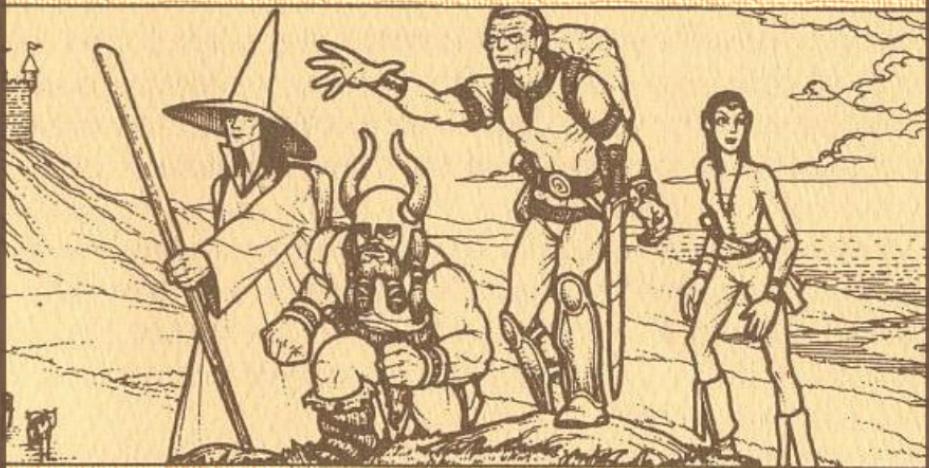


# Secrets of Sosaria



The Book of Play

# Welcome

Welcome to a world of swords and sorcery, where you will make your own path through lands of fantasy and magic. After reading this book, you can play the game and create your first character. Always keep in mind that you can always change yourself at any time. You can decide to become proficient in other skills. You may be a fighter but decide to become a wizard. In such cases, you can just stop learning the blade and instead seek knowledge of imagery. It is never too late for you to make a change.

For those beginning their journey for the first time, you will find yourself awoken by the sounds of the forest. Nearby will be a gypsy tent along a peaceful stream. Speak to the gypsy within. Learn your fortune from the tarot cards. Begin your new life.

Once your fortune is told, you will be in the land of Sosaria. Ruled by Lord British, Sosaria has just been saved from the clutches of Exodus by the Stranger. Although in this alternate reality, Exodus fled and has yet to be seen again. The remnants of Exodus' minions may still roam the land. The dungeons that were once cleared have had new denizens occupy the dark spaces deep below the land.

Some knowledge gained from this book may enlighten you enough as to where you wish to start a character anew. If you are new to the game, you may find yourself trying character archetypes, not finding the enjoyment in it, and decide to make new characters. This is normal beginner play as you find your personal style in this game.

This book will not contain secrets. It will not have every detail of the various aspects of the world. You will, however, have a basic understanding of how to function. Finding dungeons is up to you. Learning the strengths and weaknesses of enemies is up to you. Where you might find an item for sale is all up to you. All your questions, beyond this book, are simply quests you must undertake.

From this point onward, you will be able to learn about this world and how to live in it. You will be presented with a table of contents, which will allow you to navigate to the sections you wish to learn about.

- **Xork the Wizard**



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## Abilities

You have three different abilities that have various impacts on your character.

Strength governs how much you can carry, how much damage you can do in combat, and which weapons and armor you can equip. This also has a direct correlation with your hit points. Hit points determine how much damage you can take before death. Your strength affects this value. There are various methods of healing that you must discover.

Dexterity determines how quickly you react and directly correlates to your stamina. Stamina determines how long you can keep moving or fighting before getting tired. Some potions, or simply resting, will replenish your stamina.

Intelligence affects many skills, especially in the categories of crafting and wizardry. This also has a direct correlation with your mana. Mana is your magical aptitude, and it is derived from your intelligence. It also



is sometimes used by warriors to perform some feats of battle.

Your abilities can rise when they are directly used by your actions. To manage these ability levels, you can use your cursor and hover over your character. When you click on your character and drag off them, you will see a set of status bars that represent your hit points, mana, and stamina. These bars are commonly used during gameplay, as they let you quickly see how healthy your character is. If you double click these bars, it will change to a more informative window that you can see on the next page.

This information window displays your name at the top. There is a blue button on the upper left, that will open your status icons bar (explained later). You will see the values of your abilities and statistics that they affect. You can hover over each piece of information to see what it represents. You



can go back to the status bars by selecting the “X” button at the bottom right. You can close the window entirely by right clicking on it.



One important function with this window is the option to set your abilities to cease from increasing. You can gain a maximum of 250 ability points. Notice the up arrows next to each of the abilities. Selecting



these arrows will turn the arrow up, down, or locked. Locking an ability will stop it from raising or lowering. Setting the down arrow will lower that attribute when you have already reached the limits of available points and another ability is trying to rise.

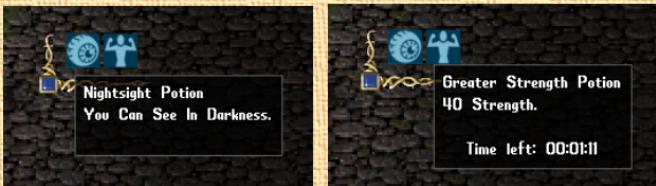
This allows you to better manage your character to ensure you get the ability values you desire for your character archetype goals. Meaning, you want a barbarian with high strength or a wizard with high intelligence.

## Status Icons

During play, various effects will be applied to your character. Some positive, some negative. You can monitor these effects by using the previously mentioned status icon bar. Select the blue button in the upper left of your character information window to open this icon bar. It will be empty of icons if there are no effects currently. In this example, I have night sight and strength enhanced by potions. There is a blue button in the corner. Selecting this button will rotate the bars.



You can hover over the icons to see what the effect is, and perhaps how much longer the effect will last. When the effects are wearing off, they will flash.



You can always close this bar by right clicking on it.

## Movement

To move your character around, you can use the arrow keys on your keyboard. The most common method, however, is to use the mouse. Move the cursor toward the direction you want to move. Then press the right mouse button. Your character will move in that direction, but only if there are no obstacles in the way like walls or trees. If you move the cursor further away from the character, they will run instead of walk.

Your character can only move at a certain speed. You can, however, find creatures to ride. This will increase your speed even faster than running. If you enable pathfinding, in your client settings, you can double right click on a location and your character will try to walk there on their own.

# Inventory

When you begin your adventure, you will already be dressed in fantasy appropriate garb. The window you see here is referred to as the paperdoll. This usually opens automatically when you enter the game. You can close it like other windows. To open this window again, you can either double click your character, or use the ALT-P keys. The lower right of the paperdoll has a backpack. This contains the items you are carrying. If you hover the cursor over a container, you can usually see how much weight it is holding, along with the number of items in it.



Double click the backpack to open it. Here I have some gold, water, candle, bag, knife, and shirt. When I hover my cursor over the shirt, I can see that it has an equipment slot set for "shirt". Items with equipment notes can be dragged and dropped onto your paperdoll to equip the item. Each equipment slot category can only have one item at a time. This means that you cannot have two shirts on at the same time. To remove items from your paperdoll, you can drag and drop them off the paperdoll. You can set items in containers, or on the ground.



Like the items in containers, or on the ground, you can also hover your cursor on equipped items. This will show some things about the item. Some items can be single clicked to open context menus. One may be "Examine" to select which will show more information.



how much you can carry. Your backpack also determines how much you can carry. Your backpack can carry up to 125 items and up to 550 stones.

Whichever is reached first. If you are carrying more



Items such as clothing, armor, and weapons usually have the most information to show. Here is an example of the large knife in the backpack. You can see the damage it does, the general speed of the weapon, and the strength required to wield it.

Your strength determines how much you can carry. You can see your carrying

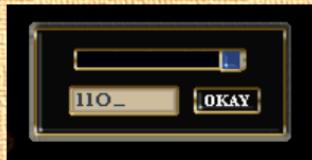


weight than your strength allows you to carry, then you will be unable to move unless you lighten your burden.



Some items are stackable. This means that they can be stacked onto each other as a single item with a quantity. The weight increases as you stack items in this fashion. Here you can see I have some gold coins in my backpack.

When I hover over the stack, I can see that there are 110 coins. If I select such an item and try to drag the stack of items, I will get a window that will allow me to split the stack into smaller amounts. You can either type a value in the box or use the slider to set the amount. Press the OKAY button to split the stack and drag it elsewhere.



If you drop items on the ground, they will be gone after a period. If you put items in a container that is

not yours, it will likely be gone later as well. There are places to safely stow items that will be discussed later.

Some items can be used. To use an item, double click it and see what happens. If an item cannot be used, nothing will happen. Here is a small list of items that can be used in this fashion:

- |              |            |
|--------------|------------|
| - Food       | - Drink    |
| - Potions    | - Bandages |
| - Tools      | - Books    |
| - Scrolls    | - Wands    |
| - Containers | - Doors    |

Some of these items are allowed to be used multiple times. Others have a single use or a set number of uses. Potions and scrolls, for example, have a single use. If you drink a potion, from a stacked quantity of 35, you will drink a potion and the stack will have a quantity of 34. Items such as wands and tools, have a limited number of uses before they can no longer be used. Items with a set number of uses will usually indicate the amount when you hover over them.

Some things can be given to NPCs by just dragging and dropping items onto them. This is usually done

when you must give them gold for something specific, or a specific item they are expecting.

## Food & Drink

If you do not eat, you will starve. You will begin your journey with a bottle of water and a sack full of food. One of your first quests is to figure out how to stay fed and hydrated. Here is an example of water and bread. I have 10 loaves of bread and a bottle of water. The bottle is full and indicates how many drinks are left in the bottle.



You cannot eat or drink too much. Your belly only holds so much. Ignoring food and drink will eventually take a toll on you. Your hit points, stamina, and mana will slowly decline.

Messages will appear when you start getting hungry or thirsty. Seeing these messages should trigger you to find food and drink or eat and drink what you have with you. Food and drink can be obtained in many ways. It is up to you to figure out how and where.

Some drinks contain alcohol (liquor for example). They tend to have a greenish color to the text for the amount of drinks left. Although it will replenish your thirst, you will slowly suffer the effects of drunkenness if you consume too much. Drunkenness will wear off.



Although most food is good for you, some that you find in places like dungeons can be a bit spoiled. Food and drink could be poisoned in these instances. You can use your tasting skill to determine such things. Be warned that if you stack good food with tainted food, then all of the food in that stack will be tainted. Also be warned that other people can poison food or drink. Assassins oftentimes do this to poison merchants due to a contract out on their lives.



## Paperdoll

You can do more with the paperdoll other than dress yourself and look over your equipment. We will cover the functions you can perform here.

There are two blue buttons on the lower left. If you double click the first one, you will

open a scroll that shows you how old your account is. You can also write in this scroll by selecting the blank line at the top. This is your player profile. The other opens a window for party management. Parties can be formed on multiplayer games, where you can

invite others to be in the same party. This gives benefits such as messaging, group looting, and friendly effects of spells and such.

The HELP button will open a detailed window of options and information. Each section is described briefly below:

**AFK** – Sets your character as “away from keyboard”. It only indicates to others in multiplayer that you are away.

**Chat** – This opens the chat window, where you can message other players.

**Conversations** – When you talk to NPCs (non-player characters), some of their conversations will be saved here for future reference.

**Corpse Clear** – You may have suffered multiple deaths, and your corpses litter the land. This will clear them away.

**Corse Search** – This can help you if you meet an untimely end and you go back to gather your belongings.

**Emote** – This launches a window that allows you to choose character actions such as sneezing or laughing.

**Library** – You will discover books and scrolls with important information. Reading them may store them here for future reference. You will begin the game with a few books in your library.

**Magic Toolbars** – These are handy icon bars for spell casters. They are customizable and make using magic easier.

**Moongate Search** – Moongates are mystical portals that you may find in the land. This will try to find the nearest one to you.

**MOTD** – This will display the message of the day from the server administrator.

**Quests** – You will get some quests that will be recorded here for reference. Some milestones will also be shown. Not all quests will be displayed here, however, as some may be with the item that started the quest.

**Quick Bar** – This is a handy icon bar that gives you quick and easy access to common functions. You can customize it.

**Reagent Bar** – Reagents are ingredients for potions and spells. This bar is customizable and allows you to track how many you have of each.

**Settings** – There are many custom settings for your character here. Each setting has an information window you can open to see what the setting does.

**Skill List** – This is a listing of skills you can use to monitor your character's progression.

**Statistics** – This is general server statistics.

**Stuck in World** – Sometimes you may have an issue where you are physically stuck and cannot move. You could fall between a mountain, tree and rock. This can free you from such a fate.

**Version** – This is a log of updates that were applied to the game.

**Wealth Bar** – This information bar will do its best to show you your current wealth from both your bag and bank box.

**Weapon Abilities** – When your character gets skilled with weapons, they have access to special abilities with such weapons. This option will open that icon bar to activate these maneuvers.

The OPTIONS button will open settings for the behavior of the game client.

The INFO button will open an information window about your character, which has much more detail. You get an in-depth overview of the many statistics that make your character what they are.

These statistics are normally generated by items you find. Magic items that can perhaps increase your damage, or regenerate your hit point, will show those values here.

The lower left has a button you can press to see if you are a wanted criminal. If you are innocent, then you can breathe easy. Otherwise, you can open the wanted poster to see the crimes you may be in trouble for.

MERLIN THE WIZARD		SKILLS	
Strength	15 + 0	Level	1 Hit Chance 0%
Dexterity	20 + 0	Hits	30 + 0 Defend Chance 0%
Intelligence	45 + 0	Stamina	40 + 0 Swing Speed 2.25s
Fame	0	Mana	90 + 0 Swing Speed + 0%
Karma	0	Hits Regen	0 Bandage Speed 10.00s
Tithe	0	Stamina Regen	0 Damage Increase 0%
Hunger	0	Mana Regen	0 Reflect Damage 0%
Thirst	0	Low Reagent	0 Fast Cast 0
Potion Enhance	0%	Low Mana	0 Cast Recovery 0
Bank Gold	10000	Resurrect Cost	0 Spell Damage + 0%
Innocent		Murders	0 Magic/Melee Absorb 0/0

The SKILLS button will open a scroll showing all of the available skills in the game.

The GUILD button either lets you start a guild or manage a guild you lead.

The PEACE/WAR button is a toggle where you are either non-combative, or ready for combat.



The STATUS button will open the character information window as discussed earlier.

## Commands

There is a bar at the top that provides functions (with equivalent shortcut keys) described below:

**Map** – Pressing ALT-R will open a mini-map to help you navigate. Pressing it twice will make it slightly larger.

**Character** – Pressing ALT-P will open your paperdoll.

**Inventory** – Pressing ALT-I will open your backpack.

**Journal** – Pressing ALT-J will open the journal.

**Chat** – This function does not work. Use the chat system in the paperdoll's HELP menu instead.

**Help** – This is the same as the HELP button on the paperdoll.

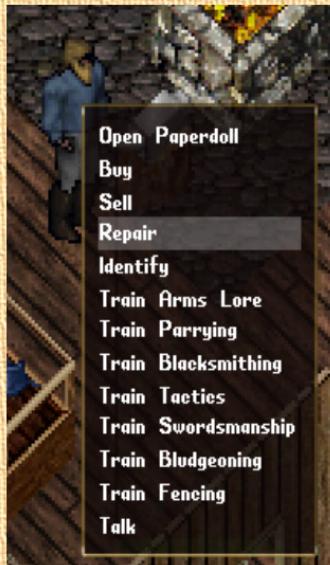
**World Map** – This will open the more useful customizable navigation map.

You can learn about other commands in the HELP section of the paperdoll. Many of these commands are executed from the bottom bar where you can enter

the command and press ENTER. Most of these commands will be prefixed with a "[". So if you wanted to chat, for example, you would type “ [c ” and press ENTER.

## Talking

There is a text entry bar at the bottom of the client window. You can select this with your cursor and type what you want to say, and press ENTER. This is



usually used to talk to another player. You can talk to many NPCs. Single click them and a context menu may appear. If there is a TALK option, select that and you can see what they may have to say.

Other NPCs have various other options that you can talk to them about. Some you can buy and sell from. They

may repair an item for you or identify a strange piece of treasure. They can also perhaps train you. You will have to learn your way around and get to know people in the land. Make sure you TALK to each one, as they will provide more insight into how the world works.

## Guilds



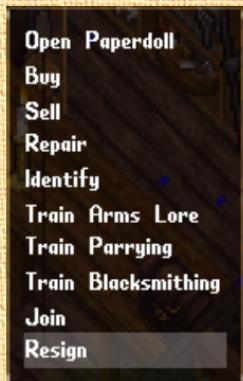
villages. If you find a guildmaster that interests you, you can see if they will allow you to join. They will tell you the amount of gold you need to give them to join. Once you hand them the gold, they will welcome you and give you a guild ring. The ring is commensurate for the guild you are in, providing skill bonuses for

It has been previously described that you can start your own guild. Those guilds are a group of players that decided to become a team and work together. There are also guilds that focus on professions, and they are controlled by various NPCs in the towns and

skills that the guild focuses on. You are the only one that can wear this ring. If you lose it, you need only give the guildmaster 400 gold and they will replace it for you. Membership means that you will get access to more available items to buy from vendors in the guild. You will also gain some skills faster. Look at your ring to see the skills that you will gain quicker.

You can learn more details about these guilds from the bulletin boards in inns, taverns, and banks.





You can only be a member of one such local guild at a time. To join another guild, you must resign from the first. You can approach your guildmaster and select the RESIGN option. You can also resign from the bulletin board. Keep in mind that joining the next guild will cost twice as much as the last.

## Commerce

Gold coins are the primary currency in the land. There are other forms of currency that need to be exchanged for gold coins as vendors will only buy and sell with gold coins. Wealth can be acquired through selling goods or adventuring.

When you begin to amass wealth, you may want to find a safe place to store it. You can find the nearest bank in whatever settlement you are visiting. To access your personal bank vault, you can use one of the safes. You can also approach a banker and say the word "bank" or select the OPEN BANKBOX context menu from them.

Your bank box can store any assortment of items, and not just currency. If you want to stow something away to keep safe, use your bank box.



Bankers respond to some words you can say. If you say "balance", they will respond with how many gold coins you have in the bank. If you say, "withdraw 500", you will take 500 gold from your bank box. There also may be times you need to

move a large amount of gold. You can do this by saying “check 5000”. This will take 5,000 of your gold and turn it into a paper check. The check will be placed in your bank box. You can take this check and trade it to another player for goods or services. Using the check, while it is in your bank box, will deposit the gold value of the check. If you find other coin currencies like copper or silver, you can give it to a banker to exchange it for gold. You can also place the coins in your bank box. Using the coins there will convert it to gold coins for you.

No matter what city you may be in, any bank you visit will give you access to the same bank box with all your belongings. They have limited storage, like your backpack or other containers.

You can buy and sell wares with vendors you come across. You simply select the BUY or SELL context menu options to do so. You can select the items you wish to buy, where they get totaled. Once you are happy with your purchase, you can press the red wax seal on the scroll. The same applies to selling wares. If you have items that the vendor is interested in, then you can sell such items to them in the same fashion.

**SHOP INVENTORY**

Item	Avail.
 Chainmail Tunic at 191gp	9
 Chainmail Coif at 18gp	14
 Chainmail Leggings at 164gp	5
 Chainmail Skirt at 206gp	3
 Close Helmet at 18gp	7

Double-left-click item to add to Bill of Sale. Choose accept or clear to purchase items or start over.

**BILL OF SALE**

Qty.	Item	More/Less
1	Chainmail Tunic at 191gp	[+/-]
1	Chainmail Leggings at 164gp	[+/-]
1	Close Helmet at 18gp	[+/-]

Total: 373 Gold Avail: 610

 Accept  Clear



Prices for items can be affected by skills such as begging or mercantile. They could also be affected by being a member of the same guild that the vendor is also a member of. Vendors usually only deal with items that are related to their trade, and they may not sell everything possible all the time.

*The blue button, on the bottom middle ribbon, allows you to click and drag it up or down to see more of the scroll.*

## Inns

You can rent a room at the inn, where you will have access to additional storage of up to 500 individual items. The base cost is 10 gold per week, where the number of items stored will increase the value on subsequent weeks. So, if you renew your rental for another week, and your inn storage has 53 items, then the rental fee for another week will be 63 gold. If you talk to an innkeeper, they will tell you the upcoming cost of a rental. If you can pay the fee, or are within your week rental period, you will have access to your inn storage. You can choose their RENT ROOM context menu, you can say the word "rent", or you can use one of the inn chests from one of the inn rooms. You can give the innkeeper gold and they will put it in your inn storage. When you rent a room, the fee will be withdrawn from your bank or



inn storage. Any gold used in bank transactions can be taken from either the bank or inn storage. This applies to resurrection tributes as well. When displaying your wealth, it will show the total gold coins in both the bank and inn. Items stored at the inn never go away. Items will be waiting, even if you are not paying for a current rental.

## Trading

Trading is something you do with other players. To do so, you would simply drop an item onto that player. A trade window will open. You both can drop items on your side of the trade window. Once you both agree on the items, you can press the box next to your name.



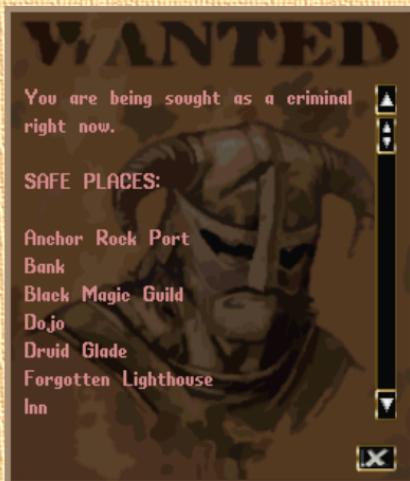
If you check your box, and the other person changes the items on their side, your box will uncheck so you can verify the trade again.

You can hover over the items to verify the amount and type of item being traded.

## Crime

Crime is a part of life in this world. There are not many crimes the guards care about. They mainly care about murder, theft, or using devastating magic. If

you become a criminal, your name will change from blue to gray. You will be a criminal for two minutes. During that time, guards and citizens will chase you down if they see you. Other players can best you in combat and not be reported for murder. Many NPCs will not want to deal with you if you are a criminal.



Murder is a very horrible crime in the land. You will have committed a murder if you kill an NPC vendor, or another player character. Vendors will report you for murder, where player characters must choose to do so. You can use the INFO button on your paperdoll to see how many murders you have accumulated. You can also select the button on the lower left, to open the wanted poster to see your criminal status. The wanted poster will also give you suggestions on settlements you can visit, whether you are a criminal or not. Murder counts will decrease by one for every forty hours of actual playtime. While

you have murder counts, you will always be a criminal.

There are various forms of stealing. The first is stealing from vendors or other player characters. To do so, double click their paperdoll to open it. It will be a much more condensed version compared to yours. If you have good snooping skills, you can open their backpack and peek inside. If your hands are free, you can attempt to steal an item that doesn't weigh too much. If you are caught in the act, you will become a criminal.



There are also coffers in most shops. You can use these coffers, and if you have good snooping skills, then a stealing test will occur to see if you get anything from it. Don't get caught. If you do, you may want to run because you do not want to accidentally kill someone trying to escape.



Dungeons may have a pedestal with a box or bag upon it. These will require you to use your stealing skill on them to see if you can take them off the pedestal. The contents may be well worth the danger of the potential traps that could be sprung. You will come across containers in the dungeon, and those can be stolen in the same fashion.

## Life & Death

You can heal yourself in various ways. You can use a healing skill with bandages. Potions could help with your healing. There are also magical spells and abilities that can restore health. Health will also restore on its own over time.

There are also poisons that can cause you to lose health. They are in forms of strength like lesser, regular, greater, and deadly. There are poison traps, poison potions, or creatures that can poison you. One

skilled with poison could poison your food or drink. With that, there are curing potions that can negate these effects. There are also some spells or abilities that can remove the effects of poison.

Starving will also reduce your hit points over time. It will not kill you, but it will bring you to the brink of death. Starving will stop you from doing certain abilities, like using bandages. So, make sure to have a loaf of bread and a mug of ale.

You are going to die. Be it bad luck, falling into a pit, or getting a spear in the back from a lizardman - you will die. When you die, you will wander the world as a ghost. You can interact with nothing, and nothing can interact with you. To return to the land of the living, you will need to find a way to get resurrected. There are many ways to achieve this, but the common ways are healers and shrines.

Resurrection normally requires a tribute to the gods, and this is in the form of gold coins from your bank box. If you want to know what it would cost to resurrect, you can reference the INFO section of your paperdoll. This is the minimum amount of gold you will need to keep in your bank box if you want to resurrect without any physical ailments. If you tithe

gold, resurrection costs may be taken from that as well. If you do not have enough gold, then you will need to resurrect with an ailment that will decrease your skills and abilities by a small fraction.

When you are thrust into the afterlife, you will be presented with a window that allows you to resurrect with ailments. If you wish to avoid this, and instead resurrect from a healer or shine, then close the window and begin your search. Most times, you will be presented with a guided arrow that tries to lead you to the nearest source of resurrection.

Healers may be wandering the land, but mostly they are in settlements. If you approach one, they will eventually sense your spirit and ask you to be resurrected. If there is a gold tribute required, they will tell you the amount. Once resurrected, your bank box will deplete those funds, or your tithe amount will be reduced by that value.



Shrines come in various forms. They may be an altar, ankh, or statue. You can single click these and select

the RESURRECT option in the context menu.

The stronger your character gets, the higher your resurrection tribute. So, make sure to check your resurrection costs often, and make sure you can fund your certain doom.

## Homes

When you have a bank full of gold, and a desire to own land, you can build a home. Homes can be built with construction contracts. They can be purchased from an architect.



House construction costs will come out of your bank box, so make sure you have the appropriate amount of gold coins in the bank. Then find yourself a nice flat piece of land, void of any obstructions. Use the contract and begin browsing the home options.

Each house has a storage limit and lockdown limit. Lockdowns are items like containers or decorations. Paintings, statues, or furniture are examples of items you would lock down. The containers you have locked down can hold the storage limit. The larger the home, the more expensive, and the more you can put in it.

You can select a home from the menu, where you will get a targeting cursor that has a preview of the home. This not only allows you to place the home, but also get a good look at the exterior to see if it interests you.

CONSTRUCTION CONTRACT				
	House Description	Storage	Lockdowns	Cost
	Blue Tent	351	81	15000
	Green Tent	351	81	15000
	Log Cabin	382	112	30000
	Log Cabin	382	112	30000
	Small Stone Home	382	112	30000
	Small Stone House	382	112	30000
	Stone And Plaster House	382	112	30000
	Field Stone House	382	112	30000
	Small Brick House	382	112	30000
	Wooden House	382	112	30000
	Wood And Plaster House	382	112	30000
	Thatched Roof Cottage	382	112	30000
	Small Stone Store Front	410	140	45000
	Small Wooden Shack Porch	410	140	45000
<b>Bank Balance:</b>		9500		
	<b>Close</b>		<b>Next</b>	

When you finally place the home, a sign will be placed on the outside of it. This sign not only tells others who the house belongs to, but using the sign will allow you to manage it. You look over general information. You can manage the security of who can enter your home and who cannot. You can assign co-owners so they have certain privileges in the home. You can also demolish the home.



If you choose to perhaps move to a new home, and your home is full of items you amassed, you may want to explore using a housing crate. They are sold by architects, and they are different from other containers. You bring them to your home, and you can place as much as you want into it. Once you empty your home into the crate, you will be able to carry it to your new home. You can only access the crate from within a home you own, or if it is in your bank box.

Vendors can be hired to live at your home. A contract of employment will give you a vendor that you can

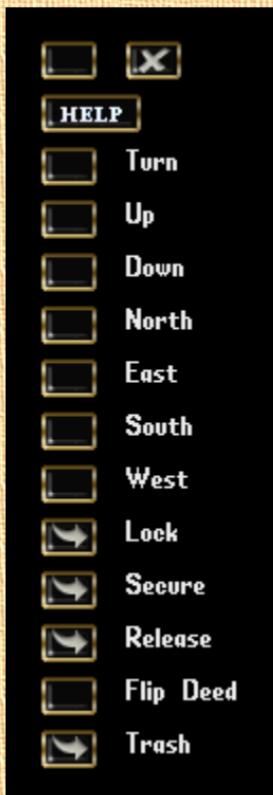
sell your ware from. You can get a contract of employment, which will allow another player to place a vendor in your home. You can also hire a barkeeper to serve drinks. Many of these features are mainly used in multiplayer games. For single player games, you may want to consider a merchant crate. These crates are placed in your home where you can place the items you craft in it. Every day, someone from the merchant guild will stop by and empty your crate and leave the total value of gold for you to collect.

There are homeowner tools that you can purchase, that will help you manage the layout and decoration of your home. It is highly suggested to get these tools and leave them in your home when you are not using them. When you use them, a menu will appear that you can use to secure items and move them around.



Some items can be in the form of deeds, or noted that you would use them to place them in your home. When you use these items, and target a spot in your house, then the actual item will appear. These can be moved around with the homeowner tools. If you want

to remove such items from your home, you can simply use an axe on it to chop it down back into its original deeded form.



The top right button will close the tools, where the button to the left of that is something you can select with your cursor to move the bar around the screen. You can turn some items to face another direction. You can move locked down items in six different directions. There are buttons to lock, secure, and release items. You can flip a deed (see HELP section), and place a trash barrel.

Make sure your items are locked down, and your loose items are properly stored in locked down containers. If you do not, then they will be gone after a period and lost forever. Unless your game settings were changed, houses do not crumble and fall after a set

period. They will be there until you choose to demolish it.

Here are some phrases you can speak in your home, that provide some functionality:

*“remove thyself”*

This will remove the target from your home.

*“I ban thee”*

This will remove the target from your home, where they cannot enter again.

*“I wish to lock this down”*

This will lock down an item.

*“I wish to secure this”*

This will lock down an item, but also allow you to set security on it.

*“I wish to release this”*

Let's you target an item to release from a lock or secure status.

*“I wish to unsecure this”*

Similar to the above command.

*“I wish to place a strongbox”*

Allows friends or co-owners to place a secure box for themselves to use.

*“trash barrel”*

Place a barrel in your home, that will remove trash you place in it.

## Ships

When you acquire enough gold, you can purchase a boat to sail the high seas. Ships can be purchased from settlements where shipwrights have set up shops. They vary in size from small, medium, and large. The larger the boat, the more items the cargo hold can contain. The purchased ship will be a small boat model in your backpack. Take it near the sea and use it. Like a home, you will get a targeting cursor for you to place your boat on the water. Once placed, a key will be placed in your backpack and



bank box. These keys are required to lock and unlock your ship's door. So, if you are playing a multiplayer game, you would want to lock your ship, so nobody steals it. The keys are also something that can have gate/recall magic cast upon it, to teleport to the boat's location.



To lock and unlock your boat, you would use the key and then select the door of the boat. The door is located on the left or right side, and more toward



the center. If you hover your cursor over the railings, you will find the door. Use the door to open it and a plank will appear. If you are not on the ship, and you use the plank, you will move onto it. If you are on the ship, it will close the plank.

The front of the ship has a hatch which is the hold of your ship. If you use the hatch it will open where you can drag and drop items within it.

If you have a good seafaring skill, and you launch a ship on the sea, you may have a hatch appear on deck. This hatch will lead to the deck below. There you can enjoy a drink, seek services from the healer, and even buy some provisions.



The ship will have a tiller man. If you double click him, a navigation window will appear. You can use the buttons on the dial to move in that direction. The other buttons are labeled below for reference. If you want to dry dock a ship (turn it back into a boat model you can carry), then make sure the deck is clear and the old is empty. Also ensure that the anchor is down. Leave the boat and then double click the tiller man. They will ask you if you want to dock the ship.



To learn about all the aspects of sailing the high seas, look for a book called “Skulls and Shackles”. It will explain things in much better detail.

## Skills

Whether you want to be a powerful wizard, or a savage barbarian, skills are what define you as a character. To learn about the available skills and what they do, see Appendix A. Here we will discuss how to use and manage your skills.

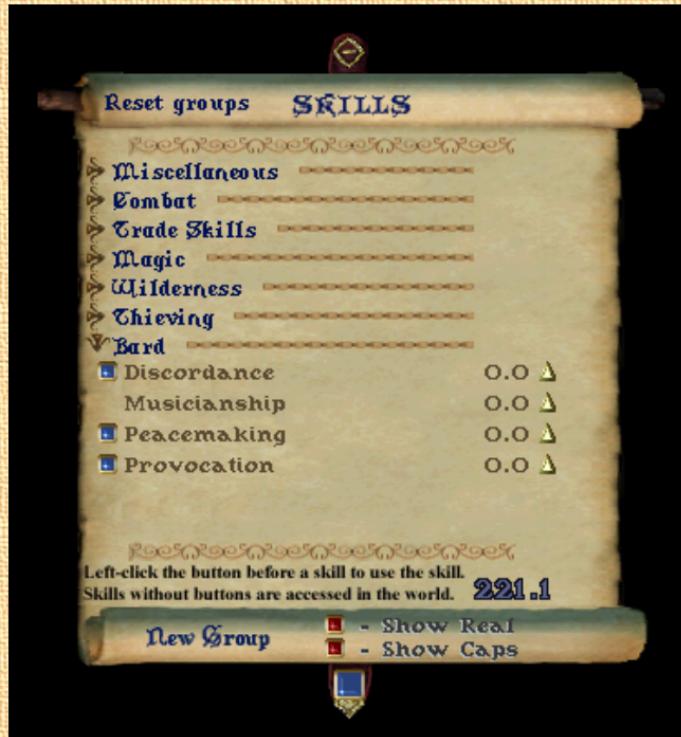
To access your skills, use the SKILLS button on your paperdoll. The list is separated into a few categories,

and you can expand them by selecting the arrows to the left of the category name. Generally, your character will be able to use up to 1,000 skill points before you cannot gain anymore. This amount is dependent on your game settings, and other factors like what type of character you started out as.

To the right of each skill value is an arrow that you can select. Like your abilities, you can set a skill to raise, lower, or lock. If you want a skill to lower, it will only lower once you have acquired the maximum skill points you can, and another skill raises to cause the other to lower. If you lock a skill, it can no longer raise or lower. So, if you want just enough bowcrafting to just make arrows, you may lock it at 25 or 30.

Although there are default category-groups for skills, you can make your own if you select NEW GROUP. This will allow you to make a custom group of skills you want to focus on. Once a group is created, you can drag and drop skills onto this group, and they will move into that category. You can also select a group and press the DELETE key on your keyboard to remove it. If you do this, any skills in that category will be moved to the MISCELLANEOUS section.

Selecting RESET GROUPS will put everything back to default.



If a skill has a blue button to the left, this means that you can activate it directly. Other skills are triggered during various game events and do not need to be triggered. In the example here, we can see that

provocation is such a skill. If you are a bard, you can use this button to play a provocation song on a targeted enemy. You can also click and drag such skills onto your game screen. This will make a button that you can quickly use to access the skill.



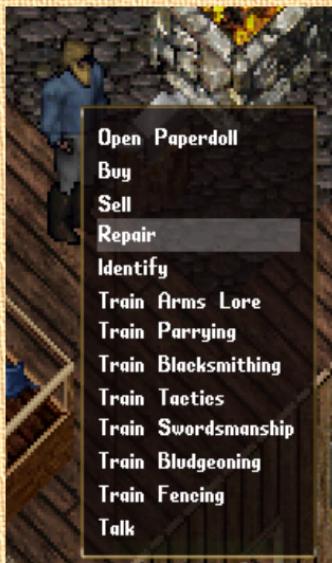
There are a few buttons on the bottom. The blue button, on the middle ribbon, allows you to click and drag it up or down to see more of the scroll. If you select SHOW REAL, this will show you the raw skill scores you have. Otherwise, the value you see will be your skill value, and any values that items may provide bonuses for. The SHOW CAPS will show you the maximum number of skill points you can gain for each skill. This is normally 100.0, but it can be increased up to 125.0.

The more you use skills, the more they will increase. These skill increases can also help you gain ability points in strength, dexterity, or intelligence.

There are some other methods to train skills. You can use a weapon on a training dummy. With a bow you can shoot at an archery butte. Thieves even have practice lock boxes or pickpocket dips. Many will seek

out the local merchants and townsfolk to see if they can teach you anything.

When you single click on an NPC, you can see if they are able to train you in anything you seek knowledge in. If it isn't listed, they cannot teach it. If you see that they teach a skill, but it is not selectable, it is only because you have surpassed them in that skill and thus cannot learn anything new from them.



If they can train you in something, then select it from the context menu. The NPC will tell you how much gold it would cost to teach you up to their highest level of knowledge in the skill. You would then need to drag and drop gold onto them to acquire the training. If you drop less gold than they stated, they will teach you less. NPCs have a pretty minimal level of skill they can teach you. It can get you started quicker in those skills, but you will have a

ways to go before you become a grandmaster in that skill.

## Combat

Getting into battle is what any good barbarian would do. Demons and dragons will surely have issues with you trying to take their piles of treasure. Maybe you want to teach a lich lord a lesson. Whatever the reason, you may benefit from fighting. Here we have Merlin, equipped with his dagger. We can see that it uses fencing. It is to be equipped in your

right hand and the damage it causes is 100% physical. This means it doesn't do any percentage of cold, fire, energy, or poison damage. Just physical. Different opponents have strengths and weaknesses toward the types of damages weapons cause. The dagger has a swing speed



of 2 seconds and can cause between 10 and 11 points of damage. One needs a strength of 10 to even wield the weapon. If I press the PEACE button on my paperdoll, or hold down the TAB key, he will be in war mode and ready to fight. Double click an opponent and get ready to fight. You can have your



status bars open so you can watch your overall health. You can also click and drag from your opponent their health bar.

When you have status bars open, yours or theirs, they can be targeted and double clicked instead of the actual creature you see. This makes selecting others easier when you have a crowd. Here are some examples:

*Double click a bandage and select your status bar will begin the attempted healing.*

*Use an explosion potion and target an ogre's health bar to throw it at them.*

*Quickly switch who you are attacking by double clicking their health bar.*

The tactics of combat are up to you. When to heal, how to heal, when to evade, when to run. These

methods are up to you to learn. If you want to practice a fighting skill that you are beginning, seek out a training dummy or archery butte. Try not to go into town while in war mode. You don't want to accidentally slay the blacksmith.

## Magic

Magic is a general category of mystical effects caused by spells or special abilities. These are managed and used from books or parchments. The most common form of magic is imagery. Imagery has up to 64 different spells, separated into 8 circles. Each circle has 8 spells. The higher the circle, the more imagery skill is required. Imagery spells must be acquired from scrolls, and they can be placed onto the book to add the spell. Scrolls can be purchased, found in treasure, or created by scribes. You can cast imagery spells directly from scrolls, but the scroll will vanish once cast.

You can open a book by using it. At the top right or left corners, there will be page bends that will help you turn the pages. Spells require reagents, which



can be found or purchased. On the next page, you can see that the Clumsy spell is a first circle spell that requires bloodmoss and nightshade. Spells also require mana to cast. So, if you run out of mana, you must wait for it to replenish before you can cast more spells. The icons on the pages can be dragged off the page to make a quick icon.



You can select a circle icon at the bottom to navigate.



There are only a few forms of magic that have drag and drop icons available. They are imagery, necromancy, knightship, bushido, and ninjitsu. Other forms of magic do not, but there are other ways to quickly use these spells and abilities. Here is an example of a book that does not have drag and drop icons. We can select the buttons to the left of the spell name. We can go to the page that describes the spell and cast it from there.



There are also toolbars you can configure in the HELP section of the paperdoll.





Many of the books can be equipped in the trinket slot. This will be displayed in the upper right of your paperdoll. Many of the adventurers will equip spellbooks that have magical properties on them, where equipping it will give the added benefits.

You will have to decide to pursue these spells or abilities on your own. They all have their own features, as well as their own skill requirements and resources. Elementalism, as an example, does not use reagents like magery or necromancy spells do. Instead, it uses the caster's stamina. Shinobi abilities are not acquired by scrolls, but instead you must find a special item in a dangerous location to be worthy of the ability.

Some forms of magic can be learned by citizens in town, where others cannot be learned until you discover their existence. Pursuing these mystical abilities is a quest within itself. You may have to travel far and wide, or deep in tombs and dungeons

to discover the secrets. Any form of magic you find will likely have pages explaining how that magic works.

## Items

Items are any object that you can interact with. Either taking it, using it, or having it react to your actions. There are many items in the game, and this book will not be covering them. You will have to find them and learn what they do and how to use them.

Items can be purchased or found, and many of them are common enough to deduce what they do. Some items can be single clicked, and they may have an “Examine” context menu. This may provide information on what the item does. An NPC may tell you what items do as well. Some are very simplistic, and merely hovering your cursor over them will reveal their purpose.

Some items can be stacked on top of each other, to create a single item that can be used and managed. An example would be something like empty bottles. If you place an empty bottle on top of another empty bottle, you will have a single item that displays an empty bottle with a quantity of 2. When you drag

these items around, you will be presented with a window to separate the stack into smaller amounts.

Items generally have weight, and that weight is measured in stones. Your character's strength determines how much weight you can carry, and containers have their own maximum weight they can hold as well.

You can carry items on your cursor. This is done by clicking on an item and dragging it with the mouse button pressed. Releasing the button will attempt to drop the item. If you pick up an item, that is too heavy for you to carry, then you will not be able to walk with it. You can set it at a new location next to you, however.



Items have the potential to be dragged and dropped between characters, containers, and onto the world. They may allow one to place them on the ground or on top of other items.

You may also come across items that are not quite identifiable. These items tend to provide some text that will describe what skill you would



use to identify it, or perhaps a merchant you should seek out and they can identify it for you. There are 3 skills that are used for item identification.

Arms Lore This can be used to identify weapons or armor.

Mercantile The most commonly used skill to identify items. You can also perhaps estimate a gold value you could sell something for.

Tasting This can be used to taste items such as liquids or possible reagents.

Such skills can be used directly on the item. If your skill is good enough, you may be able to appraise it. In general, unidentified items are useless where they cannot be used as intended. Weapons or armor cannot be equipped when unidentified. You can't drink a potion if you don't know exactly what it is.



There are particular items you can find, that are decorative in nature. Meaning, they have little purpose other than to decorate a home, or to sell for a hefty price to a vendor. These are recognizable as being unidentified, just like other items previously discussed. If you try to sell such items, without identifying them first, the merchant will surely get a good deal.



# Equipment

There are some items that can be equipped on your character. Most of these are in the form of armor, weapons, clothes, or jewelry. Items that can be equipped will display an “Equipment” attribute when you hover your cursor over them. There are many equipment slots available to a character:

- Right Hand
- Boots
- Chest
- Shirt
- Gloves
- Ring
- Wrist
- Arms
- Left Hand
- Legs
- Helm
- Skirt
- Waist
- Neck
- Ears
- Trinket



If you have an item that is used by both hands, then it will display an equipment slot of “Both Hands”. This means that you cannot place anything in either

the left or right hand. Items for both hands are usually staffs, polearms, shovels, and fishing poles.

Equipment can have magical properties applied to them. Some may be able to unleash a magical

enchantment. These can be recognized by hovering over the item. If you see a magical spell name, and an amount of charges, then that item would have that spell imbued in it. Some of these items can be used to cast the spell. Other items may require you to single click and select the “Magic”

context menu. If you choose the “Examine” context menu, you should get a description of the spell it can cast.

There are many other attributes that equipment could have. To learn about these, and what they do, reference Appendix B.



Not all equipment items will have all of the listed item properties available to them. For example, a magical harp will not have a spell channeling property like a weapon would. This is because spell channeling has to do with weapons staying wielded during spell casting.

## Harvesting

Some resources can be harvested from the land. You can raid a farmer's field and take all of their cabbage. The weaver may be growing flax and cotton that you decide to take. You can shear the sheep with a dagger, and gather their wool. An empty decanter can

be used on a cow to get some milk. Some resources can be used on items to create other resources. Taking wheat from a garden, and using it on a flour mill, can produce sacks of flour for cooking. Using cotton on a spinning wheel will produce



string that you can use on a loom to make cloth.

Many creatures you slay can also provide valuable resources. If you kill a chicken, you can use a bladed item on it to cut off the meat and feathers. Slaying a giant serpent can then be cut away to gather the leather. Don't discount any creature you slay. If you want to fully explore the world, try to cut up what you kill. You may be surprised what you find.

Recourses are used in various ways, and often for crafting other items. The already mentioned methods generally require no proficiency. They are just mundane tasks anyone can perform to achieve the resulting items. There are some forms of harvesting, however, that will require some level of skill to do.

Characters can do various harvesting tasks like mine for ore, fish, chop trees for wood, rob graves, create wax, or even search old shelves in dungeons. Tools for harvesting must be equipped to be used. If you hover your cursor over the item, it will display what it harvests for. The tools have a limited amount of uses, as they wear out over time. When equipped, you use the item and target the appropriate place to use it. Shovels are used on cave floors or mountain sides. Fishing poles are used on water.

These particular forms of harvesting require skills to perform. Sometimes they only enhance success, while others have an additional benefit of finding a better resource. As an example: you can be really good at mining, where you find a much better type of ore as opposed to regular iron ore. Success in finding these better resources, however, may not be sought by the character. You may want to acquire huge amounts of iron ore instead. To gather ordinary resources only you can toggle the setting, “Ordinary Resources”. While this is enabled, your character will only gather regular resources like iron ore, plain leather, or ordinary wood.



Items you find may be deconstructed to the basic material that makes the item. If you find some clothing, you can perhaps use scissors on it to turn it back into regular cloth. That cloth can be used to make something new. There are also many crafting tools that will allow you to breakdown an item in the same manner.

*You can set a container where harvested resources go by default. This is in the paperdoll's HELP section under SETTINGS. This is where you can toggle ordinary resources as well.*



There are times where you will find items that are made of a “type” of material, but it doesn’t have the properties of that material. Here is an example of a robe, that is made of a divine cloth “type” material but it doesn’t have the

attributes that a fully divine robe would have. If you break this item down, you will get some divine cloth that you could use to make something with. Perhaps a fully divine robe.

When you breakdown an item, you generally get the amount of resources that equate to the weight of the item being broken down. So a metal item made of gold, that weighs 5 stones, will give you 5 gold ingots. If you have a regular item, that is made of some “type” of material, you will get that type of material the same way. The exception is clothing. If clothing is made of some “type” of material, and you cut it up or break it down, you will get much more cloth back than the weight of the item.

Below is another example of a plate helm. It is made primarily of iron and has attributes commensurate with iron, but it does have some gold type material in it. It generally has the color of gold. If you were to break this item down, you will get 5 gold ingots.



When items are made of extraordinary materials, it requires a particular skill in the crafting category to break it down. So you would need a good skill in carpentry to break down an elven wood shield.

*Additional information on crafting will be covered in the next section.*

You may be able to sell the resources you gather, but some find the most

profit by creating something from the. Whenever you find a new resource, see if you are able to examine it. It may help you figure out what you can do with it.

## Crafting

The ability to create something from nothing is the general mantra of the crafter. There are many schools of crafting, and you will have to discover them on your own. Crafting requires tools to perform, and they must be equipped to craft. In most cases, one good in tinkering can create these tools. If you want to purchase tools, try seeking the merchant that perhaps deal in that trade.



Most tools are equipped in the right hand. These items are seen on your paperdoll, near that hand. There are some that are held in the hand, like blacksmith hammers. Each tools shows what type of crafting it is for, along with the amount of

times you can use it before it is worn out.

To begin crafting, use the equipped tool. A window will appear, showing you a list of items you can possibly craft. There are categories on the left. If you select a category, then the items will appear in the middle. Any item you select in this process (the scroll button) will show its appearance in the upper left, and the information about it on the upper right.



There are some options on the upper center, and they can vary due to the type of crafting. You can break down an item into basic resources. Items with

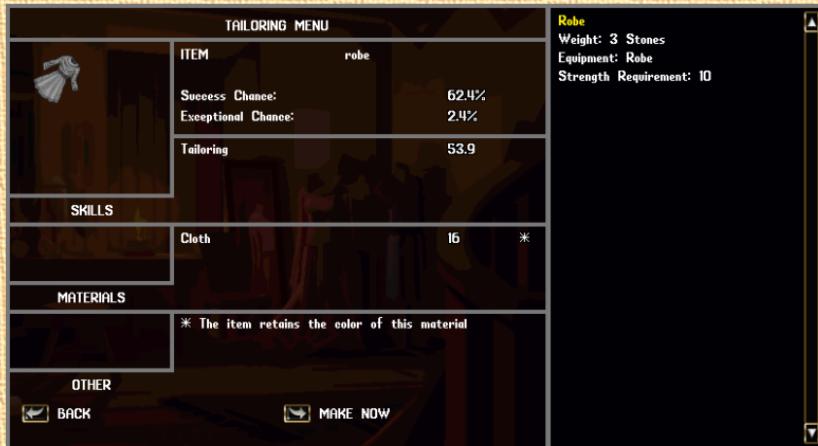
durability can be repaired. The choices of materials can be selected, or you can enhance an item.

*The breakdown of items was covered in the Harvesting section.*

Enhancing items is when you have an existing item, but you want it to have it constructed into a different type of material. Here is an example scenario:

You have a furry robe that you want to make into a pyre robe. You would set the resource type as pyre cloth, and then press the ENHANCE button and select the robe. If you are successful, the robe will be made of pyre cloth.

When you select an item to view, you will have a new window open. This looks similar, but has specific information on the item. You can see the chances you have to make the item, based on your crafting skill. Along with that, you will see the minimum skill required and the type of skill needed. The amount of resources needed will be displayed as well.



Some items will have multiple resource requirements, and you will need all of them to craft the item. Although most items only require the actual crafting skill to make, there are some items that will require proficiency in additional skills. If the primary resource has an asterisk, it is indicating that the crafted item will be the same color as the resource being used.

When you are new and just starting out, you are likely only able to craft items from the basic materials. In the already



provided example, you can see that I have 84 regular cloth in my backpack. If you select the button to the left, you will see another menu list appear in the lower center. This list can be used to select a different resource type to craft with. You will see the quantities of those types of materials that are in your inventory, if you have any.

If you select another type of material, your resource will change. If you are not good enough in the crafting skill, you will be notified that you cannot work with that material. As you select different resources to craft with, the item you were last viewing will show you the new color and description for the item. Other resources can give benefits to the crafted item, in comparison to using regular resources.



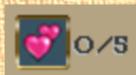
To craft an item, you can press the arrow button next to MAKE or MAKE NOW, or an arrow button next to the item name. If you already made an item, you will also see an arrow button next to MAKE LAST. If your game allows for multiple crafting at once, you will see buttons for 1, 10, or 100 items at a time.

As you craft items, your skill will increase in that trade. The better your skill, the more items you can make. Your skill will also determine the resources you can use and the success chance at creating items, especially of exceptional quality.

You can set a container where crafted items go by default. This is in the paperdoll's HELP section under SETTINGS

## Followers

Followers come in many forms. They can be henchman you hire at the tavern. It can be a pet you buy from a stable or a creature you tame into submission. Each character has a limited amount of follower slots to take followers along. Some may utilize a single slot, while others may require 2, 3, or even 4 slots.



As already stated, some henchman can be hired at the tavern. You may even save one from a dungeon. There are items that may help you acquire a follower. A common approach is using the taming skill.



To see if a creature can be tamed, single click them. If you see the TAME option, then you can attempt it. If you succeed, then you have a new pet. These types of pets can be renamed. To do so, drag their health bar off of them. Use your cursor

to select their name, and you will see that you can clear the name and type a new one of your choice.



There are commands you can give to followers, and you can see them when you single click the follower. Not all followers will have the same options. Below is a brief description of commands that you can give followers:

- |        |   |
|--------|---|
| Guard  | They will guard you if someone tries to cause you harm. |
| Follow | They will go where you go.                              |
| Kill   | They will try to kill your target.                      |
| Stop   | They will stop what they are doing.                     |
| Stay   | They will stay in the spot you tell them.               |

Transfer     You can give your follower to someone else.

Release     You can release your follower.

There are sometimes options to add or remove friends, where adding them may provide some benefits to your party members.

Some followers require food to remain loyal. Others may require treasure. A follower that has no loyalty is usually not a follower for long. If you have a good druidism skill, you can use it on a pet. This will show you their information.

**ED**

ANIMAL LORE		RESISTANCE		COMBAT RATINGS	
INFORMATION		DAMAGE		LORE & KNOWLEDGE	
Level	11	Physical	18	Anatomy	---
Hits	42 / 42	Fire	---	Magic Resist	29.6
Stamina	68 / 68	Cold	---	Poisoning	---
Mana	10 / 10	Poison	---	Tactics	41.1
Strength	92	Energy	---	Combat Skill	36.2
Dexterity	68				
Intelligence	10				
Barding					
Difficulty	25.2				
Taming Needed	29.1	Physical	100%	Magyry	---
Loyalty Rating		Fire	---	Meditation	---
Wonderfully Happy		Cold	---	Psychology	---
Pack Instinct	None	Poison	---		
Foods		Energy	---		
Fruits		Base Damage	3 / 4		
Vegetables					
Grains & Hay					

Some followers have skills that will progress as they fight in battle with you. These followers are generally the ones you have tamed. You can check this information screen periodically to see their progress.

If any merchants are selling creatures, you will see it in their inventory. Buying these require no skills in druidism or taming, but they cannot be bonded unless you possess those skills.

## SHOP INVENTORY

Item	Avail.
------	--------

	1
---	---

Black Bear at  
917gp

1



Black Wolf at  
2618gp

1



Bobcat at 2867gp

1



Brown Bear at  
1027gp

1



Cougar at 1298gp

1

Double-left-click item to add to  
Bill of Sale. Choose accept or clear  
to purchase items or start over.

When you purchase one, you will be given them in a cage. Use the cage somewhere and the creature will appear. They will immediately become your follower.



Almost all creature followers can be brought to the stables if you want them to have a safe place to stay. The stable master will charge you a weekly gold fee to do so. You can claim your pets or see which pets are in the stable currently. If you ask them about riding, they will show you the type of creatures that can be ridden.

If your taming is high enough, you may want a tamed creature bonded to you. Bonded creatures are able to be resurrected, if they meet an untimely end. To bond a pet, simply feed them after a set period of time. If you succeed, you will get a message that they are bonded to you.

There are also unique creatures that have a set of rules that do not apply to them like regular creatures. Some of these cannot be stabled, for example. Any

such followers will have these details explained to you when you discover them.

## Mounts

There are certain creatures that you can ride. Although characters can walk or run, riding a mount can help you travel much faster. Mounts are pets under your control, or they are summoned magically to ride. They require a certain amount of control slots. To ride such a creature, stand next to it and double click them. You can double click yourself afterwards to dismount. During battle, some creatures may knock you off your mount. There are also certain areas you may enter, that will have your mount safely wait elsewhere until you leave. Below are some creatures you may see, that can generally be ridden.





## Reputation

How the world views you as a character is your reputation. Reputation consists of both fame and karma. You can view both of these values in the paperdoll's INFO section.

Fame is a value between 0 and 15,000. Fame is acquired by slaying various creatures or enemies, or completing quests. Karma is a value between -15,000 and 15,000. Karma can be increased by slaying evil creatures. You will lose karma by slaying good creatures. There are other ways to lose karma, such as carving up a human corpse or casting evil magic



spells. Your character will have a reputation title, and you can see what that title may be by using the chart in the paperdoll's HELP section under LIBRARY.

Your reputation can affect certain aspects of the world. Good creatures in the land may attack you if you lean more toward evil. Some spells require a certain reputation to be effective. For those seeking a dark and evil life, you can visit any shrine or altar and single click it. Then you can lock your karma from being raised for slaying evil creatures.

## Conclusion

You should now have enough information to traverse this new world you entered. The things you learn that were not in these pages were meant to be discovered. If you are looking to buy tomatoes, this book does not tell you that. You must figure out where to buy them or find them. Novice necromancers may have a personal quest to find the Black Magic Guild. What a magic item does will have to be learned by maybe examining it. These matters are for you to discover. Here are some tips for playing the game:

1. Your first quest should be to figure out how to supply yourself with food and drink.
2. Consider beginning in Britain, as there are plenty of stores and farmlands that can help.
3. The starting settlements usually have an easy dungeon nearby.
4. Find inspiration of a character archetype when choosing skills; thief, wizard, warrior, etc.
5. Look over your ClassicUO client settings before heading out with your new character.
6. Keep an eye on your resurrection costs, and make sure you collect enough gold in the bank to help you resurrect without detriments.
7. Talk to NPCs. They may provide information that you are not aware of.
8. Read the books and scrolls you find. They sometimes provide details on the world.
9. Approach this game as a sandbox, single player game and not like its massively multiplayer counterpart.

10. Quests are mostly of your own making. If you want an item, that is your quest. If you want to explore a dungeon fully, that is your quest.
11. A character cannot do everything. Try to choose a path and skills that work best together.
12. You can have multiple characters, so try different types.
13. The concept of winning and losing is defined by you.
14. There is no hand holding here. What you do and where you go and what you learn, is all up to you.
15. Until you get comfortable with the overall game, single click items when you can. See what you can learn by doing so.
16. Get yourself a regular book from a merchant. Something you can write in. Take notes on things as you travel the land.

## Appendix A

Here is the listing of skills that you can use in the world.

Alchemy - This will need a mortar, pestle, empty bottle, and some reagents. A potion keg can hold many bottles of potions. Double clicking the mortar and pestle will start you on your way.

Anatomy - This will increase as you simply fight and heal with bandages. It allows for better damage and extra healing.

Arms Lore - This allows some crafters to make better weapons and armor. You may also find armor or weapons that are unidentified. Using this skill on them may identify them. You can identify weapons and armor to practice this skill, but they can only each be identified once. If you find some decorative armor or weapons, you can sometimes tell what you can get for it, and from whom. Again, these are decorative items and not something you would be able to use. If you determine that something like this does have value, give the item to the merchant you determined and they will give you some gold for it. Just hand it to them or keep it to decorate your home. If you master your mercantile skill, you will get double the price for rare items like these. If you want to have a chance for better weapon damage, this skill can help that as well.

Begging - This may get you a couple of gold if you use this skill on one of the many townsfolk. You can also target yourself for begging which will change your demeanor to 'begging'. While using this demeanor, townsfolk may do some services cheaper for you such as repairs, identification, and magic item charges. They will also be willing to buy your items and relics at a higher price. If you are really skilled at begging, you could convince opponents to stopping their attacks on you. Every time you are successful with this skill, you will lose a bit of karma. You will also lose fame if you cowardly convince one from attacking you.

Blacksmithing - This allows you to make weapons and armor with various types of metals. You will need ingots of metal, a blacksmith hammer, a forge, and an anvil to get started.

Bludgeoning - This is a weapon skill that focuses on items such as hammers, clubs, staffs, and maces. The more you use such weapons, the better you get at hitting opponents with them.

Bowcrafting - This allows you to make bows, crossbows, arrows, and bolts. You need a bowcrafting kit to get started, along with wood and possibly feathers. Those that are proficient in this skill also gain an advantage when using bows or crossbows.

Bushido - This is the main skill of the Samurai, and embodies the very essence of honorable combat. With it and the Book of Bushido (purchased from a monk), the Samurai can perform a variety of special abilities that mostly are defensive in nature...but can be used to quickly and honorably defeat the toughest of opponents. This skill also gives you an advantage when using pole arms, axes, and other slashing weapons.

Camping - This is used to logout safely when out in the wilderness with a bedroll. You can use a bladed weapon on a tree branch to get kindling, allowing you to start a fire and cook food. Using a small tent, you can quickly build a secure area to rest for a bit...even with nearby enemies. With a camping tent, one good at camping may setup a tent and rest in complete safety. Those that become grandmasters in this skill, are able to use a hitching post to stable pets at their home. The better you are at this skill, the more resilient you are with hunger and thirst. This gives you the ability to travel longer without food and drink. Bedrolls and kindling can be used in areas where you feel safe and wish to rest. As long as you are not terribly hungry or thirsty, your stamina and health will recover much more quickly. Kindling can only be used once as it will burn away when ignited. Bedrolls can be rolled back up and taken with you. Having both a bedroll and campfire set will double your recovery, but only for the one that actually owns the bedroll.

Carpentry - This allows you to make furniture, staves, wooden shields, crates, etc. You need a carpentry tool (like a saw) to get started, along with wood.

Cartography - This skill allows you to map the man lands you explore. Decoding treasure maps is also done with cartography. In order to make maps, you will need a map makers pen and blank scrolls. Maps can help you navigate this strange world, and sea charts can help you travel the high seas much easier. Most cartographers will tell you that the most treasure gained is from a well found treasure chest.

Cooking - If you want to be able to cook various types of food, this is the trade to take. You will need something like a frying pan, and a stove or fire, to get started. Those good at cooking have a chance to increase the amount when identifying reagents with tasting identification. Those proficient in this skill, also have a chance to identify some potions of a better quality. So one that would have normally identified a healing potion, as an example, would instead have identified a greater healing potion. Elixirs and mixtures have a greater effect when one is good at this skill.

Discordance - With a musical instrument, a bard is able to play a song that will cause an opponent to become less of a threat in battle by lowering their defenses and abilities. In order to be good with this skill, you must also master Musicianship.

Druidism - This allows you to know the attributes of creatures and helps in how many pets you can stable or control. Use this skill directly on tamed creatures to improve it. This skill, along with veterinary, also allows you to create druidic herbalism potions. When healing creatures with veterinary, druidism also helps.

Elementalism - Being an elemental form of magic, it draws from such forces to unleash spells appropriate to the elements. Unlike other forms of magic, elementalism only requires the intellect and mana of the caster, and thus do not require any form of reagents. Those that practice elementalism can never dabble in magery or necromancy, as they interfere with each other. The same is said for necromancers and mages, as they can never work with elementalism. Elementalists only have 32 spells as opposed to mages with their libraries of 64 spells. Those skilled in elementalism also gain a combat benefit with using staves and wands that you club with or fire magic beams, and scepter weapons. You must find an elementalist that will train you in this craft and sell you an elemental spellbook.

Fencing - This is a weapon skill that focuses on items such as daggers and spears. The more you use such weapons, the better you get at hitting opponents with them.

Fist Fighting - For those that decide to not use weapons, and instead enhance the power of their bodies, this skill will allow one to land deadly punches. Find a pair of nice

pugilist gloves and you may be able to best a sword fighter in combat. Mages often learn this combat skill as it leaves their hands free to cast spells. Those good with this skill are those that choose to hone their bodies and can gain a restoration benefit when spiritualism.

Focus - This helps regenerate mana and stamina more quickly. Stamina can help a warrior swing their weapon quicker, while mana helps spell casters cast more spells. Mana is also used in some combat maneuvers.

Forensic Evaluation - To investigate who unlocked a chest, this skill can help you investigate that. The major use of this skill is the fascination with corpses and the anatomy of them. To determine who killed a discovered body, you would use this skill. If you train this skill up to at least 5, you will begin to get more resources off of creatures when carved (meaning more meat, feathers, wool, etc.) ...where the better your skill the more you may get. The anatomy skill may provide better results when skinning creatures. You can also dabble in witchery brewing, which allows one to make horrid potions that necromancers can use to further their dark causes. If you have a morbid need for treasure, get a grave shovel and dig up any grave you can find. Double click the shovel and target a tombstone to see what you can dig up. It may be a chest, relic, potion, or the obvious body part. Be wary of the rising dead...but spiritualism may keep them at bay. It is illegal to dig up

graves, so don't get spotted doing so as it will get you reported as a criminal.

Healing - With the use of bandages, one may heal themselves...even during combat. One that is very good at this skill, along with anatomy, are able to even cure poisons. You can cut cloth with scissors to make your own bandages. If you have a 60 in both healing and anatomy, you can start to cure poisons. If you have an 80 in both healing and anatomy, you can resurrect others.

Herding - This skill is often used by shepherds and their wooden crooks, but those good at this skill is able to have even more tamed pets accompanying them. It also helps to master this skill as it provides more stable space for any tamed pets.

Hiding - This allows you to become virtually invisible to others.

Inscription - This skill uses a pen, blank scroll, and some reagents. You can make copies of spells from spellbooks you may have. You also get a bonus to your mercantile when trying to identify a scroll. If you find a coded message during your journey, these can often be decoded by one intelligent enough. Having a good skill in inscription could also reveal the message.

Knightship - This is the primary talent of any character calling themselves a Knight. It allows a fighter to utilize a

limited set of spells that would not be feasible with Magery. These spells include healing, curing of poison, improved strength, and holy magic damage. Knightship skills require a Book of Knightship, available from any Knight, and consumes mana as well tithing points. Their rate of success is determined by the Knightship skill, while the power and duration of their effects is based on karma. Tithing points are gained by donating gold at many ankh shrines, by single clicking the ankh shrine...you can choose to donate your gold. Legends tell of Death Knights following the path of Knightship, but in a much different way forgotten by most.

Lockpicking - If you have a box or chest that is locked, this skill will probably help you get in. You must either make some lockpicks or find a thief that sells them. Others may sell them as well.

Lumberjacking - Cutting trees in the forest will allow you to gather more wood. This wood can be used to make furniture, arrows, weapons, or armor if you possess carpentry skills. Double click an axe and then a tree to cut the wood from it. The better your lumberjacking skill, the better you can fight with axes.

Magery - A difficult skill to master as those who seek the power have a long road of knowledge they must traverse. Get a spellbook and search the land for hidden spells you may collect and one day become a powerful wizard. Be on the lookout for reagents, as you will need them to summon

these magics. Those skilled in imagery also gain a combat benefit with using staves, sceptres, non-spell-imbued wands, and scepters. Mages can never dabble in the spells of elementalism, as they interfere with each other.

**Magic Resistance** - This not only helps you resist magic used against you, but also enhances many of your other defenses. Some magic cannot be avoided however, but this skill will at least minimize the effects.

**Marksman** - This will improve the more you use the appropriate weapons, increasing damage and possibilities to hit with ranged weapons. These are weapons like bows, crossbows, wizard staves, some magic wands, and throwing gloves. You have the ability to throw daggers, stones, harpoons, darts, axes, or shurikens.

**Mercantile** - If you want to make more money selling items to vendors in town, this skill will allow you to persuade them. You will also come across artifacts, wands, and scrolls that can only be identified with this skill. If you have some unusual item, you can sometimes tell what you can get for it, and from whom. These are strange items that are usually decorative in nature, and not something you would be able to use. It could be artwork, banners, books, cloth, carpets, coins, skins, furs, gems, gravestones, instruments, jewels, leather, orbs, paintings, reagents, rugs, scrolls, statues, tablets, or vases. If you determine that it does have value, give the item to the merchant you determined and they will give you some gold for it. Just

hand it to them or keep it to decorate your home. If you master this skill, you will get double the price for rare items like these.

Mining - This is a basic, and fairly essential skill for an aspiring blacksmith or, to a slightly lesser degree, tinker. To begin mining you will need tools, these can be either picks or shovels and can be used from the backpack, they do not need to be equipped. The better your skill, the better the chance to dig up rare ore. Some ores can only be mined in certain lands and regions. The better your mining skill, the better you can fight with maces, clubs, and hammers.

Necromancy - This is the study of dark magic. using the power of spiritualism, one may amplify this power to its maximum potential. Like wizards, necromancers need specific reagents to use such magic. You will also need to find a necromancer spellbook, along with the spells to put in it. Those skilled in necromancy also gain a combat benefit with using staves and wands that you club with or fire magic beams, and scepter weapons. You also need this skill if you intend on researching witchery brewing. Necromancers can never dabble in the spells of elementalism, as they interfere with each other.

Ninjitsu - Some of the stealthiest assassins have come from those proficient with this skill. One needs to seek out a monk and get a Book of Ninjitsu to begin down this secret path of attacking from the shadows. Ninjas are

adept at combat so this skill enhances their ability to use any weapon or their bare hands. You can further your ninja abilities by seeking the knowledge of the shinobi.

Parrying - With a shield, one can get better at blocking blows entirely. Those who follow the path of the samurai will use this skill with a sword instead of a shield. You should find someone to train you a little bit in this skill, so you will know what you are doing.

Peacemaking - Bards are able to create music with instruments that will take the most violent opponent and make them stop their attacks to listen to the ballads. In order to be good with this skill, you must also master Musicianship.

Poisoning - With a steady hand, and a bottle of poison, one can make certain weapons deal sickening blows. One also becomes better resistant to poison with this skill, and some poison-type spells benefit from this proficiency. Poison can be found or made by alchemists, or you may find venom sacks on some creatures. If you have an empty bottle, and you use the venom sack, you may be able to extract it out. Some weapons have an infectious strike ability that allows others to hit enemies with poisoned weapons. Although infectious strikes let you better strategize your poisoned weapon, those that are good with this skill do not need infectious strikes to use poison weapons. Simply poison your weapon and it will test your poisoning skill when you attack an opponent that can be

poisoned. You will not waste poison on those that are immune, or those that are currently poisoned. Those good at this skill also have the ability to dump bottles of poison on the ground to infect those that walk over it.

**Provocation** - Bards are able to play musical instruments and cause havoc among others to fight each other. In order to be good with this skill, you must also master Musicianship.

**Psychology** - Mages learn to evaluate another's intelligence to increase the power of their damaging spells against them, as well as mental manipulation of others.

**Remove Trap** - Some containers are trapped, and this skill will allow you to disarm them. With this skill, you are often able to walk near dungeon traps without setting them off. There are hidden traps as well, but being good with this skill can disable them when you walk near them. This skill is also passively active when you open trapped containers, along with walking near dungeon traps.

**Seafaring** - To catch your next meal with a fishing pole is not the only use of this skill. One may take to the high seas and fish up special treasure as well. Only good fisherman may fish up trophy fish, which you use with a taxidermy kit to mount in your home. Also, any shipwrecks under the waves can only have one skilled in this...bring them to the surface. There are also rare fish to be caught, which fetch a high price. Those skilled in fishing also have

a better chance in using harpoons than other ranged weapons. This skill can improve by fishing, turning in cargo, slaying pirates or sailors, selling exotic fish, killing creature out on the high seas, and using fishing nets. To learn more about fishing and the high seas, seek out the book titled 'Skulls and Shackles'.

**Searching** - To find stealthy or invisible beings, this skill helps with that. One may also avoid dungeon floor and wall traps with this skill, but only when actively searching. If a trap is nearby, it will show you the location to avoid, but only briefly. You may accidentally find lost or hidden treasure in a dungeon. You may stumble upon it, or actively search for it with this skill. Secret doors will be revealed as well. If you have night sight from a potion (night sight or eyes of the dead mixture), spell (night sight or heavenly light), or magic items you will have a chance to detect traps, hidden treasure, or secret doors when you either use this skill in the area or stumble over a hidden pile of treasure. Your night sight spot chance is 2% chance per item equipped with night sight attributes, as well as an additional 2% for a spell or potion effect that provides night sight.

**Snooping** - In order to begin Stealing from others, you need to be able to look in their packs for goods.

**Spiritualism** - This skill helps necromancers with extra power for their spells. You can also summon your own spiritual energy to heal your wounds and restore some

stamina. Those with low karma can even channel the energy from corpses for a greater effect within themselves. Those that hone their bodies, with skills in fist fighting, will have an added benefit with bodily restoration.

**Stealing** - Things that don't belong to you can be acquired with this skill. Stealing gold from others, or stealing an artifact from an ancient dungeon, thieves make a living doing such things. To steal from other adventurers, one must find and join a Thieves Guild. You can steal coins and such from other creatures by standing next to them and attacking them, where you may automatically steal such items when giving the attack.

**Stealth** - Hiding is one thing, but walking around without being detected is what this skill can do. Why fight your way home when you can walk past your enemies? You will need a skill of 30 in Hiding and then your choice of armor must be light. Once you reach 60 or 65, wear some studded leather to improve further. When you finally reach 90 or 95, try wearing some ringmail and a close helmet to master the skill.

**Swordsmanship** - This is a weapon skill that focuses on items such as swords and axes. The more you use such weapons, the better you get at hitting opponents with them.

Tactics - Fighters fight, but those who want to be the best train their Tactics skill. This will allow you to do more damage with weapons.

Tailoring - using a sewing kit, one may make clothes and leather armor. You may also need cloth or leather to make things from.

Taming - This allows you to tame most creatures. The more you tame, the better you get at it. Along with druidism, herding, and veterinary you can potentially control more creatures. Some creatures can be bonded to you. Bonded creatures can be potentially resurrected if slain, where a ghostly visage of them will follow you until brought back from the dead. To bond a creature, simply give them some food that they prefer. Once you do that, give them another. They should then be bonded to you from that moment onward.

Tasting - Used once by royalty to determine if food was poisoned, many adventurers use this skill to identify potions they may find. There are also many reagents that will be unidentified unless you taste them first. You may even get a better benefit from food and drink as well. Elixirs and mixtures have a greater effect when one is good at this skill.

Tinkering - This skill allows one to make many different types of tools and intricate items. If one wants to make

jewelry, then this skill can accomplish that. Tinker tools are needed...along with metal ingots or wood.

Tracking - Hunters are proficient with this skill as it allows them to track their prey. With a good tracking skill, one may even track hidden or invisible creatures.

Veterinary - If one decides to become a Tamer, this skill will allow you to use bandages to heal your pets and even resurrect them. This skill is also required if one intends to explore druidic herbalism.

## Appendix B

Many equipment items you find maybe have magical attributes or special properties with them. Below are the brief descriptions of the various characteristics these items may have:

Damage Increase - Increases the base damage you inflict with your weapon.

Damage Modifier - Increases the final damage dealt by the bow it's used with.

Defense Chance Increase - Increases your chance to dodge blows.

Dexterity Bonus - Increases your Dexterity Stat by the number of points on the item.

Durability Bonus - Durability bonuses are applied to an object once. A more durable object takes longer to wear down and break.

Enhance Potions - Increases the effects of potions when they are used. Poison and nightsight potions are excluded.

Faster Cast Recovery - Shortens waiting time between casting spells.

Faster Casting - Decreases the time required to cast spells by 0.25 seconds per point.

Hit Area Damage - May be physical, fire, cold, poison or energy type. Provides a percentage chance on each hit to deal additional area damage based on half of the weapon damage inflicted to the primary target. The area damage is not inflicted to the original target, but is inflicted to attackable targets within a 5 tile radius of the original target.

Hit Chance Increase - Increases your chance to hit your opponents.

Hit Dispel - Has a percentage chance on each hit, based on the wielder's Tactics skill, to cast the imagery spell dispel on any summoned creature.

Hit Fireball - Has a percentage chance on each hit to cast the imagery spell fireball on the target.

Hit Harm - Has a percentage chance on each hit to cast the imagery spell harm on the target.

Hit Life Leech - On every successful hit, converts a percentage of the damage inflicted by the attack into hit points for the wielder.

Hit Lightning - Has a percentage chance on each hit to cast the imagery spell lightning on the target.

Hit Lower Attack - Has a percentage chance on each hit to lower the hit chance of the target.

Hit Lower Defense - Has a percentage chance on each hit to lower the defensive capabilities of the target.

Hit Magic Arrow - Has a percentage chance on each hit to cast the magery spell magic arrow on the target.

Hit Mana Drain - Reduces the target's mana by a percentage of the damage dealt by the attack that triggers the affect.

Hit Mana Leech - On every successful hit, converts a percentage of the damage inflicted by the attack into mana points for the wielder.

Hit Point Increase - Increases your maximum hit points by the number of points on the item.

Hit Point Regeneration - Increases the rate at which you regain hit points.

Hit Stamina Leech - Has a percentage chance on each hit to convert 100% of the damage inflicted on the target into stamina for the wielder.

Intelligence Bonus - Increases your Intelligence Stat by the number of points on the item.

Lower Ammo Cost - Reduces the number of arrows/bolts used by a percentage.

Lower Mana Cost - Lowers the amount of mana needed to cast a spell or use a special move.

**Lower Reagent Cost** - Lowers the amount of reagents needed to cast spells like magery and necromancy. 100% negates the need to carry reagents at all. Tithing points, though unused, are required to be available to cast Chivalry spells. Elementalism reduces the amount of stamina loss for casting spells.

**Lower Requirements** - Lowers any stat requirements the item has by a percentage. If an item has 100% Lower Requirements, it will have no stat requirements.

**Luck** - Increases the character's luck, which aids in events such as finding better treasure or avoiding traps.

**Mage Armor** - Negates impediments to both active and passive meditation from armor types that would normally block it. Also negates impediment to stealth skill.

**Mage Weapon** - Allows magery skill to substitute for the normal combat skill of the weapon. Special moves cannot be used via this substitution. Magery skill is reduced while a mage weapon is equipped.

**Mana Increase** - Increases your maximum mana by the number of points on the item.

**Mana Regeneration** - Increases the rate at which you regain mana, subject to diminishing returns.

**Night Sight** - Helps you see in darkness, but also helps you in stumbling upon hidden dungeon treasure. The more

night sight items you have equipped, the greater the chance to find such hidden treasure.

Reflect Physical Damage - Reflect Physical Damage will reflect a percentage of any kinetic physical damage that is inflicted on you back onto the one who inflicted it.

Resist - Resist types are: physical/fire/cold/poison/energy. Resist allows you to resist a percentage of all described damage.

Self Repair - Has a chance of regaining durability each time it takes damage in the amount of the self repair.

Skill Bonus - Increases your skill points in a particular skill.

Slayer - Weapons and spellbooks will do increased damage against all creatures within a certain group, while musical instruments will be more effective.

Spell Channeling - Allows the casting of spells while a weapon or shield is equipped.

Spell Damage Increase - Increases the amount of damage spells inflict.

Stamina Increase - Increases your maximum stamina by the number of points on the item.

Stamina Regeneration - Increases the rate at which you regain stamina.

Strength Bonus - Increases your Strength Stat by the number of points on the item.

Swing Speed Increase - Increases the base speed at which you swing your weapon.

Use Best Weapon Skill - Substitutes the character's trained weapon skill for that normally required for the weapon type, but for melee weapons only. Archery and fist fighting are not included.

Weight Reduction - Reduces the weight of the ammunition contained within a quiver.

## Appendix C

The two client options for this game is ClassicUO and TazUO. The links below are the sites for that development. Although the package you downloaded already has this ready to go, you can feel free to reach out to the developer for any updates or tech support.

<https://github.com/bittiez/TazUO/releases>

<https://www.classicuo.eu/>

The important thing to keep in mind, is that whatever client you choose, there are two things you need to keep from this game's package:

- The “containers.txt” file in each of the client’s Data\Client directory.
- The entire “Files” folder, in the main Game directory, that came with this package.

If you do not have either of these intact from this package, then your client will not function correctly.