

# Ultima Resurrection

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Revised edition

Edited by Resurrection Dragon

## Welcome O Seeker

As a young mage I sometimes pondered the power that was lost when the Stranger shattered the Gem so long ago. Mondain was nightmarishly evil; he used the power of this artifact in its whole form and single-handedly captured all of Sosaria under his tyranny. Surely, in the hands of one who was good and virtuous of spirit, the Gem could have been used in a similar fashion to undo the evils of the world? I dreamed of a world where the Gem served mankind and the evils of Britannia vanished before prosperity. I regretted the shattering and wondered if another way could have been found to defeat Mondain and preserve the Gem. Over the course of my research I have learned that the dreams of a utopia I once entertained were the foolish fancies of a hopeful youth-for today I have seen the final piece of evidence I need to surmise that a dark evil resides within the Gem's remains.

As has been explained in past essays, the Gem of Immortality was linked to our world when it was broken. As a result, copies of Sosaria exist within each of the broken fragments. As previous essays suggest, it is possible that copies of actual people may exist and thrive in different lives within these alternative Sosarias (I sometimes wonder if I have a duplicate in these worlds and how he fares). Although these alternate Sosarias appear to us as small globes within the shards and a great deal of detail cannot be seen, we have learned much. We know that just as the shards themselves are not in the original shape as the Gem of Immortality, the worlds within the shards are also different. Each facet of each shard holds a different world altogether. Through the larger and more uniform of the facets a nearly identical copy of Britannia can be seen, although differences can be detected in the geography of the land within the facet and our own true Britannia. However through the smaller and more uneven facets there are worlds so changed and bent that they look nothing like our Britannia and clearly have a civilization unlike any known to us. In many of the shards one particular facet contains one single continent, wreathed in mountains and with a great white city that can be seen nestled in the center. Another facet contains an ancient looking land with swamps to the south and a desert to the north. I can only theorize that the imperfect and sometimes jagged shape of the facets formed these strange worlds from what was to be a copy of Britannia. As the vessel that held the world changed, all elements of space, time and magic would also have to adapt to fit the new form. It is entirely possible that within each facet the past, present and future changed drastically to accommodate the new shape of its facet, a sort of retroactive continuity. Who knows what strange new civilizations could have been created in the distant past or future of these worlds?

It also seems that travel between the facets has become possible for the inhabitants. Even though physical travel from one of these facets to another would seemingly be impossible within a shard, through magic or perhaps even moongates it is somehow being accomplished. Again, details are difficult to see from our bird's eye view outside of the shards, but there is visible evidence of change in some facets that could only be the result of mankind or some intelligent civilization arriving. Within one facet that I had thought empty of mankind, I suddenly noticed a castle of some sort had been built. Within others I have seen roads form and groves of forest cleared away. I previously found it confusing

how these facets seemed to remain completely unpopulated for so long, then suddenly have clear signs of civilization. Now I believe I have found a clue, for a new piece of the puzzle has come to my attention.

Each shard possesses one facet remarkably different from the rest, one I have named the "dark facet". The dark facet seems to have a shadow cast over it, almost as if it absorbs light. This facet also contains a world, but it is one unlike any I have ever dreamed. The land within appears to rest over a great void that appears to extend in all directions; it is as if a massive island rests on a dark sea of stars. Could it be that the laws of nature have become so bent in this facet that such a thing is possible? Did a great magic within the world create such a place? I may speculate for the rest of my life but the puzzle extends deeper still.

More than once I have witnessed catastrophe within the dark facet. Gradually the land itself has broken, as if great tremors have shaken sections of the earth loose and allowed them to fall into the nothingness below. Each time the dark facet experiences one of these disasters, it seems that all life inside of it is also destroyed; the usual signs of human progress cease and cities gradually fade into ruin. It is as if no trace of life remains yet eventually civilization will somehow return to the facet and the process of life and destruction is repeated anew. Now after a review of my past notes I have come to realize that every time the destruction strikes the dark facet, a different facet on the shard seems to begin teeming with life. I now must conclude that this great cataclysm within the dark facet has something to do with other facets connecting. Is it possible that some sort of barrier is being broken? I am also forced to wonder if the malevolent shadow within the dark facet is a reflection of Mondain's evil, perhaps just as twisted as the worlds within the facets.

I fear these are mysteries I may never solve, for I can think of no way to know for sure without being within one of the worlds inside the shards. Although I once longed to see the wonders of these curious realities, I now fear for the inhabitants, as it seems something dreadful hides within their world.

## *The Dawn of the Age of Shadows*

Once the avatar ascended beyond the realms of men and the Guardian was destroyed, the Third Age of Armageddon drew to a close. Many believed the world had begun a new Age of Enlightenment, however with the close of one dark era another began. Heralded by the discovery of a lost world within the very folds of existence of Britannia itself, the Age of Shadows came upon the world.

This new realm, known as Malas, was indeed a great discovery. The inhabitants call it the "Lost Realm" for all arrived by mere accident. Any who disappeared without a trace often found themselves in Malas. Each was suddenly pulled from their normal existence in Britannia and deposited in Malas against their will. Until now, travel there could only be achieved involuntarily, and travel back was impossible. Those few that survived the initial trip to this land banded together to form communities and eventually civilizations.

At the dawn of the Age of Shadows, and the discovery of Malas by those in Britannia, only two civilizations remained intact through the wars and violent turbulence of the land itself. Each consists of only one city, Luna, the city of Paladins, and Umbra, the city of Necromancers.

Floating within a dark sea of stars, Malas is a broken land, wracked by great tremors that constantly threaten the stability of its continents. Its origin is a mystery, and its future inscrutable, but what is known is that this world is unlike any other. Three great sections of land — one of which is already in the process of crumbling into smaller islands — are connected by bridges, and in between them lays a vast abyss of nothingness. And yet, despite this unstable environment, life has flourished in the "Lost Realm"; creatures of all types call Malas home, and even humans have managed to forge lives there.

## Skill Descriptions

Included in this manual are four new skills Battle Focus, Chivalry, Necromancy, and Spirit Speak. Also included are detailed explanations of how to use each with the original Ultima: Resurrection system. All formulas are always rounded up to the next whole number.

### **Battle Focus**

This skill is very similar to Meditation. However, unlike meditation it happens automatically but only in battle. Battle Focus allows a person to concentrate in battle and increases the regeneration of both Mana and Stamina. his skill cannot be directly used when a person wants. Instead a skill check is made every 5 actions to determine its effects. However unlike other skills, skill gain is halved for Battle Focus. If it is used 10 times one only gains skill as if it were used 5 times. If Focus is successful the character gains  $\text{Focus}/5$  Stamina and  $\text{Focus}/10$  mana rounded up. This skill can **only** be used while in combat. It is unaffected by wearing armor.

*Title: Warrior*

*Linked Attribute: None*

### **Chivalry**

The skill of Paladins. This skill allows a Paladin to use his special abilities. With this Paladins are able to purify the world of evil and care for those around them. Each Paladin carries a special tome that details the use of each skill a Paladin can use. A Paladin must also tithe in order to use their skills. A Paladin's level of Chivalry determines the number of tithing points he can have at any given time.

See the Paladin section for details.

*Title: Paladin*

*Linked Attribute: None*

### **Necromancy**

The art of using black magic and knowledge of the dead. Necromancers are the arch nemesis of Paladins and Light. Necromancers are not necessarily evil, but finding one that is not evil is almost unheard of. On rare occasions a person learns both the arts of Necromancy and Chivalry in order to combat their foes with their enemies own might. See the Necromancer section for details.

*Title: Necromancer*

*Linked Attribute: INT*

## **Spirit Speak**

The ability to speak with the deceased. A person who has mastered this skill can understand the unintelligible wails of the dead. This skill is also necessary to master the art of Necromancy. This skill is also used to channel the latent energies of a fresh corpse in order to heal the necromancer. Once this has been used on a corpse, the corpses energies are exhausted and it cannot provide more healing or be raised. If a person is killed and resurrected, they can use the remaining energies in their own corpse to heal themselves.

*Title: Medium*

*Linked Attribute: INT*

## The Paladin

The balance between good and evil is a tenuous one. With each battle that takes place in the facets, that balance can shift from one side to the other. Without this balance, there can only be chaos. So where there is evil, there must be good. Where there is dark, there must be light. And on Malas, that light is the Paladin. In their city of Luna on the northern continent of Malas, the Paladins endlessly drive back the waves of darkness that threaten to engulf them.



As a holy warrior, a Paladin uses divine power to heal wounds, cure poison and disease, lift curses, improve his fighting abilities, and assist fellow adventurers in the fight against darkness and evil. Even in the heat of battle, a Paladin's ability to invoke these powers can be the deciding factor between life and death. So, whether mage or warrior, those that seek a noble path will be well rewarded by devoting their life to this profession.

Through the use of a special silver-inlaid tome containing knowledge passed down through the ages, a Paladin will be able to access 10 abilities that will increase his prowess on the battlefield.

To use these special powers effectively, a Paladin must develop his or her skill in the art of Chivalry, and like any skill in one's repertoire, Chivalry requires the availability of skill points. Diligence and hard work are the keys to being a successful Paladin — the more proficient one is in Chivalry, the more powers one will be able to tap into and use against the dark powers that threaten the balance of the world.

## Paladin Abilities

Cleanse by Fire	With this power, the Paladin raises his sword or fist to the sky and summons flames to engulf his body, cleansing himself of all poison and disease. This fire is not without consequence, however, as it does a fair amount of damage to the Paladin. When used on someone else, it will first absorb the poison into the Paladin's body before cleansing it by fire, thus poisoning the Paladin.
Close Wounds	This ability allows a Paladin to heal a medium amount of damage done to himself or his allies. He has to be close enough to touch the person he is attempting to heal, just as if he were using the healing skill.
Holy Light	Upon invoking this ability, a shaft of holy light surrounds the Paladin, damaging all enemies around him with divine energy. Those that pose no threat or are fleeing are not affected.
Consecrate Weapon	The Paladin can take a weapon and sanctify it for a short duration. The consecrated weapon is temporarily imbued with a power that specifically targets an enemy's weaknesses, increasing the damage dealt to any target wounded by the Paladin.

Enemy of One	<p>This enchantment allows a Paladin to declare the next creature he strikes as his mortal enemy for a period of time, which gives him the ability to inflict massive melee damage to all creatures of the same type. However, by using this ability, the Paladin's defenses against all other creatures will become lessened significantly.</p>
Dispel Evil	<p>Through an act of pure will, the Paladin can summon the power of good to disrupt all evil in the area. This ability attempts to dispel all summoned creatures of an evil nature, as well as causes all other evil creatures to flee from combat. The disrupting nature of this holy ability can also drain a transformed Necromancer of mana and stamina!</p>
Remove Curse	<p>This ability allows the Paladin to transfer some of his divine power into another, cleansing the person of any curses laid upon them. Curses include Necromancer curses, Clumsy, Weaken, Feeblemind, Paralyze, and the Curse spell.</p>
Divine Fury	<p>Invoking this power is normally only done by zealots of the Paladin faith, as it is as dangerous to the Paladin as it is to his enemies, if not even more so. The Paladin will immediately enter a berserk frenzy, with an unquenchable desire to destroy evil, causing him to swing faster and with more accuracy, while significantly lowering his defenses to all attacks against him.</p>
Sacred Journey	<p>The Paladin can tap into magical pathways of a divine nature that riddle the spectral realm. Using these passages, he can travel instantaneously to a marked location, as per the Recall spell. However, in order to use this ability the Paladin must not be in combat, as he cannot summon the divine power needed if his purpose is of a cowardly or unchivalrous nature.</p>
Noble Sacrifice	<p>As a sign of his utmost devotion to the preservation of life, a Paladin may sacrifice himself for the good of others. The Paladin loses all but the most tenuous hold on his mana, stamina, and hit points in order to resurrect all valid targets in a radius around him. Each target is also cleansed of poison, healed, and receives the benefits of Remove Curse. A Paladin will only perform this in the direst situations, as he then needs to depend on other to keep him from dying himself.</p>



## Tithing

Each ability a Paladin wishes to invoke will require a certain amount of "tithing points" to use. A Paladin can earn these tithing points by donating gold at a shrine or holy place. And while he is free to be generous and tithe as much as he likes, there will be a limit as to how many points a Paladin can have at any one time. This limit is derived by multiplying the Paladin's skill by 4 with a minimum limit of 350.

## Karma






Karma is an integral part of a Paladin's way of life, as it affects all of his abilities. As his karma increases, the effectiveness of his abilities will also increase. So, a Paladin who is a Great or a Champion of Virtue would have a much greater advantage over one that was merely Prominent. Karma is in effect the same as your Virtue level.





<b>Title</b>	<b>Karma Modifier</b>
Dreaded	-20
Nefarious	-15
Wicked	-10
Vile	-6
Ignoble	-3
Notorious	-1
none	none
Prominent	+1
Reputable	+2
Proper	+4
Admirable	+6
Famed	+10
Great	+15
Champion of Virtue	+20


Example: Jim has a karma level of Ignoble giving him a -3 modifier. He is poisoned by a level 3 poison. Jim casts Cleanse by Fire. The following formula then applies: (Poison Level x 10) - Karma, i.e. (3 x 10) - (-3). This works out to 33 damage. 3 x 10 = 30. Minus a negative 3 is the same as +3, so 33 damage.

## Paladin Ability Details

To use Paladin Abilities, the Paladin must have the spell written in his Paladin Tome, have the required Chivalry skill level and have the required amount of Tithing points. Tithing points can be earned by donating money at a Shrine or church. You receive 1 tithing point per gold piece donated. Use the context menu on the Shrine's ankh to get the tithing dialog where you can enter how much gold you want to donate.

Icon	Name	Tithing	Mana	Skill	Info
	Close Wounds	10	10	0	Heals the target for 4 to 30 points of damage. The caster's Karma affects the amount of damage healed. In the case of negative karma, cannot be used to deal damage, it simply does not heal the Paladin or others. Healed amount is determined by $(\text{Chivalry} + \text{Karma})/3$
	Cleanse by Fire	10	10	5	Cures the target of poisons, but causes the caster to be burned by fire damage for 13-55 hit points. The amount of fire damage is lessened if the caster has high Karma. Damage determined by $(\text{Poison Level} \times 10) - \text{Karma}$
	Remove Curse	10	20	5	Attempts to remove all Curse effects from Target. Curses include Mage spells such as Clumsy, Weaken, Feeblemind and Paralyze as well as all Necromancer curses. Chance of removing curse is affected by Caster's Karma. The number to roll under is Skill + Karma
	Consecrate Weapon	10	10	15	Temporarily enchants the weapon the caster is currently wielding. The type of damage the weapon inflicts when hitting a target will be converted to the target's worst Resistance type. Duration of the effect is affected by the caster's Karma and lasts for a few actions. Duration determined by $(\text{Skill} + \text{Karma})/2 - 1$
	Sacred Journey	20	20	15	The Paladin can tap into magical pathways of a divine nature that riddle the spectral realm. Using these passages, he can travel instantaneously to a marked location, as per the Recall spell. However, in order to use this ability the Paladin must not be in combat, as he cannot summon the divine power needed if his purpose is of a cowardly or unchivalrous nature.

	Divine Fury	10	15	25	<p>Temporarily increases the Paladin's swing speed, chance to hit, and damage dealt, while lowering the Paladin's defenses. Upon casting, the Paladin's Stamina is also refreshed. Duration of the spell is affected by caster's Karma. The effect lasts for several actions.</p> <p>Duration determined by <math>(\text{Chivalry} + \text{Karma})/4</math>  Actual increases should be determined by the GM to properly fit the situation.</p>
	Dispel Evil	10	15	35	<p>Attempts to dispel evil summoned creatures and cause other evil creatures to flee from combat. Transformed Necromancers may also take Stamina and Mana damage. Caster's Karma and Chivalry, and Target's Karma and Necromancy affect Dispel Chance.</p> <p>Dispel chance determined by <math>(\text{Paladin karma} - \text{Necromancer karma}) + (\text{caster chivalry} - \text{target necromancy})</math>  NPCs fleeing is at GM discretion. A transformed necromancer's mana and stamina are reduced to <math>\frac{1}{2}</math> of their maximum.</p>
	Enemy of One	10	20	45	<p>The next target hit becomes the Paladin's Mortal Enemy. All melee damage dealt to that exact creature type is increased, but the Paladin takes extra damage from all other creature types. Mortal Enemy creature types will be easily identifiable, even if disguised by some means, to the Paladin. Duration of the spell is affected by the Caster's Karma and lasts for several actions.</p> <p>Duration determined by <math>(\text{Chivalry} + \text{Karma})/2</math>  Damage increase by Paladin determined by <math>(\text{Chivalry} + \text{Karma})/5</math>  Damage increase received by Paladin determined by <math>(\text{Chivalry})/10</math></p>
	Holy Light	10	15	55	<p>Deals energy damage to all valid targets in a radius around the caster. Amount of damage dealt is affected by caster's Karma, from 8 to 60 hit points. Distance is at GM discretion.</p> <p>Damage determined by <math>(\text{Chivalry} + \text{Karma})/2</math> / number of targets  Example: Jim casts Holy Light at 65 Chivalry and no karma. There are 3 enemies in range.  <math>((65[\text{chivalry}] + 0[\text{karma}]) / 2) / 3[\text{targets}] = 11</math> damage to all 3 targets (10.8333 rounded up)</p>

	Noble Sacrifice	30	20	65	<p>Attempts to Resurrect, Cure and Heal all targets in a radius around the caster. If any target is successfully assisted, the Paladin's current Hit Points, Mana and Stamina are set to 1. Amount of damage healed is affected by the Caster's Karma, from 8 to 60 hit points. Distance is at GM discretion.</p> <p>Healing determined by  <math>(\text{Chivalry} + (\text{Karma} \times 2)) / \text{number of targets}</math>  Example: Jim casts Noble Sacrifice at 85 Chivalry and is Great with 4 targets. Therefore, <math>(85 + (15 \times 2)) / 4 = 23</math> healing to all four targets if he passes a Chivalry check. All targets are Resurrected, Cured of Poison, and have all curses removed.</p>
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## The Necromancer

With the discovery of Malas, an ancient evil has been revealed, and is spreading across the land like a plague. The study of Necromancy draws people in with the promise of power and riches, while corrupting their souls in the process. Both mages and warriors will be enticed by this wicked school of spellcraft when they discover they can wield powerful weapons without disrupting their evil spells.

The Necromancer can inflict pain, pestilence, cold, and vile curses against their hapless foes, and in the battle's aftermath animate their lifeless corpses into undead horrors that viciously attack any creature, dead or alive. But the Necromancer does not stop at simply animating corpses, for he can transform his very being into some of these forms, gaining both their powers and weaknesses.



A new spell book becomes available, filled with sorcery so foreboding that it has been secreted away for generations. Necromancers will be able to use any of 16 evil spells, alone or in conjunction with other powerful magic.

In order to call upon the powers of pure evil, one must advance their skill in the art of Necromancy. Similar to the Magery ability, the more proficient you are in the dark arts, the higher the likelihood of successfully imposing their will. Those who have learned Spirit Speak will find themselves at a distinct advantage when wielding such powers.

### Spirit Speak






Those mediums who know the Spirit Speak ability will continue to be our strongest communicators with the dead. In addition to allowing you to channel spiritual energy, those who have achieved "Grand Master" status in the art of speaking with the dead will automatically be heard and hear the cries of the ghosts around them.






Mediums will now be able to heal wounds by channeling "spiritual energy" from the corpse of a foe. However, if there is not a corpse nearby during the channeling ritual, the energy channeled will be the medium's own — though it will be a much less significant amount of life returned to your body.



A corpse will only contain enough spiritual energy to be channeled one time. Once it has yielded the remaining life contained within, the corpse will turn a ghastly color, signifying that it has no more spiritual energy.

## Necromancer Spells




To use Necromantic Spells, the Necromancer must have the spell written in his Necromancy spell book, have the required Necromancy skill level and have access to the required Necromancy reagents: Bat Wing, Grave Dust, Daemon Blood, Nox Crystal and Pig Iron, all of which are available in Necromancy shops (such as the one in Umbra, Malas)


Icon	Name	Mana	Skill	Delay	Info
	Curse Weapon	7	0	1	Temporarily imbues a weapon with a life draining effect. Half the damage that the weapon inflicts is added to the necromancer's health. The effects lasts for $(\text{Spirit Speak skill level} / 75) + 1$ actions.
	Pain Spike	5	20	1	Temporarily causes intense physical pain to the target, dealing direct damage. After 10 actions the spell wears off, and if the target is still alive, half of the Hit Points lost through Pain Spike are restored automatically. Damage dealt is determined by $((\text{Spirit Speak} - \text{target's Resist Magic})/100) + 30$ .
	Corpse Skin	11	20	2	Transmogrifies the flesh of the target creature or player to resemble rotted corpse flesh, making them more vulnerable to Fire and Poison damage, but increasing their resistance to Physical and Cold damage. The effect lasts for $((\text{Spirit Speak} - \text{target's Resist Magic})/ 25) + 20$ actions.
	Evil Omen	11	20	1	Curses the target so that the next harmful event that affects them is magnified. Damage to the target's hit points is increased 25%, the poison level of the attack will be 1 higher and the Resist Magic skill of the target will be fixed on 50. The effect lasts for one harmful event only.
	Blood Oath	13	20	1.5	Temporarily creates a dark pact between the caster and the target. Any damage dealt by the target to the caster is increased, but the target receives the same amount of damage. The effect lasts for $((\text{Spirit Speak skill level} - \text{target's Resist Magic skill level}) / 80) + 8$ actions. Damage increase is $(\text{Necromancy}/10)$

	Wraith Form	17	20	4	Transforms the caster into an ethereal Wraith, lowering Resist Magic skill, while increasing their Physical Resistance. Wraith Form also allows the caster to always succeed when using the Recall Spell, and causes a small Mana Drain effect when hitting enemies. Caster remains in this form until they cast any transformation spell or dies. Caster receives 25% more damage from silver weapons, adds 10% to AR, but loses 25% from all nonphysical damage, i.e. magic. Caster can pass through other creatures and some walls.
	Mind Rot	17	30	1.5	Attempts to place a curse on the Target that increases the mana cost of any spells they cast, for a duration based off a comparison between the Caster's Spirit Speak skill and the Target's Resist Magic skill. The effect lasts for $((\text{Spirit Speak} - \text{target's Resist Magic}) / 50) + 20$ actions.
	Horrorific Beast	11	40	4	Transforms the caster into a horrific demonic beast, which deals more damage, and recovers hit points faster, but can no longer cast any spells except for Necromancer Transformation spells. Caster remains in this form until they cast any transformation spell or dies. Bonuses: Caster gains 1 Hit Point per action, and Melee damage is increase by 10%.
	Animate Dead	23	40	1.5	Animates the targeted corpse, creating a mindless, wandering undead that will attack all creatures except humans. The strength of the risen undead is one circle lower than the circle of the original creature.
	Poison Strike	17	50	2	Creates a blast of poisonous energy centered on the target. The main target is inflicted with a large amount of Poison damage, and all valid targets in a radius of 3 meters around the main target are inflicted with a lesser effect. Two feet from main target receives 50% damage, Four feet from target receives 33% damage. Damage is determined by $(\text{Spirit Speak} + \text{Necromancy}) / 10$ Poison level determined by $(\text{Necromancy} / 25)$ rounded up for the main target and one level lower for each meter away from the main target. This poison wears off after 5 actions.

	Strangle	29	65	2.5	<p>Temporarily chokes off the air supply of the target with poisonous fumes. The target is inflicted with poison damage over time. The amount of damage dealt each "hit" is based off of the caster's Spirit Speak skill and the Target's current Stamina. The less Stamina the target has, the more damage is done by Strangle. Duration of the effect is (Spirit Speak/10) actions, with a minimum number of 4 actions. The first round of damage is dealt after 2 actions, and then every next turn after that.</p> <p>The base damage of the initial effect (Spirit Speak/10)+d6. Base damage is multiplied by the following formula: <math>(3 - (\text{target's current Stamina} / \text{target's maximum Stamina}) \times 2)</math>.</p> <p>Example: For a target at full Stamina the damage multiplier is 1, for a target at 50% Stamina the damage multiplier is 2 and for a target at 20% Stamina the damage multiplier is 2.6</p> <p>Final damage is rounded up.</p>
	Summon Familiar	17	30	4	<p>Allows the Caster to summon a Familiar from the selected list. A Familiar will follow and fight with its owner, in addition to granting unique bonuses to the Caster, dependent on the type of Familiar. You don't give a familiar orders, it acts directly from your will. If the owner of a familiar goes invisible, so will it.</p> <ul style="list-style-type: none"> <li>• <b>Horde Minion</b> Requires 30 Necromancy and 30 Spirit Speak. Abilities: Pack animal, picks up stuff, decent combat assistant.</li> <li>• <b>Shadow Wisp</b> Requires 50 Necromancy and 50 Spirit Speak. Abilities: negative energy flare; periodically heals the mana of those friendly to the caster (and the caster) IF they have negative karma. The more negative the karma, the more mana you get back. Roll 1d100 each turn until the totals add up to 150 or more. On that turn the wisp regenerates mana. Then roll once each turn until the total reaches 150 or more again. Mana regeneration is determined by <math>(-\text{Karma}) \times 2</math></li> <li>• <b>Dark Wolf</b> Requires 60 Necromancy and 60 Spirit</li> </ul>



					<p>Speak. Abilities: +1 stamina each action. Wolf mastery; allows you to tame any wolf as if it were a 0 difficulty tamable. Impossible to fail a tame check unless less than a 10 is rolled.</p> <ul style="list-style-type: none"> <li>• <b>Death Adder</b> Requires 80 Necromancy and 80 Spirit Speak. Abilities: Snake charming; you can command any snake to attack a target to which you can do negative acts. You don't get credit for the kill. Commanded snakes may continue to attack you.</li> <li>• <b>Vampire Bat</b> Requires 100 Necromancy and 100 Spirit Speak. Abilities: all melee damage it does will heal it's master for an equal amount.</li> </ul>
	Wither	23	60	1.5	<p>Creates a withering frost aura around the Caster. This aura deals Cold Damage to all valid targets in a radius of 3 meters. Damage is determined by <math>(\text{Necromancy}/2)/\text{number of targets}</math>. Effect lasts <math>(\text{Necromancy}/2)</math> actions.</p>
	Lich Form	23	70	4	<p>Transforms the caster into a lich, increasing their mana regeneration and some Resistances, while lowering their Fire Resist and slowly sapping their life. Caster remains in this form until they cast any transformation spell. Caster receives 25% more damage from silver weapons and Fire damage, and gains 10% resistance to Poison and Cold. Bonuses: Caster gains 1 mana per action and loses 1 Hit Point per action.</p>
	Vengeful Spirit	41	80	8	<p>Summons a Revenant that haunts the target until either the target or the Revenant is killed. Revenants have the ability to track down their targets wherever they may travel. A Revenant's Circle is determined by the Necromancy and Spirit Speak skills of the Caster, with a minimum of 1. Circle is determined by <math>(\text{Spirit Speak} + \text{Necromancy})/50</math> The effect lasts for <math>((\text{Spirit Speak} \times 80) / 500) + 10</math> actions.</p>

	Vampiric Embrace	23	99	4	<p>Transforms the caster into a powerful Vampire, which increases his Stamina and Mana regeneration while lowering his resistance to Fire by 25%. Vampires also perform Life Drain when striking their enemies. Caster remains in this form until they cast any transformation spell. While in Vampiric form, the caster receives 2d10 damage for each spell he casts that requires garlic. Caster receives 25% more damage from silver weapons. Caster gains 1 Stamina and 1 Mana per action. Life Drain turns 20% of melee damage caster deals to a target into life for the caster.</p>
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## Combat Special Attacks

As the art of war progressed through the constant struggle between good and evil, many new schools of combat emerged. These schools came up with new combat styles and techniques to help them defeat their enemies. Following is a list of special attacks created by these schools of war and the weapons that can use them. The use of such techniques requires great skill and concentration. To represent this, using a special attack consumes mana. Only one special attack can be used at a time. The target of such an attack can attempt to parry the blow at one half their parrying skill. If the attack is blocked, then the attack has no effect, but the attacker's mana is still consumed. In order to use a special attack, you have must a minimum of 70 in the required combat skill to use a weapon's primary attack and a minimum of 90 to use a weapon's secondary attack.

Icon   Mana   Weapons with skill as Primary   Weapons with skill as Secondary

**Moving Shot** – Available on some crossbows, this special move allows archers to fire while on the move. This shot is somewhat less accurate than normal, but the ability to fire while running is a clear advantage. Archery skill modified by –25 when using this ability.



20 Heavy Crossbow   Composite Bow, Repeating Crossbow

**Armor Ignore** – This special move allows the skilled warrior to bypass his target's physical resistance, for one shot only. The Armor Ignore shot does slightly less damage than normal. Against a heavily armored opponent, this ability is a big win, but when used against a very lightly armored foe, it might be better to use a standard strike. For this attack, the defender has 0 Physical Resistance, but the attack only does 85% normal damage.



30 Hatchet, Long Sword, Bladed Staff, Hammer Pick,   Broadsword, Katana  
War Axe, Kryss, Spear, Composite Bow

**Dismount** - Perfect for the foot soldier, the Dismount special attack can unseat a mounted opponent. The fighter using this ability must be on his own two feet and not in the saddle of a steed (with one exception: players may use a lance to dismount other players while mounted). If it works, the target will be knocked off his mount and will take some extra damage from the fall. Dismounts the target. Inflicts 2d10 additional physical damage. Cannot use this while mounted, unless using a lance.



20 Lance, Magic Pitchfork, Axe, Bladed Staff, Heavy Crossbow, Bardiche,  
Wand   Club

**Mortal Strike** - The assassin's friend. A successful Mortal Strike will render its victim unable to heal any damage for several turns by any means physical or magical.. Use a gruesome follow-up to finish off your foe. Lasts for 1d6 turns (player) or 2d6 turns

(NPC). Does not prevent curing poison or stopping bleeding.



30 None

Executioner's Axe, Crossbow, Scepter, Crescent Blade, Hammer Pick, Bone Harvester, Bow, Short Spear

**Shadow Strike** - This powerful ability requires secondary skills to activate. Successful use of Shadow Strike deals extra damage to the target and renders the attacker invisible. Only those who are Adept (80 or higher) at the art of stealth will be able to use this ability. Weapon hit does an extra 25% damage, and hides the attacker on a successful stealth check



25 Skinning knife, Club, Short Spear

Cutlass, Smith's Hammer, Two-Handed Axe, Dagger, Sledge Hammer

**Infectious Strike** - This special move represents a significant change to the use of poisons in Age of Shadows. Now, only certain weapon types those that have Infectious Strike as an available special move will be able to be poisoned. Targets will no longer be poisoned at random when hit by poisoned weapons. Instead, the wielder must use this ability to deliver the venom. While no skill in Poisoning is directly required to use this ability, being knowledgeable in the application and use of toxins will allow a character to use Infectious Strike with a reduced mana and a greater chance to inflict more deadly poison on his victim. With this change, weapons will no longer be corroded by poison. Level 5 poison will be possible when using this special move. Poisoning skill is not required, but gives following bonuses: Mana cost reduced by 1 per 10 points of Poisoning skill; (Poisoning Skill)% chance to increase level of poison delivered by 1 -- at 100 poisoning skill the mana reduction is 12. The blade must have poison applied to it. The power of the poison depends on the type of poison used.



20 Butcher's Knife, Dagger

Cleaver, Kryss, Pike, Double Bladed Staff

**Paralyzing Blow** - A successful Paralyzing Blow will leave the target stunned, unable to move, attack, or cast spells, for a few seconds. Requires 80 Anatomy minimum when used bare handed. Causes target to miss next 2 turns (player) or 3 turns (NPC). The duration is not broken by combat damage the way the paralyze spell is.



35 Bow, Pike, Bardiche, Bone Harvester

Unarmed (no weapon, using Wrestling skill), Scythe, Gnarled Staff, Viking Sword, Scimitar, Spear, Black Staff

**Double Strike** - The highly skilled warrior can use this special attack to make two quick swings in succession. Landing both blows would be devastating! The warrior swings twice in one turn. The player's combat skill is reduced by half for the second attack roll,

but it hits in the exact same place as the first attack. If the first attack is parried, then the warrior is off balance and cannot make the second attack.



- 30 Repeating Crossbow, Double Bladed Staff, Quarterstaff, 2 Handed  
Axe, Crescent Blade, Double Axe, Katana, Pick Axe, Scimitar      None

**Bleed Attack** - Make your opponent bleed profusely with this wicked use of your weapon. When successful, the target will bleed for several seconds, taking damage as time passes for up to ten turns. The rate of damage slows down as time passes, and the blood loss can be completely staunched with the use of bandages. This damage is not reduced by armor and can only be avoided through healing with bandages. Duration of bleeding is determined by 1d10. Damage is determined by 1d10 on the first turn then 1d10 - 1 on the second, 1d10 - 2 on the third, etc.



- 30 Battle Axe, War Fork, Pitchfork, Cleaver,      War Mace, War Axe,  
Executioner's Axe, Scythe, Cutlass      Large Battle Axe

**Whirlwind Attack** - A godsend to a warrior surrounded, the Whirlwind Attack allows the fighter to strike at all nearby targets in one mighty spinning swing. Will not accidentally strike innocents, allies, or party members. Damages anyone within melee range of the warrior. Damage is reduced by one for each creature being attacked. Example: Jim is attacking 3 Orcs with his Halberd. He rolls 2d20+3 for the halberd's attack, then subtracts 3 from the total. If he rolls a 10 and a 12, then he does 22 damage to each Orc.



- 25 Black Staff, War Hammer, Halberd, Large Battle Axe      Double Axe

**Disarm** - This attack allows you to disarm your foe. A successful Disarm leaves the victim unable to re-arm another weapon for 2 turns. Requires 80 Arms Lore minimum when used bare-handed. No minimum required skill level when using a weapon.



- 20 Bare Handed (uses      War Fork, Mace, Shepherd's Crook, Magic Wand,  
Wrestling skill).      Pick Axe, Hatchet, Butcher Knife, Skinning Knife

**Crushing Blow** - Also known as the Haymaker, this attack increases the damage done by a weapon reaching its mark. Additional damage is applied as physical damage. When this attack is successful the damage dealt is increased by 50%.



- 30 War Mace, Maul, Shepherd's Crook, Scepter, Smith's      War  
Hammer, Sledge Hammer, Axe, Broad Sword, Viking Sword      Hammer

**Concussion Blow** - This devastating strike is most effective against those who are in good health and whose reserves of mana are low, or vice versa. Applies additional physical damage that cannot be reduced by physical resistance or other defenses. Damage dealt is determined by subtracting the target's current Mana from their current Hit Points if they have more Hit Points than Mana, or by subtracting current Hit Points from Mana if they have more Mana than Hit Points. The target is unable to use any spell or special attack on their next turn.

Example: Jim attacks Bob the Mage who has 56 current Hit Points and 89 current Mana. Damage is determined by Mana - Hit Points because mana is higher.  $89 - 56 = 33$ . Bob the Mage takes 33 damage and can not cast any spell on his next turn.



30 Crossbow, Mace, Gnarled Staff Battle Axe, Maul, Lance, Quarterstaff, Long Sword, Halberd

## Weapons

The damage-ranges below take neither Tactics/STR bonuses into account. The greater the Speed #, the faster the rate at which you attack w/ the weapon (affected by DEX). GP= The cost of the weapon in an average shop, halve this cost to determine what a blacksmith would ask to repair a broken item, or how much he would give when buying from a player.

### Axes

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill	Primary Special	Secondary Special
Axe (2-H)	4 Stones	35	3d10+3 (6-33)	37	48	Swords	Crushing Blow	Dismount
Battle Axe (2-H)	4 Stones	40	2d20 (2-40)	30	38	Swords	Bleed Attack	Concussion Blow
Double Axe (2-H)	8 Stones	45	1d30+4 (5-34)	37	32	Swords	Double Strike	Whirlwind Attack
Executioner's Axe (2-H)	8 Stones	35	3d10+3 (6-33)	37	38	Swords	Bleed Attack	Mortal Strike
Hatchet (2-H)	4 Stones	15	1d20 (1-20)	40	---	Swords	Armor Ignore	Disarm
Large Battle Axe (2-H)	6 Stones	40	2d20 (2-40)	30	43	Swords	Whirlwind Attack	Bleed Attack
Pickaxe	11Stones	25	1d15 (1-15)	35	32	Swords	Double Strike	Disarm
Two-handed Axe (2-H)	8 Stones	35	2d20 (2-40)	30	42	Swords	Double Strike	Shadow Strike
War Axe	8 Stones	35	3d10+3 (6-30)	40	38	Mace	Armor Ignore	Bleed Attack

### Bows

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill	Primary Special	Secondary Special
Arrow	10 Stones	0	Weapon	---	3	Archery	Weapon	Weapon
Bolt	per 50				6			
Bow (2-H)	7 Stones	20	4d10 (4-40)	20	58	Archery	Paralyzing Blow	Mortal Strike
Composite Bow (2-H)	8 Stones	45		25	90	Archery	Armor Ignore	Moving Shot
Crossbow (2-H)	7 Stones	30	5d8+3 (8-43)	18	60	Archery	Concussion Blow	Mortal Strike
Crossbow, Heavy (2-H)	9 Stones	40	5d10+6 (11-56)	10	116	Archery	Moving Shot	Dismount
Repeating Crossbow (2-H)	12Stones	30	3d10-2 (1-27)	35	131	Archery	Double Strike	Moving Shot

### Knives & Daggers

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill	Primary Special	Secondary Special
Butcher Knife	1 Stones	5	2d8 (2-16)	40	21	Swords	Infectious Strike	Disarm
Cleaver	1 Stones	10	1d12+1 (2-13)	40	24	Swords	Bleed Attack	Infectious Strike
Dagger	1 Stones	1	3d6 (3-18)	55	33	Fencing	Infectious Strike	Shadow Strike
Skinning Knife	1 Stones	5	1d10 (1-10)	40	26	Swords	Shadow Strike	Disarm

### Maces & Hammers

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill	Primary Special	Secondary Special
Club	9 Stones	10	4d6+2 (6-26)	40	27	Mace	Shadow Strike	Dismount
Hammer Pick	9 Stones	35	3d10+3 (6-33)	30	31	Mace	Armor Ignore	Mortal Strike
Mace	14Stones	20	5d6 (5-30)	30	38	Mace	Concussion Blow	Disarm
Magic Wand	1 Stones	0	1d6+1 (2-7)	35	20	Mace	Dismount	Disarm
Maul	14Stones	20	3d10+3 (6-33)	30	31	Mace	Crushing Blow	Concussion Blow
Scepter	8 Stones	40	4d6+6 (10-30)	28	30	Mace	Crushing Blow	Mortal Strike
Smith's Hammer	8 Stones	30	3d6 (3-18)	30	36	Mace	Crushing Blow	Shadow Strike
Sledge Hammer	8 Stones	30	3d6+2 (5-20)	28	36	Mace	Crushing Blow	Shadow Strike
War Hammer (2-H)	10Stones	40	6d6 (6-36)	31	27	Mace	Whirlwind Attack	Crushing Blow
War Mace	17Stones	30	6d6 (6-36)	32	37	Mace	Crushing Blow	Bleed Attack

### Pole Arms

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill	Primary Special	Secondary Special
Bardiche (2-H)	7 Stones	40	2d20+3 (5-43)	26	68	Swords	Paralyzing Blow	Dismount
Bladed Staff (2-H)	7 Stones	40	3d10+3 (5-33)	35	78	Swords	Armor Ignore	Dismount
Double Bladed Staff (2-H)	14Stones	50	3d10 (3-30)	48	110	Fencing	Double Strike	Infectious Strike
Halberd (2-H)	16Stones	55	2d20+3 (5-43)	25	60	Swords	Whirlwind Attack	Concussion Blow
Lance	16Stones	55	2d20 (2-40)	24	59	Fencing	Dismount	Concussion Blow
Pike (2-H)	10Stones	50	2d10+4 (6-24)	37	50	Fencing	Paralyzing Blow	Infectious Strike
Scythe (2-H)	11Stones	45	2d10+6 (8-26)	32	53	Swords	Bleed Attack	Paralyzing Blow

### Spears & Forks

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill	Primary Special	Secondary Special
Pitchfork (2-H)	10Stones	15	4d4 (4-16)	45	25	Fencing	Bleed Attack	Dismount
Short Spear (2-H)	4 Stones	15	2d12+4 (6-28)	50	32	Fencing	Shadow Strike	Mortal Strike
Spear (2-H)	7 Stones	30	2d20 (2-40)	46	38	Fencing	Armor Ignore	Paralyzing Blow
War Fork	9 Stones	35	3d10 (3-30)	45	34	Fencing	Bleed Attack	Disarm



### Staves

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill	Primary Special	Secondary Special
Black Staff (2-H)	6 Stones	35	5d6+3 (8-33)	35	27	Mace	Whirlwind Attack	Paralyzing Blow
Gnarled Staff (2-H)	3 Stones	20	5d6 (5-30)	33	24	Mace	Concussion Blow	Paralyzing Blow
Quarterstaff (2-H)	4 Stones	30	5d6 (5-30)	48	30	Mace	Double Strike	Concussion Blow
Shepherd's Crook (2-H)	2 Stones	10	3d4 (3-12)	30	33	Mace	Crushing Blow	Disarm

### Swords

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill	Primary Special	Secondary Special
Bone Harvester	6 Stones	15	2d12 (2-24)	36	30	Swords	Paralyzing Blow	Mortal Strike
Broad Sword	6 Stones	25	2d12+3 (5-27)	33	44	Swords	Crushing Blow	Armor Ignore
Crescent Blade (2-H)	10 Stones	50	2d12+2 (4-24)	47	89	Swords	Double Strike	Mortal Strike
Cutlass	8 Stones	10	2d12 (2-24)	45	32	Swords	Bleed Attack	Shadow Strike
Katana	6 Stones	10	3d8+2 (5-26)	58	42	Swords	Double Strike	Armor Ignore
Kryss	1 Stones	10	1d20+8 (3-28)	53	42	Fencing	Armor Ignore	Infectious Strike
Long sword	7 Stones	25	3d10+3 (6-33)	35	60	Swords	Armor Ignore	Concussion Blow
Scimitar	5 Stones	10	2d12+2 (4-28)	43	43	Swords	Double Strike	Paralyzing Blow
Viking Sword	6 Stones	40	4d8+2 (6-34)	30	66	Swords	Crushing Blow	Paralyzing Blow

### Unarmed

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill	Primary Special	Secondary Special
Bare Fists	---	--	1d8 (1-8)	??	--	Wrestling	Disarm	Paralyzing Blow