

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

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

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

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

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

Lord British
Sovereign of Britannia

The image shows a handwritten signature in black ink that reads "Lord British". The signature is written in a cursive, flowing style. To the right of the signature is a circular seal or stamp. The seal is light gray and features a central design that appears to be a stylized caduceus or a similar symbol, surrounded by a circular border containing text that is difficult to read.

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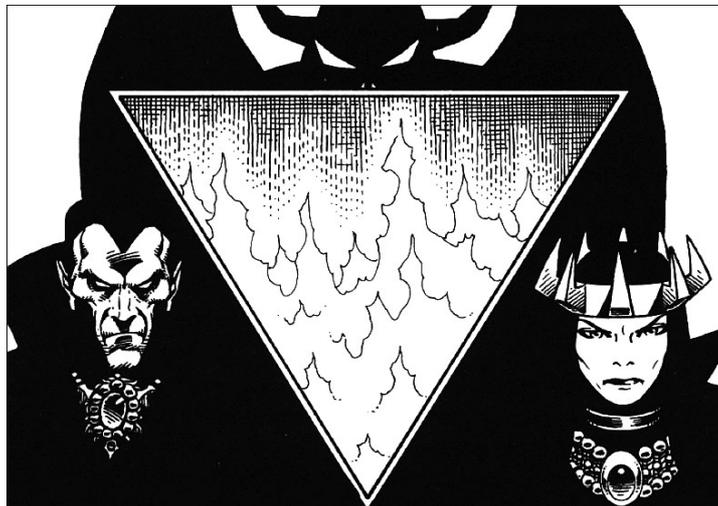
The Chronicles of Britannia

as Told by Lord British

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

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

The Ages of Darkness



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

The Tale of Ultima I

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

The Tale of Ultima II

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

The Tale of Ultima III

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

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

The Ascent of the Avatar, as Related in Ultima IV



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

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

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

The Subversion of the Shadowlords as Related in Ultima V



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

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

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

Today: The Threat of the Gargoyles

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

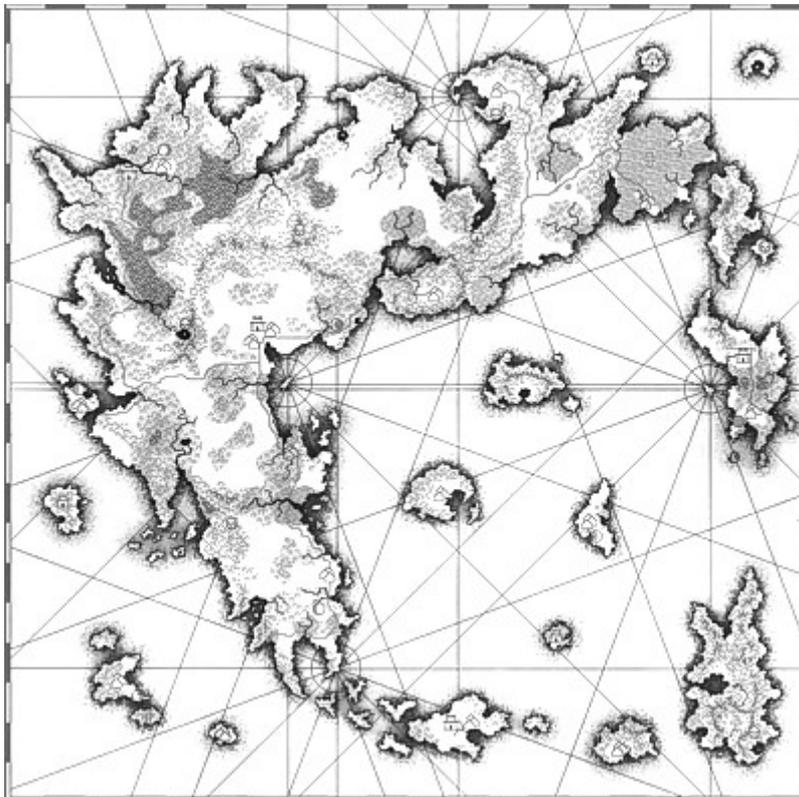
These diabolical nemeses have begun to seize our holy shrines and places of enlightenment. Scores of homes and villages in our land have been destroyed during nocturnal raids mounted by the daemonic fiends, while countless others stand empty and deserted. Local and government militias have organized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

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

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



The Kingdom of Britannia



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

The Great Centers of Power and Learning

Castle Britannia

The castle keep of Lord British overlooketh the town of Britain from the protective flanks of the Serpent's Spine Mountains. Visitors to the castle will find evidence of our Liege's many interests and hobbies within its marbled halls.

Though his authority extendeth from the throne to the most remote regions of the kingdom, none are ever turned away who come to him for counsel in their time of need. And forget not, Avatar, that he hath prepared a room for thee to serve as a place of rest from thy long journeys abroad.

The lycaeum

The Lycaeum resteth at the northern tip of Verity Isle, attracting many mages, scholars and seekers after truth and knowledge. Perhaps the oldest center of learning in Britannia, the Lycaeum houseth the Flame of Truth and the Great Library.

Here also, astronomers make special pilgrimage to visit the Observatory; magical and alchemical researchers flock to the laboratories, and apprentice mages, having proved themselves worthy, are initiated into the arcane arts. Here also the Inner Circle of Mages doth hold its quarterly conclave within the Great Council Chamber.

Empath Abbey

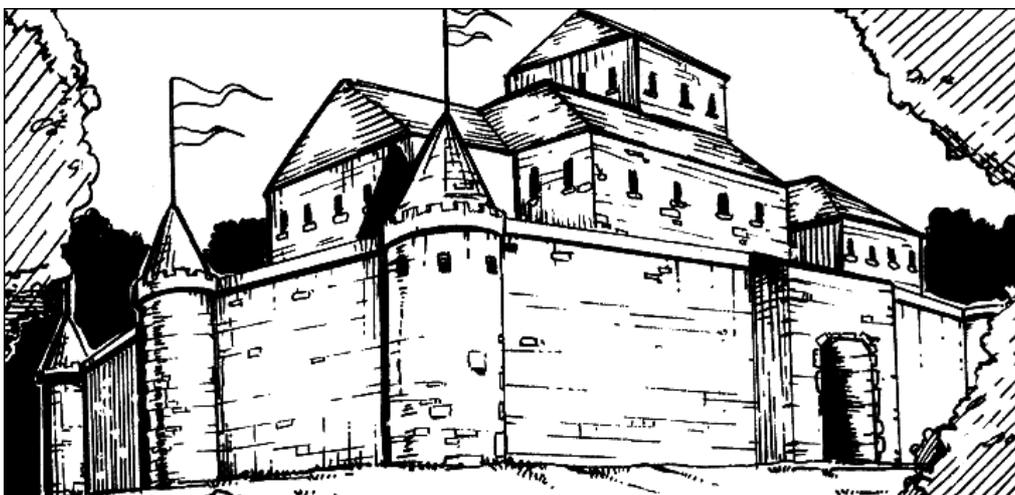
Lovers of fine wines prize the noble vintages of Empath Abbey above all others, as confectioners prize its honey in the manufacture of their choicest sweetmeats. Home to the Brotherhood of the Rose and the Flame of Love, the Abbey provideth a retreat for the world-weary and a welcome rest stop for travelers on the road between Britain and Yew.

Many have chosen to end their days here in tranquil contemplation, as evidenced by the well-populated graveyard and the flourishing funeral parlor nearby.

Serpent's Hold

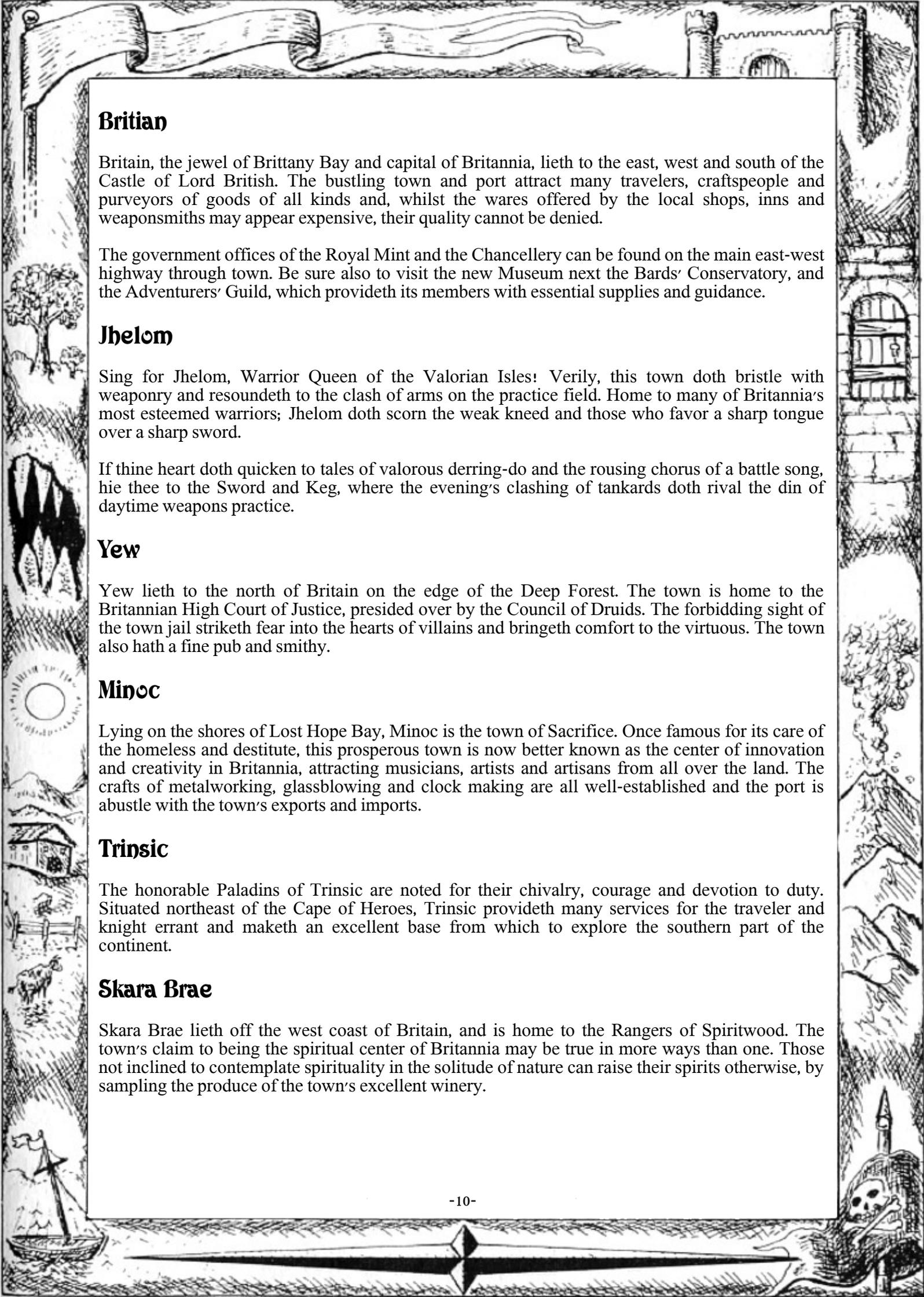
Keep of the Knights of the Order of the Silver Serpent, the bastion of Serpent's Hold on the Isle of Deeds standeth watch over the southern reaches of the Great Sea. Though suffering recent setbacks in their sorties against the Gargoyles, the Knights keep the Flame of Courage burning brightly in their hearth and in their hearts. The Bell of Courage soundeth a daily challenge to all who would threaten the wellbeing of Britannia.

The Principal Towns



Moonglow

Moonglow, founded on Verity Isle to the south of the Lycaemum, embraceth the Virtue of Honesty, and the traveler can be sure of a fair price for the many goods and services on offer. Be sure to sample the local brew, reputed to be the best in Britannia. 'Tis said that most mages hail from Moonglow, and the residents of this town have oft been linked with strong magical talents.



Britian

Britain, the jewel of Brittany Bay and capital of Britannia, lieth to the east, west and south of the Castle of Lord British. The bustling town and port attract many travelers, craftspeople and purveyors of goods of all kinds and, whilst the wares offered by the local shops, inns and weaponsmiths may appear expensive, their quality cannot be denied.

The government offices of the Royal Mint and the Chancellery can be found on the main east-west highway through town. Be sure also to visit the new Museum next the Bards' Conservatory, and the Adventurers' Guild, which provideth its members with essential supplies and guidance.

Jhelom

Sing for Jhelom, Warrior Queen of the Valorian Isles! Verily, this town doth bristle with weaponry and resoundeth to the clash of arms on the practice field. Home to many of Britannia's most esteemed warriors; Jhelom doth scorn the weak kneed and those who favor a sharp tongue over a sharp sword.

If thine heart doth quicken to tales of valorous derring-do and the rousing chorus of a battle song, hie thee to the Sword and Keg, where the evening's clashing of tankards doth rival the din of daytime weapons practice.

Yew

Yew lieth to the north of Britain on the edge of the Deep Forest. The town is home to the Britannian High Court of Justice, presided over by the Council of Druids. The forbidding sight of the town jail striketh fear into the hearts of villains and bringeth comfort to the virtuous. The town also hath a fine pub and smithy.

Minoc

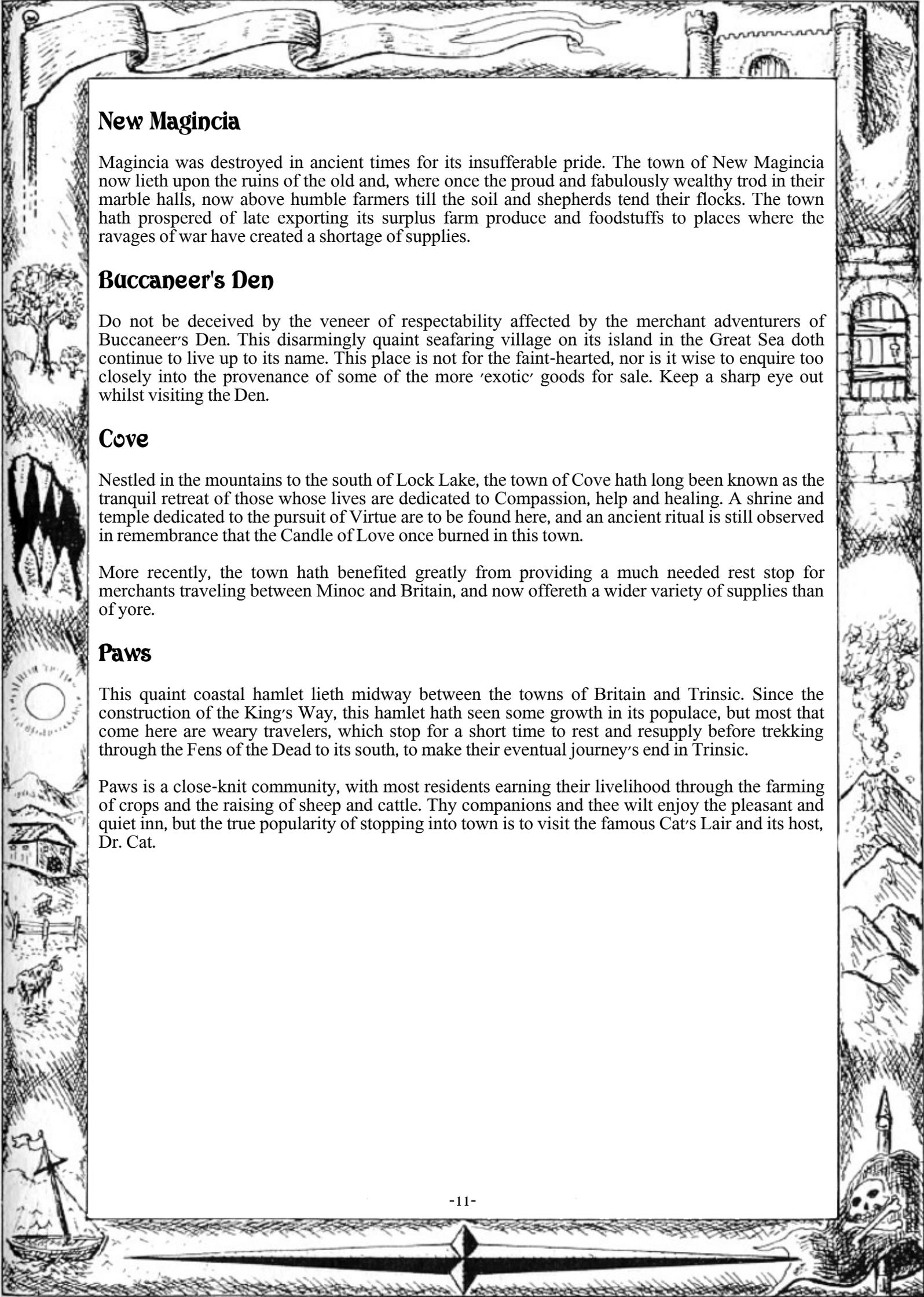
Lying on the shores of Lost Hope Bay, Minoc is the town of Sacrifice. Once famous for its care of the homeless and destitute, this prosperous town is now better known as the center of innovation and creativity in Britannia, attracting musicians, artists and artisans from all over the land. The crafts of metalworking, glassblowing and clock making are all well-established and the port is abustle with the town's exports and imports.

Trinsic

The honorable Paladins of Trinsic are noted for their chivalry, courage and devotion to duty. Situated northeast of the Cape of Heroes, Trinsic provideth many services for the traveler and knight errant and maketh an excellent base from which to explore the southern part of the continent.

Skara Brae

Skara Brae lieth off the west coast of Britain, and is home to the Rangers of Spiritwood. The town's claim to being the spiritual center of Britannia may be true in more ways than one. Those not inclined to contemplate spirituality in the solitude of nature can raise their spirits otherwise, by sampling the produce of the town's excellent winery.



New Magincia

Magincia was destroyed in ancient times for its insufferable pride. The town of New Magincia now lieth upon the ruins of the old and, where once the proud and fabulously wealthy trod in their marble halls, now above humble farmers till the soil and shepherds tend their flocks. The town hath prospered of late exporting its surplus farm produce and foodstuffs to places where the ravages of war have created a shortage of supplies.

Buccaneer's Den

Do not be deceived by the veneer of respectability affected by the merchant adventurers of Buccaneer's Den. This disarmingly quaint seafaring village on its island in the Great Sea doth continue to live up to its name. This place is not for the faint-hearted, nor is it wise to enquire too closely into the provenance of some of the more 'exotic' goods for sale. Keep a sharp eye out whilst visiting the Den.

Cove

Nestled in the mountains to the south of Lock Lake, the town of Cove hath long been known as the tranquil retreat of those whose lives are dedicated to Compassion, help and healing. A shrine and temple dedicated to the pursuit of Virtue are to be found here, and an ancient ritual is still observed in remembrance that the Candle of Love once burned in this town.

More recently, the town hath benefited greatly from providing a much needed rest stop for merchants traveling between Minoc and Britain, and now offereth a wider variety of supplies than of yore.

Paws

This quaint coastal hamlet lieth midway between the towns of Britain and Trinsic. Since the construction of the King's Way, this hamlet hath seen some growth in its populace, but most that come here are weary travelers, which stop for a short time to rest and resupply before trekking through the Fens of the Dead to its south, to make their eventual journey's end in Trinsic.

Paws is a close-knit community, with most residents earning their livelihood through the farming of crops and the raising of sheep and cattle. Thy companions and thee wilt enjoy the pleasant and quiet inn, but the true popularity of stopping into town is to visit the famous Cat's Lair and its host, Dr. Cat.

The Dungeons



Britannia hath many dungeons and caves for the intrepid traveler to explore. These abound with vile and fearsome creatures which will challenge the skills and mettle of even the most hearty adventurer.

Those inclined to attempt their dangerous passages would be well advised to proceed well armored and supplied, and to take companions who are valiant and strong. Many an adventurer hath met an untimely end deep within the bowels of a dungeon.

One dungeon, however, is no longer accessible. The Stygian Abyss is the most evil of places and set in the midst of a most dangerous volcano... 'tis greatly feared. Balrons abound there. The most forbidding and aggressive dragons, numerous monsters and vile atrocities, inhabit this evil place. When evil raiseth its wicked head, the Abyss doth seem to resurrect itself. 'Tis most fortunate for the naive adventurer that the entrance to the Abyss hath been closed since the raising of the Codex of Ultimate Wisdom. The Shrine of the Codex, built to block access to the Abyss, now resteth where the entrance once stood.

Deceit

True to its name, the dangers in the dungeon known as Deceit are not always plain to see. Be sure that thou canst recognize and disarm a trap ere setting foot in this place.

Despise

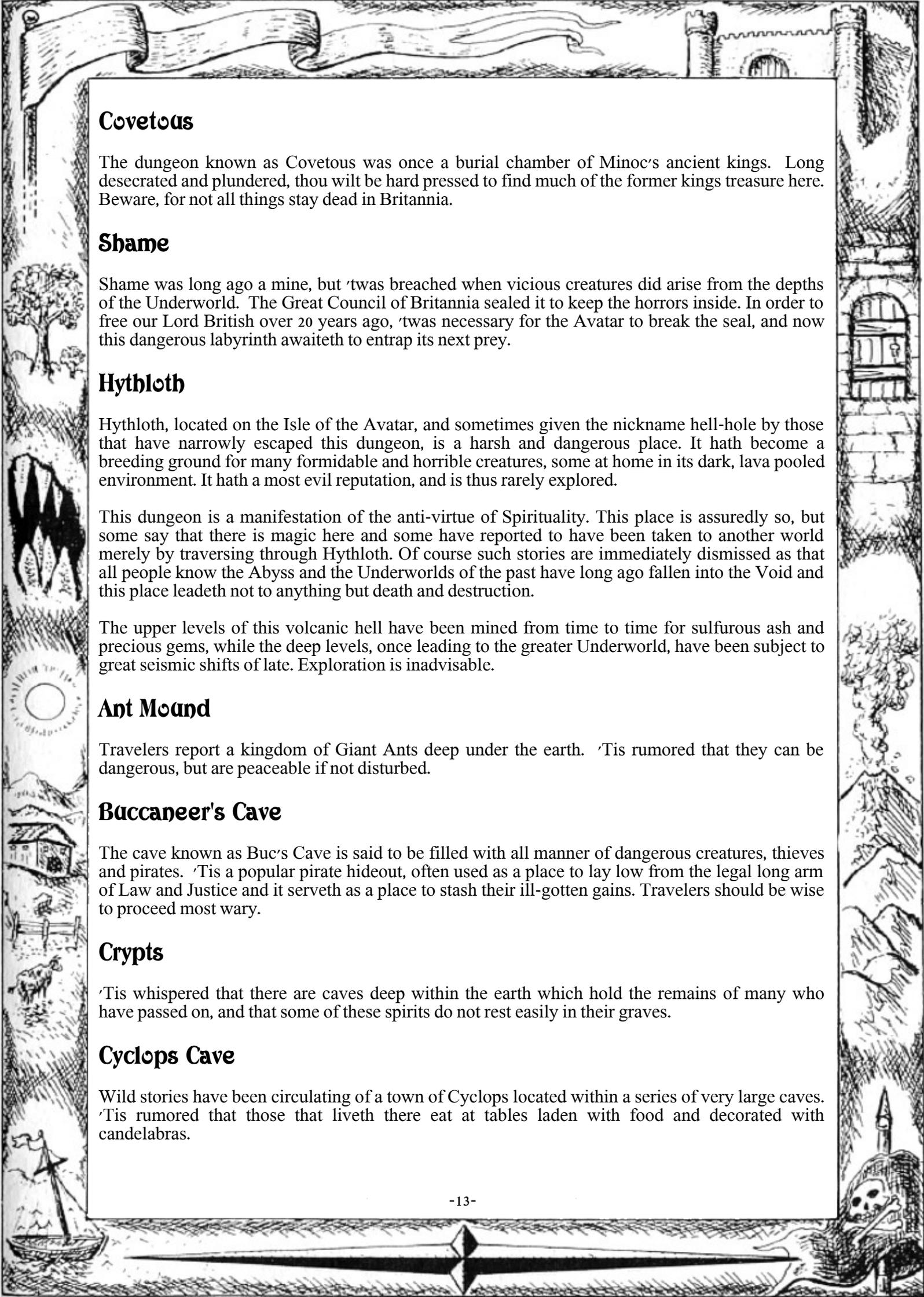
Despise is well known to be inhabited by trolls and bandits, lying in wait for unwary travelers. Any adventurous soul intent on traveling there should exercise the utmost caution.

Destard

Destard, whose very name striketh fear in the heart of many travelers, is the favored place for Jhelom Fighters and Trinsic Paladins to test their mettle. 'Tis rumored to hold much treasure.

Wrong

Thou shouldst procure sufficient torches and supplies before braving the evil place now known as Wrong, lest thou become lost inside the maze of this former jail.



Covetous

The dungeon known as Covetous was once a burial chamber of Minoc's ancient kings. Long desecrated and plundered, thou wilt be hard pressed to find much of the former kings treasure here. Beware, for not all things stay dead in Britannia.

Shame

Shame was long ago a mine, but 'twas breached when vicious creatures did arise from the depths of the Underworld. The Great Council of Britannia sealed it to keep the horrors inside. In order to free our Lord British over 20 years ago, 'twas necessary for the Avatar to break the seal, and now this dangerous labyrinth awaiteth to entrap its next prey.

Hythloth

Hythloth, located on the Isle of the Avatar, and sometimes given the nickname hell-hole by those that have narrowly escaped this dungeon, is a harsh and dangerous place. It hath become a breeding ground for many formidable and horrible creatures, some at home in its dark, lava pooled environment. It hath a most evil reputation, and is thus rarely explored.

This dungeon is a manifestation of the anti-virtue of Spirituality. This place is assuredly so, but some say that there is magic here and some have reported to have been taken to another world merely by traversing through Hythloth. Of course such stories are immediately dismissed as that all people know the Abyss and the Underworlds of the past have long ago fallen into the Void and this place leadeth not to anything but death and destruction.

The upper levels of this volcanic hell have been mined from time to time for sulfurous ash and precious gems, while the deep levels, once leading to the greater Underworld, have been subject to great seismic shifts of late. Exploration is inadvisable.

Ant Mound

Travelers report a kingdom of Giant Ants deep under the earth. 'Tis rumored that they can be dangerous, but are peaceable if not disturbed.

Buccaneer's Cave

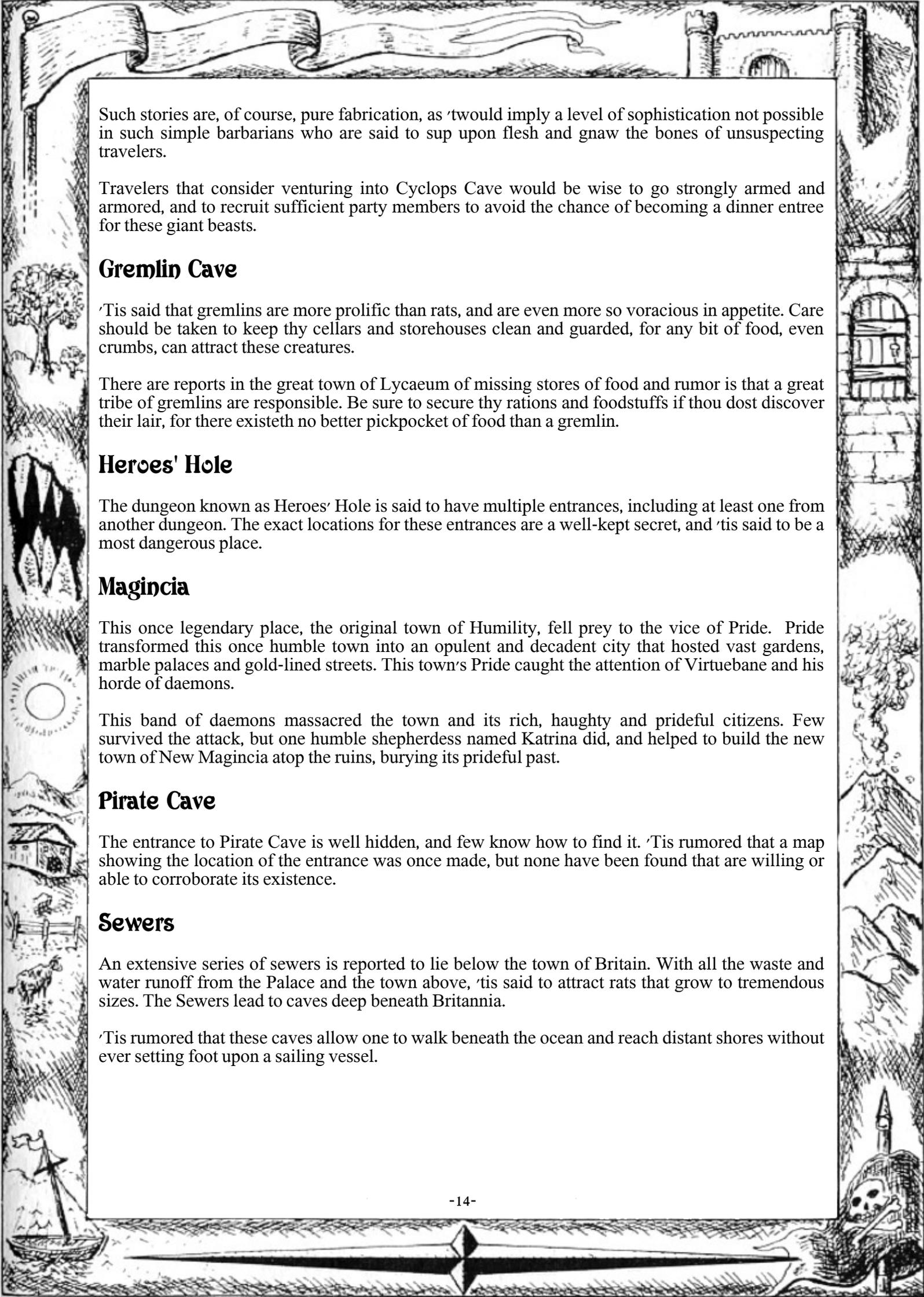
The cave known as Buc's Cave is said to be filled with all manner of dangerous creatures, thieves and pirates. 'Tis a popular pirate hideout, often used as a place to lay low from the legal long arm of Law and Justice and it serveth as a place to stash their ill-gotten gains. Travelers should be wise to proceed most wary.

Crypts

'Tis whispered that there are caves deep within the earth which hold the remains of many who have passed on, and that some of these spirits do not rest easily in their graves.

Cyclops Cave

Wild stories have been circulating of a town of Cyclops located within a series of very large caves. 'Tis rumored that those that liveth there eat at tables laden with food and decorated with candelabras.



Such stories are, of course, pure fabrication, as 'twould imply a level of sophistication not possible in such simple barbarians who are said to sup upon flesh and gnaw the bones of unsuspecting travelers.

Travelers that consider venturing into Cyclops Cave would be wise to go strongly armed and armored, and to recruit sufficient party members to avoid the chance of becoming a dinner entree for these giant beasts.

Gremlin Cave

'Tis said that gremlins are more prolific than rats, and are even more so voracious in appetite. Care should be taken to keep thy cellars and storehouses clean and guarded, for any bit of food, even crumbs, can attract these creatures.

There are reports in the great town of Lycaeum of missing stores of food and rumor is that a great tribe of gremlins are responsible. Be sure to secure thy rations and foodstuffs if thou dost discover their lair, for there existeth no better pickpocket of food than a gremlin.

Heroes' Hole

The dungeon known as Heroes' Hole is said to have multiple entrances, including at least one from another dungeon. The exact locations for these entrances are a well-kept secret, and 'tis said to be a most dangerous place.

Magincia

This once legendary place, the original town of Humility, fell prey to the vice of Pride. Pride transformed this once humble town into an opulent and decadent city that hosted vast gardens, marble palaces and gold-lined streets. This town's Pride caught the attention of Virtuebane and his horde of daemons.

This band of daemons massacred the town and its rich, haughty and prideful citizens. Few survived the attack, but one humble shepherdess named Katrina did, and helped to build the new town of New Magincia atop the ruins, burying its prideful past.

Pirate Cave

The entrance to Pirate Cave is well hidden, and few know how to find it. 'Tis rumored that a map showing the location of the entrance was once made, but none have been found that are willing or able to corroborate its existence.

Sewers

An extensive series of sewers is reported to lie below the town of Britain. With all the waste and water runoff from the Palace and the town above, 'tis said to attract rats that grow to tremendous sizes. The Sewers lead to caves deep beneath Britannia.

'Tis rumored that these caves allow one to walk beneath the ocean and reach distant shores without ever setting foot upon a sailing vessel.

Spider Cave

There are rumors of a fearsome Spider Cave somewhere in Britannia, but these rumors are generally dismissed as the imaginings of overwrought and unstable minds.

Swamp Cave

There is said to be a deep, deep cave lying below one of the many swamps in Britannia. 'Tis rumored that great quantities of nightshade and mandrake may be found within its depths.

Other Locations of Note



Bloody Plains

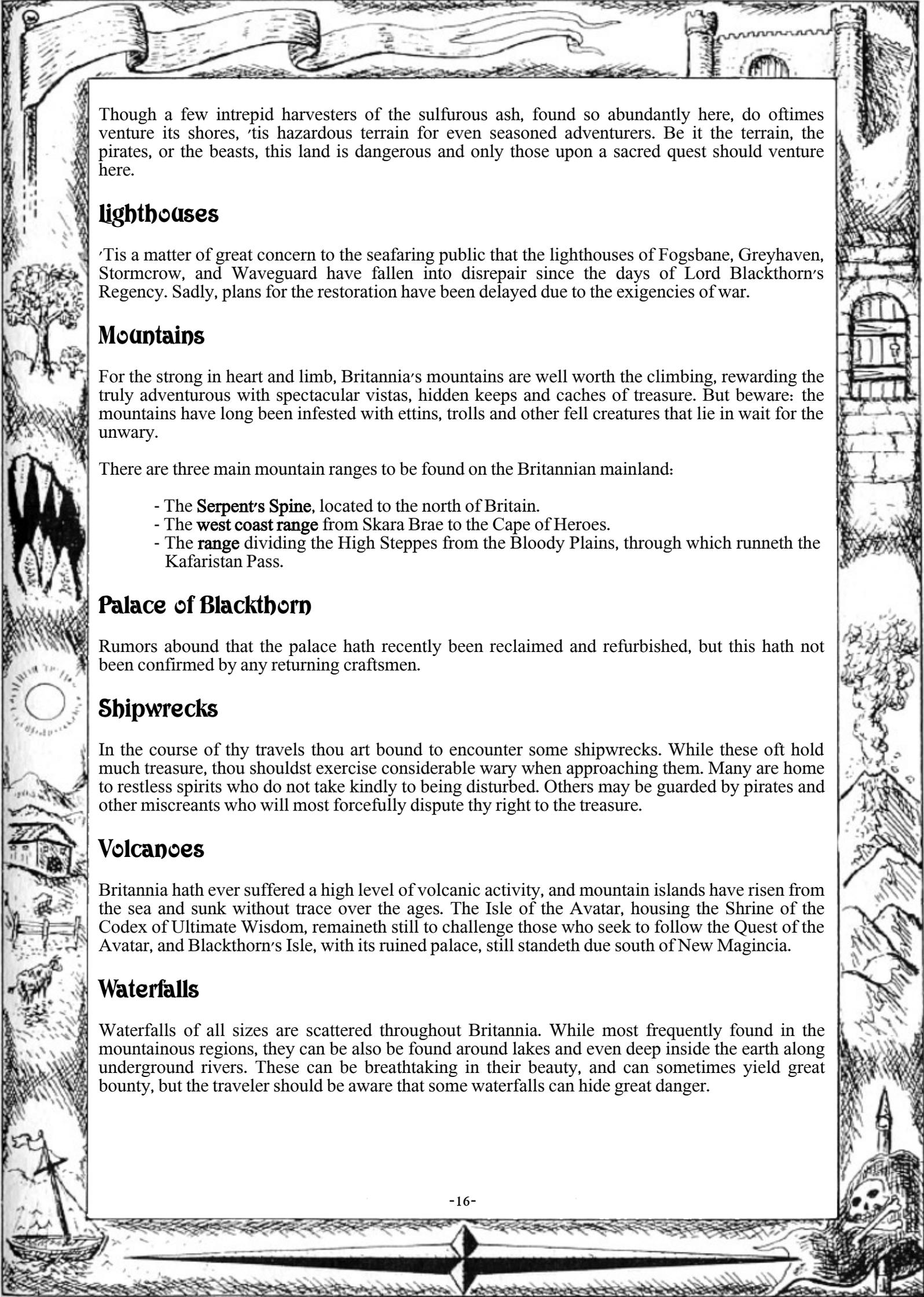
Here lieth the remains of the land's most brutal and savage battlefield where the last major forces of great evil were vanquished. Uncountable souls perished here to fight in the name of virtue and to save our people. 'Tis said that its name was given after battle's end and that the blood and bodies were thigh-high, as far as the eye could see.

'Twas with much time before the land absorbed the blood, but still staineth the very soil here. 'Tis believed that this enriched the soil and Mages know this area to be an excellent source of Mandrake Root and Nightshade. Be cautious, for 'tis said by many who pass through this region, especially with certain phases of the moons, that the dead and undead rise to fight the battle again.

Isle of the Avatar

More than a century ago, this great volcanic island suddenly, and violently, arose from the Great Sea depths. After the Avatar completed the Quest of the Avatar, to become the embodiment of all the Virtues, Lord British and the Great Council did raise the Codex from the Void, and this island, with two mysterious large stone Guardians protecting the entryway passage to the Codex, did appear. Our sovereign and his Great Council of Mages did then house the Codex in the Shrine of the Codex on the southern end of this isle.

The island is an active volcano, pitted with craters and steaming fumaroles. 'Tis a harsh, mostly barren land, attracting foul creatures to live and breed here. It hath often been through the years an opportune place for pirates to congregate. 'Tis rumored to have been used as a hideout, avoiding the King's navy and possibly a place to stash ill-gotten goods while things calmed down elsewhere due to their thieving ways.



Though a few intrepid harvesters of the sulfurous ash, found so abundantly here, do oftimes venture its shores, 'tis hazardous terrain for even seasoned adventurers. Be it the terrain, the pirates, or the beasts, this land is dangerous and only those upon a sacred quest should venture here.

Lighthouses

'Tis a matter of great concern to the seafaring public that the lighthouses of Fogsbane, Greyhaven, Stormcrow, and Waveguard have fallen into disrepair since the days of Lord Blackthorn's Regency. Sadly, plans for the restoration have been delayed due to the exigencies of war.

Mountains

For the strong in heart and limb, Britannia's mountains are well worth the climbing, rewarding the truly adventurous with spectacular vistas, hidden keeps and caches of treasure. But beware: the mountains have long been infested with ettins, trolls and other fell creatures that lie in wait for the unwary.

There are three main mountain ranges to be found on the Britannian mainland:

- The **Serpent's Spine**, located to the north of Britain.
- The **west coast range** from Skara Brae to the Cape of Heroes.
- The **range** dividing the High Steppes from the Bloody Plains, through which runneth the Kafaristan Pass.

Palace of Blackthorn

Rumors abound that the palace hath recently been reclaimed and refurbished, but this hath not been confirmed by any returning craftsmen.

Shipwrecks

In the course of thy travels thou art bound to encounter some shipwrecks. While these oft hold much treasure, thou shouldst exercise considerable wary when approaching them. Many are home to restless spirits who do not take kindly to being disturbed. Others may be guarded by pirates and other miscreants who will most forcefully dispute thy right to the treasure.

Volcanoes

Britannia hath ever suffered a high level of volcanic activity, and mountain islands have risen from the sea and sunk without trace over the ages. The Isle of the Avatar, housing the Shrine of the Codex of Ultimate Wisdom, remaineth still to challenge those who seek to follow the Quest of the Avatar, and Blackthorn's Isle, with its ruined palace, still standeth due south of New Magincia.

Waterfalls

Waterfalls of all sizes are scattered throughout Britannia. While most frequently found in the mountainous regions, they can be also be found around lakes and even deep inside the earth along underground rivers. These can be breathtaking in their beauty, and can sometimes yield great bounty, but the traveler should be aware that some waterfalls can hide great danger.

Commerce



Commerce doth thrive once more in Britannia. Since the return of Lord British and the restoration of the Virtues, thou canst find a wide variety of merchants, smiths and artisans in every town. This complex system of merchants, crafters and professionals driveth the economic heartbeat of Britannia.

Improved methods of timekeeping have been introduced to Britannia by Lord British. The bell is rung on the hour in the town of Britain for shopkeepers and shoppers alike to keep track of the hours of business.

The system is not yet implemented throughout Britannia, and pocketwatches, grandfather clocks (available to those of means), and hourglasses are frequently used throughout the land. Thou hast been provided with a pocket watch to keep track of time.

The Essential Shops

Apothecary

The art of potion brewing is a specialty of the Apothecary's calling, its ingredients rare and expensive. The supply available at any one shop is likely to vary from place to place, and the traveler may wish to note what is offered at any particular outlet. If thy potion stock be in need of replenishment and thou hast funds to spare, seek ye the apothecary at the sign of the flask.

Black potions turn thee invisible, which doth allow thee to slip past creatures which might otherwise be too dangerous for thee to attempt.

Blue potions doth allow thee to awaken those who are asleep.

Green potions are poisonous and drinking them is not wise, but are excellent to throw at thine enemies.

Orange potions act as sleeping draughts, putting thee instantly to sleep. Thou shouldst be most careful where thou dost use them. In battle, they can be thrown at thine enemies. Be warned that not all thy foes are susceptible.





Purple potions enhance thine armor and provide thee with magical protection against a host of evils, including swamps, poisons, fire, and other hazards. Thou shouldst be careful to make sure that the effects of the potion do not wear out before thou hast left the hazardous area.

Red potions are most effective against poisons. A wise and seasoned traveler doth always carry a good supply.

White potions produce light, aiding the traveler in dark places.

Yellow potions heal the traveler that hath been injured, and are very useful in battle. Thou shouldst be careful to always have sufficient quantity to see thee through dangerous areas.;

Armoury

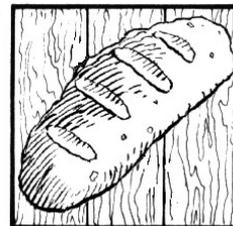
Thou art sure to accumulate a variety of weapons and armor during thy travels. Most armorers will gladly purchase thine used and superfluous equipment and thou canst upgrade thine accoutrements when funds permit.

This said, thou shouldst also be aware that Britannia's armorers and weaponsmiths are hard pressed in these dangerous times to produce sufficient high quality arms and equipment for the war effort and some items may be out of stock.



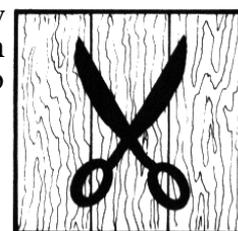
Bakery

These merchants are the food crafters of the land. Once thought to be suppliers of only bread, they are now also providers of many tasty treats and desserts.



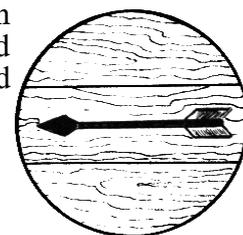
Clothier

Be sure to return to the Castle of Lord British to keep our Liege abreast of thy progress. At the sign of the scissors, thou canst find a fine set of court robes in which to present thyself to His Majesty, whilst thou dost leave off thine armor to be cleaned in the scullery.



Fletchers and Bowyers

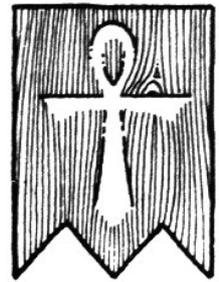
Ranged weapons are an essential addition to any combat group and, at the sign of the arrow, thou wilt find specialists in bows, crossbows and ranged ammunition (although armorers will oftimes stock ranged weapons and be glad to purchase them from thee).



Healer

There hath also been a resurgence in the healing arts, with the help of experts from the Lycaenum, and most major towns provide healing services (although thou dost know that our Liege hath pledged to aid thee in this respect if thou dost but ask). If thou hast need of a healer, seek ye the sign of the ankh.

Healers are trained to heal wounds, extract poisons and some are able to resurrect the dead. However, preventive medicine is always the wiser course. If thy potion stock be in need of replenishment and thou hast funds to spare, seek ye the apothecary at the sign of the flask.



Inn

With the time taken to travel between one town and another, 'tis not likely that thine arrival will always be during daylight hours. If thou dost need to spend a night in town, seek ye the local inn. Here thou wilt find safe, restful accommodation after a hard day's traveling. Many inns offer dining facilities.

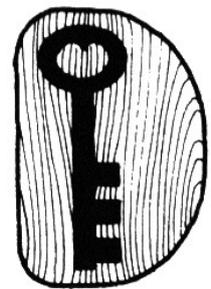
Prices will vary from place to place, but even the most inexpensive inn is a welcome home away from home for the weary adventurer.



Provisioner

Provisions and tools are always a necessity for the casual or serious adventurer, the errant knight, and thrill seekers as much as for the common townsfolk and farmer. Provisioners most often provide everyday tools used for farm and home. Have a loose floor board? Get thee to the local provisioner for a hammer.

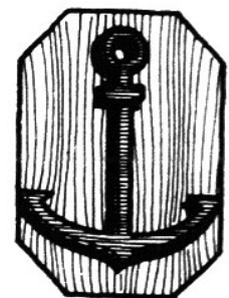
Feeling bored at home? Go explore the local cave or dungeon, but seek ye the Provisioner for mapping gems and torches to help find thy way about. Mayhap thou art hoping to dig for thy wealth... purchase thyself a shovel or pick axe to dig in the various mines found throughout Britannia and reap the rewards for thy gem and gold vein finds!



Shipwright

These craftsman and builders of great ships provide many of the great port towns of Britannia with a place to order and secure a safe and dependable vessel to sail upon the Great Sea. Thou canst commission the building of a new ship, though the waiting period can be years, or thou canst purchase a ready-made ship for thy travels upon the vast ocean.

Years ago, these ship builders also provided skiffs for the populace, but with the current war raging, all crafting hath been toward the building of great ships for our sovereign Lord's navy in the fight to free us from the villainy of the Gargoyles and to bring supplies to the other populations of our land.

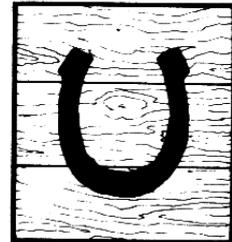


Stables

While the experienced traveler will often prefer acquiring a steed prior to embarking on a long journey, unfortunately none are currently available for purchase or hire.

Stables can be found in or near the towns of Britannia, but, due to the war effort, all horses have been requisitioned for the army.

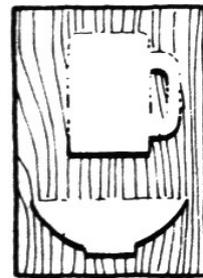
The traveler will notice a few mules in various towns and farms. These have been left to aid farmers with small tasks, but are generally too old or lame to be of much use to a traveler.



Tavern

In some towns, the local pub will provide accommodation in addition to a fine meal and a refreshing glass of ale. The traveling bards of Britannia are wont to frequent such places, bringing news from one town to another and entertaining the patrons with their songs, stories, poetry and revels.

Taverns can be a favorite and oft frequented entertainment establishment for travelers and locals alike.



Specialised Shops

Adventurer's Guild

The Adventurers' Guild of Britannia hath been organized to supply the needs of those whose livelihood dependeth on adventuring, mining and exploration. Here thou shalt find maps, gems to find thy way in the darkest dungeon, ropes for climbing, lockpicks, backpacks, torches, camping gear and mining equipment.

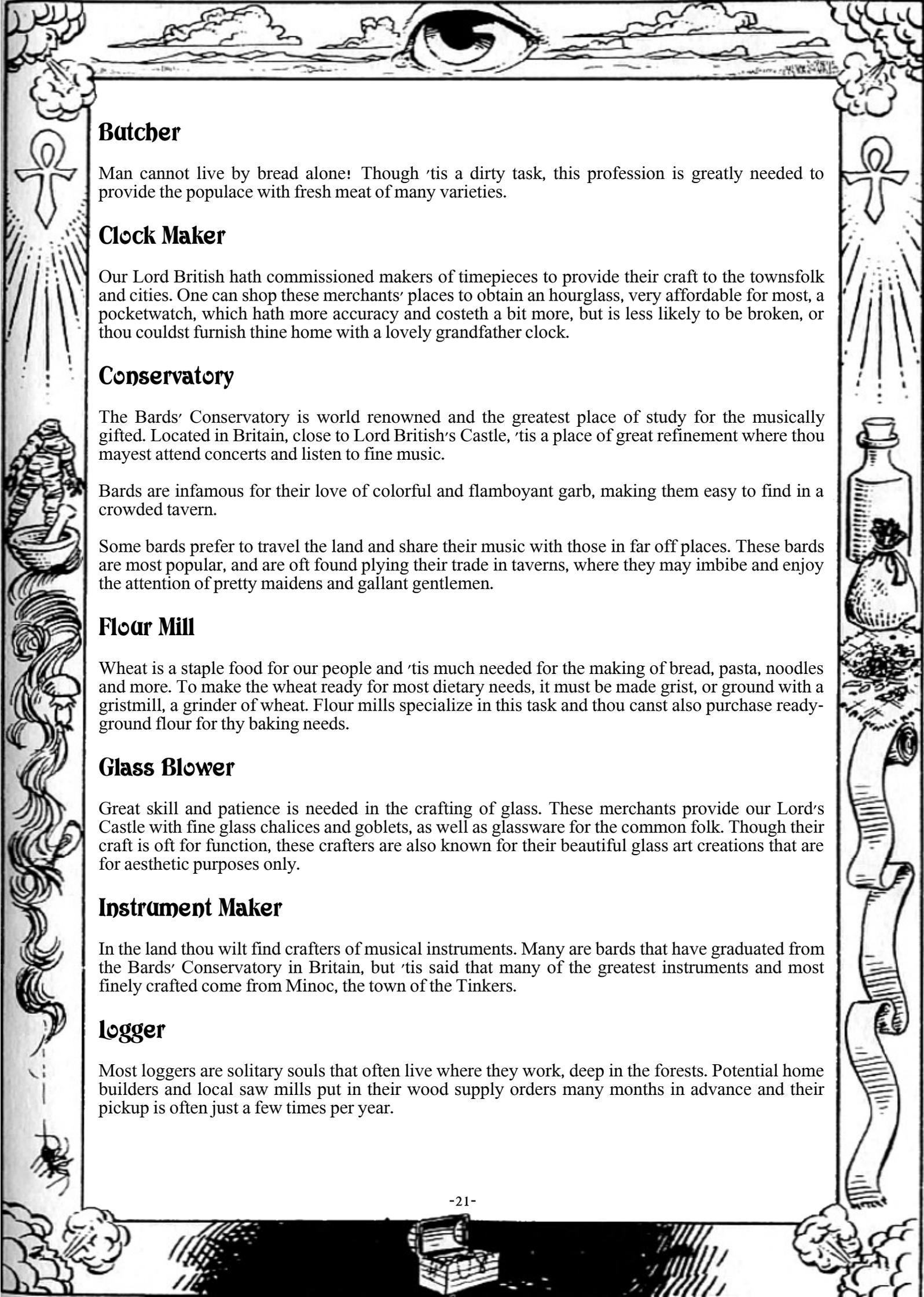
Albino Spider Farm

Once prevalent in our southern lands before the war, this breeder and animal farmer specializeth in the raising of Albino Ghoulish Spiders. These spiders' silk provideth the much needed Spider's Silk to the mages and reagent merchants of our land.

In recent years, these farmers have begun to include the raising of many other reagents to supplement their income and to provide more to the magic community.

Basket Maker

Rare are the crafters with this skill, but difficult the task, 'tis not. This profession requireth much patience and an artistic ability to provide these functional and decorative creations. 'Tis said that if thou art in need of a basket, thou shouldst visit the fair town of Minoc, home to the largest number of crafters in varying specialties.



Batcher

Man cannot live by bread alone! Though 'tis a dirty task, this profession is greatly needed to provide the populace with fresh meat of many varieties.

Clock Maker

Our Lord British hath commissioned makers of timepieces to provide their craft to the townsfolk and cities. One can shop these merchants' places to obtain an hourglass, very affordable for most, a pocketwatch, which hath more accuracy and costeth a bit more, but is less likely to be broken, or thou couldst furnish thine home with a lovely grandfather clock.

Conservatory

The Bards' Conservatory is world renowned and the greatest place of study for the musically gifted. Located in Britain, close to Lord British's Castle, 'tis a place of great refinement where thou mayest attend concerts and listen to fine music.

Bards are infamous for their love of colorful and flamboyant garb, making them easy to find in a crowded tavern.

Some bards prefer to travel the land and share their music with those in far off places. These bards are most popular, and are oft found plying their trade in taverns, where they may imbibe and enjoy the attention of pretty maidens and gallant gentlemen.

Flour Mill

Wheat is a staple food for our people and 'tis much needed for the making of bread, pasta, noodles and more. To make the wheat ready for most dietary needs, it must be made grist, or ground with a gristmill, a grinder of wheat. Flour mills specialize in this task and thou canst also purchase ready-ground flour for thy baking needs.

Glass Blower

Great skill and patience is needed in the crafting of glass. These merchants provide our Lord's Castle with fine glass chalices and goblets, as well as glassware for the common folk. Though their craft is oft for function, these crafters are also known for their beautiful glass art creations that are for aesthetic purposes only.

Instrument Maker

In the land thou wilt find crafters of musical instruments. Many are bards that have graduated from the Bards' Conservatory in Britain, but 'tis said that many of the greatest instruments and most finely crafted come from Minoc, the town of the Tinkers.

logger

Most loggers are solitary souls that often live where they work, deep in the forests. Potential home builders and local saw mills put in their wood supply orders many months in advance and their pickup is often just a few times per year.



This maketh for a lonely task for the local logger, but 'tis said that many enjoy the lifestyle, solitude and living as one with nature. Be forewarned, most loggers don't appreciate a sudden visit from a prospective customer, especially with small orders. Don't expect a warm welcome to thine uninvited visit.

Ropemaker

Rope making is a tedious task, but a necessary one. Rope hath many purposes, to bind things temporarily or somewhat permanently, to tether thy beasts of burden and livestock or to guide them to thy destination.

Even the adventurous at heart wilt find rope helpful in aiding them out of tricky situations or to quell their curiosity to be able to survey from the highest of heights to the exploration of the unknown below.

Saw Mill

Our populace dependeth greatly upon a reliable wood supply. Having unsawn logs can be used to construct the walls of most homes, but thou wilt need sawn wood for thy floor boards, joists, furniture making and more.

Most townsfolk typically make their orders for the wood needed before beginning the building of their home, but such orders must be made months in advance of the need.

If thou art not able to wait and have a small order to place, thou wilt need make a visit to a saw mill nearest thee. Since such small orders are difficult to fill, thou wilt need to bring with thee the logs needed to be cut.

Winery

Thou canst surely purchase many varieties of common wine at the local tavern or inn, but Empath Abbey and Skara Brae have dedicated themselves to providing the best wines possible, and with it, a most pleasurable experience with their delectable and some say, divine alcoholic ambrosia, and warm, inviting atmosphere.

Bring thy coinpouch with thee and spend the day, or night, and enjoy all the best of that which the wineries provide.

The Path of Virtue



Compiled by Shamino, with contributions from the Fighters, Mages and Bards of Britannia.

A life of living by the Virtues, as thou dost surely know firsthand, Avatar, cometh from within one's own self; not dictated by law, not offered in the form of advice from others, nor in the accepted norms of society.

The Path of Virtues, the Way of the Avatar, is a lifestyle that bringeth inner fulfillment and serveth thee and those around thee in an ethical manner, beneficial and enlightening for all.

The Three Principles

Love, above all things, createth peace and understanding between all beings of this world. Love is that which bindeth all people together. Love layeth the foundation for the Virtues of Compassion, Justice, Sacrifice, and Spirituality. All of the virtues have a connection to Love, perhaps the strongest of which is Compassion.

The compassionate man will always have some form of love for his fellow people. He will always possess empathy for others that is based on love.

Courage is most important for us to be able to move forward from the fear that would capture and hold us in the paralyzing grasping of our hearts and minds. Courage bringeth us freedom; freedom to act, freedom to do that which is right, free to express our integrity and protect all that we value and love, freely give our lives for that which we believe in and hold fast to.

Courage is the foundation upon which the Virtues of Honor, Sacrifice, Spirituality and Valor stem from, but in itself is expressed strongest through the Virtue of Valor. The courageous will always act and do that which is right, honorable, and with integrity in all things, especially when standing in the face of fear.

To be without Courage is to act with cowardice, but equally to succumb to the fear that bindeth us in body, mind and spirit. We find in this that we have incarcerated ourselves! Break through thy fear and charge forth! 'Tis only then thou wilt truly taste of freedom and Courage!

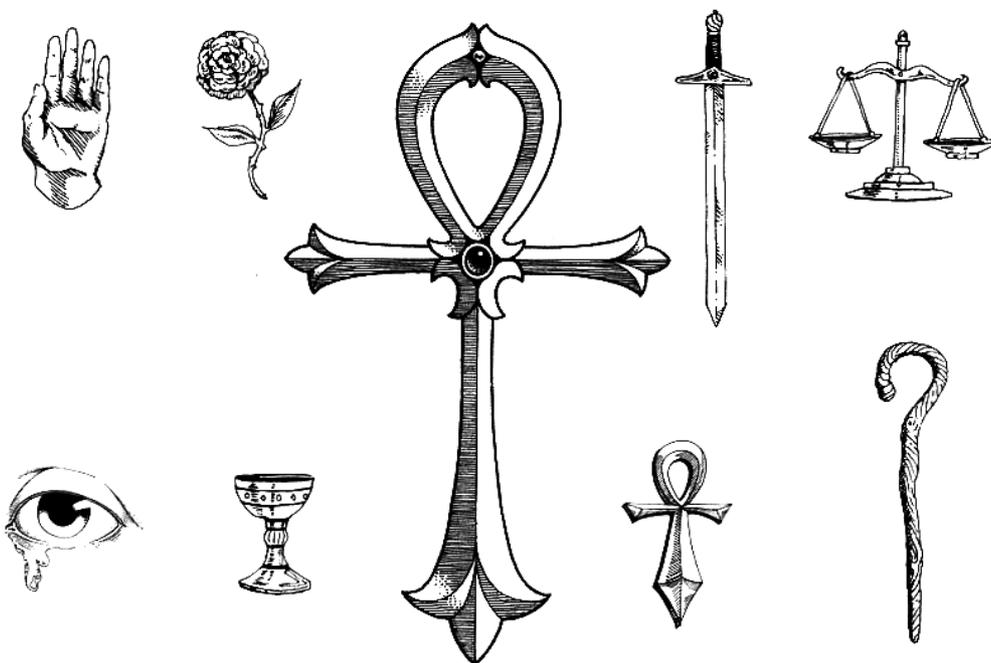
Truth is the most important for us to see our way and life path, to see through the illusions, falsehoods, and misdirections we find in our lives. Truth bringeth us clarity, knowledge, inspiration, and wisdom so that we can usher into our lives the fruition of our heart's deep-felt dreams and enlightenment.

The Virtues rooted in Truth are Honesty, Honor, Justice and Spirituality, but the Virtue that gaineth most from Truth is Honesty. The Mages of Moonglow and the Lycaenum can tell thee the power of Honesty and Truth for 'tis their strength.

They find that the dispelling of illusion and falsehoods bringeth clarity of mind, a quickening of body from dis-ease and that lying only bringeth the compromising of one's self in body, mind and spirit.

Heed thee the call to enlightenment, serenity, greater integrity with self and others and know thee this, one is only as good as their word and that Truth withholdeth naught.

The Eight Virtues



From Truth ariseth **Honesty**.

From Love ariseth **Compassion**.

From Courage ariseth **Valor**.

Truth comingled with Love giveth rise to **Justice**.

Love comingled with Courage giveth rise to **Sacrifice**.

Courage comingled with Truth giveth rise to **Honor**.

Truth, Love and Courage all united create **Spirituality**. Spirituality embodieth the sum of all virtues.

The absence of all three principles leadeth to the vice of Pride, which leadeth us to think of the virtue that is its opposite, that of **Humility**.

The Classes



The peril facing Britannia is most grave: the quest to end this peril 'tis not for the faint of heart. To find the key to ending the war with the Gargoyles doth demand determination, discipline and the willingness to sacrifice all. But even more than this, those who take up the gauntlet must be strong in the Virtues.

The Way of the Mage



Truth is the guiding Principle of the Mage: 'tis no coincidence that the Lycaenum of Britannia is based on Verity Isle and that Moonglow, its principal town, is the town dedicated to Honesty.

The way of the Mage is a tall tree with many roots and branches, and 'twould take more than one lifetime to cover them all, therefore many mages will choose to specialize in one branch or another and some will devote their studies to discovering new magical offshoots. Others, thankfully few, still delve into the dark realms of necromancy and daemonology. We shall not speak of them here.

Magic pervadeth the whole of Britannia in many shapes and forms. Thou canst find magical ability in many of our Britannian people to some degree or other, be they mage or otherwise, and even in some of the lower animals. There are also fell creatures of sorcerous or unknown origin to beware of in thy travels.

Those that are known are included in the Bestiary at the end of this section with a description and, if known, the best way to counter their attacks.

Mages use robes or cloth armor only, as they have not the strength for the heavier armors, which preventeth them from casting spells effectively. They prefer and are proficient with staff, dagger or sling, and are also proficient with arcane magical weapons. Except for staffs, they have not the strength or skill to wield two-handed weapons.

The Way of the Bard

Musician and entertainer, acrobat and craftsman: the versatility of the Bard maketh him or her a worthy addition to any adventuring party. The gentle ballad at twilight after a day of wearisome battle and toil; basic skills in healing and other magic, the cunning to detect and disarm traps and to pick stubborn locks: the skills of the Bards are wide-ranging.



In addition, they provide useful covering fire for thy melee fighters with their ranged weapons, their dexterity enhancing the speed of their attack. With their similarities and skills, the Bards and Tinkers could easily identify with one another, perhaps being fast friends because they share skills that, on the surface, appear similar, and both are creative in their own ways.

The sling is the weapon of choice for Bards, but they also favor the crossbow. Bards prefer leather armor, and dabble in magic. Bards and Tinkers are said by Lord British to be very similar in most things except for magic (which Tinkers dislike) and with two-handed weapons (which Bards abhor).

The Way of the Fighter



The Way of the Fighter is founded on the Virtue of Valor. The Virtue of Valor is celebrated in Jhelom, where fighting is the order of the day (and night).

Fighters may use all mundane weapons and armor, but shun all magical ones, so 'tis best not to waste a good magical weapon or piece of armor on any fighters among thy companions.

The Way of the Druid

The Way of the Druid is oft seen as living close to nature. They revere their sacred groves of Yew trees, their knowledge of trees, herbs, and Britannia's flora are well beyond all others. 'Tis said that their closeness to nature hath the benefit to more aptly tap into the magical ether of the Void and they are, as a result, great practitioners of the mystic arts.



Great are their healing and blessing magical skills. Their Druidic philosophy forbiddeth the wearing of anything metal, for metal is a man-made device, and they believe that nature doth provide all that they need. Their woodland knowledge is amazing, a close second to only the Ranger. Though these people would seem a docile, harmless lot, they are fierce fighters, especially when fighting for their home, nature and their revered groves. They believe in balance and their reverence of Justice is obvious in this.

Yew is the home of the Great Druid Council. This Council presideth upon the High Court of Yew, Britannia's legal system. The Druids' wisdom, fairness and ability to provide Justice is known throughout the land.

The Druid's favorite weapon is the mace, but they are also masterful with the bow. Their philosophy forbiddeth the wearing of metal of any kind, thus leather is their armor of choice. Similar to mages, they do not wield two-handed weapons except for staffs.

The Way of the Tinker



These hardy and sturdy people hail from Minoc. Minoc is a cold place, nestled within the snowy lands of the north, the town protected by the northern tip of the High Steppes mountain range that's found along its eastern border, and by Lost Hope Bay along its remaining borders.

Mayhap the boredom found in continually cold days and freezing nights were once the reason these people first dabbled with tinkering and various craftings of art, but they have perfected their creative skills and are the foremost artisans of the land. Think not that crafting

is for weaklings, for it taketh great strength and constitution to shape metal, withstand high temperatures with glassmaking, many hours with lathe and sanding to form a musical instrument and more. Due to these skills, they make excellent fighters, and their persistence, stubbornness and determination is evident in battle.

Tis known that a Tinker wielding a double-bladed war axe is a formidable sight and their enemies should tremble before them. Tinkers believe that only finely crafted items are of any value, thus, they shun and are suspicious of anything magical. Tinkers follow the Virtue of Sacrifice.

They sacrifice their sweat in the artistic workings, their blood for those in need, their time for friendship and would give their life for those they have given their word of protection and for whom they love and hold dear. Thank the Virtues when thou hast a Tinker within thy group of companions, for thou wilt never worry about the repair of thy worn and damaged weapons and armor, and thou hast a friend that would fight until death to protect thee and thine.

Tinkers are suspicious of magic, and thus they shun all magical weapons and armor. They can wear all mundane armor. Tinkers can use any non-magical weapon but they excel with two-handed weapons and are proficient with their common tools.

The Way of the Paladin

The Way of the Paladin, in its purest form, is exemplified by the Knights of the Order of the Silver Serpent, based at Serpent's Hold on the Isle of Deeds. Trinsic, the City of Honor, is home to the Paladins.

Paladins can use all weapons and armor, but most prefer magical ones. They have deep felt beliefs, and believe that their value of goodness and code of honor lendeth them strength in the wielding and use of magical armor and weapons.

They are thus formidable opponents and loyal companions.



The Way of the Ranger



Hailing from the tranquil island of Skara Brae, Rangers hold fast to the Virtue of Spirituality. Much like the Druids of Yew, they are very much one with nature and enjoy the solitude of their ventures into Spiritwood and the Deep Forest. 'Tis said that this solitude bringeth them time to reflect upon their inner self and ponder upon the Virtue of Spirituality.

They hold great knowledge of woodland lore, flora and fauna, and the vast array of terrains found throughout the land of Britannia. Their stealth, excellent tracking abilities, and magical proficiency make them needed members of any traveling party.

They are dedicated to the well-being of all and are caring companions, sure to attend to the needs of thy group.

Their skill with the bow showeth their extraordinary archery skills, but they are known to fight fiercely with many other weapons, especially slings and daggers as well as most ranged weapons. Since their stealth relieth upon the need to be as silent as possible in their movements, they shun all but the wearing of leather armor.

The Way of the Shepherd

Shepherds make their livelihood tending flocks, and use their crook to guide and defend their sheep. In the crook, they are most masterful. But, they are not skilled in war, and are not accustomed to things like armor and weapons.

Thus their skill will determine what armor they can wear, as they are typically only accustomed to wearing robes. They possess little magical skill, and generally find most two-handed weapons unwieldy. Thou wilt need to experiment when equipping any companion who is a shepherd to determine what armor they can reasonably wear.



The Way of the Avatar



The Way of the Avatar embraceth many callings, each strong in its own particular Virtue. As Avatar, thou mayest use the special armor prepared for thee by Lord British, as well as all magical armor and weapons.

However, thou art otherwise limited to the same restrictions for mundane armor and weapons as the virtue class which thou hast chosen.

The Call to Adventure



Adventuring in the savage lands of Britannia is no life for the timid, nor is it a profession for those lacking resolve. Consider carefully before taking up the gauntlet cast before thou, for the path to thy destiny is fraught with peril and adversity. The elite corps of stout-hearted souls who accept the challenge must be disciplined, determined and willing to sacrifice all. But even more, they must be devout followers of the path of virtue. Learn now the ways in which the chosen adventurers apply their talents to the tasks before them.

Overland Travel

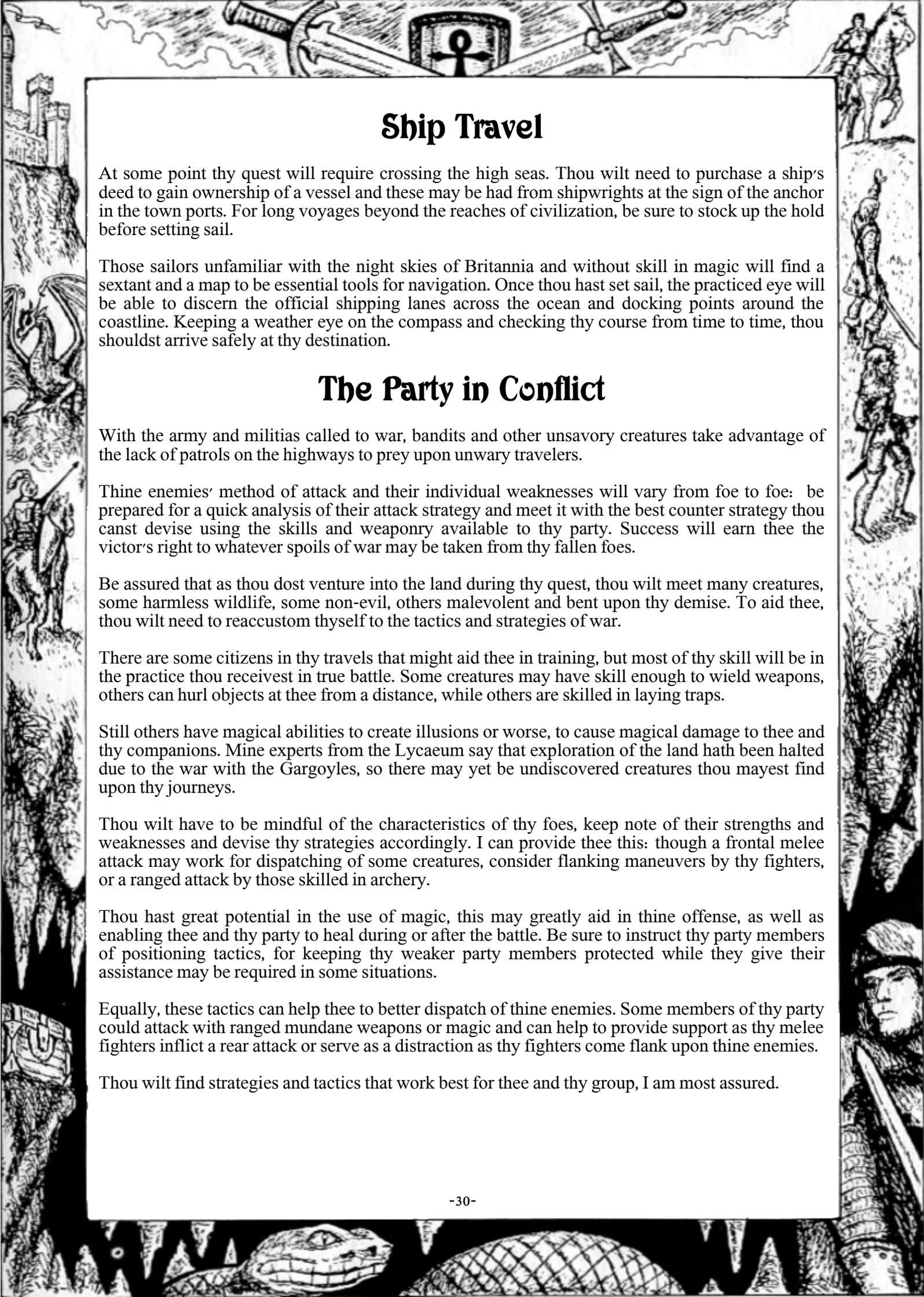
The Restoration hath done much to improve the roads and communications between the towns of Britannia, but when traveling beyond the city limits, 'tis unwise to travel alone. Although a number of the towns boast a fine stable, the requisition of horses for the war effort hath left them mostly empty, and thou art likely to find thyself traveling afoot.

As thy journey will be long, choose traveling companions to speed thee on thy way with wise counsel, merriment, and with the diversity of skills to counter the many obstacles thou art sure to meet. 'Tis oftentimes prudent to send someone to scout ahead. Thou mayest summon back any whom have set out on their own at any time, regrouping the party to journey onward.

Party Management

Thy companions will also aid thee in carrying weapons, supplies and other objects thou art sure to accumulate in thy travels. However, with the power of command cometh responsibility for the well-being of thy party. The wise leader doth ensure that the party hath sufficient to eat and taketh rest when needful, so take care to manage thy resources, replenish thy supplies when in town, and take heed of time passing.

The way from one inn and the next can be long, therefore a warm bedroll doth keep out the chill when camping in the wilds. 'Tis wise to set a guard to warn of any threat to the party at rest, but be sure to rotate the guard duty so that each party member is sufficiently rested.



Ship Travel

At some point thy quest will require crossing the high seas. Thou wilt need to purchase a ship's deed to gain ownership of a vessel and these may be had from shipwrights at the sign of the anchor in the town ports. For long voyages beyond the reaches of civilization, be sure to stock up the hold before setting sail.

Those sailors unfamiliar with the night skies of Britannia and without skill in magic will find a sextant and a map to be essential tools for navigation. Once thou hast set sail, the practiced eye will be able to discern the official shipping lanes across the ocean and docking points around the coastline. Keeping a weather eye on the compass and checking thy course from time to time, thou shouldst arrive safely at thy destination.

The Party in Conflict

With the army and militias called to war, bandits and other unsavory creatures take advantage of the lack of patrols on the highways to prey upon unwary travelers.

Thine enemies' method of attack and their individual weaknesses will vary from foe to foe: be prepared for a quick analysis of their attack strategy and meet it with the best counter strategy thou canst devise using the skills and weaponry available to thy party. Success will earn thee the victor's right to whatever spoils of war may be taken from thy fallen foes.

Be assured that as thou dost venture into the land during thy quest, thou wilt meet many creatures, some harmless wildlife, some non-evil, others malevolent and bent upon thy demise. To aid thee, thou wilt need to reaccustom thyself to the tactics and strategies of war.

There are some citizens in thy travels that might aid thee in training, but most of thy skill will be in the practice thou receivest in true battle. Some creatures may have skill enough to wield weapons, others can hurl objects at thee from a distance, while others are skilled in laying traps.

Still others have magical abilities to create illusions or worse, to cause magical damage to thee and thy companions. Mine experts from the Lycaeum say that exploration of the land hath been halted due to the war with the Gargoyles, so there may yet be undiscovered creatures thou mayest find upon thy journeys.

Thou wilt have to be mindful of the characteristics of thy foes, keep note of their strengths and weaknesses and devise thy strategies accordingly. I can provide thee this: though a frontal melee attack may work for dispatching of some creatures, consider flanking maneuvers by thy fighters, or a ranged attack by those skilled in archery.

Thou hast great potential in the use of magic, this may greatly aid in thine offense, as well as enabling thee and thy party to heal during or after the battle. Be sure to instruct thy party members of positioning tactics, for keeping thy weaker party members protected while they give their assistance may be required in some situations.

Equally, these tactics can help thee to better dispatch of thine enemies. Some members of thy party could attack with ranged mundane weapons or magic and can help to provide support as thy melee fighters inflict a rear attack or serve as a distraction as thy fighters come flank upon thine enemies.

Thou wilt find strategies and tactics that work best for thee and thy group, I am most assured.

Experience and the levels of Attainment

The much-traveled adventurer will face many opportunities to explore new places, talk with people, solve puzzles and complete quests: all of which increaseth the traveler's experience. With increased experience cometh increased strength, dexterity and intelligence, provided thou dost take care of thy spiritual well-being.

By engaging in reflection and meditation at the Shrines of Virtue, thou wilt be blessed with the inner strength and vision needed to complete thy quest. Each Shrine of Virtue will reward thee and thy party members that meditate upon its mantra whilst holding its rune. Thou wilt be endowed with attributes befitting its governing virtue.

Thou shouldst monitor the experience gained by each of thy companions. When they have attained sufficient experience, thou shouldst encourage them to meditate at the Shrines of Virtue that they might develop in the ways of Virtue and that they might reap the Shrines' bountiful rewards.

Level 1 - 0	Experience Required
Level 2 - 201	Experience Required
Level 3 - 401	Experience Required
Level 4 - 801	Experience Required
Level 5 - 1601	Experience Required
Level 6 - 3201	Experience Required
Level 7 - 6401	Experience Required
Level 8 - 12801	Experience Required

Breadcrumbs

Breadcrumbs may be obtained from bakers throughout the land. While not sufficiently nourishing to prevent thy party from starvation, breadcrumbs are most useful when wending thy way through dungeons and other labyrinths. To keep from losing thy way, leave a trail of breadcrumbs, and pray that a mouse doth not use thy breadcrumbs for its meal.

If thou wilt be entering a dungeon, thou mayest wish to purchase more than a single bag of breadcrumbs. Each bag containeth 20 breadcrumbs, and thou wilt likely need a sufficient amount to last throughout thine entire dungeon journey. For instructions on how to use thy breadcrumbs, see the Game Controls section.

lorebooks

As thou dost travel through Britannia, thou wilt occasionally find lorebooks. Thou shouldst peruse these lorebooks, being careful to read all the way to the end of the book, as they will often contain information vital to aid thee in thy quest. Many quests will not activate if thou hast not read the entire lorebook to the last page.

To read a lorebook, place it in thine inventory and right-click on it. The lorebook will open, allowing thee to read it. To turn the pages, left-click on the folded page corners on the top-left and top-right corners of the pages. When thou dost reach the end of the lorebook, there will be no folded corner on the top-right corner of the right-side page.



Body Armor



Armor can deflect potential damage. Every time thou dost incur, or thou dost hit an adversary, some of the potential damage is blocked by the available armor (be it a scaly hide or a suit of mail).

For example, if thou wieldest a low damage weapon (like a dagger) and thine adversary is wearing armor (like chain mail), thou wilt not be able to inflict much damage. If thou hast a higher damaging weapon (like a double-bladed battle axe), thou canst be sure that thy weapon will penetrate all but the sturdiest armor.

Armor and shields and their protection effectiveness are described in this section of the Compendium to permit the informed fighter the opportunity to select those which are best suited to his or her fighting style.

Though some general stats are given for armor, some classes are more proficient than others, others care naught for the particular armor. Carefully assess thy skills and thy party's preferences before battle. 'Twould be reckless to insist that thou dost, or thy companions, use armor which are ill suited to thy skills or capabilities. Thou shouldst review the preferences of each class in the "Path of Virtues" section of this Compendium.

Body Armour

Chain Armor:	5
Cloth Armor:	1
Leather Armor:	2
Plate Armor:	7
Ring Mail:	3
Scale Armor:	4



Boots

Leather Boots:	2
Leather Shoes:	1
Plate Greaves:	3
Swamp Boots:	2, with protection against poisonous swamp gas



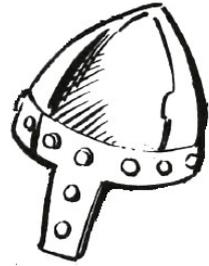
Gloves

Chain Gauntlets:	2
Leather Gloves:	1
Plate Gauntlets:	3



Helmets

Bronze Helm:	2
Chain Coif:	2
Cowl:	1
Crested Helm:	3
Great Helm:	4
Iron Helm:	3
Leather Helm:	1
Spartan Helm:	3
Spiked Helm:	2 with attack of 4
Tricorn:	1
Winged Helm:	2
Wizard Conical:	1
Wizard Hat:	1



Shields

Wooden Buckler:	2
Curved Heater:	3
Kite Shield:	3
Spiked Buckler:	3 with attack of 5
Tower Shield:	4



Other Armour

Belts:	1 Armor +1 melee
Spiked Gorget:	2 with attack of 1



Magical Armour

Amulet of Turning:	1
Mage's Robes:	1
Magic Armor:	10
Magic Helm:	5
Magic Shield:	5
Ring of Protection:	5
Ring of Invisibility:	No armor enhancement, but maketh the wearer invisible for a short period of time.
Ring of Regeneration:	Maketh the wearer regain health for a short period of time.



Weaponry



This section of the Compendium doth provide, for easy comparison, the various weapons and their effect (damage) upon opponents.

Though some general stats are given for weapons, some classes are more proficient than others, others care naught for the particular weapon. Carefully assess thy skills and thy party's preferences before battle. 'Twould be reckless to insist that thee or thy companions use weapons which are ill suited to thy skills or capabilities. Thou shouldst review the preferences of each class in the "The Path of Virtue" section of this Compendium.

Melee Blunt Weapons - One-Handed

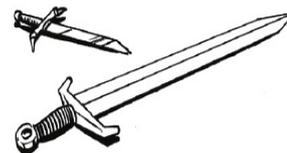
Club:	5 - 8
Hammer:	1 - 10
Mace:	9 - 15
Sledgehammer:	1 - 18
Warhammer:	12 - 20



Melee Bladed Weapons - One-Handed

Bloodletting Knife: 4 - 6, a ceremonial tool that is ill suited for battle or defense, used primarily by mages and healers.

Dagger:	4 - 6
Knife:	1 - 4
Hatchet:	1 - 10
Main Gauche:	8 with defense of 1
Sword, Short:	7 - 12
Sword, Long:	10 - 15
Sword, Silver:	12 - 18



Melee Weapons - Two-Handed

Axe, Two-handed:	13 - 20
Halberd:	15 - 30
Hammer, Two-H.:	12 - 20
Pickaxe:	1 - 10
Scythe:	1 - 18
Staff:	5 - 8
Sword, Two-handed:	12 - 20



Missile Weapons

Boomerang:	6 - 8
Cannon:	70 - 110
Crossbow:	8 - 12
Flaming Oil:	3 - 4
Long Bow:	6 - 10
Sling:	1 - 6
Spear:	6 - 10
Throwing Axe:	8 - 10
Triple Crossbow:	24 - 36



Other Weapons

Powder Keg:	100 - 200
Torch:	1 - 8, fire attack 1 - 2

Magical Weapons

Fire Wand:	40 - 50
Lightning Wand:	40 - 50
Magic Axe:	10 - 20, can be thrown;
Magic Bow:	16 - 20
Magic Sword:	24 - 30, very accurate
Glass Sword:	255, breaketh after single use
Enchanted Staff:	Special staff, preferred by mages, which can be enchanted to bind a spell to it.



Cosmology

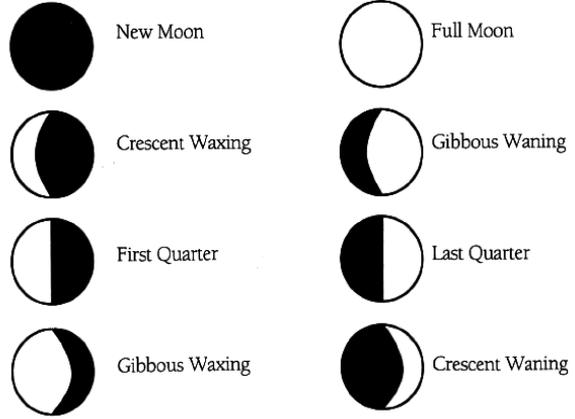


Cosmology, the study of the stars and other heavenly bodies, often goes hand in hand with the crafting of lenses and other aids to observation and, of course, with prophecy and divining the likely outcome of events (not to be confused with the arts of the gypsies or Roma, who are a law unto themselves).

There exists an extraordinary cosmic association between the gravity of the moons and the delicate fabric of time and space. As though pulling the strings of some cosmic marionette, the moons cause radiant moongates to appear on the land below. Step through one of these shimmering corridors of light and you will be transported to a new time or place. Moongates generally appear at locations where fragments of extraterrestrial rocks called "moonstones" have been buried. There are at least two types of moongates - blue and red.

Blue moongates, generated by moonstones, generally focus on destinations in a single world--the world in which they appear. Their power, awesome though it may seem, is limited, allowing the traveler to teleport only from the location of one moonstone to that of another. The moonstone the user travels to is determined by the phase of the moon that appears directly overhead in the sky. Through experimentation and observation, the moongate traveler can correlate the phases of the highest moon with the destination the gate will select.

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



Arcana



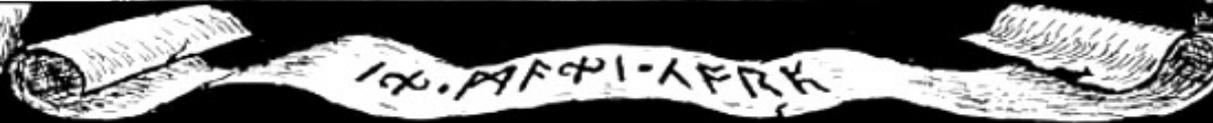
Powerful as the alien moongates are, they are by no means the only forms of magic thou will encounter in Britannia. The mages of this land possess much arcane knowledge and have many abilities beyond those of common folk. Using keen intuition, endless experimentation and the rigorous study of ancient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

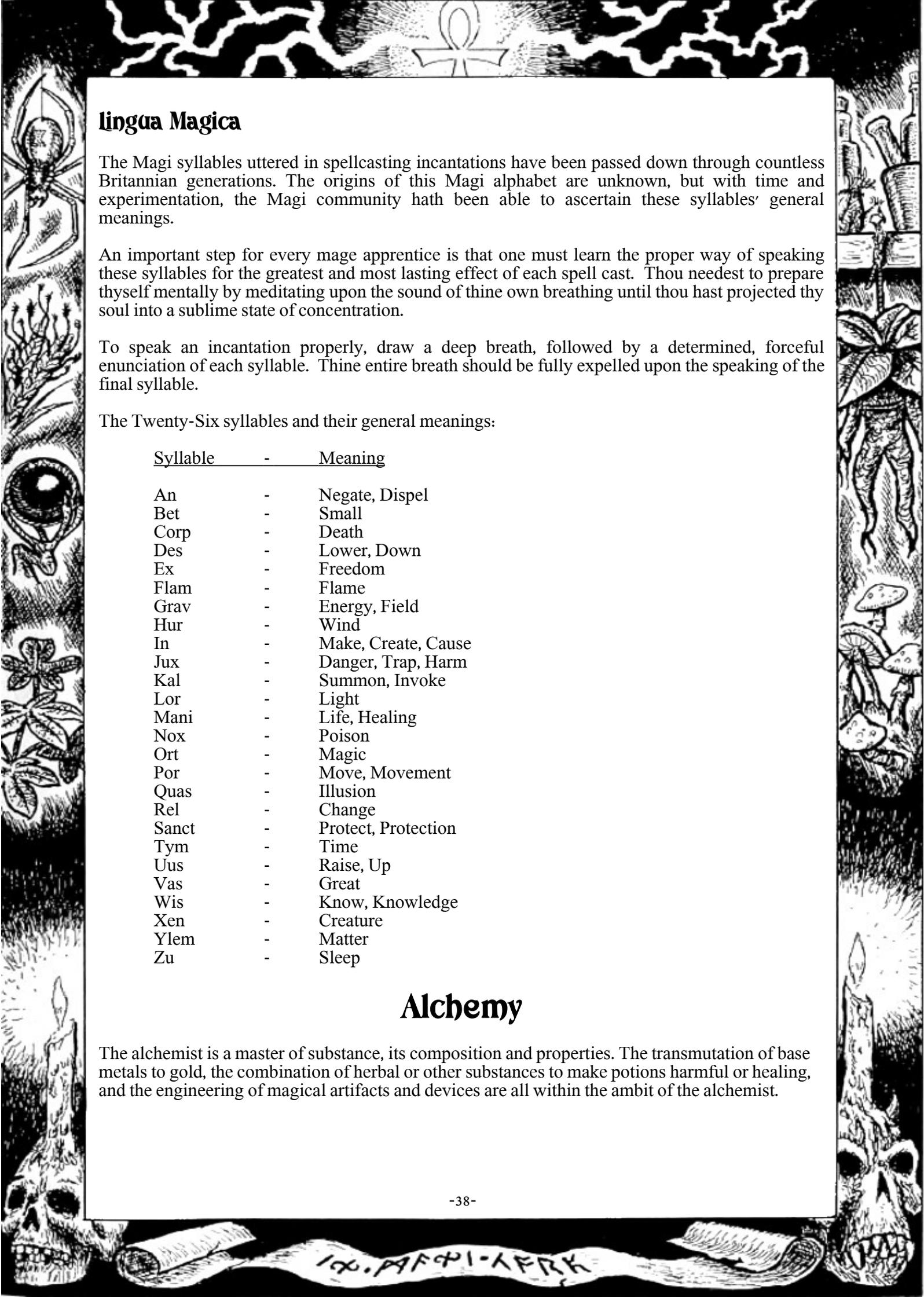
Runic Alphabet and lingua Magica

Runic Alphabet

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

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





lingua Magica

The Magi syllables uttered in spellcasting incantations have been passed down through countless Britannian generations. The origins of this Magi alphabet are unknown, but with time and experimentation, the Magi community hath been able to ascertain these syllables' general meanings.

An important step for every mage apprentice is that one must learn the proper way of speaking these syllables for the greatest and most lasting effect of each spell cast. Thou needest to prepare thyself mentally by meditating upon the sound of thine own breathing until thou hast projected thy soul into a sublime state of concentration.

To speak an incantation properly, draw a deep breath, followed by a determined, forceful enunciation of each syllable. Thine entire breath should be fully expelled upon the speaking of the final syllable.

The Twenty-Six syllables and their general meanings:

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

Alchemy

The alchemist is a master of substance, its composition and properties. The transmutation of base metals to gold, the combination of herbal or other substances to make potions harmful or healing, and the engineering of magical artifacts and devices are all within the ambit of the alchemist.

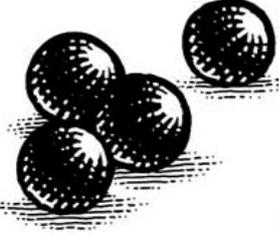
Reagents



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

These are the reagents necessary to the casting of magic:

Black Pearl



A rare version of the standard white pearl, Black Pearls are the most highly prized of all the pearls: well-formed ones command a price from jewellers that would bankrupt a score of wizards. Fortunately for the weaver of magic, most are lopsided and lack symmetry, making them unsuitable for use by jewellers, which ensureth a ready supply for thaumaturgy.

A Black Pearl is a forceful reagent in the creation of kinesthetic magic, that is, projecting objects. They are vital in the casting of spells that are hurled from the mage's person and must travel to a final destination.

Blood Moss



This fungal growth usually found in deep forests and warm, damp areas, especially in areas where much blood hath been shed. There, 'tis found growing under the loose, dead bark of fallen trees, and 'tis at its peak potency when harvested at night. 'Tis especially favored as a reagent for its ability to enhance mobility.

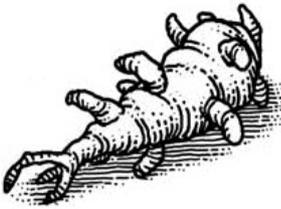
Garlic



Even the most common of nature's gifts to our people have magical properties as can be witnessed by the power of Garlic. This pungent bulb is found in every garden in the lands of Britannia, and no stew or roast would be complete without its sharp flavor.

Its aromatic nature maketh Garlic a powerful reagent in the casting of magical spells, and 'tis used in all spells of the warding variety - be they the warding off of common and magical sickness or the repelling of beings once dead.

Ginseng



Long praised for its strength-giving and medicinal properties, the root of the Ginseng plant is immediately recognizable for its forked shape, and to those initiated in the mystic ways, by its overpowering rose-colored aura. It hath been used for centuries by peasants who chew it or brew tea from a powdered preparation of the root in order to gain strength and stamina as they toil in the fields.

While commonly found throughout Britannia, the Ginseng used as a component in the casting of spells is generally black in color and found only on the slopes of the northern mountains. It may be purchased in virtually any shop that selleth magical goods, and is most useful in spells of a healing or narcotic nature, such as Cure or Sleep enchantments.

Mandrake Root



A very rare and usually expensive magical herb growing only in swampy areas, mandrake root is said to bring great power to magic that useth it. It can only be harvested at midnight, or it loseth its effectiveness and cometh magically inert. The root of the poisonous Mandrake plant is instantly recognizable by its human shape and its crimson color. 'Tis said that the sap runneth blood-red when the plant is cut down in order to harvest the root.

Long prized for its narcotic and purging effects when consumed in minute portions, the Mandrake Root is the most powerful known substance in the weaving of magical spells that give new shape to the very world around us.

The variety of Mandrake Root used in the mystic arts is found only in marshy terrain, where the root can thrust deeply into the earth. The more earth that must be moved to retrieve the Mandrake Root, the more potent its effect in the magic of the finder.

Many years ago, when our people were but scattered tribes of nomads, the Mandrake was plentiful. As our people have tamed the land however, and the practice of the mystic arts hath become refined, the Mandrake hath all but vanished from the face of the land we now call Britannia.

'Tis never seen in the shops of the towns and castles, and hardly even sold privately if found. Many of our profession have devoted lifetimes to the search for Mandrake Root without ever coming into possession of a single piece of it.

Nightshade

This hallucinogenic mushroom is often the critical ingredient in spells that create illusions or poisonous effects. Not to be confused with the rank-smelling plant of the same name, the Nightshade used in the mystic arts is an extremely rare mushroom that is only found in the deepest, most remote forests and swamps.

'Tis said to be quite venomous to the touch of all save those present at its harvest, thus 'tis never sold in shops and is among the scarcest of magical reagents. To obtain it, one must seek in the deepest forest on the blackest of nights when not even a moonbeam illuminateth a single blade of grass.

Similar to Mandrake, it can only be harvested at midnight, or it loseth its effectiveness and becometh magically inert. I know not of the precise locations where this mystic fungus can be found, but 'tis rumored to be those in the lands of Britannia that know this secret.

Its chief magical properties are connected with the use of poison and the creation of illusions so real that they can lay the mightiest warrior to the ground. So rare is the Nightshade that 'tis primarily used in the creation of only the most potent of magics.

Spider Silk

The magical product of the garden spider and its relatives hath no peer in its ability to bind. As a reagent mixed for magic, spider silk magnifieth its binding power many times over.

The miracle of Spider Silk lieth in its tensile strength. Imagine, if you will, a grown man relying on a strand of catgut to hold his weight all the days of his life. A spider relieth on the finest of threads to do just that, and its silk failleth it not.

We should praise the first wizardling mystic who discovered the secret of Spider Silk, for 'tis to him or her that we owe the knowledge of binding and restraining spells. The silk of the deadly Albino Ghoul spider, both the miniature and giant varieties, hath been used by adepts through the years in rites of magic.

The spider farms of the south produce perhaps a hundred pounds of the substance each year and sell it to the merchants of magic, where 'tis made available to all who ply our trade. 'Tis said that each year one worker dieth the horrible death incurred by the bite of the Albino Ghoul spider to ensure the potency of the silk, although never hath this deliberately been made to happen.

It taketh many spider webs to make a full ounce of spider's silk, but the binding power it addeth to spells maketh the effort well worthwhile. Though the web of any spider will do, one can reduce collecting time by scraping off the fine silken hairs that cover the webs of giant spiders.

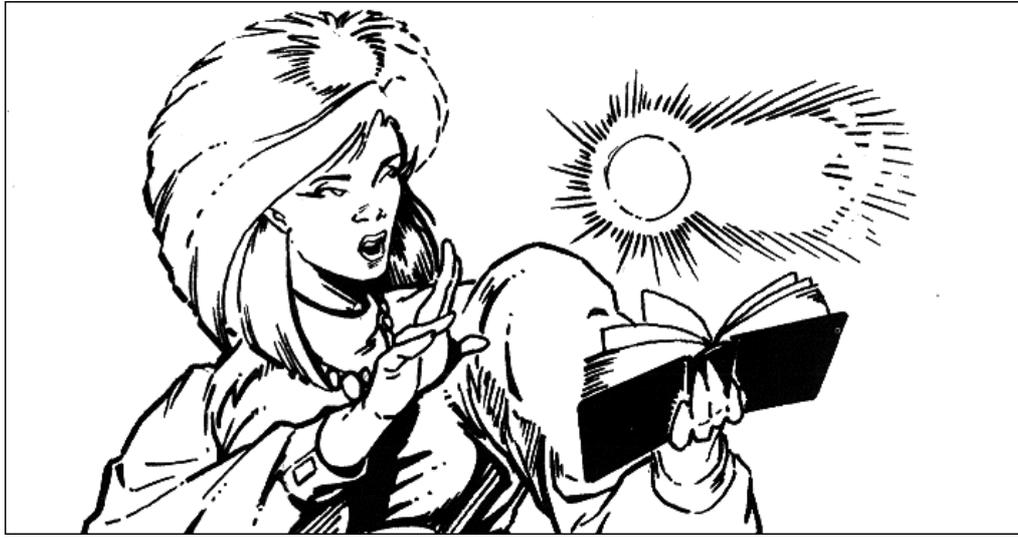
Sulfurous Ash

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

Sulfur is the substance found in nature that is most useful in the generation of fire. 'Tis the color of saffron and, when burned, giveth off an odor indicative of its great mystic strength. Yet its true power is to be found in the second burning - that is, in the use of the ashen residue of sulfur that hath been burned in a crucible fashioned from the skull of a Balron.

Sulfurous Ash is not an uncommon substance, having been a staple of the Wizard's profession through the ages. It may be purchased from any purveyor of magical goods and is useful in the casting of Energy Fields and Magic Missiles, as well as in spells requiring a quick burst of light or a sustained glow.

The Eight Circles of Magic



Magic is an unending study for mage, magic user, and apprentice alike; thaumaturgy is an ever-changing practice, thus never written in stone. Throughout Britannia's history there have been many spells used, some of which are still currently in practice today.

But, there are some magical spells that no longer have any valuable purpose, have fallen into disuse, and others that have been superceded by a more potent, or preferable, magical spell or method. This book covereth the most commonly practiced spells in use today.

Spells may be cast in a number of ways. Most spells require that they be equipped prior to casting.

This can be done three ways:

- Equip from Spellbook - Open thy Spellbook, select the desired spell, left-click on the "Cast" button in thy spellbook.
- Equip from Quick Slot Bookmarks - Right-Click Spellbook in thy weapons panel, then Left-Click on Icon of Spell to be cast.
- Equip from Spell Slot - If desired spell is already shown in Spell Slot in Weapons Panel, select the Spell Slot to equip the spell.

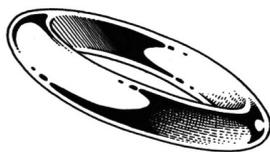
A few spells cannot be equipped. Those spells are cast immediately after either left-clicking the "Cast" button in the spellbook, or selecting it from the Quick Slot Bookmarks.

The following sections provide a description for each spell, including reagents required, method(s) for casting, and whether the spell mayest be equipped. The legend below is used in the individual spell descriptions to describe how each spell mayest be cast.

- **Cast** - Cast
- **Equip** - Equip the spell as described above
- **FC** - Force Cast (Hover thy cursor over target and press [C] key)
- **LC** - Left-Click target
- **RC** - Right-Click target
- **Equipable** - Yes/No - Spell can/cannot be equipped
- **Stackable** - Yes/No - Spell duration can/cannot be extended by casting multiple times.
Eg: If cast "Light" (which has 60 second duration) while the spell is still active, the full duration will be added to however much time is left on the spell. So, if have 45 seconds left, and cast again, thou wilt have 105 seconds duration remaining.
- **Autocast** - Yes/No - Spell will be automatically cast if it is both equipped and selected in the spell slot (active) and caster has sufficient mana to do so. Caster will not autocast if set to "hold fire".

"See the "Spellbook Operation", "Compendium Tool Tips", and "Party Order, Weapons, Spells" sections for additional instructions on using thy spellbook, adding and using Quick Slot Bookmarks, and casting spells.

The First Circle

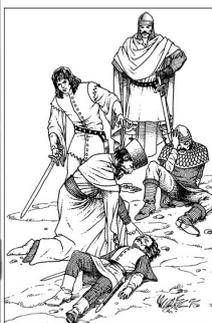


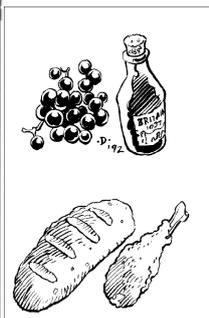
An Zu - Awaken

Awakeneth one of thy sleeping companions
Reagents: Garlic, Ginseng

Casting Method(s):
- Equip + RC

Equipable: Yes
Stackable: No
Autocast: No





In Mani Ylem - Create Food

Createth food for thy party.

Reagents: Garlic, Ginseng, Mandrake Root

Casting Method(s):

- Cast

Equipable: No

Stackable: No

Autocast: No



An Nox - Cure Poison

Removeth a poisoned state from thyself or from a member of thy traveling party

Reagents: Garlic, Ginseng

Casting Method(s):

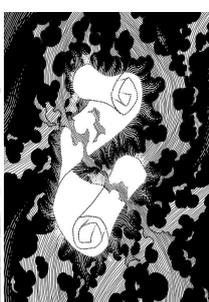
- Equip + LC

- Equip + RC

Equipable: Yes

Stackable: No

Autocast: No



Wis Ort - Detect Magic

Discerneth the magical nature of special objects and the specific magical charge currently in an item. All magical items within range will have blue lights shining down on them.

Reagents: Nightshade, Sulfurous Ash

Casting Method(s):

- Cast

Equipable: No

Stackable: No

Autocast: No



Wis Jux - Detect Trap

Discovereth concealed traps in suspicious chests and doors.;

Reagents: Nightshade, Sulfurous Ash

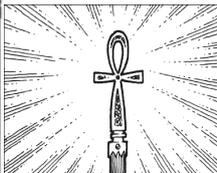
Casting Method(s):

- Cast

Equipable: No

Stackable: No

Autocast: No



An Jux Ort - Dispel Magic

Removeth a harmful condition from one of thy companions, such as curse, fear, charmed, or confused from a single companion, but not poison or sleep.
Reagents: Garlic, Ginseng

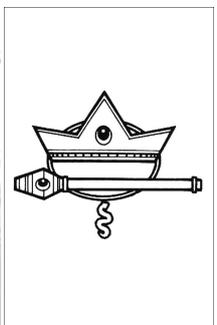
Casting Method(s):
- Equip + RC
Equipable: Yes
Stackable: No
Autocast: No



An Mani - Harm

Magically harmeth thine opponents by taking a moderate amount of their health.
Reagents: Nightshade, Spider's Silk

Casting Method(s):
- Equip + LC
- Equip + RC
Equipable: Yes
Stackable: No
Autocast: No



Kal Lor - Help

Quickeneth the caster's demise and resurrecteth them and their party before the throne of Britannia.
Reagents: (none)

Casting Method(s):
- Cast
Equipable: No
Stackable: No
Autocast: No

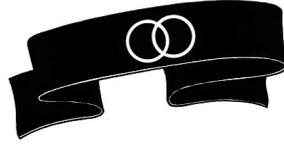


In Lor - Light

Illuminateth a darkened area.
Reagents: Sulfurous Ash

Casting Method(s):
- Cast
Equipable: No
Stackable: Yes
Autocast: No

The Second Circle



In Mani - Heal



Provideth a moderate healing energy to injuries sustained by thee or thy party. Note: This is an "autocast" spell. If the heal spell both equipped and selected (active), then if thine health, or that of any of thy party members, droppeth below 50%, the party member who hath the spell equipped and active will automatically heal the injured companion.

Reagents: Ginseng, Spider's Silk

Casting Method(s):

- Equip + LC

- Equip + RC

Equipable: Yes

Stackable: No

Autocast: Yes

Quas Lor - Infravision



Detecteth the presence of living, warm-blooded beings in the dark.

Reagents: Nightshade, Sulfurous Ash

Casting Method(s):

- Cast

Equipable: No

Stackable: No

Autocast: No

Ort Jux - Force Bolt or Magic Arrow



Fireth a moderately damaging missile at thine enemy.

Reagents: Black Pearl, Sulfurous Ash

Casting Method(s):

- Equip + LC

- Equip + RC

Equipable: Yes

Stackable: No

Autocast: No



In Nox Por - Poison

Poisoneth thine enemy with toxic venom.
Reagents: Black Pearl, Blood Moss, Nightshade

Casting Method(s):
- Equip + LC
Equipable: Yes
Stackable: No
Autocast: No



In Zu - Sleep

Induceth unconsciousness in the chosen target.
Reagents: Black Pearl, Nightshade, Spider's Silk

Casting Method(s):
- Equip + LC
Equipable: Yes
Stackable: No
Autocast: No



Ort Por Ylem - Telekinesis

Moveth objects near the caster without physical contact. Especially useful for moving levers which are out of reach.
Reagents: Black Pearl, Blood Moss, Mandrake Root

Casting Method(s):
- Equip + LC
Equipable: Yes
Stackable: No
Autocast: No



Ex Por Jux - Trigger

Disableth or setteth off any detected magical traps. 'Tis most effective used immediatly following the casting of Wis Jux, Detect Trap.;
Reagents: Nightshade, Sulfurous Ash

Casting Method(s):
- Cast
Equipable: No
Stackable: No
Autocast: No



Ex Por - Unlock Magic

Unlocketh magically locked chests and doors.
Reagents: Blood Moss, Sulfurous Ash

Casting Method(s):
- Equip + RC
- Equip + FC

Equipable: Yes
Stackable: No
Autocast: No



An Jux - Untrap

Negateth a magical trap on a chest and door.
Reagents: Blood Moss, Sulfurous Ash

Casting Method(s):
- Equip + RC
- Equip + FC

Equipable: Yes
Stackable: No
Autocast: No



An Ylem - Vanish

Maketh simple objects disappear from this world.
Reagents: Black Pearl, Blood Moss, Garlic

Casting Method(s):
- Equip + FC
Equipable: Yes
Stackable: No
Autocast: No

The Third Circle



An Sanct - Curse

Reduceth the effectiveness of a foe's armor, prowess, and intelligence.
Reagents: Garlic, Nightshade, Sulfurous Ash

Casting Method(s):
- Equip + LC
- Equip + RC

Equipable: Yes
Stackable: No
Autocast: No



An Grav - Dispel Field

Neutralizeth magic fields generated by field spells.
Reagents: Black Pearl, Sulfurous Ash

Casting Method(s):
- Equip + FC

Equipable: Yes
Stackable: No
Autocast: No



Ex Ort Por Ylem - Fetch

Retrieveth out of reach items to the caster. Retrieved item droppeth at thy feet.
Reagents: Black Pearl, Blood Moss, Mandrake Root

Casting Method(s):
- Equip + FC

Equipable: Yes
Stackable: No
Autocast: No





Por Flam - Fireball

Hurleth a mighty flaming missile at thine enemy.
Reagents: Black Pearl, Sulfurous Ash

Casting Method(s):
- Equip + LC
- Equip + RC
Equipable: Yes
Stackable: No
Autocast: No



Vas Lor - Great Light

Provideth long lasting illumination to light thy way.
Reagents: Mandrake Root, Sulfurous Ash

Casting Method(s):
- Cast
Equipable: No
Stackable: Yes
Autocast: No



An Por - Magic Lock

Applieth a magical lock to a chest or door.
Reagents: Blood Moss, Garlic, Sulfurous Ash

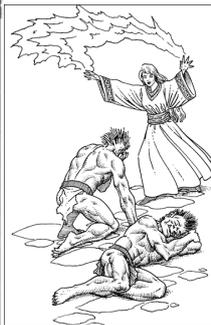
Casting Method(s):
- Equip + RC
- Equip + FC
Equipable: Yes
Stackable: No
Autocast: No



An Vas Zu - Mass Awaken

Awakeneth all nearby sleepers.
Reagents: Garlic, Ginseng

Casting Method(s):
- Cast
Equipable: No
Stackable: No
Autocast: No



Vas Zu - Mass Sleep

Induceth sleep in all beings in the area targeted by the caster.
Reagents: Ginseng, Nightshade, Spider's Silk

Casting Method(s):

- Cast

Equipable: No
Stackable: No
Autocast: No



In Sanct - Protection

Increases the effectiveness of armor and provideth protection against many proximity traps.
Reagents: Garlic, Ginseng, Sulfurous Ash

Casting Method(s):

- Equip + RC

- Equip + FC

Equipable: Yes
Stackable: Yes
Autocast: No



An Xen Corp - Repel Undead

Causeth all undead in the caster's field of vision to flee.
Reagents: Garlic, Sulfurous Ash

Casting Method(s):

- Cast

Equipable: No
Stackable: No
Autocast: No

The Fourth Circle



Kal Xen - Conjure or Summon Beast

Summoneth a wild beast to thy side to aid in combat.
Reagents: Mandrake Root, Sulfurous Ash

Casting Method(s):
- Cast

Equipable: No
Stackable: No
Autocast: No



Por An Flam - Ice Strike

Casteth an icy striking damage upon thy foes. Remember to speak clearly thine incantation as thou castest thy reagents aloft, lest thine efforts be for naught.
Reagents: Mandrake Root, Nightshade, Spider's Silk

Casting Method(s):
- Equip + LC
- Equip + RC

Equipable: Yes
Stackable: No
Autocast: No



In Flam Grav - Fire Field

Createth a searing wall of fire.
Reagents: Black Pearl, Spider's Silk, Sulfurous Ash

Casting Method(s):
- Equip + RC
- Equip + FC

Equipable: Yes
Stackable: No
Autocast: No





Vas Mani - Great Heal

Restoreth one's health fully. Casting Great Heal requireth uninterrupted focus and concentration. For those times that thou art in need during battle, consider using a pre-prepared scroll of Great Heal or healing potion and continue thine healing attention after the battle hath been won.

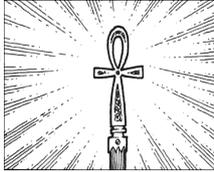
Note: This is an "autocast" spell. If the heal spell both equipped and selected (active), and thou art not in battle, then if thine health, or that of any of thy party members, droppeth below 50%, the party member who hath the spell equipped and active will automatically heal the injured companion.

Reagents: Ginseng, Mandrake Root, Spider's Silk

Casting Method(s):

- Equip + LC
- Equip + RC

Equipable: Yes
 Stackable: No
 Autocast: Yes



Vas An Jux Ort - Mass Dispel

Dispelleth all magic in the area targeted by the caster.

Reagents: Garlic, Ginseng

Casting Method(s):

- Cast

Equipable: No
 Stackable: No
 Autocast: No



In Nox Grav - Poison Field

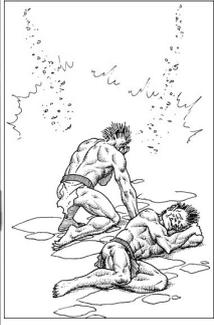
Createth a wall of noxious poisonous gases.

Reagents: Black Pearl, Nightshade, Spider's Silk

Casting Method(s):

- Equip + RC
- Equip + FC

Equipable: Yes
 Stackable: No
 Autocast: No



In Zu Grav - Sleep Field

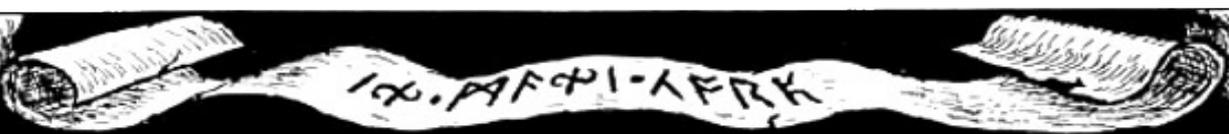
Createth a wall of sleep-inducing energy.

Reagents: Black Pearl, Ginseng, Spider's Silk

Casting Method(s):

- Equip + RC
- Equip + FC

Equipable: Yes
 Stackable: No
 Autocast: No



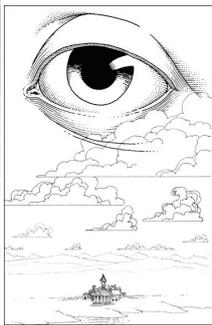


Rel Hur - Wind Change

Alloweth the caster to alter the prevailing direction of the wind.
Reagents: Blood Moss, Sulfurous Ash

Casting Method(s):
- Equip + LC", false);
- Cast

Equipable: No
Stackable: No
Autocast: No



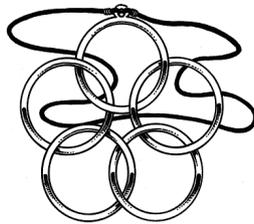
In Wis - Locate

Revealeth the caster's location like a magical sextant. Requireth a world map in thy inventory - 'twill brign up the map and showeth thy current location.
Reagents: Nightshade

Casting Method(s):
- Cast

Equipable: No
Stackable: No
Autocast: No

The Fifth Circle



In Sanct Grav - Energy Field

Createth an impassible wall of energy.
Reagents: Black Pearl, Mandrake Root, Spider's Silk

Casting Method(s):
- Equip + RC
- Equip + FC

Equipable: Yes
Stackable: No
Autocast: No





Vas Por Flam - Explosion

Createth a powerful explosion, injuring those caught in the blast. Area effect spell.

Reagents: Black Pearl, Blood Moss, Mandrake Root, Sulfurous Ash

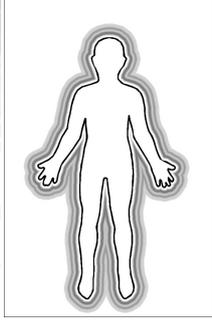
Casting Method(s):

- Equip + LC
- Equip + RC

Equipable: Yes

Stackable: No

Autocast: No



Sanct Lor - Invisibility

Causeth beings to become unseen.

Reagents: Blood Moss, Nightshade

Casting Method(s):

- Equip + LC
- Equip + RC

Equipable: Yes

Stackable: No

Autocast: No



Ort Grav - Lightning

Hurleth a powerful bolt of lightning at thine opponent.

Black Pearl, Mandrake Root, Sulfurous Ash

Casting Method(s):

- Equip + LC
- Equip + RC

Equipable: Yes

Stackable: No

Autocast: No



An Xen Por - Paralyze

Momentarily paralyzeth thine opponent, thus disabling him.

Reagents: Black Pearl, Nightshade, Spider's Silk, Sulfurous Ash

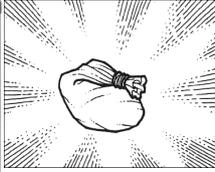
Casting Method(s):

- Equip + LC
- Equip + RC

Equipable: Yes

Stackable: No

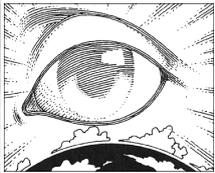
Autocast: No



Por Ylem - Pickpocket

Alloweth the caster to take one of the target's belongings.
Reagents: Blood Moss, Nightshade, Spider's Silk

Casting Method(s):
- Equip + LC
- Equip + RC
Equipable: Yes
Stackable: No
Autocast: No



An Sanct Lor - Reveal

Maketh invisible beings in the area become visible again.
Reagents: Mandrake Root, Nightshade, Spider's Silk

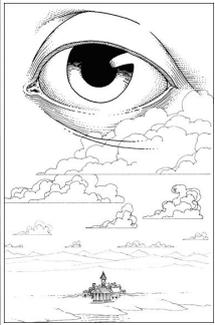
Casting Method(s):
- Cast
Equipable: No
Stackable: No
Autocast: No



Kal Mani Corp - Seance

Alloweth the caster speak with the dead as though they still live. Thou must be near spirit thou wishest to speak with.
Reagents: Blood Moss, Mandrake Root, Nightshade, Spider's Silk, Sulfurous Ash

Casting Method(s):
- Cast
Equipable: No
Stackable: No
Autocast: No

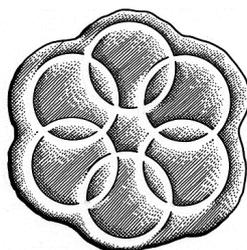


Vas Wis Ylem - Peer

Revealeth the world and the caster's place in it as though peering through an eagle's eye.
Reagents: Mandrake Root, Nightshade

Casting Method(s):
- Cast
Equipable: No
Stackable: No
Autocast: No

The Sixth Circle



An Xen Ex - Charm

Changeth the alignment of the target to match that of the caster.
Reagents: Black Pearl, Nightshade, Spider's Silk

Casting Method(s):
- Equip + LC
- Equip + RC

Equipable: Yes
Stackable: No
Autocast: No

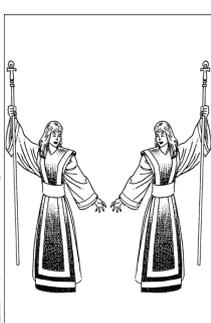


In Quas Xen - Clone

Createth an identical, though not controllable, replica of most beings, and most objects in thy inventory. Wilt not work on thy companions or quest items. A cloned being wilt fight for thy party for a limited amount of time.
Reagents: Blood Moss, Ginseng, Mandrake Root, Nightshade, Spider's Silk, Sulfurous Ash

Casting Method(s):
- Equip + RC

Equipable: Yes
Stackable: No
Autocast: No



Vas Quas - Confuse

Sendeth opposing foes into disarray.
Reagents: Mandrake Root, Nightshade

Casting Method(s):
- Equip + LC
- Equip + RC

Equipable: Yes
Stackable: No
Autocast: No





Flam Hur - Flame Wind

Sendeth a gale of flaming wind in the direction of thy foes. Note: This is an area effect spell.

Reagents: Blood Moss, Mandrake Root, Sulfurous Ash

Casting Method(s):

- Equip + LC
- Equip + RC

Equipable: Yes
Stackable: No
Autocast: No



Kal Des Ylem - Hail Storm

Bringeth down a storm of hailstones upon the caster's enemy and the surrounding area.

Reagents: Black Pearl, Blood Moss, Mandrake Root

Casting Method(s):

- Equip + LC
- Equip + RC

Equipable: Yes
Stackable: No
Autocast: No



Vas In Sanct - Mass Protect

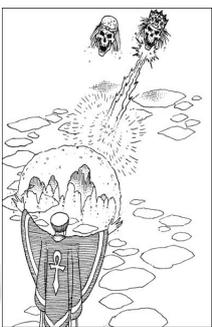
Increases the effectiveness of armor and provideth protection against many proximity traps for thyself and thy companions.

Reagents: Garlic, Ginseng, Mandrake Root, Sulfurous Ash

Casting Method(s):

- Cast

Equipable: No
Stackable: No
Autocast: No



An Ort - Negate Magic

Temporarily preventeth the casting of spells and magic.

Reagents: Garlic, Mandrake Root, Sulfurous Ash

Casting Method(s):

- Cast

Equipable: No
Stackable: No
Autocast: No



Nox Hur - Poison Wind

Sendeth a gale of noxious wind in the direction of thy foes. 'Tis an area effect spell.

Reagents: Blood Moss, Nightshade, Sulfurous Ash

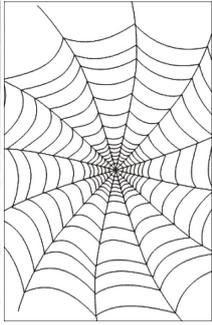
Casting Method(s):

- Equip + LC
- Equip + RC

Equipable: Yes

Stackable: No

Autocast: No



In Des Por - Web

Layeth a fine, sticky web upon the ground to hinder a foe's progress.

Reagents: Spider's Silk

Casting Method(s):

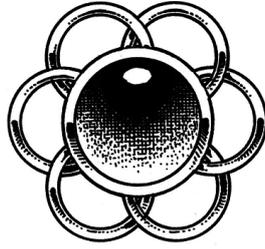
- Equip + RC

Equipable: Yes

Stackable: No

Autocast: No

The Seventh Circle



In Ort Ylem - Enchant

Empowereth special items with magical energy.

Reagents: Mandrake Root, Spider's Silk, Sulfurous Ash

'Tis a special spell, performed through crafting, not thy spellbook.



Vas Ort Grav - Chain Lightning Bolt

Causeth a bolt of damaging energy to leap from one being to another.

Reagents: Black Pearl, Blood Moss, Mandrake Root, Sulfurous Ash

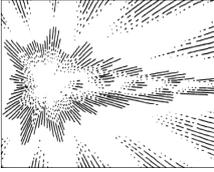
Casting Method(s):

- Equip + LC
- Equip + RC

Equipable: Yes

Stackable: No

Autocast: No



Grav Hur - Energy Wind

Sendeth a gale of wind in the direction of foes.

Reagents: Blood Moss, Mandrake Root, Nightshade, Sulfurous Ash

Casting Method(s):

- Equip + LC
- Equip + RC

Equipable: Yes

Stackable: No

Autocast: No



Quas Corp - Fear

Causeth all evil foes in the area to flee in terror.

Reagents: Garlic, Mandrake Root, Nightshade

Casting Method(s):

- Cast

Equipable: No

Stackable: No

Autocast: No



In Corp - Kill

Sendeth a lethal bolt of energy toward an opponent.

Reagents: Black Pearl, Nightshade, Sulfurous Ash

Casting Method(s):

- Equip + LC
- Equip + RC
- Equip + FC

Equipable: Yes

Stackable: No

Autocast: No



Vas An Sanct - Mass Curse

Reduceth the effectiveness of armor, as well as the prowess and intelligence of all nearby beings, friend and foe alike.

Reagents: Garlic, Mandrake Root, Nightshade, Sulfurous Ash

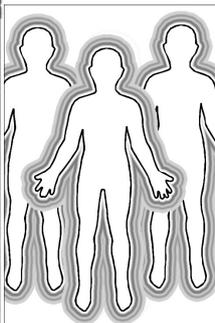
Casting Method(s):

- Cast

Equipable: No

Stackable: No

Autocast: No



Vas Sanct Lor - Mass Invisibility

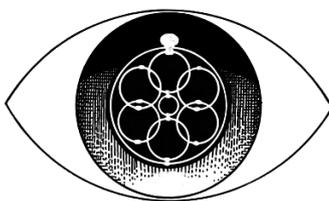
Causeth all nearby beings to become unseen, though still present.
Reagents: Blood Moss, Mandrake Root, Nightshade

Casting Method(s):

- Cast

Equipable: No
Stackable: No
Autocast: No

The Eighth Circle



Corp Hur - Death Wind

Sendeth a gale of lethal wind in the direction of foes.
Reagents: Blood Moss, Mandrake Root, Nightshade, Sulfurous Ash

Casting Method(s):

- Cast

Equipable: No
Stackable: No
Autocast: No



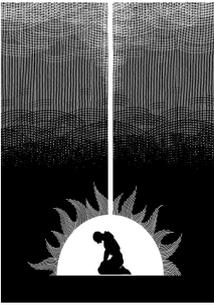
Vas An Xen Ex - Mass Charm

Changeth the alignment of nearby foes to match that of the caster.
Reagents: Black Pearl, Mandrake Root, Nightshade, Spider's Silk

Casting Method(s):

- Cast

Equipable: No
Stackable: No
Autocast: No



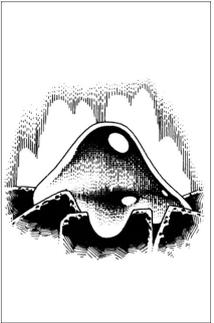
In Mani Corp - Resurrect

Restoreth life to a being who was dead.

Reagents: Blood Moss, Garlic, Ginseng, Mandrake Root, Spider's Silk, Sulfurous Ash

Casting Method(s):
- Equip + FC

Equipable: Yes
Stackable: No
Autocast: No



Vas Rel Xen - Slime

All evil creatures are changed to slime.

Reagents: Blood Moss, Mandrake Root, Nightshade

Casting Method(s):
- Cast

Equipable: No
Stackable: No
Autocast: No



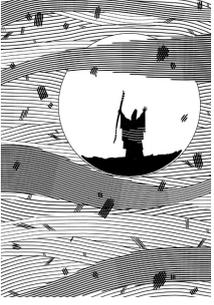
Kal Xen Corp - Grand Summon

Callesh forth a daemon from the underworld that will assist thee in combat.

Reagents: Blood Moss, Garlic, Mandrake Root

Casting Method(s):
- Cast

Equipable: No
Stackable: No
Autocast: No



An Tym - Time Stop

Temporarily suspendeth time while the caster continueth his journey.

Reagents: Blood Moss, Garlic, Mandrake Root

Casting Method(s):
- Cast

Equipable: No
Stackable: No
Autocast: No

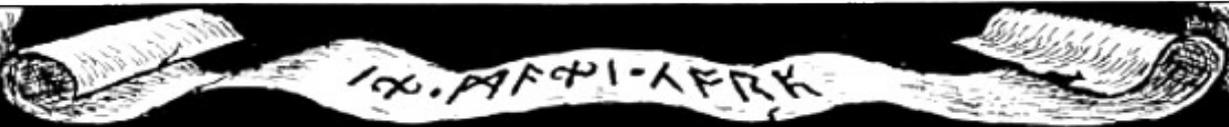
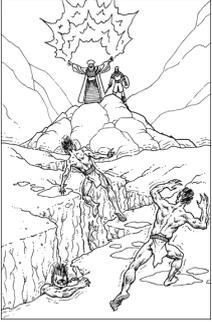


Vas Por Ylem - Tremor

Causeth the ground to shake, injuring all beings in the affected area.
Reagents: Blood Moss, Mandrake Root, Sulfurous Ash

Casting Method(s):
- Equip + LC
- Equip + RC

Equipable: No
Stackable: No
Autocast: No



Bestiary



The many different animals and monsters to be found throughout Britannia are described in this section. Wise travelers will take the time to review this information to insure that they are properly prepared for any creatures they may encounter.

Acid Slug

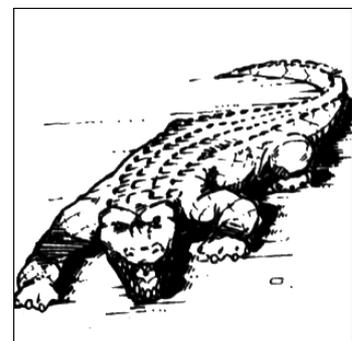
This blob-like creature can be found in the darkest, dampest caves and underground places of Britannia. Though finding one may not be deadly for thee and thy party, take care nonetheless, for they secrete corrosive juices, which will dissolve all metal that which thy party possesseth. Refrain from touching any acid slug for thou wilt suffer painful burns.



Be warned that conventional weapons are said to be of little effect and can cause these creatures to grow and divide much like their cousins, the slime. If thou dost find thyself amidst a large group, thou mightst consider running - 'tis not always a sign of cowardice.

Alligator

Alligators, once common in the swampy areas of Britannia appear to have mysteriously disappeared over the last few years. Though some sailors have come to port giving strange reports of creatures that resemble alligators, the common consensus is that this must certainly be a case of too much grog.

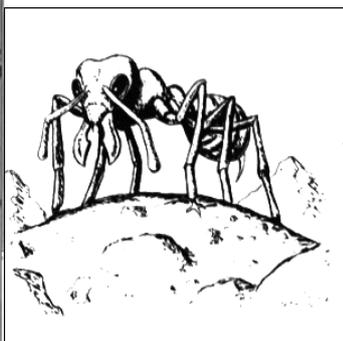




Anaconda

These large snakes, though technically non-venomous, have such a high concentration of bacteria in their mouth, that if they have the opportunity to bite thee and break the skin, thou wilt likely suffer the same effect as though poisoned.

These large beasts' greatest power is their massively muscled body. Do not permit one to gain a hold upon thee, for they will slowly squeeze the life out of thee and prove difficult to be free from once they have thee wrapped within their deathly coil.



Ant, Giant

These non-evil beasts, naturally armored, possess powerful mandibles and are capable of crushing a person in an instant. Though the land they live in was once fertile and lushly green, there was a great drought over 120 years ago that devastated their land, creating the Drylands. These industrious beasts burrowed deeper into the ground and have adapted to the harsh, dry conditions of the desert.

There are rumors that these creatures have learned how to bend the underground rivers to their use. Though the ants are large, 'tis thought that they are much like their smaller cousins and are thought to be peaceful and reserved if left alone. If they feel that they or their colony is threatened, they will attack.



Bandit

These armed highwaymen are often escaped prisoners, outlaws, robbers and thieves that lie in wait to attack the unsuspecting traveler. Be cautious in thy travels, even upon the well-trodden paths and streets, for these bandits want naught but thy possessions and slash thy throat to get them, they will, most assuredly.



Bat

This non-evil denizen of caves and other subterranean places is most often seen at night. Their night vision and keen hearing make them excellent nocturnal hunters, mostly of small animals' blood and insects. Thou wilt likely find them in numbers, mayhap hearing their high pitched screeching before thou dost spy them.

These creatures, at most, can be an annoyance and rarely attack people. Their small size and swiftness can make them difficult to hit, but if thou art fortunate to hit them, 'twill likely be their demise.

Bear

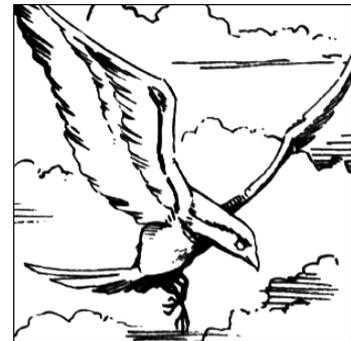
This large non-evil mammal can easily grow to be larger than the biggest of men. Bears tend to be solitary creatures, but, thou must beware for a bear mother will attack freely and fight till her death to protect her cubs and den.

Their thick fur and hide protect them and even the most skilled archer's arrow can strike true, but the bear may attack at least once more with their strong jaw or their non-retractable claws before their final breath. 'Tis rumored in seaports of stories telling of these great beasts that are white in color on a remote island. Surely these are tales inspired by rum, mead and grog.



Bird

There are many varieties of birds in our land. These non-evil avians can be found in all regions and feed mostly on insects, small vermin, small fish and sea creatures. But they are known to take advantage of food crumbs dropped by shoppers along the roads of the towns, and other opportunities afforded them.

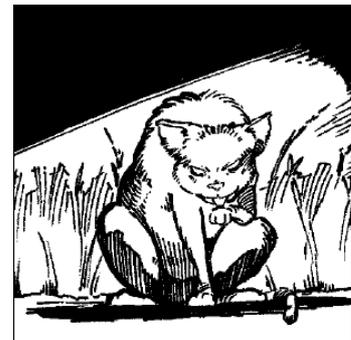


Butterfly

These beautiful and delicate creatures can usually be found near meadows and flowers. These non-evil creatures help to pollinate the land's plant life.

Cat

One of the most common domesticated animals, thou wilt often find them in many homes as beloved pets. They sometimes roam the streets and alleys, seeking a soft warm place to claim as their own for an afternoon nap, or seeking out scraps of food. 'Tis said to be fortunate to take a cat as thy pet for thine abode will be mouse-free.



Chicken

This common farm fowl provideth two sources of food; they lay eggs and are a source of meat. They are harmless, though can be skittish upon thine approach and often run away when frightened.





Corpser

Woe to one that findeth themselves in the grip of the Corpser. These evil hellish creatures often drag their victim, screaming and preferably very much alive, down into their subterranean den. Once within their den, none can say the horrors the unlucky must endure until their horrible and untimely demise.

Survivors of these beasts have reported that the fire from their torch was all that these creatures shrank away from, and that afforded them the opportunity for escape.



Cow

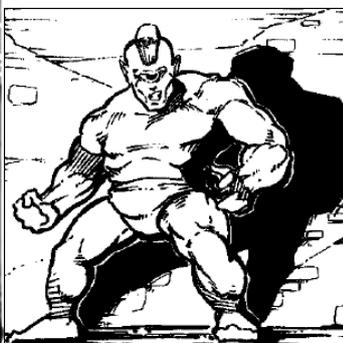
These gentle beasts are a source of meat, leather, and dairy products. Those that raise cattle have started to move closer to the towns to be nearer their market and in this time of war 'tis been proven serendipitous.



Crab

These crustacean creatures can be found on most beaches around the world. They are scavengers and help to keep the beaches and waters clean. They are relatively harmless, though some fishermen have reported having their fingers or toes mildly injured by these creatures' pinchers.

Some fishermen have claimed to have eaten these creatures and say they are delicious, but considering the crab's eating habits, most think it wise to avoid eating them.



Cyclops

These giant one-eyed titans fear nothing. 'Tis said that the earth trembleth with their footstep. Thy party should beware of these hulking beasts for they possess remarkable strength and can kill quickly with their crudely made clubs, or worse, hit thee unaware by hurling large boulders at thy party.

Daemon

Products of black magic, born from the evil intentions of the darkest mages, said to be generations of wicked sorcerers learned from Mondain himself, these evil abominations are summoned to our world and they wield great magical power imparted to them by their evil masters and creators.", true);

These creatures possess great strength and intelligence and are capable of summoning hordes of their own to assist in battle. They fight in battle with great skill and fear not death.



Deer

The gentle non-evil animals can be found in meadows, forests and other wilderness areas. Often found quietly grazing upon the grasses, once their keen ear heareth potential danger, they are able to gracefully bound and flee rapidly.

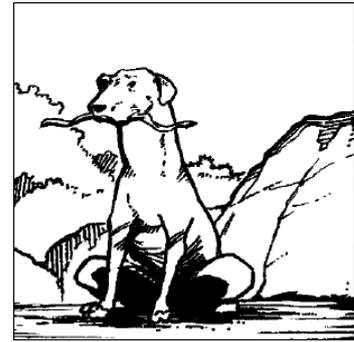
Deer are a great source of meat, a comfort to those lost in the wild and without sustenance, but excellent must their archery skills be to take down these animals.



Dog

These domesticated creatures are companions and household pets. They are known for their loyalty and, as a close cousin of the wolf, they are keen trackers, faithful protectors of home and hearth and make excellent hunting partners. Some shepherds utilize them to help guide their herds and protect the flocks from predators.

'Tis said that some dogs are born into, or become feral, and live in the wild. They are usually not accustomed to humans or are hungry and have been reported to attack an occasional traveler. Dogs that have been raised by humans rarely pose a threat unless stricken with disease that cloudeth their mind.



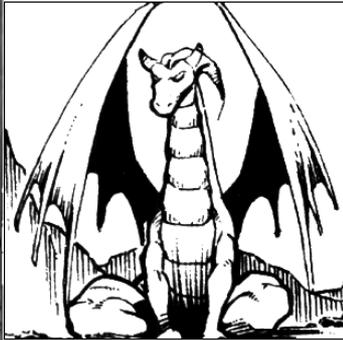
Dragon

Formidable are these winged, fire-breathing creatures. Their size is immense, their breath consisteth of magical flame and noxious fume. Many a knight or fighter hath passed on to the Void that dared to engage them in battle.

There are stories passed down through the generations that tell of dragons that are white of great age and are even more vast in size and strength as compared to their younger generations.

All dragons possess a great constitution and they prove extremely difficult to kill. 'Tis a wonder then that some wealthy citizens will commission the occasional thrill-seeking knight into procuring a dragon's egg for them. 'Tis surely madness for one to take on such a task!





Drake

Though smaller than their Dragon cousins, these beasts are not any less dangerous. Varied are their color and their damaging noxious breath, but they are equally as ferocious in battle as their cousins.

Wary be the soul that stumbleth upon a drake, for assuredly, thou wilt likely find other drakes or their dragon cousins close by!



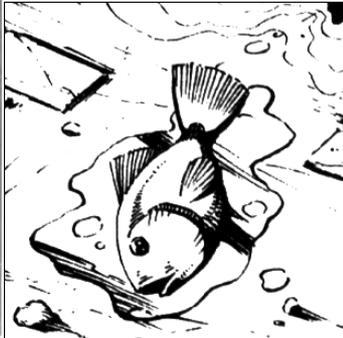
Ettin

These immense human-like two-headed creatures can oft be found in or around mountainous areas. Though they are non-magical, rumors abound amongst many townfolk that perhaps they are atrocities made from trolls or men, come from the time of Mondain and when evil sorcerers ruled and terrorized the land.

Care should be taken when traversing through the mountains, for these creatures are great in strength and can hurl huge boulders and strike thee dead without effort. If thou art fool enough to battle them, know this, they are a hardy beast and 'twill take great effort to fell them.

Firefly

These non-evil, passive, small insects are the light-bearers of the night. Thou wilt surely see them from eventide to morn in many pastures, meadows and forests.



Fish

These creatures inhabit lakes, streams, rivers and ocean. There are many varieties, but two are more commonly found and are a delicious meal for the down-trodden traveler short on gold. Though most town suppliers prefer to cast nets, a fishing pole is the easier tool



Gargoyles

These beasts are often confused with daemons, but heed this, they are very different in numerous ways. Few have seen these creatures and lived to tell the tale, but an artist in Buccaneer's Den claimeth to have seen them and hath rendered their likenesses in art.

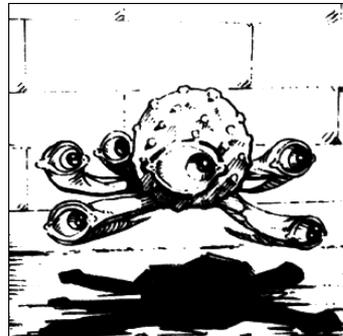
There is little known about these creatures, but what is known is this, there are two types, one with wings, and another, wingless. The winged ones are experienced spellcasters, most often seen in flight, but 'tis said that they can walk upon the earth. They are fierce warriors, said to be stronger than three men.

Though the wingless ones are not capable of flight, and apparently are not spellcasters, think not they are easily bested. The wingless ones appear to be more muscular and their strength is said to surpass their winged relatives. 'Tis said that their endurance in battle is beyond that of men and hath been reported that some of these creatures will fight as though possessed until their death.

Gazer

This evil monstrosity is a giant magically floating grouping of eyes. Stare not into its gaze, for thou wilt surely be mesmerized by its hypnotic spell, casting sleep upon thee, and for most, 'tis the permanent sleep of death!

These creatures hath persisted in dungeons since the Age of Mondain, and 'tis speculated that the great evil sorcerer himself created them. Whether this is true or not, these beasts possess great magical ability and are sure to slaughter many of the unsuspecting adventurers that stumble upon them.



Ghost

Ghosts are the spirits of those that have passed away. Though not all of these spirits remain on the earth, 'tis said that those that have lost their mind, turbulent souls summoned forth by evil magicians, or were malevolent in life, continue to be bound to this plane, acting aggressively and with much hatred toward all the living they find.



Greater Daemon

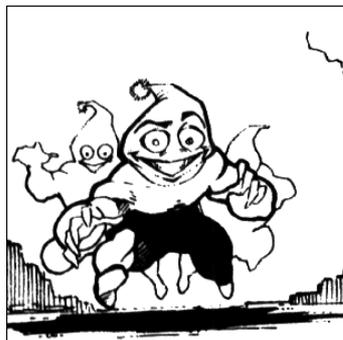
Also known to be young Balrons very early in their development, these daemons are growing into their great magical powers.

Allow not one to live to gain maturity for then they become formidable, rulers of hell, bringers of darkness, reapers of evil, and commanders of daemon hordes bent on destruction of all.



Gremlin

'Tis said that gremlins are more prolific than rats, and are even more so voracious in appetite. Care should be taken to keep thy cellars and storehouses clean and guarded, for any bit of food, even crumbs, can attract these creatures. Be sure to secure thy rations and foodstuffs if thou dost discover a lair, for there existeth no better pickpocket of food than a gremlin and they are often banded as a huge pack.

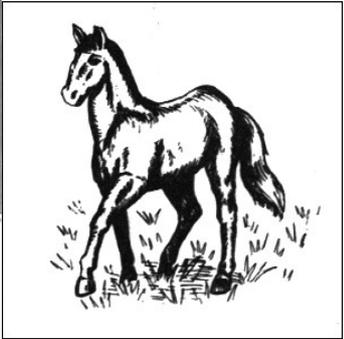




Headless

These magically made creatures are reportedly the product, or perhaps, the descendants of an experiment by an unnamed mage, perhaps Mondain himself. In appearance, they are very human-like, yet possess not a neck or head, hence their name.

How these creatures sense their prey, none know. Rare are the reports of these creatures using tools. They often attack with their bare hands, preferring to strangle their victims.



Horse

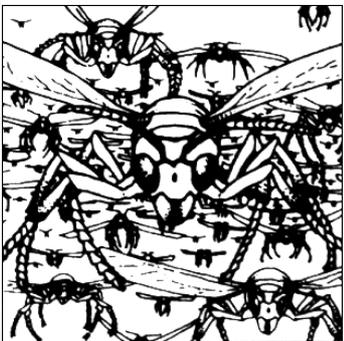
These majestic and beautiful non-evil beasts are a source of transportation, laboring in the fields, and rarely, a food source for Britannia. Most breeds are the Plough, Mountain and Steppes horses. These breeds are commonly used as work animals and are hardy in constitution.

But most prized is the famous Valorian breed, hailed as a great warhorse, highly valued and bred mostly in Jhelom, but some are found or procured by those in Serpent's Hold.



Hydra

Hydras, a rare kin of Dragons, are a dangerous and formidable creature. They are very dragon-like in appearance but have three heads. 'Tis said that each head is a separate being or entity and will fiercely fight until all three are dispatched.



Insects

These pesky and annoying small creatures will hardly kill thee, unless thou dost stumble upon a swarm of thousands, but their bite and sting can injure thee; or at least prove a nuisance.

One well aimed swat can usually dispatch of them quickly.

Lava Lizard

These large reptilian creatures dwell near lava and fire. Beware these evil beasts for they can spit noxious substances, molten rock and fire, and their bite is often deadly.



Liche

These evil undead are the shades of a powerful wizard. Their transition from living wizard to Lich somehow ensured their magical abilities and skills are passed forth.

Due to their strength, constitution and formidable magic prowess, these creatures are a most dangerous foe, even under the best of conditions.



Mage, Evil

Not all mages and magic users follow the path of good and virtue. These evil renegades are dangerous and possess great magical skill and ability. Care should be taken if thou hast to pitch thyself in battle with them.



Mimic

These creatures are a kind of shapeshifter, able to transform themselves into anything, but prefer the likeness of a treasure chest. Many a greedy soul hath been tricked and befallen a horrible death in the maws of a Mimic.

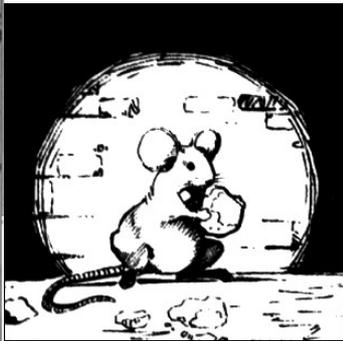




Mongbat

An evil and wicked creature, seemingly a crossing of a monkey and bat. They are vicious, aggressive and ruthless. Often they travel in groups and can tear the flesh from the unsuspecting traveler with their sharp talons in mere moments.

Tremble in fear, oh traveler, if thou art to e'er cross the path of a mongbat. Their persistence is assuredly to the death. 'Tis rumored that Mondain delighted in experimentations with cross-breeding beasts to produce evil monstrocities. Perhaps this is another example of his evil.



Mouse

These smaller cousins of the sewer and giant rats are found above and below ground. Most mice are timid, often heard scurrying in the night, looking for crumbs and bits to feed upon. Most are harmless and are, at most, a nuisance to bakers and merchants.

'Tis said there is a disease that can afflict these creatures and its effects turneth them into aggressive, biting beasts. There are reports that townsfolk have had to visit the local healer in need of finding a cure for being poisoned by these diseased creatures' bites.

Mule

Mules are the offspring of the crossing of a male donkey with a female horse. Nearly all are infertile, unable to reproduce themselves. These beasts of burden are used by farmers and merchants to help till their fields, transport carts and haul packs of supplies.

They are long-lived, sure-footed and of good temperament. These beasts are docile and patient. 'Tis rare for them to inflict injury other than the rare occurrence of a kick when being frightened, shoed or having their hooves trimmed.



Orc

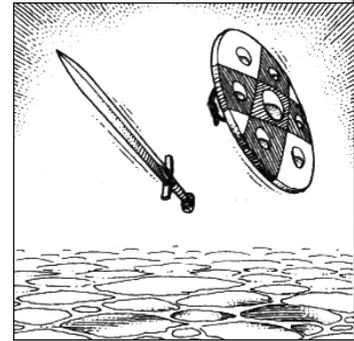
Orcs are the result of Mondain's evil and madness, a creation of genetically merging a human with a boar or pig. These creatures aren't bright nor are they superb in strength, but they can be dangerous to the inexperienced or the lonely traveler caught unaware.

Though they have in the past been prolific in reproducing, there are definite signs that these creatures near extinction. Caution to those that find themselves trapped in the center of a group of these beasts, many are the tales of their favor of eating human flesh!

Phantom

These spirits are without body, corporeal or ethereal. These invisible spirits are trapped upon this plane by evil magery or through great tragedy and are forced to reenact the battles in which they lost their lives.

The only ways they can be detected is by the sight of their swords and shields, smaller pieces of armor or in their sudden battle cry as they assault their victim with what can be a killing blow to the inattentive adventurer.



Pig

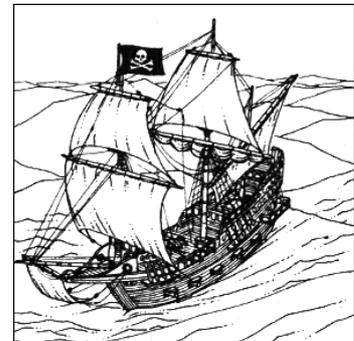
These animals are commonly kept as farm animals, raised to slaughter for their meat and their skin used to make leather products. Domesticated pigs can be skittish and piglets are fast and often hard to catch. Rare is the incident of harm caused by these simple beasts.

Pirate

Also known as the scourge of humankind, these dregs of society are often escaped prisoners, lawless men and women, those that scoff at the virtues and ones that generally feel entitled to all that belongeth to others. Swashbucklers are often younger, more 'green,' inexperienced, and are working their way up the ranks of their law-breaking society.



Many swashbucklers flaunt their ill-gotten booty with flamboyant dress and extravagance. The more experienced pirates have learned that drawing attention can crimp their stealing and pillaging lifestyle.

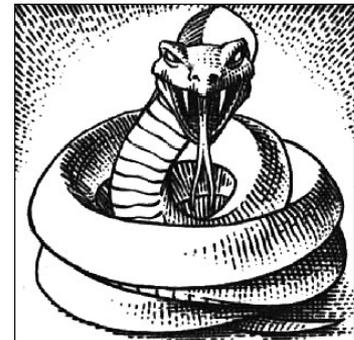


In the past, pirates and swashbucklers have infested the Great Sea, commandeering honest merchant ships, plundering ship and town, as they see fit, and initiating, sometimes for their own amusement, the occasional broadside duel with their pirate ship's cannons.

Recently, their seafaring hath been curbed due to the war, but make not the mistake to believe they are gone. A pirate never settlenth down for long and for every pirate thou dost see, there are at least a dozen others thou dost not. Trust not a pirate, for they are without honor and live by a law unto themselves.

Python

These large snakes, though technically non-venomous, have such a high concentration of bacteria in their mouth, that if they have the opportunity to bite thee and break the skin, thou wilt likely suffer the same effect as though poisoned.



These large beasts' greatest power is their massively muscled body. Do not permit one to gain a hold upon thee, for they will slowly squeeze the life out of thee and prove difficult to be free from once they have thee wrapped within their deathly coil.



Rabbit

These small mammals can be found in most regions of the world. They are timid, live in burrows and are often seen foraging and frolicking in fields, meadows, forests, and grasslands.

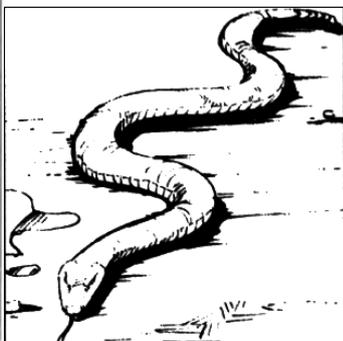
Though small in size, they can be butchered for their meat. Travelers in the wilderness are oft happy to thank the Virtues for they can provide a well needed meal. They are quick and cunning, able to switch directions in a flash, so thou wilt need to be accurate in thine archery skill or cunning to devise a trap to catch them.



Rat, Giant

These mammals are the larger cousin of the mouse, and a much larger size of the ordinary rat, Giant rats are found mostly below ground, in abandoned cellars, dungeons and other subterranean places. 'Tis said they are disease ridden, aggressive, and their bite is more than not, poisonous and oft transmit disease that requireth immediate medical attention.

Though they are large in size, most rats are not a problem to rid, but they often travel in packs and can quickly beset thy party. Grim would be the day that thou hast not prepared thy backpack with a sure supply of red potions or have let thy reagent reserves deplete, for their poison will slowly kill thee if not treated.



Rattlesnake

These snakes are very similar to others. They are poisonous; beware their venomous bite! Thou wilt know their presence is near by the tell tale rattle sound they make with the flickering of the tip of their tail. Though easy to dispatch, their venom must be cured immediately lest thou diest a slow painful death.

Raven

These black birds, with their shiny black feathers, are revered in the great town of Minoc, city of Sacrifice. These creatures are harmless and rarely cause problems outside of snatching food from outdoor merchants' carts.

Reaper

These magical tree-like creatures are remnants of an ancient enchanted forest, swallowed up in the Cataclyms. These malevolent spirits found a way to survive below and are now mostly found in underground areas and dungeons where their roots cling firmly to the rocks found deep within the earth.

But, some can be found in the land above due to rock layers from the dungeons moving closer to the surface as a result of earthquakes and similar earth disturbances. They are limited in their inability to move from place to place, though some townsfolk say they do.

Tis said they can move, yet at a very slow pace, indiscernible to the eye, only seen over long periods of time. Therefore most people advise thee to run and skirt any thou wouldst find.

Even still, there is yet another danger, for reapers are mighty magic users and if thou art within their range, thou couldst be stuck and killed by lightning before thou realizest their presence.

Traveling with a party can often afford thee help, but Reapers have the ability to charm and some adventurers have reported being forced to slaughter their own friends before being able to barely escape due to this wicked magic.

Even if thou art protected from its magical onslaught, if thou art within its grasp, thou couldst be knocked to the ground, or rendered unconscious, by their flailing branches. Wary be, thou shouldst, when traveling, for a tree may not be a tree!



Rotworm

These foul creatures feed off dead, decaying, and rotting flesh or organic matter. Though not robust in attack and constitution, an inexperienced adventurer could meet their doom if they stumble into a group.

Rotworms can be held at bay, or at least, more easily killed using fire, so having torches can light thy way and help protect thee in the dark recesses and swamps where these creatures are oft found.



Sand Trap

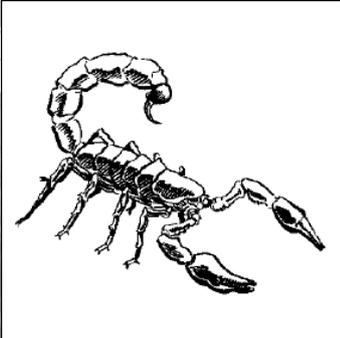
These frightening and stealthy beasts are often happened upon in dungeons but most prefer desert areas. These massive beasts, from birth, burrow into the sand, making this their lifetime den. They hide, undetected, under the sands, highly sensitive to the minutest of movement upon the surface above.

They are patient. When a victim is within striking distance, they explode upward to the surface and attack quickly. Many a wanderer and adventurer hath met their immediate end within the maws of a Sand Trap!



If thou art lucky enough to survive their first attack of deadly barbs, thought to be fashioned from their spittle and sand, then thou wilt still need to be prepared for a great and long battle, for their strength, constitution and determination to feast upon thy flesh is great!

Scorpion, Giant



These desert dwelling, heat-loving, large, aggressive beasts are cousins of the spider, but unlike their cousins, they possess long and flexible tails with a stinger capable of far-reaching strikes with a poisonous blow.", true);

Formidable they are not, but if thou art poisoned, thy fate may only be a short time away without medical help. Running away is rarely an option as these creatures are quick and highly dexterous. The lesson here is: never travel in the desert without water or companions, they may save thy life!

Seagull

These non-evil harmless birds can be most seen near beaches. They comb the shores to hunt for food, often scraps, dead sea creatures brought to shore by the waves of the Great Sea, or crumbs left by townfolk. Their call is distinctive and they will likely be seen soaring upon the winds brought onto land across the Great Sea.

Sea Serpent



This aquatic relative of the Dragon lurketh underneath the water, waiting patiently to spring into attack. Many mariners have lost all hands due to these immense and formidable beasts.

There are legends of giant sea serpents in the Great Sea. But not withstanding the tales told by superstitious fishermen, 'tis the general opinion that if they ever existed, they are long since departed from this world.

Care should be taken when traveling on or near the water of the Great Sea and in subterranean caverns and dungeons for a Sea Serpent may lurketh there! As with their Dragon kin, prepare for a fierce and long battle, for these beasts are great in strength and their magical and noxious breath cause great damage.

Sheep



These mild and timid farm animals are prized for their wool and occasionally, as a meat source. Though sheep are raised in many areas of our land, most shepherds hail from New Magincia and are considered the best and most skilled in raising sheep.

Silver Serpent

When the world was known as Sosaria, these creatures were plentiful. Archaeologists under commission from the Lycaenum have uncovered ancient tombs and monuments with carvings and depictions of these beasts. 'Tis thought that the creature was revered by our people in those ancient times.

Time hath moved on and many have forgotten these creatures did exist, not merely myth, but on rare occasions a sighting is reported and awe and fear of this creature is renewed.

Recently, a band of militia and military scouts returned from Dagger Island and did report to have seen a dead silver serpent of incredible size near the Gargoyle encampment there. The scouts watched for a time and say that the Gargoyles milked the dead beast of its venom and drank the fluid when reinforcements did arrive to do battle with them to free the Shrine.

The Gargoyles fought with great strength and passionate rage, like a berserker, even seeming to survive what should have been killing blows. The Gargoyles killed all of the company that opposed them.

'Twas said that the scouts that remained to keep surveillance, awaiting more reinforcements, saw the remaining Gargoyles soon after the battle's end, drop suddenly to their deaths. There is much discussion and heated debate as to whether drinking these beasts' venom doth increase strength and ability, or if 'tis also responsible for death after its use.

This creature is the largest and reportedly, the most formidable of all snakes. Only the most seasoned fighter should attempt to take on this beast but heed thee this, there is a great potential of thy possible demise!

Skeleton

These abominations are magically reanimated skeletal remains of those that have passed away, but they are mindless to anything but their evil mage master's summoning bid to destroy all they meet. They are most often found in graveyards, places of past battles with much loss of life, dungeons, and places that an evil mage had need to amass an obedient army.

Though they can be easily dispatched with sword, singly, especially a silver sword that is dedicated to the destroying of the undead and its magical binding, if in groups, they can cause a challenge for many travelers.

The footmen are slow and can be avoided most often, but their archers' arrows are swift and far reaching. Take care and plan thy battle strategies with this knowledge in mind.





Slime

These undulating green blobs can be found in moist environments. They have no legs or obvious appendages to move, yet they are mobile. They are so named for the green slimy texture of their body and the slimy ooze they leave upon their path.

These creatures at first seem harmless, not more than a nuisance, but they have an enormous ability of regeneration, and the ability to spew a part of their poisonous blob body. These abilities carry a two-fold warning:

First, the spit attack is not only enough to quickly poison thee, but 'tis highly corrosive to many materials, especially metal. Be warned that Slimes can quickly have thee in thy skivvies, rendered utterly defenseless!

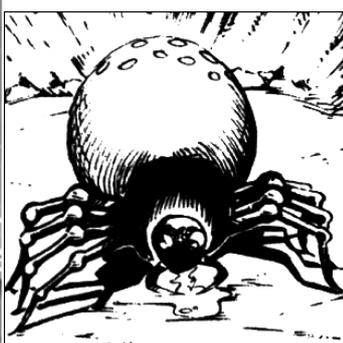
If this ability is not deterrent enough, their regenerative power leadeth to a second warning... when attacked, they have the ability to divide! No longer wilt thou be fighting one, but two! Rarely is a Slime without company, so heed these warnings well and plan thy defense and escape with care and caution.



Snake

In addition to the larger serpents described elsewhere in this Compendium, thou mayest encounter smaller snakes in thy travels. Thou shouldst be ever more careful with these smaller snakes than with their larger cousins, as their venom is oft far more potent than their size would indicate.

Because of their small size they are often most difficult to see, and they can thus do their damage almost before thou art aware that thou art under attack!



Spider, Giant

There exist many forms of these creatures but all share the same general characteristics. Be they large or small, all are agile, produce spider's silk to cast their webs and have a poisonous bite and sputum.

They are most often found in dark abandoned places such as cellars, caverns, deep within the Deep Forest, but when food is hard to find, they are sometimes found in other wilderness areas, casting their webs, patiently waiting for something, or someone, to venture into their trap.

'Tis commonly known that they have great skill in the accuracy in spinning their silk, so too do they have great accuracy in their sputum attacks and 'tis as poisonous and potentially lethal as their bite.

Spiders have an exoskeleton, so their hard outer protection giveth them a good defense, but they will succumb quickly with a few hits of a sword. Woe be to the traveler ill prepared to handle poisoning, for though they may win the battle, they may yet lose the war if medical attention is not soon received.

Spider, Phase

These spiders share the same characteristics as others but they have a unique ability that separateth them from all other spiders. They have the magical ability to 'phase,' or disappear from one place and reappear instantly in another. Take heed and be warned for thine attempted frontal attack could instantly be a rear attack upon thee!

Tangle Vine

Thou wilt find, and expect, the many creatures to beset thee in thy travels, but even the flora of Britannia can prove dangerous! This plant hath two parts, a beautiful flower pod, and vines resembling those of briars and thistles. These vines are swift growing and can easily grab a passing traveler and inflict damage with their strong grasp and painful thorns.

These vines, though seemingly small, are strong and work to bring their victim to the maw of the flowering pod in hopes of a plentiful feast! To aid the plant in securing its prey, the pod hath developed the ability to put the victim to sleep. Waking up dead... what a horrible way to go!



Troll

These massive brutish human-like creatures are quite fond of taking up residence on or near bridges and land overpasses. They are often seen as dim-witted and possessing little intelligence, but recently there hath been discussion that claimeth they are capable of communicating within their clans and are just a simple living race.

Nonetheless, they will do aught to protect their self-claimed stake and will attack with fisticuffs, crudely fashioned clubs or even hurl giant boulders at those that have the gall to cross their bridge.



Wolf

A cousin of our beloved domesticated pets, dogs, wolves are found in the wild in nearly all kinds of climate and terrain. These large canines can be found in solitary hunt, but more often travel in small packs. Times have been difficult on some of the animals of the wilderness, especially due to the raging war with the Gargoyles.

Food availability hath dwindled and the wolves' numbers have followed. There have been many reports from various townships that the wolves have become more aggressive and can be a danger for those that travel from town to town unless thy band is properly outfitted and traveling in the company of others.



Final Words

My devoted scribe, Moebius, hath been meticulous in conveying my words here. This information is the most up to date we possess and I hope that they will serve thee well.

I would advise thee to keep thine own notes within this journal to record thy thoughts and experiences. They may prove helpful to thee upon thy path.

With this journal, I have instructed my royal cartographer to create a map of Britannia and thou wilt find this in thy chamber's chest in my castle. If thou art uncertain of thy location, thou canst refer to this map to help thee determine landmarks, roads, rivers, lakes and more that can help thee to become reoriented and regain thy bearing.

In closing, I wished to put to pen and parchment the latest news from the scholars and experts of the Lycaenum. They have noted a certain pattern in the attacks from the Gargoyles invading our precious Britannia. These creatures are siezing the Shrines of Virtues and the moonstones are now in their possession, held captive upon the Shrines themselves that none may reach them due to impenetrable energy fields.

Geoffrey, my dedicated Captain of the Guard, and thy friend, can give thee more information. And, be sure to consult the fair people of the realm, for they may possess important information that could assist thee in thy quest.

I implore thee, Avatar, help us in this dire day and free us from the Gargoyles before the last Shrine falleth. I fear thou art our only hope. Prithee, may the Virtues be with thee!

Sealed by the pen and royal seal of our sovereign king,
Lord British



Game Controls

Game Controls

Main Screen Controls and Hotkeys



1. Party Portraits and Weapons / Spells Interface (see separate entry)
2. Compass - Used to guide thy way through the wilds. A wise traveler always keepeth an eye on the compass to prevent wandering astray.
3. Status Console (see separate entry)
4. Events Console - Displayeth events and other useful information as it occurreth. Thou shouldst use the [Page Up] and [Page Down] keys to scroll through the contents.
5. Status Bar - Name, hit points and active spells/effects for character/monster thy cursor hovereth over.
6. Other Controls (see separate entry)

Hotkeys (are used by pressing the key on thy keyboard):

- [A] - Force Attack. Hover thy cursor over target and press key.
- [C] - Force Cast. Hover thy cursor over target and press key.
- [I] - Openeth thy backpack (inventory).
- [J] - Journal. Toggleth journal on and off.
- [L] - Toggleth name labels for thee and thy companions on and off.
- [Z] - Causeth thee and thy selected companions to pick up all articles within easy range. Thou shouldst be most careful when using this command for 'tis exceedingly easy to take items that belongeth to others, causing them to think most poorly of thee.
- [Alt] - Toggleth item labels on and off.
- [Ctrl-A] - Selecteth all party members.
- [Ctrl-S] - Bringeth up "Save" menu and immediately pauseth game.
- [Esc] - Activateth main menu.", true);
- [Tab] - Toggleth minimap on and off (if 'tis activated in Game Settings Screen); equivalent of using "Peer" gem.
- [;] - Toggleth the Status Console on and off.
- [Space Bar] - Pauseth thy game.", true);

Party Order, Weapons, Spells



1. It may sometimes be wise to alloweth thy companions to precede thee. For example, thou mayest cast spells to aid thy companions whilst they engage the enemy with swords and bows.

To do this, thou can select thine (or thy companions') portrait with a "left-click" and drag the portrait up or down to the desired position.

2. Weapons Panel - The four slots (from left to right) represent thy sword, thy bow, the spell thou hast selected, and thy spellbook.

Left click one of the first three slots to equip that weapon or spell. Thou must have previously equipped a weapon, selected a spell (and equipped thy spellbook) to be able to equip it using thy weapons panel. Thou mayest also equip a weapon by pressing the number keys as followeth:

- Equippeth Melee weapon: [1]
- Equippeth Ranged weapon: [2]
- Equippeth Spell: [3]

3. Thou mayest access the spells in thy spellbook as followeth:

- Left-click the spellbook slot to bring up thy spellbook
- Right-click the spellbook slot to bring up the Quick Slot Bookmarks. Select any spell to use it. Most spells will then have their icon displayed in the spell slot, allowing thee to select it as noted above.

Some spells require thee to open the spellbook to use them, and there are a few which can be used from thy bookmarks, but which cannot be equipped in thy spell slot. With experience and much practice thou mayest become skilled in the casting of spells.

"See the "Spellbook Operation", "Compendium Tool Tips", and "Arcana: The Eight Circles of Magic" sections for additional instructions on using thy spellbook, adding Quick Slot Bookmarks, and specific information for each spell.

Status Screen



Thou canst display the Status Console by pressing the [;] (semi-colon) key on thy keyboard. There thou wilt find the following most useful information:

Elapsed Time

How long thou hast been in Britannia (hours: minutes)

Current Time

Time of day in Britannia

Britannian Date

YYY-M-D. For example: 161-7-4 is July 4th, in the Britannian year 161.

Set Speed 10x

Alloweth thee to accelerate the passing of time in Britannia. Left-click on check box to use. Should be used rarely, only when in great need.

Quantity of food, lock picks, bolts, arrows and reagents thy party doth carry.

Thou shouldst watch this carefully as 'tis most distressing to run out of bolts, arrows, and spell reagents in the midst of a battle, and equally, to run out of food, light sources, or lock picks when deep in the bowels of a dungeon. Note that the number will turn from green to red when thou no longer hast aught of that item.

Karma

Thou shouldst monitor thy karma most carefully and perform virtuous actions to increase it. If thy karma becometh too low due to thy misdeeds, thou wilt find that many in Britannia will not wish to deal with thee (thou must enable "Display Karma" in the Gameplay Settings Screen or 'twill not display).

Other Controls



The four icons on the lower-right of thy screen can be activated with a left-click, and are used as followeth:

1. Events Console - Left-click to display or hide.
2. Journal / Compendium - Left click to display Journal and Compendium (also toggleth by pressing the [J] hotkey)
3. Item Labels - Left-click to display or hide. Thou canst also use [Alt] hotkey.
4. Main Game Menu - Left-click to bring up the main game menu, which includeth the Gameplay Settings screen (Hotkey: [Esc]).", true);

Gameplay Settings



The Gameplay Settings Screen alloweth thee to change the following by left-clicking on the appropriate check box. Thou mayest access it from the Main Menu.

Limit Minimap use to Gems

If checked, thou canst not access the minimap by pressing the [Tab] key.

Disable Damage from Starvation

If checked, thy party wilt not be damaged by lack of food.

Disable Encumbrance Calculations

If checked, there is no limit to the total weight of items thou mayest carry in thy backpack (inventory).

Enable Combat Damage Feedback

If checked, thou wilt see damage amounts as red numbers during battle.

Pause when Party is Attacked

If checked, this will cause the game to pause so thou mayest prepare thyself for battle.

Disable Battle Music

If checked, thou wilt not hear battle music played when thy party is embroiled in battle. 'Tis useful if thou dost find thyself easily distracted, but battle music can sometimes warn thee that enemies are near.

Display Player Karma

Unless checked, thou wilt not see thy Karma displayed on the Status Console.

Disable Mob Scaling

If checked, this will not scale the number of enemies thou dost encounter to thy party's size. Thou shouldst consider carefully whether 'tis a valorous action to do thus.

Pause when Party Member has Low Health

If checked, the game will pause to insure that thou dost notice that thy companions are in need of healing.

Pause when Party Member Dies

If checked, insureth that thou dost notice thy companion's spirit hath left their body.

Show Helper Pins on Clothmap

If checked, adds "Helper Pins" to the dungeon maps displayed in the World Map GUI. See the "Map GUI", "Add Map Pins and Labels" entries for details.

Disable Faux NPCs

If checked, disables unnamed NPCs (Adventurer, Child, Citizen, etc.), which may sometimes improve game performance.

Map GUI

Open Map

To view the map, right-click on the map in thine inventory. The Britannia World Map map will be displayed, and thou wilt see a control menu on the right side of the map. Longitude and latitude markings are displayed around the perimeter of the map, and thou mayest mark places on the maps using pins.

To see thy location on the map, thou must have a sextant in thine inventory. See the "See Party Location on Map" entry for more details.

See the "Map Controls", "Add Map Pins and Labels", and "Rename/Delete Map Pins and Labels" entries for further instructions.

Map Controls



1. "Close" button - Closeth the map

2. "Make Transparent" - If checked, maketh the map semi-transparent. Degree of transparency is controlled by selecting the blue jewel icons.

Left = More transparent
Right = Less transparent

3. Drop-down control for selecting map. - "World Map" is the initial default, and is the only available map when thou dost first start thine adventure in Britannia. As thou dost acquire maps, they will become available through this control. Once thou hast acquired other maps, the default will be the most recently displayed map.

Maps may be acquired by purchase from the Adventurers' Guild. Some maps may be found in dungeons or other places in the wilds of Britannia, having been dropped or lost there by other adventurers.

4. Three options are available:

- "Pin Mode": If checked, thou mayest mark the map with pins and labels.
- "Show Pins": If checked, pins will be displayed on the map.
- "Show Name Under Pin": If checked, label will show under pin.

5. "Delete All Pins" - Deleteth all pins from thy map. Use this with caution, as 'tis not possible to reverse this action.

Add Map Pins and labels



Thou mayest mark the map by adding "Pins". This is done by right-clicking on the desired location on the map.

1. A dialog box will appear in which thou mayest enter the label thou wishest to attach to the pin. Click the "OK" button to add the pin. Click the "Cancel" button if thou dost not wish to add the pin.
2. The pin will appear on the map. Pin Display Options are described in the "Map Controls" entry.
3. If thou art lost in a dungeon, and needest to find the exits, thou canst add helper pins to the dungeon maps displayed in the World Map GUI.
4. Thou canst toggle the helper pins on/off in the 'Gameplay Settings' menu, by clicking on the 'Show helper pins on clothmap' option.

Rename/Delete Map Pins and labels



Thou mayest re-name or delete a pin from the map by right-clicking on the pin (ring) icon, and proceeding as doth follow:

1. To re-name the pin, click in the "label" field and type a new name.
2. Click "OK" button to finish.
3. Click "Cancel" button to cancel any changes.
4. To delete the selected pin, click on the "Delete Pin" button.

See Party location on Map

If thou dost have a sextant in thine inventory, when thou dost open the map, thou wilt see thy party's location marked on the map with a target symbol.

Spellbook, Journal and Compendium

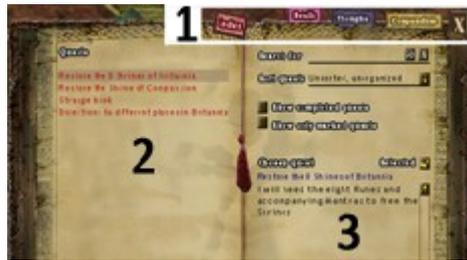
Spellbook Operation



To operate thy spellbook, left-click on the spellbook image to the right of thy portrait. Thy spellbook will open and thou wilt see ten areas as followeth:

1. Circle of Magic Number (First Circle, Second Circle, etc.)
 2. Left Side Page Corner - Click to go to previous page.
 3. Right Side Page Corner - Click to go to next page.
 4. Listing of Spells, with their icon representation to the left of the spell name. Click on spell button to select spell.
 5. Reagent Supply - Listing of each reagent, along with quantity in thy possession.
 6. Bookmark Spell Buttons - Thou mayest select a spell, then select a button to set the bookmark. To use the Bookmark Spell Buttons, right-click on the spellbook image to the right of thy portrait, and thou wilt see the icons for the spells thou hast placed there.
 7. Spell Description.
 8. Reagents Required for Selected Spell - The icons for the reagents needed by the selected spell are shown here. If the icon is red with a red "X" through it, thou shouldst hasten to the closest seller of reagents to replenish thy stock.
 9. "Cast" button - Once thou hast selected a spell to cast, click on the "Cast" button to cast the spell. Thou shouldst note that some spells require thee to use a "force cast", while others require thee to right-click the target after clicking the "Cast" button. Others may be cast from the quick slot bookmarks accessed by right-clicking thy spellbook.
- To "force cast" thou must point thy cursor at the target of the spell and press the [C] key on thy keyboard. See the "Arcana: The Eight Circles of Magic" section of thy Compendium for specific information for each spell. The "Compendium Tool Tips" and "Game Controls" sections of thy Compendium contain additional information on how to cast spells.
10. Close Spellbook - Close thy spellbook by clicking on the "X" in the upper right corner of thy spellbook.

Journal



To open thy Journal, press the [J] key on thy keyboard, or left-click on the Journal button in thy game screen (see main game controls). The journal wilt open to the "Index" tab, which displayeth a quest index on the left-side page, and controls and summary quest information on the right-side page.

1. Tabs which allow thee to turn to different sections of thy Journal, and the control to close thy Journal, as followeth:

- "Index" - Lists quests thou hast received (Journal openeth to this page). See "Index" entry for more information.
- "Details" - Additional quest information can be found here. Thou mayest also record notes about thy quests in this section. See "Quest Details" entry for more information.
- "Thoughts" - Thou mayest record thy thoughts on anything in this section. For example, which shopkeepers stock particular items, or how best to travel to a particular location, or anything else which seemest fit to thee to record. Instructions are included in the "Quest Details" entry.
- "Compendium" - Lord British hath instructed his scribe Moebius to record his thoughts on a variety of information which may be of use to thee in thy travels. This section doth have those thoughts inscribed in it for thy edification.
- "X" - To close thy Journal thou mayest either click on this button, or press the [J] key on thy keyboard.

2. Listeth the quests which thou hast received. Left-click on an index item to view its information on the right-side page. Index items which have not yet been read are shown in red font; if thou hast already read them, they are shown in black font.

3. Right side page of the "Index" section. See the "Index Controls" entry for additional information.

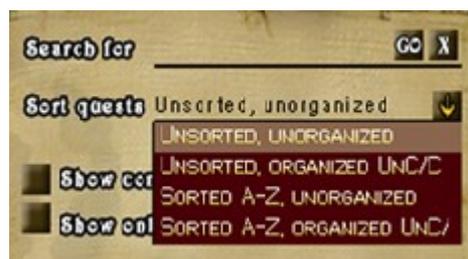
Journal Quest Index Controls



The Index Controls allow thee to view thy quest information more easily, as followeth:

1. Search by keyword: Enter a keyword, and left-click on the "GO" button to the right of the "Search" field. Only entries matching the keyword will be displayed on the Index page.
2. Sort thy quest entries, using the drop down box. See the "Journal Quest Sort Options" entry in this Compendium for details.
3. Two checkmark controls which provide the following options:
 - "Show completed quests" - If checked, quests you have completed will be shown. Otherwise, only uncompleted quests will be shown. Default is unchecked.
 - "Show only marked quests" - Works in conjunction with the "Selected" checkbox control (5). If checked, only those quests thou hast marked with the "Selected" checkbox will be displayed.
4. Summary information on thy quests is shown here. To view additional information on the selected quest, as well as any notes thou hast made, left-click on the "Jump to quest details" text on the lower right corner of the page (not shown in figure above).
5. "Selected" - Used to mark the selected quest. Worketh in conjunction with the "Show only marked quests" checkbox (described above in item 3).

Journal Quest Sort Options



Thou mayest sort thy quests using the drop-down box as followeth:

- Unsorted, Unorganized - Not sorted or organized. Listed in the order acquired.
- Unsorted, Organized UnC/C - Not sorted. Listed with uncompleted quests at top, completed quests at end.
- Sorted A-Z, Unorganized - Sorted alphabetically, A to Z, but not organized by completion status.
- Sorted A-Z, Organized UnC/C - Organized with uncompleted quests at top, and completed quests at end. Within each group, sorted alphabetically, A to Z.

Journal Quest Details



The "Details" section of thy journal displayeth all the information acquired on a particular quest. It also alloweth thee to enter thine own notes as thou dost progress in thy quest.

1. Detailed quest information is displayed on the right-side page.
2. Thou mayest enter thine own notes regarding the quest on the right-side page. See the "Adding and Editing Notes" entry for instructions.

Journal - Adding and Editing Notes



These instructions apply both to the "Notes" section of the "Details" section, and to the "Thoughts" section. Thou shouldst note that note entries in the "Notes" page of the "Details" section are limited to a single page width, while those added to the "Thoughts" section can be two pages in width. Controls for these sections are as followeth:

1. Quest notes are added here.
2. EDIT - Alloweth thee to edit a previously entered (and currently selected) note.
3. DELETE - Deleteth the selected note.
4. MOVE - Using the "Up" and "Down" arrows, rearrange the order thy notes are listed.
5. Field for adding and entering notes.
 - a) To add a note:
 - Left-click on blank field located just above the dark line at the bottom of the page (5) and start entering text prior to clicking on any buttons.
 - Click the "ADD/CHANGE NOTE" button (7) to add the note.
 - Click the "X" (6) button to cancel.;
 - b) To edit a note:
 - After selecting the note and clicking the "EDIT" button (2), click on the field and backspace to make thy changes.
 - Click the "ADD/CHANGE NOTE" button (7) to complete the changes.
 - Click the "X" (6) button to cancel.

6. "X" - Cancelleth any changes in the EDIT /ADD field (4).
7. "ADD/CHANGE NOTE" - Completeth the addition or edit of an entry made in field (5).

Compendium



On first opening the Compendium, the player will see an index page on the left, and a description page on the right. Index items may be selected either with the cursor or by using the up and down arrows on the keyboard. Each time a new category is selected, thou must first click on an index item with thy cursor before the up and down arrow keys will work.

The right page will show information relating to the selected index item. New information will be periodically added to thy compendium as thou dost discover new places or facts. When this occurreth, thy main screen journal icon will flash, and thou shouldst review the new information.

1. The Compendium is divided into categories (or sections), which may be selected from the drop-down list on the left (index) page.
2. The index page items are color coded as doth follow:
 - Green - Section Headings (these have no descriptions)
 - Red - Index Entry
 - Black - Index Entry (previously read)
3. The Description (right) page displayeth a picture of the selected Index Entry, and the corresponding information. Description text is color coded as doth follow:
 - Blue - Description (not yet read, or new information added)
 - Black - Description (previously read)

Inventory Screens

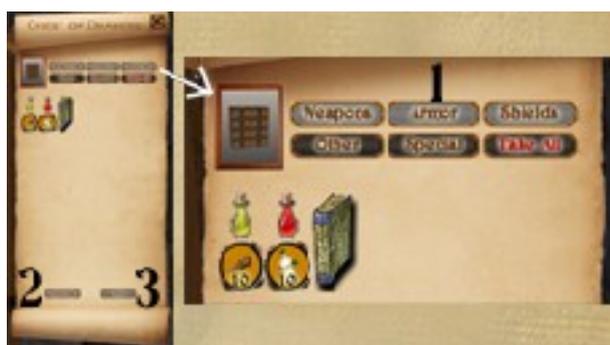
Player Inventory



Thine Inventory Screen alloweth thee access to the contents of thy backpack. Thou mayest drag items into it from either thy surroundings or thy companions inventory screens. Additional elements are described below:

1. Auto Sort Button - Pressing this button will re-sort the contents of thy backpack into a more compact arrangement.
2. Field displayeth the amount of gold in thy possession. 'Tis also displayed in the Status Console.
3. The number of lockpicks in thy possession. 'Tis also displayed in the Status Console.
4. Amount of food rations in thy possession. 'Tis also displayed in the Status Console. Clicking on the meat bone icon to the left of this will cause any food in thine inventory to be turned into rations and placed in thy party's global food ration pool.

Container Inventory



When thou dost open a container, thou wilt see the container inventory placed next to thy backpack's inventory. The container inventory screen includeth a picture of the container in the upper left corner, and 3 sets of controls:

1. Six buttons, which provide access to the container contents:
 - Five buttons, "Weapons", "Armor", "Shields", "Other", "Special", which when left-clicked will open that portion of the container's inventory. Buttons which have a grey background have no contents.", true);

- The last button, "Take All", alloweth thee to transfer all the contents of the container into thy backpack with a single click. This should be used with care, as items belonging to others may be inadvertently stolen if thou art not attentive to the container contents.

If the container containeth items that are owned by someone else, the "Take All" button will be shown in a red font. Hovering over the individual items in the container will show thee which items are owned, so that thou mayest avoid stealing.

2. "Previous" button - sendeth thee to the previous section of the container inventory.

3. "Next" button - sendeth thee to the next section of the container inventory.

To move individual items into thine inventory, left-click the item and drag it into thine inventory screen, or as an alternative, **[ctrl]-[left-click]** each item thou wishest to transfer (no dragging required).

To close the container, click on the "X" at the top right of the container inventory screen.

Miscellaneous

Sleeping and Camping



When thou dost find thyself and thy party in need of sleep, thou shouldst seek out an innkeeper from whom thou canst rent lodgings for the night, or thou canst look for a safe place to camp. Thou mayest also return to the Castle of Lord British, where he hath set aside a room for thine use.

If thou dost rent a room at an inn, thou needest not set a watch, as the inns of Britannia are safe and well protected against those who would disturb thy slumber.

If thou art far into the wilds, or within the depths of a dungeon, thou shouldst listen to the counsel of thy companions, as they wilt warn thee if the campsite thou hast chosen is not safe.

Once thou hast found a relatively safe campsite, open thy bedroll by right-clicking on the bedroll in thy backpack. Thou wilt then be able to select the following:

1. How long shall thy party sleep? - Click the button for the number of hours thy party needeth to sleep. Thou shouldst consider whether any in thy party needeth to recuperate their health or mana in making thy selection. If thou dost simply need to rest, then one hour may be sufficient. However to recuperate health and mana, thou wilt need to rest for a longer period of time.
2. Who should perform night watch duty? - 'Tis always wise to set a night watch when camping in the wilds, lest enemies approach and assault thee in thy sleep.
3. Thou mayest select to have no one keep watch, but thou shouldst consider this choice most carefully. Thou art responsible for thy companions' well-being, and thou shouldst not recklessly endanger them.
4. Cancel Sleep - Thou mayest change thy mind and choose to delay thy slumber.
5. Sleep - Thou dost proceed to obtain thy needed slumber and rest. Be forewarned that thou shouldst never press the **[Esc]** key to shorten thy slumber, as thou mayest find thyself unable to continue. This wilt most likely require thee to restart thine adventure, and all that thou hast accomplished will be forever lost.

To sleep at an inn or at thy Liege's castle, thou must simply left-click on the bed, and thy choices wilt be shown thee.

Crafting

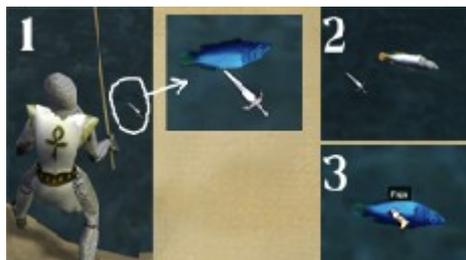


In thy travels, thou wilt find opportunities to make, or "craft," certain equipment or food. Sometimes thou wilt be able to determine how to perform the crafting by trial and error. Often, however, thou wilt first need to obtain instructions or a recipe. These may oft be found in lorebooks, or by talking with local townspeople.

When thou hast gathered the necessary items or ingredients, open the crafting container by left-clicking it, then proceed as described below. The instructions for baking bread are used in this example:

1. Place the required items in the crafting container (a bag of flour and a bucket of water have been placed in the oven in this example).
2. Close the container by clicking on the "X" on the top right of the container, and then right click on the crafting container to cause it to perform its work (bread to bake in this example).
3. Open the container and retrieve the item thou hast made (bread in this example). Thou shouldst check if there are any empty containers or unused ingredients left in other tabs in the container.

Fishing



As thou dost travel through the wilds, thou mayest wish to supplement thy diet with fish, which thou canst find in local streams and lakes, and along the sea. In order to fish, thou wilt need to obtain a fishing pole, and then equip it in thine hand. The procedure for fishing is quite simple, but like most worthwhile endeavors, may require some practice:"

1. With thy fishing pole equipped, locate a fish swimming close to the shore, and right click on the fish.
2. If thou art successful, thou wilt see the fish thou hast caught fly out of the water, before landing where thou canst pick it up.
3. Move thy cursor over the fish floating in the water till thy cursor doth turn into a fist. Pick up the fish to place it in thine inventory.

Pocketwatch Instructions

Lord British hath kindly provided thee with a pocketwatch, which thou wilt find among thine equipment in thy quarters. The latest in timekeeping conveniences, 'tis exceedingly easy to use. Shouldst thou misplace thy pocketwatch, thou mayest obtain a replacement at the Clockmaker in Minoc, and at some Provisioners.

To use thy pocketwatch, open thine inventory and right-click on it. 'Twill then be displayed in the center of the screen (primary location). If thou wishest to display it in the alternate location (lower left corner of thy game screen), left-click on the small down-facing triangle control to the upper right of the pocketwatch display, just next to the "X" control.

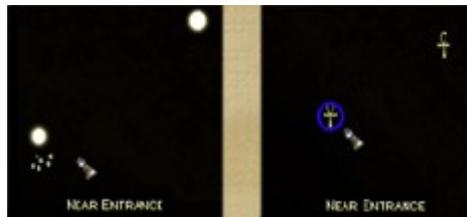
To stop displaying thy pocketwatch, click on the "X" control.

Hourglasses and grandfather clocks will also show the time when right-clicked. The hourglass should be in thine inventory when used.

Breadcrumb Instructions

To leave a breadcrumb trail, right-click on the breadcrumb bag in thine inventory. Thou wilt see a dialog screen with a field which sayeth: "Bread Crumb Name". Left-click in this field and replace that text with thine own description. Then left-click on the "OK" button. To see what the breadcrumbs looketh like when dropped, see the "Breadcrumb Markers" entry in this Compendium.

Breadcrumb Markers



The screenshot to the left doth show what the breadcrumbs look like in normal game view (like a snowball). Hovering over a breadcrumb with thy cursor will display the entered description ("Near Entrance" in this example) at the bottom of thy game screen.

The screenshot to the right doth show what the breadcrumbs look like in the mini-map (activated by the [TAB] key if thou hast enabled this option in the "Gameplay Settings" screen). In this view, the breadcrumbs are identified by an ankh symbol. Again, hovering over the breadcrumb with thy cursor will display the description at the bottom of thy game screen.

Peer Gems

Peer gems may be used to produce the same effect as the "Peer" spell, that is, when a peer gem is used it revealeth the world and the caster's place in it as though peering through an eagle's eye. The effect lasteth only for a short period of time. They can be procured at most provisioners.

To use, right-click on a peer gem in thine inventory. It should be noted that peer gems have no effect if thou hast unchecked the "Limit Minimap use to Gems" option in the "Gameplay Settings" screen."

These people dedicated lots of their time to ensure that the Ultima 6 Project could become reality and therefore have the thanks of all players for their will to complete this game.

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The original Ultima VI was created by Origin Systems under Lord British in the year 1990. The final version of the Ultima 6 Project was released by Team Archon in 2013. Both deserve respect for the accomplishments in the development of these games.

