

Instruction Booklet, Manuals and Strategy Guide

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Cultima: an open world RPG in tribute to the Ultima series, featuring: randomly generated world and characters, randomly generated weather, music, and missions and an in-game manual (journal) that builds as you discover information about the game.

Disclaimer: since the terrain and names are randomly generated, they will on occasion take the form of something provocative or obscene. Any resemblance to shapes or words that cause offense are completely coincidental and a result of unlucky randomness.

Controls:

-,+	=>	change screen size
arrow keys	=>	move character in Travel mode, scroll page and chapters in Journal mode
shift	=>	constant movement in last direction selected with arrows
I	=>	view/manage character inventory
J	=>	View the player journal
M	=>	view map of visited locations and list of missions
escape	=>	exit current menu

Assigning quick keys from Inventory:

shift -F1	=>	assign F1 to switch to current selected weapon
shift -F2	=>	assign F2 to switch to current selected weapon
shift -F3	=>	assign F3 to switch to current selected weapon
shift -F4	=>	assign F4 to switch to current selected weapon
shift -F5	=>	assign F5 to cast current selected spell
shift -F6	=>	assign F6 to cast current selected spell
shift -F7	=>	assign F7 to cast current selected spell
shift -F8	=>	assign F8 to cast current selected spell
shift -0 to 9	=>	will assign the currently selected potion to that key

Upon alignment and proximity to certain objects in the game, various control options will become available and can be performed (listed on the right side):

Situational Controls:

E => Examine character, object or terrain, or search for a trap. Active to examine an object if you are vertically or horizontally aligned with it, defaults to examining adjacent terrain. Followed by an arrow-key for direction to examine.

P => Pick a lock or attempt to disarm a trap. Active when you are adjacent to a lock or trap and have a lockpick in your inventory.

S => Steal a chest or attempt to pickpocket a character. Active when you are adjacent to a character for pickpocketing, or two spaces away and vertically or horizontally aligned with a chest and the owner of the item is in view. Followed by an arrow-key for direction to steal.

=> Sleep or set camp. Active if it is time to rest and on a terrain that is appropriate.

B => Break down a door or a wall. Active if you have a hammer and are next to a wall that can be broken down, or an axe and next to a wooden door. Followed by an arrow-key for direction to attempt to break.

F => Set fire to an object. Active if you have equipped a weapon that can start a fire and are adjacent to a terrain that can be set on fire. Followed by an arrow-key for direction.

T => Talk to a character. Active when you are adjacent to a character that can be spoken to. Followed by an arrow-key for direction to talk if adjacent to more than one character.

A => Attack a character, cast Advance spell or place a trap. Active if you are in attacking range of your equipped weapon and horizontally or vertically aligned with a character. Followed by an arrow-key for direction to attack.

W => Wait for a while (1 hour of in-game time). Always active.

D => Drink a potion. Active if you have a potion in your inventory.

C => Cast a spell. Active if you have learned at least one spell.

K => Keep armor or pelt on a corpse. Active if on a corpse that has armor/pelt.

[=> Swap your armor with the armor on a corpse. Active if standing on a corpse.

L => Loot weapon from a corpse. Active if on a corpse that has a weapon to loot.

] => Swap your weapon with the weapon on a corpse. Active if standing on a corpse.

R => Recall whistle for a dog. Active if you have a dog and it is not following you.

CTRL => Toggle guard up (for defense) or down (for interacting with characters).

Depending on if you have certain items in a specific inventory category, various control options will become available for selecting /equipping or scrolling:

Situational Scrolling Controls:

INSERT/DEL	=>	Scroll weapons if you have more than one.
HOME/END	=>	Scroll spells if you know more than one.
PG-UP	=>	Scroll potions if you have more than one.
PG-DOWN	=>	Scroll armor if you have more than one.
<, >	=>	Scroll items when in Inventory Mode.

Other options will be available depending on whether you are in Game mode, in your Inventroy or trading in a Shoppe. The single key commands will be shown on the right side of the screen.



Character stats:

Might: guides melee combat in attack and defense of melee attacks.

Mind: controls capacity to do magic and quality of magic performed.

Agility: guides ranged combat in attack and defense, and nimbleness in picking locks and avoiding traps.

Awareness: skill in noticing the world and creatures around you, from accurate mapping and knowledge of others skills to trap and secret detection.

On magic:

Magic can be crafted in 4 forms:

General spells can be learned from a book and remembered to be called whenever the player has enough manna. Some general spells have an instant effect, while others last over a duration of time.

Directed and aimed spells (mostly combative) require a staff to be learned and wielded. Once a player buys a magic staff, they are bound to it and cannot discard it, therefore taking a weapons slot.

Instant magic can be performed by any player by taking certain potions. Potions are a one-time use, but the player can hold several potions.

Many magic items can be found and used by any player, including those with shallow mind skill. Their effect is constant while the player has the item.



On Character Conversations:

While in conversation with in-game characters, single letters will be auto-completed when entered in the green text window.

Character Conversation shortcuts:

- A => Arms, to ask a character about weapons
- N => Name, to ask a character his/her name
- J => Job, to ask a character of their job
- H => Home, to ask a character about their home
- T => Trade, to ask a shoppekeep to trade goods for gold
- G => Gold, to give a character gold for services/goods/donations
- M => Mission if the character has one to give
=> Map if the character can fill out part of your map for you, or be paid to do so
=> Message if the character has a message for you to deliver
- B => Bounty if the character has a price on their head
=> Bribe, to tempt a character with a bribe of gold
- C => Cure, to ask a healer to cure you
- S => Spell, to ask a wiseman to teach a new spell
- L => Lair, to ask a fellow adventurer about the location of monster lairs
- R => Ration, to buy rations from a butcher, give rations to a beggar or dog companion

Dog command shortcuts:

- S => Stay, to make the dog hold its location
- C => Come, to make the dog return to you
- A => Attack, to make the dog hunt game, distract enemies or be on guard against thieves
- G => Go, to make the dog leave your side
- T => Treat, to give the dog a ration

From outside conversation, the 'R' key will do a recall whistle to call your dog back to your location

If a character has an item you want, typing the name of the object, such as a "message" to be delivered, or "lockpick" to be bought or sold.

UP-ARROW to repeat last sentence

DOWN-ARROW or ESC to leave conversation

LEFT-ARROW and RIGHT-ARROW will scroll through common words used in conversation

If a character response includes a word that can be followed up on in conversation (marked blue), RIGHT-ARROW will default to follow-up word.

On morality:

Reputation guides whether or not characters will talk to you or aid you in the game. Reputation is based on what other human characters in the game are witness to.

Good deeds with witness that add to a reputation: giving to the poor or donating to a temple, finding lost people in caves or mines, rescuing prisoners in dungeons or monster lairs, completing non-assassination missions, like retrieving an item, delivering a message, clearing a location of monsters, slaying a monster that wanders into a city or village, or successfully defeating a rival army with a local militia.

Wicked deeds with witness that subtract from a reputation: vandalism (breaking down city or castle walls/doors, picking locks, arson), pickpocketing, theft of city or castle chests, abuse of a dog companion or trained horse, assault, murder, getting caught with multiple spouses, drinking too much at a tavern or completing assassination missions (bounty missions given by a king are neutral).

A particularly infamous or wicked player can gain wealth and experience faster with theft and murder, but will find less help from others, and if extreme, will even be turned away by shoppekeepers.

A reputed heroic player will find more guidance from others, such as filling out the player's map with directions to locations, and for legendary players, get discounts on training and shoppe items.

The witnessed murdering of characters will build a bounty against you, and heighten your chances of assassins seeking your bounty.

The murdering of particularly noble characters or teachers that you have studied with can anger the gods and result in a curse. There are ways by which a wicked character can charm or impress those around them to help when they wouldn't otherwise.

On character roles and learning game mechanics:

All character roles and many game mechanics can be learned by talking to the characters in game. Most key words that can be followed up in conversation will highlight in blue text. The main character roles can be discovered by first finding and conversing with a town's barkeep. Weapon and spell information can be learned from the shoppekeepers of armories and magic shops. Monster information and strategies for fighting them can be learned from local swordsmen and adventurers. Certain character types can have different roles depending on their locations (city, village, castle, temple, hermit's hut, etc).

All important information learned about monsters, weapons, townsfolk, spells, locations and riddles are automatically logged in the player's journal. Think of the journal as a game manual that builds as you play the game.

The following pages contain:

[Monsters Manual](#)

[Townsfolk Descriptions](#)

[Shoppes](#)

[Manual of Arms and Armor](#)

[Manual of Magic Spells and Items](#)

[Strategy Guide](#)

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A Monster's Manual:

The Bat: Thy swift cave bats will leave you be unless stricken with the rage sickness. Bats prefer dark and dampened places, like dungeons and caves. A colossal bat has been written about in legend, her bite can cast thy Vampyric curse!

The Bear: Thy powerful bear of the plain and forest sleeps the Winter in darkened caves. Adorning a bear hide will allow thee to walk among them and protect thee from the blowing snows of Winter. Bears be not wicked, but will charge relentlessly if hungry or threatened, even into water. Toss rations to a hungry bear and it may end its pursuit of thee. Bears will leave thee be if with a hunting dog.

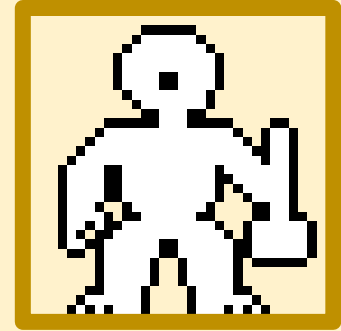
The Beholder: Most rare of the dungeon, only strange tales speak of a floating monstrosity with many eyes. Beware, thy Beholders command the most powerful magic.

The Bugbear: A ghastly, haired beast fully toothed and clawed, akin to man, but much more animal. The open air of the wilderness is preferred by Bugbears - 'tis rare to find them in shelter. Bugbears come out in greater numbers in the dark of night, but may be swayed by tossing them rations. The forests are prowled by thy Bugbear King, who wields a mighty halberd that casts light into darkness.

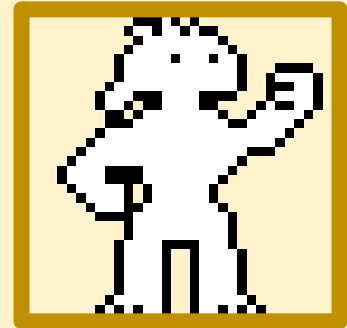
The Brigand: The Brigands are men, turned evil and banded together to a life of debauchery and violence. Thy Brigands roam everywhere: the plain, forests, sacred temples, dungeons and mountain lairs. A variety of weapons are wielded by Brigands, but they prefer to remain swift by suiting in leather armor. Knavish Brigands are known to steal away townsfolk and harbor them in dark prisons. The armies of Brigands have been on the march: beware their deadly Generals: the Brigand King, his assassins and horse mounted Captains! The Dread Brigand Roberts plunders the seas and rivers, and wears a blackened mask. They who adorn the black mask of the Dread Brigand Roberts might pass through Brigand territory unscathed.

The Brigandship: Thy Brigands carry their villainy to the seas in swift, cannon wielding ships. 'Tis said that a great hero once overtook a brigand's ship, all on her own. The Brigand's ship moves quickly, but has a lighter armored hull made of earthen wood - might be wilted to fire. Seafaring Brigands prize the magic Holdall to store the goods they steal from villages. Drunken Brigands are known to brag of holding maps to great treasures on their ships. Some port cities and villages have been plagued by the feared Dread Brigand Roberts.

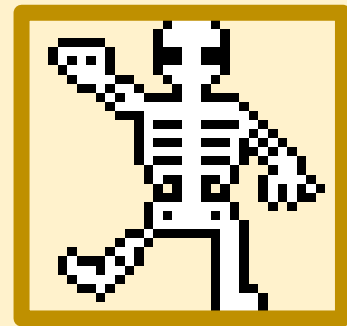
The Cyclops: The mighty Cyclops carries a crushing club. The one-eyed beast roams the plains and forests, but live in darkened caves. The hulking Cyclops, clumsy and dim but powerful, is quite afraid of water. 'Tis said the beastly, one-eyed man can be charmed by music. While powerful, thy Cyclops is not terribly graceful, and worse so when rain falls. The terrible armies of brigands and trolls often employ a powerful Cyclops in their ranks.



The Colossus: The Colossus is a man with the height of ten, but the mind of a wicked child. One swipe of a Colossus' fist can end thee. Do not get close enough to the Colossus to fall in its shadow - 'tis too large and dangerous! The towering Colossus can flatten forests, but cannot see those hiding within. If thee cannot run, attack from range with at least three swords length.



The Deadite: Strange magic from ancient temples can cause the dead to rise. The shambling Deadites have mind only enough to walk and grope at thee. The Deadite plague may be frightening for the townsfolk, but they make easy training for thy blade. Deadites roam temples and dungeons, but mobs of skeletons have been rumored in the plain. Do not dance too close to a Deadite: their bite can sicken thee. Whispered news of late - an entire town fell to the Deadite plague, turning all into murderous ghouls. Those recently risen from the dead have the strength of the living until the stiffness and rot sets in.



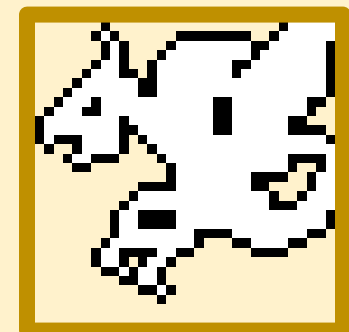
Death: If thee sees a darkness approaching thee, run: 'tis Death herself! There is no battle to be fought, only retreat: Death can only be evaded, lest ye be Killed by Death. If Death comes for thee, run and hide: a city, cave, or ship... 'Tis said that only a crowned agent of Skara Brae herself can challenge Death. In tales of lore, Skara Brae wounded Death with a silver-forged Royal Sceptre, charged with the sacred Pearl-Of-Life.

The Demon: Fearsome Demons are said to haunt temples erected for evil and darkened dungeons. A Demon's claw can lay a curse on thee, so 'tis best to carry a Pentangle if thee must tangle with them. Demons are not bothered by flame, but dislike the cold. Thy Demons are of high mind, and will not be fooled by charms, or even invisibility. Demons must be close to attack, and can teleport closer to thee in a flash of fire. If ye encounter a demon that speaks, dare not take the challenge to a game of Swine, lest thee lose thy life. Even powerful Demons answer to a greater Demon King, and possibly more. 'Tis said the Demon King carries a flaming sword, and can summon demonic minions. Legend tells of a Demon King that can summon an evil mimic of its challenger. Thy Demons are as vile as they come, but they have strange ties to the Great Skara Brae.



The Dog: Common Dogs can be found in cities and villages. The city Dogs have varied personalities, but an aggressive one can be charmed by a clever mage. The lady of the castle knows of training Dogs: 'tis said a trained Dog can help with hunting, guarding camps, chasing away Orcs and protecting against city thieves.

The Dragon: Best be not tangle with Dragons: they are swift and mighty. With thy Dragon, stay out of line with its fire, run serpentine, and seek shelter with haste. One can hide from high-flying Dragons in deep forests, or seek refuge in shallow water. While Dragons prefer open air, they have been known to nest in massive caves. A prized Dragon's Egg is said to have magic properties, perhaps if eaten. You might hear the shrieking call of the Dragon before seeing it - if so, seek cover! We have never seen a dragon in a driving rain, and 'tis said Dragons wince from the cold. Thy city Ironsmith can craft a Dragon's scales to fine armor: totally resistant to flame. 'Tis whispered that even the mighty Dragons have a larger queen that rules them all. Nobody has lived to tell of encountering Dragon royalty, but with charred remains.



The Elk: The great, antlered Elk graze in the plain and hide in the deepened forests. Hunters prize a felled Elk for rations, and the ironsmith might trade for Elk hides you cleave. Hunters clothe in Elk hide to get closer to their targets, and protection from Winter storms. Hunt not game with flame nor poison arms, 'twill spoil the meat or destroy the fur! A cornered Elk has a fearsome kick that can knock the life out of thee: 'tis best to hunt great Elk from range. Approach not Elk game from upwind: 'twill smell your advance and run.

The Fish: Common Fish that can be grasped from shallow waters can make for good rations. Take great care when fishing, for the lakes are inhabited by more than slippery trout. Edible Fish have been taken from lakes, seas and even the underground rivers of great caves.

The Fowl: Thy local Fowl are not monsters, they are owned by the villagers. A Fowl can make for a fine days rations. The village chickens are sometimes killed by dogs. One enterprising soul learned to train a dog to stealthily hunt local chicken for her rations.

The Goblin: Goblins are not unlike shortened men, but twisted and green. Thy Goblins only be found in darkened dungeons and mines, fearful of light – even that cast by spell. One can find devilish Goblins in dungeons, sneaky creatures they are. Goblins are known to skulk in the dark and hide within barrels to sneak up on thee. To a well-armed adventurer, one Goblin is an annoyance, but many are trouble.

The Graboid: There is something strange in the sands - a beast that grabs from below. Thy Sand-grabber is said to descend from the Ropers, but 'neath the earth. Sand-grabbers move only through dry grass and loose sand - they cannot pass under wet, rooted or rocky ground. When traveling across desert plains, watch for movement in the sand to avoid thy Grabbers. Thy Sand-grabbers have never been encountered when rain falls, nor at night. 'Tis said the hides of digested creatures and treasures of travelers can be found within the gizzards of thy slain Sand-grabber. Tall tales speak of a mighty adventurer, swallowed whole by a Graboid, and cleaved her way out of the belly of the beast before being digested alive!

The Horse: The wild Horse of the plains are swift and powerful. Thy grazing creatures are not wicked beasts, and 'tis said the Royal Guard knows how to tame them. Horse riders do not ride a wild horse into battle - they will discharge their riders if struck upon. When on horseback, thee can cover great distances in short time. Legend tells of a horned horse that appears when colors arch across the sky. The secrets of the Unicorn are known only by the Royal Guard of the Capital.

Magma-mother: Little is known about the Magma-mother, since few get close enough to report on her features. Living within thy fissures of molten rock, the Magma-mother controls fire which she can launch from a distance of four spear lengths. Best carve a wide path in the rare event that you see the Magma-mother. Dare not attack the Magma-mother with flame, lest you increase her strength. 'Tis logical that she'd wilt in a strong rain, but not yet tested by any brave mage that knows the Tempest spell.

The Monoliths: Beware stone monoliths in temples and dungeons. Strange magic strikes if thee walks between them. Take a hammer to a stone monolith to break its magic chain, or block it with stone.

The Orc: Thy clawed Orcs are likened to beasts and wicked men, but cannot be reasoned with unless you toss them some rations. A single Orc can be troublesome, but an army of Orcs inspires retreat. Armed Orcs will not follow thou into shallow water. An Orc army is sometimes captained by a great Colossus. 'Tis commonly known that Orcs will run with haste at the mere sight of a dog.

The Rat: Rodents Of Unusual Size? I don't think they exist...

The Roper: The tree-like Ropers are gentle and still unless thee gets too close or attacks. Ropers can grow quite large, with a reach of a spears-length. Bother not the cave growing Ropers, who can easily corner the poor adventure that strikes upon it. While slow on a dry day, a Roper moves more easily in wet soil - dare not attack them in the rain. The Roper shares kinship with its hostile cousin under the soil, the Graboid, and the Hydraclops of the seas. The Hydraclops 'tis said to be so massive as to bring the waters upon the land.

The Rustcreature: a strange beast that lives in caves and is known to wander into dungeons: harmless to the living, but will dissolve anything made of metal. One can lose thy most prized arms, gold or items to these beasts. Thy Rustcreature will consume metal relentlessly if it smells it close, including treasure chests. Of some irony, they doth not mind the water, and will chase iron-clad adventurers into the shallows. 'Tis known the Rustcreature can vary greatly in size, from wee to not-so-wee. Of all the dungeons and dragons of this land, the Rustcreature is clearly the grandest annoyance.

The Swine: Village Swine live 'round the town and are quite trusting of strangers, sometimes to a fault. Swine meat can make for many day's rations. If starved, do not strike at thy local Swine within sight of the villagers, lest the guards be called.

The Sea-dragon: A Sea serpent can smite thee from a distance with her icy breath, and is mighty enough to swallow thee whole if thy guard is down. Thy terrible Sea serpents do not mind the cold, but rather dislike the flame. Cities protect their ports from sea beasts with the cannon fire from great sailing ships. The dragon of the seas has beautiful scales, 'twould make a strong and light armor. Sea-serpent must be led to shallows to collect her scales, lest thee have a ship or flight spell to reach them.

The Serpent: Coiling Serpents have been seen many places: forest, temples, caves and dungeons. Most Serpents will pay you no mind if thee keeps good distance. Get not too close to Serpents unless thee has a poison's cure. 'Tis said their leathery eggs are used to make the cure potion, and might even work if eaten in the raw. Thy snakes sleep in Winter: 'tis rare to see them in snow. Serpents the length of twenty men have been told in tales, large enough to swallow an adventurer whole. Thy Serpents large and small move easily in the rain, much harder to smite.

The Shark: Wade not too long in the waters - beastly fish will thrash at thee. Even the water's edge is not safe - sharks will grab at a dragging foot if they can! Use weapons of at least a spear's length to hunt the beastly fish of the rivers and seas: lure him to shallow waters so thee can carve its meat for rations.

The Slime: Green mass not solid nor liquid, Slimes think little, but react. The touch of a Slime burns as if by fire, but without heat nor flame. Slimes glide so silently across the ground even those with high awareness may not detect them until seen. Slimes will split in two if struck by most arms, quickly overwhelming thee. Only fire of flame and frost of magic can harm the Slimes, all others and they double in number.

The Sorcerer: Not all mages live a life of peace: some turn to the dark arts. With great knowledge of the magic realm, the minds of some mages have collapsed to evil, and become Sorcerers. Some temples of evil attract wicked Sorcerers, where they study and focus their demonic arts. Sorcerers are known to venture into dungeons in search of magic artifacts, or commune with Demons. Advance on a Sorcerer quickly - their command of lightning can strike at range. 'Tis known of a monk sorcerer, agile, with a deadly long-staff of piercing cold. Some Sorcerers carry Mannastones - prized among the mages. A highly skilled Sorcerer can raise the dead on-command, or worse, summon demons. The most feared of Sorcerer Royalty, the Liche King, is said to wield the darkest of magics.

The Spectres: Ethereal Spectres are the wispy remains of adventurer's past. Spectres look more frightening than they are dangerous. The ghostly Spectres are sometimes seen in temples and darkened dungeons. A swift strike with a staff or sword will cast a Spectre back to its ethereal plane, but arrows will pass right through them. We can only guess as to why Spectres visit our world and aim to harm us. Some temples may be haunted by vile phantoms - unseen ghosts until they attack. 'Tis said that phantoms soil the very earth they float over, but otherwise thy awareness will fail to detect them. The Phantom Queen commands the Spectres from the ether. The very life of the Phantom Queen's victims are consumed by her dreaded Vampiric Axes!

The Spider: Much larger than common house Spiders, those of the cave range from gentle to insidious. Large cave Spiders can deliver a poisonous bite, but many will leave thee alone unless attacked. When venturing into Spider-nested caves, 'tis best to carry a poison's cure. Cave spiders will flee from a spell of light. The Spiders answer to their colossal queen, massive and feared across the land.

The Squid: Great Squids are intelligent, powerful and not always knavish. The giant Squids can reach a spear's length with their many arms. The most rare of creatures is the Gargantuan Squid, but not all are evil. 'Tis said the legendary Gargantuan Squid holds in its gizzard the most powerful magic pearl in creation!

The Tornado: Stay clear of the great, twisting vortex of the land - they cannot be stopped! A towering funnel of vicious winds can tear the very trees from their roots, and flatten even a great Colossus! A dexterous adventurer can navigate around a vortex to avoid combat with a pursuing monster, and the most powerful of mages can summon a tornado in battle with great armies.

The Triffid: Few know of the bog-dwelling Triffids, massive flowers that move as if animal. 'Tis said they can only travel in water-logged swamps and are noble defenders of the wetlands. When threatened, the Triffid can lash out with coiling branches, and choke thee with a cloud of spores. The poison of the Triffid will confuse its victim, and rob thee of balance as if sullied.

The Troll: Massive, trollish men are known to smite travelers caught off-guard in the plains, but live in torch-lit lairs. Thy Trolls can swing a mighty club and are known to snatch away villagers as prisoners in darkened, monstrous lairs. Against the Troll army, 'tis best to move serpentine as to not get cornered. Best to engage a Troll army in the rain - thy brutes are quite clumsy on wet ground. The Troll army is captained by their fearsome king, massive, who swings the legendary Banehammer!

The Whirlpool: A water vortex is a spinning current that has been the end of many reckless sailors. The swirling chaos of the water vortex 'tis mindless, and cannot be harmed by any weaponry nor magic. A water vortex was seen to pull the water from a deep channel, making it able to cross.

The Wolfen: The wild Wolfen have a powerful bite, and will swiftly chase down any fool that dares attack. A lone Wolfen is common in the brush and plain, but packs have been seen from the forests to the temples. Some Wolfen of the forest will attack when hungry or frightened, but most will leave you be. Thy local ironsmith will trade you wolf pelts for coin. Wearing a Wolfen hide might allow you to evade them and shield thee from blowing Winter snow. Dare not attack the Wolfen when clothed in its hide, lest you tempt the Wolfen curse. They who travel with dog will find little trouble from Wolfen. A hungry wolf will sight thee faster if thee is upwind of the beast. If hunted by a pack of Wolfen, toss some rations to end their pursuit of thee. 'Tis said that the Wolfen pack is ruled by a much larger queen.

Misc Info: Be well rested before fighting beasts - a bed gives the best rest. Dare not rest in a coffin, lest you tempt the Vampiric curses. Set camp at night: thy fire will keep most beasts away. A campfire can be impossible to light under a hard rain: check thy weather before a long journey.

When fighting beasts, seek higher ground to land shots with greater precision.

Mind the winds: monsters may smell your position if upwind. Look for shallows, as some beasts may be reluctant to follow thee into water.

Gossip Book - The People of the Town:

The Adventurer: Adventurers might show thee the monster lairs on thy map. The local adventurers can tell you all about the beasts they encounter: knowledge is valuable if traveling these lands. Many adventurers catalog the monsters they encounter in a manual, available for trade. 'Tis best not to pickpocket an adventurer: they are seasoned with various armaments.

The Beggar: Some of the downtrodden are worth helping with rations or coin. Trust not a beggar that will not share their name. Helping the downtrodden to their feet again and they might help with thy map for free.

The Child: The ratty children: they are of little use. Some townsfolk have gone missing, parents who leave behind frightened children in need of help.

The Guard: Guards are experienced with all types of arms, but specialize in sword and spear. Take not that which is other's, including thy village swine and fowl, lest the guards be called. Guards of ill-repute can be bribed with coin to leave their posts or end pursuit. Watch thy tongue 'round guards, as some are short of temper and patience. Some city guards have worked on sailing vessels - ask about them to learn more on how to handle thy Brigand ships. Guards will look for volunteers to fill their ranks against monster hordes - it pays well. You can find some guards to train thy body, and some guards train with assassins: they can clear thy name off the bounty list for a price.

The Jester: The city jesters are always working their lockpicks 'round here. Fellow thieves trade lockpicks with the jesters for gold. Among the most cunning jesters is one that is said to have a magic lockpick. The castle jesters are the most agile in the land. Jestors in some places can train you to sharpen thy agility. A jester might puzzle thee with riddles: solving them will build thy character. Knabish jesters will try to steal thy goods: beware those that shadow your movements. Put thy weapon on guard if being shadowed by a knabish jester: they will be less sure about stealing thy goods. The lady of the castle has trained a dog to chase down thieving jesters. 'Twas a thieving jester overheard to boast about stealing chests in a thunderstorm, its distractions making the theft easier. Jester thieves will more easily pick the pockets of those slumbering in bed.

The Alan: Commoners may mark your map of the surrounding territories for five coins. The local Ironsmith will trade animal pelts for gold. 'Tis a man of the castle that is said to have been cured of the vampyric curse. Ask the Rations shoppe Butcher about mapping...'tis good advice to be acquired there.

The Musician: The lute player's fine music can chase a curse away: seek a lute player if suffering a demon's curse. Thy lute players are often whispering about the Lute of Destiny and aim to seek it out. The musicians converse about the location of the lost pages of the Songs of Skara Brae. 'Tis said the lost pages scribe music that forges magic. Legend foretells of a musician with both the Lute of Destiny and all the pages from the Songs of Skara Brae: to play the magic songs on the magic lute would make thee unstoppable!

The Royal Guard: The Royal Guards carry a fine sword and shield and are famous for taming wild horses. Step not on the toes of a Royal Guard: they are mighty in battle. If drafted to defend a city against a brigand army, 'tis an honor if you fight alongside a Royal Guard. The Royal Guard watches closely any who approach the King: do not unsheathe thy weapon nor speak cursed words near royalty! Thy Royal Guard's sword is forged with silver, the Wolfen-slayer.

The Royalty: Dukes will pay in gold for dangerous duties, but some common folk might have some work for pay as well. Thy Royalty carries a fine staff, 'tis said to have magic qualities. Do not approach Royalty with thy weapon in hand or speak cursed words, for well-trained guards are sensitive to any threat. Dare not threaten Royalty of the castle, lest you face the guards, and if you survive, assassins. To carry a royal staff is to be given an audience with any Royalty, regardless of reputation. The King of all Cultrima knows all, and lives in the castle of the Capital.

The Taxman: Be sure to pay the Taxman when approached, lest thee soil thy reputation, the guards be called and build a bounty. Taxes for most towns are due each season, ten percent thy carried gold. Own a home and thy quarterly property tax will pay for city services at twenty gold per season. The Taxman collects when the sun shines, rarely out in the rain, so precious is he. Help the Taxman collect on debtors and thy own taxes might be overlooked for the season. Thy swiftness has graced thy Taxman, built from chasing down those with debt. When thy Taxman is on march, mind his direction so thee can evade his sight.

The Wiseman: Our local mages make a fine poison cure for those that stumble into a dungeon's traps or run afoul a viper. The mages of magic shoppes can cure your ills, or teach you a spell for coin. 'Tis said mages in some places can train you to fortify thy mind. Thy local wisemen can predict the very rain - ask them about weather before a long journey. Some Mages can see into the very future and will tell you of battles to come when asked. A poor wiseman rebid with coin or rations might teach you for a spell. I hear the local mages mumble something about a magic number. Mages often travel to distant shrines and temples. For help finding your way to cities, ask temple visitors and mages about their homeland and they will augment thy map.

The Woman: The women will mark thy map of the town for no more than five coins. The Baker of the Rations shoppe is an expert in the art of mapping and travel, and will give thee advice for free. I have seen the town dog respond to the commands of the lady of the castle. There is said a woman at the temple who knows quite well the Wolfen curses. Seek them out for vital information on these topics.

Misc Info: Put thy weapon away before approaching the good townsfolk.

'Tis said that nighttime in the town is when assassins prowl the dark corners.

To strike down folk of divine nature will cast a curse on thee.

There is one that left the village to live as a hermit, and is known to master awareness of the world around.

'Twas a man from a far city that claimed to arrive here from a strange, green cave.

One that is charmed or of the highest stature can get a discount from the shoppes.

Harm not these townsfolk, lest ye build a bounty that casts the assassins on thee.

Some mark your map if asked of their homeland.

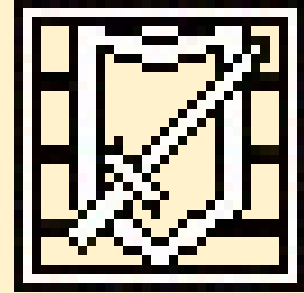
T'would be wise to fill up on our local baker's rations before venturing into the unknown.

Some shoppekeeps offer odd items on some days.

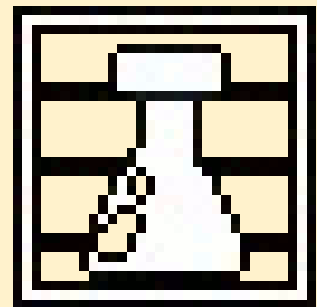
Protect these fine folk: sometimes a beast wanders through the gates.

The Shoppes of Cultima:

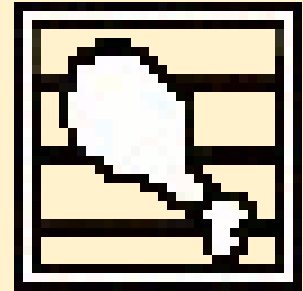
The Ironsmith: If it is weapons and armaments that thee requires, seek out the Ironsmith. Weapons of great variety may be bought or sold for gold and arrows can be replenished. Special items might be sold on particular odd days. The Ironsmith has a great knowledge of weaponry, and asking about arms will be rewarded with information and advice for free. Thy city Ironsmith is said to have crafted a Dragon's scales to the finest armor. The castle Ironsmith is known to possess a complete scribed volume on weapon crafting. The Ironsmith also trades in animal pelts and will buy them from fruitful hunters. Advice can also be sought on trapping and the use of traps to ensnare game and monsters. Most large cities support a local Ironsmith, as well as some castles and arenas.



The Mage's Shoppe: The injured and sickened can find cure for coin at the Mage's Shoppe. Those that practice the magic arts will want to seek the Mage's shoppe: one can find a Mage's Staff, or as they say, the Mage's Staff finds thee. The shoppekeep can also sell potions to aid thee on thy adventures: Healing potions for the battle weary, Cure potions for those that run afoul serpents, spiders or hidden dungeon traps, and a variety of other powerful magics on an odd day. Advice can be given on a variety of spells for free, and a local mage might teach thee some for the right amount of gold. Note that shoppe inventory will change on a numeric cycle, and some items are only available be it sunny or rain. Mage Shoppes can be found in many cities, and some castles and villages.



The Butcher and Baker: One may not find candles here, but rations can be bought in preparations for long travels. 'Tis important to keep well stocked with rations: to feed thyself, to give to the poor or to toss at charging beasts that can be swayed by food. For those that do not have the talent to hunt or trap thy own game, rations can be purchased for fair price. Ask the Butcher about trapping, and snares of high quality can be traded for gold. The shoppekeep also knows good advice on mapping and using thy map to travel around Culima: ask and knowledge of mapping will be shared at no extra cost. Ration Shoppes can be found in most cities and villages. Make sure to keep thy dog outside the shoppe before entering.



The Tavern: A drink for a weary traveler awaits thee at the city Tavern. Good advice about the townsfolk can be gained from the local barkeep, and there usually seems to be a patron or two looking to play a good game of Swine for coin. Be not reckless with thy bets with some of the locals: 'tis said that some play with unfairly weighted number cubes. Gain all the advice thee can from the tavern: knowledge is power in these dangerous times. Most cities, ports and villages support a local tavern. The drinking of the local ale needs moderation. Too much and thou will be sullied. 'Tis unmistakable, the stumblings of a drunkard: 'tis difficult to navigate thy own feet. Those laden in ale will soil thy reputation, and locals will not want to talk to thee. The best thing for an ale-sullied adventurer is a good night's rest at camp or in a soft bed.

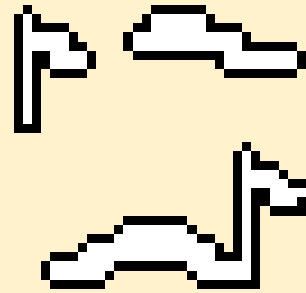


The Locations of Cultima:

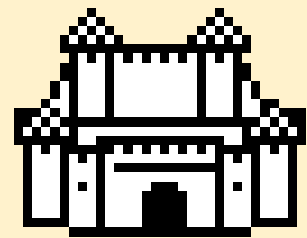
The Arena: The locals of large cities find entertainment in the Arena, a place where brave warriors battle fierce beasts and villains. One can find the Arena adjacent to large cities and the capital. The Arenamaster dictates the terms of the challenges and can offer thee a hearty prize for entertaining the crowd. In the absence of brave warriors to fight, some Arenamasters are known to enslave the downtrodden in the cities to fight for the masses, the back of the Arena housing the prison cells of those desperate to escape. The Champion of the Arena wears a magic cape.



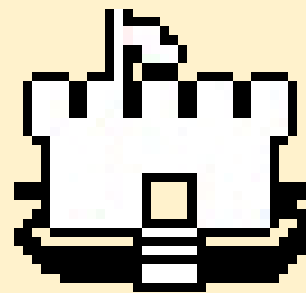
The Battlefield: Various armies march across the plain, seeking resources, vengeance or chaos. Local militias are summoned to defend the cities and villages in their paths, and a brave adventurer can find some work there. Good experience is to be gained, even by merely witnessing the strategies employed on the battlefield, and the arms of the fallen can provide a small wealth of gold when traded.



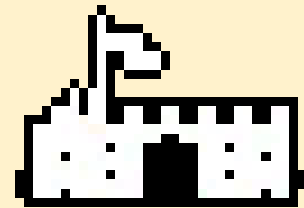
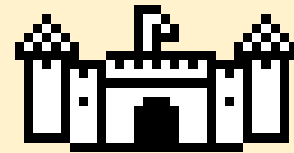
The Capital: The largest city of Cultima is a walled city that houses the King's castle, various shoppes, ample housing and a port. With residents aplenty, there are missions to be found and profited from, and victims for those thieves fast enough to elude the well-trained guards.



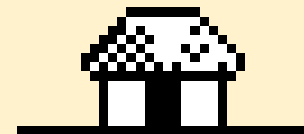
The Castle: Castles and towers are home to royalty, and a training place for the guards and warriors that protect these lands. One can often find an armory or a mages shoppe in a castle, and the royalty within might have a mission for thee. Many Castles have dungeons built below, some as prisons for local thieves or dissidents, some overrun with the wicked denizens of the underworld.



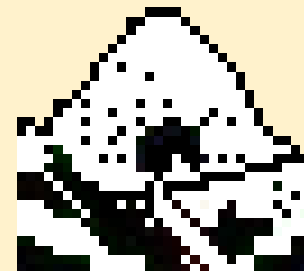
The City: Many cities can be found across the land, most walled off to protect the residents from the roaming beasts of Cultima. Some cities grew out of abandoned military forts, some matured from once smaller villages. Many cities will support various shoppes that travelling adventurers find useful: the armory, the mages shoppe, the tavern and a seller of rations. One might find a house that can be purchased in a city, where rest and crafting can commence. There can also be found missions for the brave and information for the eager. Beware city thieves, who might shadow your movements looking for an opportunity to strike. But even the fortified city walls can't keep all creatures at bay. A beast might walk through the gates on occasion, and the citizens will cry out for a hero.



The Hut: Those that seek solace and quiet might set up shoppe away from the cities and villages. One can find a safe place to camp there, and possibly rations or mage's supplies. The hermits that commune with nature often have special abilities – an awareness not unlike that of the creatures of the wood.



The Cave: The mountains of Cultima hide entrances to darkened caves. Brave adventurers will only find the light they bring, be it torch, flamed weapon or magic. Many caves are the home to beasts, from Spiders to Dragons. Strange tales tell of rare caves with a pulsing light seen from within, hiding portals to other realms.



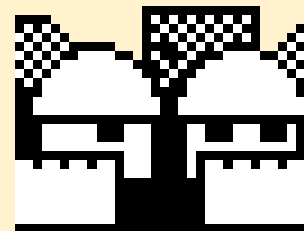
The Mines: Bring a hammer to the mines of Cultima, and riches await the adventurer thick with muscle. Active mines glow with torchlight in spots, but their damp and dark corridors can become home to beasts and Brigands. Dare not hammer a wooden support, lest ye tempt a mine collapse.



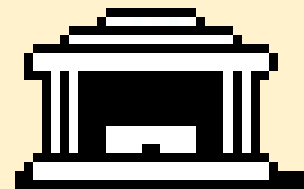
The Monster Lair: Within the mountains rest the sanctuary of beast-like men, and men that act as beast. Trolls, Goblins and Brigands can be found in their mountain lairs, where the cries of villagers carried away from their homes can be heard from dark prisons. Beware, the villains set their floors with traps, but the treasures stolen from the towns can be found within and can tempt the strongest and bravest of heroes.



The Port Town: The bustling commerce of the seas and rivers meet at the Ports, large cities with muddy streets, taverns and shoppes. Some shopkeepers can sell thee a ship for sailing the waterways of Cultima. Keep on guard in the Port Towns: thieves roam the streets, and beyond the piers, 'tis known that Brigand ships and beastly creatures of the deep can strike at thee.



The Temple: Some in ruins, still reaching up to ancient gods, some still active with the worshippers of Skara Brae. The Temples of Cultima offer mystery, solace or danger. Pears past of sacrifices to old gods will draw practitioners of the dark arts to some Temples: Sorcerers, Spectres and grim Demons. Some Temple statues hide the entrances to torch-lit dungeons, laden with traps and beasts. Others offer a sanctuary of reflection, a bed of flowers to rest, and wise company to teach thee the ways of the Mage.



The Village: Open and sparsely populated, the Villages are peaceful compared to the walled bustle of the cities. Once can find a tavern, rations, or perhaps a mage shoppe in the Villages, and dirt streets alive with music and the pecking of local fowl. Be careful not to strike at the swine and fowl that meander about: they are owned by the villagers. One can find a modest house in a Village, and make a safe place to rest, craft and start a family.



A Manual of Arms:

Armor: If thy weapon requires close quarters, sheathe yourself in armor. The heavier the armor, the more it protects thee, but can be cumbersome. Scalemail provides a nice balance of protection and mobility. Metallic armor offers no protection from magic lightning and can enhance the damage. Clothe in the hide of beasts to walk among them, but 'twill provide little protection from attack and invites flame. Animal pelts will also warm thee in driving Winter storms. Donning blessed armor can protect thee against curses and impress the gods to show thee favor. Ironsmiths reserve sale of Blessed-armor for the third day of ten. Exotic-plate armor can be ready for trade on the seventh day of ten. 'Tis said that armor can be forged from the scales of beasts with special properties. See the Ironsmith about crafting armor from beast scales.

The Axe: Thy two-handed axe is a mighty weapon for a strong warrior. The great axe can damage foes more than thy hammer, but less than a great sword. The axe's favor comes with its ability to break down wooden doors. The axe's strike on trapped wooden doors can often disable the snare. A strange, reflective metal is used to forge the coveted Mirrored axe. The Mirrored Axe has a surface that can reflect back magic attacks upon their casters. It is most expensive, and only sold on odd, sunny days. The Golden Axe of legend goes by the name Forseti's Axe.

	Damage	Range	Speed	Effect
Axe	(50-70)+might	1	slow	none
Mirrored-Axe	(55-75)+might	1	slow	reflect magic

The Bow: Excellent for those blessed with agility. A bow's range can keep enemies at bay, but offers poor defense against blades, claws, teeth and hammers. A bow is easily knocked away by a foe within a sword's length. If a meleed enemy closes range, put thy bow away and fend them off with a good blade. A Longbow grants additional range over the stock bow. A falling rain can decrease one's accuracy with a bow. Send not an arrow into flame - 'twill only fuel the fire. Some arrows can be fitted with flame, and is only for trade on the fifth day of ten when the sun shines. The fire from the Flamebow can be extinguished and less effective in a driving rain. If hunting game for pelts, use not arrows of flame. Thy fire will destroy the prized fur. The legendary Bow of Karna is known only in high tales.

	Damage	Range	Speed	Effect
Bow	(5-40)+agility	8	slow	none
Longbow	(10-45)+agility	10	very slow	none
Flamebow	(8-42)+agility	8	very slow	fire

The Crossbow: Thy crossbow has an accurate distance of almost three spear's length. Cumbersome crossbows are easily knocked away by foes at swords length, so keep thy distance! While 'tis not as far reaching as a hunter's bow, thy crossbow throws a heavier bolt: one must be agile and strong to wield a crossbow. The crossbow is a favored weapon for enforcers and brigands. Among the deadliest of arms, the **Poison-Boltcaster** is an assassin's tool not sold by any shoppe...but with strong interests in the **Poison-Boltcaster** and good gold, see thy ironsmith on the seventh day of ten. Thy wicked **Bane-Boltcaster** will curse its target, and commoners will run in fear at the mere sight of it. **Bane-Boltcasters** dare not be sold in shoppes, but may be carried by **Dark Enforcers**. Little is known about the **Soul-Crossbow**, but that it is carried by **Dark Enforcers**.

	Damage	Range	Speed	Effect
Crossbow	(10-50)+agility	5	very slow	none
Poison-Bolt	(15-50)+agility	5	very slow	poison

The Dagger: Daggers can strike quickly, but one must be in very close quarters. A poison dagger is handy for the swift: strike, retreat and wait, but if hunting for rations, use not a poison weapon. 'Tis said the **Viper-assassin** has one of five dreaded magic daggers: The **Souldagger** is rumored to possess its victim, causing them to attack their own kind. The **Souldagger's** blade cannot harm a victim whose essence is captured. The vile **Banedagger** curses its victim as it strikes, and can send commoners running by the sight of it. The **Souldagger** and **Banedagger** are forbidden to sell...lest it rains on the ninth day. The glowing **Magmadagger** burns as it hits its victim, but is less effective in the rain. The frigid **Frostdagger** can freeze its target, and with greater effect in the rain. The **Frostdagger** is sold on the first day of ten, if raining, and **Magmadagger** on the fifth day, if sunny. **Carnwennan** is the legendary dagger, made for a hero of great dexterity.

	Damage	Range	Speed	Effect
Dagger	(5-50)+agility	1	fast	+1 agility
Poison-Dagger	(10-50)+agility	1	fast	+2 agility

The Dual-Axe: Single hand axe's, one for each arm, is a versatile weapon for an agile body. The dual-axe's strike quickly, and more potent than a dagger. Repeated strikes with dual-axes will fell a wooden door. Ironsmiths sell not the Vampyrlic Axes, which are forged with dark magic. What life the Vampyrlic Axes strike from its victim is ingested by the wielder. Only the sightless Phantom Queen is known to hold the vile Vampyrlic Axes.

	Damage	Range	Speed	Effect
Dual-Axe	(10-50)+might	1	medium	none
Vampyrlic-Axes	(10-40)+might	1	medium	steal hlth/-2 mind

The Dual-Sword: A sword in each grip can slash at foes faster than one. With an advantage of speed, thy short swords hit not with the same damage as a longsword. The Briggand King is swift and mighty enough to carry dual swords.

	Damage	Range	Speed	Effect
Short-swords	(40-65)+might	1	fast	none
Dual-blades	(70-85)+might	1	fast	+1 agility

The Hammer: A fine weapon for a strong adventurer, hammers are good for mining, smashing foes, or breaking your own path. A spiked-hammer carries the same weight to move stone, but does more damage to flesh. Do not carelessly break city walls with thy hammer, lest the guards be called for vandalism. If thee must move a city wall with a hammer, the sound of the storm can cover thy activities. When mining, dare not strike a wooden support with thy hammer, lest the mine ceiling comes down upon thee. The Exotic-hammer is quite rare, forged from a strange metal that fell from the skies. The rare Exotic-hammer can be ready for trade on the seventh day of ten. The Troll king wields the legendary Banehammer, which strikes fear among the common who see it in hand and can lay a curse on its foes. The hammer known as Mjolnir is known to be the mightiest in all creation.

	Damage	Range	Speed	Effect
Hammer	(50-60)+might	1	slow	-1 agility
Exotic Hammer	(55-65)+might	1	slow	+1 strength
Spiked-hammer	(60-70)+might	1	slow	-1 agility

The Longstaff: Thy monks can strike quickly and at range of two arms lengths with a swift longstaff. One must be agile to wield a longstaff: keeps advancing enemies at length whilst you do harm upon them. The king's sceptre is a thing of beauty: can make one more adept when wielded. Any who wields a royal scepter will be granted the favor of royalty, regardless of thy reputation. A monk of stark evil is known to travel with sorcerers and carry a magic long-staff of paralyzing cold. The fearsome Ice-staff casts a frost that can extinguish a raging fire. Khatvanga is the longstaff of legend, made for the hero of unparalleled speed and might.

	Damage	Range	Speed	Effect
Longstaff	(5-35)+agility	2	fast	+2 agility

The Lute: Come by the shoppe the 11th day to hear some fine music. Thy local lute players know a song that can purge a demon's curse away. There is a Lute forged with magic that can charm many man-like beasts to passivity. Thy magic Lute will draw common folk from their stance to hear its sweet song. Combined with the magic Songs of Skara Brae, guards can be moved from their posts to dance. A musician with both thy magic lute and magic song pages can even charm vile demons.

The Spear: A spear has a striking range of two arm's length - good for keeping enemies at bay. One can inflict greater damage with a fine halberd. The Bright Halberd is a legendary weapon: crescent shaped blades that hold the moon's light. 'Tis said the Bright Halberd is carried by the fearsome Bugbear King. The Gungnir is the magic spear of legend, and Ame-No-Nuhoko is the most powerful of halberds, fit for the legendary warrior that moves like the wind.

	Damage	Range	Speed	Effect
Spear	(10-50)+agility	2	slow	none
Halberd	(25-60)+agility	2	slow	none

The Staff: Thy needeth a staff to hold spells that are directed at targets. The mage's staff has nice range, but is more made for holding spells and unleashing magic. Once a magic staff picks thee, thy soul is bound to it for life: it cannot be discarded. If a mage falls, the staff will break with their body. A staff in the hands of a potent mage can strike a spell that would make the Great Skara Brae proud. When joined with the most rare of magic stones, a Mage's Staff can stun thy enemies and enhance the caster's directed spells.

The Sword: The sword and sabre are fine weapons for a strong and dexterous adventurer. Blessed swords are highly prized: sold on particular odd days. The sale of a Blessed-sword is celebrated on the third day of ten. The mighty demon king carries a flaming sword. A flame-sword is less effective in a heavy rain. Train thy might to wield a sword, and block other arms blows. The legendary blade of Excalibur is known in high tales.

	Damage	Range	Speed	Effect
Sword	(50-75)+might	1	medium	none
Flameblade	(60-75)+might	1	medium	fire

The Sword and Buckler: 'Tis great for an adventurer that plans to get close to thy enemies. The short sword doth not hit with quite the same fierceness of its two-handed cousin, but the combination with shield helps protect thee in close combat. With a sword in one grip, shield in another, one can still strike with precision and guard against attack. 'Tis said the king's Royal Guard is a horse tamer, and carries a finely forged sword and shield. One who carries a Royal weapon will impress commoners who will be more apt to help. The short sword and Mirrorshield is prized among warriors: Mirrorshields are made of a strange metal that reflects magic attacks. Poor be the sorcerer who casts a lightning spell on one with a Mirrorshield, be it reflect back upon them. The coveted sword and Mirrorshield is only sold on odd days of sun.

	Damage	Range	Speed	Effect
Sword-buckler	(40-65)+might	1	medium	+2 armor pts
Sword-mirrorshld	(50-70)+might	1	medium	+2 armr/magic refl

The Torch: Essential for exploring mines and caves to cast light on darkened areas. The torch does not offer thee much striking power or defense, but can alert you to foes that advance from the shadows. Some creatures are bothered by flame, and a good swipe with a torch may inspire retreat. Take care with the torch when close to materials that take to flame - wood, straw, bedding, lest you start a terrible fire! Thy torch will offer no light in a driving rain, so do not travel on a stormy night. A strong warrior can wield the rare Toothed-torch, which strikes as a mace, but lights with flame. Legends tell of the Gada Torchmage, held by the mightiest of heroes.

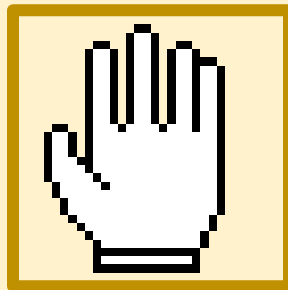
	Damage	Range	Speed	Effect
Torch	(1)+might	1	medium	cast light + fire
Toothed-torch	(30-40)+might	1	slow	light+fire /-1 agility

Gloves and Bracers: A warrior who wears an Iron-bracer can deal considerable damage without arms in hand. Thy Iron-bracer will also protect an adventurer as an additional piece of armor.

There is a striking glove made with iron claws rising from its knuckles. A Clawed-glove allows a warrior to strike unarmed with the power of a taloned beast.

The finest archers seek out a fine Bow-bracer to augment thy bowcraft. With a Bow-bracer, an archer gets extended range and can recover more arrows from their targets.

A master assassin's tool, the Viperglobe can quietly poison a victim with the shake of the hand in greetings. Beware any that might sell a Viperglobe: ownership of such a fiendish weapon speaks of treachery and death. A wicked jester thief would not use a Viperglobe, but might be able to acquire one. When home, be sure to stow a Viperglobe in thy wardrobe before sleep, lest thee poison thy own spouse!



Misc Weapon Info: Put thy weapon on guard before battle: a single strike while defenseless can end thee. Put away thy weapon before entering town or castle - 'tis threatening.

Weapons work best when thee is well rested - sleeping in a bed or camping with a dog on watch makes for better rest.

Thy ironsmith does trade in prized pelts: elk, wolven, snake, even sharkskin.

When fighting, seek higher ground to land ranged shots with greater precision.

You can find some guards and jesters to train thy body and sharpen thy agility. Dare thee not strike a teacher of training, lest you incur the wrath of Skara Brae's agents.

Thy flamed and bright weapons will light a dark cave when wielded.

There are many ways to move a locked door: hammer, lockpick, spell, or if wooden, axe or fire.

Buy a home to store thy weapons, and upgrade them with magic stones and items. Some may forge a legendary weapon that is more likely to find its target and more likely to score a critical hit.

A Manual of Magic Spells, Items and Potions:

The Magic Staff: Thy needeth a staff to hold spells that are directed at targets. A mage's staff is bound to the soul: once owned, you cannot drop it. Thy staff can know spells beyond your reach: thee will only see that which can be cast. Thy mage's staff can strike at a range of two arms lengths, but is made for directing spells.

Staff Spells:

Advance: Thy staff can learn to change thy location with the Advance spell. Advance will shift thy position to an open space behind an impassable one. The unreachable regions become traversable with the mighty Advance spell. Invoking Advance will use all thy manna and more, requiring rest before casting another spell.

Manna: 160

Damage: N/A

Range:N/A

Effect:teleport

Curse: A staff's Curse command will make a target less adept. Thy vile demons strike with powerful curses of their own, yet they have strange ties to Skara Brae. Cursing a beast will make it more vulnerable in combat. Thy Curse spell is never taught by fellow mages: one must win a game of Swine against a grim Demon to learn the Curse spell for thy staff.

Manna:160 Damage: 0 Range:3 Effect:curse

Deathtouch: The staff's fearsome Deathtouch requires close proximity, but will pull the very life from its victim. Thy Deathtouch spell requires a wielder with the strongest of manna.

Manna: 160 Damage: 500+mind Range:1 Effect:none

Fireball: Thy staff's Fireball can launch flame at range, setting a foe ablaze. To ready one's staff with a Fireball strike will render darkened caves alight. Set a foe ablaze with Fireball, and retreat while the flames accumulate damage upon their hides. Thy flame spells are less effective against grim dragons and demons. Fireball is quite less effective when cast in falling rain. Take caution: fire will destroy the prized fur of any game that is cast upon.

Manna: 40 Damage: (10-20)+mind Range:8 Effect:fire

Blindinglight: A lower spell that will flash thy staff a light so brilliant as to blind and stun an enemy. This spell can be used to open a moment to attack or run from an enemy. Tis known that a thieving mage may use thy staff's Blindinglight spell to lift anothers possessions. Blindinglight is a silent and focused spell that may not draw the attention of those other than the target.

Manna: 20 Damage: (0-1)+mind Range:5 Effect:stun

Fireshield: Summon a wall of protective flame with thy Fireshield spell. Thy Fireshield is to only be used defensively to stop an advancing enemy. Dare not invoke the Fireshield in a city or village, lest you destroy the homes of innocents. Mages will only teach Fireshield on a sunny and odd day.

Manna: 200 Damage: N/A Range:3 Effect:none

Icestrike: A staff's Icestrike can slow a foe at range with piercing cold. Thy Icestrike does more harm in a driving rain. A house in flame can be smothered with an Icestrike spell. A sea serpent is less bothered by Icestrike, but withers from thy staff's Fireball. These demons and dragons that roam the land will be well tested by the Icestrike spell.

Manna: 80 Damage: (10-30)+mind Range:8 Effect:freeze

Lightning: Thy staff's Lightning command will summon a great bolt from a storm, striking at range. Lightning requires more manna to cast than fireball, but can strike at more damage. Dungeon sorcerers are quite adept with the Lightning spell.

Manna: 80 Damage: (60-100)+mind Range:5 Effect:none

Phasewall: A staff's Phasewall command will quietly shift an opening in an impassable wall. Thy staff's Phasewall requires a mage with great manna. Phasewall can allow thee to escape the unescapable, or access secret rooms in castles.

Manna: 400 Damage: N/A Range:1 Effect:none

Possess: A staff's Possess command will render a foe mindless or attack its own kind. Curse and Possession spells are only effective against those that have lesser minds than your own. If the possessed is harmed, they will wake from thy spell. A great mage can turn a battle with a well-placed possession within the armed ranks of beasts. A mage will not teach the Possess staff spell: to learn Possess, strike down a Temple Demon, and with staff, take camp on its corpse and meditate on a clear night.

Manna: 160 Damage: N/A Range:3 Effect:control

Raise-stone: A slab of rock will be summoned from the soil with the Raise-stone spell, defensively blocking advancing beasts or blocking the magic of Monoliths. Stones can even be raised from shallow waters. When combined with the Enchant-stone spell, Raise-stone can be used for powerful offensive traps.

Manna: 100 Damage: N/A Range:1 Effect:blocking path

The Spidersweb: With some risk, a mage armed with a staff can learn the ways of great cave spiders. Thy Spidersweb spell can ensnare a beast in a magic web. The more powerful and dexterous a creature, the faster they can escape a magic web. Learning the Spiderwebs spell comes at a price, paid by close kinship with cave spiders. A skilled mage must have the spider's venom in thy veins and study its web to learn thy Spidersweb spell.

Manna: 30 Damage: N/A Range:5 Effect:trap

Stonecast: Thy staff's most powerful attack is the dreaded Stonecast. Stonecast will render any living creature as solid stone. Only ships, fires, spectres and phantoms can escape the Stonecast incantation. Thy Stonecast spell will take all thy manna and more, requiring time to rest before casting again. Five swords length will the Stonecast spell travel. There is no bounty to salvage from a creature cast to stone, as all they carry follows to rock. Thy foes will have a lasting statue to remember thy deeds, lest someone take a hammer to it.

Manna: 200+ Damage: N/A Range:5 Effect:turn to stone

Summon-Vortex: The most powerful mages can conjure a great vortex of air. 'Twill take all thy manna to call upon, but to summon a vortex is to command the very skies. A spinning cyclone of air can deal massive injury to the strongest of enemies. Take care when summoning a vortex: once unleashed, it is no longer under thy control.

Manna: 400 Damage: N/A Range:N/A Effect:tornado

A Manual of Book Spells:

Spells learned from the book can be stored in the mind.

Charm: The Charm incantation will make thee more appealing to others. 'Tis said the Charm incantation even works on some wild animals that need taming. A good Charm incantation might get you a discount from less-minded shoppekeeps. Not all will be fooled by magic Charm, but it makes many interactions much easier with little manna spent. Beware, all Vampires can charm thee of even strong mind.

Manna: 40 Duration: 50 Effect: charm others

Disarm: A Disarm chant can undo that which is locked or set with trap. Traps can be found on dungeon floors, chests and even some doors. With a lockpick and nimble fingers, you can save your manna for combat.

Manna: 40 Duration: N/A Effect: pick lock/disarm trap

Eagle-Eye: The Great Eagle-Eye chant will see thy map as an eagle at great heights. With Eagle-Eye, thy caster will also have heightened awareness for the duration of the spell. Thy Eagle-eye chant is only for mages with great manna.

Manna: 100 Duration: 50 Effect: awareness

Enchant-stone: Slabs of rock summoned with Raise-stone can be set to magic Monoliths with the Enchant-stone spell: but dare not walk between two Monoliths in close proximity. Powerful magics link two Monoliths, reducing those that walk between to cinders. Raise-stone and Enchant-stone can be used in combination to set the most powerful of traps. Enchant-stone will use all thy manna and more, requiring rest before casting again.

Manna: 400 Duration: N/A Effect: transform stone to Monolith

Fear: Thy Fear incantation will make thee appear as a beast, frightening those of lesser mind away. The more potent thy mind, the more fierce a beast a Fear illusion shall produce. Thy Fear spell is a potent way to sneak into the most dangerous beast filled lairs. One could clear a small village with a Fear spell without drawing blood. All those with the Vampyric curse possess this terrifying spell.

Manna: 40 Duration: 25 Effect: frighten others

Firestorm: A most dangerous spell, Firestorm, will cast flames from the very sky. Thy Firestorm spell will burn tree, structure, friend and foes without discrimination. Like Tempest, one can only invoke Firestorm where thee can reach towards open sky. If there was ever a spell to use as a last resort, it is Firestorm. Strike down a Dragon to learn Firestorm, and with staff, camp upon its corpse and meditate on a dry night.

Manna: 200 Duration: 5 Effect: radius damage and fire

Flameblast: An advanced Repel spell is Flameblast: the concussive force is wrought with flame, burning thy enemies as they are forced away from thy center. The feared Flameblast incantation will not discriminate between friend and foe, so do not cast it within three sword's length of brothers and sisters in battle. Flameblast will use all thy manna, and the caster must rest before casting another spell.

Manna: 200+ Duration: N/A Effect: radius shove, damage and fire

Flight: The Mighty Flight chant will call ethereal wings to pull you over the impassable. A Flight spell will lift thee over enemies, save giant ones. Beware crossing oceans in flight, lest it expire before reaching shores. Thy Vampires turn to great bats when invoking their flight incantation.

Manna: 200 Duration: 25 Effect: flight

Floretlade: One cannot cast thy Floretlade incantation without a magic Floretbox. Collect red, yellow, green, blue and violet florets, placing them in thy Floretbox. Upon casting the Floretlade incantation, thy manna will be restored. For those of weak mind, Floretlade will give thee enough manna to cast a minor spell. 'Tis wise to have a Floretlade spell ready if thee anticipates a large battle is forthcoming. Waste not a full Floretbox in Winter: there is no harvesting a snow-covered field. The Floretlade spell is never taught, but thy Floretbox can only be sold on odd, rainy days. To learn Floretlade, set camp to meditate on a clear night amongst the flowers with thy staff and a full Floretbox.

Manna: N/A Duration: N/A Effect: manna restore

Knowing: A Knowing incantation will draw knowledge of others from the ether. Knowing one's disposition or adeptness can let thee make better decisions about trade and battle. Thy direction can also be guided towards a mission target, or even a buried treasure.

Manna: 20 Duration: 25 Effect: information on others

Light: An incantation of Light will make bright where it is not. Light is critical for darkened caves, mines and dungeons to better see advancing beasts.

Manna: 40 Duration: 100 Effect: cast light

Magician: A mystic fog can be summoned by a clever mage to cloak thy presence. The Magician incantation shifts the very air to raise a dense fog from the ground. A pursuer will lose thy track in a Magician, lest they be beast that can smell. Magician can be used to escape guards or armies or infiltrate monstrous lairs.

Manna: 80 Duration: 50 Effect: summon fog

Raise-Dead: The dreaded Raise-Dead incantation can bring the recently felled back to life, aiding thee in combat. A corpse must have lessened bodily damage to be raised from the dead. Those raised have a limited time back with the living, governed by the caster's strength of mind. No mage will dare teach the Raise-Dead spell: it must be learned at a temple. With staff in hand, set camp at the spot of a felled Spectre to learn the Raise-Dead incantation.

Manna: 200 + Duration: N/A Effect: reanimate + control

Raise-Earth: Among the most powerful spells, Raise-Earth will draw surface water back into the ground: that which is submerged will become passable. The Raise-Earth spell is only taught to the highest of mages, and will drain all their manna upon invoking. Mages will only teach this on the first rainy day of ten.

Manna: 400 Duration: N/A Effect: alter terrain

Raise-Water: The Raise-Water chant does summon the ground water back to the surface: low land will flood with shallow water. Only the most powerful of mages can call Raise-Water, using all of their manna. A shipping lane can be forged with the Raise-Water spell. It is only taught on the third rainy day of ten.

Manna: 400 Duration: N/A Effect: alter terrain

Repel: A mage that finds themselves surrounded by foes should recite the Repel incantation. Repel will thrust a force from all directions from the casters center, pushing thy enemies away. Some adversaries will be momentarily stunned or confused by the repulsive force, allowing a cunning mage to retreat or attack.

Manna: 100 Duration: N/A Effect: radius shove, stun

Restore: The powerful Restore chant will heal both thy flesh and blood, sealing wound and curing sickness. Restore requires more manna than thy Heal and Cure.

Manna: 100 Duration: N/A Effect: heal and cure

Shiftwind: A modest Shiftwind spell will change the course of the very winds around thee. Mages charged on ships are of great use knowing a Shiftwind incantation, making sea travel easier. Many turnings of the world around are driven by winds, like currents, hunting and the spreading of fires. A mage lost in fog can use Shiftwind to clear thy path. The Shiftwind incantation can only be called when thee can see the skies, not under ceiling.

Manna: 20 Duration: N/A Effect: wind change

Tame-Animal: Thee who is close to nature can learn the Tame-Animal incantation. Thy Tame-Animal spell will make allies of natural animals: Wolfen, Bear, Elk, Dog, Squid, even thy Swine and Rabbit. Tamed animals will follow thee into battle, but the Tame spell requires much manna. To learn Tame-Animal, meditate with thy staff under clear sky upon an animal corpse, draped in animal furs.

Manna: 200 Duration: N/A Effect: make animal allies

Teleport: Among the most powerful defensive incantations is Teleport, which will relocate thee when under an open sky. If under ceiling or roof, Teleport will change thy very location to the entrance where the sky is seen. When invoked under sky, the Teleport's destination will be thy location logged on thy map. Without a location focused upon on thy map, the Teleport spell's destination cannot be predicted. Calling upon Teleport will use all thy manna, even if very little is all you have. Thou will need time to recover after a Teleport incantation before casting again.

Manna: 100+ Duration: N/A Effect: relocate

Tempest: Thy Tempest incantation will summon a storm, as great as thy mind. This can extinguish flame or give thee advantage over beasts that dislike the rain. The distractions of the storm can make shadowy acts easier for a thief. A Tempest incantation can only be versed where thy hands can reach towards a visible sky. Thy shoppe mages will not teach the Tempest spell: to learn it, one must set camp to meditate with thy staff upon a hill and under a curtain of rain.

Manna: 80 Duration: N/A Effect: alter weather

Timestop: The most potent of spells is the feared Timestop incantation. Summoning Timestop will halt the flow of time for all but thee. Invoking Timestop will drain all thy manna, but give thee ten -steps when all else is halted. You may not learn Timestop from the shoppekeep. Timestop can only be learned by meditating in camp with thy staff in an alternate time realm. Seek out thy mysterious green caves, flashing with an unworldly blue light.

Manna: 400 Duration: 100 Effect: stop time

Unseen: If night falls, the Unseen incantation will render you only as shadow. The Unseen spell will fade the moment thee moves, even a twitch. 'Tis said all with the Vampyric curse have this ability innate.

Manna: 150 Duration: 25 Effect: motionless invisibility

Spells of the Book and Potion:

Some spells can be learned from the book and stored in the mind, or ingested in the form of a potion.

Cure: The Cure incantation will purge a poison that boils within. One can be poisoned by vipers, spiders, deadites or insidious dungeon traps. Also seek cure potions to save thy manna to keep the beasts at bay.

Manna: 40 Duration: N/A Effect: cure poison

Focus: The Focus chant will sense around thee what the eyes cannot. Those with keen awareness can better hear those that are hidden by darkness, or even behind walls. The Focus spell is also available as a potion for thy adventurers untrained in magics.

Manna: 40 Duration: 100 Effect: awareness

Heal: The Heal chant will seal thy flesh wounds. A Heal spell will cast upon thy animal companions when they are close to thee. Healing also comes in potion form, which can let thee save manna for combat.

Manna: 40 Duration: N/A Effect: heal

Catalog of Magic Potions:

Alphamind: JR's Alphamind potion will sharpen and focus thy magic: thy spells will be more potent, and expend less manna. 'Tis formulated on the ninth day of ten.

Manna: N/A Duration: 25 Effect: +5 mind

Fireskin: Fear not Dragon's breath with the Fireskin potion. The awesome power of the Fireskin potion makes thee protected from flame. Fireskin magic can save thy very life, but expect not protection against tooth and claw. The Fireskin potion is available on odd days when the sun shines down upon thee.

Manna: N/A Duration: 25 Effect: fire resistance

Invisibility: Thy potion of invisibility can render one as a ghost, unseen to all but thy vile demons. Invisibility can give one a safe escape, or secured thievery. Mages dare not sell Potions of Invisibility, but try the shoppe on the seventh day of ten.

Manna: N/A Duration: 25 Effect: mobile invisibility

Protection: Thy Protection potion calls an armor from the ether that shields thee. 'Tis best to drink a Protection potion before battle. Potions take time to make, and are not available for purchase save some odd days. The Potion of Protection will be ready for sale on the first day of ten.

Manna: N/A Duration: 25 Effect: +5 armor points

Speed: A Speed potion grants agility and control given by the spirits. Better agility will aid in thy dodging of ranged attacks, or running from speedy beasts. Thy Speed potion also aids in more success in lockpicking and thievery. Speed potions will be done brewing on the third day of ten.

Manna: N/A Duration: 25 Effect: +5 agility

Strength: A Strength potion draws from the earth to boost thy might. Higher strength will aid thee in battle, mining, or breaking through walls with a great hammer. Strength potions are difficult to mix, and are only available at odd times. Potions of Strength are sold on the fifth day of ten.

Manna: N/A Duration: 25 Effect: +5 might

Catalog of Magic Items:

In these lands can be found magic items, whose potent effects require no skill in the magic arts.

Blessed arms: Seek out blessed items: the very Gods will grant thee revival when adorned. Only the most finely forged weapons and armor can be blessed.

Charmring: Those of ill repute might seek out a Charmring: 'twill make those around thee more hospitable: from being more inclined to give help, shoppe discounts, even thy hand in marriage. A Charmring will be set for trade on the third day of ten.

Cloaks: A mage can enhance their magic wielding powers by clothing in Mage's Robes. Mage's Robes offer no protection against attack and the fabric invites flame, but enhances thy spellcraft. The powerful Holocaust Cloak will shield thee from flame. Wearing a Holocaust Cloak casts fire from thee, striking fear in commoners. The Cloak of Invisibility will render its wearer sightless to all but demons. Beware, thy very life will be drained by wearing the Cloak of Invisibility too long. Magic cloaks can be of great benefit, but diminish thy abilities while draped upon thee. One cannot saddle a horse wearing any kind of magic cloak. Ancient Knowing-Robe gives thee great knowledge from the ether but at tremendous weight. The abilities of foes will all be known by they who don the Knowing-Robes. Knowing-Robes can direct thee to thy mission targets, even buried-treasure.

Demonscube: Weighted cubes of chance, and less likely to turn its one-side up in games of Swine. The Demonscube also supplements thy Mind and Agility.

Focushelm: The coveted Focushelm will give thee a more potent awareness of the world around thee. The Focushelm is only available for trade on the fifth day of ten.

Holdall: The Holdall is a magic satchel: its inner expanse is ten times its outer, its weight stays light. A Holdall available for trade on the first day of ten.

Life-Pearl: The most precious of artifacts, the sacred life-pearl, can revive the recently slain. Thy life-pearl is rumored to grow in the gizzard of the most rare beast in the seas.

Magic Lute: There are tales of a magic instrument that charms beasts: ask thy lute players about thy Lute-Of-Destiny. Come by the shoppe on the 11th day to hear it.

Manastone: Try to find a sacred Manastone - 'twill restore your manna faster. Manastones will be in the shoppe to be traded on the ninth day of ten.

Mindtome: The Mindtome, a sacred book that elevates thy intelligence, is sold in the ninth day when the sun shines.

Pentangle: Pentangles protect their wearers from demonic curses, as does the gentle songs of the lute players. The pentangle's rings can shatter from the curse of the Gods. A pentangle is forbidden for sale, save the seventh day of ten.

Powerbands: Magic armbands that draw might from the earth, are sold on the seventh day when the sun shines. Wrapping Powerbands 'round the hilt of gem-adorned arms may forge a legendary weapon.

Swiftboots: Forged with magic to make one more agile and fleet of foot. Rangers, hunters and thieves know Swiftboots are sold on the fifth day if the sun is out.

Swiftquill: Strengthens the arrows within to make it more likely they can be recovered from felled enemies. The Swiftquill is expensive, but subtly powerful.

Talisman: With it, the wearer can control the very weather: wind, fog and rain.

Misc Info: Training with the Temple Mages will make thy spells more effective, and hermits who live on their own can teach awareness.

Aiding an old, poor mage might be at the service of learning a new spell.

Mind your manna in combat - 'tis best to keep beasts at bay. Setting camp for rest will help restore your manna, and a rainbow above will revitalize manna faster.

Beware the vile wizards that roam fallen temples and dungeons: their magic is deadly. Temples may hide the entrance to a crypt under a statue.

Seek thy mages of the castle - they know of the sacred number.

Some temples are protected by ancient monoliths - beware walking between them.

The arching colors of the rainbow will lift thy magic, and the caster can wield it at a lesser cost of manna. The mage's shoppe will discount items for this brief time as well.

Strategy Guide

On Dogs: A dog must be aligned with thy reputation to trust thee. A dog that responds with growls will not take unto thee, save a mage's Charm spell.

Thy 'treat' command can earn a dog's trust by sharing.

Thy 'stay' command will set thy dog to stillness.

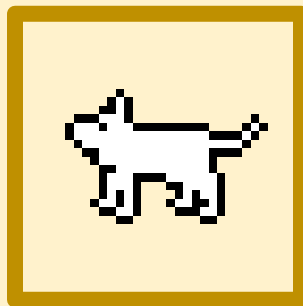
Thy 'go' command will send thy dog away, breaking thy bond.

Thy 'come' command will have thy dog follow thee.

Thy 'attack' command will send thy dog to distract an enemy.

A loud recall whistle can summon thy dog from a great distance. Dogs are fine companions for hunting, to keep full thy rations while in travel. A dog on guard at camp will alert you of dangers, allowing for better rest. Traveling with thy dog will expend thy rations faster than traveling alone. Set thy dog on attack if being bothered by knavish jesters. Dogs fare not well on the battlefield: 'tis cruel to take them there. The Orcs of the plain are quite afraid of dogs: they will run at sight of them. Thy Bear and Wolfen will leave you be if in the company of a good dog.

On Home Life: A home can have a wardrobe to store weapons, armor and items, and let thee upgrade thy arms. Some armaments can be fitted with magic or sacred stones, augmenting thy abilities. Buying a home in a city will give thee a safe place to rest. Thy strength and manna will restore faster when sleeping in thy own bed. One that owns a home can take vows of marriage and live with thy spouse. One will inherit some of thy spouse's reputation - be mindful of to whom thee weds. For those that lack awareness, a mage's Knowing spell will cast light on one you court. Those that are of wicked reputation or cursed will unlikely find one willing to exchange vows. Health and manna will come back to thee faster with a wife or husband in thy home. Upon sleeping at home with thy spouse, rations will be ready for thee by morning. Beware talking on vows with more than one - a thorny path that bears more wounds than fruit.



On Horses: Wild horses move with great speed, even when mounted. Thou must not corner a wild horse - it will kick fiercely. Do not approach a wild horse with weapons drawn. A knavish horse will not carry an honorable noble. A wicked commoner cannot mount an honorable horse. A horse will not allow saddle of one draped in holocaust or invisibility cloak. Royal mages can help tame horses with the Royal Guard using a charm spell. The legendary Lute-of-Destiny will calm a horse not suited to your temperament. Do not strike a tamed horse - it will not allow your saddle. Both hands are needed to handle a wild horse - thou cannot wield a weapon. Taking a weapon in hand will dismount you from thy horse. Dismount your horse before battle - wild horses do not have the temperament for war. A wild horse will buck you off if struck in battle. If a horse is injured, a mage's heal spell will seal its wounds. The horned horse of legend appears when colors arch across the sky and dot the grassy earth. Only those with worthy reputation can get close to the magical Unicorn. One must be under the rainbow and in view of flowers for the Unicorn to appear. The Unicorn can only be tamed by feeding it flowers, so a Floretbox must be in hand when approaching the beast. Thy Unicorns possess much strength and agility, far above that of regular horses. The glowing horn of the Unicorn can inflict damage as a spear, and from range. Strike not upon the magical Unicorn, lest you tempt its might and power.

On Gems and Upgrading Weapons: When one owns a home, thy has a safe place to rest and upgrade arms in thy inventory. Some weapons can be fitted with powerful stones and gems of magical nature, found in mines or dungeon treasure.

A Moonjem casts light like the harvest moon, and will reflect it within a weapon adorned with it. Thy reddened Ruby is the hue of might, and will strengthen the warrior that carries ruby ladened arms. The glowing green Jade stones will heighten the mind of the owner of a jade jeweled weapon. Blue is the color of thy Azurite stone, and swiftness befalls the hands that carry an Azurite blade. Arms equipped with Flamejem or Icejem may cast its victim to fire or freeze. Only a mage's staff can be fitted with a precious Mannastone, strengthening thy staff for combat. Particular gem-adorned arms can be forged into legendary weapons by wrapping Powerbands 'round the hilt. The most rare of magic stones, the Life-pearl, can only be fitted to a Royal weapon, but its qualities are unknown. Scale armor can be crafted with the scales of Dragon or Seaserpent, impervious to fire or frost.

On Mapping: Check thy map before travel, 'tis not wise to travel without aim. 'Tis vital to know the closest town, for safety, rations, shelter and arms. Train thy awareness to make mapping easier: seek the hermit in the single hut for this. The men of the city will mark thy surroundings for five coins. Thy women will fill thy city map for the same. The city women know much for thy map, including which houses have valuables. Help thy downtrodden to their feet with rations or coin: they will fill your map for free as thanks. Hear the names of the townsfolk: those from other cities may reveal their homelands in their names. For any citizen, ask about their home and they might mark it on thy map. Travelers at temples or in prisons are from surrounding cities. Finding a well visited temple or full prison and thy map will gain many paths. Inspect temples carefully - a statue or wall may hide an entrance to a crypt.

On Ships and Shipping: Stay off line of a hostile ship's cannons. 'Tis best to attack hostile ships with weapons and spells of range. Let a ship move into your firing line, allowing you to attack and move out of harm's way. A ship's wooden hull is vulnerable to flaming arrows and mage's fireball spell. If a ship is set aflame, retreat out of harm's way while the fire does its damage. Once thee is mightier than those left on a hostile ship's crew, you can commandeer their ship. When all enemy units are cleared, take the helm. Once commanding a ship, you will find its cannons to work impressively, even against mighty Sea-Serpents. Cannons will likely destroy thy enemies arms and items - expect not to collect much from the fallen. Larger vessels can cut through strong currents but will be pushed if not tended to. Even a Greatship can struggle against the powers of a water or air vortex. If thee cannot commandeer a ship, buy one from the Port-town shoppekeep.

On Swine, the Game of Chance: Swine is a game of wagering gold against the rolled points from a six sided number cube. On thy turn, roll the cube and add the top-side number to thy sum so long that it is not a one. Thy sum is added to thy points when you pass the turn to thy opponent. Upon rolling a one on its top-side, thy turn is done and thy sum is lost, being cast to zero. The first player that reaches fifty or more points is the winner of all the wagered gold. Beware, 'tis said that some players have acquired weighted cubes that resist landing on thy one side. 'Tis commonly known that even vile demons take interest on this game of chance. Beware agreeing to a game of Swine with a grim demon: thy stakes are high if thee falls short on rolls.

On Trapping: The Shoppekeep Butcher makes a fine trap for catching game, perhaps for sale. Place a trap down-wind from thy target. Then move upwind to push the game towards the snare. A well-made trap will wound thy game, draining its ability to kick thee over time. Wait until the game can no longer put up a fight before getting close. A crafty adventurer can use a trap against some dungeon creatures, but not ones of larger size. Thy massive beasts, like trolls and colossus, will destroy the trap when they trod upon it. The trap is also quite useless against flying beasts, and cannot be placed in the water. But against a bugbear or brigand, a trap can prove quite useful. Never place a trap in a well-traveled village or city: 'tis a wicked act.

On Vampires: Vampiric curse gives great powers, but with heavy burden. Vampyres cannot be in sunlight, lest their skin burns to dust. The low sun burns slower, mid-day sun ends thee with haste. Dragon scale armor can shield some light, as can dense forest. A Vampyre can safely move about in daylight hours when the sun is hidden by rain clouds. The Vampyre cannot eat rations, but feed on the blood of a living human to survive. The sleeping make for easy fodder for a Vampyre to feed. Vampyres need sleep themselves, and slumber during daylight. Only locations shielded from the sun can make for a Vampyre camp - dungeons and caves. Vampyres that rest in a coffin will be fully restored. Dungeons still have coffins left from Vampyres long slain. Towns and cities have coffin builders, which can offer refuge for Vampyres during day. The close gaze of a Vampyre can seduce thee, dropping thy guard and confusing thy directions. A heavy wooden crossbow bolt through the heart will end a Vampyre's reign with haste. The Vampiric curse can be lifted - seek thy hermit who lives alone in a single hut.

On Werewolves: Those with the Wolfen curse will be cast as beast if thee steps into moonlight. Thy Wolfen curse will weigh on thee with great heft. Thy curse will forbid the planting of a home, once the locals find out. Villagers and hunters will cast thee out: one must constantly travel to survive. A mage once stricken with the curse invoked the Tempest spell to block moonlight. Upon the rising sun, the beast will turn back to man. The Wolfen beast has great strength, but difficult to control. Some semblance of control can be gained over time. 'Tis strong enough to topple men, beasts and wooden doors. Beware thy Royal Guard: thy sword 'tis made of silver. Thy silver forged weapons will smite a Wolfen cursed soul. Know that the curse can be lifted. Seek the hermit of the single hut.

Thy Bodily Afflictions

Blessed: Certain armaments carry magical qualities that impress the agents of Skara Brae. A blessing may be sent down as the Gods watch over you, supplementing thy health. The careful crafting of impressive swords make them suitable to be blessed, as well as finely crafted armor.

Cursed: The strike of a bane weapon or demonic claw may cast a curse upon thee. Movement is confused and difficult when cursed, and focus is difficult with random impairments to either might, mind or agility. Those of strong mind may be able to will thy curse away, but others will need to seek the help of city or castle folk.

Fire: Running afoul a Dragon, Magma Mother or Flamebow carrying assassin might cast thee on fire. Thy bodily health will flee from thee quickly. Diving into shallow waters will save thee, as will a health spell or potion. One may also smother the flames by donning Dragon Scale armor or a Holocaust Cloak.

Frozen: The icy breath of a Sea Serpent can set a devastating chill upon thee, as can the strike from a Sorcerer's Bright Icestaff. A similar effect can be levied by the blowing snow of a Winter's storm. Agility will be hampered, and damage done to thy skin over time. Wearing thick animal furs from Bear, Elk or Wolfen will protect thee from the cold, as will armor forged from the scales of the great dragons of the sea.

Poisoned: Thy blood can be cast to boil from many sources: Snakes, cave Spiders, sickened animals, poisoned arrows, dungeon traps and even the bite from a rotting Deadite. Thy very life will be slowly drained away from thee. While a strong adventurer might be robust enough survive before the poison runs its course, thy only cure is by spell, potion or serpent's egg. For those without the means of a cure, seek the owner of a Mage's Shoppe in cities and villages. If thee comes across a serpent's nest, there lies a chance of a cure by devouring its egg in the raw.

Sullied: One might seek the refreshments and temporary confidence of the village Tavern. Take in too much and thou will be sullied: ladened by the local ale. Thy movements will be confused and difficult. Thy reputation will be tarnished, and the locals will not want to help thee. The effect will pass by time, but a good night's rest is a guaranteed cure.

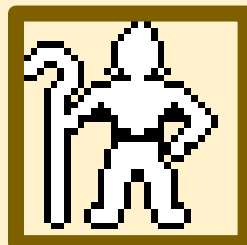
The Puzzles of Cultima

Certain locations may contain denizens that offer puzzles to challenge thee for great rewards or vicious penalties.

The Three Towers Puzzle: The mage of the cave known as the Puzzle Master presents before you three peg towers: Tower-One, Tower-Two and Tower-Three. On Tower-One sits a stack of disks, decreasing in radius to the smallest on the top. Thy goal: move the stack of disks from Tower-One to Tower-Two, only one disk at a time. Thy rule: a smaller disk can only be placed upon a larger disk. No disk can be placed upon one that is smaller.

The Three Doors Puzzle: Before thee stands Three Doors: Door-One, Door-Two, Door-Three, and a cunning Sorcerer of the dungeon: the Puzzle Bringer. The magic Doors are immune to pick, spell and hammer, to only be moved by the Puzzle Bringer. Behind two Doors live fierce beasts, coiled to strike anyone who dares open them. Behind one Door rests a treasure of great wealth, ready to be claimed by those wise with numerics and chance. The challenger will pick a Door to open, but before it moves, the Puzzle Bringer will interrupt: among the two doors not chosen, the Puzzle Bringer will reveal which houses a fierce beast. The daunting Puzzle: decide if 'tis better to keep thy original choice, or select another.

The Three Wells Puzzle: An island in the Underworld rises from the water, and thee stands before a grim Demon-King, the Puzzle Giver. Before you are three Wells, each with a different poison. Any who drinks from one and only one will perish. Drink from Well-One, and thy poison from Well-Two or Well-Three will cure thee. Drink from Well-Two, and thy poison from Well-Three is thy cure. The poison of Well-Three has no cure. Only the Puzzle Giver can reach the waters from Well-Three, and offers a grand challenge: each will draw water into a Goblet, meet at the center of the island, swap Goblets and drink. Thy challenger will drink from the Puzzle Giver's Goblet, thy Puzzle Giver drinks from thy challenger's Goblet. Thy daunting Puzzle: survive the challenge and defeat the Demon King



The Culima Achievements

Certain activities can unlock an achievement in thy journal and give thee a boost of experience. The last chapter of the journal is used to keep track of thy personal achievements conquered in the lands of Culima.

Admiral of the Navy – acquire a fleet of 5 ships.

Animals as Leaders – simultaneously travel with a horse and a dog.

Belly of the Beast – carve thy way out of the innards of a great beast.

Bruce is Loose – slay a shark whilst in the water with it.

Captain Crunch – destroy another sailing ship with cannon fire.

Deadly when Dizzy – defeat an enemy in battle when seduced or sullied.

Dear Diary – complete thy journal.

Dorothy Gale's Revenge – fell a large beast with an air vortex.

Double Up – win a game of swine with less than 50 gold to start.

Dragonslayer – fell a Dragon and don its scales as armor.

Everybody's Hero – rescue 50 civilians from captivity.

Ghost Town – empty a town or castle of its residents, positive reputation intact.

Globetrotter – visit and explore 50 locations.

Gold Digger – use a Brigand's treasure map to find a buried treasure.

Fermented in your Mind – ferment a Wisdom Egg in a portal.

Hands of Stone – defeat an enemy with thy bare hands.

HMS Bounty – pay off thy own bounty of 100 to clear thy name.

Hold Per Ground – fell a thief in thy own home.

Humble Bumble – tame the Abominable One with rations.

Indy 2500 – discover a hidden temple dungeon.

Infectious Grooves – move a Royal Guard from his post with music.

Kaiju Killer – fell a monster king attacking a city.

Killed by Death – slay Lady Death.

Know when to Hold 'Em – defeat a Demon in a game of Swine.



The Cultima Achievements

Legendary Crafter – upgrade a weapon to legendary status.

Living Proof – survive a mine collapse.

Marrying Up – marry a person with a higher reputation.

Maximus Overdrive – defeat all arena challengers.

Merchant Mac – sell a legendary weapon to an armsmith.

Miner 2049er – discover a gem while mining for gold.

More Human than Human – purge a Vampyric or Wolfen curse.

Name of the Game – meet the creator of Ultima.

Oh, Good Dog – command thy dog to chase down a city thief.

One Round Down – survive one year in game time.

Philanthropist – donate 500 gold to charity or the needy.

Potion Control – simultaneously possess at least one of each kind of potion.

Puzzle Slayer – solve each of the three puzzles of Cultima.

Return to Castle Wolfenstein – escape the future.

Return to Sender – steal back an item from a thief that stole it from you.

Scene 24 – pass the Keeper of the Bridge.

Scrambled Smaug – eat a Dragon's egg.

Speak and Spell – learn every magical spell.

Task Master – complete 50 missions.

The Lunch that Time Forgot – cleave rations from a beast of another time.

The Riddler – learn all riddles.

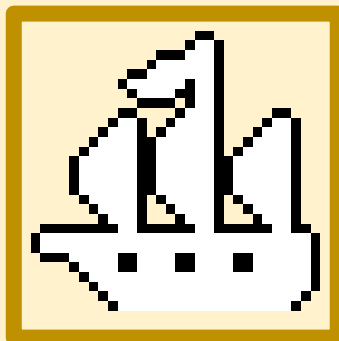
The Ride the Rainbow Achievement – tame and ride a Unicorn.

Trapper Keeper – simultaneously possess one of each kind of pelt.

Twisted Sister – slay thy demonic mimic.

Walking Papers – have a spouse decide to leave you.

Zombie Puff – bring a Dragon raised from the dead onto a battlefield.



Frequently Asked Questions:

Why do I die so often or so quickly?

The game world and difficulty does not scale to your level. You must play very carefully at the start to be able to survive. Talk to the characters in the town and accumulate as much information as you can in your journal. The advice will help you find success in the game.

I started on an island I can't get off!

Sorry: that's unlucky randomness. Rebuild another world by hitting the 'B' key from the main menu.

Is there a main quest?

Yes, and there are many randomly generated side quests. Asking characters marked in blue about missions will add them to your narrative. A synopsis can be seen from the Map screen ('M' key), and details can be found in the Journal ('J').

Is there an auto-save?

Yes, the game saves your progress each time you enter a location healthy and when you complete a mission. Regardless, save often by going to the main menu (ESC), then (S) to save. The only places in which you are forbidden from saving your progress are the Secret Realms. (?)

No touch-screen? No mouse?

Paying tribute to the Ultima series necessitated an early 1980's esthetic (and we only used keyboards back then). Almost every command and even conversations can be executed with a single keystroke.

Why is the game so existentialist?

The central design decisions of the game are based on things we can't predict: a random number generator. The main theme of the game is a matter of doing the best with what you are given. The game world has the potential of being incredibly unfair or surprisingly generous at various times. It is a reflection of real life.

Coding by Rev. Dr. Douglas R Oberle, 2017