blood flowed freely in Akalabeth and foul creatures soon came to roam near the surface. Mondain cast such sickness and pestilence upon Akalabeth that both man and beast lived in constant fear. Thus was the dark age of Akalabeth. There arose from the land a man, pure and just, to battle the dark lord. British, Champion of the White Light, did battle with Mondain deep within the labyrinth of dungeons, eventually driving him from Akalabeth forever. British of the White Light was proclaimed lord British, Protector of Akalabeth. Alas, much damage had been suffered unto the lands. The revival of Akalabeth had begun.

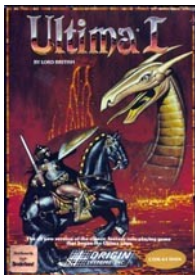
The Crossing



Long before the ascendancy to power of Lord British, Sosaria, as it was then known, was made up of numerous city-states. The eight largest and most enduring of these are today the major towns in Britannia. Each city-state had its own ruler and laws. However, constant bickering for power and resources, meant that the smaller states often fell prey to the aggressions of the larger.

During this time, in another world, an idealistic youth was growing discouraged. All around him, he saw people pursuing personal wealth and power. Where were the heroes fighting for justice and prosperity for all people? Was there no leader willing to seek the way to a better world for everyone? The youth took to spending his days roaming the hills. One autumn day, he came upon a rock-bordered clearing surrounded by towering oaks. From a bed of dry leaves, the glint of metal caught his eye. It was a silver medallion in the shape of a great serpent. In his hand, the medallion felt unusually warm. Suddenly a line of blue light rose from the leaves, expanding into a door of light. The youth stared, astonished, then stepped through. The door disappeared and autumn with it. Green fields now surrounded the youth. Feeling the medallion still in his hand, the youth slipped it into his pocket. He detected a wisp of smoke rising above a grove of trees in the distance, and headed to ward it. There he surprised a slender, blond man chopping wood. As the man looked up, the axe struck the wood awkwardly, glanced off, and opened a gash in his leg. The youth rushed forward to help but the man put his hand up. Concentration replaced the pain that had flashed across his face. He knelt, touching his injured leg with one hand, tracing intricate patterns in the air with his other, and softly murmured. The bleeding stopped. The man stood up, brushing wood chips from his clothes. He smiled broadly at the youth's amazement, then spoke with a deep voice. "Aye mek mye leg feelle na panne, and aye haellede it, too. Aye ought ha' kwit myne axynge. But aye dinna ken thou'rt icumen." The youth's eyes grew huge. He actually understood this strange, new language. "But how did you heal your leg?" The man's eyes twinkled. "Why, 'tis th' simplest of spells. Nay?" The man's name was Shamino. That night, the youth stayed in Shamino's house. The youth told Shamino about the land from which he came. Shamino could not fathom such a land, but believed the lad was sincere and telling the truth. "What again was the name of thy birthplace?" "Cambridge," the youth replied, "in the British Isles." Shamino thought for a minute, "I like that. I shall call thee British." The youth laughed, but accepted his new name. Initially, British looked diligently for a way to return to his homeland, but over time his need to return to his own people lessened. It was only after he gave up looking for a way back that he discovered one. British made the journey several times. In fact, it's believed he brought back close friends to dwell with him in his chosen world -- Iolo the Bard and the knight Dupre are almost certainly his landsmen. Among the evidence of this is the aging process. It appears that a decade in our world is equivalent to a single year in the homeland of British. He and his countrymen age at one tenth the rate at which we age. Through the years, British's deeds demonstrated wisdom and bravery. As respect for him grew, British became leader of a region of Sosaria including many city-states, and was awarded the title Lord British.

The First Age of Darkness



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

His name was Mondain, and Mondain's strange ways were a constant worry to his father, a busy, much respected mage. When Mondain was fifteen, his father took a stand. "Thou shalt take a year off from magic, Mondain," his father said, "to improve thine attitudes and develop thy virtues. I have arranged for thee to live with the brothers in the abbey, where thou shalt practice compassion and humility. Learn thy lessons well, my son, and this ruby gem, which harnesses the power of the sun, shall be thine." Mondain said nothing. The next night he slew his father and took the gem, for he was ready for power and his father was in the way. At the same time Lord British was gaining a reputation for fair and honest government in his provinces and attracting attention for his startlingly innovative ideas, Mondain was using his father's gem against itself to produce a black jewel that would render him and his evil immortal. Success meant gaining an even greater power over the evil minions of darkness. As terrors wrought by Mondain caused increasing unrest and dismay across Sosaria, British's ideas for unity of the city-states became more and more appeal-

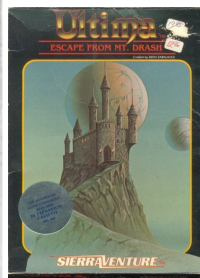
ing. But the time was not quite ripe, for the widespread evil was beginning to take a tremendous toll. Something new was needed, thought British. He absently reached for the silver serpent he wore about his neck. Touching it in contemplation, he envisioned the kind of hero Sosaria needed to deal with Mondain. Within days, a stranger arrived in Sosaria. With utter devotion to truth and good, the stranger grew into a hero capable of facing Mondain. Eventually, the heroic stranger found the malevolent gem and destroyed it, along with its creator. With Mondain's destruction, the forces of evil began to wane.

The Second Age of Darkness - Revenge of the Enchantress



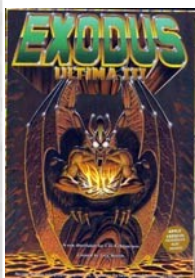
But good was not to rise victorious for long. Mondain's apprentice in sorcery was a beautiful young woman. Underestimated because of her youth, Minax was furious at the defeat of Mondain and at the destruction of the gem, whose existence she had surmised, and which she had intended to study and replicate for herself. Setting her fury aside, Minax decided to take control of the evils of the world without the gem. She succeeded. Through her network of beasts and her own frightening power, she rained evil upon the world. Again Lord British sent out the call for a hero. Again, a stranger appeared. Again the evil was hunted down and destroyed. And with the destruction of Minax, this stranger was able to alter the future of the world from destruction to peace.

Escape from Mount Drash



Shortly after the Stranger had defeated Minax he was, for reasons unknown, overcome by the evil, wretched, Garrintrots and made prisoner in their stronghold high atop the treacherous Mount Drash. The mountain was honeycombed with old mining tunnels that had been long since abandoned by humanoid life. The Garrintrots had stocked the caverns with all manner of creatures, and now used the caverns as gaming arenas where the Stranger was the main attraction. A game of life and death had begun. Yet, the Stranger proved victorious and was in the end able to escape the mines of Mount Drash.

The Third Age of Darkness - Exodus



Decades passed in relative peace. Good leaders of the city-states turned more and more to Lord British for guidance, and Sosaria became a united land under his rule. Then, one day, a sailor reported to Lord British the appearance of a hitherto unknown island, fiery and emanating terrifying evil. Scouts began reporting malevolent occurrences that seemed to be the work of a great evil mind. Once more, Lord British sent out the call. This time, four strangers appeared. They survived the horrors of great dungeons and, with the help of the mystical timelord, the heroes found the secret island fortress of Exodus. Had it not been for the Timelord the Avatar would never have been able to pass the Great Earth Serpent, which Exodus had summoned as a guardian of the entrance to the castle. Exodus was, the only progeny of Mondain and Minax and at the hands of the Avatar and the magical cards it met its doom. The Triad of Evil was destroyed, and great celebration ensued. In honor of the day, they called the new world Britannia.

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

each with its own political faction. Numerous satellite villages also dotted the countryside between the towns. Each of the eight major towns celebrated one of the virtues of Avatarhood, and each raised a shrine to that virtue. The shrines were located in retreats to ensure tranquillity in natural settings, so travelling to some shrines required a considerable journey from their towns.

The Crossing of the Avatar



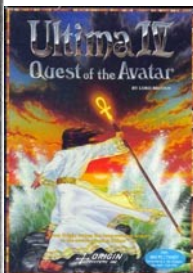
As accounted for we know quite detailed how our good King British crossed over from his distant home called "Earth" and as an undeserved blessing came to our lands. Even though all too few know of it a similar detailed account exists for the Avatar, which shall be retold here.

The day was warm, yet there was a cooling breeze. The latest in a series of personal crises seemed insurmountable. The Avatar was pulled apart in all directions. Yet that afternoon walk in the countryside slowly brought relaxation to his harried mind. The toil and strain of modern high-tech living began to wash off in layers. A willow tree near a passing stream looked comfortable and inviting. The buzz of dragonflies and the whisper of the willow's swaying branches brought a deep peace. Searching inward for tranquillity and happiness, he closed his eyes. A high-pitched cascading sound like crystal wind-chimes impinged on his floating awareness. As he opened his eyes, he saw a shimmering blueness raise from the ground. The sound seemed to be emanating from this glowing portal. It was difficult to look at the blueness. Light seemed to bend and distort around it, while the sound waves became so intense, they appeared to become visible. The portal hung there for a moment; then, with the rush of an imploding vacuum, it sank into the ground. Something remained suspended in mid-air for a moment before falling to earth with a heavy thud. Somewhat shaken by this vision, he rose to his feet to investigate. A crude circle of stones surrounded the spot where the portal appeared. There was something glinting in the grass. He picked up an amulet shaped like a cross with a loop at the top. It was an Ankh, the sacred symbol of life and rebirth. But this could not have made the thud, so he looked again and found a large book wrapped in thick cloth! With trembling hands he unwrapped the book. Behold, the cloth was a map, and within lay not one book, but two. The map was of a land somewhat strange to him, and the style spoke of ancient cartography. The script on the cover of the first book was arcane but readable. The title was: The history of Britannia as told by Kyle the Younger. The other book was disturbing to look at. Its small cover appeared to be fashioned out of some sort of leathery hide, but from what creature was uncertain. The reddish-black skin radiated an intense aura suggestive of ancient power. The tongue of the title was beyond his ken. He dared not open the book and disturb whatever slept within. He decided to peruse the History. Setting back under the willow tree, he opened the book. He read the book of History. Closing the book, he again picked up the Ankh. As he held it, he began to hear a hauntingly familiar, lute-like sound wafting over a nearby hill. Still clutching the strange artifacts, he rose unbidden and climbed the slope. In the valley below he saw what appeared to be a fair. It seem strange to him that he came that way earlier and noticed nothing. As he mulled this over, his feet carried him down towards the site. This was no ordinary travelling carnival, but a Renaissance Fair. The pennants on the tent tops blew briskly in the late afternoon breeze. The ticket taker at the RenFair's gate started to ask him for money, but upon spotting his Ankh said, "Welcome, friend. Enter in peace and find your path." The music continued to pull him forward amongst the merchants and vendors. Glimpses of fabulous treasures could be seen in some of the shadowy booths. Those people were very happy. They seemed to glow with an inner light. Some looked up as he passed and smiled, but he could not stop - the music compelled him to move onward through the crowd. Through the gathering dusk he saw a secluded gypsy wagon sitting off in the woods. The music seemed to emanate from the wagon. As he drew near, a woman's voice weaved into the music, saying: "You may approach, O seeker."

He entered to find an old gypsy sitting in a small curtained room. She wore an Ankh around her neck. In front of her was a round table covered in deep green velvet. The room smelled so heavily of incense that he felt dizzy. Seeing the Ankh, the ancient gypsy smiled

and warned him never to part with it. "We have been waiting such a long time, but at last you have come. Sit here and I shall read the path of your future." Upon the table she placed a curious wooden object like an abacus but without beads. In her hands she held eight unusual cards. "Let us begin the casting." Seven times the gypsy placed two of the cards before the Avatar and each time she ended with the words: "Consider this". The Avatar was then asked a subtle question, which forced him to choose between two virtues. Upon which virtue his final choice fell is unknown and I deem it shall never be revealed. With the final choice, the incense swelled up around him. The gypsy spoke as if from a great distance, her voice grew fainter with each word: "So be it! Thy path is chosen!" There was a moment of intense, wrenching vertigo. As he opened his eyes a voice whispered within his mind, "Seek the counsel of thy sovereign." After a moment the spinning subsided, and he opened his eyes to the lands of Britannia.

The First Age of Enlightenment - Quest of the Avatar



It was at this time of growth and prosperity in the kingdom of Britannia that Lord British put out a call for one to show the way of spiritual growth and virtue. The call was answered by the Stranger who so many times before had saved Britannia. After many perils and great deeds the Stranger had been perfected in the eight Virtues. He discovered the three parts key as well as the very source of Virtue. Many great artifacts aided him in this quest, thus the Sliver Horn, which banished the daemons from the Shrine of Humility and the Wheel of HMS Cape, which made a ship unsinkable still live in the legends of our land. Dressed in the mystic arms and armor and followed by eight loyal companions the Stranger broke open the Great Stygian Abyss through the use of the Book of Truth, the Candle of Love and the Bell of Courage. He and his companions then penetrated the depths of the Abyss and uncovered at it's root the Codex of Ultimate Wisdom. Casting his eyes upon the pages of the sacred tome the Stranger became the Avatar.

The Second Age of Enlightenment - Warriors of Destiny



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

However, the Avatar followed his instincts and the admonitions of the Codex and applied the principles of Truth, Love and Courage against the Shadowlords and the corrupted Blackthorn. The Avatar's efforts allowed Lord British to banish them and their agents from the realm of light. Thus was Lord British restored to his consecrated throne. However, his return to the surface world set off a great tectonic upheaval, resulting in the collapse of the cavernous Underworld in which he had been imprisoned. Many aftershocks and cataclysmic disasters befell the world for a period of time after that, though eventually all was restored to normal. When British returned Lord Black Thorn was given the choice either to face the Great Council's judgement or to be banished from Britannia. Blackthorn chose banishment and stepped into a red moongate, which British summoned up with the help of an Orb of the Moons. No one knows where this gate took Lord Blackthorn.

The Third Age of Enlightenment - The False Prophet



When the many aftershocks of the collapse of the Underworld seemed to cease a new threat appeared as the hither almost unknown cavern dwelling Gargoyle people launched an attack upon Britannia with a special focus on the eight Shrines. The removal of the Codex from the Abyss, which ultimately caused the collapse of the Underworld had before it was removed belonged to the Gargoyle people to whom it was also a sacred Book. They blamed the humans for the destruction of their cavern world and thought them thieves of the Codex. The Gargoyle people had a prophesy which prophesised the coming of The False Prophet who would destroy the Gargoyle people. They believed that the Avatar was The False Prophet and that killing him would prevent the prophesy from being fulfilled. They thus lured him to go through a red moongate which led him into an ambush. They quickly overpowered the unprepared Avatar and prepared to sacrifice him. But lo and behold even as the Gargoyle priest lifted the knife an arrow pierced his forehead from behind. Iolo, Shamino and Dupré had arrived. Quickly they freed the Avatar and fled with him through the blue moongate they had come through. A long journey now began throughout Britannia trying to understand what was behind the Gargoyle invasion. Little by little the Avatar came to understand the motives of the Gargoyles and he understood that they were not evil. The retrieval of the second half of a silver tablet held a key role in this process. The Avatar became familiar with the Gargoyles' ways, their language and their Virtues of Direction, Feeling, Persistence, Balance, Achievement, Precision and Singularity which proved to be different but still closely related to the Virtues of Britannia and of the Avatar himself. The Avatar now took upon himself the sacred quest to make peace between the Humans and the Gargoyles and with the help of the Vortex Cube he placed the Codex of Ultimate Wisdom in the Ethereal Void.

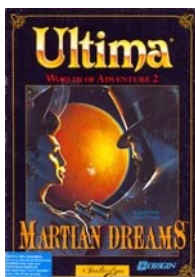
It could now only be read with the use of two Vortex Lenses, a blue and a red. The blue lense the Avatar gave unto Lord British and the red to the gargoyle Lord **Draxinusom**. Thus neither the humans nor the Gargoyles could use the Codex on their own, but only together.

Worlds of Ultima - Savage Empire



Hardly had the Avatar returned to Earth before he was contacted by Lord British and summoned to a world called Eodon. There an insect race called the Myrmidex used an Orb of the Moons for evil purposes. Yet, the tribes of Eodon was in constant war with each other, which prevented them from taking any action against this menace. Yet, the Avatar managed to make peace among between the warring tribes. With their combined strength the tribes were able to aid the Avatar and his companions in their journey into the underworld of Eodon to face the Myrmidex and their queen. The Avatar proved victorious and the Myrmidex and their queen were slain. The Orb of the Moons, which the Myrmidex had misused was destroyed by the Avatar, who after this returned to Earth anew.

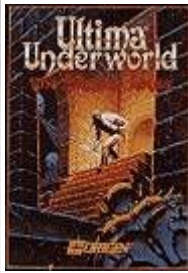
Worlds of Ultima - Martian Dreams



Near the planet Earth, which is the birthplace and home of the Avatar, exists a planet called Mars. Once it was the home of a race whose technical knowledge and skill was highly developed. This race, however, perished long ago due to dramatic changes of the planet Mars. Yet, the Avatar was visited by a woman on Earth, who showed him a more than hundred year old photograph. It showed the Avatar together with long gone, but important historical authors and scientists such as Freud, Tesla, and Mark Twain. The Avatar discovered that the photograph had it's origin in an alternative timeline. In this alternative timeline an accident of historical proportions had occurred. The year was 1893. The World's Columbian

Exposition in Chicago. Astronomer Percival Lowell's colossal space cannon was poised to hurl a huge bullet-ship to Mars. Then disaster strikes! The cannon discharges a day early with dozens of history's leading authors and scientists aboard. Unprepared for the rigors of Mars, the accidental space travellers have little chance of surviving. Through the use of the Orb of the Moons the Avatar found his way into this alternate timeline. He found his way into the bullet-ship and was thus hurled to Mars along with the others. On Mars he learnt how dreams can both build and destroy worlds. With the help of the dream machine the Avatar put an end to the living nightmare Mars was caught in and in the end he was able to return the involuntarily space travellers to Earth, thus making sure that the history of Earth was not changed after all.

Ultima Underworld - The Stygian Abyss



During the Avatar's 200 year absence from Britannia an expedition of knights and adventurers went into the Great Stygian Abyss. Under the leadership of Sir Cabirus these knights and adventurers founded a virtuous society in the depths of the Abyss. But due to the dark powers afoot in the Abyss the society in the end collapsed and instead the vast caverns were used as an underground prison.

In a dream the Avatar was called upon by the ghost Garamon, who told him that his brother would unleash a great evil on Britannia. The Avatar let himself be drawn to the ghost to get to Britannia. He arrived in the bed-chamber of Ariel, she had been kidnapped by Tybalt, Garamon's brother. The Avatar was seized by the guard and brought before Baron Almrick. He thought that the Avatar helped the Troll which carried Ariel off. The Avatar told him that he was the Avatar and that he was innocent. Yet, the Baron would not listen. The Baron let the Avatar be brought to the Stygian Abyss and would not release the Avatar from this horrible prison lair before he had freed his daughter from the troll, who had taken her with him into the Abyss. During the Avatar's journey into the Abyss he made peace between the people who still lived in the Abyss. Deep in the Abyss the Avatar stood face to face with Tybalt. A battle ensued in which the Avatar was triumphant. He then rescued the kidnapped Ariel. Yet, Tybalt had revealed to the Avatar that he had tried to prevent a Daemon called "The Slasher of Veils" from entering Britannia. He had failed. The Avatar understood that he had to take upon himself to succeed where Tybalt had failed. The Avatar went through many perils before he was successful. As he left the Abyss it erupted like a volcano sealing the Abyss with molten stone. The Baron Almrick and his daughter Ariel waited for the Avatar outside on a ship. They both thanked the Avatar deeply for his great courage and the Baron apologized for his most unjust actions.

The First Age of Armageddon - The Black Gate



200 years had passed since the Avatar made peace between the Gargoyles and the humans of Britannia. Britannia had flourished and many things had changed, for better or for worse. Pollution had for the first time ever become a problem. The conflict between the humans and the gargoyles had risen anew in the form of racism and a new religious movement called The Fellowship had entered Britannia and pushed the eight sacred Virtues of the Avatar back. Yet, the Avatar was summoned to Britannia to face none of these matters. He was called upon by his friend Iolo who had been brought to edge of despair due to a series of unsolved ritual murders. Iolo feared what could be behind them and summoned the Avatar to his aid. During the investigation of the murders the Avatar found out that the ether had been corrupted. It proved that the corrupted ether with its jagged waves of ether was generated by three generators. The generators and the murders could be traced back to the Fellowship. The Avatar unravelled the secrets of the Fellowship through many journeys and hardships, but in the end he understood that The Fellowship only was made to cover up the movement's real objective, namely to bring a creature known as

"The Guardian" into Britannia. Should this happen it would mean the destruction of Britannia.

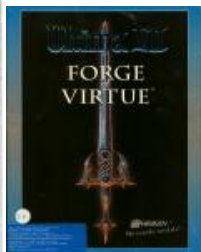
The Avatar sought out the Black rock gate, which the Guardian was meant to enter Britannia through. Here he and his companions were met by the three founders of the Fellowship: Abraham, Elizabeth and Batlin along with their murderous servants Hooks and the gargoyle named Forskis.

They attacked the Avatar and his companions, but were quickly overpowered and killed.

Batlin escaped through the use of magic telling the Avatar that he would never find him. Yet, Batlin was wrong about that. The Avatar now turned at The Black rock Gate. His knowledge of Rudyom's failed black rock experiments now proved of great value, for due to them he was now able to destroy The Black Gate. Yet, even as he was in the process of destroying it the Guardian tried to come through, but was prevented as the Black Gate was shattered.

Yet, as the Black Gate was destroyed so was the Avatar's chance to return to Earth, for due to the disturbance of the generators the Moongates worked no more. He was trapped in Britannia.

The First Age of Armageddon - The Forge of Virtue



Among the many adventures, which the Avatar went through during his struggle to discover and destroy The Black Gate one stands out and should be mentioned alone. Legends have named it: The Forge of Virtue.

During the time of the Avatar's investigation the Isle of Fire rose from the depths of the ocean anew. This island had risen from the ocean depths during the third age of darkness and it had been the home of the dreaded Exodus. After the destruction of the Exodus Lord British built upon the Isle of Fire the Shrine of the Principles, which housed the Shrines for Truth, Love and Courage. Yet, after a period of time the island sank beneath the waves anew only now to mysteriously reappear. On the island was still found the three Shrines, but also the Dark Core of the Exodus. This dark artifact would truly be dangerous in the wrong hands. As the Avatar arrived on the island of fire he had to pass three tests.

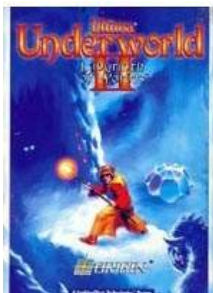
One of Truth, one of Love and one of Courage before he gained access to the Dark Core.

The Avatar placed the Dark Core in the Ethereal Void so that no one could get to it easily.

Erethian tried to prevent the Avatar from doing it but was unsuccessful in his attempt.

During the Avatar's stay on the island he also forged the legendary Black Sword or Shade Blade, as it was also called, out of black rock and embedded in it the ether gem with the trapped daemon Arcadion inside. This was a very powerful and dangerous weapon to wield. It contained the mind of Arcadion, and offered the Avatar the power to Return to the Isle of Fire, the power of Death over living creatures, the power of Fire to smite his enemies, and the power of Magic to refill the Avatar's mana supply, although these came at a cost, for the blade required the deaths of others to maintain its supply of power. Only those strong in Virtue could ever wield it without becoming corrupted by the wicked and power hungry mind of Arcadion.

Ultima Underworld - Labyrinth of Worlds



After the destruction of the Black Gate and the escape of Batlin the Avatar was a guest at Lord British's castle celebrating the Guardian's failed attempt to enter Britannia. Present were, apart from the Avatar and his companions, also the mayors from all the major cities of Virtue and other important people and leaders. Suddenly during the festivities a dome of solid blackrock grew up around Lord British's castle trapping all within. No spell above fourth circle could be cast within the dome due to the blocking effect the black rock had on the ether. The Avatar descended into the underground system of tunnels and caves beneath Lord British's castle. Here he found a huge black rock gem, which could

take him to the different worlds and planes of: Prison Tower, Killorn Keep, Ice Caverns, Talorus, Scintillus Academy, Pits of Carnage, Loth's Tomb and the Ethereal Void. Each of the places had in some way been corrupted by the Guardian, but the Avatar was able to purify them all. Especially Killorn Keep was a sad place for the Avatar to visit. Deeply corrupted by the Guardian it was ruled in the name of the Guardian by the vile Lord Thibris. The Guardian had here devised his own so called Virtues of Punctuality, Sobriety, Diligence, Conformity, Efficiency, Obedience, Silence and Vigilance, which served no other purpose than keeping everyone in the Guardian's power hungry iron grip. Lobar proved to be the Avatar of these so called Virtues of the Guardian and in him the Avatar thought he had met his anti-thesis. Yet, time would tell differently...

In Killorn Keep the Avatar was confronted by Mors Gotha, who tried to persuade the Avatar to join the Guardian, yet the Avatar declined which resulted in a fight. The Avatar proved the more powerful of the two, but the Guardian saved Mors Gotha by teleporting her away. The Avatar took hold of her spell book and along with the magical Horn of Praecor Loth he returned to Lord British's castle. Just before Nystul and the Avatar were about to perform the ritual which would crack the black rock dome Mors Gotha confronted the Avatar again allied with five soldiers.

Mors Gotha and her henchmen were swiftly dispatched. The Avatar and Nystul now returned to performing the ritual. Nystul unleashed a mighty spell while the Avatar blew the Horn of Praecor Loth. The blackrock dome was shattered and they were all free anew.

The First Age of Armageddon - Serpents Isle



After discovering a magic scroll left by Batlin, the Avatar learned of the Guardian's plot to destroy Britannia via the Serpent Isle. Remembering how Gwenno, the wife of Iolo, had travelled there for research the Avatar started towards the Serpent's Isle in search of both Batlin and Gwenno. In order to reach Serpent's Isle he had to use the mighty serpent pillars. In the process the Avatar and his companions skipped ahead in time a little, but enough to create an imbalance which soon resulted in imbalance storms affecting Britannia. On Serpent's Isle the Avatar discovered the three cities: Moonshade, New Fawn and Monitor. All three cities had been founded by those who left Britannia together with the mage Erstam shortly after Lord British pronounced the eight Virtues. They had found Lord British's Virtues the work of a dictator. The mages of Moonshade found that it was not a realistic option to become truly honest, the people of New Fawn had been furious that Lord British would not recognize Beauty as a ninth Virtue, while the people of Monitors found that Courage was the only real Virtue. Ironically, the underlying Principles of these three towns; Truth, Love and Courage, were in fact the same Principles laid forth by Lord British. After many adventures the Avatar tracked down Batlin deep in the Spinebreaker mountains where Batlin attempted to open the Wall of Lights in the Grand Shrine of Order. This was the conclusion of a long line of wicked deeds Batlin had managed to accomplish since he arrived at Serpent's Isle. When he had arrived he heard the tale of the downfall of the serpent people called: Ophidians. They had once lived on Serpent's Isle and been the worshippers of the Order Serpent, the Chaos Serpent and the Great Earth Serpent of Balance. When the Exodus pulled the Great Earth Serpent of Balance from the Ethereal Void, and forced it to guard the Isle of Fire, balance disappeared and the War of Imbalance broke out between the Order Serpent and the Chaos Serpent and their followers. The followers of the Order Serpent blamed the followers of the Chaos Serpent for the disappearance of the Great Earth Serpent of Balance. They systematically destroyed and killed the followers of Chaos. This broke the Chaos Serpent into the three Banes of Anarchy, Wantonness and Madness. These Banes the followers of the Order Serpent trapped in the Temple of Logic. Pleased with their victory over Chaos, the Hierophant of Order opened the Wall of Lights within the Grand Shrine of Order, deep within the city of Spinebreaker, and led the followers of Order into the Ethereal Void. Without its followers, the Serpent of Order went mad within the Void.

This tragic state lasted until Batlin arrived at Serpent's Isle. Led by the Guardian Batlin broke the imprisonment of the Banes and thus released them. Once freed they flew across

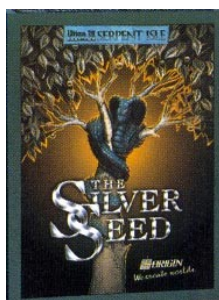
the lands and into suitable hosts, to continue the past War of Imbalance. The Bane of Anarchy took control of Cantra, the Bane of Wantonness of Gwenno, the wife of Iolo, and The Bane of Madness took control of an unknown resident of the Serpent Isle. Batlin tracked all three of them down and killed them in order to retrieve the Banes and use their powers to deepen the imbalance and thus perhaps aid his master: The Guardian. Yet, when he attempted to open the Wall of Lights in the Grand Shrine of Order, perhaps to release the Banes into the Ethereal Void where the Order Serpent resided, he failed the spell and the Banes were released. They slew Batlin and possessed the Avatar's companions Shamino, Iolo and Dupré.

Shamino was possessed by the Bane of Anarchy, Iolo was possessed by the Bane of Madness and Dupré was possessed by the Bane of Wantonness. Thus under the control of the Banes Shamino visited Moonshade and slew close to all the population. He then travelled to the lost Castle of the White Dragon to plan the destruction of the Serpent Isle. The possessed Iolo travelled to the city of Fawn and proceeded to kill most of the residents of Fawn, leaving only Ruggs, a scarred sailor, alive within the city walls. The former ruler of Fawn, Lady Yelinda was gruesomely deformed by the possessed Iolo's power and fled into the Gorlab Swamp as a result. The possessed Iolo then travelled to the lost Castle of the White Dragon to plan the destruction of the Serpent Isle.

The possessed Dupré travelled to the Sleeping Bull Inn. There he slew most of the residents. Sparing a meagre few, the possessed Dupré then travelled to the lost Castle of the White Dragon to plan the destruction of the Serpent Isle. Following the instructions of the Great Earth Serpent of Balance the Avatar was able to imprison the three banes and thus free his companions.

The Bane of Anarchy he trapped in the Prism of Tolerance, a Soul Gem coated with the Water of Tolerance. Bane of Madness he trapped in the Prism of Emotion, a Soul Gem coated with the Water of Emotion and the Bane of Wantonness he trapped in the Prism of Enthusiasm, a Soul Gem coated with the Water of Enthusiasm. Once freed the Avatar and his companions, under the direction of the Great Earth Serpent, rejoined the Banes of Chaos into the Chaos Serpent deep in the Skullcrusher mountains. During the sacrifice of the Avatar in order to recreate the Chaos Serpent, Dupré overcome by guilt at what he had done, while possessed by the Bane of Wantonness sacrificed himself in the Avatar's place to redeem his honor. During the Avatar's adventures on Serpent's Isle the Avatar retrieved the corpse of Gwenno. He brought it to Monk Isle for resurrection. Gwenno proved instrumental in unravelling the mysteries of the lost Ophidian Culture as she provided the Avatar with the knowledge to restore the Balance that saved the land. After many more hardships the Avatar was able to restore Balance so that the Great Earth Serpent of Balance anew rested entwined between the Serpents of Order and Chaos in the Ethereal Void. With the Balance restored the imbalance storms of Britannia ceased.

The First Age of Armageddon - Silver Seed



Among the numerous adventures the Avatar went through on Serpent's Isle one stands out and should be mentioned on its own. Legends call it: "The Silver Seed". While the Avatar was on Monk Island he spoke to Karnax who told him about the extraordinary discovery of the Amulet of Balance. Using this amulet while standing on a serpent gate the Avatar was sent back in time to the days when the war between Order and Chaos still raged. Here he achieved the title of Champion of Balance and proved himself in many ways. After many quests and hardships the Avatar at last achieved the Silver Seed. He planted the Seed and a tree sprang from the seed. This helped in restoring balance to Serpent's Isle. After this feat the Avatar used the amulet of Balance to travel back to his own time where he continued his task.

The Second Age of Armageddon - Pagan



Yet, the triumph of the Avatar was a thorn in the side of the Guardian and he used his terrible powers to banish the Avatar to the Isle of Pagan. A world, which long had been under the sway of the Guardian. The Avatar understood that he would have to return to Britannia as soon as possible to stop the Guardian, but little did he know what perils awaited him on The Isle of Pagan...

On Pagan nobody knew anything about "The Avatar" or "Virtue". It was ruled by four cruel titans: Lithos the Mountain King, titan of Earth, Stratos the titan of Air, Pyros the titan of Fire and Hydros the Lurker, titan of Water. They again answered directly to the Guardian himself. Before the four titans came to power this world had been protected by the Zealan Gods. Yet, Lithos had trapped the Zealan Gods in the Lost Valley and due to the Avatar's haste to return to Britannia he never found the time to free them from their prison.

But perhaps this will happen one day...

As the Avatar arrived on Pagan he was greeted by the fisherman Devon, who helped The Avatar begin his task on Pagan. Before long the Avatar met Mythran the mage who should prove priceless to the Avatar in his search for a way home. He told the Avatar that only by learning all the ways of magic in Pagan would the Avatar be able to return home. Following this advice the Avatar sought out Vividos the necromancer, who soon after accepted to make the Avatar his apprentice as the Avatar retrieved a special dagger, which Mordea, Tempest and ruler of Pagan, had stolen. The Avatar had barely become Vividos's apprentice when Mordea killed the librarian Bentic and imprisoned Devon. The Avatar discovered, that Bentic had found out that Devon and not Mordea was the rightful heir to the throne of Pagan. That had brought Mordea's wrath upon them both. Yet, just before Devon was to be executed the Avatar was able to procure evidence enough for Devon to be released and instead Mordea was executed. The Avatar continued his studies of the necromantic magic. He even learned all he could from his predecessors in the necromantic arts by calling them back to life. After learning such insights into the necromantic arts the time had come for the Avatar to meet with Lithos himself. This he did and to conclude his necromantic studies he was sent on a pilgrimage to the birthplace of Moriens, who had been the founder of the necromantic magic.

After visiting this place the Avatar continued his journey and came to the Zealand Shrine. Here he placed a Zealan shield before the alter, which had been erected there. This made the three statues of the Zealan Gods come to life and they spoke to the Avatar. They gave him much valuable information and directed him to visit the Tomb of Khumash Ghor. The Avatar obeyed them. In the tomb he was attacked by the ghost of Khumash Ghor, which he put to rest. After the fight he found in the ghost's lair both the Scimitar of Khumash Ghor as well as the top piece of the blackrock Obelisk, which would become the portal back to Britannia. **As the Avatar returned from the Tomb of Khumash Ghor** the Zealan gods spoke to the Avatar anew and revealed to him that his destiny was to become the titan of the fifth element: Ether. They as well told him to seek out the other titans. The Avatar now went to Argentrock Isle where the followers of Stratos resided in their monastery. Here sought to become accepted into the Order of mages.

The Avatar was presented with two tests: The Test of Wisdom and the Test of Centeredness, which he passed both. The servants of Stratos now sent the Avatar into the caves beneath the monastery to gather silver for his spell focus. This task the Avatar passed as well. The Avatar was now ready for the third test and again he was sent below the monastery, but he was not told what was expected of him. There he found a wounded torax, which he healed and thus completed the third test.

The Avatar now faced the last test: The Leap of Fate. This perilous leap he survived and he thus mastered the magic powers of air.

The Avatar now made his way to the lake of Carthax where Hydros the Lurker, titan of water dwelled. Here the Avatar spoke to Hydros, who revealed that she was held captive. The Avatar agreed to free her and journeyed to the grave of her captor. Here opened the ground and set the water free. During his journeys in Pagan the Avatar had found out

that one could only inherit the magic powers of water (Tempestry) and thus become Tempest alike Mordea had been. As Hydros was freed no one could use the magic powers of Hydros any longer apart from Hydros herself.

Thus master of Necromancy (earth) and Theurgy (air) the Avatar went to visit the sorcerers of Pyros. Yet, only a fixed number of these wielders of magic was allowed at a time. Thus one had to die before the Avatar could become an apprentice. The animosity between Bane and Vardion ended with one killing the other. The Avatar was then recommended by the surviving part as the perfect replacement. The Avatar now began to study Sorcery and was soon ready to face the tests of an apprentice. Dangerous the tests were, but he managed to complete them and found his way into the inner sanctum, where the master awaited him. During the tests in the obsidian castle the Avatar met anew the Daemon Arcadion, which he had met before during his adventure of the Forge of Virtue.

After proving himself to the master sorcerer the master took him out to the summoning of Pyros after this most frightening event the Avatar confronted the master sorcerer and slew him.

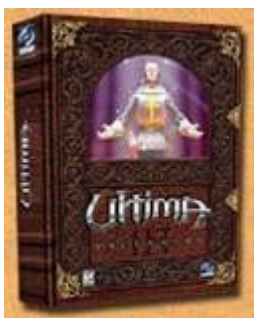
Before the Avatar left the sorcerers he released Pyros.

Now the Avatar mastered all kinds of magic on Pagan including the arts of Thaumaturgy, which

Mythran practiced. The Avatar had learned that each of the titans were vulnerable to a blackrock artifact connected to their own element. One artifact existed for each of the elements. Thus the Avatar ventured out and retrieved these four pieces of blackrock:

The Heart of Earth, The Breath of Wind, The Tongue of Flame and the Tear of Seas. Along with the fifth piece from the tomb of Khumash Ghor the Avatar was now able to construct the blackrock gate, which would take him back to Britannia. The Avatar went back to Mythran and asked for his advice on how to rebuild the blackrock obelisk. Mythran taught the Avatar the Ethereal Travel spell, which took the Avatar to the Ethereal Void. There he sought out the entrances to each of the four elemental planes. One by one he entered the elemental planes and faced the four titans in their own homes. Here he defeated each of them by catching them in the four blackrock pieces. After this great victory he rebuilt the blackrock gate and powered the fifth piece through his own powers, for he was now the Titan of Ether. The blackrock gate was ready and the Avatar hastened through it in order to return to Britannia.

The Third Age of Armageddon - Ascension



But alas! What horrid sight met the Avatar's eye as he returned to his beloved Britannia. Scorched and ruined landscapes and before him towered the face of the Guardian cut out of a huge mountain. Huge parts of Britannia had sunk into the sea and the three strongholds of Virtue: The Lycaenum, the Empath Abbey and the Serpent's Hold had been destroyed as they had been known since they were erected in the beginning of the age of enlightenment.

This terrible wave of destruction, which had rolled over Britannia while the Avatar had been trapped on Pagan would later be remembered as: The Great Cataclysm. Fearing perhaps, that an even worse fate had come to Earth the Avatar swiftly called upon his Titanic powers to return to his home on Earth. Relieved he was to find, that the vile Guardian had left Earth untouched. Deeply fatigued from his many trials the Avatar fell asleep. Barely had the night passed before the Time Lord called to him: "Arise Avatar the Guardian has invaded Britannia". All too aware of the truth of the Time Lord's words the Avatar rose and quickly prepared to leave for Britannia anew. The ancient gypsy, who had help the Avatar enter Britannia during the First Age of Enlightenment now proved helpful again. Either alone or aided by the Time Lord she opened an entrance into Britannia. In a ray of light the Avatar arrived in Britannia. Many a time had he entered Britannia through various means and portals, but prophecies told, that this was to be his last visit. Barely had the

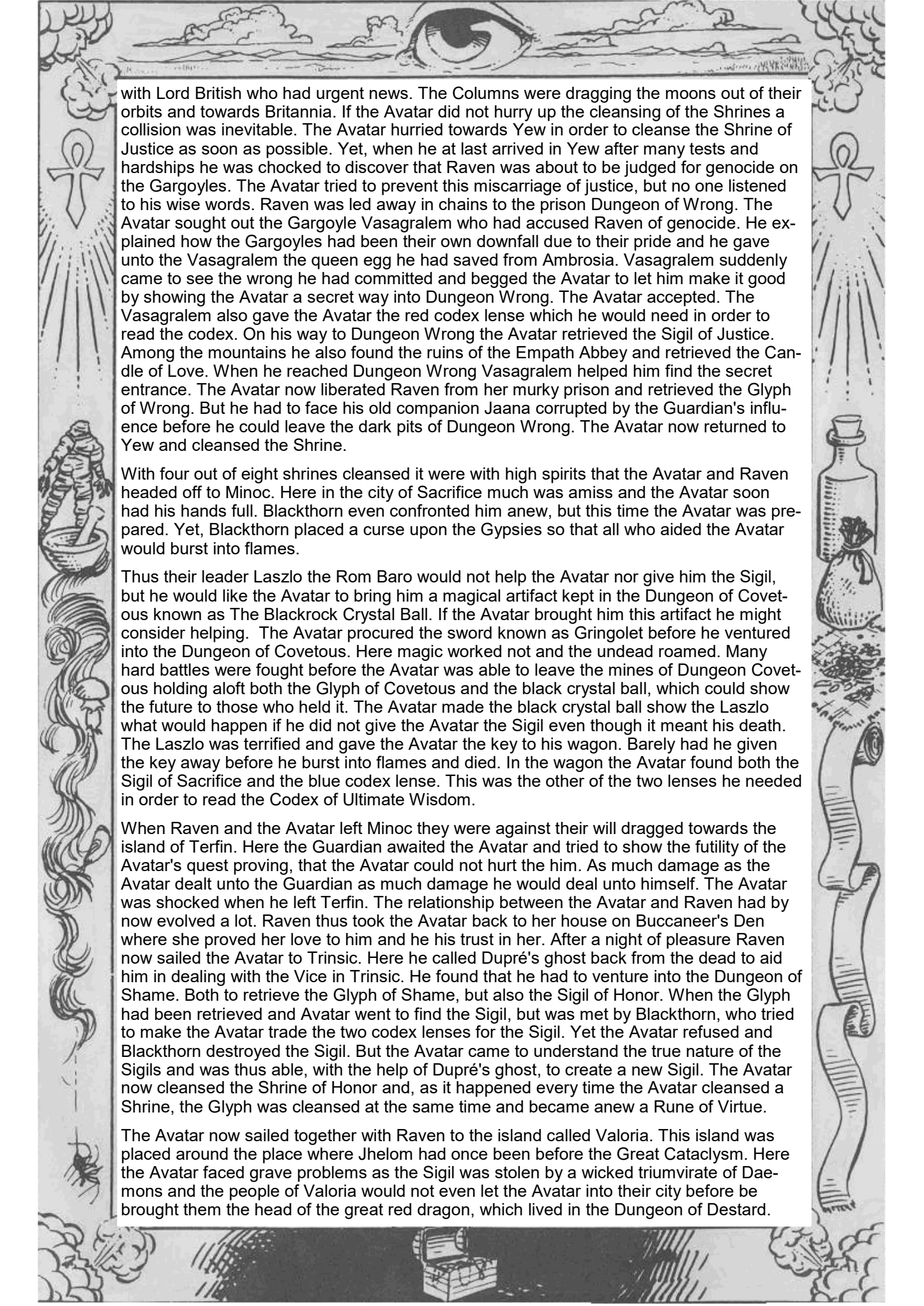
Avatar returned before he was sought killed. A member of Lord Blackthorn's Wyrms Guard attacked the Avatar mounted on a huge dragon. Had it not been for the Time Lord, who quickly teleported the Avatar to Stonegate his return would have been short lived. In the Avatar's absence the Guardian had been busy. The Shrines of Virtue had become corrupted and eight wicked columns had sprung up from the eight dungeons of vice. In these columns the eight Runes of Virtue had been placed after they had been corrupted into eight Glyphs of Vice. Many of the companions of the Avatar had come under the influence and control of the Guardian and now did his biddings.

Lord Blackthorn had returned from his banishment to serve the Guardian for a price. The Guardian promised Lord Blackthorn, that he was to rule Britannia once he (The Guardian) was finished with it. The Guardian thought Lord Blackthorn a fool to want it then, but accepted the offer. Blackthorn formed the Wyrms Guard, an army loyal to the Guardian and mounted them on dragons breed in the Dungeon of Destard. He wished to send his men to Stonegate and destroy the Avatar before he became dangerous, but the Guardian, sure of his victory, wished not the Avatar to die so soon. The Guardian wished to let the Avatar see how he had tormented and destroyed Britannia. He wished to feel the Avatar's rage burn.

To many it seemed indeed that the Avatar had returned too late...

But the valiant Avatar faltered not and began his task to rid Britannia of the Guardian once and for all. Waking up in Stonegate, after the Time Lord teleported him there, the Avatar started his journey. Returning to Britannia from Earth affected the Avatar as it had done many times before by dramatically decreasing his powers. Still he held the boundless potential as The Titan of Ether, but powers once mastered had gone. The Time Lord sought to help and gave him what little advice he could arming him with a sparse collection of arms, armor and magery. The Avatar went to Britain through a teleporter which he found guarded by a wyrm guard whom he dispatched. In Britannia Lord British pleaded the Avatar to help him and his people once more and the Avatar accepted without doubt. At the court of Lord British the Avatar also learned that the Gargoyle people had isolated themselves in a giant underwater dome built on the sunken island of Ambrosia. The Avatar began his task and had soon retrieved the first Glyph from the Dungeon of Despise when he was attacked by Lord Blackthorn and his henchmen. Only with the help of the pirate girl Raven did he escape this ambush. Raven wished the Avatar to come with her and meet her employer Samhayne on Buccaneer's Den, but she wished that the Avatar proved himself the Avatar by showing her one of the Runes of Virtue. After the Avatar had acquired the Sigil of compassion from the mayor of Britain he was able to cleanse the Shrine of Compassion and thus cleanse the Rune too. He now contacted Raven who took the Avatar to her employer. There he was promised the Codex of Ultimate Wisdom if he cleansed the Shrine of Humility next. Forced by this trick of fate the Avatar travelled to New Magincia. Here he met Katrina, one of his few companions, whom the Guardian had not managed to win. With her help The Avatar got the Sigil of humility and revealed the sunken Shrine of Humility. The Shrine opened a whirlpool leading to the Gargoyle city of Ambrosia, which held the entrance to the Dungeon Hythloth. In Dungeon Hythloth the corrupted Rune of Humility had for reasons presently unknown been hidden. The Pride of the Gargoyles destroyed their underwater city and almost the entire Gargoyle race, while the Avatar searched for the entrance to Dungeon Hythloth. However, the Avatar saved a queen egg, which in the right hands could mean a new chance for the Gargoyles. After the Avatar had cleansed the Shrine of Humility he returned to Samhayne, the employer of Raven. O treachery! The Avatar was here beset anew by Lord Blackthorn and led away in magical chains to the Dungeon of Deceit where he was imprisoned. Deprived his weapons and equipment the Avatar fought his way out of Dungeon Despise. Before he left he retrieved the Glyph of Deceit and faced his corrupted companion Mariah.

As the Avatar left the dungeon he found himself on the island of Moonglow. Here he faced many hardships and much deceit before he was able to retrieve the Sigil of Honesty and discover the location of the Lycaemum in it's new and rebuilt form. The Oracle, which dwelled in the new Lycaemum gave the Book of Truth unto the Avatar. The Avatar afterwards met with Raven, who explained that her employer had meant no harm, but Lord Blackthorn had forced him into treason. Both he and Raven were deeply sorry. The Avatar understood that her words and penitence were sincere and he forgave her and her employer their deceit. Together with Raven the Avatar now returned to Britain where he met



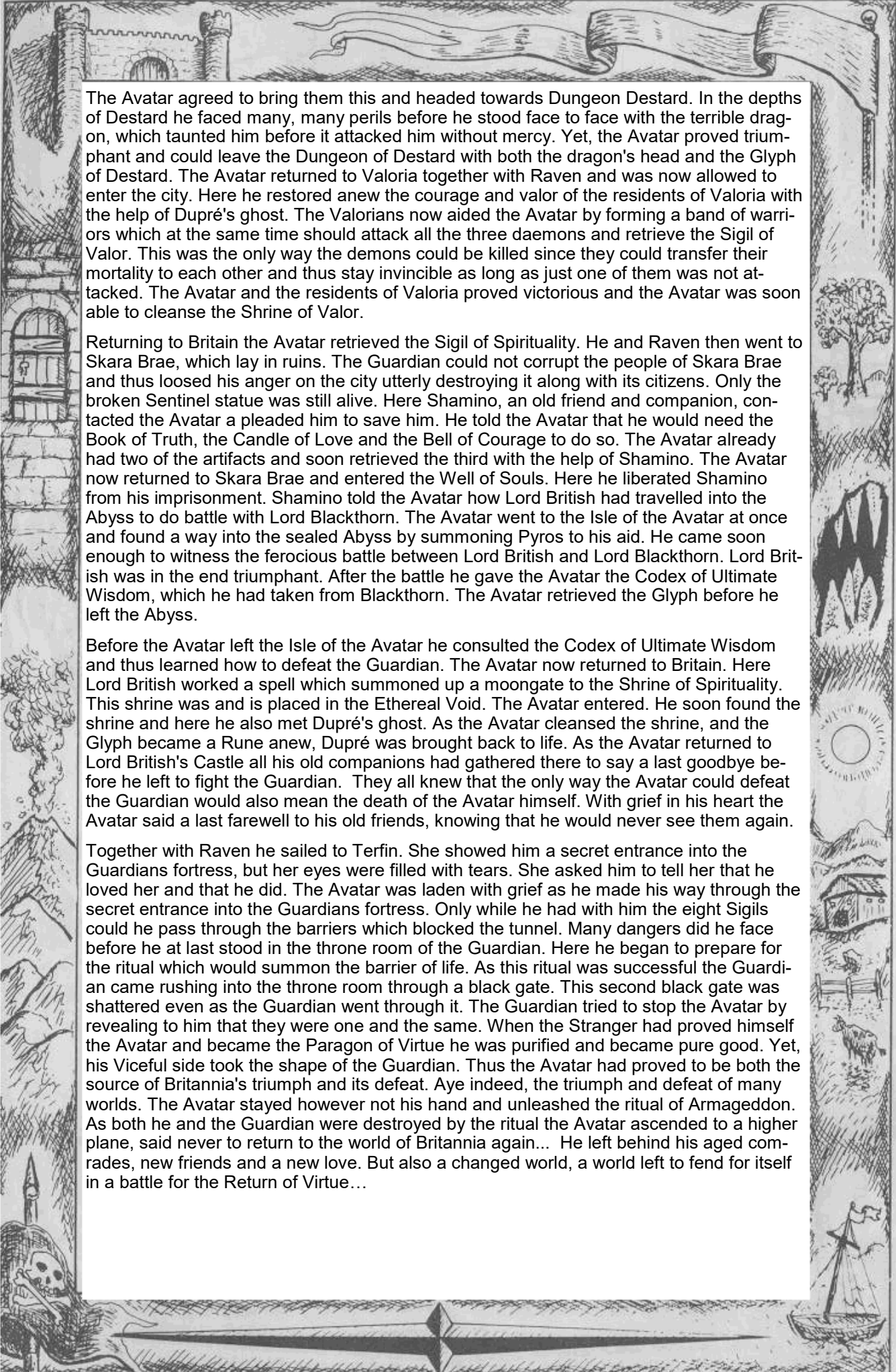
with Lord British who had urgent news. The Columns were dragging the moons out of their orbits and towards Britannia. If the Avatar did not hurry up the cleansing of the Shrines a collision was inevitable. The Avatar hurried towards Yew in order to cleanse the Shrine of Justice as soon as possible. Yet, when he at last arrived in Yew after many tests and hardships he was chocked to discover that Raven was about to be judged for genocide on the Gargoyles. The Avatar tried to prevent this miscarriage of justice, but no one listened to his wise words. Raven was led away in chains to the prison Dungeon of Wrong. The Avatar sought out the Gargoyle Vasagalem who had accused Raven of genocide. He explained how the Gargoyles had been their own downfall due to their pride and he gave unto the Vasagalem the queen egg he had saved from Ambrosia. Vasagalem suddenly came to see the wrong he had committed and begged the Avatar to let him make it good by showing the Avatar a secret way into Dungeon Wrong. The Avatar accepted. The Vasagalem also gave the Avatar the red codex lense which he would need in order to read the codex. On his way to Dungeon Wrong the Avatar retrieved the Sigil of Justice. Among the mountains he also found the ruins of the Empath Abbey and retrieved the Candle of Love. When he reached Dungeon Wrong Vasagalem helped him find the secret entrance. The Avatar now liberated Raven from her murky prison and retrieved the Glyph of Wrong. But he had to face his old companion Jaana corrupted by the Guardian's influence before he could leave the dark pits of Dungeon Wrong. The Avatar now returned to Yew and cleansed the Shrine.

With four out of eight shrines cleansed it were with high spirits that the Avatar and Raven headed off to Minoc. Here in the city of Sacrifice much was amiss and the Avatar soon had his hands full. Blackthorn even confronted him anew, but this time the Avatar was prepared. Yet, Blackthorn placed a curse upon the Gypsies so that all who aided the Avatar would burst into flames.

Thus their leader Laszlo the Rom Baro would not help the Avatar nor give him the Sigil, but he would like the Avatar to bring him a magical artifact kept in the Dungeon of Covetous known as The Blackrock Crystal Ball. If the Avatar brought him this artifact he might consider helping. The Avatar procured the sword known as Gringolet before he ventured into the Dungeon of Covetous. Here magic worked not and the undead roamed. Many hard battles were fought before the Avatar was able to leave the mines of Dungeon Covetous holding aloft both the Glyph of Covetous and the black crystal ball, which could show the future to those who held it. The Avatar made the black crystal ball show the Laszlo what would happen if he did not give the Avatar the Sigil even though it meant his death. The Laszlo was terrified and gave the Avatar the key to his wagon. Barely had he given the key away before he burst into flames and died. In the wagon the Avatar found both the Sigil of Sacrifice and the blue codex lense. This was the other of the two lenses he needed in order to read the Codex of Ultimate Wisdom.

When Raven and the Avatar left Minoc they were against their will dragged towards the island of Terfin. Here the Guardian awaited the Avatar and tried to show the futility of the Avatar's quest proving, that the Avatar could not hurt the him. As much damage as the Avatar dealt unto the Guardian as much damage he would deal unto himself. The Avatar was shocked when he left Terfin. The relationship between the Avatar and Raven had by now evolved a lot. Raven thus took the Avatar back to her house on Buccaneer's Den where she proved her love to him and he his trust in her. After a night of pleasure Raven now sailed the Avatar to Trinsic. Here he called Dupré's ghost back from the dead to aid him in dealing with the Vice in Trinsic. He found that he had to venture into the Dungeon of Shame. Both to retrieve the Glyph of Shame, but also the Sigil of Honor. When the Glyph had been retrieved and Avatar went to find the Sigil, but was met by Blackthorn, who tried to make the Avatar trade the two codex lenses for the Sigil. Yet the Avatar refused and Blackthorn destroyed the Sigil. But the Avatar came to understand the true nature of the Sigils and was thus able, with the help of Dupré's ghost, to create a new Sigil. The Avatar now cleansed the Shrine of Honor and, as it happened every time the Avatar cleansed a Shrine, the Glyph was cleansed at the same time and became anew a Rune of Virtue.

The Avatar now sailed together with Raven to the island called Valoria. This island was placed around the place where Jhelom had once been before the Great Cataclysm. Here the Avatar faced grave problems as the Sigil was stolen by a wicked triumvirate of Daemons and the people of Valoria would not even let the Avatar into their city before be brought them the head of the great red dragon, which lived in the Dungeon of Destard.



The Avatar agreed to bring them this and headed towards Dungeon Destard. In the depths of Destard he faced many, many perils before he stood face to face with the terrible dragon, which taunted him before it attacked him without mercy. Yet, the Avatar proved triumphant and could leave the Dungeon of Destard with both the dragon's head and the Glyph of Destard. The Avatar returned to Valoria together with Raven and was now allowed to enter the city. Here he restored anew the courage and valor of the residents of Valoria with the help of Dupré's ghost. The Valorians now aided the Avatar by forming a band of warriors which at the same time should attack all the three daemons and retrieve the Sigil of Valor. This was the only way the demons could be killed since they could transfer their mortality to each other and thus stay invincible as long as just one of them was not attacked. The Avatar and the residents of Valoria proved victorious and the Avatar was soon able to cleanse the Shrine of Valor.

Returning to Britain the Avatar retrieved the Sigil of Spirituality. He and Raven then went to Skara Brae, which lay in ruins. The Guardian could not corrupt the people of Skara Brae and thus loosed his anger on the city utterly destroying it along with its citizens. Only the broken Sentinel statue was still alive. Here Shamino, an old friend and companion, contacted the Avatar and pleaded him to save him. He told the Avatar that he would need the Book of Truth, the Candle of Love and the Bell of Courage to do so. The Avatar already had two of the artifacts and soon retrieved the third with the help of Shamino. The Avatar now returned to Skara Brae and entered the Well of Souls. Here he liberated Shamino from his imprisonment. Shamino told the Avatar how Lord British had travelled into the Abyss to do battle with Lord Blackthorn. The Avatar went to the Isle of the Avatar at once and found a way into the sealed Abyss by summoning Pyros to his aid. He came soon enough to witness the ferocious battle between Lord British and Lord Blackthorn. Lord British was in the end triumphant. After the battle he gave the Avatar the Codex of Ultimate Wisdom, which he had taken from Blackthorn. The Avatar retrieved the Glyph before he left the Abyss.

Before the Avatar left the Isle of the Avatar he consulted the Codex of Ultimate Wisdom and thus learned how to defeat the Guardian. The Avatar now returned to Britain. Here Lord British worked a spell which summoned up a moongate to the Shrine of Spirituality. This shrine was and is placed in the Ethereal Void. The Avatar entered. He soon found the shrine and here he also met Dupré's ghost. As the Avatar cleansed the shrine, and the Glyph became a Rune anew, Dupré was brought back to life. As the Avatar returned to Lord British's Castle all his old companions had gathered there to say a last goodbye before he left to fight the Guardian. They all knew that the only way the Avatar could defeat the Guardian would also mean the death of the Avatar himself. With grief in his heart the Avatar said a last farewell to his old friends, knowing that he would never see them again.

Together with Raven he sailed to Terfin. She showed him a secret entrance into the Guardians fortress, but her eyes were filled with tears. She asked him to tell her that he loved her and that he did. The Avatar was laden with grief as he made his way through the secret entrance into the Guardians fortress. Only while he had with him the eight Sigils could he pass through the barriers which blocked the tunnel. Many dangers did he face before he at last stood in the throne room of the Guardian. Here he began to prepare for the ritual which would summon the barrier of life. As this ritual was successful the Guardian came rushing into the throne room through a black gate. This second black gate was shattered even as the Guardian went through it. The Guardian tried to stop the Avatar by revealing to him that they were one and the same. When the Stranger had proved himself the Avatar and became the Paragon of Virtue he was purified and became pure good. Yet, his Viceful side took the shape of the Guardian. Thus the Avatar had proved to be both the source of Britannia's triumph and its defeat. Aye indeed, the triumph and defeat of many worlds. The Avatar stayed however not his hand and unleashed the ritual of Armageddon. As both he and the Guardian were destroyed by the ritual the Avatar ascended to a higher plane, said never to return to the world of Britannia again... He left behind his aged comrades, new friends and a new love. But also a changed world, a world left to fend for itself in a battle for the Return of Virtue...

The Magewars

With the release of the ether, and the changes done by the rituals of the Avatar, in order to destroy The Guardian, new mages began to emerge from the populace. The old ways of traditional spellcasting were abandoned by these new mages, soon to be named “Wild” by the traditional mages.

For some time things were restless, and tension was building between the two types of mages as magical battles between individual mages of the two houses went on. The two houses had chosen names. The traditional mages gathered under the banner of the House of Nystul. The young mages chose their nickname and started calling themselves Wild Mages. After some time of fighting, the island city of Moonglow was the site of a great gathering of all the mages in the land, in the attempt to find an agreement, and a peace between the two.

What happened, no one knows. As most who were there for the meeting did not survive. What everyone knows however is that somewhere during the course of the meeting, things escalated which led to the total and absolute destruction of the island and the city on it.

Soon after, the remaining mages, mostly Wild Mages, rebuilt the island and the city through the use of magic, and claimed the island as their capital, naming it New Moonglow. What traditional mages were left went into hiding or hermitage. Thus the era of wild magic was upon the world.

The years of The Hunt

After the Avatar disappeared, and The Virtues were restored, people started gathering strength in the belief that they now had to fend for themselves. For their own protection they started a great hunt, seeking out the evils that still lurked among the dungeons, forests and dark corners of the world. Hundreds of men and women went forth to fight. For years this hunt ensued, as the forces of darkness had also sensed the Avatar's leaving and came above ground en mass. The hunters became the hunted, and the other way around. This went on for years until, as by command, everything stopped. The warriors had gone, so had the creatures. No one knows where they went or what happened...

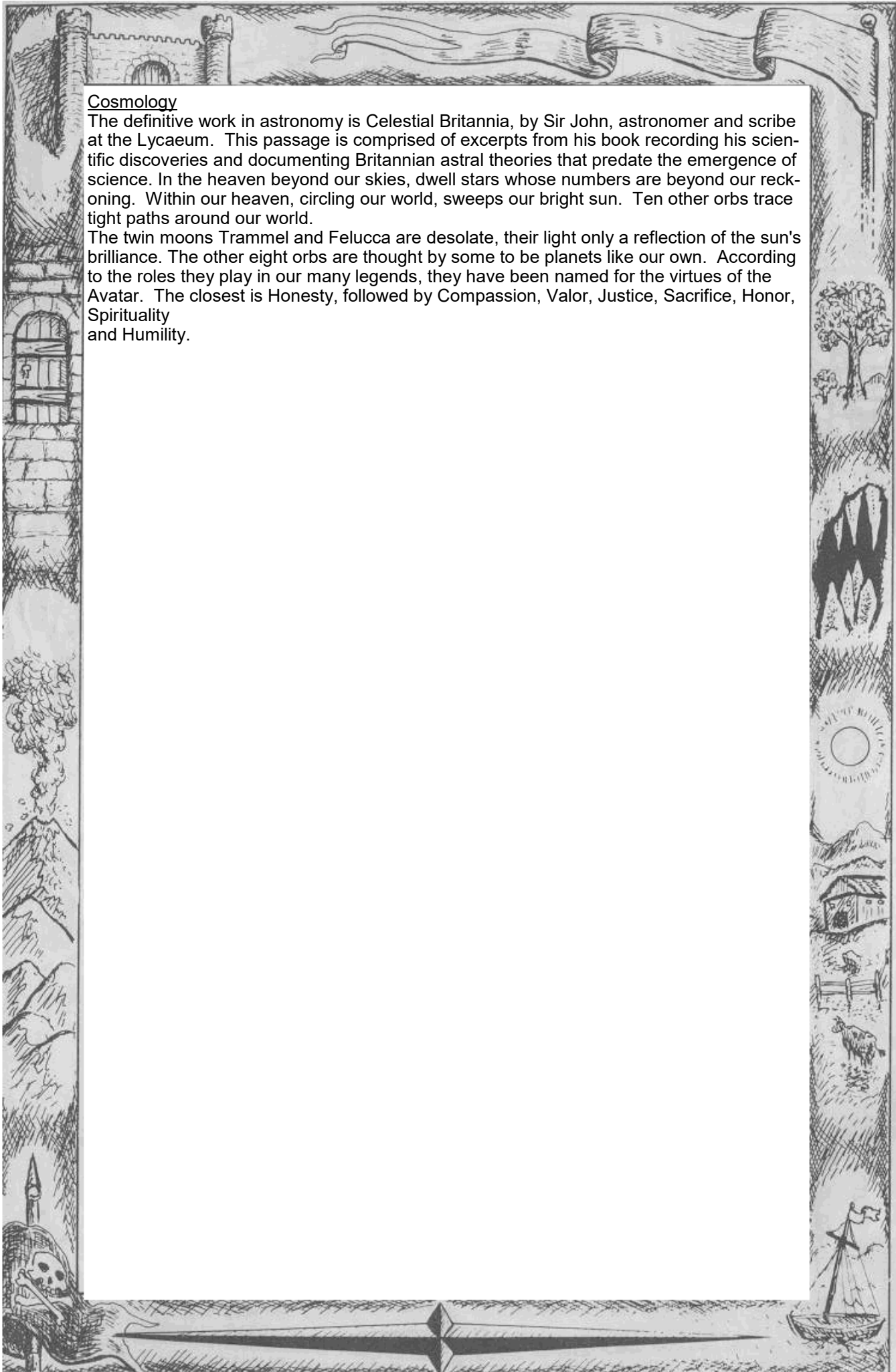
Portals & Moongates

With the change of the ether, old gateways closed and new ones opened. The Avatar had travelled through many lands in his adventures. From the unknown Serpent Isle, to the dark volcanic island realm of Pagan and beyond. New adventurers started gathering courage to seek out and explore the gateways to these realms, for many believed, that The Avatar had achieved godhood there. Among the many portals and gates are also the Moongates of yore, which allow mainly transportation between the Eight major cities of Britannia. The gate active is indicated by the phase of the moon Trammel. Once a gate is entered, thy destination is indicated by the phase of the moon Felucca.

See the "The Larger List" for details on which city is associated with which moonphase.

Gargoyles

Most of the gargoyles died during the Avatar's last visit to the world of Britannia. Those that survived went into hiding for no apparent reasons. Some wild mages claim they are hatching a Queen gargoyle egg, in order to spawn a new race of gargoyles. Others say they died out during the magewars. Even others claim they sought one of the portals and went to seek refuge in other realms.



Cosmology

The definitive work in astronomy is *Celestial Britannia*, by Sir John, astronomer and scribe at the Lycaem. This passage is comprised of excerpts from his book recording his scientific discoveries and documenting Britannian astral theories that predate the emergence of science. In the heaven beyond our skies, dwell stars whose numbers are beyond our reckoning. Within our heaven, circling our world, sweeps our bright sun. Ten other orbs trace tight paths around our world.

The twin moons Trammel and Felucca are desolate, their light only a reflection of the sun's brilliance. The other eight orbs are thought by some to be planets like our own. According to the roles they play in our many legends, they have been named for the virtues of the Avatar. The closest is Honesty, followed by Compassion, Valor, Justice, Sacrifice, Honor, Spirituality and Humility.

ARK EK BRITANN

Map of Britannia

The map of Britannia was drawn up by cartographers enlisted by the House of Nystul. Therefore the writings are in the ancient language of Sosaria. For the common folk, no maps were written, but translations and alphabets were given out in order to translate the maps.



Alphabet of Sosaria

Ɔ	A	ME	I	I	MM	Y	Q	NU	MY	◇	NG			
B	B	F	F	J	†	N	RR	Λ	V	Y	Z	Y	EA	
Λ	C	X	G	h	K	Ɔ	O	h	S	W	Ɔ	TH	W	ST
ND	Ɔ	H	Ɔ	L	K	P	↑	T	h	X	◇	EE		

ALTIMA EK AIRTUM RUD KARLUM EK TMRRER

Cities of virtue and places of terror

The world of Britannia has known many changes in the past years. Still, the cities of Virtue stand proud. But so do the perilous dungeons, representing the opposites of each of the eight shrines which were restored by the Avatar and which feed the magical ether...

Ambrosia

Its location told in legend, this city of Gargoyles lies now beneath the waves in ruin, as the Avatar destroyed the city following the pride that overcame the gargoyle people with the coming of the evil Guardian's pillars. Said to be somewhere off the coast of New Magincia it's mysterious gargoyle wonders lie there waiting...

Britain



The capital of the kingdom. Home to the castle of the infamous Lord British, his Hall of Music, the Museum of Virtue and a great number of shops, markets and home to the Virtue of Compassion.

Also this city houses one of the three lighthouses near which the shrine of Compassion is said to lie. Master bowyer Iolo has his workshop there and for the weary traveller there is always a resting place in the Blue Boar Tavern...

Buccaneer's Den

In the middle of the Great Sea lies the island of pirates, swashbucklers and thieves. The island of Buccaneer's Den. Home to the pirate guild. No virtue resides there, no guards patrol. No king's guards that is. The Lady Raven now makes her residence there. After her adventures with the Avatar she returned to her beloved island and in the years to come became patron of it, governing it like an unofficial governor to the king, as relations with the main land are said to still be good.

Cove

Home to the shrine of Sacrifice, in the recent years people returned to the village destroyed by the Guardian's Great Cataclysm. The rebuilding was supervised by former Paladin Lord Dupre, who after his miraculous return from death spends his aging days tending the sick and caring for the shrine.

The last of the Gypsy folk have also made camp outside this small town. With but a few wagons remaining, their mysteries are all but unravelled. For they predict the return of an Avatar to this world...

Minoc



Originally the city of Sacrifice, now an active mining town. From the depths of Dagger Isle on which the town lies many valuable gems, minerals, metals and of course the magical Blackrock are mined. Once again this town is a thriving town of merchants, tinkers and craftsmen where many wondrous and rare items can be bought, sold and crafted. The Alchemists guild being one of the largest in this city. They mostly oversee the merchant trade to make sure sacrifice does not turn into greed...

New Magincia



This humble town, once left by its shepherds and home to the shrine of Humility, has still not recovered from the Great Cataclysm and the years of Ascension. After the destruction of The Guardian and the ascension of The Avatar, no one has been able to discover the hidden Shrine. Only the most humble may call upon it to appear, but the leader of the town, Katerina, one of the Avatars former companions lies sick and dieing. The few inhabitants tend the flocks and their leader in humility, hoping to find a way to make the shrine appear.

New Moonglow



Once a place of great wisdom, keeping the Lycaeum within its walls, one of the greatest libraries in the world, now a place of controlled anarchy.

Home to the Shrine of Honesty, its new rulers, the Wild Mages have taken it upon themselves to recreate the status of the island as a place of wisdom. The great city of Moonglow which floats in the sky above the island, held up by the raw magical ether summoned by the mages of the island is a place of great magic. But wisdom comes from knowing the past, and only the traditional mages know where the Lycaeum is located...

Paws

Paws is a small town, built on the outskirts of Britain in the Swamp of Cataclysm, left there by the Great Cataclysm. Here live the poor of society. Most wouldn't want to live anywhere else. They farm some food, and they seem to do some trade with the nearby cities of Trinsic and Britain. Once a place of The Fellowship, now a place of Virtue, for without a doubt the people in this town know what true Virtue is.

Skara Brae



Destroyed by The Guardian because the power in this place was too great for him to control, now it stands proud again as a place of Spirituality. The clean white walls stand as a reminder that these people will not be taken by surprise again. Built partly on and in the water, this city with its great Sentinel is a centre in the world of spiritual powers. The temple of Passage stands within the sea, the Sentinel guarding its entrance. Letting only those worthy enough enter its holy steps.

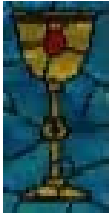
The city is a place of spirituality, not of war. Not many warriors can be found here, nor are they very welcome. The guardians of this city are aware of the many perils which can be found outside the walls.

Stonegate

Once a stronghold of The Shadowlords and a refuge of the Avatar in his struggle against The Guardian, now it stands as a lonely black pinnacle, reminding all those who pass it of the darkness that once enveloped the entire world...

Terfin

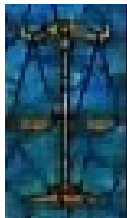
Forbidden to all, this island was the last known location of both the Avatar and The Guardian. Within its volcanic mountain still house evils unknown to all, tested by some, survived by none. Therefore this island has been deemed off limits to all those who would sail to its shores.

Trinsic

City of Honor, home of the paladins of the realm. This city is built mostly on bridges and platforms above the island's shore. The best blacksmiths in the realm craft their wares for the Paladin order which has its home on the island city of Trinsic. Not bothered by the nearby presence of Buccaneer's Den, just slightly annoyed, the Paladins of the Crown train here to defend their king and any of Virtue from all harm.

Valoria

Once Jhelom and Serpent's Hold sank beneath the waves. Like Terfin here also a volcano rose from the sea, and the inhabitants of the former two cities settled in and on the mountain, dubbing it Valoria. The knights of Valoria guard the Shrine of Valor. They don't have a lot of contact with the outside world and vice versa. What passed there during the years of Ascension no one can say.

Yew

Undoubted city of Justice, this city which is built in the great Yew trees of the forests, which are abundant in this region of the realm, houses the courts of Britannia. Anyone who would commit a crime against the laws of the land and the Virtues will find himself soon tried and convicted by the judges of this city.

After the Great Cataclysm, justice returned back to its Virtuous form, and only those that rightly deserve it are punished. Still, a good advocate can make a difference, for the dungeons aren't a nice place to visit...

Isle of The Avatar

Born from the Stygian Abyss, in the days when Lord British drew the Codex of Ultimate Wisdom from its depths, this island stands as a testament of Virtue. Though uninhabited, it is said to be the only place in which the original Codex may be found and read.

During the years of Ascension, some Wild mages have said to have travelled to this island, in search for evidence of existence of the demonic Titans they had heard from in the days of the Great Cataclysm. They did never return from their quest.

Shrines and Dungeons

As it is known, for each of the Virtues there stands a Shrine. For each of these shrines there exists a dungeon to counterweight the Virtue with an equal amount of evil.

The Shrines can be found near their corresponding cities, so can the dungeons generally. Each dungeon seems to change considerably over time, so no one knows exactly what to expect.

City	Shrine	Dungeon
Britain	Compassion	Despise
Trinsic	Honor	Shame
Valoria	Valor	Destard
Skara Brae	Spirituality	Hythloth
Cove	Sacrifice	Covetous
New Moonglow	Honesty	Deceit
New Magincia	Humility	The Abyss
Yew	Justice	Wrong

Then there is one place, neither dungeon nor shrine, whose location is wrapped in secrecy by the traditional mages. The Ethereal Void. This magical plane is said to shape the minds of those that enter it and to enlighten those that walk within the wisdom of the Void. The journey to this plane is said to be perilous, since if not enlightened the Void often brings insanity and pain to the mind ...

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 Leaders and lords

There are some people worth to mention, since they are either very important now, or once held special significance in the world as it is now.

The Avatar



First to mention would obviously be the Avatar. His presence in the world over the centuries has meant great peril but also great prosperity. It was he who helped Lord British climb to power. It was him who gained the title as Champion of Virtue and it was him who destroyed the Guardian and thus saved Britannia from certain doom.

His presence in the world today is mythological. Like Hercules, Ceasar and other great figures of history and myth, his name is written in many books, on many scrolls and is spoken of in reverence whenever the Virtues are in discussion.

Lord British



King of Britannia and founder of the principles of Virtue, Lord British has reigned for many ages over the land. Being from another plane, much like the Avatar, thus aging slower than other inhabitants of Britannia, he has sat on the throne and reigned with a just and noble hand for many ages. Even today his word is law, but his word is getting weaker, his voice softer. Some people in his own court even speak of the king lying ill with fever sometimes for weeks at a time. How long will he live?

Lady Raven

Last known companion of the Avatar on his travels, Lady Raven is also rumoured of also having been his lover. After her adventures she returned to the island of Buccaneer's Den and in the years to come took the responsibility upon herself of governing the den of pirates and pillagers. Said to have good connections to the court of Lord British, some of her own "subjects" doubt her loyalty to their way of life.

Telsulae the Wise

Telsulae the Wise is the governing head of the House of Nystul. He resides at the court of Lord British where he and his kind find refuge from the still simmering hate held by the young Wild mages. Being one of the greatest mages of these times he demands respect from those around him. He has a high regard for etiquette, even when it comes to warfare and combat. He demands this from all whom he meets and will not tolerate straying from his view of Virtue.

Gerald of Moonglow

Gerald of Moonglow is the mayor of Moonglow city. The magical city floating above the hills of New Moonglow. Him being a Wild Mage he controls the ether with the freedom of words and thought. However, he believes that all power is given to him by the grace of Virtue, and he dares not defy that belief.

BMHTARRA

Bestiary

Many beasts roam the dark corners of Britannia, some harmless and unintelligent, others big, bad and out for blood. Here is a listing of some of the more regularly encountered critters and their threat to your health. For an extended version of the bestiary, including notes on historical creatures, see the Historical Bestiary of Britannia as compiled by Quill Dragon.

Notes on GM'ing critters.

A monster is constructed, game engine wise, exactly like a player character i.e. a monster has attributes (Strength, Dexterity, Intelligence) and skills just like a player character. Yet, apart from that there are a number of factors, which must be heeded when fleshing out a monster:

Tameable

Tameable indicates if a creature can be tamed or not through the use of the Animal Taming skill.

Size

Size shouldn't be too much of a problem. Medium is the size of an average man or woman.

Power Circle

Power Circle indicates two things:

With how many hundred points the creature's stat cap and skill cap is above the natural level. (See the **Character Creation Section** for more information on Stat Cap and Skill Cap and how to create a character.)

Power circle 0 represents the natural stat cap level (225) and skill cap level (700). A creature with power circle 0 can thus max have 225 attribute points and 700 skill points. Power circle 1 represents the natural stat cap and skill cap level plus 100. Thus a creature with power circle 1 can max have 325 attribute points and 800 skill points.

Example: A Brute has a power circle of 1 - 5 meaning, that it minimum has a power circle of 1 and maximum has a power circle of 5. A Brute with power circle 1 can max have 325 attribute points ($225 + 100 = 325$) and 800 skill points ($700 + 100 = 800$). A Brute with power circle 5 can max have 725 attribute points ($225 + 500 = 725$) and 1200 skill points ($700 + 500 = 1200$).

Note: Remember that for 50 points of strength one is given a 50% damage bonus. So a Brute with 300 strength would get a 300% damage bonus i.e. it would do 400% damage with it's weapon (100% normal weapon damage + 300% bonus damage = 400% damage).

How difficult a creature is to tame, if it is tameable. Creatures of power circle 0-1 can be tamed normally, while creatures of power circle 2 and above only are possible to tame through a feat. (See the expansion "The Fifth Path of Magic - Handbook of Feats").

Hitpoints, Stamina, Mana

Hitpoints, Stamina and Mana is found in exactly the same way as it is for player characters:

- Hitpoints = Strength
- Stamina = Dexterity
- Mana = Intelligence

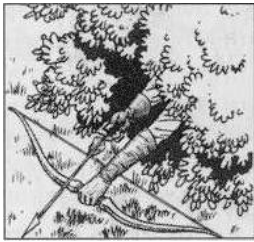
Which Skills on which Creatures

There are no fixed rules about which creatures can use which skills. Any creature, which the GM deems suited for using a skill, is suited for that skill. Thus there is no problem in making a spell casting zombie if that is what your campaign needs.

Immunity

Sometimes some creatures are immune to certain kinds of attacks. It may be that a spider is immune to poison or that a dragon is immune to fire and so on. It is up to the GM to decide how often and in what ways he/she will make use of immunities. There are no fixed rules about immunities in U:R. Thus there is no problem in making a poison immune goblin if that is what your campaign needs.

Archer



Tameable: N/A

Size: Medium

Power Circle: 0

Melee Attack dice: depends on weapon type

Description: Armed with bow and arrow, these brigands stalk the road and countryside for a quick gold piece.

Bandit



Tameable: N/A

Size: Medium

Power Circle: 0

Melee Attack dice: depends on weapon type

Description: Mostly accompanied by some archers and armed with blades and pikes these bandits hunt in groups for unwary travellers.

Bat



Tameable: Yes

Size: Small

Power Circle: 0

Melee Attack dice: Claws 1d6, Bite 1d8

Description: Living in dark caves, attics and dungeons, bats can be a hazard to your hairdo. Also, if you annoy them they might want to snap at you with their razor sharp teeth and claws.

Brute**Tameable:****Size:** Large**Power Circle:** 1 - 5**Melee Attack dice:** Depends on weapon type

Description: Big, bad and ugly. Related to trolls these dumb creatures like to guard things like bridges and ask for a toll, or they just sit on their gold stash and pick some human flesh from their teeth.

Creeper Plant**Tameable:** N/A**Size:** Varies**Power Circle:** 2 - ?

Melee Attack dice: 2d6 + Poison (See **The Making of Potions and their Effects** for more information on poison. The poison can be of strength 1 - ? reagents).

Description: These plants seem alive with an evil magic, grasping all who come close, injecting them with venom as soon as the victim is within reach of the centre of the plant.

Crustacean**Tameable:** Yes**Size:** Medium**Power Circle:** 3 - 4**Melee Attack dice:** 3d8

Description: Mutated freaks of nature, these oversized crabs stalk the coastline of some of the islands in search of fish, or an unwary fisherman.

Demon**Tameable:** N/A**Size:** Small - Giant**Power Circle:** 5 - ?

Melee Attack dice: Claws 1d20, Bite 2d20 or depending on weapon type

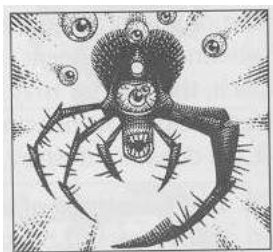
Description: Evil, magical and extremely deadly. Summoned by evil mages these creatures do their master's bidding, until they find someone who will set them free.

Dragon**Tameable:** Yes**Size:** Huge - Giant**Power Circle:** 6 - ?**Melee Attack dice:** 2d20

Description: Intelligent as they are, they are usually not dangerous. They however don't like adventurers raiding their nests and will use all the magic in their possession in order to stop them.

Gargoyle**Tameable:** N/A**Size:** Medium - Large**Power Circle:** 0**Melee Attack dice:** Depends on weapon type

Description: There are two types, winged and not winged. The winged are spellcasters, but not many are left. The walkers are mostly guards. Not many gargoyles have been seen walking the land in the past few years though.

Gazer**Tameable:** Yes**Size:** Medium**Power Circle:** 2 - 6**Melee Attack dice:** Fang 1d10

Description: These multi-eyed creatures exist in the most secluded parts of the land and are feared for the spells they cast from their eyes. One spell for each eye, the more eyes they have, the deadlier.

Ghost**Tameable:** No**Size:** Varies**Power Circle:** 0 - ?**Melee Attack dice:** None

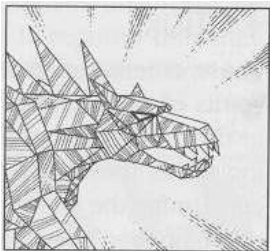
Description: A ghost is what remains right after you die in Britannia. It is the same for other creatures. Only rarely can they be seen except if you use magic to do so.

Goblin**Tameable:** No**Size:** Small - Large**Power Circle:** 0 - 1**Melee Attack dice:** Depends on weapon type

Description: Smaller cousins to the orcs, goblins are thieves and pickpockets. To weak mostly to fight alone, they only fight in large groups, otherwise they prefer to sneak and steal at which they are very good.

Hellhound**Tameable:** Yes**Size:** Medium**Power Circle:** 1 - 2**Melee Attack dice:** Bite 2d6

Description: These creatures, spawned from the fires of The Abyss have a fearsome bite and breathe fire over short distances. They look a bit like dogs, which explains the name, they're about the size of a man.

Ice Hound**Tameable:** Yes**Size:** Medium**Power Circle:** 1 - 2**Melee Attack dice:** Bite 2d6

Description: Related and directly opposite of the hellhound,

Lich**Tameable:** No**Size:** Medium**Power Circle:** 0**Melee Attack dice:** Depends on weapon type

Description: These undead mages were once mages who came

Mage

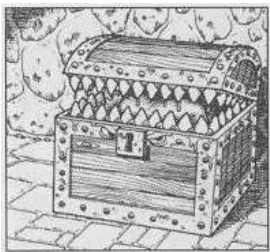
Tameable: No (and possibly unfriendly)

Size: Medium

Power Circle: 0

Melee Attack dice: Depends on weapon type

Description: Mages, either wild or traditional are a force to be reckoned with. The more they possess control of the magical ether, the stronger and more dangerous. Not all mages are evil, but those that are should be looked out for.

Mimic

Tameable: Yes

Size: varies

Power Circle: 0 - 5

Melee Attack dice: From 1d4 up to 2d20 depending on size

Description: Mimics are creatures that like to mimic containers of all shapes and sizes, from pouches and the more regular chests to crates, houses and even towers and castles. The latter are only rumoured to exist, as no one has ever run into one (and lived).

Pirate

Tameable: No (might be persuaded to help out though)

Size: Medium

Power Circle: 0

Melee Attack dice: Depending on weapon type

Description: Native mostly to the Great Sea and Buccaneer's Den these men and women search the seas for ships to plunder. They stay clear of the guarded cities, mostly.

Predatory Fish

Tameable: Yes

Size: Small

Power Circle: 0

Melee Attack dice: Bite 1d6

Description: These small fish swim in schools through deep waters of the sea and near the mouths of rivers. Hungry for anything with meat on it they have the ability to gnaw up an entire human in mere minutes.

Rat, Giant**Tameable:** Yes**Size:** Medium**Power Circle:** 0 - 1**Melee Attack dice:** 2d6

Description: Big, ugly, bad smelling. These large rats are said to live in the sewers underneath the larger cities like Britain and Minoc. On some islands they even live above ground, eating (the garbage of) human society.

Sea Serpent**Tameable:** Yes**Size:** Huge - Giant**Power Circle:** 5 - 7**Melee Attack dice:** 2d20

Description: The terror of every seafaring man or woman. Sea serpents can grow to a size of up to 50 feet and have been rumoured to entangle entire ships and draw them to their depths. This is only hearsay as, you guessed it, no one ever came back to tell about an encounter.

Skeleton**Tameable:** No**Size:** Varies**Power Circle:** 0 - ?

Melee Attack dice: Depends on either weapon or what it is a skeleton of e.g. a dragon skeleton does 2d20

Description: Animated by dark magic the skeletons of perished warriors can even in death be worthy opponents. Even more so since after they are shattered, they have the tendency of re-assembling themselves. Taking some vital parts away is said to cure this ailment.

Spectre**Tameable:** No**Size:** Varies**Power Circle:** 0 - ?**Melee Attack dice:** Depends on weapon type or on what it is a spectre of e.g. a dragon does 2d20.**Description:** Much like ghosts, only less likely to attack anyone blindly, spectres are the souls of people bound magically to this realm for a purpose. They will do what is needed to fulfil this purpose so their ties are severed. But an attack will not be taken lightly.Spider, Giant**Tameable:** Yes**Size:** Medium - Giant**Power Circle:** 1 - 8**Melee Attack dice:** Bite 2d6 + Poison (See **The Making of Potions and their Effects** for more information on poison. The**Description:** These spiders should be watched out for. Spitting poison and weaving their huge webs through corridors in dark dungeons and sewers they are something to keep in mind. Their Spider Silk however is said to be a potent reagent.Thief**Tameable:** No**Size:** Medium**Power Circle:** 0**Melee Attack dice:** Depends on weapon type.**Description:** Not much of a fighter, thieves usually prefer to take their enemies by surprise, sneak up on them and rob them blind before they are even seen.Vulture**Tameable:** Yes**Size:** Large**Power Circle:** 0 - 1**Melee Attack dice:** Beak 2d6, Claws 3d6**Description:** This giant version of the regular vulture preys

Wolf**Tameable:** Yes**Size:** Medium**Power Circle:** 0 - 1**Melee Attack dice:** Bite 2d6**Description:** Nightly hunters of the forest, the wolves of theZombie**Tameable:** No**Size:** Small - Giant**Power Circle:** 0 - ?**Melee Attack dice:** Depends on weapon type.**Description:** Undead, brainless corpses of the deceased. Necromantic magic fills the body of a (recently) deceased creature with a spirit from the netherworld. This spirit and its new body will then carry out its master's bidding until the body falls apart of rotting.

APPRAKTMR ARMAITFT

Character Creation

Now that you are a little more familiar with the world the way it is after the ascension of the Avatar, it is time to saddle up and get you started.

Sadly, most role playing games are dependant on numbers and dice. I've tried to limit that as much as possible to keep the game easy and give you more of a chance to concentrate on role playing.

In this game you play a seeker of Virtue. An inhabitant of the world of Britannia in search of true Virtue, and ultimately the title of Champion of Virtue. However, the road to Virtue is a long one filled with hardship. Here I'll tell you how to make and shape your character, how to play him or her will be discussed later on...

There are several steps to making a character:

- Choosing your attributes
- Choosing your skills
- Choosing your equipment
- Filling out character related information

Character Concept

The first and foremost thing you should have before starting to fill out the numbers is a character concept. With this I mean: What should my character be like? A fearsome Pirate, a sturdy Blacksmith, a weathered Adventurer or a Homely Chef? Should he be honorable or untrustworthy, etc. etc. Only if you know this will you be able to base your choices, finding out at the end you want a pirate but you gave him 10 points in Strength, well, there goes the eraser. So try getting a picture of what your character should become first, before writing everything down...

Attributes

Each character has six attributes, well, 3 actually, but we'll get to that in a moment.

At the beginning of the game you will have 65 points to divide among the three basic attributes Strength, Dexterity and Intelligence with no more than 45 in one attribute at a time and no less than 10. These in turn affect the other three attributes a character has, namely Hit points, Stamina and Intelligence generated mana.

Your attribute score in a single attribute (Str, Dex or Int) cannot be above 100 and your total attribute score when your Strength, Dexterity and Intelligence are added together may not exceed 225 attribute points. This maximum of 225 attribute points is referred to as the stat cap. E.g. maxing out your attributes might look like this: 100 Strength (named STR later on), 100 Dexterity (named DEX) and 25 Intelligence (named INT).

Note on breaking the Stat Cap: It is impossible to raise your total attribute score above the 225 points stat cap. Neither Magic nor Alchemy or magical attribute enhancing items can do it. Only by

Virtue the stat cap can raise above 225, but even then it is never ever possible to raise an attribute above a score of 100 attribute points.

Your score in Hit points, Stamina and Intelligence generated mana is determined by your score in Strength, Dexterity and Intelligence. Hit Points = Strength, Stamina = Dexterity, Intelligence generated mana = Intelligence. E.g. If you have Strength 30 Dexterity 25 and Intelligence 40 then you have Hit points 30, Stamina 25 and Intelligence generated mana 40.

Skills

At character creation you receive 150 points to divide among any skills you wish, with no more than 50 points in any one skill. There is a wide range of skills to choose from, all of which are detailed in their workings in the Skills section.

The maximum to each skill, the same as with attributes, lies at 100. There is a maximum of 700 skill points, referred to as the skill cap. E.g. maxing out your skills could look like this:

Alchemy 100, Animal Taming 50, Animal Lore 50, Blacksmithing 100, Healing 100, Item Identification 100, Magery 100, Meditation 100.

Note on breaking the Skill Cap: It is impossible to raise your total skill score above the 700 points skill cap. Neither Magic nor Alchemy or magical attribute enhancing items can do it. Only by Virtue the skill cap can raise above 700, but even then it is never ever possible to raise a skill above a score of 100 skill points.

Equipment

When you have chosen both skills and attributes and you formed an idea of what your character should be like we can now get down to the fun and most often longest part of character creation: The Buying O' Stuff.

You have **max** 100 gold pieces to begin with, indeed the GM may decide that you do not start out with any gold at all. Gold is the only trading commodity this world (i.e. Britannia) deals in, the only other coin accepted is silver, but that is only used by a privileged few. As a Discworld Dwarf would say: gold, gold, gold, gold, gold, gold, gold, gold, gold, gold.

You can choose any item from the equipment list further on in this game description. None are rare; just keep in mind your weight allowance!!!

Spells

On the character sheet you will find a list of words, the Words of Power. You need these Words of Power in order to cast spells (see the **magic** section for details).

To determine how many points you may divide among the words of power, multiply your intelligence by 2. E.g. If your intelligence is 30 then you have 60 Words of Power points to distribute.

Every character has the innate ability to cast spells and may thus choose Words of Power. However, if the character has not score in his Magery skill, then he cannot make much use of his Words of Power. A carpenter might have an intelligence of 30 and thus 60 Words of Power point to distribute, but without training his Magery he has no idea how to focus the magical ether.

(see the **magic** section for details).

The Character sheet

The Character sheet you can find on the site has all the room you need for a detailed character. As you read the rest of this game book you will find the explanation for each of the parts on the character sheet. Most of them are quite self explanatory once you are familiar with the game mechanics. This is just a quick warning beforehand: Do not get blinded by everything you have to fill out, just read the game book first, start building a character and experiment with the game mechanics like combat and magic.

Filling in the blanks

Now that that is all taken care of we can fill in the rest of the blanks on your character. I left out the character description where you are always asked to draw it as a lot of you never do or find some creative means to avoid it :) But try to get as much info down on your character before you start.

I never meant for this game to be a big slayfest with numbers and dice, but more role playing. For role playing you need a background, a foreground and props. We have the props (your character) now what you need to do is fill in the background (family, relationships, past exploits, goals, etc) and the foreground (looks, clothing style, personal preferences, personality, all that).

The only good role playing game is a game in which players ROLEplay, not ROLLplay. I hope by saying this I can encourage you to try this, as Ultima is a great experience on screen, and I think it could be a great one on paper too...

ATTRIBUTE DESCRIPTIONS

Attribute Descriptions

Choosing your starting attributes is key to the foundation of a good character, therefore we have laid out the basics of each attribute and what it is all about right here before you.



Strength

Allows characters to lift more items off the ground, carry heavier and thicker armor, wield more powerful weapons and allows a character to take more hits and deal more damage. Your Strength is therefore directly linked with the number of Hit points each character has. A character with 40 STR has 40 Hit points (HP), as Strength = Hit Points.

High strength will enable you to deal greater amounts of damage. With 50 strength you get a 50% damage bonus and with 100 strength you get a 100% damage bonus. E.g. If you hit an opponent for 50 hit points with 50 strength you would deal 75 points of damage

(50% of 50 = 25 + 50 = 75). And if you hit an opponent for 50 hit points with 100 strength you would deal 100 points of damage (100% of 50 = 50 + 50 = 100). The strength damage bonus is cumulative with the weapon skill damage bonus, meaning with 100 strength and 100 swordsmanship you will get a 200% damage bonus i.e. you deal 300% weapon damage. This is because you without any bonuses deal 100% of the weapon's damage. When you then get a 200% damage bonus you end up doing 300% weapon damage (100 + 200 = 300).

What would I be able to lift with my Strength score? That's where we come to how much you can carry. Your Strength is also important when trying to carry around things. Each item in the game is measured in stones. For example, a loaf of bread weighs 0.1 stones as a breastplate armor weighs 10 stones. This is only to carry things around. Wearing armor requires more strength than just logging it about (See **Equipment table** for details).

The maximum number of stones a character can carry (i.e. at 100 STR) is 400 stones, not counting any magical intervention. One point of STR accounts for 4 stones carried. Anything else you try to carry above your weight limit will slow you down (see Dexterity).

Dexterity

This is your ability to move quickly and agile. Your ability to use your fine motor skills (nimbleness, acrobatics, juggling, etc) is also dependant on DEX. Also, how long you are able to run and how far depends on it, as Stamina is directly linked to Dexterity. A character with 10 DEX has 10 Stamina as Dexterity = Stamina.

Why is DEX/Stamina so important? Firstly because DEX/Stamina determines you initiative die. Secondly because the higher your DEX is, the longer and further you can run before becoming exhausted. This is also where your weight limit comes in: As long as you are below your weight limit you can run normally, when above it running will prevent you from running any further than a quarter of your regular allowance and a half of what you can normally walk in a stretch of time.

The maximum anyone can run in one turn (i.e.. At 100 DEX) is 300 feet/100 meters. For each point in DEX you can run 3 feet/1 meter per turn. Now you wonder: 100 meters in ONE turn?! Only Speedy Gonzales would be able to do that! Well, you're right. But you have to understand that when you're at 100 in an attribute or skill you possess a unique talent, which not many of the regular people you will meet ever reach. More information on turns can be found in the combat section.

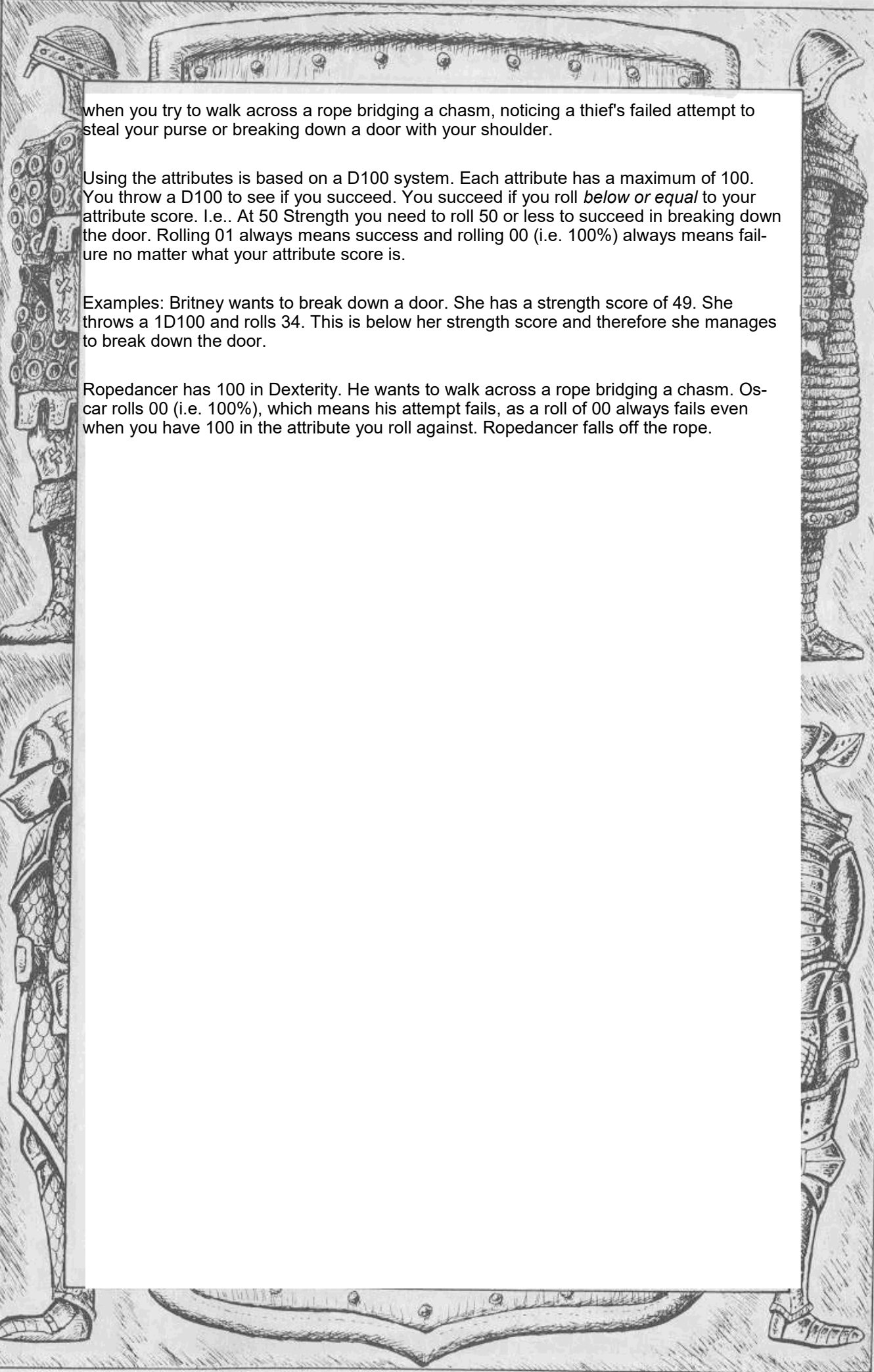
Intelligence

Intelligence is an attribute, which you use to check how observant you are (do you notice that strange shade in the corner, or that guy trying to steal your purse), but most importantly it is used to determine how much Mana a character has in his/her intelligence generated mana pool. More of Mana and Magic will be explained in the **Magic** section.

The amount of Mana a character has (even non mages have Mana) depends directly on your INT score. 65 INT equals 65 Mana, easy as that. Intelligence = Intelligence generated mana. If you reach 100 in the intelligence attribute all your Words of Power will, as a bonus, get the circle value of 8.

Attribute Usage

Now and then you will have to perform an attribute check (stat check). This is for example



when you try to walk across a rope bridging a chasm, noticing a thief's failed attempt to steal your purse or breaking down a door with your shoulder.

Using the attributes is based on a D100 system. Each attribute has a maximum of 100. You throw a D100 to see if you succeed. You succeed if you roll *below or equal* to your attribute score. I.e.. At 50 Strength you need to roll 50 or less to succeed in breaking down the door. Rolling 01 always means success and rolling 00 (i.e. 100%) always means failure no matter what your attribute score is.

Examples: Britney wants to break down a door. She has a strength score of 49. She throws a 1D100 and rolls 34. This is below her strength score and therefore she manages to break down the door.

Ropedancer has 100 in Dexterity. He wants to walk across a rope bridging a chasm. Oscar rolls 00 (i.e. 100%), which means his attempt fails, as a roll of 00 always fails even when you have 100 in the attribute you roll against. Ropedancer falls off the rope.

УААА ДМ4КРКТКТ4

Skill Descriptions

Choosing appropriate skills for your character is essential, because without any knowledge, where would your character be? Before we start to explain what each skill is about, first a bit about skill usage and their links to each Attribute.

Skill Usage

Using the skills is based on a D100 system. Each skill has a maximum of 100. You throw a D100 to see if you succeed. You succeed if you roll *below or equal* to your skill level. I.e.. At 50 skill you need to roll 50 or less to succeed. Rolling 01 always means success and rolling 00 (i.e. 100%) always means failure no matter what your skill level is.

Examples: Britney wants to craft a chain mail tunic, for her old one was broken in a mace fight with an Ogre. She will need to use her blacksmithing skill to do so. She has a skill level of 49. As soon as she gathers together the needed metal and finds a forge she decides it's time to start crafting and throws 1D100. She throws 34. This is below her skill level, and she manages after some hours of labour to create a chain mail tunic to wear in her next battle.

Oscar has 100 in swordsmanship. A bear attacks him and he tries to hit it with his sword. Oscar rolls 00 (i.e. 100%), which means his attack fails, as a roll of 00 always fails even when you have 100 in the skill you roll against. For some reason the bear decides to flee and it is soon far away. Oscar wants to pursue the bear. He tries to track it using the tracking skill. Oscar has however never tried to track anything in his entire life, which is why his tracking skill is zero. Oscar tries anyway and rolls 01. This means Oscar succeeds in tracking the bear, since 01 always means success, even though the skill you roll against is zero.

Skill Titles

Each skill has an appropriate title belonging to the profession it is used in most often. You as a player have the choice to use these titles for your character. The skill representing your character most, his/her main skill (not necessarily the highest one) would be the one the title you should use from.

Example: At character creation you decide you want to play a thief, grown up among farmers in the town of New Magincia. His skill in herding might be highest as that is what he was trained in all his life, but the skill you focus on most will be stealing, so you choose the title for that profession, Rogue. Your character might be known as Ben the Rogue of New Magincia.

You don't need to take a title, but it may add to your gaming experience and make for some nice adventure edges, as someone named "Ben the Rogue" entering Yew, City of Justice may not be as well received as elsewhere...

Alchemy

The art of alchemy is as old as the world. Its goal is not to make gold out of lead, as gold is aplenty in this world. Alchemy is used to create potions of all sorts. It requires reagents (see **Potions and Reagents** section and **The Making of Potions and their Effects** section). You grind up a portion of a single reagent in a mortar and then heat it to liquefy the concoction. Just add water and mix it in a flask to make potions. Each reagent makes different potions.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you will produce an extra potion from the same number of reagents i.e. you produce 2 potions.

At 100 skill: If you succeed your skill check and roll higher than 49 you will produce two extra potions from the same reagents i.e. you produce 3 potions.

Note: You need the Archery Skill in order to hit a target with e.g. an explosive potion. The archery damage bonus will not affect your potion damage.

Title: Alchemist

Linked Attribute: INT

Animal Lore

Animal Lore is used to handle animals and know how they feel. It gives you the ability to empathize with animals and at higher levels even the ability to talk to them and understand their own languages. From 1-49 in Animal Lore you have one bond. A bond is a special connection to a one and only one pet of your choice. The bond enables you to raise the pet if it dies. An unbonded pet cannot be resurrected. A pet must have been under the tamer's command for a week before it can be bonded. The tamer can unbond a pet any time the tamer wants to.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you are able to ask your pet complex questions, which it may answer with yes or no. Furthermore you now have two bonds.

At 100 skill: If you succeed your skill check and roll higher than 49 you are able to ask your pet complex questions, which it may answer with as great detail and as many words as it wishes. Furthermore you now have three bonds.

Title: Ranger/Tamer

Linked Attribute: INT

Animal Taming

Animal taming is used to tame and command wild animals and creatures.

Taming Pets.

- It takes a successful animal taming skill check to tame a creature.

Most creatures of power circle 0 and 1 can be tamed. Creatures of higher power circles can only be tamed through a feat. (See the expansion "**The Fifth Path of Magic - Handbook of Feats**") See the **Bestiary Section** to learn more about Power Circles.

Commanding Pets.

- Every time a tamer wants to give a command to an already tamed creature, the tamer has to make a successful animal taming skill check. It takes a full action to give an order. The pet will normally not act until an order is given even if its master is attacked. Unless given an order prior to the attack to guard its master.
- A pet can only follow one command at the time. E.g. It takes two commands to make a

pet fetch an item and then give the item to the tamer.

The pet will continue to follow the tamer's order until this order is either carried out or made impossible to complete or the pet is asked to abandon mission.

Pet Character Development.

- A tamed and *bonded* pet will get its own character sheet and will develop like any other character would, thus over time becoming better at its skills and raise its stats.

Unless the pet is rather intelligent it is not possible for the pet to learn new skills.

Pets in Battle.

- Just like player characters pets have to roll an initiative die. The pet cannot carry out its command until its own turn. E.g. in action 1 a pet is successfully commanded to attack. Yet, the pet cannot act upon this command until action 10 where it has its turn.

A pet will not use skills such as magery unless it has been commanded to do so.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you can give two commands during one action only.

At 100 skill: If you succeed your skill check and roll higher than 49 you can give three commands during one action only.

Title: Ranger/Tamer

Linked Attribute: STR

Archery

Having this skill will allow you to use all distance based weapons. The damage normally dealt by a weapon can be found in the equipment list, this is however augmented by your weapon skill and your strength stat. Archery = All distance based weapons, Mace Fighting = All blunt weapons, Swordsmanship = All edged weapons, Fencing = All piercing weapons, Wrestling = All types of unarmed attacks. Some weapons belong to more categories such as the spear, which is both a Fencing and an Archery weapon.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 your weapon deals 50% extra damage i.e. you deal 150% of its regular damage.

At 100 skill: If you succeed your skill check and roll higher than 49 your weapon deals 100% extra damage i.e. you deal 200% of its regular damage.

Title: Archer

Linked Attribute: STR

Begging

If you're short on cash, why not beg a little? There's bound to be someone willing to give you a few gold if you kiss up to them enough.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 your victim

cannot ignore you and must respond to your begging in one way or another.

At 100 skill: If you succeed your skill check and roll higher than 49 your victim cannot ignore you and must respond to your begging in one way or another. Furthermore you can beg for your life, thus making one intelligent opponent spare your life.

Title: Beggar

Linked Attribute: INT

Blacksmithy

The skill used to make/repair arms and armor. To make items you need metal, which can be purchased from a miner, or mined yourself using the Mining skill. Buying raw materials to make something normally requires you to pay half the price of the item you wish to make (i.e. to make a breastplate costing 250 gold, you'd need to buy 125 gold's worth of raw materials).

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 the weapon produced get +1 damage or armor/shields get +1 protection.

At 100 skill: If you succeed your skill check and roll higher than 49 the weapon produced get +2 damage or armor/shields get +2 protection.

Blacksmithing can of course not be used to create wooden weapons. This requires either bowcraft for bows, fletching for arrows or carpentry for staff weapons. Halberds and Bardiches are made with the Blacksmithing skill.

Title: Blacksmith

Linked Attribute: STR

Bowcraft/Fletching

The skill used to craft any type of bow or arrow/bolt. The same rules apply as with blacksmithing:

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 the bow crafted will get a +1 bonus to damage dealt

At 100 skill: If you succeed your skill check and roll higher than 49 the bow crafted will get a +2 bonus to damage dealt

Title: Bowyer

Linked Attribute: DEX

Camping

Living out in the wild will require some knowledge of how to do this. Camping will allow you to build a basic camp from whatever items you can find lying around or have on you which is (sort of) safe and which will keep you warm and fed. For all things survival, you use this skill to determine if you can snare that rabbit or make that tent out of poles and reeds.

Between 50 and 99 skill: If your skill check is successful and above 49 the camp you set

up cannot be found without using the tracking skill.

At 100 skill: If you succeed your skill check and roll higher than 49 the camp you set up cannot be found without using the tracking skill. Furthermore you will know if someone is successful in tracking the camp you have set up. You will know this in time for you and your friends to escape.

Title: Ranger

Linked Attribute: STR

Carpentry

Everyone needs chairs, bookcases and other household items. A carpenter provides people with whatever wood made item needed, given that it doesn't require any mechanical parts (like in clocks), which is the work of a tinker. But anything from a wooden pole to a door or a table, a carpenter can make for you. Staff weapons (excluding Halberds and Bardiches) are made with the Carpentry skill.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 weapons produced get +1 damage and shields get +1 protection.

At 100 skill: If you succeed your skill check and roll higher than 49 weapons produced get +2 damage and shields get +2 protection.

What a carpenter crafts he crafts from wood, this can be purchased at either a sawmill or cut yourself. Buying raw materials to make something normally requires you to pay half the price of the item you wish to make (i.e. to make a quarterstaff costing 50 gold, you'd need to buy 25 gold's worth of raw materials).

Title: Carpenter

Linked Attribute: STR

Cooking

Camping is fine, but what to do with a snared rabbit once you catch it, eat it raw? A Chef is needed or at least some cooking skill to prepare it. Success depends on your skill entirely. Failing a test may not mean failure in cooking the food, but has anyone ever heard of Salmonella? Probably not then, but that doesn't mean people didn't get sick from it...

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you cook something inedible, but not poisonous (like a piece of wood) into a fine, healthy and delicious meal.

At 100 skill: If you succeed your skill check and roll higher than 49 you cook something inedible or poisonous into a fine, healthy and delicious meal.

Title: Chef

Linked Attribute: INT

Detecting Hidden

Pretty obvious. With this skill you can detect hidden items/people/traps within the area/room you're in. Once detected you will be able to see anything you noticed for as long as you pay attention to it, turning away from a hidden floor trap and then looking back at it might mean you can't see it, but your chances of finding it again increase (at GMs discre-

tion). A moving target might not be as easily found again however...

Between 50 and 99 skill: If you are attacked by a hidden (not stealthing) person you get to roll against your Detect Hidden skill. If you succeed your skill check and roll higher than 49 you cannot be "Attacked from the Shadows". See the Hiding skill.

At 100 skill: If you are attacked by a hiding or stealthing person you get to roll against your Detect Hidden skill. If you succeed your skill check and roll higher than 49 you cannot be "Attacked from the Shadows". See the Stealth skill.

Title: Scout

Linked Attribute: INT

Fencing

Having this skill will allow you to use all piercing weapons. The damage normally dealt by a weapon can be found in the equipment list, this is however augmented by your weapon skill and your strength stat. Archery = All distance based weapons, Mace Fighting = All blunt weapons, Swordsmanship = All edged weapons, Fencing = All piercing weapons, Wrestling = All types of unarmed attacks. Some weapons belong to more categories such as the spear, which is both a Fencing and an Archery weapon.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 your weapon deals 50% extra damage i.e. you deal 150% of its regular damage.

At 100 skill: If you succeed your skill check and roll higher than 49 your weapon deals 100% extra damage i.e. you deal 200% of its regular damage.

Title: Fencer

Linked Attribute: STR

Fishing

What camping is to the small animals of the woods, fishing is to fish. With this skill you will be able to catch fish, which doesn't automatically mean you'll be able to prepare them as well. At any skill level you may on occasion find a boot, shoe or other trinket on your hook.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 your catch 50% more fish i.e. you catch 150% fish

At 100 skill: If you succeed your skill check and roll higher than 49 you catch 100% more fish i.e. you catch 200% fish

Title: Fisherman

Linked Attribute: DEX

Forensic Evaluation

People don't die all of themselves, well, sometimes they do, but then the corpse doesn't remain above ground for long. With this skill you will be able to assess how a person or animal died and how long ago that was (give or take a few days). You cannot find out who have done the killing though this skill, as fingerprinting didn't exist back in Britannian times :)

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you are able to learn exactly when the victim was killed and how.

At 100 skill: If you succeed your skill check and roll higher than 49 you are able to learn exactly when the victim was killed and how. Furthermore you know if the victim has been moved after he/she was killed and where the murder originally took place i.e. you can track the movements of the body after death.

Title: Detective

Linked Attribute: INT

Healing

Healing is concerned with the healing of humans and humanoids. Animals and monsters cannot be healed with the healing skill. You need the Veterinary skill in order to heal animals or monsters. Succeeding at a healing throw will heal as many hit points as you have thrown on your D100, up to a maximum of your skill level. The amount of hit points you heal is referred to as the healing effect.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you get a +50% healing effect.

Example: If you would normally heal 50 hit points you now heal 75 hit points
(50% of 50 = 25 + 50 = 75)

At 100 skill: If you succeed your skill check and roll higher than 49 you get a +100% healing skill effect.

Example: If you would normally heal 50 hit points you now heal 100 hit points
(100% of 50 = 25 + 50 = 75)

Example: Your friend Danny is wounded in combat, he lost 60 hit points. You have a healing skill of 56 and start to help him. You make a successful healing skill check rolling 43. Therefore you heal Danny 43 hit points.

Title: Healer

Linked Attribute: INT

How to Cure Poisoned People with the Healing Skill

Curing a poison with the healing skill is done the same way you heal lost hit points.

Example: Gilbert has eaten a poisoned meal. The poison was made from 5 nightshade meaning that it has an effect of 5d8 (See **The Making of Potions and their Effects** section). The 5d8 are rolled and the total result is 30, meaning the poison will deal 30 points of damage every action for 30 actions. Melody has a healing skill of 50. She tries to cure Gilbert. Melody makes a successful healing skill check rolling 20. The poisonous effect is now 10, since Melody has reduced it by 20 through her attempt to cure it (30 - 20 = 10). Gilbert is still poisoned even though the strength of the poison has been lowered. Gilbert will now be damaged 10 hit points every action for 10 actions. Melody tries to cure the poison again. She makes a successful healing skill check rolling 35. The poisonous effect is now -25, since Melody has reduced it by 35 through her attempt to cure it

(10 - 35 = -25). Gilbert has now been cured of the poison.

How to Resurrect Dead People with the Healing Skill

Resurrecting the dead is done the same way you cure a poison. Only it is the death effect you try to counter and not a poison effect. The death effect is represented by the amount of damage, which the last and killing blow did to the now dead person.

Example: Gilbert went for a stroll and was hit on the head by a Brute. The Brute killed Gilbert. The last and killing blow damaged Gilbert 50 hit points. Therefore the death effect on Gilbert's ghost is 50. (See **Death of a Character in U:R** section for more information on Death Effect and Resurrection). Melody has a healing skill of 50. She tries to resurrect Gilbert. Melody makes a successful healing skill check rolling 30. The death effect is now 20, since Melody has reduced it by 30 through her resurrection attempt (50 - 30 = 20). She tries to resurrect Gilbert again. Melody makes a successful healing skill check rolling 25. The death effect is now -5, since Melody has reduced it by 25 through her resurrection attempt (20 - 25 = -5). Gilbert is now resurrected.

Note: You cannot force anyone to return to life against their will.

Herding

Taming and controlling one animal is one thing, but controlling a lot of animals is a whole other. Herding is used by the shepherds on the island of Magincia to keep their herds of sheep in line and going where they're supposed to. Maybe not a useful skill for an adventurer you may think, but you never know when you run into a herd of Ostartds who'll bite your head off if you don't hit them with your crook.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you can herd two herds during one round.

At 100 skill: If you succeed your skill check and roll higher than 49 you can herd three herds during one round.

Title: Shepard

Linked Attribute: STR

Hiding

The ability to hide is very handy especially for those among us who don't necessarily stick to the laws of the land. Hiding requires you to stay perfectly motionless.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you cannot be found except through the use of the Detect Hidden skill.

At 100 skill: If you succeed your skill check and roll higher than 49 you cannot be found except through the use of the Detect Hidden skill and the person using Detect Hidden must be successful twice before revealing you.

Once hidden you may perform an "Attack from the Shadows". This means you surprise attack some one who is not aware of your presence. Once you attack you are revealed, but if your attack from the shadows is successful, you get to freely pick the hit location of your attack.

Title: Rogue

Linked Attribute: DEX

Inscription

Mages cast spells and spells are written down. If not, they need to be written down. If already written down, somebody is bound to want a copy for their spell book. Scribes can make scrolls, containing spells or other magical directions such as maps or rituals. They can do this by copying them from existing spell books or by thinking them up. A scribe is in such a case also known as a spellbinder...

For scribing you need pen, ink and a scroll. You do not need to have any points in the Magery Skill in order to use Inscription. The Inscription skill is a delayed version of the Magery Skill. Instead of casting the spell at once (like it is done with Magery) Inscription writes the spell down on a scroll for later use. Except for the delay Magery and Inscription work exactly the same way. Anyone of normal intelligence can cast spells from scrolls. Consult the **Magic Section** in order to understand the process of spellcasting better.

Note: You produce permanent spell effects with inscription scrolls exactly the same way you do it with Ethereal Speak magic, since inscription scrolls are basically a delayed version of the Ethereal Speak. Delayed because you do not necessarily cast the spell effect when it is produced. Instead you write it down on a scroll for later use.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you are able to produce two scrolls of the same spell with only one skill check.

At 100 skill: If you succeed your skill check and roll higher than 49 you are able to produce three scrolls of the same spell with only one skill check.

Title: Scribe

Linked Attribute: INT

Item Identification

This skill is used to identify and appraise the value of any item or weapon found. It also tells you what state of repair it is in and if there are any magical enchantments upon it.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you are not only able to tell what the general nature of an item is, but also what elements it consists of. E.g. you are able to tell the individual ingredients in a potion instead of just the potion's general effect.

At 100 skill: If you succeed your skill check and roll higher than 49 you are not only able to tell what the general nature of an item is, but also what elements it consists of. Furthermore you are able to tell exactly who made this item.

Title: Merchant

Linked Attribute: INT

Lockpicking

There is no lock that cannot be unlocked, and some people don't even need a key. Lockpicking does however require the use of a nice little trinket known as a lockpick, which can be either bought or forged by a tinker. However, buying lockpicks from a town tinker might raise some questions if the bank were to be robbed that same night...

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you can (if you want to) make the lock either lock forever and be unable to be unlocked again or unlock and never be able to be locked again.

At 100 skill: If you succeed your skill check and roll higher than 49 you can (if you want to) make the lock either lock forever and be unable to be unlocked again or unlock and never be able to be locked again. Furthermore you can "tinker" the lock so that it still works just fine, but not with the original key. Instead it will work with a key of your choice.

Title: Rogue

Linked Attribute: DEX

Lumberjacking

Lumberjacking are essential for the good carpenter. If the carpenter is not proficient at it, someone else has to be, but it may be handy to be able to get ones own raw materials at times. Lumberjacking requires a regular axe. How much raw material you need to make an item and how many skill checks it will take to gather it is up to the GM.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you get 50% more wood i.e. you get 150% wood.

At 100 skill: If you succeed your skill check and roll higher than 49 you get 100% more wood i.e. you get 200% wood.

Title: Lumberjack

Linked Attribute: STR

Mace Fighting

Having this skill will allow you to use all blunt weapons. The damage normally dealt by a weapon can be found in the equipment list, this is however augmented by your weapon skill and your strength stat. Archery = All distance based weapons, Mace Fighting = All blunt weapons, Swordsmanship = All edged weapons, Fencing = All piercing weapons, Wrestling = All types of unarmed attacks. Some weapons belong to more categories such as the spear, which is both a Fencing and an Archery weapon.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 your weapon deals 50% extra damage i.e. you deal 150% of its regular damage.

At 100 skill: If you succeed your skill check and roll higher than 49 your weapon deals 100% extra damage i.e. you deal 200% of its regular damage.

Title: Armsman

Linked Attribute: STR

Magery

Ah, magic, the fine art of wizardry and witchcraft. Much is to be said of the use of magic; therefore we have created a whole chapter on it. See the **Magic Section** for more information on spellbinding, spell casting, circles of magic and magical combat and variants.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you may cast two magery spells during one round.

At 100 skill: If you succeed your skill check and roll higher than 49 you may cast three magery spells during one round.

Title: Mage

Linked Attribute: INT

Meditation

Mages require mana to cast their spells. Mana requires time to regenerate once it has been used. Meditation helps speeding up this process. Resting normally is a slow way of getting ones mana back on track. One full nights sleep will restore all mana pools.

Succeeding at a Meditation check will regenerate as many mana points as you have rolled on your D100, up to a maximum of your skill level. E.g. You meditate with a meditation skill of 56. You make a skill check and roll 50, thus succeeding. You then regain 50 points of mana.

The meditation attempt is interrupted if the mage is attacked and hit during the same round as he/she is trying to meditate. It only takes one action to use the meditation skill and armor does not hinder meditation in any way. Therefore it is no problem to meditate in full plate armor.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you cannot be interrupted in your attempt to meditate.

At 100 skill: If you succeed your skill check and roll higher than 49 you cannot be interrupted in your attempt to meditate. Furthermore you regain 50% more mana. E.g. You meditate with a meditation skill of 70. You make a skill check and roll 50, thus succeeding. You then regain 75 points of mana (50% of 50 = 25 + 50 = 75)

Title: Stoic

Linked Attribute: INT

Mining

Mining is essential for the good blacksmith. If the blacksmith is not proficient at it, someone else has to be, but it may be handy to be able to get ones own raw materials at times. The mining skill requires a tool: a pickaxe. How much raw material you need to make an item and how many skill checks it will take to gather it is up to the GM.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you get 50% more ore i.e. you get 150% ore.

At 100 skill: If you succeed your skill check and roll higher than 49 you get 100% more ore i.e. you get 200% ore.

Title: Miner

Linked Attribute: STR

Musicianship

The gentle art of music many open many an ear and door for the skilled musician. All musical effects are temporary and last as many actions as the user has kill points e.g. If you have 50 skill points in music the musical effects last 50 actions.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you can strengthen a feel, which your audience is already feeling. E.g. you can strengthen friendship to become love or anger to become hatred. You cannot plant feelings in your audience, which are not already there.

You can only affect one person per skill check.

At 100 skill: If you succeed your skill check and roll higher than 49 you can strengthen a feel, which your audience is already feeling. Furthermore you can plant feelings in your audience, which are not already there. E.g. you can enkindle your audience to vehemently hate someone, inspire love in even the most cold of hearts. You can only affect one person per skill check.

Title: Bard

Linked Attribute: None

Parrying

If you're the shield bearing kind it may not hurt to know how to use it as efficient as possible in combat. You must make a parry skill check every time an opponent hits you. If you are successful you add the protective value of your shield to the hit location, which your opponent attacks.

E.g. Blaine is attacked by a villain. The villain hits Blaine. Blaine makes a parry skill check and is successful. The villain hits Blaine's neck. Because Blaine made a successful parry skill check he now adds the armor value of his shield to his neck area. Blaine wears a leather gorget with the armor rating 13/1 and a bronze shield with the armor rating 10. Thus Blaine has a neck armor rating of 23/11 ($10+13/1+10 = 23/11$).

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 your shield protects 50% more i.e. your shield protects 150%.

At 100 skill: If you succeed your skill check and roll higher than 49 your shield protects 100% more i.e. your shield protects 200%

Title: Warrior

Linked Attribute: STR

Poisoning

Weapons are good protection, but what if they were poisoned, would that make them more lethal? Indeed. You can use poison potions made by alchemists and apply them to your weapons in order to poison them. If you succeed the weapon will not only deal its own damage, but also the damage or effect, which the potion normally does when drunk or used. (See **Potions and their Effects** section for details and examples).

All kinds of potions can be applied to a weapon through the use of the poisoning skill. Therefore it is also possible to apply a healing potion to a weapon. Thus the weapon would deal damage, but the applied potion would heal the victim at the same time. Odd but possible.

Note:

A potion wears off from weapons a week after it has been applied or after the doses

are spent.

A weapon can normally only have one potion applied to it at a time.

For every 10 skill points in the Poisoning Skill you can use potions made from 1 reagent. E.g. if you have a poisoning skill of 30 you can use potions made from 1-3 reagents.

For every 10 skill points in the Poisoning Skill you add one dose of the potion to the weapon you are applying the potion to.

Every time you hit someone and penetrate the victim's armor a dose is spent.

Once a target has been poisoned it cannot be poisoned again until either the first poison has been cured or has worn off.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you are able to treat the same weapon with two potions. It is both possible to treat the weapon with two different potions or two potions of the same kind.

At 100 skill: If you succeed your skill check and roll higher than 49 you are able to treat the same weapon with three potions. It is both possible to treat the weapon with three different potions or three potions of the same kind.

Title: Assassin

Linked Attribute: INT

Remove Trap

A trap, when discovered, doesn't automatically go away. You will need to use this skill in order to remove it successfully.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you can open the trapped device (chest, door etc.), but leave the trap intact. Thus the trap will still be active again after you leave.

At 100 skill: If you succeed your skill check and roll higher than 49 you can open the trapped device, but leave the trap intact. Thus the trap will still be active again after you leave. Furthermore, you can "tinker" the trap to work in another way than before. E.g. you may set the trap to go off in a way, which earlier on was the safe way to open the trapped chest.

Title: Rogue

Linked Attribute: DEX

Resist Magic

This is a very useful talent to train especially if you are working with magic on a daily basis. When a spell is cast upon you, you make a resist magic skill check. Succeeding at a resist magic skill check will subtract as many spell effect/damage points as you have rolled on your D100, up to a maximum of your skill level.

E.g. Inga has a resist magic skill of 40. A mage casts a spell on Inga, which deals 30 points of damage. Inga makes a resist magic check and rolls 35. This means, that 35 points of damage is subtracted from the spell effect/damage, which hit Inga. As the spell only dealt 30 points of damage Inga does not take any damage from the spell at all.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you resist

50% more magic i.e. you resist 150% magic.

E.g. Inga has a resist magic skill of 50. A mage casts a spell on Inga, which deals 60 points of damage. Inga makes a resist magic check and rolls 50. This means, that 75 points of damage is subtracted from the spell effect/damage, which hit Inga (50% of 50 = 25+50 = 75).

At 100 skill: If you succeed your skill check and roll higher than 49 you resist 100% more magic i.e. you resist 200% magic.

Note: It is optional if you want to use your Resist Magic skill or not. If a spell is cast on you you may chose not to use your resist magic skill against it. This is handy when your mage friend tries to heal you.

Title: Mage

Linked Attribute: INT

Snooping

If you're out for some easy gold, why not take someone else's? But to know if anyone has anything worthwhile to steal, you'll need to look at them with a more precise eye. Succeeding at snooping tells you what a person/animal is carrying and where it is located. Failing doesn't tell you anything and result in you being detected if the victim makes a successful intelligence check.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you are able to snoop a victim while hidden, without revealing yourself.

At 100 skill: If you succeed your skill check and roll higher than 49 you are able to snoop a victim while hidden, without revealing yourself. Furthermore you may rearrange your victim's possessions without the victim notices. This will delay e.g. the victim's drawing of his/her weapon if the weapon is not to be found at his/her belt, but in his /her back pack instead.

Title: Rogue

Linked Attribute: DEX

Stealing

Stealing from chests is easy, no chance of it calling the guards. Stealing from people, now that's hard. Once you've established someone has anything noteworthy to steal, or you just want a casual go at their belt pouches, then this is your ticket to wealth. If you succeed that is, because if you fail your skill check your victim will notice what you are doing if your victim makes a successful intelligence check.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you can steal from a victim while you remain hidden.

At 100 skill: If you succeed your skill check and roll higher than 49 you can steal from a victim while you remain hidden. Furthermore you can steal two items during one action only.

Title: Rogue

Linked Attribute: DEX

Stealth

Stealth is also handy for those lurking in the shadows. Yet, before you may attempt to stealth you have to perform a successful hiding skill check. If you are not successfully hidden you cannot stealth. Stealth enables a person to move around while hidden. For every ten skillpoints of stealth you have, you can stealth for one action. Once your "stealth time" runs out you are still hidden unless you have done something to reveal yourself e.g. attacking.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you cannot be found except through the use of the Detect Hidden skill.

At 100 skill: If you succeed your skill check and roll higher than 49 you cannot be found except through the use of the Detect Hidden skill and the person using Detect Hidden must be successful twice before revealing you.

Once hidden you may perform an "Attack from the Shadows". This means you surprise attack some one who is not aware of your presence. Once you attack you are revealed, but if your attack from the shadows is successful you get to freely pick the hit location of your attack.

Title: Rogue

Linked Attribute: DEX

Swordsmanship

Having this skill will allow you to use all edged weapons. The damage normally dealt by a weapon can be found in the equipment list, this is however augmented by your weapon skill and your strength stat. Archery = All distance based weapons, Mace Fighting = All blunt weapons, Swordsmanship = All edged weapons, Fencing = All piercing weapons, Wrestling = All types of unarmed attacks. Some weapons belong to more categories such as the spear, which is both a Fencing and an Archery weapon.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 your weapon deals 50% extra damage i.e. you deal 150% of its regular damage.

At 100 skill: If you succeed your skill check and roll higher than 49 your weapon deals 100% extra damage i.e. you deal 200% of its regular damage.

Title: Swordsman

Linked Attribute: STR

Tailoring

Carpenters carpent, Blacksmiths smith and Tailors tailor. Clothing of all types, sizes, colours and fabrics are created by the skilled hands of the tailor. Or if you need a leather armor, then a tailor you will need. Succeeding at this skill can craft you many items. Buying raw materials again requires you to spend half the amount of gold, which the item you wish to craft usually costs in the stores. You may want to buy some dyes to give some colour to your cloth before you stitch it into a dress. For leather armor, you'll need leather which can be bought at a tanner or tailor in most of the major cities.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 armor produced get +1 protection.

At 100 skill: If you succeed your skill check and roll higher than 49 armor produced get +2 protection.

Title: Tailor

Linked Attribute: DEX

Tinkering

For all things fine and mechanical, tinkers are needed to repair or create these items. The tinker uses the same materials as the carpenter or blacksmith, but he crafts it into finer items: jewelry, rings, necklaces, gears and wheels for clocks and sextants, candlesticks, goblets, fine silverware, working tools like saw and hammer or even traps. All this a tinker can do for you... Succeeding at this skill can craft you many items. Buying raw materials again requires you to spend half the amount of gold, which the item you wish to craft usually costs.

A trap is set up with an item, which does some kind of damage e.g. a knife blade. The trap will deal the damage of the knife blade if it is set off. It is up to the tinker to determine how a trap is set off.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 traps produced get +1 damage.

At 100 skill: If you succeed your skill check and roll higher than 49 traps produced get +2 damage.

Title: Tinker

Linked Attribute: STR

Tracking

Camping out in the wild is fun, setting traps too. But before you set a trap, shouldn't you know for a fact that an animal past through recently or is in the neighborhood? Or were you pursuing the thief, who stole your purse, but now has hopped over the fence and is nowhere to be seen? In that case tracking can help. You cannot track the "movements" of a dead body with tracking. Forensic Evaluation is needed to determine if a body was moved after its death and where it originally fell.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you can follow a track even through very difficult terrain such as mountains.

At 100 skill: If you succeed your skill check and roll higher than 49 you can follow a track even through very difficult terrain such as mountains. Furthermore you can follow the track of something untraceable such as a flying bird.

Title: Ranger

Linked Attribute: INT

Veterinary

Veterinary is concerned with the healing of animals and monsters. Humans and humanoids cannot be healed with the veterinary skill. You need the Healing skill in order to heal humans and humanoids. Succeeding at a veterinary throw will heal as many hit points as you have thrown on your D100, up to a maximum of your skill level. The amount of hit points you heal is referred to as the healing effect.

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 you get a +50% healing effect.

Example: If you would normally heal 50 hit points you now heal 75 hit points
(50% of 50 = 25 + 50 = 75)

At 100 skill: If you succeed your skill check and roll higher than 49 you get a +100% healing skill effect.

Example: If you would normally heal 50 hit points you now heal 100 hit points
(100% of 50 = 25 + 50 = 75)

Example: Your pet Danny is wounded in combat, it lost 60 hit points, you have a healing skill of 56 and start to help it. You make a successful veterinary skill check rolling 43. Therefore you heal Danny 43 hit points.

Title: Veterinarian

Linked Attribute: INT

How to Cure Poisoned Pets with the Veterinary Skill

Curing a poison with the healing skill is done the same way you heal lost hit points.

Example: Gilbert has eaten a poisoned meal. The poison was made from 5 nightshade meaning that it has an effect of 5d8 (See **The Making of Potions and their Effects** section). The 5d8 are rolled and the total result is 30, meaning the poison will deal 30 points of damage every action for 30 actions. Melody has a healing skill of 50. She tries to cure Gilbert. Melody makes a successful healing skill check rolling 20. The poisonous effect is now 10, since Melody has reduced it by 20 through her attempt to cure it (30 - 20 = 10). Gilbert is still poisoned even though the strength of the poison has been lowered. Gilbert will now be damaged 10 hit points every action for 10 actions. Melody tries to cure the poison again. She makes a successful healing skill check rolling 35. The poisonous effect is now -25, since Melody has reduced it by 35 through her attempt to cure it (10 - 35 = -25). Gilbert has now been cured of the poison.

How to Resurrect Dead Pets with the Veterinary Skill

Resurrecting the dead is done the same way you cure a poison. Only it is the death effect you try to counter and not a poison effect. The death effect is represented by the amount of damage, which the last and killing blow did to the now dead person.

Example: Gilbert went for a stroll and was hit on the head by a Brute. The Brute killed Gilbert. The last and killing blow damaged Gilbert 50 hit points. Therefore the death effect on Gilbert's ghost is 50. (See **Death of a Character in U:R** section for more information on Death Effect and Resurrection). Melody has a healing skill of 50. She tries to resurrect Gilbert. Melody makes a successful healing skill check rolling 30. The death effect is now 20, since Melody has reduced it by 30 through her resurrection attempt (50 - 30 = 20). She tries to resurrect Gilbert again. Melody makes a successful healing skill check rolling 25. The death effect is now -5, since Melody has reduced it by 25 through her resurrection attempt (20 - 25 = -5). Gilbert is now resurrected.

Note I: Only bonded animals/monsters can be resurrected. See Animal Lore.

Note II: You cannot force anyone to return to life against their will.

Wrestling

Having this skill will allow you to use all types of unarmed attacks. The damage normally dealt by a weapon can be found in the equipment list, this is however augmented by your weapon skill and your strength stat. Archery = All distance based weapons, Mace Fighting = All blunt weapons, Swordsmanship = All edged weapons, Fencing = All piercing weapons, Wrestling = All types of unarmed attacks. Some weapons belong to more categories such as the spear, which is both a Fencing and an Archery weapon.

Unarmed Combat Damage Chart	
Skill	Damage
1-49	1d8
50-69	1d10
70-79	2d10
80-89	3d10
90-99	4d10
100	5d10

Between 50 and 99 skill: If you succeed your skill check and roll higher than 49 your wrestling attack deals 50% extra damage i.e. you deal 150% of its regular damage.

At 100 skill: If you succeed your skill check and roll higher than 49 your wrestling attack deals 100% extra damage i.e. you deal 200% of its regular damage.

Title: *Wrestler/Martial Artist*

Linked Attribute: *STR*



Gaining attributes and skills

In earlier years it was easy to gain, you spent some experience points and voila, you suddenly could lift that donkey cart you one minute earlier couldn't even look at without feeling weak. Or your intellect rises to unimagined heights in seconds allowing you to cast the most powerful spells.

To improve your attributes and skills after character creation, while playing Ultima Resurrection, however, you need to train.

Each use of a skill or an attribute (stat) has to be recorded. *When the GM chooses* you exchange your skill and attribute uses for skill and attribute points.

Each skill a character has is linked to one of the attributes: Strength, Dexterity or Intelligence. Using one of these skills also practices the attribute, which the skill is linked to.

Current skill ratings	Skill gain % of skill uses	Current Attribute ratings	Attribute gain % of skill uses
00 – 10	50%	00 – 10	20%
11 – 20	40%	11 – 20	20%
21 – 30	40%	21 – 30	10%
31 – 40	30%	31 – 40	10%
41 – 50	30%	41 – 50	10%
51 – 60	20%	51 – 60	10%
61 – 70	20%	61 – 70	05%
71 – 80	10%	71 – 80	05%
81 – 90	10%	81 – 90	05%
91 – 100	05%	91 – 100	01%

All results are rounded up.

Examples: Leeloo has been working in the woods, gathering wood to cook on. She has used the skill Lumberjacking on 10 different occasions during the adventure she and her party were on. After the adventure she sits down and looks back on what she has learned. Her Lumberjacking skill is 25, so she gets 40% of her 10 Lumberjacking skill uses in Lumberjacking skill points, which equals 4 points. Now Leeloo has a Lumberjacking skill of 29 ($25 + 4 = 29$)

The Lumberjacking skill is linked to the Strength attribute. Therefore Leeloo also gains in the strength attribute because of her Lumberjacking skill uses. Her Strength is 30, so she gets 10% of her 10 Lumberjacking skill uses in Strength Attribute points, which equals 1 point. Now she has a strength of 31 ($30 + 1 = 31$).

Benjamin has during his arduous journey made 100 dexterity checks. Now that he has arrived at his destination he looks back on how much more dexterous he has become during his journey. He has a dexterity of 60, so he gets 10% of his 100 dexterity uses in dexterity points. $10\% \text{ of } 100 = 10$. Benjamin now has a dexterity of 70 (i.e. $60 + 10 = 70$).

Skill gain and the linked attribute gain are calculated per skill. So if in a single adventure a player uses four skills related to Intelligence the gains in the intelligence attribute are calculated separately for each of the skill.

Teaching Skills

It is possible to teach others in skills you know or to be taught by others, who are more proficient in a skill than yourself. You can teach others half of your score in any skill and you can learn from other players or NPCs half of their score in any skill. It takes one month (30 days) of uninterrupted teaching for every 10 skill points your pupil learns from or you learn from another player or NPC i.e. 3 days of uninterrupted teaching must pass every time 1 skill point is taught.

E.g. Belming the wizard has 80 magery, which means that he can teach others until they reach 40 skill points in magery. He takes on an apprentice. If Belming wishes to teach his apprentice all he can he needs to teach his pupil for 120 days without interruption ($3 \times 40 = 120$).

DMRTP EK R LPRRKTMR

Death of a character

What happens when characters die? The answer is: They become ghosts. Immediately upon death the character becomes a ghost. The character then decides if he/she wishes to die permanently or if he/she wishes to try to find a way to be resurrected. If permanent death is chosen the character is gone and can under no circumstances be brought back to life.

As a ghost the character can go or rather float where it pleases, passing through most solid objects as if they were air (Blackrock excepted. Blackrock is impassible even to ghosts). A ghost can speak normally with other ghosts but can only communicate with the living through gestures. Normally a ghost is invisible and cannot be seen. Only under rare circumstances are ghosts naturally visible, but they can be seen through the use of magic.

A ghost can try to make the living aware of its presence by floating around on top of them, but the living person will only become aware of the ghost's presence if the living person is actively trying to look for ghosts.

When a ghost is brought back to life through resurrection the resurrection spell regenerates the ghost's body completely, yet it does not and cannot retrieve the resurrected person's equipment. The equipment lies at the spot where the person was killed unless others have removed or fetched it.

A regenerated body is cleansed of all foreign effects. Even tattoos disappear.

A person has full health, but zero stamina and mana upon resurrection.

Death Effect vs. Resurrection Effect

The death effect is the full amount of damage, which kills the character. The Resurrection effect is either the strength of the healing effect, spell effect, potion effect etc., which tries to resurrect the dead person.

Example: Hawk has fought a hard battle and has only 10 hit points left. The opponent hits Hawk for 30 hit points killing Hawk. The death effect of Hawk's death is therefore 30.

It is important to take note of the death effect, since you will need that number when someone is trying to resurrect you. When someone is trying to resurrect you the spell effect or healing effect of their attempt will reduce the death effect. When the death effect reaches zero or lower the dead person is resurrected.

Example: Hawk has been killed and is under a death effect of 80. His friend Ruby tries to resurrect him with a spell. She casts a resurrection spell with a spell effect of 50. Hawk's death effect is reduced to 30, but he is still dead ($80 - 50 = 30$). Ruby casts another resurrection spell on Hawk. This time the spell has a spell effect of 45. Hawk's death is reduced to -15 meaning that Ruby resurrects Hawk ($30 - 45 = -15$).

Note: Only bonded animals/monsters can be resurrected. See Animal Lore.

MYNKAAMT↑ AHT

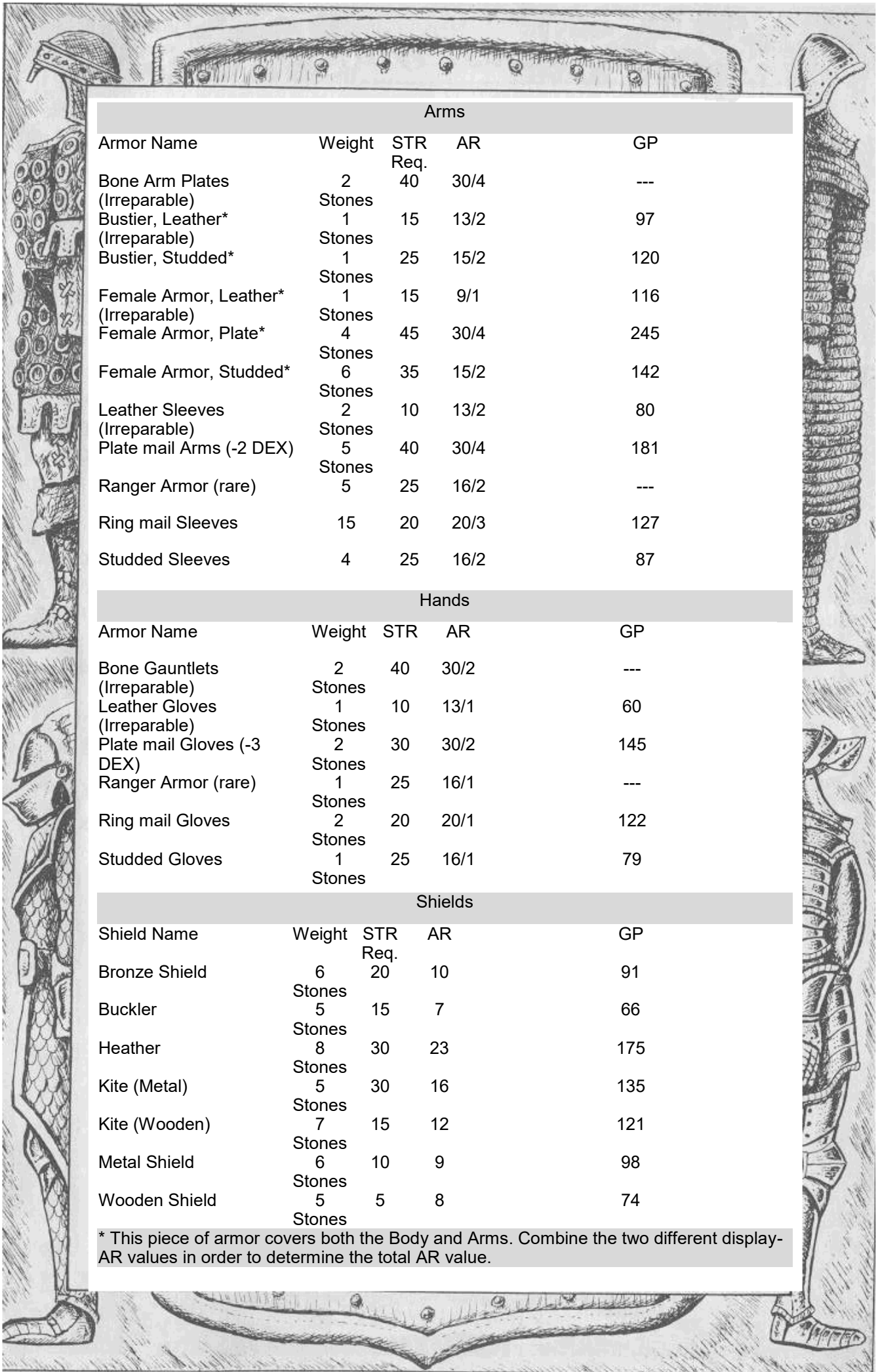
Equipment list

Armor and Shields

The AR # before the / indicates the armor's actual Armor Rating for the area that it protects, the # after the slash indicates its contribution to one's total (or combined average) AR (as displayed in the Character Status window), with the exception of Shields, which only list the actual AR.

GP= The cost of the armor when bought at a shop. Halve this cost if you wish to determine how much a blacksmith would minimum ask to repair a damaged piece of armor, or how much he would minimum give when buying from a player.

Body				
Armor Name	Weight	STR	AR	GP
Bone Armor (Breast piece)	3 Stones	40	30/13	---
Bustier, Leather*	1 Stones	10	13/6	97
Bustier, Studded*	1 Stones	25	15/7	120
Chain mail Tunic	7 Stones	20	23/10	207
Female Armor, Leather*	1 Stones	15	13/6	116
Female Armor, Plate* (-5	4 Stones	45	30/13	245
Female Armor, Studded*	6 Stones	35	15/7	142
Leather Tunic (Irreparable)	7 Stones	15	13/6	101
Plate mail (Breast piece) (-	10	60	30/13	273
5 DEX)	Stones			
Ranger Armor (rare)	6 Stones	35	16/7	---
Ring mail Tunic	15	20	20/9	218
	Stones			
Studded Tunic	1 Stones	35	16/7	128
Legs/Feet				
Armor Name	Weight	STR	AR	GP
Bone Leg Plates	3	40	30/4	---
(Irreparable)	Stones			
Chain mail Leggings	7	20	23/3	166
Leather Leggings	4	10	13/2	80
(Irreparable)	Stones			
Leather Shorts	3	10	13/2	86
(Irreparable)	Stones			
Leather Skirt (Irreparable)	1	10	13/2	87
Plate mail Legs (-5 DEX)	7	60	30/4	218
Ranger Armor (rare)	4	35	16/2	---
	Stones			
Ring mail Leggings	15	20	20/3	147
	Stones			
Studded Leggings	3	35	16/2	103
	Stones			



Arms

Armor Name	Weight	STR Req.	AR	GP
Bone Arm Plates (Irreparable)	2 Stones	40	30/4	---
Bustier, Leather* (Irreparable)	1 Stones	15	13/2	97
Bustier, Studded*	1 Stones	25	15/2	120
Female Armor, Leather* (Irreparable)	1 Stones	15	9/1	116
Female Armor, Plate*	4 Stones	45	30/4	245
Female Armor, Studded*	6 Stones	35	15/2	142
Leather Sleeves (Irreparable)	2 Stones	10	13/2	80
Plate mail Arms (-2 DEX)	5 Stones	40	30/4	181
Ranger Armor (rare)	5	25	16/2	---
Ring mail Sleeves	15	20	20/3	127
Studded Sleeves	4	25	16/2	87

Hands

Armor Name	Weight	STR	AR	GP
Bone Gauntlets (Irreparable)	2 Stones	40	30/2	---
Leather Gloves (Irreparable)	1 Stones	10	13/1	60
Plate mail Gloves (-3 DEX)	2 Stones	30	30/2	145
Ranger Armor (rare)	1 Stones	25	16/1	---
Ring mail Gloves	2 Stones	20	20/1	122
Studded Gloves	1 Stones	25	16/1	79

Shields

Shield Name	Weight	STR Req.	AR	GP
Bronze Shield	6 Stones	20	10	91
Buckler	5 Stones	15	7	66
Heather	8 Stones	30	23	175
Kite (Metal)	5 Stones	30	16	135
Kite (Wooden)	7 Stones	15	12	121
Metal Shield	6 Stones	10	9	98
Wooden Shield	5 Stones	5	8	74

* This piece of armor covers both the Body and Arms. Combine the two different display-AR values in order to determine the total AR value.

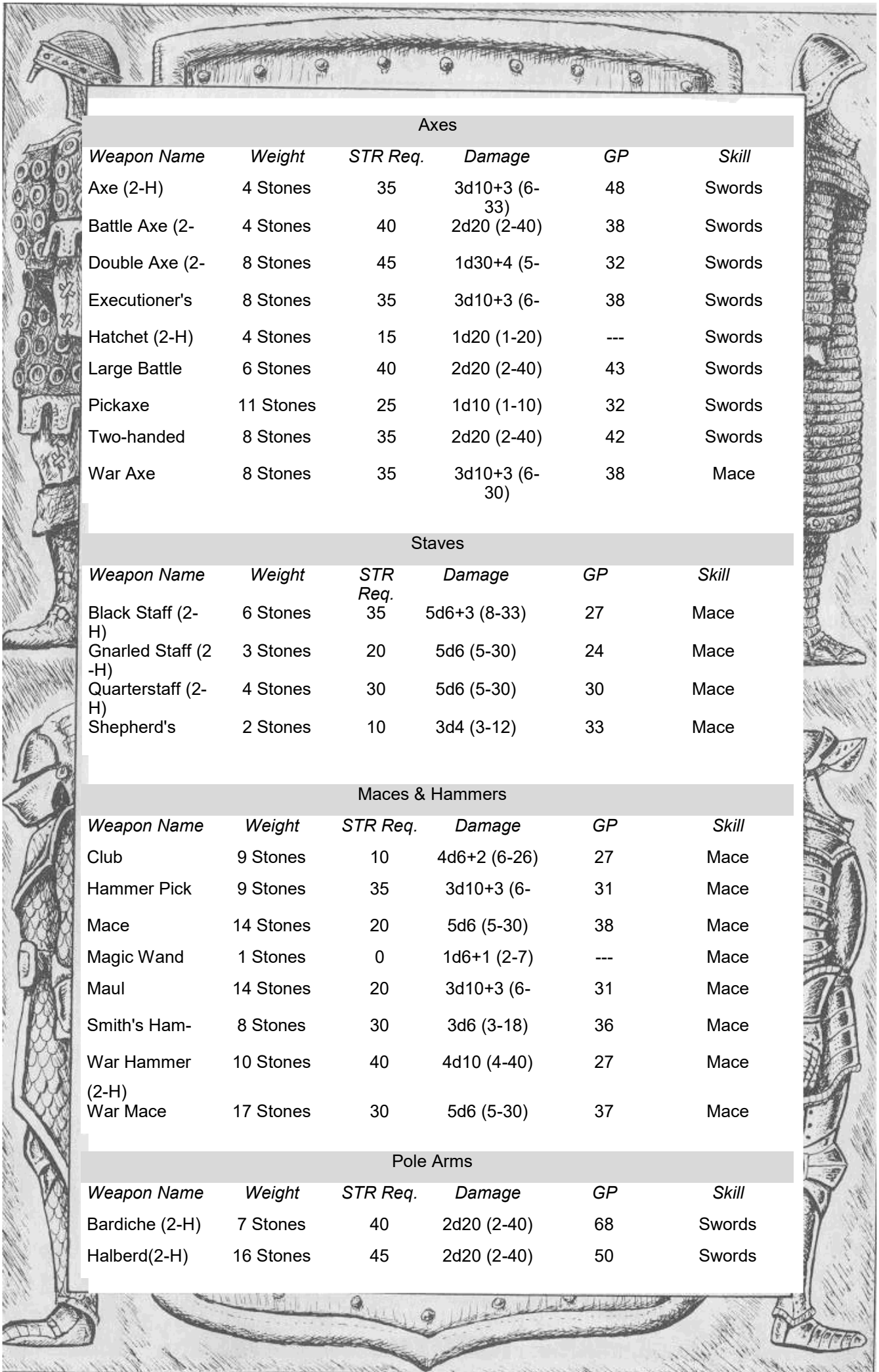
Head					
Armor Name	Weight	STR Req.	AR	GP	
Bassinet	5 Stones	10	18/3	127	
Bone Helm (Irreparable)	3 Stones	40	30/4	---	
Chain mail Coif	7 Stones	20	23/3	130	
Close Helm	5 Stones	40	30/4	145	
Helmet	5 Stones	40	30/4	116	
Leather Cap (Irreparable)	1 Stone	15	13/2	35	
Norse Helm	5 Stones	40	30/4	---	
Open Helm	5 Stones	40	30/4	---	
Orc Helm (Irreparable)	5 Stones	0	20/3	---	
Plate Helm (-1 DEX)	5 Stones	40	30/4	170	

Neck					
Armor Name	Weight	STR Req.	AR	GP	
Leather Gorget (Irreparable)	2 Stones	10	13/1	74	
Plate Gorget (-1 DEX)	2 Stones	30	30/2	124	
Ranger Armor (rare)	1 Stone	25	16/1	---	
Studded Leather Gorget	1 Stone	25	16/1	73	

Weapons

The damage-ranges below do not take STR/Skill damage bonuses into account. GP= The minimum cost of the weapon, halve this cost to determine what a blacksmith would minimum ask to repair a broken item, or how much he would minimum give when buying from a player. 2-H means "Two-Handed".

Bows					
Weapon Name	Weight	STR Req.	Damage	GP	Skill
Arrow	10 Stones per quill of 50	0	Weapon	3	Archery
Bolt		0	Weapon	6	Archery
Bow (2-H)	7 Stones	20	2d10 (2-20)	58	Archery
Crossbow (2-H)	7 Stones	30	5d6 (5-30)	60	Archery
Crossbow,	9 Stones	40	4d10 (4-40)	116	Archery



Axes

<i>Weapon Name</i>	<i>Weight</i>	<i>STR Req.</i>	<i>Damage</i>	<i>GP</i>	<i>Skill</i>
Axe (2-H)	4 Stones	35	3d10+3 (6-33)	48	Swords
Battle Axe (2-	4 Stones	40	2d20 (2-40)	38	Swords
Double Axe (2-	8 Stones	45	1d30+4 (5-	32	Swords
Executioner's	8 Stones	35	3d10+3 (6-	38	Swords
Hatchet (2-H)	4 Stones	15	1d20 (1-20)	---	Swords
Large Battle	6 Stones	40	2d20 (2-40)	43	Swords
Pickaxe	11 Stones	25	1d10 (1-10)	32	Swords
Two-handed	8 Stones	35	2d20 (2-40)	42	Swords
War Axe	8 Stones	35	3d10+3 (6-30)	38	Mace

Staves

<i>Weapon Name</i>	<i>Weight</i>	<i>STR Req.</i>	<i>Damage</i>	<i>GP</i>	<i>Skill</i>
Black Staff (2-H)	6 Stones	35	5d6+3 (8-33)	27	Mace
Gnarled Staff (2-H)	3 Stones	20	5d6 (5-30)	24	Mace
Quarterstaff (2-H)	4 Stones	30	5d6 (5-30)	30	Mace
Shepherd's	2 Stones	10	3d4 (3-12)	33	Mace

Maces & Hammers

<i>Weapon Name</i>	<i>Weight</i>	<i>STR Req.</i>	<i>Damage</i>	<i>GP</i>	<i>Skill</i>
Club	9 Stones	10	4d6+2 (6-26)	27	Mace
Hammer Pick	9 Stones	35	3d10+3 (6-	31	Mace
Mace	14 Stones	20	5d6 (5-30)	38	Mace
Magic Wand	1 Stones	0	1d6+1 (2-7)	---	Mace
Maul	14 Stones	20	3d10+3 (6-	31	Mace
Smith's Ham-	8 Stones	30	3d6 (3-18)	36	Mace
War Hammer	10 Stones	40	4d10 (4-40)	27	Mace
(2-H) War Mace	17 Stones	30	5d6 (5-30)	37	Mace

Pole Arms

<i>Weapon Name</i>	<i>Weight</i>	<i>STR Req.</i>	<i>Damage</i>	<i>GP</i>	<i>Skill</i>
Bardiche (2-H)	7 Stones	40	2d20 (2-40)	68	Swords
Halberd(2-H)	16 Stones	45	2d20 (2-40)	50	Swords

Spears & Forks

<i>Weapon Name</i>	<i>Weight</i>	<i>STR Req.</i>	<i>Damage</i>	<i>GP</i>	<i>Skill</i>
Pitchfork (2-H)	10 Stones	15	4d4 (4-16)	25	Fencing
Short Spear (2-H)	4 Stones	15	2d12+4 (6-28)	32	Fencing
Spear (2-H)	7 Stones	30	2d20 (2-40)	38	Fencing
War Fork	9 Stones	35	3d10 (3-30)	---	Fencing

Knives & Daggers

<i>Weapon Name</i>	<i>Weight</i>	<i>STR Req.</i>	<i>Damage</i>	<i>GP</i>	<i>Skill</i>
Butcher Knife	1 Stones	5	2d8 (2-16)	21	Swords
Cleaver	1 Stones	10	1d12+1 (2-13)	24	Swords
Dagger	1 Stones	1	3d6 (3-18)	33	Fencing
Skinning Knife	1 Stones	5	1d10 (1-10)	26	Swords

Other Weaponry

<i>Weapon Name</i>	<i>Weight</i>	<i>STR Req.</i>	<i>Damage</i>	<i>GP</i>	<i>Skill</i>
Unarmed attacks	---	--	See the Wrestling Skill Description	--	Wrestling
Fighting Claws (2-H)	8 Stones	10	2d20	30	Wrestling

Notes on armor and weapons**Hit Location Armor and Total Armor**

Armor, except shields, has two armor ratings, the one before the slash being the armor to the hit location it is on, the one after the slash being its addition to the total body.

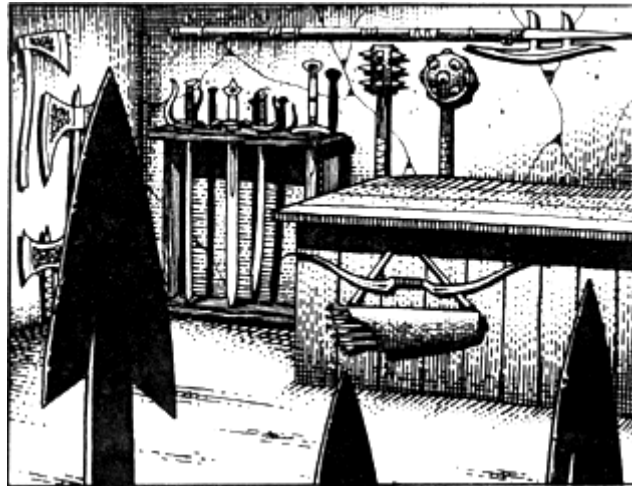
Now the question is obviously: when do I use my total armor and when do I use my hit location armor?

When attacking, the attacker throws 1D100 to determine what hit location is hit. This is done for attacks in melee combat or ranged combat i.e. all regular combat attacks. This also includes traps using blades or arrows, as these can be considered melee or ranged attacks.

Type of attacks against which your total armor counts:

- Explosions, fire damage, etc.
- Offensive magical spells
- Falling damage
- Traps using any of the above
- Spike traps

Note: Armor soaks ALL of its value in hit points worth of damage



Examples: Britney walks through a corridor and triggers a spike trap. It pops up and hits her. She is wearing 12 points worth of total body armor and she's at 57 hit points. The spike trap does 16 points of damage. 12 points are soaked by Britney's armor, which leaves 4. These are subtracted from Britney's hit points so she now has 53 hit points left.

She then continues through the corridor and runs into a guard who attacks her. The guard is first and strikes Britney with his broadsword and hits (bad day for Brit). The guard throws for hit location (see **Combat** section) and throws 44, which means he hits her body. Britney is wearing a ring mail tunic, which gives 20 armor to her body. The guard then throws for damage and rolls 15. All of this damage is soaked by Britney's armor as she has 20 armor to her body and so no damage is done...

Strength requirement

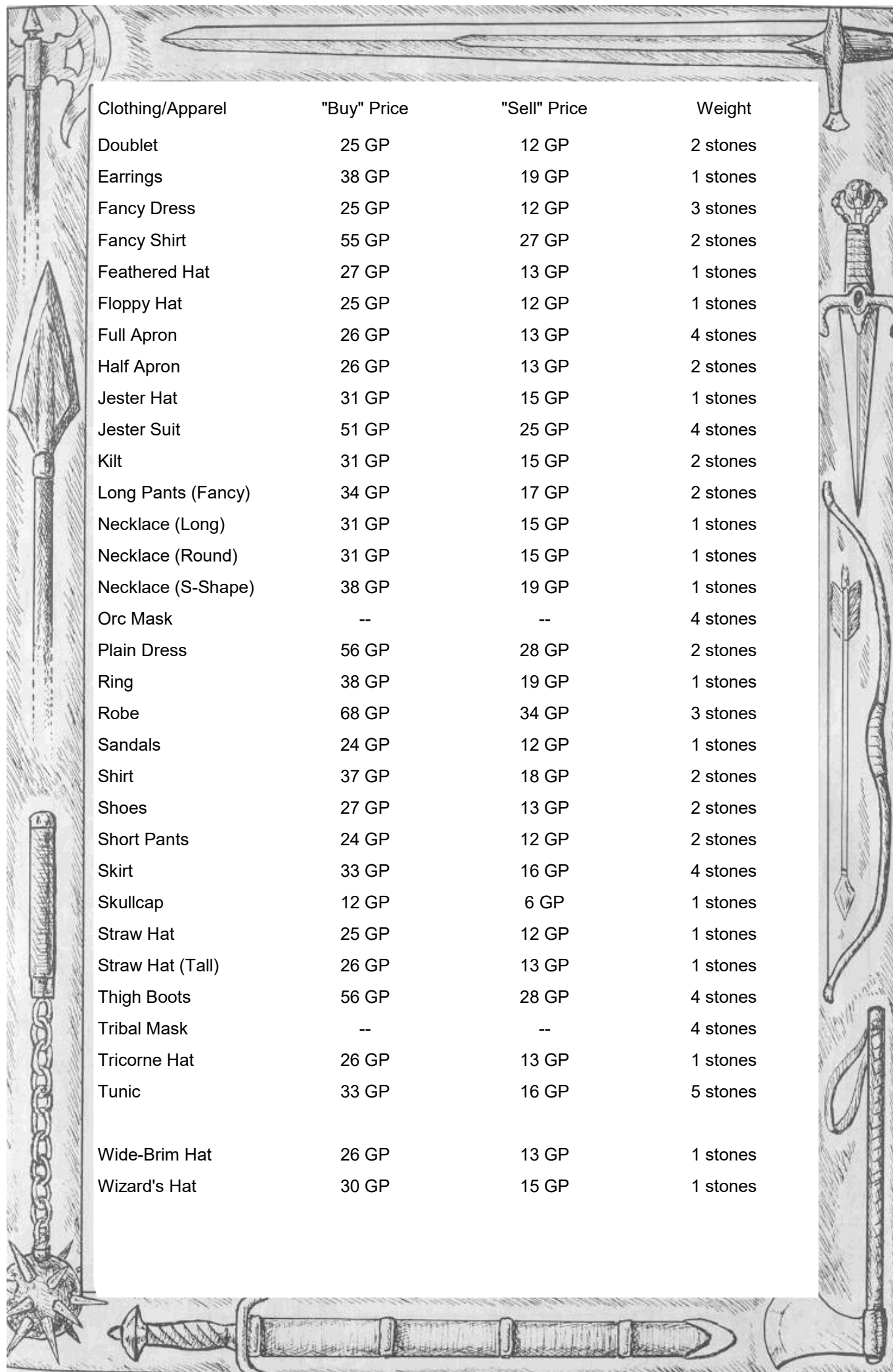
Where does the strength requirement come in? Can't I wear a plate mail breastpiece at 10 strength?

The answer to that is no. If you are not strong enough then you cannot wear a breastpiece.

Clothing, Hats and Jewellery

All prices listed are minimum prices--they are subject to change due to economic conditions, etc.

Clothing/Apparel Name	"Buy" Price	"Sell" Price	Weight
Bandana	14 GP	6 GP	1 stones
Beads	31 GP	15 GP	1 stones
Bear Mask	--	--	4 stones
Body Sash	--	--	1 stones
Bonnet	26 GP	13 GP	1 stones
Boots	45 GP	22 GP	3 stones
Bracelet	31 GP	15 GP	1 stones
Cap	27 GP	13 GP	1 stones
Cloak	43 GP	21 GP	5 stones



Clothing/Apparel	"Buy" Price	"Sell" Price	Weight
Doublet	25 GP	12 GP	2 stones
Earrings	38 GP	19 GP	1 stones
Fancy Dress	25 GP	12 GP	3 stones
Fancy Shirt	55 GP	27 GP	2 stones
Feathered Hat	27 GP	13 GP	1 stones
Floppy Hat	25 GP	12 GP	1 stones
Full Apron	26 GP	13 GP	4 stones
Half Apron	26 GP	13 GP	2 stones
Jester Hat	31 GP	15 GP	1 stones
Jester Suit	51 GP	25 GP	4 stones
Kilt	31 GP	15 GP	2 stones
Long Pants (Fancy)	34 GP	17 GP	2 stones
Necklace (Long)	31 GP	15 GP	1 stones
Necklace (Round)	31 GP	15 GP	1 stones
Necklace (S-Shape)	38 GP	19 GP	1 stones
Orc Mask	--	--	4 stones
Plain Dress	56 GP	28 GP	2 stones
Ring	38 GP	19 GP	1 stones
Robe	68 GP	34 GP	3 stones
Sandals	24 GP	12 GP	1 stones
Shirt	37 GP	18 GP	2 stones
Shoes	27 GP	13 GP	2 stones
Short Pants	24 GP	12 GP	2 stones
Skirt	33 GP	16 GP	4 stones
Skullcap	12 GP	6 GP	1 stones
Straw Hat	25 GP	12 GP	1 stones
Straw Hat (Tall)	26 GP	13 GP	1 stones
Thigh Boots	56 GP	28 GP	4 stones
Tribal Mask	--	--	4 stones
Tricorne Hat	26 GP	13 GP	1 stones
Tunic	33 GP	16 GP	5 stones
Wide-Brim Hat	26 GP	13 GP	1 stones
Wizard's Hat	30 GP	15 GP	1 stones

Food and Drink			
Food/Drink Name	“Buy” Price	“Sell” Price	Weight
Apple	3 GP	1 GP	1 stones
Baked Pie	8 GP	4 GP	1 stones
Banana	2 GP	1 GP	1 stones
Bottle of Ale	8 GP	4 GP	1 stones
Bottle of Champagne (full)	--	--	1 stones
Bottle of Wine	8 GP	4 GP	1 stones
Bottle of Liquor	8 GP	4 GP	1 stones
Bottles of Wine (4)	--	--	4 stones
Bowl of Carrots	3 GP	1 GP	1 stones
Bowl of Corn	3 GP	1 GP	1 stones
Bowl of Flour	8 GP	4 GP	4 stones
Bowl of Lettuce	3 GP	1 GP	1 stones
Bowl of Peas	3 GP	1 GP	1 stones
Bowl of Potatoes	3 GP	1 GP	1 stones
Bowl of Stew	3 GP	1 GP	1 stones
Bread Loaf	7 GP	3 GP	1 stones
Cake	11 GP	5 GP	1 stones
Cantaloupe	7 GP	3 GP	1 stones
Carrot	3 GP	1 GP	1 stones
Chicken leg	6 GP	3 GP	1 stones
Cooked Bird	3-24 GP	1-12 GP	1 stones
Cooked Ribs	12-90 GP	6-45 GP	1 stones
Cut of Raw Ribs	8 GP	4 GP	1 stones
Ear of Corn	3 GP	1 GP	1 stones
Eggs	3 GP	1 GP	1 stones
Fish	2 GP	1 GP	1 stones
Fish Steak (Cooked)	--	--	1/10 stones
Fish Steak (Raw)	3 GP	1 GP	1/10 stones
French Bread	6 GP	3 GP	2 stones
Fruit Basket	--	--	5 stones
Grape Bunch	3 GP	1 GP	1 stones
Gourd (brown or green)	3 GP	1 GP	1 stones
Ham	24 GP	12 GP	1 stones
Head of Cabbage	6 GP	3 GP	1 stones
Head of Lettuce	6 GP	3 GP	1 stones
Honeydew Melon	8 GP	4 GP	1 stones

Food/Drink Name	“Buy” Price	“Sell” Price	Weight
Jar of Honey	3 GP	1 GP	2 stones
Jug of Cider	15 GP	7 GP	11 stones
Leg of Lamb (Cooked)	--	--	2 stones
Leg of Lamb (Raw)	9 GP	4 GP	2 stones
Lemon	3 GP	1 GP	1 stones
Lime	3 GP	1 GP	1 stones
Milk	8 GP	4 GP	2 stones
Muffin	3 GP	1 GP	1 stones
Onion	3 GP	1 GP	1 stones
Pan of Cookies	3 GP	1 GP	1 stones
Peach	3 GP	1 GP	1 stones
Pear	3 GP	1 GP	1 stones
Pitcher of Ale	13 GP	6 GP	2 stones
Pitcher of Cider	13 GP	6 GP	2 stones
Pitcher of Liquor	13 GP	6 GP	2 stones
Pitcher of Water	13 GP	6 GP	2 stones
Pitcher of Wine	13 GP	6 GP	2 stones
Pizza	9 GP	4 GP	1 stones
Pumpkin	13 GP	6 GP	1 stones
Raw Bird	3 GP	1 GP	1 stones
Raw Chicken Leg	2 GP	1 GP	1 stones
Roast Pig	128 GP	64 GP	45 stones
Sack of Flour	3 GP	1 GP	5 stones
Sausages	20 GP	10 GP	1 stones
Sheaf of Hay	2 GP	1 GP	10 stones
Sheaf of Wheat	?? GP	?? GP	10 stones
Slice of Bacon	3 GP	1 GP	1 stones
Small Fish	7 GP	3 GP	5 stones
Squash	3 GP	1 GP	1 stones
Tomato Soup	3 GP	1 GP	1 stones
Turnip	7 GP	3 GP	1 stones
Wheel of Cheese	25 GP	12 GP	1/10 stones
Watermelon	8 GP	4 GP	5 stones

Crafts, Tools and Components

All prices listed are minimum prices--they are subject to change due to economic conditions, etc.

Craft / Component Name	"Buy" Price	"Sell" Price	Weight
Axle	2 GP	1 GP	1 stone
Axle with Gears	3 GP	1 GP	1 stone
Bale of Cotton	122 GP	61 GP	4 stones
Ball of Yarn	21 GP	10 GP	1 stone
Bandages	6 GP	3 GP	1 stone
Barrel Hoops	--	--	5 stones
Barrel Lid	--	--	2 stones
Barrel Staves	--	--	1 stone
Barrel Tap	--	--	1 stone
Black Pearl	5/6 GP	2 GP	1/10 stones
Blood Moss	6 GP	3 GP	1/10 stones
Board	3 GP	1 GP	1 stone
Bolt of Cloth	120 GP	60 GP	5 stones
Butcher Knife	25 GP	12 GP	1 stone
Candelabra	--	--	3 stones
Cleaver	25 GP	12 GP	1 stone
Clock	24 GP	12 GP	2 stones
Clock Frame	--	--	2 stones
Clock Parts	3 GP	1 GP	1 stone
Cut-up Leather	7 GP	3 GP	1 stone
Dead Wood	2 GP	1 GP	1 stone
Dovetail Saw	14 GP	7 GP	1 stone
Draw Knife	12 GP	6 GP	1 stone
Dyes	8 GP	4 GP	3 stones
Dying Tub	9 GP	4 GP	10 stones
Feather	2 GP	1 GP	1/10 stones
Flax Bundle	122 GP	61 GP	1 stone
Folded Cloth	3 GP	1 GP	1 stone
Froe	12 GP	6 GP	1 stone
Garlic	3 GP	1 GP	1/10 stones
Gears	2 GP	1 GP	1 stone
Ginseng	3 GP	1 GP	1/10 stones
Globe	--	--	4 stones
Hatchet	--	--	4 stones

Craft / Component Name	“Buy” Price	“Sell” Price	Weight
Hammer	28 GP	14 GP	2 stones
Heating Stand	2 GP	1 GP	1 stone
Hide	3 GP	1 GP	5 stones
Hinge	2 GP	1 GP	1 stone
In shave	12 GP	6 GP	1 stone
Iron Ingot	9 GP	4 GP	1/10 stones
Iron Key	9 GP	4 GP	1 stone
Jointing Plane	13 GP	6 GP	1 stone
Keg, Open	--	--	15 stones
Key Ring	9 GP	4 GP	1 stone
Lantern	7 GP	3 GP	2 stones
Leather Strips	--	--	1 stones
Log	--	1 GP	2 stones
Lock pick	12 GP	7 GP	1 stone
Lock picks (set)	18 GP	9 GP	1/7 stones
Mandrake Root	3 GP	1 GP	1/10 stones
Mortar & Pestle	9 GP	4 GP	1 stones
Molding Planes	13 GP	6 GP	2 stones
Nails	3 GP	1 GP	2 stones
Nightshade	3 GP	1 GP	1/10 stones
Ore (Small Pile)	--	--	2 stones
Ore (Medium Pile)	--	--	7 stones
Ore (Large Pile)	--	--	12 stones
Pickaxe	34 GP	17 GP	11 stones
Pile of Wool (white, sheared off living sheep)	74 GP	37 GP	4 stones
Pile of Wool (grey, carved off dead sheep)	--	--	2 stones
Potion Keg	--	--	20 stones when empty
Potion (Purple)	24 GP	12 GP	1 stone
Potion (Red)	15 GP	7 GP	1 stone
Potion (Other)	18 GP	9 GP	1 stone
Recall Rune	18 GP	9 GP	1 stone

Craft / Component Name	“Buy” Price	“Sell” Price	Weight
Rune Book	?	?	0 stones
Saw	18 GP	9 GP	2 stones
Scales	--	--	4 stones
Scissors	13 GP	6 GP	1 stone
Scorp	12 GP	6 GP	1 stone
Scroll (blank)	12 GP	6 GP	1 stone
Scroll (First Circle)	12 GP	6 GP	1 stone
Scroll (Second Circle)	22 GP	11 GP	1 stone
Scroll (Third Circle)	32 GP	16 GP	1 stone
Scroll (Fourth Circle)	42 GP	21 GP	1 stone
Scroll (Fifth Circle)	52 GP	26 GP	1 stone
Scroll (Sixth Circle)	62 GP	31 GP	1 stone
Scroll (Seventh Circle)	72 GP	36 GP	1 stone
Scroll (Eighth Circle)	82 GP	41 GP	1 stone
Sewing Kit	3 GP	1 GP	2 stones
Sextant	15 GP	7 GP	2 stones
Shaft	3 GP	1 GP	1/10 stones
Shovel	14 GP	7 GP	5 stones
Skinning Knife	26 GP	13 GP	1 stone
Sledge Hammer	32 GP	16 GP	9 stones
Smith’s Hammer	30 GP	15 GP	8 stones
Smoothing Plane	12 GP	6 GP	1 stone
Spell book, Empty	22 GP	11 GP	0 stones
Spider’s Silk	3 GP	1 GP	1/10 stones
Spool of Thread	21 GP	10 GP	1 stone
Springs	3 GP	1 GP	1 stone
Spyglass	2 GP	1 GP	3 stones
Sulphurous Ash	3 GP	1 GP	1/10 stones
Tinker’s Tools	8 GP	4 GP	1 stone
Tongs	16 GP	8 GP	2 stones
Wooden Box	14 GP	7 GP	4 stones
Wooden Chest	30 GP	15 GP	4 stones

Provisions			
Provision Name	"Buy" Price	"Sell" Price	Weight
Amethyst (gem)	120 GP	60 GP	1 stone
Backgammon Game	2 GP	1 GP	5 stones
Backpack	18 GP	9 GP	3 stones
Bag	7 GP	3 GP	2 stones
Bedroll	6 GP	--	5 stones
Book (brown)	18 GP	9 GP	2 stones
Book (green/beige)	18 GP	9 GP	2 stones
Book (purple)	18 GP	9 GP	2 stones
Candle	6 GP	3 GP	2 stones
Checker Board	2 GP	1 GP	5 stones
Chessboard	1 GP	0 GP	5 stones
Copper Key	2 GP	1 GP	1 stone
Dice and Cup	2 GP	1 GP	1 stone
Drum	25 GP	12 GP	3 stones
Fishing Pole	15 GP	7 GP	8 stones
Fur	2 GP	1 GP	10 stones
Empty Bottle	6 GP	3 GP	1 stone
Gold Key	9 GP	4 GP	1 stone
Hair Dye	60 GP	30 GP	1 stone
Kindling	2 GP	1 GP	1 stone
Lap Harp	25 GP	12 GP	10 stones
Lute	24 GP	12 GP	5 stones
Map (blank)	3 GP	1 GP	1 stone
Map of (Town)	9 GP	4 GP	1 stone
Map of (Region)	15 GP	7 GP	1 stone
Map of the World	75 GP	37 GP	1 stone
Oil Flask	9 GP	4 GP	1 stone
Pen and Ink	6 GP	3 GP	? stones
Pewter Bowl	2 GP	1 GP	1 stone
Pitcher (empty)	8 GP	4 GP	2 stones
Pouch	7 GP	3 GP	1 stone
Rusty Iron Key	9 GP	4 GP	1 stone
Sapphire (gem)	120 GP	60 GP	1 stone
Star Sapphire	150 GP	75 GP	1 stone
Tambourine	24 GP	12 GP	1 stone
Torch	7 GP	3 GP	1 stone

LEFABAT

Combat

What would a role playing game be without the thrills of combat? Exactly, a very peaceful role playing game! But, since we're not going for the effect of everyone playing pastry chefs here's some combat rules to cheer you right up:

A combat sequence starts when two parties of conflicting interest decide to bash each other's heads in. You then have to determine several things:

- Who gets to hit first?
- Does he or she hit or not?
- Where is the defending party hit?
- How much damage does he endure?
- How much mana did it take if any?
- When does the attacker get to take another crack at the enemy?

In game terms this gives us the following six steps:

- Determine initiative
- Determine and throw weapon/magery skill dice
- Determine hit location
- Determine damage
- Calculate mana used
- Determine next initiative

Each step is worked out in detail below.

Determining Initiative

When a player can take actions in a battle is determined through your stamina. At the beginning of a combat sequence every player throws his/her initiative die as given below:

<i>Stamina Value</i>	<i>Initiative Die</i>
01 – 50	1D12
51 – 60	1D10
61 – 70	1D8
71 – 80	1D6
81 – 90	1D4
91 – 99	1D2
100	1D1

A combat sequence begins at round 1. Every player who has thrown a 1 on his/her initiative roll may take an action in that round, i.e. Attack, defend, cast a spell, etc. After round 1, every player who has taken an action throws his/her initiative die again, and adds the result of that throw to his/her previous initiative. This score indicates when the player can take up his/her next action in this combat sequence.

Example: Peter has a stamina of 77 and therefore he has 1D6 as an initiative die. Peter is fighting Sara. Peter throws his 1D6 initiative die and rolls 3. This means he can take up an action on 3. Sara, who has a stamina of 34, has 1D12 and has thrown a 2. She is acting first, even though she is normally slower. Sara attacks Peter on action 2, then throws her 1D12 initiative die again and rolls an 8, which means she won't have another go at Peter till action 10 ($2 + 8 = 10$). In the meantime Peter strikes back at Sara on action 3. Peter misses and throws his 1D6 initiative die again and rolls a 5. This means he can attack Sara again on action 8 ($3 + 5 = 8$), even before Sara gets to have another go.

Your initiative may suffer penalties from having low stamina due to over load or other kinds of exhaustion.

Determine and throw weapon/magery skill dice

There are several things a person can do in combat. He/she has to declare his/her actions at the start of an initiative turn.



Attacking

When you want to attack an opponent, you use your combat skill to determine if you succeed or not.

You roll 1D100 (i.e. 2D10). If you roll below or equal to the skill level in your combat skill (e.g. swordsmanship) then you hit your opponent. Remember that 00 always mean failure and 01 always means success no matter what level the skill is.

When casting spells you obviously don't use a weapon skill, but your magery skill to determine if your spell succeeds or not. See the **Magic** section for more details.

In case you during a battle want to use a skill, which is not a combat skill e.g. tracking, then this skill check takes place instead of your attack.

Determining Hit location

After an attack succeeds, in regular melee or ranged combat, you (the attacker) determine where you hit your opponent. This is done by throwing 1D100. To determine what hit location you hit when striking at an opponent, you throw 1D100 and check the following table to see which area of the body is hit.

<i>Hit Location</i>	<i>% Dice Roll</i>
Head	01 – 14
Neck	15 – 21
Body	22 – 65
Arms	66 – 79
Hands	80 – 86
Legs / Feet	87 – 100

Example: Balder hits you with his broadsword for 20 hit points. He rolls 1D100 to determine where he hits you. He rolls 12, meaning that he hits you in the head.

Determining damage

Damage depends on the damage dice for the weapon the attacker is holding and on the armor the defender is wearing. The attacker throws his damage dice and adds possible damage bonuses. The armor level of the defender is then subtracted from the total damage. What remains is subtracted from the defender's hit points.

Example: Balder hits you with his broadsword for 20 hit points. He rolls 1D100 to determine where he hits you. He rolls 12, meaning that he hits you in the head. Fortunately you are wearing a helmet with the armor rating 30/4, meaning that it soaks up 30 points of damage when you are hit specifically in the head. As Balder only did 20 points of damage you take no damage at all.

Calculate Mana Used

In case you used magery or other kinds of mana using actions during your attack you must make sure to subtract the mana spent from your mana pool. See the **Magic** section for more information.

Determining next initiative

When your turn is over, you throw your initiative die again and add the resulting throw to your previous initiative roll. You take your next action in combat when this number is up.

Example: On your first initiative roll on a 1D6 you rolled a 4. You take your first action on number 4, then roll again and throw a 3. Adding both together, your second action will be on 7 (4 + 3 = 7). After taking this action combat still isn't over so you throw 1D6 again and throw a 1. Your third action is on 8 (7 + 1 = 8). After your third action the battle is still raging so you throw your 1D6 again rolling a 5, meaning that your fourth action will be on 13 (8 + 5 = 13). These steps are repeated until combat is over.

ARXII

Magic

The world has changed a lot since the Avatar departed from it. The circles of magic were released through the restoration of the shrines of Virtue. As this happened mages started to re-emerge and take control of the magical ether, unaware of the happenings, which were about to take place.

Not to be confused with the Ethereal *Void*, the Ether is the source of magic that permeates anything and everything on every world. The Ether has no source; rather it is its own source, being infinite in nature. It can best be described as an unending sea of ghostlike waves, that eddy and shift in a way that is totally unpredictable. Those who are attuned to the Ether, commonly called mages, can draw these swirling etherwaves into the Material World in the form of Mana and shape them into spells.

In his travels through Pagan the Avatar became the titan of ether, thus binding to him this elemental force along with the constraints it had known for centuries: The Eight Circles of Magic. Through the undoing of the Avatar in this world, the eight circles were unmade and magic became without form, incoherent and “wild”. A new type of mage was required to harness this formless, wild force; the wild mage.

The mage houses

A battle ensued lasting for years between the old house of traditional mages and the new, young wild mages. Through the unmaking of the circles the wild mages triumphed in a glorious battle, which destroyed most of the old Moonglow Island. A new island was however soon created through the ritual magic of the new house of wild mages, it being so appropriately named New Moonglow.

Learning Magic of any kind turns the wielder into a focal points for the magical ether, which an experienced mage (i.e. with a magery skill of 60 or more) can detect a potential magic user by the ethereal energies focused around him (i.e. his manaflow).

Traditional mages

The house of Nystul, named after the former court mage to Lord British holds the few remaining traditional mages. They cast their spells in ways forgotten by the wild mages, using spell books, scrolls and runes. Only few traditional mages exist and even fewer know exactly where they have their house. Rumour has it the house is hidden in the dungeons of old Castle British.

Wild Mages

The wild mages, united only through their name, are the most common form of magic users on the face of Britannia. They have mastered the art of forming the ethereal forces to their will through the use of the ancient magical syllables known as “The Words of Power”. The largest concentration of Wild Mage students is found on New Moonglow and in the rebuilt city of Spirituality; Skara Brae, but there are gatherings of mages all over the world.

Types of magic

There are four known ways in which a mage may wield his powers:

1. **Ethereal Speak**, which produces temporary effects at the cost of mana.
2. **Ethereal Lock**, which produces permanent effects at the cost of mana and virtue points.
3. **Spell Book Sorcery** i.e. casting spells from a spell book, which produces permanent effects at the cost of mana and reagents. This art is only known to the few remaining traditional mages.

Ritual Sorcery, an almost lost art belonging to the traditional mages, which produces permanent effects at the cost of the items needed to successfully perform the ritual.

Important GM note: One of the most important rules about magic is that it never may be allowed to make another skill useless. You must prevent magic from making skills such as for example Item Identification superfluous and thus useless.

Temporary and Permanent Spell Effects

As stated above all spells cast with Ethereal Speak are temporary. Yet, there are some important exceptions: **Damaging, healing, curing and resurrecting spell effects are always permanent!** These four kinds of magic effects (i.e. damaging, healing, curing and resurrecting) are often referred to by wild mages as "The Four Permanent Corner Stones" or "The Four Balancing Forces". Why these four effects are always permanent is not fully uncovered yet, but it is widely believed, that it has to do with the flow of time. Perhaps it is the laws of time, which disallow a man to drop truly dead from a spell, only to regain life as soon as the spells wears off.

Note: It is the spell's damaging, healing, curing or resurrecting *effect*, which is permanent and not the spell itself.

E.g. A wicked mage casts a poison spell on James through the use of Ethereal Speak. The poison spell deals 20 points of damage before it wears off. The 20 points of damage are permanent, since they are the poison spell's damaging effect on James. Yet, the poison spell itself wore off and was only temporary.

Ethereal Speak

A trained mage can wield the forces of ether by simply speaking his mind. Either aloud or quietly to himself (i.e. a gagged mage can still cast spells). The Ether is one, but has many aspects. To control different aspects of the one Ether a mage has to speak Words of Power. Each word controls a different aspect of Ether and can alone or combined with other words of power produce a magical spell effect.

Listed below are the Words of Power a mage utters to accomplish spells. These are words, uncovered through ages of arcane research, bind and release ethereal energy.

A basic understanding of these should give you insight into the nature of the spells mages control.

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

Casting Ethereal Speak spells

With Ethereal Speak, you can cast spells by using one Word of Power alone or by combining two or more Words of Power.

Casting a Spirit Speak spell is done the same way you would use any other skill. First the magery skill is checked to see if you succeed or fail (see the skills section for the use of skills).

If you succeed to cast your spell, its effect will alter the magical ether, and directly or indirectly, shape the world to your will. Any combination is possible, as long as it would make "sense" to the ether around you. (It is up to the GM to decide if a combination makes "sense" to the ether or not)

Example: You wish to light a candle. You know the words for creation and the words for fire, namely "In" and "Flam". To light your candle, the Ethereal Speak sentence "In Flam" (literally translated: create fire), being cast on the candle, would do the trick.

You know some other words too, namely "Rel", "Wis" and "Des". You could make a sentence with these words: "Rel Wis Zu". This would translate to: "Change Know Sleep".

Word of Power levels

The circles of magic have not completely disappeared from the Ether. Each Word of Power can be attributed a circle value at character creation from 1 to 8. The higher the value, the bigger/more powerful the effect you can produce with that Word of Power. The number of points you may distribute among your Words of Power is 2 x Intelligence. Thus as you gain more intelligence you will gain more points to distribute among the Words of Power. If you reach 100 in the intelligence attribute all your Words of Power will, as a bonus, get the circle value of 8.

Example: You wish to produce a large flame. You lit the candle before using your "In Flam" incantation at level one. A larger flame requires some more power such as "In" at level 2 and "Flam" at level 3.

Note: You can still use a Word of Power such as "In" at level 1 even though you have a circle score of 8 in it.

E.g. Mista knows the Word of Power "In" at level 8 and the Word of Power "Flam" at level 8. However, he wants to produce a smaller flame so he casts a spell using both "In" and "Flam" at level 1 only.

Magical Spell Effect and Mana Loss

When your magery skill check is successful you cast a spell, but how powerful is the spell's effect on the world around you? The Effect of a Spell is called the Spell Effect. The Spell Effect is a number, which is used to determine all aspects of an Ethereal Speak and an Ethereal Lock spell. The Spell Effect is found through the rolling of dice. Each Word of Power's level is represented by a dice value (named circle dice). Add the dice values for each word of power used in a spell and use them to calculate the Spell Effect.

Word of Power level	Attributed Circle Dice Value
1	1D8
2	2D8
3	3D8
4	4D8
5	5D8
6	6D8
7	7D8
8	8D8

Example: Rincewind wishes to cast a bolt of death using the Words of Power: "Corp" and "Por". He knows the Words of Power for this spell at level 3 and 7. "Corp" at level 3 and "Por" at level 7. He casts the spell at his friend Clothahump.

1. **First - The Skill Check.** Rincewind makes a magery skill check, which is successful. Now he knows that he will be able to cast the spell.

2. **Second - The Spell Effect.** Rincewind needs to find out how powerful the spell is i.e. the Spell Effect. He rolls 3D8 for "Corp", since he knows that Word of Power at level 3 and 7D8 for "Por", since he knows that Word of Power at level 7. To find the Spell Effect he needs to roll 10D8 (3D8 + 7D8 = 10D8). He rolls the 10D8 and comes to a total added score of 27. This means his Corp Por spell has a Spell Effect of 27. As Rincewind wants to use his spell effect to deal damage his spell will deal 27 points of damage to Clothahump. Since Clothahump is sure his friend Rincewind will heal him again he does not wish to use his Resist Magic skill against the attack.

Third - The Mana Loss. Now that the spell has been cast successfully and the spell effect has been found it is time for Rincewind to calculate the Mana Loss he has to endure in order to cast the spell. The Mana Loss for Ethereal Speak spells is the Spell Effect divided by 2 and rounded up. Therefore Rincewind will spend 14 mana casting his Death Bolt spell ($27 : 2 = 13,5$ rounded up = 14). If the Mana Loss is higher than the amount of mana, which a mage has left in his mana pool, then he cannot cast the spell. His skill check is successful, but nothing happens.

Magical Spell Effect Elaborated

As said above the Spell Effect determines **all aspects** of a spell. Here are examples of some of the more common aspects.

Damage = Spell Effect

E.g. Rincewind casts a cloud of death. It has a Spell Effect of 30. Therefore the cloud deals 30 points of damage to anyone it touches.

Note: If a damaging spell covers an area for more than one action, then it deals its damage once every action to anyone, who is still inside the cloud.

Area = Spell Effect in square meters

E.g. Rincewind casts a cloud of death. It has a Spell Effect of 30. Therefore the cloud covers an area of 30x30 meters i.e. 30 square meters.

Duration = Spell Effect in actions/turns

E.g. Rincewind casts a cloud of death. It has a Spell Effect of 30. Therefore the cloud will cover its area for 30 actions/turns.

Distance = Spell Effect in meters

E.g. Rincewind casts a cloud of death. It has a Spell Effect of 30. Therefore he can make the cloud appear up to 30 meters away from himself.

Enhancement = Spell Effect

E.g. Rincewind casts an enhance strength spell on himself. It has a Spell Effect of 30. Therefore Rincewind will get +30 strength for 30 actions.

Note: No attribute can ever be higher than 100.

Summoning = Spell Effect in attributes, skills and damage

E.g. Rincewind casts a summoning spell. It has a Spell Effect of 30. Therefore the creature summoned will have 30 str, 30 dex, 30 int, a score of 30 in any skills it might have and deal 1d30 damage.

Poison = Spell Effect in damage and actions

E.g. Rincewind casts a poison spell on a foe. It has a Spell Effect of 30. Therefore the poison will deal 30 points of damage every action for 30 actions. After 30 actions the poison will wear off. It has then dealt 900 points of damage (30 x 30) to its target.

Important Note: Poison damage caused by magery spells is affected by the Magic Resistance Skill. Poison damage caused by Alchemy is not affected by the Resist Magic Skill.

Curing = Spell Effect reduces Poison effect. When poison effect reaches zero it is cured.

E.g. Rincewind has been poisoned and casts a cure spell on himself. It has a Spell Effect of 30. The poison has an Effect of 25. The poison effect is reduced with 30, meaning that the poison is completely cured (25 - 30 = -5). (See **Healing Skill** for another example)

Healing = Spell Effect

E.g. Rincewind casts a healing spell. It has a Spell Effect of 30. Therefore the spell heals 30 points of damage.

Resurrection = Spell Effect reduces death effect. When death effect reaches zero you live again.

E.g. Rincewind's friend Clothahump has been killed. The damage of the attack, which killed him, represents the Death Effect. Clothahump was killed by a swordsman, who hit him for 25 points of damage. Rincewind casts a spell of resurrection. It has a Spell Effect of 30. Since Rincewind's Spell Effect is higher than Clothahump's death effect Rincewind is able to raise Clothahump from the dead, if Clothahump wants to live again that is. You cannot force anyone to return to life against their will. (See **Healing Skill** for another example)

To cast a spell, a mage must use the ethereal energies stored in his body, also known as mana. The mana cost of a spell = Spell Effect divided by 2 and rounded up.

Example: Rincewind casts an Energy bolt. It has a Spell Effect of 27. Therefore it will cost Rincewind 14 mana points to cast the spell (27 : 2 = 13,5 rounded up = 14).

Magical Combat

Magical combat works much the same as regular combat does. For details see the combat section. Here are the same steps translated to a magical situation:

Determine initiative; you determine initiative as per said rules above.

Attack (Magery Skill Check); The Words of Power are chosen and a magery skill check is performed to see if the spell works.

Determine Spell Effect; Throw dice as stated under "magical spell effect and mana loss" in order to find out the spell's Spell Effect.

Determine hit location; This does not apply to spellcasting, since all spells are cast against the whole target and thus against the target's total armor.

Calculate mana loss; Spell Effect : 2 rounded up. If you do not have enough mana the spell is not cast.

Determine next initiative; determine next initiative as per said rules above.

Regaining mana

Mages burn mana to cast their spells. A battle can take a lot out of a mage. Resting or meditation are the only ways to regain mana. One full nights sleep will refill all mana pools. Using the meditation skill (see **skills** section) will refill your man pool much faster. It takes only one action to use the meditation skill once and armor does not hinder meditation.

Ethereal Lock

When a Ethereal Speak spell is cast an amount of mana is consumed. The same is the case with the Ethereal Lock spell, however, with Ethereal Lock spells the caster also locks a continuous flow of mana to the spell effect, which will thus never cease to exist unless it is dispelled. Therefore, Ethereal Lock Spells are permanent. Yet, the price for shaping permanent effects out of the Ether alone is high...

An Ethereal Lock spell is exactly the same as a Ethereal Speak spell except for a few things:

- **An Ethereal Lock spell is always permanent.** It can only be dispelled by another Ethereal Lock Spell or a Spell Book Sorcery Spell or a Ritual of similar or greater strength than the Ethereal Lock Spell's Spell Effect.
- **The Mana Loss = Spell Effect.** An Ethereal Lock Spell is thus twice as expensive to cast mana wise, than an Ethereal Speak Spell.

Spell Effect = Virtue Point Loss. The caster loses as many Virtue Points as the Spell Effect.

Example: Silfen wishes to permanently turn his worst enemy into a toad using a Ethereal Lock spell. He makes a magery skill check, which is successful. He then puts the spell "Rel Ylem Bet Xen" together and rolls the circle dice for each of these Words of Power according to his score in them. His score in "Rel" is 8, his score in "Ylem" is 3, his score in "Bet" is 5 and his score in "Xen" is 4. He uses full force. Therefore he rolls 20d8 to find the Spell Effect ($8 + 3 + 5 + 4 = 20$). He gets a Spell Effect of 70. This means he suffers a Mana Loss of 70 and loses 70 Virtue Points.

Spell Book Sorcery

"They have deemed us a part of the past. Little do they suspect the past to walk among them in present daylight, wielding powers they cannot comprehend."

-Mage Nystule

Until the Mage War between the Traditional Mages and the Wild Mages, Spell Book Sorcery was the most common kind of magic in Britannia. These days, however, it is an elusive art, which only a selected few are still familiar with.

The Spell Book

The first thing you need before you can begin to cast Spell Book Sorcery is a Spell Book. Without a spell book with spells entered into it you cannot cast Spell Book Sorcery spells. Thus if you lose your spell book you cannot cast the spells in it. A spell book is a very personal thing for a traditional mage and therefore almost every mage's spell book looks very unique in one way or another. A spell book is not just a common book with spells written into it. It is a special book especially prepared for the holding of spells. It can either be bought in any well assorted mage shop or produced through a successful Inscription skill check. When a spell book is either bought or made it is empty i.e. it contains no spells at all. In order to fill your spell book with spells you need to either copy existing Spell Book Sorcery spells into it or create new spells.

How to Produce new Spell Book Sorcery Spells

New spell scrolls, which can be entered into a spell book can only be produced through an Inscription Skill feat (See "The Fifth Path of Magic - Handbook of Feats"). Normal scrolls produced with the Inscription skill cannot be entered into a spell book. They can only be used as they are.

How to Copy Already existing Spells

It is easier to copy a spell, which has already been created, than it is to create a brand new spell. In order to copy a spell, which has already been created, you need to perform a successful Inscription skill check and roll above or equal to $10 \times \text{Spell Circle}$.

Example: Maglin wishes to copy a 3rd Circle Fireball spell so that he may enter it into his spell book. In order to copy the spell he must make a successful Inscription skill check and roll above or equal to 30 ($10 \times 3 = 30$). He has an Inscription skill score of 50. Maglin performs a Inscription skill check and rolls 45. This means, that his Inscription skill check is successful and it also means, that he copies the spell since he rolled above 30.

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The Eight Circles of Magic

Spell Book Sorcery is divided into the Eight Circles of Magic. The circles refer to the power of the spells. 1st Circle contains the weakest spells and the 8th Circle contains the strongest spells. Below is a general description of the most popular traditional spells for the time being.

<u>First Circle</u>		
Spells (5 mana)	Words of Power	Reagents Used
Clumsy	Uus Jux	Blood Moss, Nightshade
Create Food	In Mani Ylem	Garlic, Ginseng, Mandrake Root
Feeblemind	Rel Wis	Nightshade, Ginseng
Heal	In Mani	Garlic, Ginseng, Spider's Silk
Magic Arrow	In Por Ylem	Black Pearl, Nightshade
Night Sight	In Lor	Spider's Silk, Sulphurous Ash
Reactive Armor	Flam Sanct	Garlic, Spider's Silk, Sulphurous Ash
Weaken	Des Mani	Garlic, Nightshade

<u>Second Circle</u>		
Spells (10 mana)	Words of Power	Reagents Used
Agility	Ex Uus	Blood Moss, Mandrake Root
Cunning	Uus Wis	Nightshade, Mandrake Root
Cure	An Nox	Garlic, Ginseng
Harm	An Mani	Nightshade, Spider's Silk
Magic Trap	In Jux	Garlic, Spider's Silk, Sulphurous Ash
Remove Trap	An Jux	Blood Moss, Sulphurous Ash
Protection	Uus Sanct	Garlic, Ginseng, Sulphurous Ash
Strength	Uus Mani	Mandrake Root, Nightshade

<u>Third Circle</u>		
Spells (15 mana)	Words of Power	Reagents Used
Bless	Rel Sanct	Mandrake Root, Garlic
Fireball	Vas Flam	Black Pearl, Sulphurous Ash
Magic Lock	An Por	Bloodmoss, Garlic, Sulphurous Ash
Poison	In Nox	Nightshade
Telekinesis	Ort Por Ylem	Blood Moss, Mandrake Root
Teleport	Rel Por	Blood Moss, Mandrake Root
Unlock	Ex Por	Blood Moss, Sulphurous Ash
Wall of Stone	In Sanct Ylem	Blood Moss, Garlic

<i>Fourth Circle</i>		
Spells (20 mana)	Words of Power	Reagents Used
Archcure	Vas An Nox	Garlic, Ginseng, Mandrake Root
Archprotection	Vas Uus Sanct	Garlic, Ginseng, Mandrake Root, Sulphurous Ash
Curse	Des Sanct	Garlic, Nightshade, Sulphurous Ash
Fire Field	In Flam Grav	Black Pearl, Spider's Silk, Sulphurous Ash
Greater Heal	In Vas Mani	Garlic, Ginseng, Mandrake Root, Spider's Silk
Lightning	Por Ort Grav	Black Pearl, Mandrake Root, Sulphurous Ash
Mana Drain	Ort Rel	Black Pearl, Mandrake Root, Spider's Silk
Recall	Kal Ort Por	Black Pearl, Blood Moss, Mandrake Root
<i>Fifth Circle</i>		
Spells (25 mana)	Words of Power	Reagents Used
Blade Spirits	In Jux Hur Ylem	Black Pearl, Mandrake Root, Nightshade
Dispel Field	An Grav	Black Pearl, Garlic, Spider's Silk, Sulphurous Ash
Incognito	Kal In Ex	Blood Moss, Garlic, Nightshade
Magic Reflection	In Jux Sanct	Garlic, Mandrake Root, Spider's Silk
Mind Blast	Por Corp Wis	Black Pearl, Mandrake Root, Nightshade, Sulphurous Ash
Paralyze	An Ex Por	Garlic, Mandrake Root, Spider's Silk
Poison Field	In Nox Grav	Black Pearl, Nightshade, Spider's Silk
Summon Creature	Kal Xen	Blood Moss, Mandrake Root, Spider's Silk
<i>Sixth Circle</i>		
Spells (30 mana)	Words of Power	Reagents Used
Dispel	An Ort	Garlic, Mandrake Root, Sulphurous Ash
Energy Bolt	Corp Por	Black Pearl, Nightshade
Explosion	Vas Ort Flam	Black Pearl, Mandrake Root, Sulphurous Ash
Invisibility	An Lor Xen	Blood Moss, Nightshade
Mark	Kal Por Ylem	Black Pearl, Blood Moss, Mandrake Root
Mass Curse	Vas Des Sanct	Garlic, Mandrake Root, Nightshade, Sulphurous Ash
Paralyze Field	In Ex Grav	Black Pearl, Ginseng, Spider's Silk
Reveal	Wis Quas	Blood Moss, Sulphurous Ash

Seventh Circle

Spells (35 mana)	Words of Power	Reagents Used
Chain Lightning	Vas Ort Grav	Black Pearl, Blood Moss, Mandrake Root, Sulphurous Ash
Energy Field	In Sanct Grav	Black Pearl, Mandrake Root, Spider's Silk, Sulphurous Ash
Flamestrike	Kal Vas Flam	Spider's Silk, Sulphurous Ash
Gate Travel	Vas Rel Por	Black Pearl, Mandrake Root, Sulphurous Ash
Mana Vampire	Ort Sanct	Black Pearl, Blood Moss, Mandrake, Spider's Silk
Mass Dispel	Vas An Ort	Black Pearl, Garlic, Mandrake Root, Sulphurous Ash
Meteor Swarm	Kal Des Flam Ylem	Blood Moss, Mandrake Root, Spider's Silk, Sulphurous Ash
Polymorph	Vas Ylem Rel	Blood Moss, Mandrake Root, Spider's Silk

Eighth Circle

Spells (40 mana)	Words of Power	Reagents Used
Earthquake	In Vas Por	Blood Moss, Ginseng, Mandrake Root,
Energy Vortex	Vas Corp Por	Black Pearl, Blood Moss, Mandrake Root,
Resurrection	An Corp	Blood Moss, Garlic, Ginseng
Summon Air Elem.	Kal Vas Xen	Blood Moss, Mandrake Root, Spider's Silk
Summon Daemon	Kal Vas Xen	Blood Moss, Mandrake Root, Spider's
Summon Earth Elem.	Kal Vas Xen	Blood Moss, Mandrake Root, Spider's Silk
Summon Fire Elem.	Kal Vas Xen	Blood Moss, Mandrake Root, Spider's
Summon Water Elem.	Kal Vas Xen	Blood Moss, Mandrake Root, Spider's Silk

It is up to the GM to flesh out the exact details for an existing Spell Book Sorcery spell.

Example: 3rd Circle - Fireball, Mana Cost: 15, Reagents: Black Pearl, Sulphurous Ash.

Spell Effect Description: The Fireball spell produces a bolt of fire, which will deal 2d20 points of damage to its target.

Reagents

Without reagents you cannot cast Spell Book Sorcery spells. Normally only the eight common reagents found in Britannia are used, but in rare situations more exotic reagents are called for in order to cast a spell. The eight common reagents of Britannia, which can be bought in any well assorted mage shop are: Black Pearl, Blood Moss, Garlic, Ginseng, Mandrake Root, Nightshade, Spiders Silk and Sulphurous Ash.

Casting Spell Book Sorcery Spells

Unlike Ethereal Speak spells you do not construct your spells on the fly when using Spell Book Sorcery. To cast Spell Book Sorcery magic you need a spell book with spells written into it. If you lose your spell book you can no longer cast any of the spells in it, so you bet-

ter guard it well. There are some similarities and differences between using Ethereal Speak magic and Spell Book Sorcery. Let us take a look at how you cast a Spell Book Sorcery Spell:

1. **Make a magery skill check.** If the check is successful you cast the spell and if you are unsuccessful nothing happens.

Calculate Mana Loss. Mana Loss = Circle of the spell x 5. If you do not have enough mana to cast the spell nothing happens.

E.g. If you cast a 3rd Circle Fireball spell the mana loss is 15 points of mana (3 x 5 = 15).

3. **Delete Reagents.** Delete the amount of reagents it takes to cast the spell. If you do not have enough reagents to cast the spell nothing happens.

Calculate Penetration Effect. Penetration Effect = Circle of the spell x 1d8.

Example: 1st circle spells has a Penetration Effect of 1d8, while 6th circle spells has a Penetration Effect of 6d8. The Penetration effect is set against the target's Resist Magic skill. If the Penetration Effect is higher than the target's Resist Magic check the target is hit with the full Spell Effect.

Calculate Spell Effect. Penetration Effect and Spell Effect is not the same thing for Spell Book Sorcery. The Spell Effect is calculated separately according to the spell effect description.

Note: Spell Book Sorcery spell effects are always permanent unless the spell effect description of the spell says something else.

Example: Maglin wishes to cast 3rd Circle Fireball on his opponent. Maglin makes a Magery Skill Check, which is successful. Maglin Calculates Mana Loss and as the spell he is casting is a 3rd Circle spell it will cost him 15 mana points to cast it (3 x 5 = 15). Maglin now Deletes Reagents, which the fireball costs him to cast i.e. One Black Pearl and One Sulphurous Ash. Maglin then Calculates Penetration Effect of the fireball, which he must roll 3d8 to find (3rd Circle x 1d8 = 3d8). Maglin rolls 3d8 and comes out with a total of 14, which means the fireball spell has a penetration effect of 14. His opponent makes a Resist Magic Skill Check and is successful rolling 10. Maglin's penetration of 14 is higher than 10 meaning, that the opponent is affected by the fireball. It is time for Maglin to Calculate Spell Effect of the fireball. The fireball spell does 2d20 points of damage to its target. Maglin rolls 2d20 and comes out with a total of 24, meaning that Maglin's opponent takes 24 points of damage.

Note: If the Ether was restored to its former state Spell Book Sorcery would be able to enhance the penetration effect of spells through the use of Words of Power. Only Spell Book Sorcery would be affected if the Ether returned to normal. Ethereal Speak, Ethereal Lock and the Rituals would not be changed in any way. The penetration effect of Spell Book Sorcery would under a restored Ether be calculated the following way:

Circle of the spell x 1d8 + Circle Die Score of the Words of Power used x 1d8

E.g. If Maglin had cast his 3rd Circle fireball spell under a restored Ether the penetration effect would be 3d8 from the Circle + his circle die score in the Words of Power "Vas" and "Flam". So if we say Maglin's circle die score in "Vas" was 5 and 8 in "Flam" the penetration effect of his fireball spell would be 3d8 + 5d8 + 8d8 = 16d8.

How to Negate Spell Effects

A Spell Effect is negated when it has been lowered to zero or below

Example: Linolade has been turned into a rabbit. The spell, which polymorphed Linolade into a rabbit had a spell effect of 70. Linolade's friend Bob tries to negate the polymorph spell effect. Bob casts a spell of negation with a spell effect of 30. Linolade is still a rabbit, but the spell effect, which keeps Linolade in rabbit form has been reduced to 40 ($70 - 30 = 40$). Bob tries again. This time his spell of negation has a spell effect of 50. The polymorph spell effect, which kept Linolade in rabbit form is reduced to -10 ($40 - 50 = -10$). Therefore the polymorph spell effect is negated and Linolade becomes her old human self again.

Note I: Permanent spell effects can only be completely negated by another permanent spell effect. If a temporary spell effect is used to negate a permanent spell effect, then the permanent spell effect will return as soon as the temporary spell effect wears off. Rituals cannot be negated except by performing the rituals backwards.

Note II: Potion Effects can negate Spell Effects and vice versa. Remember through, that a Ritual cannot be negated except by performing the Ritual backwards.

Poison Example: Linolade (who has a Resist Magic skill of zero) has had a poison spell cast on her. It had a spell effect of 40, meaning that it will deal 40 points of damage every action for 40 actions. If nobody does anything Linolade will after the 40 actions have suffered 1600 points of damage ($40 \times 40 = 1600$). Fortunately her friend Bob tries to cure Linolade. Bob casts a cure spell on Linolade, which has a spell effect of 30. The poison spell's spell effect has now been reduced to 10 ($40 - 30 = 10$), which means that Linolade now will be damaged 10 points of damage every action for 10 actions. Swiftly Bob casts another cure spell, which this time has a spell effect of 50. The poison spell's spell effect has now been reduced to -40 ($10 - 50 = -40$), which means that Linolade is completely cured of the poison spell's spell effect.

Important Note: Remember that poison damage caused by magery spells is affected by the Resist Magic skill.

RITUAL SORCERY

Ritual Sorcery

Ritual sorcery is a form of magic mostly lost to the Wild Mages, as it was a practice most often performed before the change in the Ether. The practice of Ritual sorcery consisted of several rituals, whose secrets are today guarded with the utmost reverence by the House of Nystul.

The effects of rituals are always permanent and can only be negated by performing the rituals backwards.

Binding



This Ritual binds an object to the cast. The object cannot be stolen and will remain with the person it has been bound to even upon death. The means to perform this ritual are unknown.

Sanctify



This ritual used to cleanse the eternal shrines of Virtue. This ritual will cleanse an item or person of all that is wicked. The item/person, which is to be cleansed must be placed on one of the eight sacred shrines of Virtue. Then both the sigil and the rune associated with that particular shrine must be placed on the shrine as well. Then the mantra associated with the virtue of the shrine must be spoken and the person/item will be cleansed.

Return



This ritual is used to travel from one Moongate Circle to any of the seven other placed all over the world. One for each of the eight major townships of Virtue.

To do this an Orb of the Moons is needed. This needs to be placed inside the Circle. Then the mantra belonging to the circle of destination must be spoken and a gate will open, taking you to the place of your choosing.

Spirit Speak



The dead do tell tales, that is, if you speak their language. Two cleansed Ankhs are required (See the Sanctify ritual) When placed in the temple of Passage in Skara Brae, and after the mantra of Spirituality is spoken, a portal to the underworld will open, which will allow the caster to enter this forsaken realm, where the dead roam.

Reunite body and spirit



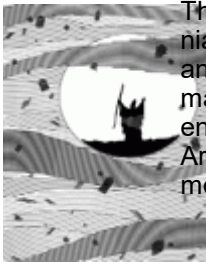
Should for some reason body and spirit of a creature be separated and prevented from reuniting this ritual will reunite and resurrect them no matter what keeps them apart. The means to perform this ritual are unknown.

Summon Pyros



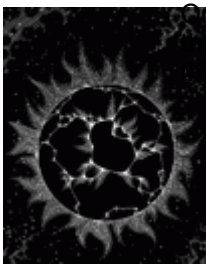
This ritual summons the pagan titan of fire from Pagan. The means to perform this ritual are unknown.

Barrier of Life



This ritual was one of the elements, which changed the Ether of Britannia. When all the Runes of Virtue are placed upon their rightful shrine and when eight people stationed at the eight shrines speak the eight mantras at the same time, a target, which is holding the eight sigils is encircled by a ring of protection, which can withstand even the Ritual of Armageddon. The protective circle cannot be broken and cannot be moved. It exists until its casters either die or choose it to disappear.

Armageddon



One of the most terrible rituals in the history of Britannia, since it holds the power to destroy all life of an entire dimension. The means to perform this ritual are fortunately unknown.

Becoming a (better) mage

Starting out as a mage in training, you should have no problem improving your magical talent. With each point of Intelligence you gain, you also gain 1 point to raise the Words of Power. This way you may learn to access new facets of the Ether as a Wild Mage. (See the **Skill and Attribute Section** for more information)

Example: Christof has cast a lot of spells, and earned enough points to raise his Intelligence from 35 to 36. His Intelligence raises 1 point. He also gains 1 point to raise his Words of Power. He may choose new ones, or raise his old ones.

Learning Magery

If you started out as something else than a mage and want to learn to cast spells you can either just start using your magery skill or seek out a teacher, who may teach you magery for a fee. (See the **Skills Section** for more information on learning skills from a teacher)

KE↑IF↑H R+D RMAXM↑H

Potions and Reagents

Spell Book Sorcery uses reagents when casting spells. The House of Nystul still practices this method of spell casting, which can be costly. These days, Alchemists use reagents for the purpose of creating magical potions.

Reagents are ingredients. Plants, roots and items, which have magical properties. For deeper historical knowledge about the individual reagent and its use in magic through the ages, the reader is advised to seek out and study The Historical Grimoire of Britannia.

A detailed list of all known reagents, their known alchemical use and their origin will be given here:

Bat Wings (rare)

Origin: Pagan



Alchemical Uses: Life, Creature

Blackmoor (rare)

Origin: Pagan



Alchemical Uses: Power

Black Pearl (common)

Origin: Britannia & Serpent's Isle



Alchemical Uses: Projection

Blackrock (rare)

Origin: Britannia



Alchemical Uses: Blackrock does not have any known alchemical uses.

Note: Blackrock holds, as the only material known, the ability to block the ether and thus all kinds of magic. The mage Rudyom discovered, during the first age of Armageddon, that if sought magnetised and transmuted, at the same time, Blackrock would violently explode!

Blood Moss (common)

Origin: Britannia & Serpent's Isle



Alchemical Uses: Movement

Blood Spawn (rare)

Origin: Serpent's Isle



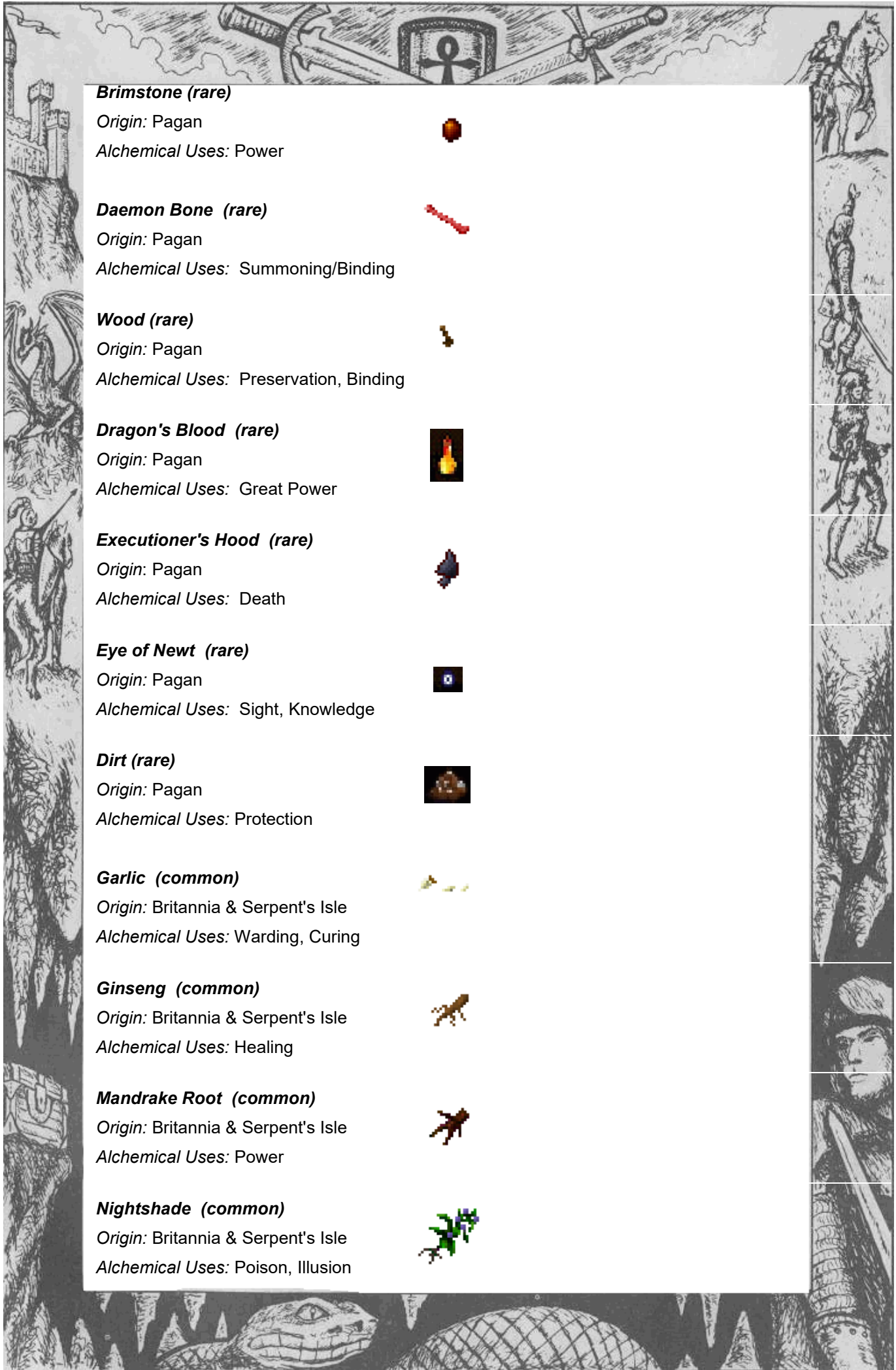
Alchemical Uses: Increases the power of offensive spells

Bone (rare)

Origin: Pagan



Alchemical Uses: Summoning, Communication



Brimstone (rare)

Origin: Pagan

Alchemical Uses: Power



Daemon Bone (rare)

Origin: Pagan

Alchemical Uses: Summoning/Binding



Wood (rare)

Origin: Pagan

Alchemical Uses: Preservation, Binding



Dragon's Blood (rare)

Origin: Pagan

Alchemical Uses: Great Power



Executioner's Hood (rare)

Origin: Pagan

Alchemical Uses: Death



Eye of Newt (rare)

Origin: Pagan

Alchemical Uses: Sight, Knowledge



Dirt (rare)

Origin: Pagan

Alchemical Uses: Protection



Garlic (common)

Origin: Britannia & Serpent's Isle

Alchemical Uses: Warding, Curing



Ginseng (common)

Origin: Britannia & Serpent's Isle

Alchemical Uses: Healing



Mandrake Root (common)

Origin: Britannia & Serpent's Isle

Alchemical Uses: Power

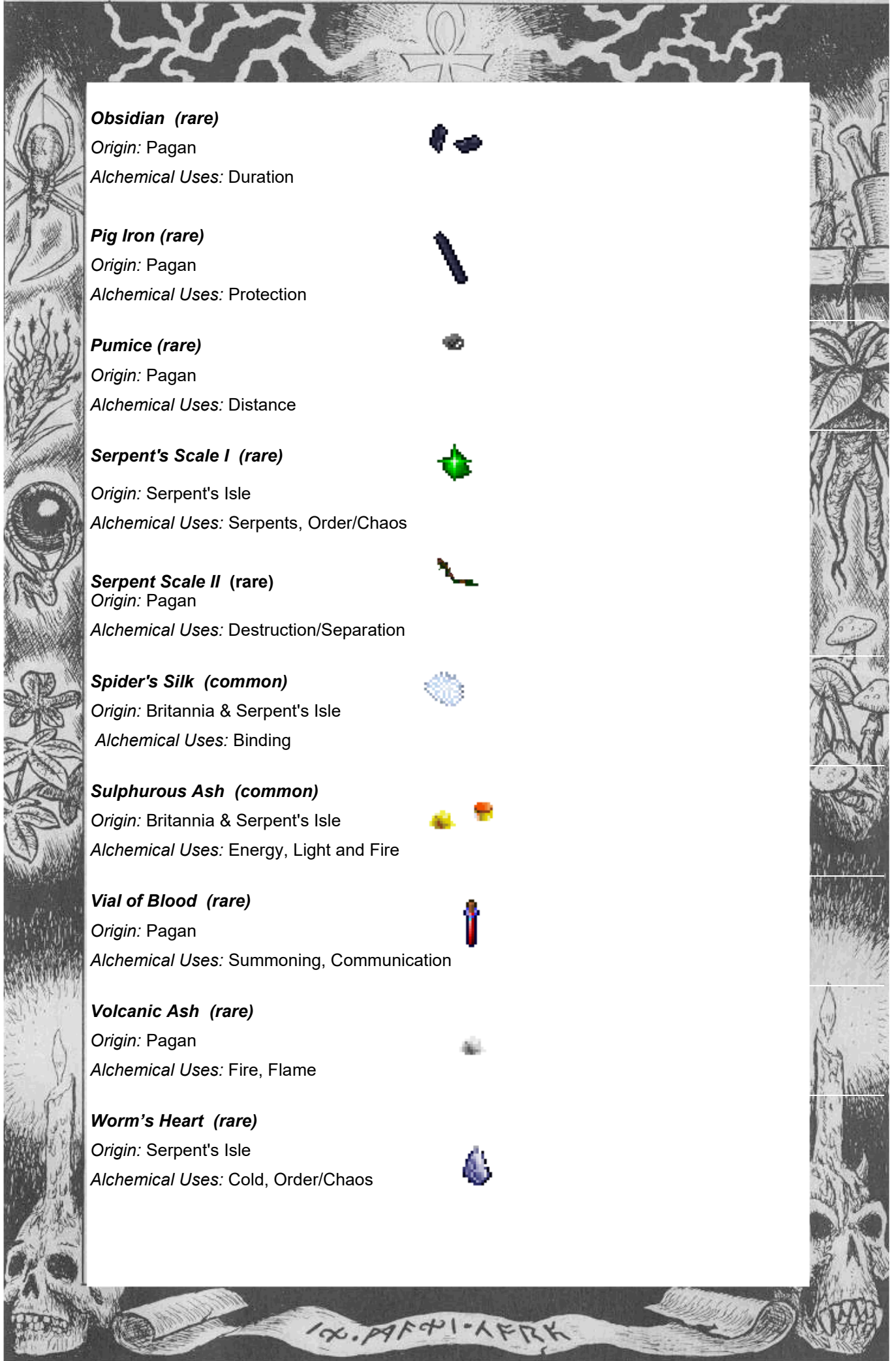


Nightshade (common)

Origin: Britannia & Serpent's Isle

Alchemical Uses: Poison, Illusion





Obsidian (rare)

Origin: Pagan

Alchemical Uses: Duration



Pig Iron (rare)

Origin: Pagan

Alchemical Uses: Protection



Pumice (rare)

Origin: Pagan

Alchemical Uses: Distance



Serpent's Scale I (rare)

Origin: Serpent's Isle

Alchemical Uses: Serpents, Order/Chaos



Serpent Scale II (rare)

Origin: Pagan

Alchemical Uses: Destruction/Separation



Spider's Silk (common)

Origin: Britannia & Serpent's Isle

Alchemical Uses: Binding



Sulphurous Ash (common)

Origin: Britannia & Serpent's Isle

Alchemical Uses: Energy, Light and Fire



Vial of Blood (rare)

Origin: Pagan

Alchemical Uses: Summoning, Communication



Volcanic Ash (rare)

Origin: Pagan

Alchemical Uses: Fire, Flame



Worm's Heart (rare)

Origin: Serpent's Isle

Alchemical Uses: Cold, Order/Chaos



↑PM PARHX EP KETIFH R+D ↑PMIR MKKMKTH

The Making of Potions and their Effects

"Our present days may indeed be called the golden age of Alchemy, for never before has the demand for potions been higher, nor the alchemical possibilities greater. "

-Mage Altomar

The Process of Making Potions is Defined by the Following Set of Rules

Every potion has a skill requirement, which must be met before the Alchemist is allowed to try to make it.

The skill requirement of a potion is determined by the number of reagents, which the potion is made from. 1 reagent = 10 points of skill is required. It does not matter what kind of reagents are used or if all reagents used are of the same kind or of different kinds

E.g. Flanagan has 55 Alchemy skill points. Therefore he is allowed to make a potion from 1,2,3,4 or 5 reagents (5 reagents = 50 points of skill is required). He cannot make a potion from 6 reagents until his Alchemy skill reaches 60. It does not matter if Flanagan's potion is made up from 3 Nightshade or from 2 Garlic and 1 Black Pearl; the skill requirement is still the same. Using three reagents to make one single potion will always require an Alchemy skill of 30 or higher.

As is easily seen, the highest number of reagents, which an Alchemist, under normal circumstances can make into one single potion, is 10 (10 reagents = 100 points of skill is required).

When the Alchemist tries to make a potion, the skill requirement, allowing him to make the attempt, does not represent a difficulty factor he has to roll against. In order to successfully make a potion one simply has to roll below or equal to the score of ones Alchemy skill.

E.g. Osrarn has an Alchemy skill of 60. He wishes to make a strength potion from 4 Mandrake Roots. Such a potion can only be made by Alchemists with 40 points or more in Alchemy skill.

Osrarn has 60 so he can attempt to make the potion. In order to make the potion successfully Osrarn simply has to roll below or equal to 60. He rolls the dice and comes out with the number 55, meaning he was successful in making the potion.

The Effects of Potions are Defined by the Following Set of Rules

1 reagent = 1d8 of Potion Effect

Just like the Spell Effect determines all aspects of a spell the Potion Effect determines all

aspects of a Potion i.e. damage, healing, duration, area of effect, poison etc. See the **Magical Spell Effect Elaborated** section for more information.

E.g. An explosive potion made from 4 Sulphurous Ash will do 4d8 points of damage. A healing potion made from 2 Ginseng Roots will heal 2d8 points of damage and a strength potion made from 6 Mandrake Roots will grant 6d8 points of strength for 6d8 actions. The number of dice used to determine the effect (e.g. increased strength) will always be the same number of dice used to determine the duration of the effect, unless the effect is permanent of course.

Important Note: Alchemical Potion Effects are not affected by the Resist Magic skill

All potion effects are normally temporary (See **Temporary Potion Effects** and **Permanent Potion Effects** sections for more information)

When different kinds of reagents are mixed their effects are also mixed

E.g. If a potion is made from Sulphurous Ash (Energy, Light, Fire) and Garlic (Warding, Curing) the potion will embody some of the Sulphurous Ash effects: Energy, Light, Fire and some of the Garlic effects: Warding, Curing. For example "Curing Light" meaning, that all touched by the Light, which is produced when the potion is activated, are affected by a Cure poison effect.

Before an Alchemist tries to make a potion he/she has to state exactly what the effect of the potion is to be and which reagents are to be used for which effect

E.g. If a potion is made from Sulphurous Ash (Energy, Light, Fire) and Garlic (Warding, Curing) the Alchemist has to announce before the potion is sought made, which of the reagents' effects are to be part of the potion's effect. This is because the reagents often hold various possible effects. For example a potion made from Sulphurous Ash and Garlic could produce effects such as: energy warding, energy curing, light warding, light curing, fire warding, fire curing or even energy fire warding or energy fire curing etc... Therefore the Alchemist must declare what kind of potion is sought made before the dice are rolled.

The number of reagents always determine the strength of the individual effect

I.e. If a potion is made from Sulphurous Ash (Energy, Light, Fire) and Garlic (Warding, Curing) the number of Sulphurous Ash determine how powerful the Energy, Light, Fire effect of the potion will be, while the number of Garlic determine how powerful the Warding, Curing effect of the potion will be.

E.g. Abus wants to make a "Curing Light" potion from Sulphurous Ash (Energy, Light, Fire) and Garlic. He has an Alchemy skill of 67 meaning, that he can use max 6 reagents for one such potion.

Abus chooses to use 1 Sulphurous Ash and 5 Garlic. This means, that the light effect will be rather small, while the cure effect will be quite powerful. When the potion is used the light will be able to spread 1d8 meters and but those touched by the light will be affected by a cure effect of 5d8.

Only the imagination of the Alchemist and the general description of the reagents limit

the possibilities of Alchemy

The combinations and possibilities are numerous. The Game Master should allow the Alchemist as much freedom of imagination in his/her use of reagents as the wild mages are allowed with their words of power.

A target can only be under the effect of one potion, of the same kind, at the time

Thus the effects of potions are not accumulative

This means for example, that a character or monster can only be under the effect of one poison potion at the time. One cannot be under the effect of two poison potions at the same time. The same applies to any other kind of potion. Thus one cannot be under the influence of two strength potions at the same time. The first strength potion used has to wear off or be dispelled before one can benefit from another. If you drink or are struck by a second potion, producing the same effect as the one you are already under, the second potion will simply not work.

You can, however, easily be under the influence of several different potions at the same time, but not two potions of the same kind.

E.g. When Shadow Dancer drinks a strength potion he will not be able to drink another before the first potion wears off or is dispelled. If he drinks another strength potion before the first one has worn off or has been dispelled the second potion will simply not produce any effect. The same is the case with poison. Shadow Dancer is poisoned by Gleam in action one. Gleam is very fast and manages to hit Shadow Dancer again already in action two poisoning him again. Shadow Dancer was however already poisoned in action one and therefore the second poisoning has no effect.

Note: Since potion effects are not accumulative you cannot "replace" one potion effect with another.

E.g. Shadow Dancer is poisoned by weak poison. Moments later he is poisoned again, but this time with a much stronger poison. Yet, since he is already poisoned (by the weak poison) he cannot be affected by a new poison until the first poison wears off or is cured, even though the new poison is stronger. Thus it is possible to protect oneself against strong poison by drinking a weak poison, yet one must be careful for even a weak poison can easily get out of control and kill you.

How to Negate Potions

A Potion Effect is negated when it has been lowered to zero or below

Example: Iban drinks a poison potion made from 5 nightshade. This puts a poisonous potion effect of 5d8 upon him. The 5d8 are rolled and the total result is 22. Therefore the poison effect is 22, meaning he will be damaged 22 hit points every action for 22 actions. Iban quickly drinks a cure potion made from 3 garlic. It produces a cure potion effect of 3d8. The 3d8 are rolled and the total result is 18. The poisonous potion effect is now 4, since it has been reduced with 18 (22 - 18 = 4). Iban will now only be damaged 4 hit points every action for 4 actions. Iban drinks another cure potion made from 3 garlic. It produces a cure potion effect of 3d8. The 3d8 are rolled and the total result is 10. The poisonous potion effect is now -6, since it has been reduced with 10 (4 - 10 = -6). This means Iban has been cured of the poison.

Note I: Permanent potion effects can only be completely negated by another permanent potion effect. If a temporary potion effect is used to negate a permanent potion effect, then the permanent effect will return as soon as the temporary effect wears off.

Note II: Potion Effects can negate Spell Effects and vice versa. Remember through, that a Ritual cannot be negated except by performing the Ritual backwards.

Temporary Potion Effects

Normal Alchemy works exactly like Ethereal Speak Magic (See **Magic** section). This means, that alchemical effects always are temporary except for the following four effects: **Damaging, healing, curing and resurrecting potion effects are always permanent!**

Permanent Potion Effects

Producing permanent potion effects works similar to Ethereal Lock spells (See **Magic** section):

- **Potion Effect = Virtue Point Loss.** The user of the potion, whose effect the user wants to make permanent, loses as many Virtue Points as the Potion Effect.

Example: Nebel pours a light potion made from 1 Sulphurous Ash on his staff. It has a potion effect of 1d8. The 1d8 are rolled and the total result is 6. Meaning that the potion poured on the staff will light up an area of 6 meters around the staff for 6 actions. Nebel wants to make this light effect on his staff permanent. By doing this he loses 6 Virtue points, since the potion effect was 6.

Note: A potion effect is made permanent by the person, who uses the potion and not by the person who brews the potion.

Using Potions






It takes an entire action to use a potion, meaning, that only one potion can be used per action taken


The Archery Skill is used to determine if one is successful or not when one tries to throw a potion at someone (e.g. an explosion potion)

KFKNAR KFTFTH H KRMH M↑↑ BRITR↑↑R

Popular Potions in Present Britannia

In Britannia the following eight potions are the best known and thus the most common. They are by on means the only potions, which can be made from the singular reagents. E.g. even though only Blood Moss is used in a potion the effect does not have to be an Agility potion. This potion has just become popular promoting this particular use of Blood Moss in present Britannia:

 Agility		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>
Blood Moss	+1d8 Dexterity for 1d8 actions per reagent used	User
 Cure		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>
Garlic	See How to Negate Potions section	User or Target
 Explosion		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>
Sulphurous Ash	1d8 damage per reagent used dealt to all within the range of the explosion	1d8 meters per reagent used in the creation of the potion
 Heal		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>
Ginseng	Grants 1d8 hit points per reagent used reagent used in the creation of the potion	User or Target
 Nightsight		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>
Spider's Silk	Binds light to the users eyes so that he/she may see in the dark for 1d8 actions per reagent used	User or Target

 Poison		
Reagent:	Effect:	Area of Effect:
Nightshade	Deals 1d8 points of damage every action for 1d8 actions per reagent used in the creation of the potion. E.g. 4 reagents used = 4d8 damage for 4d8 actions	User or the one poisoned e.g. by a weapon

Examples of different kinds of poisoning:


Drinking/eating poison or otherwise poisoned:


In action 1 Romeo drinks a vial of poison made from 8 Nightshade. 8d8 are rolled to find out the effect of the poison and the roll comes out with a total of 10. The poison will deal Romeo 10 points of damage every action for 10 actions. Now Romeo's initiative may say, that he will first be able to act again in action 4, but the poison will damage him in action 1 (the action in which he drank it), 2,3,4,5,6,7,8,9 and 10 (unless it is cured of course). After action 10 it will wear off. During the 10 actions of poison damage, Romeo cannot be re-poisoned.

Poisoned by a weapon:

In action 1 Laertes is cut with a poisoned foil by Hamlet. The poison was made from 4 Nightshade. 4d8 are rolled to find out the effect of the poison and the roll comes out with a total of 20. The poison will thus deal 20 points of damage every action for 20 actions. It may be, that Laertes's initiative roll tells us, that he will first be able to act again in action 5, but the poison will damage him 20 hit points in action 1 (the action in which he was poisoned), 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20 perhaps never allowing him to take action again... During action 1 to 20 Laertes cannot be re-poisoned. In action 20 the poison has worn off and Laertes can again be poisoned, if he is alive that is.

Refer to "Poisoning" under the skill section for more information about poisoned weapons

 Refresh		
Reagent:	Effect:	Area of Effect:
Black Pearl	Grants 1d4 points of stamina per reagent used in the creation of the potion	User

 Strength		
Reagent:	Effect:	Area of Effect:
Mandrake Root	Grants 1d4 points of strength per reagent used in the creation of the potion	User

VIRTUE

Virtue

The Ether is probably one of the most enigmatic things which can be encountered. The Ether permeates anything and everything on every world. It is the source of magic and of the constitution of reality. Furthermore it is the source of life and Virtue. Those who follow the path of Virtue will over time become more and more attuned to the Ether and thus grow in power, as they are filled with life.

Virtue Points

To keep track of a character's progress or regress upon the path of Virtue you are given Virtue Points. There are two types of Virtue points:

- Positive Virtue Points
- Negative Virtue Points

Positive and negative Virtue points are given in one of the eight sacred Virtues of the Avatar, which are: **Honesty, Compassion, Valor, Justice, Sacrifice, Honor, Spirituality and Humility.**

If the character behaves with Honesty he/she will over time accumulate positive Virtue Points in Honesty. If a character behaves with dishonesty he/she will over time accumulate negative Virtue Points in Honesty.

One can max have 100 positive Virtue Points in each of the Eight Virtues, meaning that one max have 800 positive Virtue Points. Every positive Virtue Point will raise the natural stat cap and the natural skill cap with one point. The Stat Cap will max at 300 (or 400 if you play with Natural Talents) while the Skill Cap has no max.

Example:

Hamilton has 100 positive Virtue Points. The natural stat cap is 225 and the natural skill cap is 700. Because of his positive Virtue Points Hamilton has a Stat Cap of 325 ($225 + 100 = 325$) and a Skill Cap of 800 ($700 + 100 = 800$).

Note: No character stat or skill can ever be higher than 100.

Every negative Virtue Point will decrease the natural stat cap and the natural skill cap with one point. If the Stat Cap hits zero the character will die and can under no circumstances be resurrected.

Example:

Bane has 100 negative Virtue Points. The natural stat cap is 225 and the natural skill cap is 700. Because of his negative Virtue Points Bane has a Stat Cap of 125 ($225 - 100 = 125$) and a Skill Cap of 600 ($700 - 100 = 600$).

Note: For every -10 Virtue Points a character has people, who resurrect the character, gain 1 negative Virtue Point.

Example:

Bane, who had 100 negative Virtue Points dies. Viper resurrects Bane. Because of Bane's 100 negative Virtue Points Viper receives 10 negative Virtue Points ($100 : 10 = 10$)

Titles

Sometimes, but not always, one's total amount of Virtue points may lead to a certain reputation. Use the table below as guideline.

Virtue points	Title
-200	Dreaded
-150	Nefarious
-120	Wicked
-90	Vile
-60	Ignoble
-30	Notorious
0	none
100	Prominent
200	Reputable
300	Proper
400	Admirable
500	Famed
600	Illustrious
700	Great
800	Champion of Virtue

XRAM ANHTMRH YMKRMTH

Game Masters Secrets

This next chapter should be Game Master only. It contains information and ideas to enrich your campaigns, also it has some background information you may wish to use when preparing quests for the sake of Virtue.

Shrines, Sigils, Symbols, Runes and Mantras of Virtue

These five: The Shrines, The Sigils, The Symbols, The Runes and The Mantras are all of Virtue, but they are nevertheless fundamentally different and it is necessary to be able to tell them apart.

The Shrines

At the beginning of the Age of Enlightenment Lord British erected eight Shrines across the land each of them dedicated to one of the eight Virtues: Honesty, Compassion, Valor, Justice,

Sacrifice, Honor, Spirituality and Humility. On the Map they are marked by Ankh symbols. As you will probably notice one Shrine is missing namely the Shrine of Spirituality. It lies in the Ethereal Void and can only be reached by Moongate when both of Britannia's moons: Trammel and Felucca are full or through the use of an Orb of the Moons together with the Return Ritual.

The Mantras

The Mantras of Virtue are sacred incantations, which are used when meditating at the shrines of Virtue. Now these things are only known by the traditional mages. Since your players will most likely be playing Wild Mages, these mantras make for good quest items. Should your players know them from the computer games, make sure they keep this knowledge to themselves as players and don't let their characters act upon that knowledge.

The Runes

The Runes of Virtue can be described as octagonal shaped stones with the symbol of its Virtue etched in its front and back. There are eight runes of Virtue:

The Rune of Honesty, The Rune of Compassion, The Rune of Valor, The Rune of Justice, The Rune of Sacrifice, The Rune of Honor, The Rune of Spirituality and The Rune of Humility.

One for each of the eight Virtues. The Rune is the embodiment of Virtue.

E.g. the Rune of Compassion is the embodiment of Compassion.

There are only these eight Runes. They cannot be duplicated or destroyed. Each of them is unique and irreplaceable. They are used together with the Mantra of the Virtue they embody.

E.g. The Rune of Compassion is used together with the Mantra of Compassion.

There is some debate whether or not the Runes are needed before one can meditate properly at the Shrines. In the age of enlightenment (that is Ultima IV, V, VI) that was the case, but during the third age of Armageddon (that is Ultima IX) the Runes they were "only" needed in order to cleanse the Shrines. Thus it must be up to the game master to decide if or if not the runes are required for a deeper and more rewarding kind of meditation at the Shrines.

The Sigils

As well as the Runes the Sigils are embodiments of Virtue.

E.g. The Writ of Honesty is the embodiment of the Virtue of Honesty.

Yet, there is a significant difference between the Runes and the Sigils. While the Runes are the embodiment of Virtue *in themselves* the Sigils only *become* embodiments of Virtue through the trust of the people of Britannia in the Virtues. If the Runes could be said to be sources of Virtue the Sigils could be said to be products of Virtue. So while the Runes are embodiments of Virtue itself the Sigils are embodiments of the peoples' trust in Virtue. The Sigils are thus only vessels, which are empowered by the people of Britannia's trust in the Virtues. This means that the physical appearance of the Sigil can be destroyed and duplicated without any problems. So the Writ of Honesty is actually an ordinary Writ, but through the peoples' trust in the Virtue it is empowered and becomes the Writ of Honesty. Should this Writ be destroyed another Writ could without problem be made into the Writ of Honesty. There can however only be one Sigil at the time.

This means that even though there are hundreds of Writs in Britannia then only one of them is The Writ of Honesty until this one is destroyed.

The Symbols

The Symbols of Virtue are symbols carved into the Runes of Virtue. These symbols are also used throughout Britannia to represent the presence of a certain Virtue. E.g. in the City of Moonglow, which is the City founded on Honesty, the symbol of the Open Hand may be found.

The symbols do not hold any direct power in themselves.

Note: The symbol carved into the Rune of Compassion is a heart, yet over the time the rose has become a symbol for Compassion as well.

The Sigils and are usually kept by the town magistrates and the Runes by someone Virtuous living in or near the city the Virtue belongs to.

Once the Runes of Virtue were corrupted by The Guardian and turned into the Glyphs of Vice, representing exactly the opposite of the Virtue they once represented.

Remember: these Runes and Sigils are not given lightly to just anyone who comes calling for them. The Avatar could, since he was the Champion of Virtue. Players should be tested in their Virtue. Town magistrates don't regularly keep the Sigils in their bedroom nightstands either, that's what dungeons are for...

Virtue	Letter	Mantra	Symbol	Sigil
Honesty	I	AHM	Open Hand	The Writ of Honesty
Compassion	N	MU	Heart/Rose	The Heart of Compassion
Valor	F	RA	Sword	The Dagger of Valor
Justice	I	BEH	Scales	The Quill of Justice
Sacrifice	N	CAH	Tear	The Tear of Sacrifice
Honor	I	SUMM	Chalice	The Chalice of Honor
Spirituality	T	OM	Ankh	The Ankh of Spirituality
Humility	Y	LUM	Shepherd's Crook	The Crook of Humility

Magic Items

Magic items be it arms, armor, jewellery or chocolate, then they are all produced through feats by powerful mage crafters. See "The Fifth Path of Magic - Handbook of Feats" to learn about magic items.

Quest ideas

You may have gotten some nice ideas for quests from the storyline written down in the previous chapters. Just to give you a quick overview of the possibilities here's a short number of ideas to get your campaign going...

Lost Sigil

The magistrate from one of the towns of Virtue has lost his or her Sigil. He asks the party to try and find it for him. He remembers displaying it on a party a few nights back and remembers one of the guests acting suspiciously interested in it...

Dungeon Cleaning

The villagers in the town of Cove come to you for help. Covetous seems to have been run over by monsters which seriously inhibits the mining for the precious Blackrock there. The adventurers must enter the mines to find out what causes this outbreak of evil and stop it.

Hunters found

The adventurers come across a strange site, a campsite that seems very young, only something is not right. They discover a man in the bushes who's barely alive. He tells them he is a Hunter who left with the Great Hunt. His party came across a strange portal, only he managed to escape the terrors behind it. The adventurers are asked to seal the portal, only this has to be done from the other end...

Hidden Lands

Other than Britannia there are lands, which the party can be unexpectedly dropped into. From Serpent's Isle to Pagan and maybe even modern day earth. This can make for a very interesting campaign, but should only be played with more experienced roleplayers...

Gargoyle Grimoire

The gargoyles disappeared during the years of Ascension, that doesn't mean they're gone. The party comes across a book called the Gargoyle's Grimoire, which tells the location of a hidden gargoyle city in the underworld underneath Terfin.

The Larger Virtue List								
Virtue	Honesty	Compassion	Valor	Justice	Sacrifice	Honor	Spirituality	Humility
City	New Moonglow	Britain	Valoria	Yew	Minoc	Trinsic	Skara Brae	New Magincia
Symbol	Open Hand	Heart/Rose	Sword	Scales	Drop	Chalice	Ankh	Crook
Sigil	Writ of Honesty	Heart of Compassion	Dagger of Valor	Quill of Justice	Tear of Sacrifice	Chalice of Honor	Ankh of Spirituality	Crook of Humility
Colour	Blue	Yellow	Red	Green	Orange	Purple	White	Black
Letter	I	N	F	I	N	I	T	Y
Mantra	Ahm	Mu	Ra	Beh	Cah	Summ	Om	Lum
Guardian	Mariah	Iolo	Geof-	Jaana	Julia	Dupré	Shamino	Katrina
Moon	New Moon	Crescent Waxing	First Quarter	Gibbous Waxing	Full Moon	Gibbous Waning	Last Quarter	Crescent Waning

Principle	Truth	Love	Courage
Three	Ver	Amo	Cor
Colour	Blue	Yellow	Red
Strong Hold	Lycaeum	Empath Abbey	Serpents Hold
Artifact	Book of Truth	Candle of Love	Bell of Courage

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Update Notes

Alteration sheet from version 1.0

- Virtue section corrected and expanded
- New front page made
- New graphics from the original Ultima documentation added mainly made by Denis Loubet
- Lord British aka Richard Garriott's name added to the credits section, for without him Origin would never have been founded.
- The formatting changed as having the A4 "lying down" made it very hard to use the game book easily when it was printed out. It also made it difficult to add or correct material without ruining the readability of the game book.
- Cosmology section made
- History section heavily expanded and altered.
- Several monsters removed from the bestiary, which did not appear in u9
- an expanded table of mantras, virtues and such added
- Layout and text alterations checked for inconsistencies and spelling. Index updated accordingly
- Quill Dragon's name added to the list of credits for all the great work he did on version 1.0

Quill Dragon: These alterations are meant as improvements and not as attacks on neither Callisto's fine work nor Origin or the noble artist Denis Loubet.

Callisto: I'm sure they will be found by many players as great improvements, I think so, and I'm sure Denis Loubet won't mind, nor will Origin :)

Alteration sheet from version 2.0

- Correction of minor typing errors (such as Skullcap instead of Skillcap)
- Correction of some minor Ultima Lore errors in various charts
- Improvement and slight expansion of the history section
- Section: "Portals" changed to "Portals & Moongates" and slightly expanded to facilitate use of "The Larger List" 's moonphase chart.
- The expression: "*Between 50 and 100 skill, At 100 skill*" has been made easier to grasp by putting it thus "*Between 50 and 99 skill, At 100 skill*".
- Some skill descriptions have been altered in order to make them easier to grasp, use and apply rules to.
- The poisoning skill clarified further
- Ultima lore concerning the ether clarified further in the Magic section.
- Manaloss during spellcasting emphasized further
- An entirely new section inserted called "The Making of Potions and their Effects" meant to

patch up the loose end concerning potions generally

-The reagent section heavily altered and slightly expanded in order to facilitate its use in connection with the Alchemy skill and to align it better with general Ultima lore.

Alteration sheet from official version 2.1 to experimental version 1.0

Bestiary corrections:

-Circle removed and Power Circle introduced. Works together with the Animal Taming Skill.

-Monster creation and character creation made similar to each other

-Gold rules removed

-Layout improvement through tables

-Ghost entry changed

-Immunity option added

Character Creation Alterations:

-A minimum attribute level of 10 implemented

-starting skills of max 50 allowed

-starting gold reduced to max 100

-Words of Power points changed to 2x Int

-Strength damage bonus added

Skill Section corrections:

-A rule of "Bonus for every 50 skill points" has been implemented. (Also known as "Rule of 50")

-A rule of "Percentage matters" rule has been implemented, meaning that there verily is a difference between rolling below 50 and above 49 even if both results mean success. (Also known as "Dynamic Dice")

-Non-skill linked stat gain implemented

-Skill and stat gain system cleared up

-You now succeed if you roll below *or equal* to your skill level

-01 made automatic success and 00 automatic failure.

-The Attribute Relations to skills (i.e. high stats = extra skill points) has been removed

-The "Below 50 skill = Half Skill Effect" rule has been removed. All skills now work at 100% right from the start.

-The skill "Fencing" added

-All Skills separated into their own paragraph

-All skills are now linked to a stat

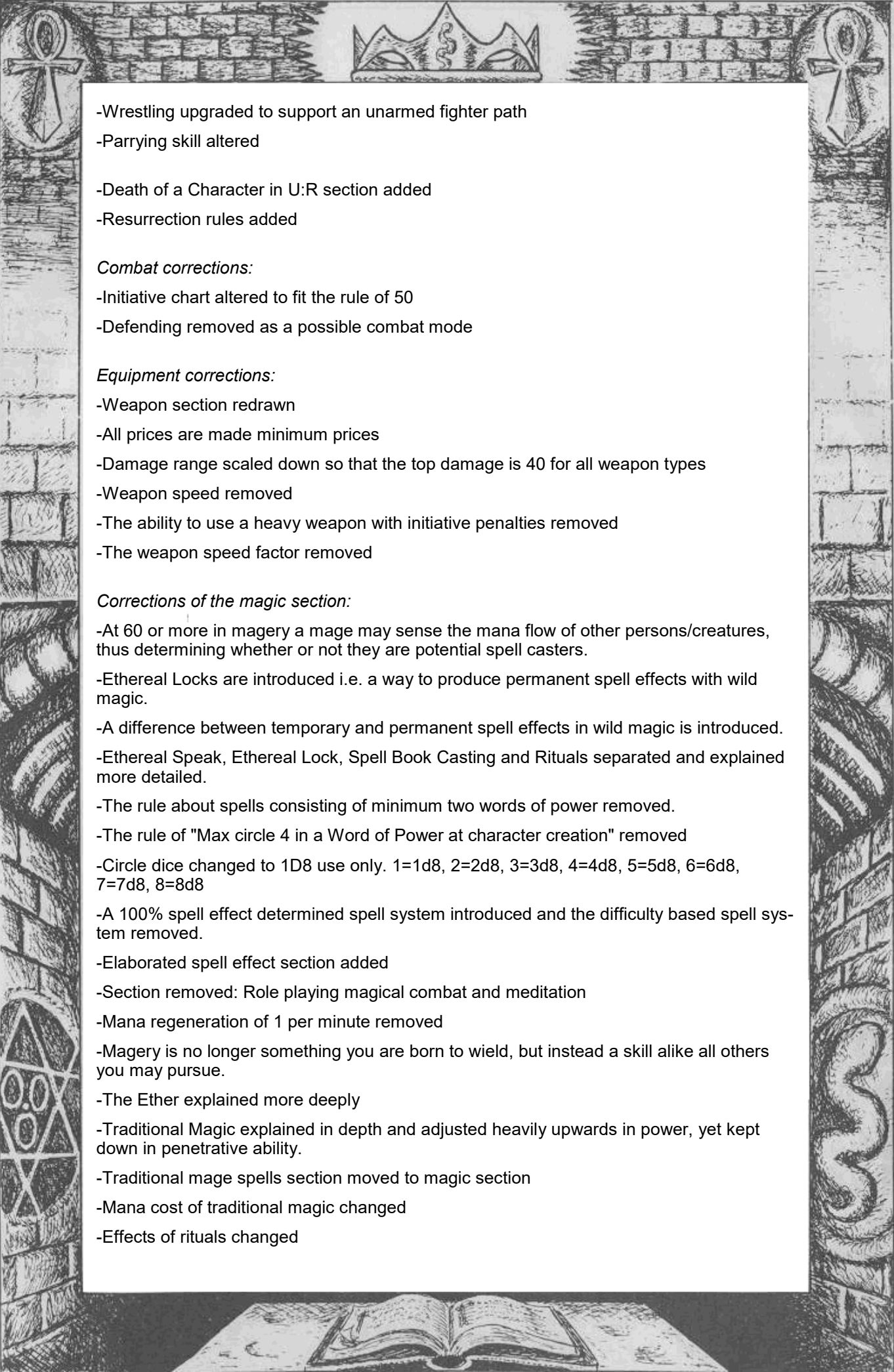
The Skills: Arms Lore, Cartography, Anatomy, Taste Identification have been removed. The Item Identification skill now handles knowledge about all kinds of items.

-Animal Lore and Animal Taming are now two separate skill entries even through the two skills are still related

-No magery is needed in order to use the inscription skill

-Animal lore bonds added

-Animal Taming elaborated heavily

- 
- Wrestling upgraded to support an unarmed fighter path
 - Parrying skill altered

- Death of a Character in U:R section added
- Resurrection rules added

Combat corrections:

- Initiative chart altered to fit the rule of 50
- Defending removed as a possible combat mode

Equipment corrections:

- Weapon section redrawn
- All prices are made minimum prices
- Damage range scaled down so that the top damage is 40 for all weapon types
- Weapon speed removed
- The ability to use a heavy weapon with initiative penalties removed
- The weapon speed factor removed

Corrections of the magic section:

- At 60 or more in magery a mage may sense the mana flow of other persons/creatures, thus determining whether or not they are potential spell casters.
- Ethereal Locks are introduced i.e. a way to produce permanent spell effects with wild magic.
- A difference between temporary and permanent spell effects in wild magic is introduced.
- Ethereal Speak, Ethereal Lock, Spell Book Casting and Rituals separated and explained more detailed.
- The rule about spells consisting of minimum two words of power removed.
- The rule of "Max circle 4 in a Word of Power at character creation" removed
- Circle dice changed to 1D8 use only. 1=1d8, 2=2d8, 3=3d8, 4=4d8, 5=5d8, 6=6d8, 7=7d8, 8=8d8
- A 100% spell effect determined spell system introduced and the difficulty based spell system removed.
- Elaborated spell effect section added
- Section removed: Role playing magical combat and meditation
- Mana regeneration of 1 per minute removed
- Magery is no longer something you are born to wield, but instead a skill alike all others you may pursue.
- The Ether explained more deeply
- Traditional Magic explained in depth and adjusted heavily upwards in power, yet kept down in penetrative ability.
- Traditional mage spells section moved to magic section
- Mana cost of traditional magic changed
- Effects of rituals changed

Alchemy corrections:

- Alchemy effect raised from 1d4 to 1d8
- Potion effect negation cleared up and re-oriented towards an effect system
- Poisoned weapons now use potions as they are without diminished effect

Rewards corrections:

- Rewards section changed to Virtue section
- Virtue system elaborated
- Virtue through carnage, Virtue through grace, Virtue through acting sections removed.

Game Master's Secrets corrections:

- All sections on magical items and traditional magic removed

Alteration sheet from experimental version 1.0 to experimental version 1.1

- Frontpage image changed to reflect the circle system correctly
- Intelligence bonus at 100 i.e 100 int = circle score of 8 in all Words of Power instead of 8 in all Words of Power except one (100 x 2 = 200). (26 Words of Power x 8 = 208).
- Inscription scrolls can produce permanent spell effects the same way Ethereal Speak can.

Alteration sheet from experimental version 1.1 to revised edition

Major visual overhaul.

Shortening of the index for quick overview.

Rearranging of several chapters for easy reference.

Several grammatical corrections.

Entry of a new map of Britannia.

Change to the image of the Codex of Ultimate Wisdom.

Updates to the introduction to reflect the passing of time.

Changed contact information for the author.

Added the new website address to the contact information.

Updated the role of Quill Dragon to author to reflect his input thus far.

Changes to copyright notifications.