

# ULTIMA ULTIMA RESSURECTION

The Return of Virtue



# INDEX

<b>INDEX</b>	<b>2</b>
<b>INTRODUCTION</b>	<b>7</b>
WHAT IS A ROLE PLAYING GAME?	7
WHAT IS A GAME MASTER?	7
<i>What does he do?</i>	7
<i>What does it take to be one?</i>	7
CREDITS	8
DISCLAIMER	8
CONTACT	8
<b>THE CODEX OF ULTIMATE WISDOM</b>	<b>9</b>
<b>BRITANNIA</b>	<b>10</b>
HISTORY	10
<i>Akalabeth</i>	10
<i>The Crossing</i>	11
<i>The First Age of Darkness</i>	12
<i>The Second Age of Darkness - Revenge of the Enchantress</i>	12
<i>Escape from Mount Drash</i>	12
<i>The Third Age of Darkness - Exodus</i>	13
<i>The Crossing of the Avatar</i>	13
<i>The First Age of Enlightenment - Quest of the Avatar</i>	14
<i>The Second Age of Enlightenment - Warriors of Destiny</i>	15
<i>The Third Age of Enlightenment - The False Prophet</i>	15
<i>Worlds of Ultima - Savage Empire</i>	16
<i>Worlds of Ultima - Martian Dreams</i>	16
<i>Ultima Underworld - The Stygian Abyss</i>	16
<i>The First Age of Armageddon - The Black Gate</i>	17
<i>The First Age of Armageddon - The Forge of Virtue</i>	17
<i>Ultima Underworld - Labyrinth of Worlds</i>	18
<i>The First Age of Armageddon - Serpents Isle</i>	19
<i>The First Age of Armageddon - Silver Seed</i>	20
<i>The Second Age of Armageddon - Pagan</i>	20
<i>The Third Age of Armageddon - Ascension</i>	22
<i>The Magewars</i>	25
<i>The years of The Hunt</i>	26
<i>Portals &amp; Moongates</i>	26
<i>Gargoyles</i>	26
<i>Cosmology</i>	26
BRITANNIAN MAP	28
<i>Alphabet of Sosaria</i>	29
CITIES OF VIRTUE AND PLACES OF TERROR	29
<i>Ambrosia</i>	29
<i>Britain</i>	29
<i>Buccaneer's Den</i>	29
<i>Cove</i>	29
<i>Minoc</i>	30
<i>New Magincia</i>	30

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<i>New Moonglow</i>	30
<i>Paws</i>	30
<i>Skara Brae</i>	30
<i>Stonegate</i>	31
<i>Terfin</i>	31
<i>Trinsic</i>	31
<i>Valoria</i>	31
<i>Yew</i>	31
<i>Isle of The Avatar</i>	31
<i>Shrines and Dungeons</i>	32
LEADERS AND LORDS	32
<i>The Avatar</i>	32
<i>Lord British</i>	32
<i>Lady Raven</i>	32
<i>Telsulae the Wise</i>	33
<i>Gerald of Moonglow</i>	33
BESTIARY	33
<i>Archer</i>	33
<i>Bandit</i>	33
<i>Bat</i>	33
<i>Brute</i>	34
<i>Creeper Plant</i>	34
<i>Crustacean</i>	34
<i>Demon</i>	34
<i>Dragon</i>	34
<i>Gargoyle</i>	35
<i>Gazer</i>	35
<i>Ghost</i>	35
<i>Goblin</i>	35
<i>Hellhound</i>	35
<i>Ice Hound</i>	36
<i>Lich</i>	36
<i>Mage</i>	36
<i>Mimic</i>	36
<i>Pirate</i>	36
<i>Predatory Fish</i>	37
<i>Rat, Giant</i>	37
<i>Sea Serpent</i>	37
<i>Skeleton</i>	37
<i>Spectre</i>	37
<i>Spider, Giant</i>	38
<i>Thief</i>	38
<i>Vulture</i>	38
<i>Wolf</i>	38
<i>Zombie</i>	38
NOTES ON GM'ING CRITTERS.	39
<i>Size</i>	39
<i>Circle</i>	39
<i>Hitpoints and Speed</i>	39
<i>Intelligence</i>	39
<i>Gold</i>	39
<i>Regular animals</i>	40
<b>CHARACTER CREATION</b>	<b>41</b>
CHARACTER CONCEPT	41

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<i>Attributes</i>	41
<i>Skills</i>	42
<i>Equipment</i>	42
<i>Spells</i>	42
THE CHARACTER SHEET	42
FILLING IN THE BLANKS	42
<b>ATTRIBUTE DESCRIPTIONS</b>	<b>43</b>
STRENGTH	43
DEXTERITY	43
INTELLIGENCE	44
<b>SKILL DESCRIPTIONS</b>	<b>45</b>
SKILL USAGE	45
SKILL TITLES	45
ATTRIBUTE RELATIONS	45
ALCHEMY	46
ANIMAL LORE/ANIMAL TAMING	46
ARCHERY/MACE FIGHTING/SWORDSMANSHIP/WRESTLING	46
ARMS LORE/ITEM IDENTIFICATION	47
BEGGING	47
BLACKSMITHY	47
BOWCRAFT/FLETCHING	47
CAMPING	48
CARPENTRY	48
CARTOGRAPHY	48
COOKING	49
DETECTING HIDDEN	49
FISHING	49
FORENSIC EVALUATION	49
HEALING (VETERINARY)/ANATOMY	49
HERDING	50
HIDING/STEALTH	50
INSCRIPTION	50
LOCKPICKING	51
MAGERY	51
MEDITATION	51
MINING/LUMBERJACKING	51
MUSICIANSHIP	52
PARRYING	52
POISONING	52
REMOVE TRAP	53
RESIST MAGIC	53
SNOOPING	53
STEALING	53
TAILORING	53
TASTE IDENTIFICATION	54
TINKERING	54
TRACKING	54
GAINING ATTRIBUTES AND SKILLS	54
<b>EQUIPMENT LIST</b>	<b>56</b>
ARMOUR AND SHIELDS	56
WEAPONS	58
NOTES ON ARMOUR AND WEAPONS	59

<i>Hit location armour:</i>	59
<i>Weapon speeds</i>	60
<i>Strength requirement</i>	61
CLOTHING AND APPAREL	62
FOOD AND DRINK	62
CRAFTS, TOOLS AND COMPONENTS	63
PROVISIONS	63
<b>COMBAT</b>	<b>64</b>
DETERMINING INITIATIVE	64
DETERMINING HIT PROBABILITY	65
DETERMINING HIT LOCATIONS	66
DETERMINING DAMAGE	66
DETERMINING NEXT INITIATIVE	68
<b>MAGIC</b>	<b>69</b>
THE MAGE HOUSES	69
<i>Traditional mages</i>	69
<i>Wild Mages</i>	69
TYPES OF MAGIC	69
ETHEREAL SPEAK	70
<i>Casting spells</i>	70
<i>Word of Power levels</i>	71
<i>Magical Healing and Damaging</i>	71
<i>Magical Combat</i>	72
<i>Regaining mana</i>	72
<i>Role playing magical combat and meditation</i>	72
RITUAL SORCERY	73
<i>Binding</i>	73
<i>Sanctify</i>	73
<i>Return</i>	73
<i>Spirit Speak</i>	73
<i>Reunite body and spirit</i>	73
<i>Summon Pyros</i>	74
<i>Barrier of Life</i>	74
<i>Armageddon</i>	74
BECOMING A (BETTER) MAGE	74
<i>Learning Magery</i>	74
POTIONS AND REAGENTS	75
THE MAKING OF POTIONS AND THEIR EFFECTS	80
<b>REWARDS</b>	<b>86</b>
VIRTUE POINTS	86
<i>Virtue through carnage</i>	86
<i>Virtue through grace</i>	86
<i>Virtue through acting</i>	86
USING VIRTUE POINTS	87
<i>Titles</i>	87
<i>Character points</i>	87
<b>GAME MASTER'S SECRETS</b>	<b>88</b>
SHRINES, SIGILS, SYMBOLS, RUNES AND MANTRAS OF VIRTUE	88
MAGIC WEAPONS AND ARMOUR	89
<i>Magical Shields</i>	90
<i>Armor Enchantments</i>	90

<i>Weapon Enchantments</i>	90
<i>Enchantment to Spell Conversions</i>	91
QUEST IDEAS	92
<i>Lost Sigil</i>	92
<i>Dungeon Cleaning</i>	92
<i>Hunters found</i>	92
<i>Hidden Lands</i>	92
<i>Gargoyle Grimoire</i>	92
TRADITIONAL MAGE SPELLS	93
<i>First Circle</i>	93
<i>Second Circle</i>	93
<i>Third Circle</i>	93
<i>Fourth Circle</i>	93
<i>Fifth Circle</i>	93
<i>Sixth Circle</i>	94
<i>Seventh Circle</i>	94
<i>Eighth Circle</i>	94
<i>The Larger List</i>	95
PRINCIPLE	95
<i>Alteration sheet from version 1.0</i>	96
<i>Alteration sheet from version 2.0</i>	96

## INTRODUCTION

Welcome to Ultima Ressurrection: Return of Virtue. The first tabletop role playing game based on the very popular Ultima computer game series and the MMRPG Ultima Online. This is also my first real crack at writing a full fledged role playing game.

Why did I decide to write this game, wasn't the computer game enough? No. Well, it's great. I'm a big fan of the series, I must have played all of the games at least 3 times and I'm still a very active member of the Ultima Online community I'm glad to say. But I also am a tabletop role player, so I know the benefits of a tabletop RPG against those of a computer based one. To all those tabletop RPG'ers I probably don't need to tell what they are, but to those of you who've only played the computer games let me enlighten some things, the rest of you can skip the next bit ;)

### **What is a role playing game?**

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

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

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

### **What is a Game master?**

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

#### *What does he do?*

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

#### *What does it take to be one?*

Knowing the rules and having a very active imagination. I have tried to lay out the rules in this book as clearly as possible and to depict the world as I see it. If you have played the previous Ultima games, you might have a different perspective, or know things even I don't know. Feel free to add them to your world, The game mechanics are fact, the world is up to each GM.

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

### **Credits**

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

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

The graphics used are made by the great artist Denis Loubet whose web page may be found here: <http://www.io.com/~dloubet/>

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

Also I would like to have a big thanks go out to Quill Dragon who webmastered the first fansite/resource site for UR-ROV and who contributed to this game book greatly.

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

### **Disclaimer**

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

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### **Contact**

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

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<http://blackgate.morningstar.info>

To contact Quill Dragon:

[Quill\\_dragon@hotmail.com](mailto:Quill_dragon@hotmail.com)



## THE CODEX OF ULTIMATE WISDOM

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

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

**From Truth tempered by Love springs Justice  
From Love tempered by Courage springs Sacrifice  
From Truth tempered by Courage springs Honour**

**From the unity of Truth, Love and Courage springs Spirituality**

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



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

## BRITANNIA

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

### History

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



The Tapestry of Ages before it was ruined

### *Akalabeth*



'Tis said that long ago peace and tranquillity covered the lands.

Food and drink flowed freely, man and beast lived in peace,  
gold and silver abounded - It was the golden age of Akalabeth.

Mondain, second born of Wolfgang, a great king of old,

wished to gain his brother's inheritance and so he used his great powers for evil.

Many years had Mondain traversed the lands of Akalabeth spreading evil and death as he passed. He created deep dungeons so deep and extensive that their depths had never been explored. In these dungeons he unleashed more evil. He sent thieves,

skeletons and snakes to dwell near the surface and daemons and Balrogs to guard the depths. Now blood flowed freely in Akalabeth and foul creatures soon came to roam near the surface. Mondain cast such sickness and pestilence upon Akalabeth that both man and beast lived in constant fear.

Thus was the dark age of Akalabeth. There arose from the land a man, pure and just, to battle the dark lord. British, Champion of the White Light, did battle with Mondain deep within the labyrinth of dungeons, eventually driving him from Akalabeth forever.

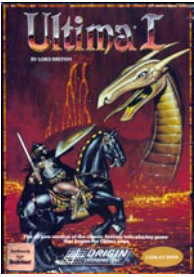
British of the White Light was proclaimed lord British, Protector of Akalabeth.

Alas, much damage had been suffered unto the lands. The revival of Akalabeth had begun.

*The Crossing*

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

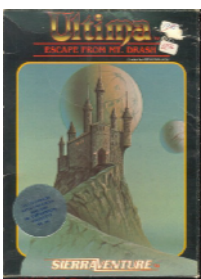
During this time, in another world, an idealistic youth was growing discouraged. All around him, he saw people pursuing personal wealth and power. Where were the heroes fighting for justice and prosperity for all people? Was there no leader willing to seek the way to a better world for everyone? The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

*The First Age of Darkness*

At the time British arrived at Shamino's, a native lad was growing up in Sosaria, being trained in the ways of sorcery. He was a moody youth, given to sudden rages and fits of despondency. To offset the latter, he would take his dagger into the woods and hunt, leaving his prey to rot where they fell. He would return to his manor restored, strong in the confirmation of his power over life and death. His name was Mondain, and Mondain's strange ways were a constant worry to his father, a busy, much respected mage. When Mondain was fifteen, his father took a stand. "Thou shalt take a year off from magic, Mondain," his father said, "to improve thine attitudes and develop thy virtues. I have arranged for thee to live with the brothers in the abbey, where thou shalt practice compassion and humility. "Learn thy lessons well, my son, and this ruby gem, which harnesses the power of the sun, shall be thine." Mondain said nothing. The next night he slew his father and took the gem, for he was ready for power and his father was in the way. At the same time Lord British was gaining a reputation for fair and honest government in his provinces and attracting attention for his startlingly innovative ideas, Mondain was using his father's gem against itself to produce a black jewel that would render him and his evil immortal. Success meant gaining an even greater power over the evil minions of darkness. As terrors wrought by Mondain caused increasing unrest and dismay across Sosaria, British's ideas for unity of the city-states became more and more appealing. But the time was not quite ripe, for the widespread evil was beginning to take a tremendous toll. Something new was needed, thought British. He absently reached for the silver serpent he wore about his neck. Touching it in contemplation, he envisioned the kind of hero Sosaria needed to deal with Mondain. Within days, a stranger arrived in Sosaria. With utter devotion to truth and good, the stranger grew into a hero capable of facing Mondain. Eventually, the heroic stranger found the malevolent gem and destroyed it, along with its creator. With Mondain's destruction, the forces of evil began to wane.

*The Second Age of Darkness - Revenge of the Enchantress*

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

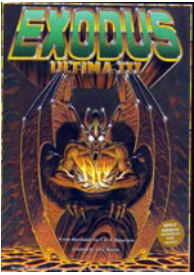
*Escape from Mount Drash*

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

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*The Third Age of Darkness - Exodus*

Decades passed in relative peace. Good leaders of the city-states turned more and more to Lord British for guidance, and Sosaria became a united land under his rule. Then, one day, a sailor reported to Lord British the appearance of a hitherto unknown island, fiery and emanating terrifying evil. Scouts began reporting malevolent occurrences that seemed to be the work of a great evil mind. Once more, Lord British sent out the call. This time, four strangers appeared. They survived the horrors of great dungeons and, with the help of the mystical timelord, the heroes found the secret island fortress of Exodus. Had it not been for the Timelord the

Avatar would never have been able to pass the Great Earth Serpent, which Exodus had summoned as a guardian of the entrance to the castle. Exodus was, the only progeny of Mondain and Minax and at the hands of the Avatar and the magical cards it met it's doom. The Triad of Evil was destroyed, and great celebration ensued.

In honor of the day, they called the new world Britannia.

With the Triad of Evil destroyed, Lord British became known for his dedication to raising the quality of life of his subjects. To assist in this endeavour, three mighty structures were raised in distant parts of the realm. One was the Lycaeum, wherein lay the great observatory. Another was the Empath Abbey with its oak groves where wise men and women meditated upon the teachings of the ancients. The third structure was the great castle of the Knight's Order of the Silver Serpent. Only the flower of Lord British's chivalry was invited to join this order, which embodied the highest ideals and exemplary bravery. The rest of the land was divided among eight major towns, each with its own political faction. Numerous satellite villages also dotted the countryside between the towns. Each of the eight major towns celebrated one of the virtues of Avatarhood, and each raised a shrine to that virtue. The shrines were located in retreats to ensure tranquillity in natural settings, so travelling to some shrines required a considerable journey from their towns.

*The Crossing of the Avatar*

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



The day was warm, yet there was a cooling breeze. The latest in a series of personal crises seemed insurmountable. The Avatar was pulled apart in all directions. Yet that afternoon walk in the countryside slowly brought relaxation to his harried mind. The toil and strain of modern high-tech living began to wash off in layers. A willow tree near a passing stream looked comfortable and inviting. The buzz of dragonflies and the whisper of the willow's swaying branches brought a deep peace. Searching inward for tranquillity and happiness, he closed his eyes. A high-pitched cascading sound like crystal wind-chimes impinged on his floating awareness. As he opened his eyes, he saw a shimmering blueness raise from the ground. The sound seemed to be emanating from this glowing portal. It was difficult to look at the blueness. Light seemed to bend and distort around it, while the sound waves became so intense, they appeared to become visible. The portal hung there for a moment; then, with the rush of an imploding vacuum, it sank into the ground. Something remained suspended in mid-air for a moment before falling to earth with a heavy thud. Somewhat shaken by this vision, he rose to his feet to investigate. A crude circle of stones surrounded the spot where the portal appeared. There was something glinting in the grass. He

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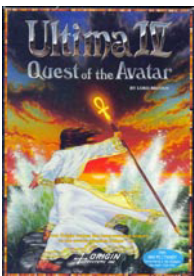
picked up an amulet shaped like a cross with a loop at the top. It was an Ankh, the sacred symbol of life and rebirth. But this could not have made the thud, so he looked again and found a large book wrapped in thick cloth!

With trembling hands he unwrapped the book. Behold, the cloth was a map, and within lay not one book, but two. The map was of a land somewhat strange to him, and the style spoke of ancient cartography. The script on the cover of the first book was arcane but readable. The title was: The history of Britannia as told by Kyle the Younger. The other book was disturbing to look at. Its small cover appeared to be fashioned out of some sort of leathery hide, but from what creature was uncertain. The reddish-black skin radiated an intense aura suggestive of ancient power. The tongue of the title was beyond his ken. He dared not open the book and disturb whatever slept within. He decided to peruse the History. Setting back under the willow tree, he opened the book.

He read the book of History. Closing the book, he again picked up the Ankh. As he held it, he began to hear a hauntingly familiar, lute-like sound wafting over a nearby hill. Still clutching the strange artifacts, he rose unbidden and climbed the slope. In the valley below he saw what appeared to be a fair. It seem strange to him that he came that way earlier and noticed nothing. As he mulled this over, his feet carried him down towards the site. This was no ordinary travelling carnival, but a Renaissance Fair. The pennants on the tent tops blew briskly in the late afternoon breeze. The ticket taker at the RenFair's gate started to ask him for money, but upon spotting his Ankh said, "Welcome, friend. Enter in peace and find your path." The music continued to pull him forward amongst the merchants and vendors. Glimpses of fabulous treasures could be seen in some of the shadowy booths. Those people were very happy. They seemed to glow with an inner light. Some looked up as he passed and smiled, but he could not stop - the music compelled him to move onward through the crowd. Through the gathering dusk he saw a secluded gypsy wagon sitting off in the woods. The music seemed to emanate from the wagon. As he drew near, a woman's voice weaved into the music, saying: "You may approach, O seeker."

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

### *The First Age of Enlightenment - Quest of the Avatar*



It was at this time of growth and prosperity in the kingdom of Britannia that Lord British put out a call for one to show the way of spiritual growth and virtue. The call was answered by the Stranger who so many times before had saved Britannia. After many perils and great deeds the Stranger had been perfected in the eight Virtues. He discovered the three parts key as well as the very source of Virtue. Many great artifacts aided him in this quest, thus the Sliver Horn, which banished the daemons from the Shrine of Humility and the Wheel of HMS Cape, which made a ship unsinkable still live in the legends of our land. Dressed in the mystic

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arms and armour and followed by eight loyal companions the Stranger broke open the Great Stygian Abyss through the use of the Book of Truth, the Candle of Love and the Bell of Courage. He and his companions then penetrated the depths of the Abyss and uncovered at it's root the Codex of Ultimate Wisdom. Casting his eyes upon the pages of the sacred tome the Stranger became the Avatar.

### *The Second Age of Enlightenment - Warriors of Destiny*



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

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

### *The Third Age of Enlightenment - The False Prophet*



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

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closely related to the Virtues of Britannia and of the Avatar himself. The Avatar now took upon himself the sacred quest to make peace between the Humans and the Gargoyles and with the help of the Vortex Cube he placed the Codex of Ultimate Wisdom in the Ethereal Void.

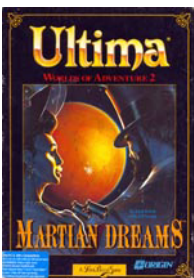
It could now only be read with the use of two Vortex Lenses, a blue and a red. The blue lense the Avatar gave unto Lord British and the red to the gargoyle Lord Draxinusom. Thus neither the humans nor the Gargoyles could use the Codex on their own, but only together.

### *Worlds of Ultima - Savage Empire*



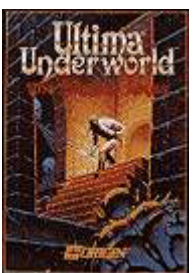
Hardly had the Avatar returned to Earth before he was contacted by Lord British and summoned to a world called Eodon. There an insect race called the Myrmidex used an Orb of the Moons for evil purposes. Yet, the tribes of Eodon was in constant war with each other, which prevented them from taking any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

### *Worlds of Ultima - Martian Dreams*



Near the planet Earth, which is the birthplace and home of the Avatar, exists a planet called Mars. Once it was the home of a race whose technical knowledge and skill was highly developed. This race, however, perished long ago due to dramatic changes of the planet Mars. Yet, the Avatar was visited by a woman on Earth, who showed him a more than hundred year old photograph. It showed the Avatar together with long gone, but important historical authors and scientists such as Freud, Tesla, and Mark Twain. The Avatar discovered that the photograph had it's origin in an alternative timeline. In this alternative timeline an accident of historical proportions had occurred. The year was 1893. The World's Columbian Exposition in Chicago. Astronomer Percival Lowell's colossal space cannon was poised to hurl a huge bullet-ship to Mars. Then disaster strikes! The cannon discharges a day early with dozens of history's leading authors and scientists aboard. Unprepared for the rigors of Mars, the accidental space travellers have little chance of surviving. Through the use of the Orb of the Moons the Avatar found his way into this alternate timeline. He found his way into the bullet-ship and was thus hurled to Mars along with the others. On Mars he learnt how dreams can both build and destroy worlds. With the help of the dream machine the Avatar put an end to the living nightmare Mars was caught in and in the end he was able to return the involuntarily space travellers to Earth, thus making sure that the history of Earth was not changed after all.

### *Ultima Underworld - The Stygian Abyss*



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

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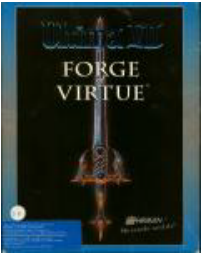
In a dream the Avatar was called upon by the ghost Garamon, who told him that his brother would unleash a great evil on Britannia. The Avatar let himself be drawn to the ghost to get to Britannia. He arrived in the bedchamber of Ariel, she had been kidnapped by Tybalt, Garamon's brother. The Avatar was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

*The First Age of Armageddon - The Black Gate*



200 years had passed since the Avatar made peace between the Gargoyles and the humans of Britannia. Britannia had flourished and many things had changed, for better or for worse. Pollution had for the first time ever become a problem. The conflict between the humans and the gargoyles had risen anew in the form of racism and a new religious movement called The Fellowship had entered Britannia and pushed the eight sacred Virtues of the Avatar back. Yet, the Avatar was summoned to Britannia to face none of these matters. He was called upon by his friend Iolo who had been brought to edge of despair due to a series of unsolved ritual murders. Iolo feared what could be behind them and summoned the Avatar to his aid. During the investigation of the murders the Avatar found out that the ether had been corrupted. It proved that the corrupted ether with it's jagged waves of ether was generated by three generators. The generators and the murders could be traced back to the Fellowship. The Avatar unravelled the secrets of the Fellowship through many journeys and hardships, but in the end he understood that The Fellowship only was made to cover up the movement's real objective, namely to bring a creature known as "The Guardian" into Britannia. Should this happen it would mean the destruction of Britannia. The Avatar sought out the Black rock gate, which the Guardian was meant to enter Britannia through. Here he and his companions were met by the three founders of the Fellowship: Abraham, Elizabeth and Batlin along with their murderous servants Hooks and the gargoyle named Forskis. They attacked the Avatar and his companions, but were quickly overpowered and killed. Batlin escaped through the use of magic telling the Avatar that he would never find him. Yet, Batlin was wrong about that. The Avatar now turned at The Black rock Gate. His knowledge of Rudyom's failed black rock experiments now proved of great value, for due to them he was now able to destroy The Black Gate. Yet, even as he was in the process of destroying it the Guardian tried to come through, but was prevented as the Black Gate was shattered. Yet, as the Black Gate was destroyed so was the Avatar's chance to return to Earth, for due to the disturbance of the generators the Moongates worked no more. He was trapped in Britannia.

*The First Age of Armageddon - The Forge of Virtue*

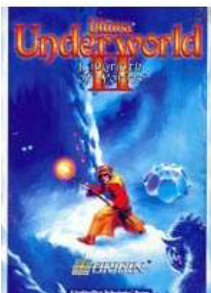


Among the many adventures, which the Avatar went through during his struggle to discover and destroy The Black Gate one stands out and should be mentioned alone. Legends have named it: The Forge of Virtue.

During the time of the Avatar's investigation the Isle of Fire rose from the depths of the ocean anew. This island had risen from the ocean depths during the third age of darkness and it had been the home of the dreaded Exodus. After the destruction of the Exodus Lord British built upon the Isle of Fire the Shrine of the

Principles, which housed the Shrines for Truth, Love and Courage. Yet, after a period of time the island sank beneath the waves anew only now to mysteriously reappear. On the island was still found the three Shrines, but also the Dark Core of the Exodus. This dark artifact would truly be dangerous in the wrong hands. As the Avatar arrived on the island of fire he had to pass three tests. One of Truth, one of Love and one of Courage before he gained access to the Dark Core. The Avatar placed the Dark Core in the Ethereal Void so that no one could get to it easily. Erethian tried to prevent the Avatar from doing it but was unsuccessful in his attempt. During the Avatar's stay on the island he also forged the legendary Black Sword or Shade Blade, as it was also called, out of black rock and embedded in it the ether gem with the trapped daemon Arcadion inside. This was a very powerful and dangerous weapon to wield. It contained the mind of Arcadion, and offered the Avatar the power to Return to the Isle of Fire, the power of Death over living creatures, the power of Fire to smite his enemies, and the power of Magic to refill the Avatar's mana supply, although these came at a cost, for the blade required the deaths of others to maintain its supply of power. Only those strong in Virtue could ever wield it without becoming corrupted by the wicked and power hungry mind of Arcadion.

### *Ultima Underworld - Labyrinth of Worlds*



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

could take him to the different different worlds and planes of: Prison Tower, Killorn Keep, Ice Caverns, Talorus, Scintillus Academy, Pits of Carnage, Loth's Tomb and the Ethereal Void. Each of the places had in some way been corrupted by the Guardian, but the Avatar was able to purify them all. Especially Killorn Keep was a sad place for the Avatar to visit. Deeply corrupted by the Guardian it was ruled in the name of the Guardian by the vile Lord Thibris. The Guardian had here devised his own so called Virtues of Punctuality, Sobriety, Diligence, Conformity, Efficiency, Obedience, Silence and Vigilance, which served no other purpose than keeping everyone in the Guardian's power hungry iron grip. Lobar proved to be the Avatar of these so called Virtues of the Guardian and in him the Avatar thought he had met his anti-thesis. Yet, time would tell differently... In Killorn Keep the Avatar was confronted by Mors Gotha, who tried to persuade the Avatar to join the Guardian, yet the Avatar declined which resulted in a fight. The Avatar proved the more powerful of the two, but the Guardian saved Mors Gotha by teleporting her away. The Avatar took hold of her spell book and along with the magical Horn of Praecor Loth he returned to Lord British's castle. Just before Nystul and the Avatar were about to perform the ritual which would crack the black rock dome Mors Gotha confronted the Avatar again allied with five soldiers.

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

*The First Age of Armageddon - Serpents Isle*

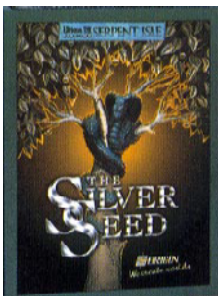


After discovering a magic scroll left by Batlin, the Avatar learned of the Guardian's plot to destroy Britannia via the Serpent Isle. Remembering how Gwenno, the wife of Iolo, had travelled there for research the Avatar started towards the Serpent's Isle in search of both Batlin and Gwenno. In order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

Shamino was possessed by the Bane of Anarchy, Iolo was possessed by the Bane of Madness and Dupré was possessed by the Bane of Wantonness. Thus under the control of the Banes Shamino visited Moonshade and slew close to all the population. He then travelled to the lost Castle of the White Dragon to plan the destruction of the Serpent Isle. The possessed Iolo travelled to the city of

Fawn and proceeded to kill most of the residents of Fawn, leaving only Ruggs, a scarred sailor, alive within the city walls. The former ruler of Fawn, Lady Yelinda was gruesomely deformed by the possessed Iolo's power and fled into the Gorlab Swamp as a result. The possessed Iolo then travelled to the lost Castle of the White Dragon to plan the destruction of the Serpent Isle. The possessed Dupré travelled to the Sleeping Bull Inn. There he slew most of the residents. Sparing a meagre few, the possessed Dupré then travelled to the lost Castle of the White Dragon to plan the destruction of the Serpent Isle. Following the instructions of the Great Earth Serpent of Balance the Avatar was able to imprison the three banes and thus free his companions. The Bane of Anarchy he trapped in the Prism of Tolerance, a Soul Gem coated with the Water of Tolerance. Bane of Madness he trapped in the Prism of Emotion, a Soul Gem coated with the Water of Emotion and the Bane of Wantonness he trapped in the Prism of Enthusiasm, a Soul Gem coated with the Water of Enthusiasm. Once freed the Avatar and his companions, under the direction of the Great Earth Serpent, rejoined the Banes of Chaos into the Chaos Serpent deep in the Skullcrusher mountains. During the sacrifice of the Avatar in order to recreate the Chaos Serpent, Dupré overcome by guilt at what he had done, while possessed by the Bane of Wantonness sacrificed himself in the Avatar's place to redeem his honor. During the Avatar's adventures on Serpent's Isle the Avatar retrieved the corpse of Gwenno. He brought it to Monk Isle for resurrection. Gwenno proved instrumental in unravelling the mysteries of the lost Ophidian Culture as she provided the Avatar with the knowledge to restore the Balance that saved the land. After many more hardships the Avatar was able to restore Balance so that the Great Earth Serpent of Balance anew rested entwined between the Serpents of Order and Chaos in the Ethereal Void. With the Balance restored the imbalance storms of Britannia ceased.

### *The First Age of Armageddon - Silver Seed*



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

After this feat the Avatar used the amulet of Balance to travel back to his own time where he continued his task.

### *The Second Age of Armageddon - Pagan*



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

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

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But perhaps this will happen one day...

As the Avatar arrived on Pagan he was greeted by the fisherman Devon, who helped The Avatar begin his task on Pagan. Before long the Avatar met Mythran the mage who should prove priceless to the Avatar in his search for a way home. He told the Avatar that only by learning all the ways of magic in Pagan would the Avatar be able to return home. Following this advice the Avatar sought out Vividos the necromancer, who soon after accepted to make the Avatar his apprentice as the Avatar retrieved a special dagger, which Mordea, Tempest and ruler of Pagan, had stolen. The Avatar had barely become Vividos's apprentice when Mordea killed the librarian Bentic and imprisoned Devon. The Avatar discovered, that Bentic had found out that Devon and not Mordea was the rightful heir to the throne of Pagan. That had brought Mordea's wrath upon them both. Yet, just before Devon was to be executed the Avatar was able to procure evidence enough for Devon to be released and instead Mordea was executed. The Avatar continued his studies of the necromantic magic. He even learned all he could from his predecessors in the necromantic arts by calling them back to life. After learning such insights into the necromantic arts the time had come for the Avatar to meet with Lithos himself. This he did and to conclude his necromantic studies he was sent on a pilgrimage to the birthplace of Moriens, who had been the founder of the necromantic magic. After visiting this place the Avatar continued his journey and came to the Zealand Shrine. Here he placed a Zealan shield before the alter, which had been erected there. This made the three statues of the Zealan Gods come to life and they spoke to the Avatar. They gave him much valuable information and directed him to visit the Tomb of Khumash Ghor. The Avatar obeyed them. In the tomb he was attacked by the ghost of Khumash Ghor, which he put to rest. After the fight he found in the ghost's lair both the Scimitar of Khumash Ghor as well as the top piece of the blackrock Obelisk, which would become the portal back to Britannia. As the Avatar returned from the Tomb of Khumash Ghor the Zealan gods spoke to the Avatar anew and revealed to him that his destiny was to become the titan of the fifth element: Ether. They as well told him to seek out the other titans. The Avatar now went to Argentrock Isle where the followers of Stratos resided in their monastery. Here sought to become accepted into the Order of mages.

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

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

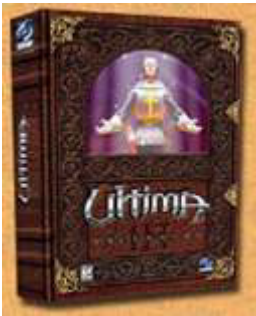
The Avatar now made his way to the lake of Carthax where Hydros the Lurker, titan of water dwelled. Here the Avatar spoke to Hydros, who revealed that she was held captive. The Avatar agreed to free her and journeyed to the grave of her captor. Here opened the ground and set the water free. During his journeys in Pagan the Avatar had found out that one could only inherit the magic powers of water (Tempestry) and thus become Tempest alike Mordea had been. As Hydros was freed no one could use the magic powers of Hydros any longer apart from Hydros herself. Thus master of Necromancy (earth) and Theurgy (air) the Avatar went to visit the sorcerers of Pyros. Yet, only a fixed number of these wielders of magic was allowed at a time. Thus one had to die before the Avatar could become an apprentice. The animosity between Bane and Vardion ended with one killing the other. The Avatar was then recommended by the surviving part as the perfect replacement. The Avatar now began to study Sorcery and was soon ready to face the tests of an apprentice. Dangerous the tests were, but he managed to complete them and found his way into the inner sanctum, where the master awaited him. During the tests in the obsidian castle the Avatar met anew the Daemon Arcadion, which he had met before during his adventure of the Forge of Virtue. After proving himself to the master sorcerer the master took him out to the summoning of Pyros after this most frightening event the Avatar confronted the master sorcerer and slew him.

Before the Avatar left the sorcerers he released Pyros.

Now the Avatar mastered all kinds of magic on Pagan including the arts of Thaumaturgy, which Mythran practiced. The Avatar had learned that each of the titans were vulnerable to a blackrock artifact connected to their own element. One artifact existed for each of the elements. Thus the Avatar ventured out and retrieved these four pieces of blackrock:

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

### *The Third Age of Armageddon - Ascension*



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

This terrible wave of destruction, which had rolled over Britannia while the Avatar had been trapped on Pagan would later be remembered as: The Great Cataclysm. Fearing perhaps, that an even worse fate had come to Earth the

Avatar swiftly called upon his Titanic powers to return to his home on Earth. Relieved he was to find, that the vile Guardian had left Earth untouched. Deeply fatigued from his many trials the Avatar fell asleep. Barely had the night passed before the Time Lord called to him: "Arise Avatar the Guardian has invaded Britannia". All too aware of the truth of the Time Lord's words the Avatar rose and quickly prepared to leave for Britannia anew. The ancient gypsy, who had help the Avatar enter Britannia during the First Age of Enlightenment now proved helpful again. Either alone or aided by the Time Lord she opened an entrance into Britannia. In a ray of light the Avatar arrived in Britannia. Many a time had he entered Britannia through various means and portals, but prophecies told, that this was to be his last visit. Barely had the Avatar returned before he was sought killed. A member of Lord Blackthorn's Wyrn Guard attacked the Avatar mounted on a huge dragon. Had it not been for the Time Lord, who quickly teleported the Avatar to Stonegate his return would have been short lived. In the Avatar's absence the Guardian had been busy. The Shrines of Virtue had become corrupted and eight wicked columns had sprung up from the eight dungeons of vice. In these columns the eight Runes of Virtue had been placed after they had been corrupted into eight Glyphs of Vice. Many of the companions of the Avatar had come under the influence and control of the Guardian and now did his biddings.

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

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Guardian wished to let the Avatar see how he had tormented and destroyed Britannia. He wished to feel the Avatar's rage burn.

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

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

As the Avatar left the dungeon he found himself on the island of Moonglow. Here he faced many hardships and much deceit before he was able to retrieve the Sigil of Honesty and discover the location of the Lycaem in it's new and rebuilt form. The Oracle, which dwelled in the new Lycaem gave the Book of Truth unto the Avatar. The Avatar afterwards met with Raven, who explained that her employer had meant no harm, but Lord Blackthorn had forced him into treason. Both he and Raven were deeply sorry. The Avatar understood that her words and penitence were sincere and he forgave her and her employer their deceit. Together with Raven the Avatar now returned to Britain where he met with Lord British who had urgent news. The Columns were dragging the moons out of their orbits and towards Britannia. If the Avatar did not hurry up the cleansing of the Shrines a collision was inevitable. The Avatar hurried towards Yew in order to cleanse the Shrine of Justice as soon as possible. Yet, when he at last arrived in Yew after many tests and hardships he was chocked to discover that Raven was about to be judged for genocide on the Gargoyles. The Avatar tried to prevent this miscarriage of justice, but no one listened to his wise words. Raven was led away in chains to the prison Dungeon of Wrong. The Avatar sought out the Gargoyle Vasagalem who had accused Raven of genocide. He explained how the Gargoyles had been their own downfall due to their pride and he gave unto the Vasagalem the queen egg he had saved from Ambrosia. Vasagalem suddenly came to see the wrong he had committed and begged

the Avatar to let him make it good by showing the Avatar a secret way into Dungeon Wrong. The Avatar accepted. The Vasagrem also gave the Avatar the red codex lense which he would need in order to read the codex. On his way to Dungeon Wrong the Avatar retrieved the Sigil of Justice. Among the mountains he also found the ruins of the Empath Abbey and retrieved the Candle of Love. When he reached Dungeon Wrong Vasagrem helped him find the secret entrance. The Avatar now liberated Raven from her murky prison and retrieved the Glyph of Wrong. But he had to face his old companion Jaana corrupted by the Guardian's influence before he could leave the dark pits of Dungeon Wrong. The Avatar now returned to Yew and cleansed the Shrine. With four out of eight shrines cleansed it were with high spirits that the Avatar and Raven headed off to Minoc. Here in the city of Sacrifice much was amiss and the Avatar soon had his hands full. Blackthorn even confronted him anew, but this time the Avatar was prepared. Yet, Blackthorn placed a curse upon the Gypsies so that all who aided the Avatar would burst into flames. Thus their leader Laszlo the Rom Baro would not help the Avatar nor give him the Sigil, but he would like the Avatar to bring him a magical artifact kept in the Dungeon of Covetous known as The Blackrock Crystal Ball. If the Avatar brought him this artifact he might consider helping. The Avatar procured the sword known as Gringolet before he ventured into the Dungeon of Covetous. Here magic worked not and the undead roamed. Many hard battles were fought before the Avatar was able to leave the mines of Dungeon Covetous holding aloft both the Glyph of Covetous and the black crystal ball, which could show the future to those who held it. The Avatar made the black crystal ball show the Laszlo what would happen if he did not give the Avatar the Sigil even though it meant his death. The Laszlo was terrified and gave the Avatar the key to his wagon. Barely had he given the key away before he burst into flames and died. In the wagon the Avatar found both the Sigil of Sacrifice and the blue codex lense. This was the other of the two lenses he needed in order to read the Codex of Ultimate Wisdom.

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

The Avatar now sailed together with Raven to the island called Valoria. This island was placed around the place where Jhelom had once been before the Great Cataclysm. Here the Avatar faced grave problems as the Sigil was stolen by a wicked triumvirate of Daemons and the people of Valoria would not even let the Avatar into their city before be brought them the head of the great red dragon, which lived in the Dungeon of Destard. The Avatar agreed to bring them this and headed towards Dungeon Destard. In the depths of Destard he faced many, many perils before he stood face to face with the terrible dragon, which taunted him before it attacked him without mercy. Yet, the Avatar proved triumphant and could leave the Dungeon of Destard with both the dragon's head and the Glyph of Destard. The Avatar returned to Valoria together with Raven and was now allowed to enter the city. Here he restored anew the courage and valor of the residents of Valoria with the help of Dupré's ghost. The Valorians now aided the Avatar by forming a band of warriors



which at the same time should attack all the three daemons and retrieve the Sigil of Valor. This was the only way the demons could be killed since they could transfer their mortality to each other and thus stay invincible as long as just one of them was not attacked. The Avatar and the residents of Valoria proved victorious and the Avatar was soon able to cleanse the Shrine of Valor.

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

Before the Avatar left the Isle of the Avatar he consulted the Codex of Ultimate Wisdom and thus learned how to defeat the Guardian. The Avatar now returned to Britain. Here Lord British worked a spell which summoned up a moongate to the Shrine of Spirituality. This shrine was and is placed in the Ethereal Void. The Avatar entered. He soon found the shrine and here he also met Dupré's ghost. As the Avatar cleansed the shrine, and the Glyph became a Rune anew, Dupré was brought back to life. As the Avatar returned to Lord British's Castle all his old companions had gathered there to say a last goodbye before he left to fight the Guardian. They all knew that the only way the Avatar could defeat the Guardian would also mean the death of the Avatar himself. With grief in his heart the Avatar said a last farewell to his old friends, knowing that he would never see them again. Together with Raven he sailed to Terfin. She showed him a secret entrance into the Guardians fortress, but her eyes were filled with tears. She asked him to tell her that he loved her and that he did. The Avatar was laden with grief as he made his way through the secret entrance into the Guardians fortress. Only while he had with him the eight Sigils could he pass through the barriers which blocked the tunnel. Many dangers did he face before he at last stood in the throne room of the Guardian. Here he began to prepare for the ritual which would summon the barrier of life. As this ritual was successful the Guardian came rushing into the throne room through a black gate. This second black gate was shattered even as the Guardian went through it. The Guardian tried to stop the Avatar by revealing to him that they were one and the same. When the Stranger had proved himself the Avatar and became the Paragon of Virtue he was purified and became pure good. Yet, his Viceful side took the shape of the Guardian. Thus the Avatar had proved to be both the source of Britannia's triumph and its defeat. Aye indeed, the triumph and defeat of many worlds. The Avatar stayed however not his hand and unleashed the ritual of Armageddon. As both he and the Guardian were destroyed by the ritual the Avatar ascended to a higher plane, said never to return to the world of Britannia again... He left behind his aged comrades, new friends and a new love. But also a changed world, a world left to fend for itself in a battle for the Return of Virtue...

### *The Magewars*

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

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

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

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

### *The years of The Hunt*

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

### *Portals & Moongates*

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

### *Gargoyles*

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

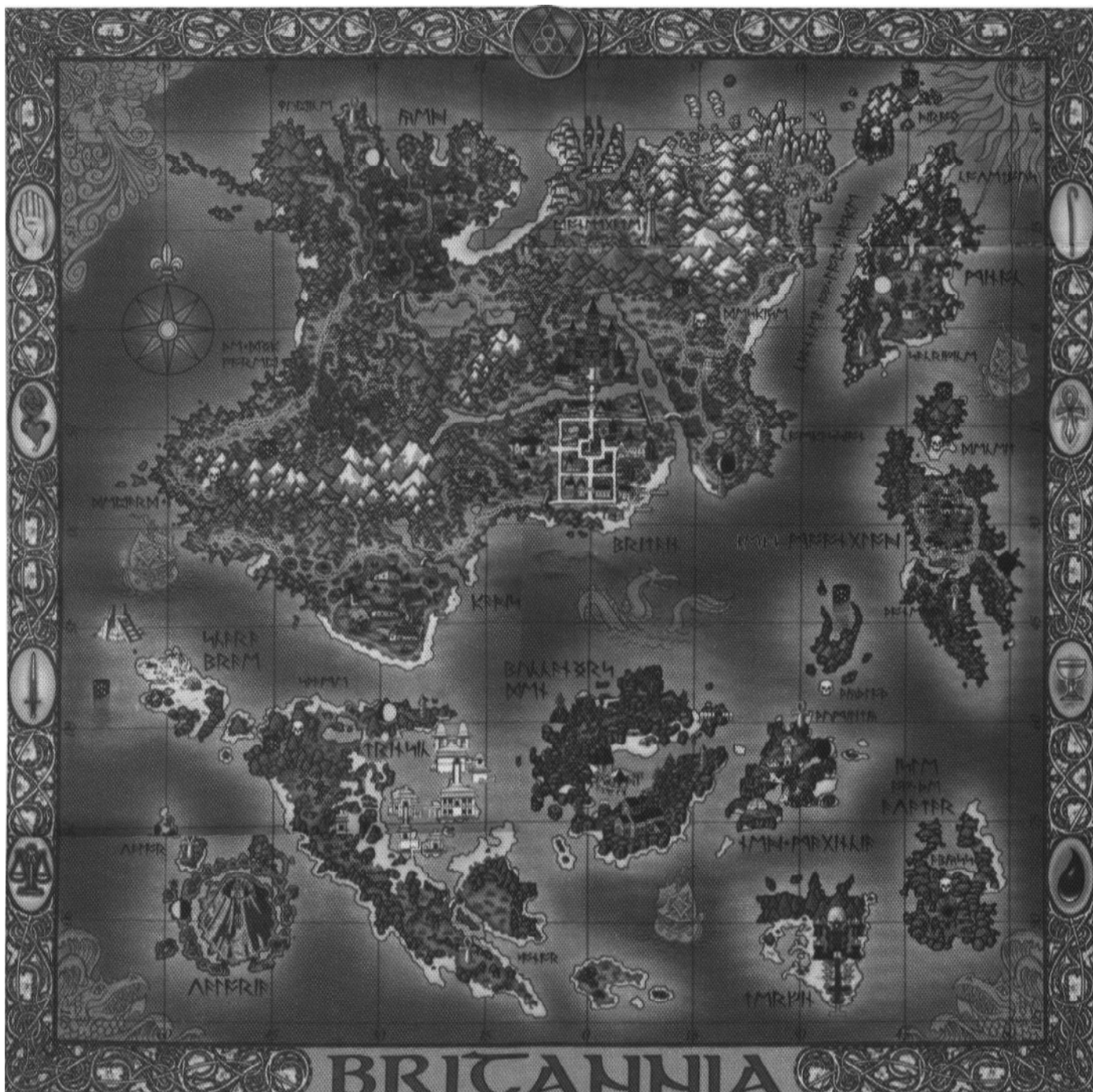
### *Cosmology*

The definitive work in astronomy is Celestial Britannia, by Sir John, astronomer and scribe at the Lycaenum. This passage is comprised of excerpts from his book recording his scientific discoveries and documenting Britannian astral theories that predate the emergence of science. In the heaven beyond our skies, dwell stars whose numbers are beyond our reckoning. Within our heaven, circling our world, sweeps our bright sun. Ten other orbs trace tight paths around our world. The twin moons Trammel and Felucca are desolate, their light only a reflection of the sun's brilliance. The other eight orbs are thought by some to be planets like our own. According to the

roles they play in our many legends, they have been named for the virtues of the Avatar. The closest is Honesty, followed by Compassion, Valor, Justice, Sacrifice, Honour, Spirituality and Humility.

## Britannian Map

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



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*Alphabet of Sosaria*

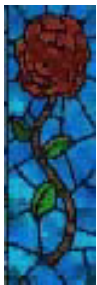
Ɔ A	Ɔ E	Ɔ I	Ɔ M	Ɔ Q	Ɔ U	Ɔ Y	Ɔ NG
Ɔ B	Ɔ F	Ɔ J	Ɔ N	Ɔ R	Ɔ V	Ɔ Z	Ɔ EA
Ɔ C	Ɔ G	Ɔ K	Ɔ O	Ɔ S	Ɔ W	Ɔ TH	Ɔ ST
Ɔ D	Ɔ H	Ɔ L	Ɔ P	Ɔ T	Ɔ X	Ɔ EE	

**Cities of Virtue and Places of Terror**

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

*Ambrosia*

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

*Britain*

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

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

*Buccaneer's Den*

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

*Cove*

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

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

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*Minoc*

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

*New Magincia*

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

*New Moonglow*

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

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

*Paws*

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

*Skara Brae*

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

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

*Stonegate*

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

*Terfin*

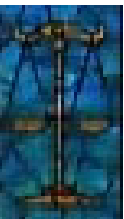
Forbidden to all, this island was the last known location of both the Avatar and The Guardian. Within its volcanic mountain still house evils unknown to all, tested by some, survived by none. Therefore this island has been deemed off limits to all those who would sail to its shores.

*Trinsic*

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

*Valoria*

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

*Yew*

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

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

*Isle of The Avatar*

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

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



*Shrines and Dungeons*

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

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

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

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

**Leaders and lords**

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

*The Avatar*

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

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

*Lord British*

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

*Lady Raven*

Last known companion of the Avatar on his travels, Lady Raven is also rumoured of also having been his lover. After her adventures she returned to the island of Buccaneer's Den and in the years to come took the responsibility upon herself of governing the den of pirates and pillagers. Said to

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have good connections to the court of Lord British, some of her own “subjects” doubt her loyalty to their way of life.

#### *Telsulae the Wise*

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

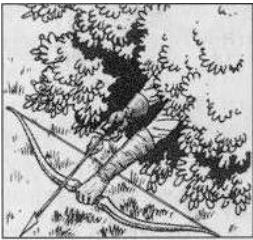
#### *Gerald of Moonglow*

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

## **Bestiary**

Many beasts roam the dark corners of Britannia, some harmless and unintelligent, others big, bad and out for blood. Here is a listing of some of the more regularly encountered critters and their threat to your health...

#### *Archer*



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

**Size:** medium

**Circle:** 1

**Attack dice:** depends on weapon type

#### *Bandit*



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

**Size:** medium

**Circle:** 1

**Attack dice:** depends on weapon type

#### *Bat*



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

**Size:** small

**Circle:** 1

**Attack dice:** claws 1D6, bite 1D8

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*Brute*

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

**Size:** large

**Circle:** 2

**Attack dice:** depends on weapon type

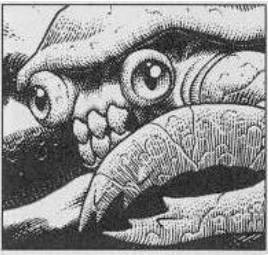
*Creeper Plant*

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

**Size:** varies

**Circle:** 2

**Attack dice:** poison 2D6 per round until cured

*Crustacean*

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

**Size:** medium

**Circle:** 3

**Attack dice:** 3D8

*Demon*

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

**Size:** giant

**Circle:** 8

**Attack dice:** depends on spell effect

*Dragon*

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

**Size:** giant

**Circle:** 8

**Attack dice:** depends on spell effect

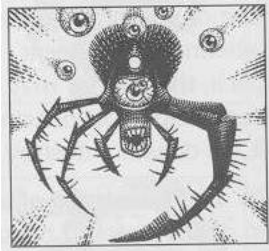
*Gargoyle*

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

**Size:** medium

**Circle:** 4

**Attack dice:** depends on weapon or spell effect

*Gazer*

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

**Size:** medium

**Circle:** depends on circle of gazer

**Attack dice:** depends on spell effect

*Ghost*

**Description:** Undead remnants of a tormented soul. Being the size of their former body, these ghosts roam the place of their death until they are released from their torment. They won't hesitate to take others with them if they can.

**Size:** varies

**Circle:** 3

**Attack dice:** ghost touch 3D6 + 1D6 per round until leaving the ghost's presence.

*Goblin*

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

**Size:** small

**Circle:** 1

**Attack dice:** depends on weapon type

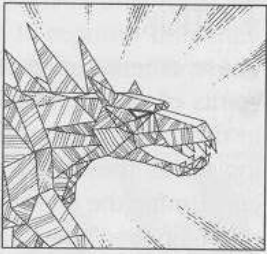
*Hellhound*

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

**Size:** medium

**Circle:** 4

**Attack dice:** fire breath 3D8, bite 2D6

*Ice Hound*

**Description:** Related and directly opposite of the hellhound, the Icehound breathes pinnacles of ice, and can summon a constraining ring of ice around a target with a howl, freezing the target in place. Their bark is worse than their bite...

**Size:** medium

**Circle:** 4

**Attack dice:** ice breath 3D8, bite 2D6

*Lich*

**Description:** These undead mages were once mages who came to their deaths by some terrible tragedy. In their unlife they keep their magical prowess, abilities and their intelligence. However, they also gain a malignant yearning to hurt people.

**Size:** large

**Circle:** depends on circle of lich

**Attack dice:** depends on spell effect

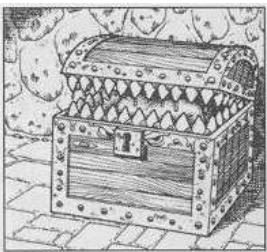
*Mage*

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

**Size:** medium

**Circle:** depends on circle of mage

**Attack dice:** depends on spell effect

*Mimic*

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

**Size:** varies

**Circle:** 2,4,6 (depending on size)

**Attack dice:** GM discretion, varies depending on size

*Pirate*

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

**Size:** medium

**Circle:** 1

**Attack dice:** depends on weapon type

*Predatory Fish*

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

**Size:** small

**Circle:** 1

**Attack dice:** 1D6 per fish

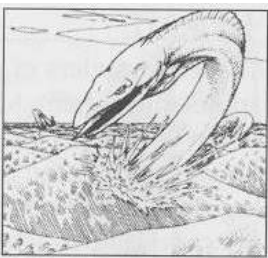
*Rat, Giant*

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

**Size:** medium

**Circle:** 2

**Attack dice:** 2D6

*Sea Serpent*

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

**Size:** giant

**Circle:** 7

**Attack dice:** bite 7D10, entangling (ships) 7D20

*Skeleton*

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

**Size:** varies

**Circle:** 2,4,6,8 (depends on size)

**Attack dice:** depends on weapon type

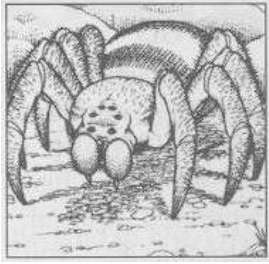
*Spectre*

**Description:** Much like ghosts, only less likely to attack anyone blindly, spectres are the souls of people bound magically to this realm for a purpose. They will do what is needed to fulfil this purpose so their ties are severed. But an attack will not be taken lightly.

**Size:** varies

**Circle:** 5

**Attack dice:** depends on spell effect

*Spider, Giant*

**Description:** These spiders should be watched out for. Spitting poison and weaving their huge webs through corridors in dark dungeons and sewers they are something to keep in mind. Their Spider Silk however is said to be a potent reagent.

**Size:** medium

**Circle:** 3

**Attack dice:** bite 2D6, poison bite (50% chance) 2D6 + 1D6 until cured.

*Thief*

**Description:** Not much of a fighter, thieves usually prefer to take their enemies by surprise, sneak up on them and rob them blind before they are even seen.

**Size:** medium

**Circle:** 2

**Attack dice:** depends on weapon type

*Vulture*

**Description:** This giant version of the regular vulture preys above Spinebreaker Mountain for the corpses of dead animals or flesh in general. Not easy to give up a prey, their beak and claws are fierce weapons.

**Size:** large

**Circle:** 3

**Attack dice:** bite 3D6, claws 3D8

*Wolf*

**Description:** Nightly hunters of the forest, the wolves of the Buccaneer's Den and Yew forests are the largest in the realm. One pack in particular is said to be led by a white wolf of magical origin. The shepherds of New Magincia fear the packs of wolves which come through an unknown passage at times to steal their sheep.

**Size:** medium

**Circle:** 2

**Attack dice:** 2D6

*Zombie*

**Description:** Undead, brainless corpses of the deceased. Necromantic magic fills the body of a (recently) deceased creature with a spirit from the netherworld. This spirit and it's new body will then carry out it's master's bidding until the body falls apart of rotting.

**Size:** varies

**Circle:** varies

**Attack dice:** GM discretion, varies depending on size

## Notes on GM'ing critters.

The descriptions above should give GM's an idea of the power each creature has. There are a lot more creatures from various Ultima games you may want to place in your campaign. To do so keep several things in mind:

### *Size*

Size shouldn't be too much of a problem. Medium is the size of an average man or woman. The larger the creature, the more damage it deals, and the higher its circle is.

### *Circle*

Circle indicates several things...

Circle for each creature indicates the number of Virtue points a player gets when defeating a creature. Feel free to experiment if you feel players receive too much or too little points for defeating some creatures.

Circle also indicates the approximate amount of attack dice a creature should get when attacking. When casting spells or wielding weapons, simply use the dice as you would when calculating the values for a player character.

The magical proficiency of a creature is also depicted by this stat. Example: if a creature has a circle of 5, this means he knows his Words of Power at a level of 5 or lower. See for more detail the **magic** section.

### *Hitpoints and Speed*

How do you calculate strength, speed and the other stats you need for placing creatures in combat? You can wing it if you're an experienced GM and take an average value you think appropriate to make the battle fair and balanced.

If you lack that experience or just want some rules to cling to, I refer back to the Circle stat. Multiply this stat by 25 and you should have an approximate value for Strength and Dexterity to base your attack rolls on.

### *Intelligence*

How intelligent is a creature? Try it out for yourself. Make a creature as intelligent or dumb as you like. Some creatures may have the intelligence of a stick, while others like Liches and Dragons may be superiorly intelligent. Also, feel free to alter stats to fit your campaign. It's a magical world, so if you need a talking white rabbit, go ahead...

### *Gold*

Multiply the Circle value of the critter by 100. This is the approximate amount of gold they have on them. This also includes items (magical and otherwise). Feel free to adjust treasure according to your common sense. Dragons are more likely to have large treasure stacks than Liches, even though they are the same circle. Also, magical armour and weapons are very rare. The chance players run into a magical item by accident (when just hunting) is nearly 0. When on a quest, they probably know where to look and the chance of running into creatures with magical treasure is higher.

*Regular animals*

You may have noticed I didn't put regular animals in the list. I didn't because I don't want to bore you with stats for dogs and their lice. If your players want to go kill a cat, use your experience and common sense to give them a "hell" of a time ;)



## CHARACTER CREATION



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

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

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

There are several steps to making a character:

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

### Character Concept

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

#### *Attributes*

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

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

Each attribute's maximum lies at 100 points, however, there is a limit of 225 points to the total of your attribute scores, referred to as the stat cap. So for instance you might have 100 Strength (named STR later on), 100 Dexterity (named DEX) and 25 Intelligence (named INT). This would be the maximum of your total attribute scores. Having 100 STR, 100 DEX and 100 INT is not possible, not accounting for any magical intervention (see the **Magic** section).

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*Skills*

At character creation you receive 150 points to divide among any skills you wish. With no more than 35 points in any one skill. There is a wide range of skills to choose from, all of which are detailed in their workings in the Skills section a few pages further.

The maximum to each skill, the same as with attributes, lies at 100. How you gain in both skills and attributes is explained in their respective sections. There is a maximum of 700 skill points, referred to as the skillcap. You can not become Grandmaster in more than 7 skills, or have 30 skills with a maximum of over 700 points in total.

*Equipment*

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

You have 1000 gold pieces to begin with, gold is the only trading commodity this world deals in, the only other coin accepted is silver, but that is only used by a privileged few. As a Discworld Dwarf would say: gold, gold, gold, gold, gold, gold, gold, gold, gold, gold.

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

*Spells*

On the character sheet you will find a list of words, the Words of Power. If you want to make a spellcasting character you can divide points among all of these words. You need them to cast your spells with (see the **magic** section for details).

To determine how many points you may divide among the words of power, multiply your chosen intelligence rating by 2. Divide the given number between the Words of Power (no more than 4 points to one word at character creation).

Every character has the innate ability to cast spells, however, only trained mages may choose Words of Power (i.e. if a character has no points in his magery skill he can't cast spells). A carpenter might have an intelligence rating of 30, but without training has no idea how to focus the magical ether.

**The Character sheet**

The Character sheet you can find on the site has all the room you need for a detailed character noting. As you read the rest of this game book you will find the explanation for each of the parts on the character sheet. Most of them are quite self explanatory once you're familiar with the game mechanics. This is just a quick warning beforehand: Do not get blinded by everything you have to fill out, just read the game book first, start building a character and experiment with the game mechanics like combat and magic. Note what you like and change the sheet as you please. If you have a good design, mail it to me and I'll post it on the website ;)

**Filling in the blanks**

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Now that that's all taken care of we can fill in the rest of the blanks on your character. I left out the character description where you're always asked to draw it as a lot of you never do or find some creative means to avoid it :) But try to get as many info down on your character before you start. I never meant for this game to be a big slayfest with numbers and dice, but more role playing. For role playing you need a background, a foreground and props. We have the props (your character) Now what you need to do is fill in the background (family, relationships, past exploits, goals, etc) and the foreground (looks, clothing style, personal preferences, personality, all that).

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

## ATTRIBUTE DESCRIPTIONS

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



### Strength

Allows characters to lift more items off the ground, carry heavier and thicker armour, wield more powerful weapons and allows a character to take more hits. Your Strength is therefore directly linked with the number of Hit points each character has. A character with 40 STR would automatically be able to fill out 40 Hit points (HP), as they are directly related.

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

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

### Dexterity

This is your ability to move quickly and agile. Your ability to use your fine motor skills (nimbleness, acrobatics, juggling, etc) is also dependant on DEX. Also, how long you are able to

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run and how far depends on it, as Stamina is directly linked to Dexterity. A character with 10 DEX would have an automatic 10 Stamina as a result of this.

Why is DEX/Stamina so important? Well, a higher Dexterity makes for a higher chance of succeeding at skills requiring DEX (Stealing, Juggling, etc.) Also, the higher your DEX is, the longer and further you can run before becoming exhausted. This is also where your weight limit comes in: As long as you are below your weight limit you can run normally, when above it running will prevent you from running any further than a quarter of your regular allowance and a half of what you can normally walk in a stretch of time.

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

### **Intelligence**

Intelligence is an attribute which you use in conjunction with skills that require INT and to check how observant you are (do you notice that strange shade in the corner, or that guy trying to steal your purse), but most importantly it is used to see how much Mana a character has in his/her possession. More of Mana and Magic will be in the Magic section.

The amount of Mana a character has (even non mages have Mana) depends directly on your INT score. 65 INT equals 65 Mana, easy as that.

Now as to how observant you are at a particular score: For each instance a Game master asks you to check if you notice that guy sneaking up behind you, or if you want to notice thus asking the GM you throw a D100 (or 2 D10's as a readable 100 sided dice would be the size of your table :). If you throw below your INT score (Your INT is 25, you throw 24) You see what is going on. Should you throw above it, which at 25 isn't that hard, you are oblivious to the danger ahead and you get clobbered by the Ettin...

## SKILL DESCRIPTIONS

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

### Skill Usage

Using these skills is based on a D100 system. Each skill has a maximum of 100. You throw a D100 to see if you succeed. You succeed if you throw *below* your ability score. I.e.. At 50 skill you need to throw 49 or less to succeed. This means that even at a skill level of 100 you have 1% chance of failing (i.e.. By throwing 100, as you need to throw **BELOW** your score). If you have no points in a skill however you still have 1% of succeeding too, in that case by throwing a 1 on a D100. So if you have 0 Carpentry but still want to make that highly decorated carved staff and throw a 1 you succeed through a stroke of Virtuous luck...

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

### Skill Titles

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

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

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

### Attribute Relations

Each skill has a side note, detailing which attribute is linked to it. This is important, because your attribute level may give some bonuses to using your skill. Here are the bonuses for each attribute level:

Attribute	Bonus Skill %
00 – 10	00
11 – 20	00
21 – 30	01

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31 – 40	01
41 – 50	05
51 – 60	05
61 – 70	10
71 – 80	10
81 – 90	15
91 – 100	20

Example: Your Carpentry skill is 0, but you want to try repairing your grandfather's favourite chair. You're the only one he trusts to do it, but you don't know anything about hammers and nails. However, you are good with your hands otherwise and have a Dexterity of 70. This adds a +10 to any Dexterity based skill. So, instead of having no skill, due to your high Dexterity you still have a 10% chance of succeeding.

### **Alchemy**

The art of alchemy is as old as the world. It's goal is not to make gold out of lead, as gold is aplenty in this world. Alchemy is used to create potions of all sorts. It requires reagents (see **Magic** section). You grind up a portion of a single reagent in a mortar and then heat it to liquefy the concoction. Just add water and mix it in a flask to make potions. Each reagent makes different potions, and the better you get the better your potions work:

Below 50 skill: succeeding makes a potion at 50% efficiency  
 Between 50 and 99 skill: succeeding makes a potion at 100% efficiency  
 At 100 skill: succeeding makes a potion at 150% efficiency

*Title: Alchemist*

*Linked Attribute: INT*

### **Animal Lore/Animal Taming**

These two skills work together, animal lore is used to handle animals and know how they feel. It gives you the ability to empathize with animals. Animal taming is used to tame wild animals (all non intelligent animals/monsters you encounter can be tamed). You get bonuses through animal lore:

Below 50 animal lore skill: you receive no bonus on taming checks  
 Between 50 and 99 animal lore skill: you receive a 20% bonus to all taming checks (taming skill is 50, with 50 animal lore you can tame as if your taming skill was 60)  
 At 100 animal lore skill: you receive 50% bonus to all taming checks

*Title: Ranger/Tamer*

*Linked Attribute: --/STR*

### **Archery/Mace Fighting/Swordsmanship/Wrestling**

Having this skill will allow you to use the weapon type mentioned. The damage normally dealt by a weapon can be found in the equipment list, this is however augmented or reduced by your weapon skill. Archery = All distance based weapons, Mace Fighting = All blunt weapons, Swordsmanship = all edged weapons, Wrestling = All types of unarmed attacks.

Below 50 skill: your weapon deals 50% of it's regular damage  
 Between 50 and 99 skill: your weapon deals 100% of it's regular damage

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At 100 skill: your weapon deals 150% damage

*Title: Archer/Armsman/Swordsman/Wrestler*

*Linked Attribute: STR*

### **Arms Lore/Item Identification**

These two skills both work in the same way, they are used to identify and appraise the value of any item or weapon found (arms lore for weapons and armour, item identification for other non food items). It also tells you what state of repair it is in and if there are any magical enchantments upon it.

*Title: Warrior/Merchant*

*Linked Attribute: None*

### **Begging**

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

Below 50 skill: 1D4 gold per person per day

Between 50 and 99 skill: 2D4 gold per person per day

At 100 skill: 4D4-2 gold per person per day, given that they can afford it

One note of caution: begging isn't allowed on the streets of Britannia, so should you go about it too careless or too often you may find yourself rotting in Yew jail in no time...

*Title: Beggar*

*Linked Attribute: None*

### **Blacksmithy**

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

Succeeding at a skill level below 50 will create the item for you with a -1 protection or damage, succeeding at a skill level between 50 and 99 will create the item for you after some hours of labour with no penalties, succeeding at 100 skill the item will either give you +1 extra protection (shields and armour) or deal +1 extra damage (weapons). Blacksmithing can of course not be used to create wooden weapons. This requires either Bowcraft for bows, fletching for arrows or carpentry for staff weapons, excluding Halberds and Bardiches.

*Title: Blacksmith*

*Linked Attribute: STR*

### **Bowcraft/Fletching**

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

Below 50 skill: -1 penalty to damage dealt

Between 50 and 99 skill: no penalties/bonuses

At 100 skill: +1 bonus to damage dealt



*Title: Bowyer*

*Linked Attribute: DEX*

### **Camping**

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

*Title: Ranger*

*Linked Attribute: STR*

### **Carpentry**

Everyone needs chairs, bookcases and other household items. A carpenter provides people with whatever wood made item needed, given that it doesn't require any mechanical parts (like in clocks), which is the work of a tinker. But anything from a wooden pole to a door or a table, a carpenter can make for you. Staff weapons, excluding Halberds and Bardiches are made with the Carpentry skill. For the making of staff weapons with carpentry use the rules of blacksmithing. The better the carpenter is, the more and the better he can craft his items. Here is a short overview:

Below 50 skill: A carpenter can, if he succeeds, make simple objects, ranging from a small stool to a simple box or perhaps a chair or table

Between 50 and 99 skill: At GM discretion most items can be made at higher skill levels. Ranging from good quality furniture to decorated candelabra's or other fine woodwork.

At 100 skill: When successful a carpenter can craft most anything, the value of such an item on the daily market is double of regular items.

What a carpenter crafts he crafts from wood, this can be purchased at either a sawmill, lumberjacked or cut yourself, but the king values his forests! Raw materials, as with blacksmithing are purchased at half the cost of the item when store bought...

*Title: Carpenter*

*Linked Attribute: STR*

### **Cartography**

With this skill a sailor can find his way along a map and on sea. Maps of the surrounding area can also be crafted and read using this skill. For both crafting and reading the following details apply:

Below 50 skill: Maps are not very detailed, and usually only render little information of an area no larger than a city and direct surroundings.

Between 50 and 99 skill: Maps are of a good quality and render basic information on the location of various objects like cottages or chests even in an area covering perhaps an island and at higher skills parts of the world.

At 100 skill: A Grandmaster cartographer can make maps of the entire world and navigate upon them with his eyes closed. A map written by a GM Cartographer would be able to tell you the location of blend of grass #365831 (when making a map of a few square feet)

In all instances: the larger the area covered by the map, the less details it contains.

*Title: Cartographer*  
*Linked Attribute: INT*

### **Cooking**

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

*Title: Chef*  
*Linked Attribute: INT*

### **Detecting Hidden**

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

*Title: Scout*  
*Linked Attribute: None*

### **Fishing**

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

*Title: Fisherman*  
*Linked Attribute: None*

### **Forensic Evaluation**

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

*Title: Detective*  
*Linked Attribute: None*

### **Healing (Veterinary)/Anatomy**

Healing and anatomy are both linked. Succeeding at a healing throw will heal as many hit points as you have thrown on your D100, up to a maximum of your skill level.. With anatomy however you can improve this:

Below 50 anatomy skill: gives you no bonuses to heal checks.

Between 50 and 99 anatomy skill: gives you a 10% higher chance of healing your target.

At 100 anatomy skill: gives you a 20% higher chance of healing your target.

Veterinary and Healing are one and the same skill. The same rules apply to both, they only differ in the fact that veterinary is the healing skill used to heal animals/critters.

Example: Your friend Danny is wounded in combat, he lost 60 hit points, you have a healing skill of 56 and some bandages handy so you start to help him. Your anatomy is at 70 which gives you a 10% added chance of succeeding, so you now need to throw 66 or less on a D100 instead of 56. You throw 43 which heals 43 hit points of Danny.

After a person is healed by magical means he can no longer be healed through regular healing. A person can only be healed regularly once as well, but afterwards a spell may still be cast to remove any damage still not healed.

Note: Normally one has to have some cloth bandages in order to use the healing(veterinary) skill.

*Title: Healer/Veterinarian*

*Linked Attribute: INT*

### **Herding**

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

*Title: Shepard*

*Linked Attribute: STR*

### **Hiding/Stealth**

The ability to hide is very handy especially for those among us who don't necessarily stick to the laws of the land. Hiding requires you to stay perfectly motionless, and requires some form of cover at lower levels:

Below 50 skill: A tree, large rock or piece of furniture at least half your size is required to conceal you from view.

Between 50 and 99 skill: Small items like signposts or a shadow from a house will hide you.

At 100 skill: You can stand in a barren wasteland or open field and no one would notice you're there if you wanted to...

Stealth is also handy for those lurking in the shadows. This helps a person move around when hidden, for each ten points of skill in stealth you may move an equivalent amount of paces (toe to heel). But you can only stealth after having performed a successful hiding test, and even then cover modifiers apply...

*Title: Rogue*

*Linked Attribute: None/None*

### **Inscription**

Mages cast spells and spells are written down. If not, they need to be written down. If already written down, somebody is bound to want a copy for their spell book. Scribes can make scrolls, containing spells or other magical directions such as maps or rituals. They can do this by copying

them from existing spell books or by thinking them up. A scribe is in such a case also known as a spellbinder...

For scribing you need pen, ink and a scroll. Also knowledge of magery is required. As you can only scribe spells of the circle you are proficient with (see **magery**). Making up new spells can be done at GM discretion, for he has to decide what circle they go into, see also the **magic** section...

*Title: Scribe*

*Linked Attribute: INT*

### **Lockpicking**

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

*Title: Rogue*

*Linked Attribute: DEX*

### **Magery**

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

*Title: Mage*

*Linked Attribute: INT*

### **Meditation**

Mages require mana to cast their spells. Mana requires time to regenerate once it has been used. Meditation helps speeding up this process. Resting normally is a slow way of getting ones mana back on track. Meditation raises your mana after a successful test by half the skill value rounded up.

Example: you meditate with a meditation skill of 56, you make a skill test and throw 45, thus succeeding. You regain (56 divided by 2, rounded up) points of mana = 28 points.

Meditation normally requires a serene environment, in the heat of combat it is hard to meditate upon your mantras to set your mind at ease, also, the burden of metal armour weighs upon the mind...

*Title: Stoic*

*Linked Attribute: None*

### **Mining/Lumberjacking**

Mining and Lumberjacking are essential for the good blacksmith and carpenter. If they themselves are not proficient at it, someone else has to be, but it may be handy to be able to get your own raw materials at times. Both of these skills require a tool: mining requires a pickaxe and lumberjacking a regular axe. How much raw materials you need to make an item depends on the value of the item. You need half the value of an item in raw materials to create the item out of it...

Below 50 skill: succeeding gets you 5 gold worth of raw materials per hour (logs or ore)

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Between 50 and 99 skill: succeeding gets you 15 gold worth of raw materials per hour

At 100 skill: succeeding gets you 30 gold worth of raw materials per hour

*Title: Miner/Lumberjack*

*Linked Attribute: STR*

### **Musicianship**

Barding, like begging is a good way to make money on the streets of Britannia. However, barding is considered more of an art even though beggars beg to differ. If you go into a tavern and play your songs, or manage to gather an audience on the streets this is what you may receive:

Below 50 skill: 1D4 of gold per person per day

Between 50 and 99 skill: 2D4 of gold per person per day

At 100 skill: 4D4 of gold per person per day, given that they can afford it

*Title: Bard*

*Linked Attribute: None*

### **Parrying**

If you're the shield bearing kind it may not hurt to know how to use it as efficient as possible in combat. Regularly a shield would give a protection of \*\* points, with a good parrying arm you may improve this.

Upon making a successful parrying roll, you block 10% of your skill (rounded down) in points of damage extra. Example: When succeeding parrying at 20 skill, you'd block 2 extra points of damage.

This only counts when you make a parrying roll, which means you're putting all your effort in blocking an opponent's attack on your turn (see **Combat** section for more information).

*Title: Warrior*

*Linked Attribute: STR*

### **Poisoning**

Weapons are good protection, but what if they were poisoned, do they make for better offence too? Indeed. You can use poison potions made by alchemists and apply them to your weapons in order to poison them. If you succeed the weapon will not only deal its own damage, but also the damage the potion normally does when drunk for half the amount of actions rounded down. See **Magic** section *Potions and their Effects* for details about and examples of poison and poisoning.

#### **Note:**

- Poison wears off from weapons a week after it has been applied, or after extensive use.
- A weapon can furthermore only have one type of poison applied to it at a time. E.g. deadly poison (8d4) and lesser poison (1d4) does not blend and become a 9d4 poison. Either the blade is poisoned with lesser or deadly poison.
- The last poison applied to the weapon determines, which poison the weapon gives off.
- *Once a target has been poisoned it cannot be poisoned again until either the first poison has been cured or has worn off.*

*Title: Assassin*

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*Linked Attribute: INT*

### **Remove Trap**

A trap, when discovered, doesn't automatically go away. You will need to use this skill in order to remove it successfully. Removing a trap renders it useless. Failing a test however might result in it still going off. There is a 50% chance of this happening, throw a D100, anything below 50 is good.

*Title: Rogue*

*Linked Attribute: DEX*

### **Resist Magic**

This is a very useful talent to train. Especially for mages who intend on being in the thick of it all a long time. When a spell is cast upon you, you throw 1D100, just like using a normal skill, to see if your Resistance test works. If it does, your skill value is subtracted from the caster's total damage throw (see the **magic** section).

*Title: Mage*

*Linked Attribute: INT*

### **Snooping**

If you're out for some easy gold, why not take someone else's? But to know if anyone has anything worthwhile to steal, you'll need to look at them with a more precise eye. Succeeding at snooping tells you whether a person/animal has anything worthwhile to steal on him/her/it and where it is located. Failing doesn't tell you anything and may result in you being detected. The 50% chance rule applies. Throw a D100 and keep those rolls under 50 for a clear go...

*Title: Rogue*

*Linked Attribute: DEX*

### **Stealing**

Stealing from chests is easy, no chance of it calling the guards. Stealing from people, now that's hard. Once you've established someone has anything noteworthy to steal, or you just want a casual go at their belt pouches, then this is your ticket to wealth. If you succeed that is, because if you fail your skill check there is a nasty 50% chance you get noticed...

*Title: Rogue*

*Linked Attribute: DEX*

### **Tailoring**

Carpenters carpent, Blacksmiths smith and Tailors tailor. Clothing of all types, sizes, colours and fabrics are created by the skilled hands of the tailor. Or if you need a leather armour to prevent your meditations from being blocked by all that nasty metal, then a tailor you will need. For the making of clothing use the rules of carpentry. For the making of armour use the rules of blacksmithing.

Succeeding at this skill can craft you many items. Buying raw materials again requires you to spend half the amount of gold, which the item you wish to craft usually costs in the stores. You may want to buy some dyes to give some colour to your cloth before you stitch it into a dress. For leather armour, you'll need leather which can be bought at a tanner or tailor in most of the major cities.

*Title: Tailor*

*Linked Attribute: DEX*

### **Taste Identification**

What? You don't trust my cooking? Don't you like my potions? Well, have a go then and see what's what. With taste identification you can determine whether or not some food item is poisoned. Also, you may determine the nature of a potion by drinking a small sip from the flask without it's effects harming you.

*Title: Chef*

*Linked Attribute: None*

### **Tinkering**

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

*Title: Tinker*

*Linked Attribute: STR*

### **Tracking**

Camping out in the wild is fun, setting traps too. But before you set a trap, shouldn't you know for a fact that an animal past through recently or is in the neighbourhood? Or were you pursuing the thief, who stole your purse, but now has hopped over the fence and is nowhere to be seen? In that case tracking can help:

Below 50 skill: succeeding will allow you to track people/animals on soft ground or grass.

Between 50 and 99 skill: succeeding will allow you to track people/animals on dusty castle floors or even a town street after the rain, given the trail is fresh.

At 100 skill: succeeding you can track almost anything anywhere anytime, good eh?

*Title: Ranger*

*Linked Attribute: INT*

### **Gaining attributes and skills**

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

To improve your attributes and skills after character creation, while playing this game however (Ultima : Ressurrection - The Return of Virtue), you need to train.

Each skill a character has is linked to one of the attributes, Strength, Dexterity or Intelligence. Using one of these skills also practices the attribute it's linked to. Each use of a skill has to be recorded, after an adventure or if you choose, after a gaming session, you may throw 1D100 to see if you improve your skills and attributes. Below is a table showing how to gain in both:

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

Each percentage is rounded up.

Example: Leeloo has been working in the woods, gathering wood to cook on. She has used the skill Lumberjacking on 10 different occasions during the adventure she and her party were on. After the adventure she sits down and looks back on what she has learned. Her Lumberjacking skill at the start of the adventure was 25, so she gets 40% of her total skill uses in points, which equals 4 points. At the end of the adventure she has a Lumberjacking skill of 29. Also, her Strength before the adventure was 30, so she gets 10% of her total skill uses in Attribute points, which equals 1 point, so at the end of the adventure she has a total of 31 Strength.

Skill gain is calculated per skill, attribute gain is calculated over the uses of all the skills related to that attribute. So if in a single adventure a player uses four skills related to Intelligence, the combined uses of those four skills count when calculating the attribute gain.

For other ways of gaining attributes and skills, see the **Rewards** section.

## EQUIPMENT LIST

### Armour and Shields

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

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

#### Arms

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

#### Body

Armour Name	Weight	STR Req.	AR	GP
Bone Armour (Breast piece) (Irreparable)	3 Stones	40	30/13	---
Bustier, Leather* (Irreparable)	1 Stones	10	13/6	97
Bustier, Studded*	1 Stones	25	15/7	120
Chain mail Tunic	7 Stones	20	23/10	207
Female Armour, Leather* (Irreparable)	1 Stones	15	13/6	116
Female Armour, Plate* (-5 DEX)	4 Stones	45	30/13	245
Female Armour, Studded*	6 Stones	35	15/7	142
Leather Tunic (Irreparable)	7 Stones	15	13/6	101
Plate mail (Breast piece) (-5 DEX)	10 Stones	60	30/13	273
Ranger Armour (rare)	6 Stones	35	16/7	---
Ring mail Tunic	15 Stones	20	20/9	218
Studded Tunic	1 Stones	35	16/7	128

#### Hands

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

#### Head

Armour Name	Weight	STR Req.	AR	GP
Bassinet	5 Stones	10	18/3	127

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Bone Helm (Irreparable)	3 Stones	40	30/4	---
Chain mail Coif	7 Stones	20	23/3	130
Close Helm	5 Stones	40	30/4	145
Helmet	5 Stones	40	30/4	116
Leather Cap (Irreparable)	1 Stones	15	13/2	35
Norse Helm	5 Stones	40	30/4	---
Open Helm	5 Stones	40	30/4	---
Orc Helm (Irreparable)	5 Stones	0	20/3	---
Plate Helm (-1 DEX)	5 Stones	40	30/4	170

#### Legs/Feet

Armour Name	Weight	STR Req.	AR	GP
Bone Leg Plates (Irreparable)	3 Stones	40	30/4	---
Chain mail Leggings	7 Stones	20	23/3	166
Leather Leggings (Irreparable)	4 Stones	10	13/2	80
Leather Shorts (Irreparable)	3 Stones	10	13/2	86
Leather Skirt (Irreparable)	1 Stones	10	13/2	87
Plate mail Legs (-5 DEX)	7 Stones	60	30/4	218
Ranger Armour (rare)	4 Stones	35	16/2	---
Ring mail Leggings	15 Stones	20	20/3	147
Studded Leggings	3 Stones	35	16/2	103

#### Neck

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

#### Shields

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

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

**Weapons**

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

**Axes**

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill
Axe (2-H)	4 Stones	35	3d10+3 (6-33)	37	48	Swords
Battle Axe (2-H)	4 Stones	40	2d20 (2-40)	30	38	Swords
Double Axe (2-H)	8 Stones	45	1d30+4 (5-34)	37	32	Swords
Executioner's Axe (2-H)	8 Stones	35	3d10+3 (6-33)	37	38	Swords
Hatchet (2-H)	4 Stones	15	1d20 (1-20)	40	---	Swords
Large Battle Axe (2-H)	6 Stones	40	2d20 (2-40)	30	43	Swords
Pickaxe	11 Stones	25	1d15 (1-15)	35	32	Swords
Two-handed Axe (2-H)	8 Stones	35	2d20 (2-40)	30	42	Swords
War Axe	8 Stones	35	3d10+3 (6-30)	40	38	Mace

**Bows**

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill
Arrow	10 Stones per quill of 50	0	Weapon	---	3	Archery
Bolt		0	Weapon	---	6	Archery
Bow (2-H)	7 Stones	20	4d10 (4-40)	20	58	Archery
Crossbow (2-H)	7 Stones	30	5d8+3 (8-43)	18	60	Archery
Crossbow, Heavy (2-H)	9 Stones	40	5d10+6 (11-56)	10	116	Archery

**Knives & Daggers**

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

**Maces & Hammers**

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill
Club	9 Stones	10	4d6+2 (6-26)	40	27	Mace
Hammer Pick	9 Stones	35	3d10+3 (6-33)	30	31	Mace
Mace	14 Stones	20	5d6 (5-30)	30	38	Mace
Magic Wand	1 Stones	0	1d6+1 (2-7)	35	---	Mace
Maul	14 Stones	20	3d10+3 (6-33)	30	31	Mace
Smith's Hammer	8 Stones	30	3d6 (3-18)	30	36	Mace
War Hammer (2-H)	10 Stones	40	6d6 (6-36)	31	27	Mace
War Mace	17 Stones	30	6d6 (6-36)	32	37	Mace

**Pole Arms**

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill
Bardiche (2-H)	7 Stones	40	2d20+3 (5-43)	26	68	Swords
Halberd(2-H)	16 Stones	45	2d20+3 (5-43)	25	50	Swords

**Spears & Forks**

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Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill
Pitchfork (2-H)	10 Stones	15	4d4 (4-16)	45	25	Fencing
Short Spear (2-H)	4 Stones	15	2d12+4 (6-28)	50	32	Fencing
Spear (2-H)	7 Stones	30	2d20 (2-40)	46	38	Fencing
War Fork	9 Stones	35	3d10 (3-30)	45	---	Fencing

### Staves

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill
Black Staff (2-H)	6 Stones	35	5d6+3 (8-33)	35	27	Mace
Gnarled Staff (2-H)	3 Stones	20	5d6 (5-30)	33	24	Mace
Quarterstaff (2-H)	4 Stones	30	5d6 (5-30)	48	30	Mace
Shepherd's Crook (2-H)	2 Stones	10	3d4 (3-12)	30	33	Mace

### Swords

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill
Broad Sword	6 Stones	25	2d12+3 (5-27)	45	44	Swords
Cutlass	8 Stones	10	2d12+4 (6-28)	45	32	Swords
Katana	6 Stones	10	3d8+2 (5-26)	58	42	Swords
Kryss	1 Stones	10	1d20+8 (3-28)	53	42	Fencing
Long sword	7 Stones	25	3d10+3 (6-33)	35	60	Swords
Long Sword (thin)	1 Stones	25	2d10+3 (5-23)	35	33	Swords
Scimitar	5 Stones	10	2d12+2 (4-28)	43	43	Swords
Viking Sword	6 Stones	40	4d8+2 (6-34)	30	66	Swords

### Unarmed

Weapon Name	Weight	STR Req.	Damage	Speed	GP	Skill
Bare Fists	---	--	1d8 (1-8)	??	--	Wrestling

## Notes on armour and weapons

### *Hit location armour:*

Armour, besides shields, has two armour ratings, The one before the slash being the armour to the hit location it's on, the one after the slash being it's addition to the total body.

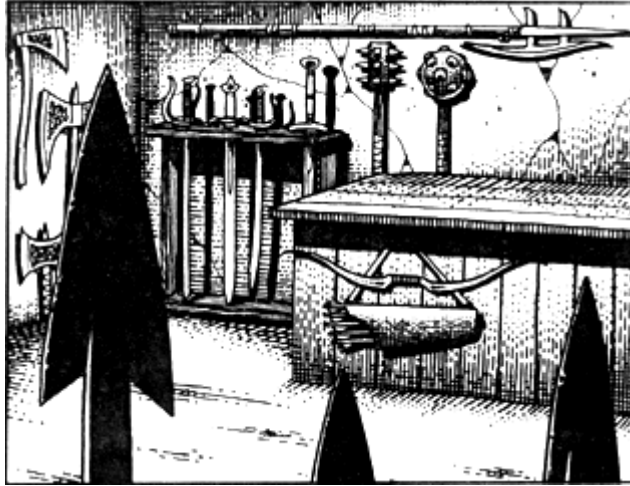
Now the question is obviously: when do I use my total armour and when do I use my hit location armour?

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

Type of attacks against which your total body's armour counts:

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

**Note:** Armour soaks ALL of it's value in hit points worth of damage



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

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

### *Weapon speeds*

Each weapon in the list above has a weapon speed. This indicates how "fast" a weapon can be wielded by a character. This is determined by how heavy the weapon is and how it is used. A Halberd has a way lower speed than a Kryss as it is: 1. Heavier, 2. Larger and 3. Swung in a large arch instead of slashed with in short arches.

What does weapon speed do? Well, it adds or subtracts (more likely) dice from your initiative rolls. This is done according to the following table:

<b>Weapon speed</b>	<b>Initiative die change</b>
00 – 15	-2
16 – 30	-1
31 – 45	-0
46 – 60	+1

Example: Hannibal is a fast fighter. He has a stamina of 60 and gets to throw 1D6 each time he enters combat unarmed. He recently bought a Halberd from a good friend and decides to test it out on an unsuspecting orc. They throw for initiative. Normally Hannibal would throw 1D6, but since he is now wielding a halberd which has a speed of 25 he has to change his initiative die -1. He now only gets to throw 1D8, as if he had a stamina of 36 – 45 because the weapon is slowing him down.

*Strength requirement*

Where does the strength requirement come in? Can't I wear a plate mail breastpiece at 10 strength? Of course you can, but if you intend to move around in it you may find yourself in a bit of a fix.

If you want to use anything which has a strength requirement higher than your current strength (not counting magical intervention) you can, but you suffer initiative penalties because you get slowed down while using the equipment.

How much is determined by the table below:

**Amount below STR Req. Initiative die change**

00 – 05	-1
06 – 10	-2
11 – 15	-3
16 – above	-4

Example: Richard III is a new recruit to the ranks of Hannibal's party. He has a Strength of 27 but he's dieing to try Hannibal's halberd out for size. He grabs it and finds it to be very heavy. He wanders into the woods and runs into a badly hurt orc, easy pickings so he attacks. Both parties throw their initiative dice. Richard III has a stamina of 75 so would throw 1D4 when unarmed. But now he's wielding a halberd which has a speed of 25 and adds a -1 to his initiative rolls. Oh, 1D6, shouldn't be too bad you think. But he's also 18 points below the Strength Requirement so he gets an additional -4 and is now stuck with 1D12 in initiative. He throws an 11 to make matters worse and the orc charges...



### Clothing and Apparel

The 'Return' number indicates the Ratio of materials (required to produce the item) to selling-price of the particular item. In other words, the investment return, or profit-potential, of the manufactured item. All prices listed are approximates--they are subject to change due to economic conditions, etc. When possible, the prices listed assume that there are 10 of the particular item in stock. Listed alphabetically, by the name of the item as it appears in-game.

Clothing/Apparel Name	"Buy" Price	"Sell" Price	Weight
Bandana	14 GP	6 GP	1 stones
Beads	31 GP	15 GP	1 stones
Bear Mask	--	--	4 stones
Body Sash	--	--	1 stones
Bonnet	26 GP	13 GP	1 stones
Boots	45 GP	22 GP	3 stones
Bracelet	31 GP	15 GP	1 stones
Cap	27 GP	13 GP	1 stones
Cloak	43 GP	21 GP	5 stones
Deer Mask	--	--	4 stones
Doublet	25 GP	12 GP	2 stones
Earrings	38 GP	19 GP	1 stones
Fancy Dress	25 GP	12 GP	3 stones
Fancy Shirt	55 GP	27 GP	2 stones
Feathered Hat	27 GP	13 GP	1 stones
Floppy Hat	25 GP	12 GP	1 stones
Full Apron	26 GP	13 GP	4 stones
Half Apron	26 GP	13 GP	2 stones
Jester Hat	31 GP	15 GP	1 stones
Jester Suit	51 GP	25 GP	4 stones
Kilt	31 GP	15 GP	2 stones
Long Pants (Fancy)	34 GP	17 GP	2 stones
Necklace (Long)	31 GP	15 GP	1 stones
Necklace (Round)	31 GP	15 GP	1 stones
Necklace (S-Shape)	38 GP	19 GP	1 stones
Orc Mask	--	--	4 stones
Plain Dress	56 GP	28 GP	2 stones
Ring	38 GP	19 GP	1 stones
Robe	68 GP	34 GP	3 stones
Sandals	24 GP	12 GP	1 stones
Shirt	37 GP	18 GP	2 stones
Shoes	27 GP	13 GP	2 stones
Short Pants	24 GP	12 GP	2 stones
Skirt	33 GP	16 GP	4 stones
Skullcap	12 GP	6 GP	1 stones
Straw Hat	25 GP	12 GP	1 stones
Straw Hat (Tall)	26 GP	13 GP	1 stones
Thigh Boots	56 GP	28 GP	4 stones
Tribal Mask	--	--	4 stones
Tricorn Hat	26 GP	13 GP	1 stones
Tunic	33 GP	16 GP	5 stones
Wide-Brim Hat	26 GP	13 GP	1 stones
Wizard's Hat	30 GP	15 GP	1 stones

### Food and Drink

Food/Drink Name	"Buy" Price	"Sell" Price	Weight
Apple	3 GP	1 GP	1 stones
Baked Pie	8 GP	4 GP	1 stones
Banana	2 GP	1 GP	1 stones
Bottle of Ale	8 GP	4 GP	1 stones
Bottle of Champagne (full)	--	--	1 stones
Bottle of Wine	8 GP	4 GP	1 stones
Bottle of Liquor	8 GP	4 GP	1 stones
Bottles of Wine (4)	--	--	4 stones
Bowl of Carrots	3 GP	1 GP	1 stones

Bowl of Corn	3 GP	1 GP	1 stones
Bowl of Flour	8 GP	4 GP	4 stones
Bowl of Lettuce	3 GP	1 GP	1 stones
Bowl of Peas	3 GP	1 GP	1 stones
Bowl of Potatoes	3 GP	1 GP	1 stones
Bowl of Stew	3 GP	1 GP	1 stones
Bread Loaf	7 GP	3 GP	1 stones
Cake	11 GP	5 GP	1 stones
Cantaloupe	7 GP	3 GP	1 stones
Carrot	3 GP	1 GP	1 stones
Chicken leg	6 GP	3 GP	1 stones
Cooked Bird	3-24 GP	1-12 GP	1 stones
Cooked Ribs	12-90 GP	6-45 GP	1 stones
Cut of Raw Ribs	8 GP	4 GP	1 stones
Ear of Corn	3 GP	1 GP	1 stones
Eggs	3 GP	1 GP	1 stones
Fish	2 GP	1 GP	1 stones
Fish Steak (Cooked)	--	--	1/10 stones
Fish Steak (Raw)	3 GP	1 GP	1/10 stones
French Bread	6 GP	3 GP	2 stones
Fruit Basket	--	--	5 stones
Grape Bunch	3 GP	1 GP	1 stones
Gourd (brown or green)	3 GP	1 GP	1 stones
Ham	24 GP	12 GP	1 stones
Head of Cabbage	6 GP	3 GP	1 stones
Head of Lettuce	6 GP	3 GP	1 stones
Honeydew Melon	8 GP	4 GP	1 stones
Jar of Honey	3 GP	1 GP	2 stones
Jug of Cider	15 GP	7 GP	11 stones
Leg of Lamb (Cooked)	--	--	2 stones
Leg of Lamb (Raw)	9 GP	4 GP	2 stones
Lemon	3 GP	1 GP	1 stones
Lime	3 GP	1 GP	1 stones
Milk	8 GP	4 GP	2 stones
Muffin	3 GP	1 GP	1 stones
Onion	3 GP	1 GP	1 stones
Pan of Cookies	3 GP	1 GP	1 stones
Peach	3 GP	1 GP	1 stones
Pear	3 GP	1 GP	1 stones
Pitcher of Ale	13 GP	6 GP	2 stones
Pitcher of Cider	13 GP	6 GP	2 stones
Pitcher of Liquor	13 GP	6 GP	2 stones
Pitcher of Water	13 GP	6 GP	2 stones
Pitcher of Wine	13 GP	6 GP	2 stones
Pizza	9 GP	4 GP	1 stones
Pumpkin	13 GP	6 GP	1 stones
Raw Bird	3 GP	1 GP	1 stones
Raw Chicken Leg	2 GP	1 GP	1 stones
Roast Pig	128 GP	64 GP	45 stones
Sack of Flour	3 GP	1 GP	5 stones
Sausages	20 GP	10 GP	1 stones
Sheaf of Hay	2 GP	1 GP	10 stones
Sheaf of Wheat	?? GP	?? GP	10 stones
Slice of Bacon	3 GP	1 GP	1 stones
Small Fish	7 GP	3 GP	5 stones
Squash	3 GP	1 GP	1 stones
Tomato Soup	3 GP	1 GP	1 stones
Turnip	7 GP	3 GP	1 stones
Wheel of Cheese	25 GP	12 GP	1/10 stones
Watermelon	8 GP	4 GP	5 stones

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**Crafts, Tools and Components**

The 'Return' number indicates the Ratio of materials (required to produce the item) to selling-price of the particular item. In other words, the investment return, or profit-potential, of the manufactured item. All prices listed are approximates—they are subject to change due to economic conditions, etc. When possible, the prices listed assume that there are 10 of the particular item in stock (with the exception of reagents). Listed alphabetically, by the name of the item as it appears in-game.

Craft / Component Name	"Buy" Price	"Sell" Price	Weight
Axle	2 GP	1 GP	1 stone
Axle with Gears	3 GP	1 GP	1 stone
Bale of Cotton	122 GP	61 GP	4 stones
Ball of Yarn	21 GP	10 GP	1 stone
Bandages	6 GP	3 GP	1 stone
Barrel Hoops	--	--	5 stones
Barrel Lid	--	--	2 stones
Barrel Staves	--	--	1 stone
Barrel Tap	--	--	1 stone
Black Pearl	5/6 GP	2 GP	1/10 stones
Blood Moss	6 GP	3 GP	1/10 stones
Board	3 GP	1 GP	1 stone
Bolt of Cloth	120 GP	60 GP	5 stones
Butcher Knife	25 GP	12 GP	1 stone
Candelabra	--	--	3 stones
Cleaver	25 GP	12 GP	1 stone
Clock	24 GP	12 GP	2 stones
Clock Frame	--	--	2 stones
Clock Parts	3 GP	1 GP	1 stone
Cut-up Leather	7 GP	3 GP	1 stone
Dead Wood (Reagent ?)	2 GP	1 GP	1 stone
Dovetail Saw	14 GP	7 GP	1 stone
Draw Knife	12 GP	6 GP	1 stone
Dyes	8 GP	4 GP	3 stones
Dying Tub	9 GP	4 GP	10 stones
Feather	2 GP	1 GP	1/10 stones
Flax Bundle	122 GP	61 GP	1 stone
Folded Cloth	3 GP	1 GP	1 stone
Froe	12 GP	6 GP	1 stone
Garlic	3 GP	1 GP	1/10 stones
Gears	2 GP	1 GP	1 stone
Ginseng	3 GP	1 GP	1/10 stones
Globe	--	--	4 stones
Hatchet	--	--	4 stones
Hammer	28 GP	14 GP	2 stones
Heating Stand	2 GP	1 GP	1 stone
Hide	3 GP	1 GP	5 stones
Hinge	2 GP	1 GP	1 stone
In shave	12 GP	6 GP	1 stone
Iron Ingot	9 GP	4 GP	1/10 stones
Iron Key	9 GP	4 GP	1 stone
Jointing Plane	13 GP	6 GP	1 stone
Keg, Open	--	--	15 stones
Key Ring	9 GP	4 GP	1 stone
Lantern	7 GP	3 GP	2 stones
Leather Strips	--	--	1 stones
Log	--	1 GP	2 stones
Lock pick	12 GP	7 GP	1 stone
Lock picks (set)	18 GP	9 GP	1/7 stones
Mandrake Root	3 GP	1 GP	1/10 stones
Mortar & Pestle	9 GP	4 GP	1 stones
Molding Planes	13 GP	6 GP	2 stones
Nails	3 GP	1 GP	2 stones
Nightshade	3 GP	1 GP	1/10 stones
Ore (Small Pile)	--	--	2 stones
Ore (Medium Pile)	--	--	7 stones
Ore (Large Pile)	--	--	12 stones

Pickaxe	34 GP	17 GP	11 stones
Pile of Wool (white, sheared off living sheep)	74 GP	37 GP	4 stones
Pile of Wool (grey, carved off dead sheep)	--	--	2 stones
Potion Keg	--	--	20 stones when empty
Potion (Purple)	24 GP	12 GP	1 stone
Potion (Red)	15 GP	7 GP	1 stone
Potion (Other)	18 GP	9 GP	1 stone
Recall Rune	18 GP	9 GP	1 stone
Rune Book	?	?	0 stones
Saw	18 GP	9 GP	2 stones
Scales	--	--	4 stones
Scissors	13 GP	6 GP	1 stone
Scorp	12 GP	6 GP	1 stone
Scroll (blank)	12 GP	6 GP	1 stone
Scroll (First Circle)	12 GP	6 GP	1 stone
Scroll (Second Circle)	22 GP	11 GP	1 stone
Scroll (Third Circle)	32 GP	16 GP	1 stone
Scroll (Fourth Circle)	42 GP	21 GP	1 stone
Scroll (Fifth Circle)	52 GP	26 GP	1 stone
Scroll (Sixth Circle)	62 GP	31 GP	1 stone
Scroll (Seventh Circle)	72 GP	36 GP	1 stone
Scroll (Eighth Circle)	82 GP	41 GP	1 stone
Sewing Kit	3 GP	1 GP	2 stones
Sextant	15 GP	7 GP	2 stones
Sextant Parts	6 GP	3 GP	2 stones
Shaft	3 GP	1 GP	1/10 stones
Shovel	14 GP	7 GP	5 stones
Skinning Knife	26 GP	13 GP	1 stone
Sledge Hammer	32 GP	16 GP	9 stones
Smith's Hammer	30 GP	15 GP	8 stones
Smoothing Plane	12 GP	6 GP	1 stone
Spell book, Empty	22 GP	11 GP	0 stones
Spider's Silk	3 GP	1 GP	1/10 stones
Spool of Thread	21 GP	10 GP	1 stone
Springs	3 GP	1 GP	1 stone
Spyglass	2 GP	1 GP	3 stones
Sulphurous Ash	3 GP	1 GP	1/10 stones
Tinker's Tools	8 GP	4 GP	1 stone
Tongs	16 GP	8 GP	2 stones
Tool Kit (Tinker's Tools)	--	1 GP	1 stone
Wooden Box	14 GP	7 GP	4 stones
Wooden Chest	30 GP	15 GP	4 stones

**Provisions**

Provision Name	"Buy" Price	"Sell" Price	Weight
Amethyst (gem)	120 GP	60 GP	1 stone
Backgammon Game	2 GP	1 GP	5 stones
Backpack	18 GP	9 GP	3 stones
Bag	7 GP	3 GP	2 stones
Bedroll	6 GP	--	5 stones
Book (brown)	18 GP	9 GP	2 stones
Book (green/beige)	18 GP	9 GP	2 stones
Book (purple)	18 GP	9 GP	2 stones
Candle	6 GP	3 GP	2 stones
Checker Board	2 GP	1 GP	5 stones
Chessboard	1 GP	0 GP	5 stones
Citrine (gem)	60 GP	30 GP	1 stone
Copper Key	2 GP	1 GP	1 stone
Diamond (gem)	240 GP	120 GP	1 stone
Dice and Cup	2 GP	1 GP	1 stone
Drum	25 GP	12 GP	3 stones
Fishing Pole	15 GP	7 GP	8 stones

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Fur	2 GP	1 GP	10 stones	Pen and Ink	6 GP	3 GP	? stones
Emerald (gem)	120 GP	60 GP	1 stone	Pewter Bowl	2 GP	1 GP	1 stone
Empty Bottle	6 GP	3 GP	1 stone	Piece of Amber (gem)	60 GP	30 GP	1 stone
Gold Key	9 GP	4 GP	1 stone	Pitcher (empty)	8 GP	4 GP	2 stones
Hair Dye	60 GP	30 GP	1 stone	Pouch	7 GP	3 GP	1 stone
Kindling	2 GP	1 GP	1 stone	Ruby (gem)	90 GP	45 GP	1 stone
Lap Harp	25 GP	12 GP	10 stones	Rusty Iron Key	9 GP	4 GP	1 stone
Lute	24 GP	12 GP	5 stones	Sapphire (gem)	120 GP	60 GP	1 stone
Map (blank)	3 GP	1 GP	1 stone	Star Sapphire	150 GP	75 GP	1 stone
Map of (Town)	9 GP	4 GP	1 stone	Tambourine	24 GP	12 GP	1 stone
Map of (Region)	15 GP	7 GP	1 stone	Torch	7 GP	3 GP	1 stone
Map of the World	75 GP	37 GP	1 stone	Tourmaline (gem)	90 GP	45 GP	1 stone
Oil Flask	9 GP	4 GP	1 stone				

## COMBAT

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

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

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

In game terms this gives us the following five steps:

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

Each step is worked out in detail below.

### Determining Initiative

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

Stamina value	Initiative die (when unarmed)
01 - 30	1D12
31 - 35	1D10
36 - 45	1D8
46 - 60	1D6
61 - 80	1D4
81 - 95	1D3

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96 - 100

1D2

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

Example: Peter has a Stamina of 47, he has 1D6 as an initiative die. Peter is fighting Sara, and Peter throws his die, he rolls a 3. This means he can take up an action on 3. Sara, who has a stamina of 34, has 1D10 and has thrown a 2. She's first, even though she's normally slower. Sara attacks Peter on action 2, then throws her die again and rolls an 8, which means she won't have another go at Peter till action 10. In the meantime Peter strikes back at Sara on action 3, misses and throws his die again, rolls a 5. This means he can attack Sara again on action 8, even before Sara gets to have another go.

Your initiative may suffer penalties from using "slow" weapons or when using weapons or armour which exceed your Strength. For details on this, check the weapon and armour section further.

### **Determining hit probability**

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



#### **Attacking**

When you want to attack an opponent, you use your combat skill to determine if you succeed or not. The opponent uses his combat skill or his parrying skill to block your attacks.

You throw a skill test with the combat skill applicable to the weapon you're holding. If your test succeeds, you need to remember your margin of success. If the opponent, in his last action, chose to defend himself (defensive action) then he throws his parrying test, otherwise he throws a combat skill test, but against half his normal level. He then also must remember his margin of success, given that he succeeds.

There are several possible outcomes:

- The attacker's test succeeded and the defender's didn't. In this case the defender is hit, and the attacker throws the dice for hit locations and weapon damage.

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- The attacker's test and the defender's test succeeded. In this case you need to check which one has the highest margin of success. If the attacker's margin of success is larger, the defender is hit, if the defender's margin is larger he successfully blocks the attacker.
- The attacker's test failed. You missed, what more do you need to know?

### Defending

On your action you can choose to defend yourself against coming attacks. If you do, up to your next turn you use your parrying skill to block any attacks, rather than half your combat skill. At the beginning of your next action you lose this bonus, except if you choose to defend again.

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

### Determining Hit locations

After an attack succeeds, in regular melee or ranged combat, you (the attacker) determines where you hit your opponent. This is done by throwing 1D100.

Armour has two armour values: the armour to one hit location, and the armour to the entire body. To determine what hit location you hit when striking at an opponent, you throw 1D100 and check the following table to see which area of the body is hit.

Hit locations	Roll
Head	01 - 14
Neck	15 - 21
Body	22 - 65
Arms	66 - 79
Hands	80 - 86
Legs/Feet	87 - 100

After this is determined, the defender then checks his/her armour rating for that particular section of the body to determine how much damage he can take. If the attack is aimed at the entire body, the defender uses hit total armour rating to defend against the attack.

### Determining damage

Damage depends on the damage dice for the weapon the attacker is holding and on the armour the defender is wearing.

The attacker throws his damage dice, the armour level of the defender is then subtracted from the total damage. What remains is subtracted from the defender's hit points.

Example: Shia is being attacked by a warrior in a tavern. She won a bet and he didn't like her doing that. They both throw initiative and the warrior is first, he hits Shia, throws for hit location and throws 13, head. Shia is wearing a leather cap which gives her an armour rating of 13 in the head region and adds 2 to her total armour (rating 13/2) The warrior is using his bare hands and throws 1D8 for damage. He throws a 6. All this damage is absorbed by the leather cap. Being the smart woman she is, Shia first draws her broadsword and thrusts it in between the warriors ribs, ending the fight.



**Determining next initiative**

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

Example: on your first initiative roll on 1D6 you rolled a 4. You take your action on number 4, then roll again and throw a 3. Adding both together, your next action will be on 7. After taking this action combat still isn't over so you throw again and throw a 1. Your next action is on 8. These steps are repeated until combat is over.



## MAGIC

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

The ether of magic is a strong force which permeates the universe. In his travels through Pagan the Avatar became the titan of ether, thus binding to him this elemental force along with the constraints it had known for centuries: The Eight Circles of Magic. Through the undoing of the Avatar in this world, the eight circles were unmade and magic became without form; incoherent and “wild”.

A new type of mage was required to harness this formless, wild force; the wild mage.

### The mage houses



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

#### *Traditional mages*

The house of Nystul, named after the former court mage to Lord British holds the few remaining traditional mages. They cast their spells in ways forgotten by the wild mages, using spell books, scrolls and runes. A few but exist, no one knows exactly where they have their house. Rumour has it the house is hidden in the dungeons of old Castle British.

#### *Wild Mages*

The wild mages, united only through their name, are the most common form of magic users on the face of Britannia. They have mastered the art of forming the ethereal forces to their will through the use of the ancient magical syllables or “Words of Power”.

Wild mages train and practice from childhood, or as soon as they are discovered. Since they function as focal points for the magical ether, an experienced mage can detect a potential magic user by the ethereal energies focused around him, his manaflow, through ritual sorcery.

After an older mage decides to mentor a young mage, they often train secluded from the rest of the world. There are however gatherings of mages all over the world. The largest are on New Moonglow and in the rebuilt city of Spirituality; Skara Brae.

### Types of magic

There are two ways in which a mage wields his powers. The first and most common is Ethereal Speak. The second is Ritual Sorcery.

## Ethereal Speak

A trained mage can wield the forces of ether by simply speaking his mind. Well, it is not that simple. The ether is one, but has many aspects. As an example the four elemental energies are expressions of the one ether and water the most elusive of these. To control different aspects of the one ether a mage has to speak Words of Power. Each word controls a different aspect of ether, each combination of two or more Words creates a magical spell.

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

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

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

Traditional mages had a set number of spells, written down on scrolls and in spell books. Within the eight circles of magic there were often eight spells, which a mage could choose from. These spells varied over time though. Yet, one rule was fixed: The higher the circle, the harder the spells within. The few remaining mages in the House of Nystul can still cast their spells. But the changes in the ether have asked a heavy toll on their ability to control the forces they wish to focus, indeed the reason for the wild mage victory on Moonglow.

### *Casting spells*



As a wild mage, you can cast spells by combining two or more Words of Power to form Ethereal Speak. A single word has no power, but the right combination of words can cause great destruction, or great benefit, whatever you wish.

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

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

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

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You know some other words too, namely Rel, Wis and Des. You could make a sentence with these words: “Rel Wis Zu”. This would translate to: change know sleep.

**Game master note:** This kind of magic asks a lot from a Game master’s ability to judge whether or not a spell would do anything. One Game master might say yes, another no. Magic is a business completely of GM’s discretion, so handle with care!

### *Word of Power levels*

The circles of magic haven’t completely disappeared from the ether. For that it has been too short a time since the Avatar departed. Each word can be attributed a value at character creation from 1 to 8 (no more than 4 at character creation). The higher the value, the bigger/more powerful the effect.

Example: You wish to light several things in a room, you lit the candle before using your “In Flam” incantation. Making a small flame might mean using “In” at level 1 and “Flam” at level 1. But you have a fireplace too, and you want it lit. This might require some more power, “In” at level 2 and “Flam” at level 3.

This is also mostly a matter of GM’s discretion, there is one exception concerning healing and damaging.

### *Magical Healing and Damaging*

A thing very valuable in any role playing game is the ability for a mage to heal his comrades and wound his enemies. The freedom players have to create their own spells is great, for the effect on gameplay can be very beneficial to a campaign, or just downright funny. To calculate damage or curative properties of a spell stick to this:

Each Word of Power’s level or circle can also be represented by a dice value (named circle dice). Add the dice values for each word of power used and throw them to calculate the damage or healing of a spell using this table:

<b>Word of Power level</b>	<b>Attributed Circle Dice Value</b>
1	1D4
2	2D4
3	3D4
4	2D6
5	3D6
6	4D6
7	3D8
8	4D8

Example: Rincewind has learned a spell from a traditional mage, namely “Corp Por”, an energy bolt which sprouts from his hands. He knows the Words of Power for this spell, “Corp” at level 3 and “Por” at level 7. He casts the spell at his friend Clothahump (just for fun), it succeeds so he gets to throw his damage dice. He adds the values for the Words of Power he used,  $1 \times 3 = 3D4 + 1 \times 7 = 3D8$ . He throws 3D4 and 3D8, and comes to a total added score of 27. His spell does 27 points of damage to Clothahump. Since he has no Resist Magic skill and he has no wish throwing his dice since Rincewind will no doubt heal him, no points are subtracted from the damage.

**Note:** with time related spells these dice are used to determine the length of time (in minutes) the spell lasts, with space related spells it determines range in feet, with summon spells the size of the creature in inches, etc.

Also, for spells which temporarily increase an attribute: Add the values for the words of power. This is the time in rounds the spell is in effect, and the change to the chosen attribute in points.

Example: Mandragon casts a spell to enhance his Strength. He uses one level 4 Word and two level 2 words. Together the value is 8. His spell lasts 8 rounds and raises his STR by 8 for that time.

To cast a spell, a mage must use the ethereal energies stored in his body, also known as mana. The cost of each spell is determined by the same method as damage is determined, only the throw is halved and rounded up. Thus a "damage roll" is always made in order to determine mana loss even when casting non-damaging spells.

Example: Rincewind cast his Energy bolt for a total damage of 27. This throw is also the cost of his spell when halved and rounded up. So, the cost of this spell would be 27 divided by 2 = 13,5 rounded up makes 14 manapoints.

### *Magical Combat*

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

- **Determine initiative;** you determine initiative as per said rules above.
- **Determine and throw magery skill dice;** The Words of Power are chosen and a skill test is required to see if the spell works.
- **Determine hit location;** This does not apply to spellcasting. All offensive/defensive/healing/poisoning/etc. spells cast on a living target are cast against the whole target.
- **Determine damage;** Throw dice as stated under “magical healing and damaging”, subtract target’s resist magic skill level if applicable (see skills). Calculate mana loss.
- **Determine next initiative;** determine next initiative as per said rules above.

### *Regaining mana*

Mages burn mana to cast their spells. A battle can take a lot out of a mage. Resting or meditation are the only ways to regain mana.

Resting normally will refill your mana at a rate of 1 point per minute. Using meditation skill (see skills above) raises your manaflow with half the skill’s value, rounded up (if successful).

### *Role playing magical combat and meditation*

Only one tip here: Use words. Chant the Words of Power when charging into battle, scream your spells at your enemies and laugh hysterically when burning someone’s tower to a crisp.

The same goes for meditation. An average meditation session takes about half an hour, play this out. How would your character get in touch with the magical ether to focus its energies into his body? Would he draw mystical circles on the ground and dance around in them, singing to the gods

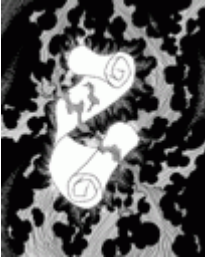
of nature? Would he pray to the virtues, chanting ancient mantras? Or would he just silently think about his victory while sitting in a lotus position chewing on some spitting tobacco?

Use your imagination. Again, this is a ROLEplaying game, so why not get into character?

### **Ritual Sorcery**

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

#### *Binding*



This ritual is used by traditional mages in order to bind spells into their spell book. Casting from scrolls costs not only a scroll, but also reagents. Casting from a book costs only mana. This ritual involves finding a Binding Circle, lay the scroll with the spell inscribes on it, along with the needed reagents, inside the Circle and then speak the Words of Power belonging to that spell. Of course you'll need a spell book to contain your spells once bound. Lose the book and well, lose your spellcasting ability.

#### *Sanctify*



A ritual used to cleanse the eternal shrines of Virtue. This ritual was performed by placing the appropriate town Sigil and symbol of virtue upon the shrine. Then the mantra belonging to that virtue needed to be spoken. These mantras have been lost to the wild mages, only the traditional mages hold this secret. It is rumoured that, if a mage is "spoken to" by a shrine and he performs the sanctify ritual great power is imparted on him upon succeeding, but who knows?

#### *Return*



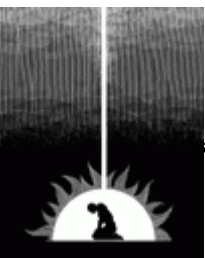
This ritual is used to travel from one Moongate Circle to any of the seven other placed all over the world. One for each of the eight major townships of Virtue. To do this an Orb of the Moons is needed. This needs to be placed inside the Circle. Then the mantra belonging to the circle of destination must be spoken and a gate will open, taking you to the place of your choosing.

#### *Spirit Speak*



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

#### *Reunite body and spirit*



This ritual has been altered through the changing in the magical ether. After death, a spirit lingers at the site of it's death for a limited amount of time (days equal to

the spirit's intelligence rating). Within this time the spirit can be recalled into his body. This is done by finding a Book of Truth, Candle of Love and Bell of Courage, placing them inside the immortal realm upon the Shrine of Life. Speaking then the name of the spirit, its true name, will return the spirit to its body **WHEREEVER THE BODY MAY BE!!!**

### *Summon Pyros*



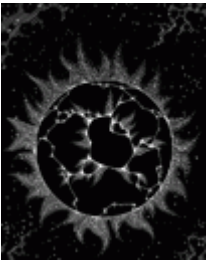
This ritual summons the pagan titan of fire, Pyros inside a demonic circle to grant the summoner one wish within his power. The needed elements for this ritual are lost in time and space, as it is Pagan where this creature of darkness hails from...

### *Barrier of Life*



This ritual was one of the elements which changed the ether of Britannia forever. When all the Runes of Virtue are placed upon their rightful shrine and when each of the mantras are spoken by eight spellcasters at the same time, a target of their choosing is encircled by a ring of protection which can withstand even the Ritual of Armageddon. The protective circle which is created can't be broken, can't be moved and exists until its casters either die or choose it to disappear.

### *Armageddon*



One of the most terrible rituals in the history of Britannia. It is said that this spell destroyed the Guardian and released the Avatar into Ascension. How it is cast might only be known to Lady Raven of Buccaneers' den, since she was the last to see the Avatar before his final confrontation with the Guardian.

## **Becoming a (better) mage**

Starting out as a mage in training, you should have no problem improving your talents. When using skills related to Intelligence, in time you may increase your ability rating. With each point of Intelligence you gain, you also gain 1 point to raise the Words of Power. This way you may learn new abilities.

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

### *Learning Magery*

If you started out as something else than a mage and want to learn to cast spells, you will need to train with a spellcaster. Training the magery skill is what you need to do. As soon as your magery skill is raised above 10 you are experienced enough to start memorising Words of Power. At this point you may (after study with an experienced mage) divide points among your Words of Power

list the same way as you would when creating a character (with the same limit on the level of the words, no more than 4).

For other ways to raise attributes or skills, see the **Rewards** section.

## Potions and Reagents



In the times of the old ether, reagents were needed for the mages to cast or bind their spells. The House of Nystul still practices this method, which is very costly and requires a great deal of practice. These days, alchemists and Wild mages use reagents for the purpose of creating magical potions.

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

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

### *Bat Wings (rare)*



*Origin:*  
Pagan

*Alchemical Uses:*  
Life, Creature

### *Blackmoor (rare)*



*Origin:*  
Pagan

*Alchemical Uses:*  
Power

### *Black Pearl (common)*



*Origin:*  
Britannia & Serpent's Isle

*Alchemical Uses:*  
Projection

### *Blackrock (rare)*



*Origin:*

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Britannia

*Alchemical Uses:*

Blackrock does not have any known alchemical uses.

*Note:*

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

*Blood Moss (common)*



*Origin:*

Britannia & Serpent's Isle

*Alchemical Uses:*

Movement

*Blood Spawn (rare)*



*Origin:*

Serpent's Isle

*Alchemical Uses:*

Increases the power of offensive spells

*Bone (rare)*



*Origin:*

Pagan

*Alchemical Uses:*

Summoning, Communication

*Brimstone (rare)*



*Origin:*

Pagan

*Alchemical Uses:*

Power

*Daemon Bone (rare)*



*Origin:*

Pagan

*Alchemical Uses:*

Summoning/Binding

*Wood (rare)*

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*Origin:*  
Pagan

*Alchemical Uses:*  
Preservation, Binding

---

*Dragon's Blood (rare)*



*Origin:*  
Pagan

*Alchemical Uses:*  
Great Power

---

*Executioner's Hood (rare)*



*Origin:*  
Pagan

*Alchemical Uses:*  
Death

---

*Eye of Newt (rare)*



*Origin:*  
Pagan

*Alchemical Uses:*  
Sight, Knowledge

---

*Dirt (rare)*



*Origin:*  
Pagan

*Alchemical Uses:*  
Protection

---

*Garlic (common)*



*Origin:*  
Britannia & Serpent's Isle

*Alchemical Uses:*  
Warding, Curing

---

*Ginseng (common)*



*Origin:*  
Britannia & Serpent's Isle

*Alchemical Uses:*  
Healing

---

*Mandrake Root (common)*



*Origin:*  
Britannia & Serpent's Isle

*Alchemical Uses:*  
Power

---

*Nightshade (common)*



*Origin:*  
Britannia & Serpent's Isle

*Alchemical Uses:*  
Poison, Illusion

---

*Obsidian (rare)*



*Origin:*  
Pagan

*Alchemical Uses:*  
Duration

---

*Pig Iron (rare)*



*Origin:*  
Pagan

*Alchemical Uses:*  
Protection

---

*Pumice (rare)*



*Origin:*  
Pagan

**Alchemical Uses:**

Distance

---

*Serpent's Scale I (rare)***Origin:**

Serpent's Isle

**Alchemical Uses:**

Serpents, Order/Chaos

---

*Serpent Scale II (rare)***Origin:**

Pagan

**Alchemical Uses:**

Destruction/Separation

---

*Spider's Silk (common)***Origin:**

Britannia &amp; Serpent's Isle

**Alchemical Uses:**

Binding

---

*Sulphurous Ash (common)***Origin:**

Britannia &amp; Serpent's Isle

**Alchemical Uses:**

Energy, Light, Fire

---

*Vial of Blood (rare)***Origin:**

Pagan

**Alchemical Uses:**

Summoning, Communication

---

*Volcanic Ash (rare)*



*Origin:*  
Pagan

*Alchemical Uses:*  
Fire, Flame

---

*Worm's Heart (rare)*

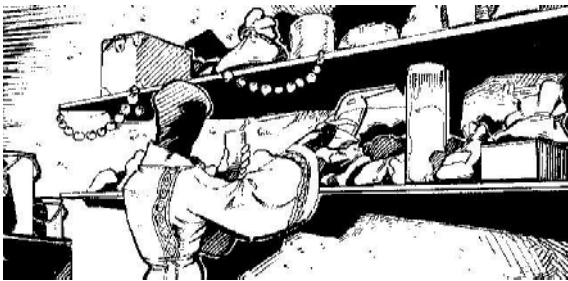


*Origin:*  
Serpent's Isle

*Alchemical Uses:*  
Cold, Order/Chaos

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## The Making of Potions and their Effects



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

*-Mage Altomar*

The process of making potions is defined by the following set of rules:

- Every potion has a skill requirement, which must be met before the Alchemist is allowed to try to make it.
- The skill requirement of a potion is determined by the *number* of reagents, which the potion is made from. 1 reagent = 10 points of skill is required. It does not matter what kind of reagents are used or if all reagents used are of the same kind or of different kinds

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

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

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

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

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

The effects of potions are defined by the following set of rules:

- 1 reagent = 1d4 of damage/healing, duration etc...)

E.g. An explosive potion made from 4 Sulphurous Ash will do 4d4 points of damage. A healing potion made from 2 Ginseng Roots will heal 2d4 points of damage and a strength potion made from 6 Mandrake Roots will grant 6d4 points of strength for 6d4 actions. The number of dice used to determine the effect (e.g. increased strength) will always be the same number of dice used to determine the duration of the effect, unless the effect is permanent of course.

- All effects, which do not exceed the nature of the target, are permanent.
- All effects, which exceed the nature of the target, are temporary.

E.g. Tim has a strength of 60 meaning he has 60 hit points. Tim is damaged 10 hit points by a Brute leaving Tim with 50 hit points. Tim now drinks a healing potion made from 10 Ginseng Roots. This grants Tim 10d4 hit points. Tim rolls the dice and comes out with 30 meaning, that the potion will give him 30 hit points. This suddenly leaves Tim with 80 hit points, which is 20 hit points above his normal limit of 60 hit points. Now according to his nature Tim has a strength of 60 and thus 60 hit points, therefore the first 10 hit points healing him from 50 to 60 are permanent. Yet, the next 20 hit points raising him from 60 to 80 hit points are temporary, since they exceed his natural maximum of 60 hit points; therefore the extra 20 "supernatural" hit points will only stay with Tim 10d4 actions or until taken away from him due to damage.

*NOTE: Damage caused by potions is normally permanent and will not wear off on its own*

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

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

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

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

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

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

E.g. Abus wants to make a "Curing Light" potion from Sulphurous Ash (Energy, Light, Fire) and Garlic. He has an Alchemy skill of 67 meaning, that he can use max 6 reagents for one such potion. Abus chooses to use 1 Sulphurous Ash and 5 Garlic. This means, that the light effect will be rather small, while the cure effect will be quite powerful. When the potion is used the light will be able to spread 1d4 meters and but those touched by the light will be affected by a strength 5 cure effect.

- Only the imagination of the Alchemist and the general description of the reagents limit the possibilities of Alchemy

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

- A target can only be under the effect of one potion, *of the same kind*, at the time
- Thus the effects of potions are *not* accumulative

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

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

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

*NOTE: Since potion effects are not accumulative you cannot "replace" one potion effect with another. E.g. Shadow Dancer is poisoned by a dagger treated with a poison made from 1 Nightshade. Moments later he is wounded with another poisoned dagger treated with a poison made from 5 Nightshade. Since the poison made from 1 Nightshade has not yet worn off the poison made from 5 Nightshade will have no effect. The 5 Nightshade poison does *not* replace the 1 Nightshade poison. One cannot be re-poisoned until the first poison has been cured or has worn off.*

- An Alchemical effect can only be negated by an equally strong or stronger Alchemical effect

This means for example, that a poison made from 8 Nightshade will be instantly cured as soon as the poisoned person drinks a cure potion made from e.g. 8-10 Garlic. All cure potions made from less than 8 cure reagents (e.g. Garlic) will have no effect at all on the poison made from 8


Nightshade. Quantity can *not* rival Quality. E.g. 8 cure potions made from 1 Garlic each will have no effect on 1 poison made from 8 Nightshade.


Using Potions:


- It takes an entire action to use a potion, meaning, that only one potion can be used per action taken
- The Archery Skill is used to determine if one is successful or not when one tries to throw a potion at someone (e.g. an explosion potion)


Popular Potions in Present Britannia:


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

 Agility		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>
Blood Moss	+1d4 Dexterity per reagent used in the creation of the potion	User


 Cure		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>
Garlic	Cures poison instantly if strong enough	User

 Explosion		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>
Sulphurous Ash	1d4 damage per reagent used dealt to all within the range of the explosion	1d4 meters per reagent used reagent used in the creation of the potion

 Heal		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>
Ginseng	Grants 1d4 hit points per reagent used reagent used in the creation of the potion	User

 Nightsight		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>
Spider's Silk	Binds light to the users	User only

	eyes so that he/she may see in the dark for 1d4 actions	
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 Poison		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>
Nightshade	Deals 1d4 points of damage every round for 1d4 actions per reagent used in the creation of the potion. E.g. 4 reagents used = 4d4 damage for 4d4 actions	User or the one poisoned e.g. by a weapon

*Examples of different kinds of poisoning:*


*Drinking/eating poison or otherwise poisoned:*


In action 1 Romeo drinks a vial of poison made from 8 Nightshade. 8d4 are rolled to find out the duration of the poison and come out with the number 10. The poison will work for 10 actions. Now Romeo's initiative may say, that he will first be able to act again in action 4, but the poison will damage him 8d4 in action 1 (the action in which he drank it), 2,3,4,5,6,7,8,9 and 10 unless it is cured. After action 10 it will wear off. During the 10 actions of poison damage, Romeo cannot be re-poisoned.

*Poisoned by a weapon:*

In action 1 Laertes is cut with a poisoned foil by Hamlet. The poison was made from 4 Nightshade. 4d4 are thus rolled to find out the duration of the poison and come out with the number 7. This number is then *divided by 2* and *rounded down* leaving us with the number 3. The poison will thus work for 3 actions. It may be, that Laerte's initiative roll tells us, that he will first be able to act again I action 5, but the poison will damage him 4d4 in action 1 (the action in which he was poisoned), 2 and 3 perhaps never allowing him to take action again... During action 1,2 and 3 Laertes cannot be re-poisoned. In action 4 the poison has worn off and Laertes can again be poisoned.

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

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

 Strength		
<i>Reagent:</i>	<i>Effect:</i>	<i>Area of Effect:</i>



Mandrake Root	Grants 1d4 points of strength per reagent used reagent used in the creation of the potion	User
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## REWARDS

Now we're getting to the part any true adventurer has been waiting for: The part where I tell you what's in it for you...

As an adventurer in the world of Britannia, you are a warrior on the side of Virtue. It is your duty or quest to defend Virtue in an attempt to maybe one day reach Avatarian status as a Champion of Virtue. Not that you would WANT that title, since Humility is a Virtue. But what's wrong with other people liking to give you the title?

### Virtue Points

You can gain Virtue points in one of three ways: 1. The slaying of anything unvirtuous, 2. Good Virtuous behaviour during your travels and 3. Good roleplaying on the part of the player.

#### *Virtue through carnage*

As you may have noticed in the Bestiary, each of the creatures therein has a Circle rating. This rating determines how many Virtue points you gain for defeating that creature. A simple way to get that Avatar title you say? Not really. Only when creatures are slain in the name of Virtue do you receive Virtue points.

**Note to GMs:** Neutral or good animals like pets, farm animals and regular harmless creatures either give no points or negative points! Killing animals blindly should also be rewarded with negative points.

#### *Virtue through grace*

Following the eight Virtues can be hard to do, and sometimes even contradict behaviour you displayed earlier. However, acting in the name of Virtue also mean behaving according to the teachings of Virtue. If you do so, your almighty and powerful GM may choose to reward you with some Virtue points after each session (GM's discretion, feel free to award negative points when a player is acting completely out of line with Virtue).

#### *Virtue through acting*

A role playing game is only as much fun as the amount of roleplaying being done. Sure a joke now and then out of character can be amusing, but staying in character and playing your character the way you planned and described him or her is the most rewarding. Especially in this game since you can get points awarded for it...

**Note to GMs:** Items to think of when awarding points should be things like:

- Staying in character
- Jokes made in character
- Smart solutions to problems thought up and spoken in character
- Other things which made playing the game worthwhile during the session/campaign.

Virtue points given based on staying in character should be given at the end of an adventure or campaign, not at the end of a session. For keeping track of how players do in the sessions you play, a notebook or a piece of paper is a good way to keep track of which points to award when and to whom.

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## Using Virtue Points

Virtue points can't be spent to increase attributes or skills directly, since that is done through training in game and in character (see "Gaining Attributes and Skills"). However there is one way to gain from being Virtuous, which is through your title and attribute points.

### *Titles*

When adventuring through the lands of Britannia you make a name for yourself by solving difficult quests, killing dangerous monsters and doing other Virtuous deeds like giving money to the poor etc. These deeds may gain you some level of renown throughout the land in the form of a title. With certain amounts of Virtue points you gain a new title. This can be a positive title, if you've behaved and acted in a virtuous manner, or a negative title, if you've been a bad boy.

You could become known as The Great <insert name here> if you've acted in the name of Virtue or in the worst case as The Dreaded <insert name here> if all you do is killing innocent people and slaughtering peaceful animals.

Virtue points	Title	Character points gained
-500	Dreaded	-20
-400	Nefarious	-10
-300	Wicked	-5
-200	Vile	0
-100	Ignoble	0
-50	Notorious	0
0	none	0
50	Prominent	10
100	Reputable	10
200	Proper	10
300	Admirable	10
400	Famed	10
500	Great	20
<b>1000</b>	<b>Champion of Virtue</b>	<b>50</b>

### *Character points*

Character points are points you can spend to raise either attributes or skills. You'll notice behaving Virtuous helps your goal for ultimate numbers, while in the long run, being evil only undoes what you have strived to attain. Negative character points *must* be subtracted from your highest skills or attribute, as the magical ether which is shaped by the belief of Virtue wishes to punish you for your wicked deeds.

## GAME MASTER'S SECRETS

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

### **Shrines, Sigils, Symbols, Runes and Mantras of Virtue**



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

#### The Shrines

At the beginning of the Age of Enlightenment Lord British erected eight Shrines across the land each of them dedicated to one of the eight Virtues: Honesty, Compassion, Valor, Justice, Sacrifice, Honour, Spirituality and Humility. On the Map they are marked by Ankh symbols. As you will probably notice one Shrine is missing namely the Shrine of Spirituality. It lies in the Ethereal Void and can only be reached by Moongate when both of Britannia's moons: Trammel and Felucca are full or through the use of an Orb of the Moons together with the Return Ritual.

#### The Mantras

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

#### The Runes

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

The Rune of Honesty, The Rune of Compassion, The Rune of Valor, The Rune of Justice, The Rune of Sacrifice, The Rune of Honour, The Rune of Spirituality and The Rune of Humility. One for each of the eight Virtues. The Rune is the embodiment of Virtue.

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

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

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

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

#### The Sigils

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

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

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

### The Symbols

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

The symbols do not hold any direct power in themselves.

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

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

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

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

For those of you that do not know them, here is a list of each Virtue, it's accompanying Mantra, Symbol and Sigil

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

### Magic weapons and armour

Your players may ask you; "Where did all the great magic armour go to we used to have in Ultima Online? I can't find it in this equipment list!" That's because it isn't in there.

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Should you think your players require a piece of magical armour, or should they run into one as treasure from some magical beast a list is included of the types of magical weapons and armour they might find, including the bonuses they get when wielding such equipment.

<i>Magical Shields</i>		
<i>Buckler</i>		
Type	AR	Arms Lore
Defence	12	Some protection
Guarding	17	Sturdy protection
Hardening	22	Superior defence
Fortification	27	Excellent protection
Invulnerability	32	Maximum protection
<i>Wooden</i>		
Defence	13	Some protection
Guarding	18	Sturdy protection
Hardening	23	Superior defence
Fortification	28	Excellent protection
Invulnerability	33	Maximum protection
<i>Wooden Kite</i>		
Defence	17	Sturdy protection
Guarding	22	Superior defence
Hardening	27	Excellent protection
Fortification	32	Maximum protection
Invulnerability	37	Maximum protection
<i>Metal Kite</i>		
Defense	21	Superior defence
Guarding	26	Excellent protection
Hardening	31	Maximum protection
Fortification	36	Maximum protection
Invulnerability	41	Maximum protection

<i>Armor Enchantments</i>	
Suffix	Effect
Key: /+(Neck, Hands), +(Arms, Head, Legs/Feet), +(Body).	
Defense	+5 / +0.4, +0.7, +2.2 to AR
Guarding	+10 / +0.7, +1.4, +4.4 to AR
Hardening	+15 / +1.1, +2.1, +6.6 to AR
Fortification	+20 / +1.4, +2.8, +8.8 to AR
Invulnerability	+25 / +1.8, +3.5, +11.0 to AR

<i>Weapon Enchantments</i>	
Prefix	Effect
Accurate	+5.0 to Tactics or +4.6 to Archery*
Accurate, Surpassingly	+10.0 to Tactics or +9.3 to Archery*
Accurate, Eminently	+15.0 to Tactics or +14.0 to Archery*
Accurate, Exceedingly	+20.0 to Tactics or +18.7 to Archery*
Accurate, Supremely	+25.0 to Tactics or +23.3 to Archery*
Suffix	Effect
Ruin	+1 damage
Might	+3 damage
Force	+5 damage
Power	+7 damage
Vanquishing	+9 damage

\* The bonus is applied to the Archery Skill level (not to Tactics) if the enchanted weapon is a bow or crossbow.

### *Enchantment to Spell Conversions*

Only spell-like enchantments whose effects are not immediately obvious by their name are listed. Spell-like enchantments may be present on a variety of items and consume energy from a limited # of charges. Most items must be held in order to activate the effect. Weapons, however, produce any **offensive** effect upon a successful strike against an opponent, while armour, clothing and jewelry are activated as a result of being worn (every time the article is put on 1 charge is expended)-- they are also limited by charges.

Prefix	Effect
Silver	Double Damage vs. Undead (no charges)
Suffix	Spell Effect
Burning	Magic Arrow
Daemon's Breath	Fireball
Dragon's Breath	Fireball
Evil	Curse
Ghoul's Touch	Paralyze
Mage's Bane	Mana Drain
Spell Reflection	Magic Reflection
	(Will use up charges <b>fast</b> while being worn)
Thunder	Lightning
Wounding	Harm

Remember that these items, especially the more powerful ones should be considered EXTREMELY rare. On occasion one may be found in a mage shop or a blacksmith's. The price should be fitting to the items. Ultima Online prices are not relevant. No adventurer will ever be able to pay 1 million for a broadsword with three enchantments upon them, but they're still very costly...

## Quest ideas

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

### *Lost Sigil*

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

### *Dungeon Cleaning*

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

### *Hunters found*

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

### *Hidden Lands*

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

### *Gargoyle Grimoire*

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



## Traditional Mage Spells

The traditional mages from the House of Nystul still hold some power. They have however more and more trouble controlling their magical powers as the ether is still changing. For those of you not familiar with the spells of the Ultima computer games this list should give you an idea of what spells the traditional mages your players encounter may use and what reagents and Words of Power are needed in order to cast them...

Since the spells of traditional mages aren't as powerful as they once were, the amount of mana spent on the spells is also the maximum amount of damage/healing/etc. the spells can accomplish. For more information on calculating damage see the **magic** section.

### First Circle

Spells (4 mana)	Words of Power	Reagents Used
Clumsy	Uus Jux	Blood Moss, Nightshade
Create Food	In Mani Ylem	Garlic, Ginseng, Mandrake Root
Feeblemind	Rel Wis	Nightshade, Ginseng
Heal	In Mani	Garlic, Ginseng, Spider's Silk
Magic Arrow	In Por Ylem	Black Pearl, Nightshade
Night Sight	In Lor	Spider's Silk, Sulphurous Ash
Reactive Armor	Flam Sanct	Garlic, Spider's Silk, Sulphurous Ash
Weaken	Des Mani	Garlic, Nightshade

### Second Circle

Spells (6 mana)	Words of Power	Reagents Used
Agility	Ex Uus	Blood Moss, Mandrake Root
Cunning	Uus Wis	Nightshade, Mandrake Root
Cure	An Nox	Garlic, Ginseng
Harm	An Mani	Nightshade, Spider's Silk
Magic Trap	In Jux	Garlic, Spider's Silk, Sulphurous Ash
Remove Trap	An Jux	Blood Moss, Sulphurous Ash
Protection	Uus Sanct	Garlic, Ginseng, Sulphurous Ash
Strength	Uus Mani	Mand. Root, Nightshade

### Third Circle

Spells (9 mana)	Words of Power	Reagents Used
Bless	Rel Sanct	Mandrake Root, Garlic
Fireball	Vas Flam	Black Pearl, Sulphurous Ash
Magic Lock	An Por	Bloodmoss, Garlic, Sulphurous Ash
Poison	In Nox	Nightshade
Telekinesis	Ort Por Ylem	Blood Moss, Mandrake Root
Teleport	Rel Por	Blood Moss, Mandrake Root
Unlock	Ex Por	Blood Moss, Sulphurous Ash
Wall of Stone	In Sanct Ylem	Blood Moss, Garlic

### Fourth Circle

Spells (11 mana)	Words of Power	Reagents Used
Archcure	Vas An Nox	Garlic, Ginseng, Mandrake Root
Archprotection	Vas Uus Sanct	Garlic, Ginseng, Mandrake Root, Sulphurous Ash
Curse	Des Sanct	Garlic, Nightshade, Sulphurous Ash
Fire Field	In Flam Grav	Black Pearl, Spider's Silk, Sulphurous Ash
Greater Heal	In Vas Mani	Garlic, Ginseng, Mandrake Root, Spider's Silk
Lightning	Por Ort Grav	Black Pearl, Mandrake Root, Sulphurous Ash
Mana Drain	Ort Rel	Black Pearl, Mandrake Root, Spider's Silk
Recall	Kal Ort Por	Black Pearl, Blood Moss, Mandrake Root

### Fifth Circle

Spells (14 mana)	Words of Power	Reagents Used
Blade Spirits	In Jux Hur Ylem	Black Pearl, Mandrake Root, Nightshade

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Dispel Field	An Grav	Black Pearl, Garlic, Spider's Silk, Sulphurous Ash
Incognito	Kal In Ex	Blood Moss, Garlic, Nightshade
Magic Reflection	In Jux Sanct	Garlic, Mandrake Root, Spider's Silk
Mind Blast	Por Corp Wis	Black Pearl, Mandrake Root, Nightshade, Sulphurous Ash
Paralyze	An Ex Por	Garlic, Mandrake Root, Spider's Silk
Poison Field	In Nox Grav	Black Pearl, Nightshade, Spider's Silk
Summon Creature	Kal Xen	Blood Moss, Mandrake Root, Spider's Silk

### *Sixth Circle*

Spells (20 mana)	Words of Power	Reagents Used
Dispel	An Ort	Garlic, Mandrake Root, Sulphurous Ash
Energy Bolt	Corp Por	Black Pearl, Nightshade
Explosion	Vas Ort Flam	Black Pearl, Mandrake Root, Sulphurous Ash
Invisibility	An Lor Xen	Blood Moss, Nightshade
Mark	Kal Por Ylem	Black Pearl, Blood Moss, Mandrake Root
Mass Curse	Vas Des Sanct	Garlic, Mandrake Root, Nightshade, Sulphurous Ash
Paralyze Field	In Ex Grav	Black Pearl, Ginseng, Spider's Silk
Reveal	Wis Quas	Blood Moss, Sulphurous Ash

### *Seventh Circle*

Spells (40 mana)	Words of Power	Reagents Used
Chain Lightning	Vas Ort Grav	Black Pearl, Blood Moss, Mandrake Root, Sulphurous Ash
Energy Field	In Sanct Grav	Black Pearl, Mandrake Root, Spider's Silk, Sulphurous Ash
Flamestrike	Kal Vas Flam	Spider's Silk, Sulphurous Ash
Gate Travel	Vas Rel Por	Black Pearl, Mandrake Root, Sulphurous Ash
Mana Vampire	Ort Sanct	Black Pearl, Blood Moss, Mandrake, Spider's Silk
Mass Dispel	Vas An Ort	Black Pearl, Garlic, Mandrake Root, Sulphurous Ash
Meteor Swarm	Kal Des Flam Ylem	Blood Moss, Mandrake Root, Spider's Silk, Sulphurous Ash
Polymorph	Vas Ylem Rel	Blood Moss, Mandrake Root, Spider's Silk

### *Eighth Circle*

Spells (50 mana)	Words of Power	Reagents Used
Earthquake	In Vas Por	Blood Moss, Ginseng, Mandrake Root, Sulphurous Ash
Energy Vortex	Vas Corp Por	Black Pearl, Blood Moss, Mandrake Root, Nightshade
Resurrection	An Corp	Blood Moss, Garlic, Ginseng
Summon Air Elem.	Kal Vas Xen Hur	Blood Moss, Mandrake Root, Spider's Silk
Summon Daemon	Kal Vas Xen Corp	Blood Moss, Mandrake Root, Spider's Silk, Sulphurous Ash
Summon Earth Elem.	Kal Vas Xen Ylem	Blood Moss, Mandrake Root, Spider's Silk
Summon Fire Elem.	Kal Vas Xen Flam	Blood Moss, Mandrake Root, Spider's Silk, Sulphurous Ash
Summon Water Elem.	Kal Vas Xen An Flam	Blood Moss, Mandrake Root, Spider's Silk

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

<b>Principle</b>	Truth	Love	Courage
<b>Three Parts Key</b>	Ver	Amo	Cor
<b>Colour</b>	Blue	Yellow	Red
<b>Strong Hold</b>	Lycaeum	Empath Abbey	Serpents Hold
<b>Artifact</b>	Book of Truth	Candle of Love	Bell of Courage

*Alteration sheet from version 1.0*

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

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

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

*Alteration sheet from version 2.0*

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