UO-The Expanse v2.2 edu Repack

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Sidle (script/mod support)

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UO-The Expanse Players

RunUO

Khaybel & **OrbUO**

ForkUO/ServUO

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UO-The Expanse: Freeshard Owner Basics

A history:

The Freeshard Community was founded not long after UO was released back in 1997, with UOX or the Ultima Offline eXperiment, which is still available at uox3.org. Other free shard projects have come onto the scene since then, but the community has thrived in various formats through different emulation processes that have utilized existing UO client files. Free shards are called "Free shards" because they do not charge a fee to play on them, otherwise it is a pay-to-play 'shard, (although some 'shards have optional fees for buying items and/or accept donations just to support the 'shard.) While admittedly illegal, there has been an unspoken "give and take" between EA and the Free shard Community, in which EA development teams have gotten inspiration from material already published on Free shards and vice versa, but I am not here to discuss the legalities of running a 'shard though.

What is this all about?

The purpose of this project is to learn about various aspects of the gaming industry most related to game development, like replacing graphics and animations with custom art, creating engaging material, to areas like end-user support (handling bug reports and feedback from the players) and training new staff members. UO and the emulation software together provide a wonderful sandbox environment with minimal hardware requirements and support from an over two-decade old community, which makes this the ideal package to learn from. Concepts learned carry over to other, more modern games, as well, like learning how to set up and maintain a working economy or telling a story through content.

About UO-The Expanse:

I played on a production shard for awhile before I embarked on my free shard adventure and I really enjoyed playing UO a lot and met some good people. It was one of those UO friends that introduced me to my first live free shard, which is also where I met the person that became the main staff member on UO-The Expanse, Mogster. In fact, Mog had a huge impact on the 'shard overall, but was also adept at building construction and Xmlspawner programming.

Much of our time was spent pouring over our respective computers creating quests and building locations over the course of a few years, but Mog also handled player-related issues quite well too. He was wonderful at breaking new things we created, so it made us a good team for design and development. That innate ability to break things also revealed to me an amazing talent, not just for working out bugs, but also for making things that were fun and not a grind (a bored Mog means trouble!), so I jumped on the opportunity to invite Mog to the Staff team. From there, we taught each other a mountain of new skills and tested our friendship over the course of our time together.[1]

[1] ~~At the time of this writing, it is not known if Mogster is alive or where he might be.~~ All my best, Mog!

MOG LIVES!

UO-The Expanse began as a way to experience UO the way I wanted, which may seem selfish, but other players shared these desires too. There was no celebratory launch or anything like that though, the 'shard just went online one day and I slowly started being a player less and a developer more, but over time I realized I needed to "get back into the field" and be a player now and again too (it really keeps you in touch with what you are working on, otherwise you can get lost in the whirlwind of design). My developer-side did not turn off while I was a player though and I kept a notepad with ideas I had and problems I experienced while out playing around in the world. As a former "OSI" player, I had a good idea of the foundation to build from and some vague musings of things I wanted to add, which grew quite quickly once I saw the custom content library available online (The Ultima Online Free Shard Community has amassed a large library of custom content created by other free shard community members over the ages and many individuals have helped to keep the library going from emulator to emulator). As I was out experiencing the UO world on UO-The Expanse, I was also working out ways to incorporate some of this extra material. Having custom content was always one of the goals, because there are a lot of aspects of UO that I and others felt needed some changing and some enhancement. Generally speaking, having a smaller playerbase than a production shard meant it was easier to adjust some of those aspects and much harder to work with concepts meant for more than one player, like a big boss fight (Peerless).

After running UO-The Expanse 'shard for over 6 years, I closed it down due to lack of appropriate hosting and by then I was the last remaining staff member, which made creating content all the more time-consuming. May 1st, 2017 UO-The Expanse went offline and I semi-retired from the free shard community, until a couple of years passed and I began getting requests from people to play on the 'shard again (or just have access the source code). This idea was not an uncommon thing in the community, as many 'shards that have gone offline, later published the source code, but I wondered if there was perhaps a better way to present this material, other than "here is another free shard repack". That brought me to the conclusion this should be packaged as a tool to teach others skills and concepts they might not otherwise learn outside of specific college-level courses and on-the-job-training, or hours reading online material. I put together a list of things to do and include, then I slowly started prepping the 'shard for public release, gathering other programs for resources, documenting as much as I could think to cover, short of writing a book comparable to The Stand…and here we are.

*There is one thing that I should like to point out that is a huge, glaring downside to Freeshard development: **there is no UNDO button.** Yes, there are [ways] to undo certain events, most of which involve copying over a previous set of Save files, but as far as a traditional concept of Undo, it does not exist. This is especially true when using commands in-game and is unique to this type of game development that is happening "Live".*

Some things in this package that you will probably not find anywhere else:

- *Spreadsheet for calculating Item drop-rates based on several options, which also indicates the colored item level, potential damage range and magical properties count.*

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2. OSI stands for Origin Systems Inc. that was founded by Richard Garriott in 1983 and was responsible for the Ultima series, as well as working with EA and Starr Long, and many others, to create Ultima Online, along with a slew of other popular titles.

- *Documentation on all the custom modifications and how to make changes.*

- *Tools and software written specifically to working with Freeshards and UO.*

- *Written tutorials and In-game training areas covering a variety of topics from simple to complex spawn editing, to creating content "on-the-fly", to making global changes with commands.*

- *A stable, working environment for all levels of learning, for free.*

I learned a lot and gained so much experience from this project over the years and part of all that came from providing support back to the community, so try to be open to doing the same after getting your feet wet. That is part of what keeps the Freeshard Community alive.

All of that being said, I hope you have as much fun using this sandbox setup as I did. May the new skills and abilities you learn, benefit your future plans.

- Tass/Raist/AJ the Prismatic Dragon *(-==(UDIC)==-)*

UO-The Expanse - Owner

uoexpanse.com

Special thanks to: *Richard Garriott for creating Ultima and Starr Long for helping to bring Ultima Online to life, EA for releasing UO and for keeping it alive for so many years, the Freeshard Community for the help, support and friendships, along with the 'shard players that kept coming back.*

UO-The Expanse the (edu) Repack

Welcome! Today is the First Day of orientation. Please grab your writing utensils, paper or laptop and we will get started.

Ready?

Let us begin by jumping into Game Development and finding out what it is. Would it surprise you that the definition is *in* the words? Game development is the process of developing a game by one individual all the way up to a larger team of hundreds or thousands spread all across the globe.

However, working on a free shard, you are not going to be that lucky to have access to those kinds of resources, or so you might think. Modding communities are groups of people coming together over a common goal; to customize, or *mod*, Ultima Online in this case, but those types of communities have been around for ages. Even as the computer industry was just starting to grow, "motorheads" were already ripping apart their Muscle Cars and rebuilding them. Mostly because schools had not caught up with the budding computer industry and were more prepped to churn out mechanics instead of computer operators.

By and large modding communities are sort of a gray area, with many other games and companies indifferent to third-party mods. The level of modding seems to be where gaming companies and players do not see eye-to-eye. Game Developers are bound by the constraints of their employer; the modding community is not and the community functions without ethical or moral obligations while skirting tons of game regulations in the process. (Speaking frankly, a modding community could never "convert" into a full-fledged game development team once members realized that almost all of the work they do would never make it into public hands.)

Back in the 1990s, one of the grandfathers of First-Person shooters was released; Wolfenstein 3D™, just one year before the next big name to be released; DOOM™. Some other FPS games did exist all the way back to 1973, but DOOM™ is certainly one of the most well-known, with even Wolfenstein 3D™ trailing. What is notable is that just weeks after DOOM™ was released, players were making and releasing level editing mods!

Origwad by Jeff Bird was released in 1994 and while pretty basic (two rooms, a door, and half a dozen enemies), that got the snowball rolling. Another "popular" mod for DOOM™ was released two decades after the game. Not bad for a game that was a quarter of a Century old at the time. Not all games have that kind of longevity and that is mostly because of hardware support.

One of the appealing features of a free shard is that it does not require "much" to run, even using a client on the same machine, compared to "modern games of the day". Roughly the client uses around 1 to 1 1/2 GB of storage space, with the free shard emulator using about 1GB, but of course the free shard space will grow as you add more content. Nevertheless, it is one of the few games *and* servers that you can store and use from a flash/thumb drive and still be able to edit *any file on the fly*, because you can use "basic" programs on most computing devices like Notepad and Paint for Windows*.

*Just because you *can* use those programs, I would personally recommend using them *only for emergencies*, as you have better "control" over the data and more error-checking with slightly more powerful programs like Photoshop™ and Visual Studio™.

<u>From Owner to Staff to Player:</u>

We should speak briefly about *where* you work, before getting into *how* you work. "Happy space, Productive place". One of the biggest factors in workplace happiness is *value*. Do *you* feel valued as a team member? If not, it can be difficult to create in a stifling environment, but on the flipside of that; it can be difficult to create in the most uplifting environment too. Too much negativity or too much positivity, can all take away from what is being processed in one's head and this is how one could define "staying grounded". Although, I would also argue the point that anything that stirs creativity qualifies as "staying grounded". Some employers would counter that with "You are fired.", which is their choice even though it is the *wrong* one, in that it prevents growth. Places that allow you to handle your own creative process are few and far between. More often than not you have to prove yourself to get there and that is assuming you can "*play nice with others*", which could subject you to an extremely uncomfortable workplace, or it could be extremely rewarding.

Whatever the situation is, it is important to remember; *never stop learning*. Even the most terrible working conditions provide a lesson worth remembering, because if nothing else those [terrible conditions] are something to avoid in the future. It is worth acknowledging that game development is filled with "valleys" and "mountains" (lots of Ups and Downs) whether things are "terrible" or "immaculate". Regardless, if the work environment is emotionally and/or physically abusive, you should consider leaving and informing about the work conditions, or else someone new will come along and suffer the same fate. It is not *un*common for the *wrong types* of people to be put into positions of power and no one is born with "people skills". This is *all* part of the learning process; what works and what does not.

If you *learn something* from →(([whatever]))←, that whatever has *value*. You can believe it was wasted time, but that is emotionally degrading to you and as your experiences continue in Life, this will wear you down mentally. You might begin to question your abilities; "Am I not good enough to get a better job/position/career?" or you might believe you deserve to stay working in one of those "negative environments", since you feel your *value* is low. To quote a wonderful person that had an impact on a generation: "Goonies are good enough" and if you are reading this, you *are* a Goonie. But, even Goonies™ can still grow as people. (wink)

The Way of the Developer

Working in the free shard community can feel like being in the "early days" (late 70s, early 80s) of video game design: most times the dev team is very small (maybe only consists of one person), putting in *a lot* of personal time, covering multiple areas of design and development, utilizing marketing concepts (website presence, ad banners, paid "commercial" ads, converting traffic to players, etc., etc.), learning to program or learning graphic design or learning both!

A good Developer, or Dev, of *anything* has their own design process and sources of inspiration, but many do not consider that playing other video games can also bring inspiration for your development. To the point, when your development process has stalled, this alone can *un*-stick it.

What exactly is a *Dev, or Developer/Development, team*?

There are generally a handful of positions related to video game creation with some departments or team members that can cross over into other areas, but not too often. An example of this is the *Writer*, because anyone can be the *Writer* *if* they possess the ability to creatively write and that is the catch. It is not a horrible idea to have short writing contests within a team, as this can help you determine where everyone's talents fit, or at least find the *Writer* or *Writers*.

Here are the six general positions, with *Writer* being an alternate:

1. *Programmer* – *puts all the fancy words together that makes the game "Go".*

2. *Artist* – *makes things look pretty in and out of the game.*

3. *Designer* – *makes the rules and sets the structure for the game.*

4. *Sound Engineer* – *makes noises and music for the game.*

5. *Level Designer* – *arranges the pretty things in the game.*

6. *Tester* – *Tries to break things everyone else did.*

7. *Writer* – *puts elegant words together for engaging material.*

Some teams may have additional positions for more specific roles, but free shard projects are usually extremely loose with team members covering multiple areas far beyond these seven topics and in most cases *missing* some of those positions. This is one reason why turnover is high with free shard staff, as it is easy to get burned out doing the work of more than one person or doing work totally out of one's depth.

Being a Player forces a different perspective of a game than a Dev has, but Players do not always know or understand the mechanics of the development space like the Devs. To say that something "cannot be done" is a limitation you might give to a Player, *as a Dev*, but also *as a Dev*, you *are* going to figure out a way to overcome that limitation later. *This is how you grow as a Developer*! The *only* limitation you actually have is *your* imagination. Well, I mean whatever *other* constraints you might have will almost certainly come from your workspace/place.

The early days of the UO-project demonstrated that the Players were just as capable of seeing and finding game issues as the Devs were. When UO beta was first available, it seems that almost all of the Dev's predictions were wrong, because their process involved: *assumptions about Player behavior*, *the Dev's behavior*, and *what the Devs would do as a Player*. All of that was blown away as 250 Players proceeded to "*do as they pleased*".

Ah, the beautiful destructive nature of the Player's mind! *To do as they pleased*. *Indeed*, if given the opportunity. The question then becomes one of limitations applied to the *Players*.

A Change of Perspective

A few pages back, I spoke about Mogster and that wonderful ability to "break things" in the game as being a *significant* reason for the invitation to join the UO-The Expanse Staff. That ability present in other Players was a large part of what the original UO Dev team experienced during Beta, and stands as an excellent reason of *why* I extended the invitation.

It does help to listen to Players and it can be so critical that you do, but that is also a slippery slope, because you can push away other Players at the same time by catering to the same individual or minority group of Players continuously. Being able to break projects into groups is helpful. Consider all your projects as being *Morse Code* and *your projects/ideas* are *dashes*, projects from "others" are *dots*. Your Project #1------PlayerA Project.......Your Project #1—PlayerB Project...Your Project #2---- and so on and so forth.

Most early free shard projects started off as PvP, Player versus Player and had mobs too, which left a lot of the PvM Players, Player versus Mob/Monster, with *less* balanced game play. The PvE Players, Player versus Environment, are generally satisfied if there is content to be played alone or with a small group of guildmates/friends.

When it comes to developing and the involvement with players, it is not unusual for a player to be outspoken within a community. That does not mean you have to listen to *just* them or even *any* player for that matter. In fact, my advice is to figure out *why* something is being asked for or pointed out.

With a bug fix, that choice is fairly obvious; fix the bug, however, in some instances what might be considered a bug can serve actually server a purpose and you should not "fix the bug" and instead perhaps call it a "feature". Generally speaking, a "feature" is more acceptable to players than a "bug" is, but of course it does not mean that players will not want to improve features or prevent them from complaining about them either.

One should avoid calling a "bug" a "feature" to steer clear of fixing them, *if feasible*. This will help you and your dev team to steer clear of as much player backlash as possible. Of course there are situations where the current experience level for the Dev team is not capable of "fixing" a bug. Someone is always not going to be happy and that is a maxim, but if too many people are unhappy they will stop playing. In some situations "catering" to any one person or group can also be detrimental to player interest. Welcome to the slippery slope: avoiding backlash/fairness/fixing/improving. The balance does not last forever; valleys and mountains, remember? A mountain that carries on in the same manner is no different than an endless valley, except eventually there is a peak and the valley follows.

A model of this is when it comes to adding new Loot* to mobs**, since you should understand drop rates a little bit and how those affect the balance of the 'shard in regards to playing. Creating that armor a player was asking for might make things entirely too easy and this item becomes coveted and it causes fluctuation within an economy and monetary hoarding.

> *Firstly, drop rates are defined as: the chance of obtaining a specific item. That can be illustrated as such:*

> *A piece of cloth can drop as loot for a sheep, but sheep only drop it 50% of the time, or 1/2. So, one in two sheep should have a piece of cloth, in theory.*

> *1 cloth = 2 sheep*

> *Actually you might need to kill 3 sheep for 1 cloth and that might be fine and well for some other game, but UO handles drop rates a bit differently and are built on a combination of Loot Tables and individual mob settings.*

> Look at things like the time spent getting enough cloth to craft the armor and gathering whatever other materials might be needed when determining the impact on the game. If it takes way too long, will players buy the materials, or "pay" another player to harvest them? Are players now creating "bot characters" just to harvest these materials?

*Loot is defined as items that appear on a corpses and treasure chests or are awarded for completing quests.

**A Mob is defined as any "player enemy", that is not another player. Slightly different than just an NPC.

This does not just apply to adding new things either; these are things to include throughout the development process and as long as the 'shard is operating. Having a free shard with a balanced economy, or any economy for that matter, requires players and you will not retain any of them without accepting these considerations moving forward.

Let us consider the development teams at Neversoft for the 2000's "AAA" games and look at *"Tony Hawk's Pro Skater 3",* or *THPS3* as it is more commonly known, from 2001. Being the third installment of the series means the dev team *really* has to deliver to the players or risk losing them.

> *The first game scored very high in all the "important ratings" at the time and most players had glowing reviews about it, but the second game was even better rated and became the second highest rated game of all time with an aggregate score of 98/100 on Metacritic.**

> *Facing all that, the dev team was staring at a giant heap of "greatness" before the third game even began development, but they did it. The third game received a rare prefect "10" from GameStop and was the 14th highest-selling game launched for PS2, Xbox, or GameCube between 2000 and 2006, in the United States. But how did they do it!?*

> *From accounts and interviews with former Neversoft employees, the environment was: "laid-back", with skating and skate-culture being at the forefront of their collective passion.*

Did you catch it?

Collective passion.

Neversoft was a total of around 15 people before the first Tony Hawk Pro Skater game was released. The success of that one meant they immediately jumped into developing the second game, but at the same time decided to *also* develop a Spider-Man™ game. This meant *splitting* the team into two smaller teams to develop in parallel.

Less than one year after THPS exploded the skating world into the gaming world, THPS2 and Spider-Man™ were released and Neversoft devs fell back into developing for THPS3 and published that the following year. With barely a moment to take a breath, the development began on THPS4 and that hit the shelves in under a year, with Tony Hawk Underground, or THUG, close behind that. In a short five years, Neversoft set records with *six* video game releases, but even with all that the Tony Hawk series is not even in the Top 50 Highest Grossing video game franchises through 2021. Put that in your pipe and smoke it.

"Fifteen people working on a free shard would be a lot!" Yep, it definitely would be and likely will not ever happen.

While we are sharing in the success of a larger dev team than most free shards will ever have at one time, try and remember it was the shared passions of those involved that brought everything to fruition. It is what should drive every dev team, but money and personalities can get in the way of that too because they can be difficult to manage for a lot of people.

Big surprise, not many coders are as good with their social skills, but in truth 99% of people do not have equally good social skills and some of them do not wish to develop better social skills.

No matter what size the team is, that collective passion means each individual is excited about putting forth every bit of effort they have.

This desire to give more effort for a project one is excited about can be easily taken advantage of if the team leader or employer is pushing the team members beyond their limits and chances are if someone does negatively impact the team it will cause a fracture. All the collective passion in the world cannot save a fractured team.

Musical groups break up and re-form all the time, but then again other groups never get back together. Dev teams are the same way, but the difference is that employers often push people back together again, depending on where those being pushed are on the "ladder of success" that some people measure achievements by.

Way down as the "bottom rung" means everyone steps on you, but as you go higher, fewer and fewer people step on you. However, consider too that *you* are now stepping on others to get ahead and remember how you felt being on the "bottom rung". A little humility goes a long way. Even if you launch your own company, you will still get stepped on as you push your way into the market though.

Many people working on free shards have little to no experience with anything that relates to the free shard, but might perhaps have one or two reasons for being pulled into the community, like being a big fan of UO, but not happy with the current platform, or maybe feel like growing a working knowledge of gaming development. You know what brought you here and why you are reading all this. Whatever the person's motives for starting a free shard, they will learn *at least one thing* before it is all said and done.

One of the ideal aspects about working in this type of environment is that you can start over again very easily. Backup whenever you like and however you like. As an employee for a gaming company, you might be bound by Nondisclosure Agreements, NDAs, and forced to "leave everything at the office", which means the only chance to work is *at work*, where access to the full code is often limited and "starting over" is rarely an option.

The reality those of us in the free shard community are faced with on each of our projects is that at any given time it is *not uncommon* for a free shard to have a single staff member doing *all* the work. One upside though is that anyone can approach the community for help and likely will get exactly what they need. Occasionally people get more than they bargained for when a community member "leads the horse to water" and then walks away.

That can so utterly frustrating, but that also encourages people to look in the *proper places* for answers they need and that is worth more than having "the exact answer needed". This is a form of hands-off "teaching" that helps lay the path for those on the receiving end to eventually find their own answers for future issues.

It is also not uncommon to have drama within the community over "timely support", because in those situations someone was probably coming to the community "at the last minute" for a quick fix and overall the community does not do "quick" very well. Patience is oh so important, because we are all volunteers working on our own hobby projects and it is easy to get sidetracked helping everyone.

The more people in the community that are available to offer support, the better off everyone is. However there are a ton of variables to factor in when considering the popularity of a community in regards to getting support and most of them are easily visible when visiting a public forum. The most noticeable is the *kind* of support people are receiving, but make no mistake; some people asking for help are really rude about it and feel the community is there to serve them, which can paint a bad image for the community as a whole.

Please try and remember your "*Netiquette*" when asking for support *and* when giving it and do not forget that no one was born with all the answers (even I do not expect to deliver all the answers you might be searching for with this text, but if you learn a better way to seek those answers then I consider my goal accomplished; I have led you to the "water").

How you treat the community, is how the community treats *you* in return, so if you do not like the way you are being treated, consider sincerely changing your approach and being friendlier. Otherwise you might find yourself stuck *outside* the community, hoping for scraps of help that may never come and it is the same for people you work with too. With the free shard community being small within each emulator platform, it is not wise to burn bridges, as those communities hold most of the resources to work on that particular emulator. What does one gain from "being mean"? Not the answers they were seeking. Not the help they were hoping for. Not the support they wanted. Just because almost all of us work behind monitors and keyboards, does not mean that we have to treat one another like a computer.

Generally players never see Staff until something goes wrong. Of course, some free shard owners and Staff also play on the same 'shards they develop for, but others might play on completely different 'shards.

Whatever the situation may be, interaction with players can be at any level from fully hands-on and in full view of other players, all the way down to totally invisible and fixing things quietly.

Cheats exist because devs wanted to be lazy about something repetitive that they had to perform while testing and they are just shortcut commands, e.g. for DOOM fans IDKFA would give you 100% Health, full armor, all weapons and ammo, plus door keys.

Developing in UO is just slightly different, because with a DOS-game, like DOOM, you usually have the "command line interface" that is accessed by pressing the ~ (tilde) key on a standard U.S. QWERTY keyboard to enter "cheats", whereas with UO you are using a combination of coding out of the game and in the game, using systems like Xmlspawner*.

*Xmlspawner is considered an "add-on" for the free shard emulator software based on RunUO that is written in C#.

There are other advantages available too in the form of custom scripts (or files) called *Add-ons*. Add-ons are custom-written C# files that coders mostly freely distribute and can often be installed on nearly all free shards. Although some require additional code to make them compatible with the free shard they are being installed on, sometimes things can be more or less drag and drop.

It may also be tempting to give yourself items and cheats while you are a player, but try to resist this as much as possible. If players have to go through hoops to accomplish something, jump through those same hoops, or else you could miss a bug, because even as a *player* you should keep your *Owner/Staff* "hat" nearby. It is the best way to make your 'shard/game *better*.

> *To illustrate: if you set up a quest for a player to collect an item that can only be found within a limited window of time; how long are you willing to wait for this item, because that is probably double the time an actual player will put forth. If you will wait 10 minutes, a player will wait around 5 minutes. Being able to "feel out" a player experience is precisely what will give you the edge. What would a player do in this situation? Are they going to camp here for longer than 5 minutes? What happens if other players decide to camp there and wait too? Will there be enough items for everyone? Do you have to worry about too many people and items being in the same place?**

Plus a slew of other questions and issues I did not even mention here that you will have to consider and possibly some I missed too, but that is how we all learn.

Now if you circumvent all those hoops, you also skip all those questions. You can ask yourself: "Am I prepared to do that?", but frankly the answer should always be "No, I am not.". Test, test, and test again and then wait for a day and test again. Restart the 'shard 1-2 times. Save. Restart. Test. I *know* that seems *so* repetitive and wasteful, but it is not, believe me. Different functions are happening during each of those steps and the data created by your code is handled a bit differently in each instance too.

> *For example, let us say that you added a new Sword to your free shard. That code is only compiled when the 'shard is started for the first time, with the new code inside a properly executable location (there are only a few places to put scripts to be compiled, otherwise they are pretty much ignored).*

*UO has item labels that appear when you press Shift+Tab. Lots of people and Items in one place means *a lot* of labels, which can get frustrating if trying to loot in a hurry.

Once you log in the Sword still does not exist in the world until you use the command to ADD it somewhere, like to a player's backpack or as mob loot, so if you restart the 'shard now everything should be "okay".

ADD the Sword to the ground in front of your character and then restart. This is the chance to see if the Sword can exist on the 'shard as it is Serialized/Deserialized into the SAVE files and loaded upon restart.

Any new item, even a mob or a construction piece should be tested this way before getting into functionality of the code itself.

The catch here though is that within a workplace, your testing time will be limited, which means learning some key ways to test things and this is why you leave your *Owner/Staff* "hat" nearby when you are playing *any game*.

Wait did you say "*any game*"? Yesss, even board games, cards games,– literally *any game*.

You might be surprised how many things can translate from one game to another pretty easily. Other things might just provide you with a path of thought to develop your own idea. Every RPG was inspired by Gary Gygax, who created *Dungeons and Dragons*™, but who was also inspired by *another* game called *Gettysburg* from Avalon Hill and *that* game was based on *Tactics*, which was published around 1954.

Do you see how this is all connected and how far back RPG game roots go? Each one of those pioneers kept their "hats" nearby during their adventures and I would pass along the advice to "do the same". Everything that you do in life is connected to everything else, so build upon each step. When it comes to working on a free shard, something you learn *today* will help you accomplish something you could not do before in the future.

At some point we have to get technical about some things, so from here on for a bit, things are going to get technical. If you are a caffeine consumer, refill now and come back. Habits that stimulate brain cells are helpful when picking up new knowledge (which is why computer programmers, and a lot of end-users in general, almost all smoked, even around the computers, until the mid-90s when anti-smoking ad campaigns started to spread across media platforms and the early Internet). Try and adopt "good" habits for stimulating brain cells, versus "bad" ones that might cost you to lose some of them instead.

All the Technical Stuff

Firstly let us talk about Programming Logic and Design, because it will be the foundation for all the coding in your future and it will help you understand how to effectively troubleshoot, as well.

You can break down the Programming Process into half a dozen steps:

- Figuring out the [Problem].

- Figuring out a Plan to handle the [Problem].

- Figuring out the Written Code to cover the Plan to handle the [Problem].

- Figuring out how to get the Program from the Written Code to cover the Plan to handle the [Problem].

- Figuring out a way to Test the Program from the Written Code to cover the Plan to handle the [Problem].

- Figuring out how to Release the Tested Program from the Written Code to cover the Plan to handle the [Problem].

Each line builds upon the previous because that is how programming works. Each step of the process represents the program finally being executed. The Program now functions as such:

- Identifies the [Problem] – A player is trying to buy a bolt of cloth for 10gp (gp=gold pieces).

- Identifies the Plan to handle the [Problem] – Does the player have enough GP to make the purchase; Yes/No

- Identifies the Program from the Written Code to cover the Plan to handle the [Problem] – Program 1 -Yes they do, or Program 2 -No they do not.

- Identifies how to Test the Program from the Written Code to cover the Plan to handle the [Problem] – Yes, they have enough GP, but do we need to make change, do they have enough room to carry the bolt after purchasing? (the Test). Note: or sub-program in this case, being a Function of a script, but more details on that a little later.

- Identifying how to Release the Tested Program from the Written Code to cover the Plan to handle the [Problem] – The Player receives the Bolt of Cloth in their backpack and the correct amount of change.

Once you pick up on these steps, you can apply them *anywhere*. This is basic Troubleshooting at the core. Basic Programming. Basic Logic building. The BASIC everything. (Not to be confused with the programming language called BASIC.)

UOFiddler 4.6g

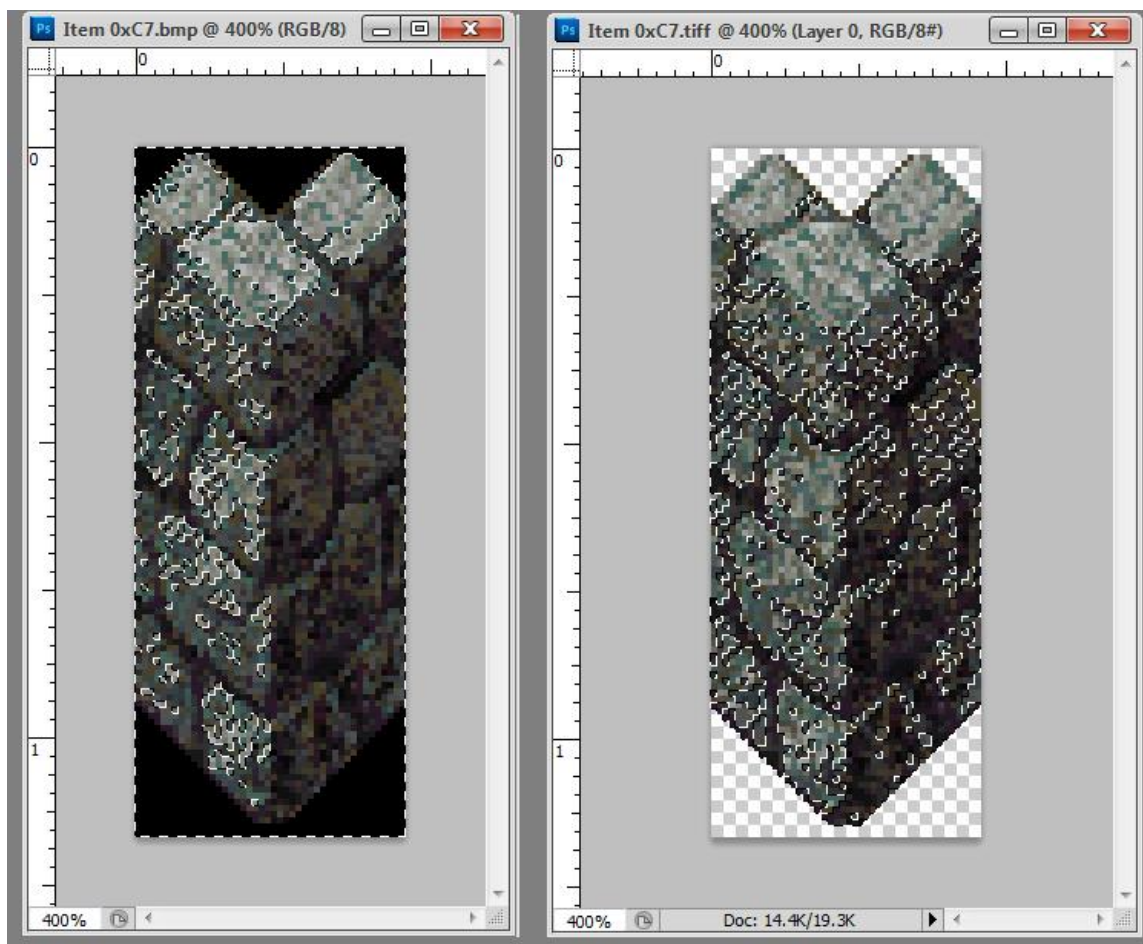## Working with UOFiddler for graphics (up to v4.6g)

When entering info into the TileData tab, *do not forget to hit save after each entry*!
UO Color Palette:

BMP used to be really limited, but the format was improved upon to include a larger color palette at least. Having that transparency for Fiddler is so nice though. When I first started working with UO spell icons, I ran into some issues with solid background colors being mixed with the image colors (same Black, or same White). So if you selected all the Black or White pixels in an image, it would select the background and the pixels inside the image too.

With a TIF, the background is transparent, so when you select all the Black or White, it is only inside the image.

Here is the difference I am talking about. BMP on the Left, TIFF on the right. The Selected area was created using Select Color Range #000000, which is Black. The BMP selects the background too. The TIFF selects inside the image only. If you want to include a UO graphic in *another* UO graphic, Export it from Fiddler as TIFF

Working with UOFiddler with Animations (up to v4.6g)

Animations can be handled in a couple of different ways. I found they were most easily handled with frames instead of using a vxd file. Animations are broken down into two parts; Main AnimationID under which is a subset of animations specific to that one mob or equipment for things like Walking or Attacking, and then the individual frames for each of those.

Thankfully Fiddler allows for users to add/replace frames of a particular animation subset frame-by-frame, or import a VXD file without too much hassle. Select the Animations tab and click ogres_ogre (1) and you will see an ogre facing South. Clicking on the + icon expands the Animation for the ogre and you can see there are 18 animations in this subset. Selecting each one will display the "main frame" of the animation for that subset. Select Settings from the Right pane along the bottom and go to Animation Edit. Select Anim from the dropdown and click on H: 1(1), for the ogre and click the + to expand the listing. Each *black* number is an "active" animation; anything in *red* is "inactive", which means it is not being used for this animation. You can add those frames for any missing subsets though. The 'shard software will automatically pick up any new added frames *if* they are called.

> *An example of this would be if you added a Walk animation that did not exist before. In the game the mob would not be able to walk without this animation, but would instead "hop" from tile to tile. After adding the new Walk frames, the mob would then use those frames to move and should no longer "hop". It is entirely possible to have a "bad frame" that causes a 'shard crash" too, so make sure you test every frame of a new animation "locally" before patching it to players.*

The following steps are a guide for adding a "Steam fire engine" to UO-The Expanse.

By following these steps you will be replacing an existing animation!! BACKUP YOUR CLIENT FILES FIRST!!

(or create a copy of your client files just to "experiment" with adding new graphics and animations)

**Working with UOFiddler for Gumps (up to v4.6g)**

UO Gumps are built either with several pieces joined to make a whole, or one large piece for the entire Gump. An example of one large piece would be a Spellbook background, whereas an example of several pieces joined to make a whole would be the Options Gump.

When building a Gump from several pieces, the GumpIDs and their placement in the Gump.mul are important. Gumps are built from Top Left to Bottom Right, so GumpIDs are placed in consecutive order in the Gump.mul, beginning with the Top Left Corner and ending with the Bottom Right Corner. While using UOFiddler, view the Gumps tag, scroll down to commonly called GumpID 5054 (0x13BE). Note that when this Gump is called, the actual GumpID used is 5054 (0x13BE). That is because UO recognizes this as a Gump to be constructed based on the size of the images.

Most times, simply changing the outside images made all the difference in how a Gump looks when displayed. However there are times when the entire Gump needs to be reworked. Caution should be observed as some UO Gumps are utilized in so many different places that major changes can mess up what is displayed in-game.

The next few pages will cover building Gumps from multiple pieces and offer some suggestions to save time. It might seem more efficient to use entire images as Gump backgrounds, or as the entire Gump, but some Gump pieces are called individually for other purposes too. It is highly advised to do a Search for the GumpID (using both the Numeric and Alpha-Numeric characters), make note of all the places it is called, and which parts of other Gumps it is used in. This will save time working in the future with other GumpIDs and Gump images, so the artist knows which ones are connected or not.

The image below indicates how the Gump is created, numbering each piece as the Called Position when the Gump is built. Note the "Tire Tread' area is overhang and will be cut off. However if the Gump itself is large enough the overhang is instead shown as the rest of the Gump background. If image #5 is a Seamless Tile, then the whole background will look like one piece, instead of comprised of multiple pieces.
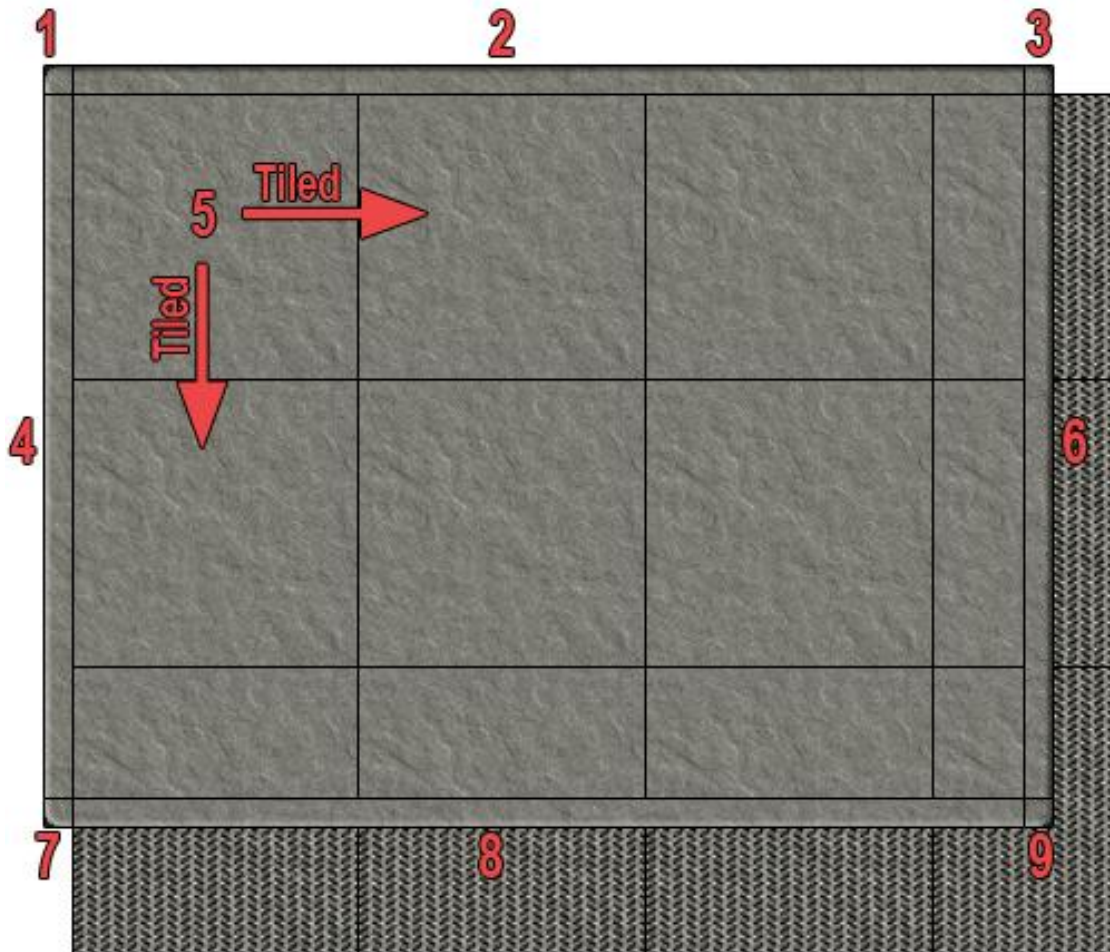
Take a close look at the graphic for the entire Gump. The Right side does not end fluidly and the other issue is that image #5 is going to be Tiled Across and Down to fit the size of the Gump. That means the conjoined Tiles will be overwritten by image #5. (see next image)
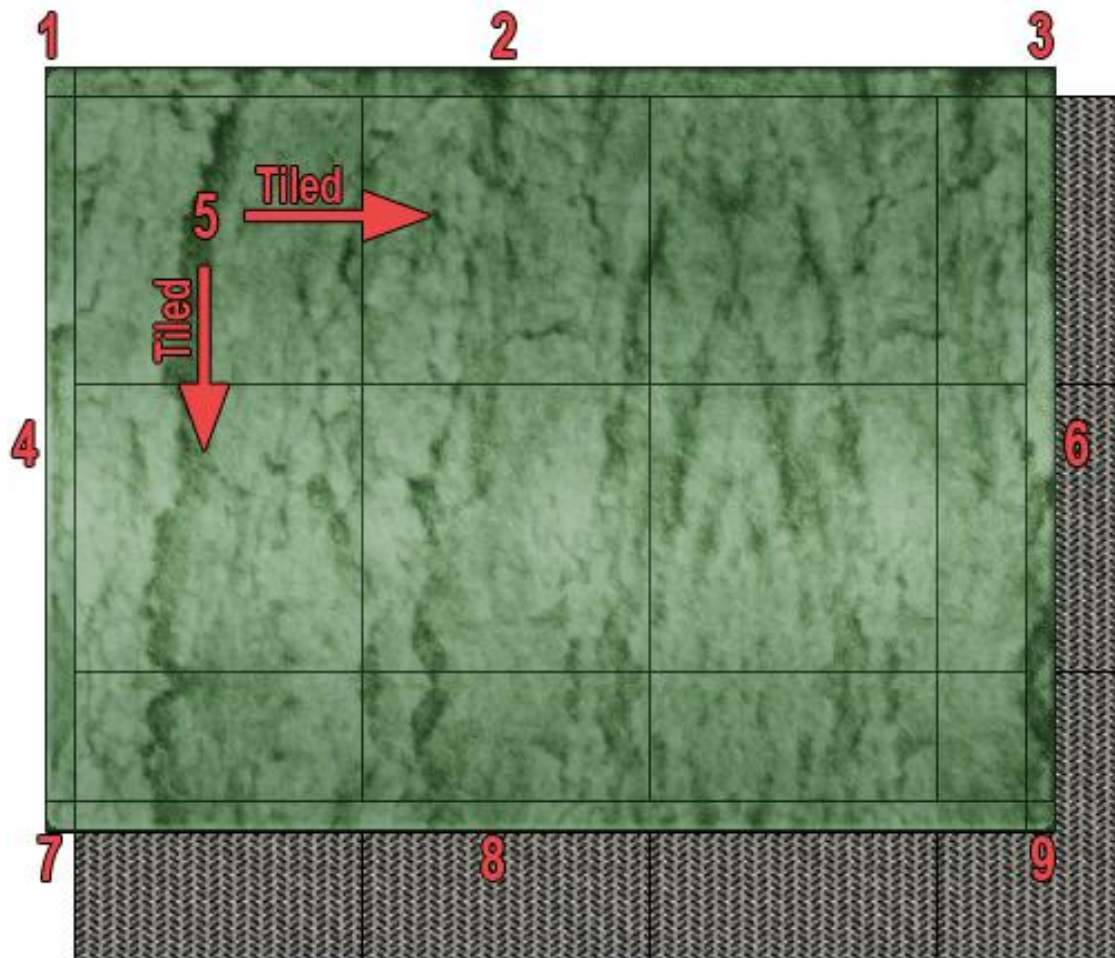
Okay, so this is actually how image #5 would Tile Across and Down for this Gump. In some instances this might be alright. Consider the original Gump image would Tile fluidly. This can be accomplished by taking a larger image and using an offset to bring 4 corners together as the main image (and requires advanced knowledge of graphic manipulation), but this will Tile seamlessly.
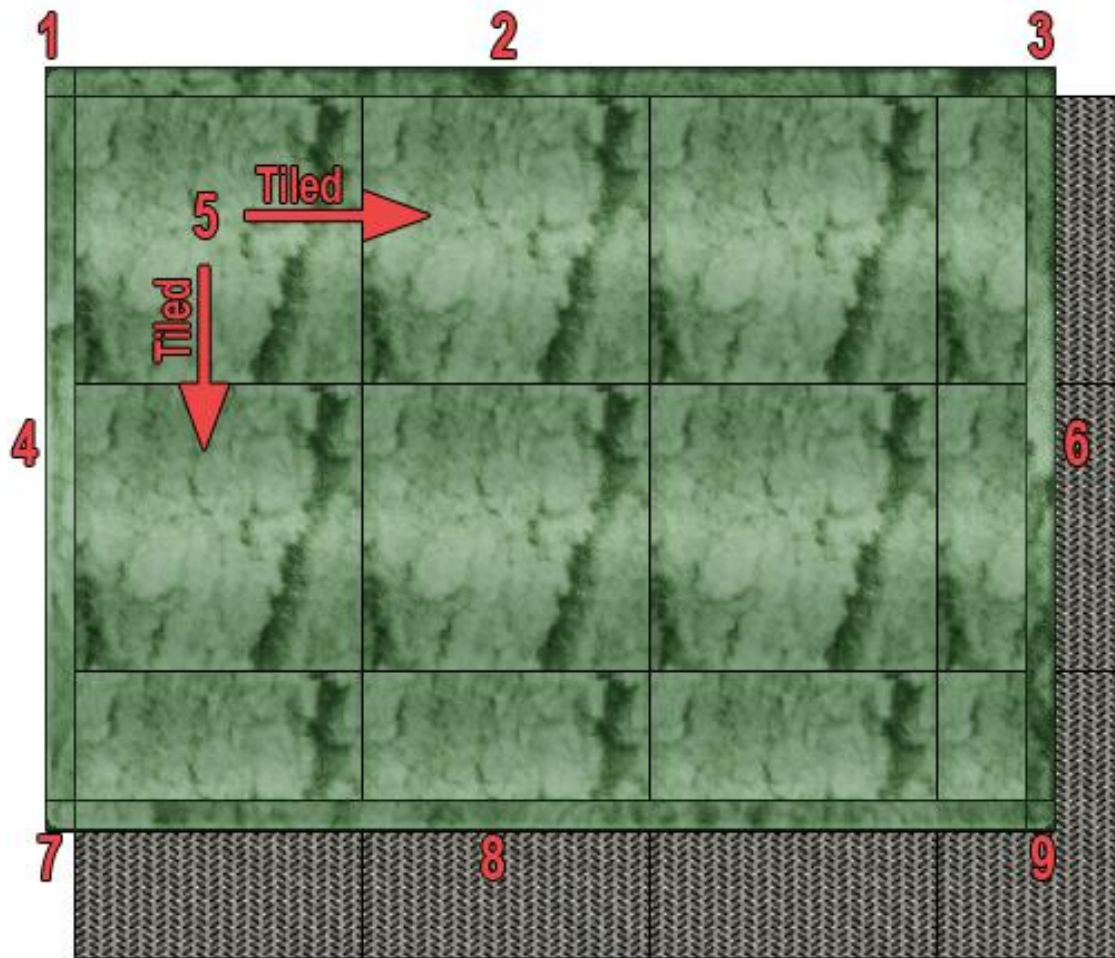
Instead for GumpID 5054 (0x13BE), only the outside Border images were replaced. This provides a much cleaner cut between the outside edge and the Gump center, while dressing up the display. (see example)
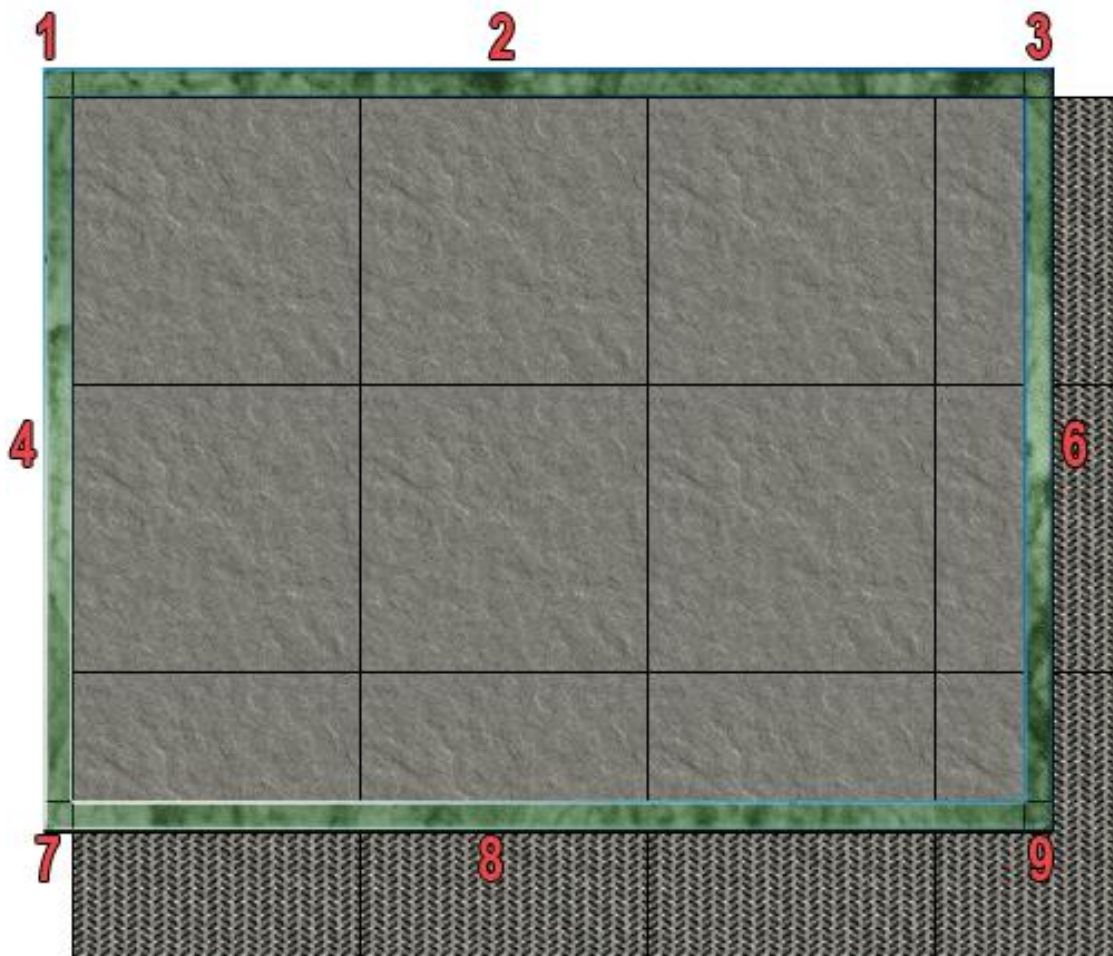
The Benefits of Structure

The entire free shard emulator is a database of files and folders, instead of one database file containing all the records. As such, this structure creates a trail of breadcrumbs that is used for coding and troubleshooting. Detailed error messages in the Console window are broken down into a hierarchy of libraries (or scripts used), so you can follow those breadcrumbs too.

Not all programs have such "helpful" structure with error messages. For the free shard community, that is pretty common. Most of the time those detailed error messages were created by the Coder(s) during testing/troubleshooting and left in place for future reference. It helps when asking for support too, that you have detailed error messages, because the breadcrumbs might lead to a dead-end, but someone with more experience in that situation recognizes where that *really* leads instead.

The start of the breadcrumbs, or the Main Loaf, is the Assemblies.cfg file. This file tells the executable which other files to access to setup the structure to compile all the scripts in the locations designated in all those other files. Generally speaking most free shards have the following folder root structure:

Data – Usually contains non-script files, like XML, text, or cfg files.

Scripts – All the files that are compiled and running on the freeshard.

Server – These files are rarely edited, but in order to make changes to certain core settings, the Server files must be edited and then compiled again.

Additional folders can be created by running certain commands in-game, or manually created inside those root folders. Typically free shards tend to have custom files inside Scripts->Customs, but it is more like a guideline than a rule. UO-The Expanse has a varied folder structure from most free shards due to the custom scripts installed, but those three folders are still in the root directory.

Naming conventions can be tricky, because some commands in-game require specific syntax, whereas other places you can edit as you please, but most everything dislikes Spaces and some things only like Tabs. Using an underscore (_) seems to be the most helpful, so when you make new folders with more than one word names, use an underscore instead of a Space.

THE FOLLOWING PAGES CONTAIN INFORMATION ABOUT THE CUSTOM CONTENTS OF THE UO-THE EXPANSE FREESHARD AND ARE BROKEN DOWN INTO BOOKMARKED CATEGORIES FOR EASY NAVIGATION. FOR MORE INFORMATION ABOUT BASE PRODUCTION CONTENTS, READ ABOUT THE ULTIMA ONLINE VERSIONS UP TO THE RELEASE OF UO:HIGH SEAS, 7.0.9.0. WHILE THE CLIENT FILES FOR UO-THE EXPANSE CONTAIN INFORMATION UP TO 7.0.12.0, THERE ARE NO SCRIPTS TO SUPPORT HIGH SEAS CONTENT. STYGIAN ABYSS CONTENT IS THE LAST CLIENT VERSION FULLY SUPPORTED WITH SCRIPTS.

UO-The Expanse: a Ledger Explanation

Topic titles are linked to each topic's section, with return links at the top and bottom of each page/section. Commands in-game are preceded by a [, e.g. [Admin will open the Administration Panel, [add peach with add one peach wherever you target. More complex commands will be covered through tutorials in-game.

Creating content happens in-game, or outside via scripts and other files. Really the only limitation, is your imagination.

So of those two ways to create content, there are also two basic ways to create a new item or mobile outside the game:
Create something from scratch outside the game.
> *Entirely new script, as a stand-alone item.*
>> *public class MyNewDagger : Item*
>> *public class MyNewDragon : BaseCreature*

Use an existing item as the Base outside the game.
> *Use a Dagger as the Base for MyNewDagger.*
>> *public class MyNewDagger : Dagger*
> *Use a White Wyrm as the Base for MyNewDragon.*
>> *public class MyNewDragon: WhiteWyrm*

Each method has pros and cons.

You can also create new items and mobiles in-game, via Xmlspawners. As an example, Mog was fond of using a Fork to make custom loot on some Xmlspawners for quests; he would just change the itemID in the entry and add/remove props. This same concept applies to mobiles too. You can use any existing item or mobile in the game, to create something entirely new, even with different bodyIDs and animations. You can also override the default Use of any item, which allows you to control the results of OnUse (Mog and I learned this from Zagros when he assisted us in setting up Crystal Harvesting for our Star Wars™ expansion).

UO-The Expanse Custom Script Navigation

(click any topic heading to GoTo that bookmark)

[Staff Tools](#) (45 Entries)

Contains scripts that are meant to help staff members do various tasks.

[Custom Armor & Weapons](#) (10 Entries)

Contains scripts of custom Armor and Weapons that are not artifacts.

[Custom Arties](#) (71 Entries)

Contains scripts of Armor and Weapons that are artifacts.

[Custom Containers](#) (38 Entries)

Contains scripts of custom containers like bags and backpacks with special properties.

[Custom Crafting](#) (17 Entries)

Contains stand alone crafting systems, as most other custom crafting systems were incorporated into production folders, like Pillow Crafting to Tailoring. Other custom crafting systems were created as part of custom expansions and are located in those folders.

[Custom Expansions](#) (8 Entries)

Contains scripts specific to each custom expansion, including any custom crafting or custom systems.

Custom Games
Contains scripts related to various games and gambling events.

Custom Map Regions
Contains scripts that make custom regions and/or make the process easier.

Custom Mobiles
Contains stand alone mobs, as well as complete packages like Ethereal Mounts, but does not contain Vendors.

Custom Monetary Scripts
Contains scripts that are meant to handle currency and the economy on the 'shard.

Custom Vendors
Contains scripts for vendors that sell custom items, or provide custom services.

Custom Systems
Contains scripts that are the second heart of UO-The Expanse and foundations for tons of other scripts and systems.

Custom Deco
Contains scripts of almost all of the custom deco on the 'shard, including deco players can buy to decorate their own houses! (other deco scripts are attached to expansions)

Cool Tools
Contains custom scripts that are not large enough to be labeled a system, but that still function as a system, or as a part of one.

Misc Items
Contains custom scripts that do not fit anywhere specific.

uo
These files create a "live" map webpage that shows the location of all players and staff on the 'shard.

UOFiddler Tutorials
Covering common usage of UOFiddler, and working with UO graphics.

UO Notes
Personal notes gathered over the years by Raist.

[Blue Magic Expansion](#)

Write up by the creator, BKnight, covering everything BME.

[XmlPoints](#)

Arte Gordon's XmlPoints writeup.

[Spreadsheets](#)   ["How do I?"](#)

Staff Tools – 46 Entries

1. **AUTOMATED STAFF**: This package provides for automated staff members to appear when players use the Help interface. Staff members can be scripted to fit specific needs, as well as providing multiple levels of staff access, i.e. Counselor, Game Master, Administrator, Owner, each with its own explicit menu to script. Staff members disappear after a few minutes and players must wait a certain amount of time before summoning Help again.

2. **DISPLAY ITEMS FOR GMS**: These are scripts for generating the Static Hue List, which is a spot in Green Acres where all the hues all available for viewing and using in dye tubs. This location is marked in the Staff Runebook.

3. **FIND CORPSE:** Just as the name implies, this provides a command to locate a player's corpse or corpses. While UO-The Expanse does offer a corpse recovery system, in the event of an issue, staff members can quickly see and GoTo any player's corpses.

4. **FIND PLAYER HOUSE AND BOAT:** These two scripts find all the houses and boats a player has and provides a GoTo for each.

5. **JAIL SYSTEM:** While not terribly useful on freeshards, this system is meant to combat AFK resource gatherers. Players can be sent to a jail location with one command. The system provides for documentation that details the reason for jailing, length of sentence and time to release.

6. **NEW HAVEN SIR HELPER:** This NPC helps guide new players to your 'shard on where to go to get skills trained in New Haven.

7. **POINT COMMAND:** This command allows staff members to type the command [Point and target anything on the same screen as a player to display the message StaffMemberName points towards ItemStaffMemberPointedAt. This command can be used while invisible, to provide some guidance to players.

8. **RANDOMIZED QUEST NPC:** This NPC can be set up to give out randomized custom quests. Data is entered for various locations, mobs, and items and then fused together by the NPC into a full quest. Players earn rewards automatically when the quest is completed.

9. **RUNE LIBRARY:** These scripts provide a way for staff members to build a library that players can access. Each library shelf can hold up to 100 books, but 20 is recommended. Staff members can create Runebooks with their own marked runes and players can access them.

10. **SHARD GREETER:** This NPC is an announcer for players logging in and offers a gump for players to see announcements. Helpful if utilized for announcing changes to the 'shard, like new scripts.

11. **SPECIAL FLOOR TILES:** These floor tiles serve exact purposes: Player insta-kill – when players crossing this tile are killed instantly. Mobile Restriction – prevents mobiles from cross the tiles. Mobile Return Home – sends the mobile back to the place it spawned from when it crossed the tile. Player Unhide – unhides any player that is stealthing and hiding.

12. **STAGE SPAWNER:** Provides a quick setup for a series of mobile spawns in stages, similar to a Champ Spawn.

13. **TIME SPAWNER:** Used for setting a far off spawn time, months or years in the future. Helpful for triggering holiday-related spawners.

14. **TIMESYSTEMWITHSEASONS:** This system relates the weather to the time, including sunrise and sunset.

15. **TIP COMMAND:** Allows a staff member to write out a note that is sent to a particular player that appears in their bag as a scroll named "Tip".

16. **TMAP BOOK:** Treasure Map books with locations marked on maps for treasure map chest locations.

17. **TOWNCENTERCHRISTMASTREEADDON:** If you want holiday trees around the 'shard during Yule time, this giant tree has you covered. Best if used on a spawner!

18. **VOTING:** While not totally relevant anymore, Vote stones were used to help players vote for the 'shard on the various freeshard lists, but became vastly obsolete. Useful for creating local voting pages and sending players to those for voting.

19. **ACCESSLEVELSTONE:** This little, yellow orb will switch you from Staff to Player and back again. Does not affect which Staff level though. Admins and Owners must change access levels.

20. **ADDONGENERATOR:** Any builders favorite mod! This script turns anything built in-game, into a physical script that can then be used to place large builds, or pieces not normally added together.

21. **ADDTOBANK:** This command dupes items into a bank box.

22. **ANIMATION LOCATOR:** This provides a way to test out animations on any mob.

23. **BONDTIMECOMMAND:** Allows for Staff or a player to see how long until a pet bonds.

24. **BUG REPORT STONE/BUG REPORT:** Provides a simple interface for players to create bug reports that are available in the server root folder.

25. **CAPS:** This allows any Staff member to see the skill caps for any player. Helpful if a powerscroll does not apply properly.

26. **CHARACTER SEARCH:** Not terribly useful when you can access the Admin Panel, but if you know a character, you can search just for them.

27. **CUSTOM ARTWORK:** Items utilizing new graphics from friends at Adjournment to Antiquity.

28. **FULLSPELLBOOKS:** Provides a way for Staff members to get any spellbook right away with all the spells.

29. **GLOBAL DONATION BOX:** This script sets up a large chest with backpacks inside that will sort items into different containers, based on type. This is helpful for new players to grab gear right away and is placed in New Haven near the town center.

30. **GMTOOL:** This small interface is full of buttons that are shortcuts to command Staff commands.

31. **HEARALL:** This allows a Staff members to see all text being spoken across the 'shard. Can be combined with Journal exports and Knives Chat transcripts to provide information about issues.

32. **HUESTONE:** A single stone with a single hue for coloring items quickly.

33. **INACCESSIBILITY:** This scripts prevents the inability for Staff to log in due to data overflows during login. If something is preventing log in, the Staff member is moved to a safe logout location.

34. **KEYWORDDOOR:** This door operates off a spoken keyword. Fun for creating interactive moments with players!

35. **LOGINBROADCAST:** This script sends a message to chat when a player or Staff members logs in or out.

36. **MASTERGUMP/MASTERREWARDSSTONE:** These two scripts combined all the various point systems into one interface for players to use. Includes MasterCraftGump.

37. **MOONGATE LIBRARY:** This creates a moongate based upon a Runebook, and provides a setting for charging players to use it. This also allows for multiple Runebooks to be included, allowing for hundreds of locations.

38. **NAMECHECK:** Used when a player's character name is bothersome. Forces them to rename the character.

39. **PLAYERLOGINCONSOLE:** This sends a message to the console window when a player logs in.

40. **PLAYERWEALTH:** Provides Staff members a way to see how much gold players have.

41. **SERVERINFORMATION:** This will display information about the server the 'shard is running on.

42. **STATIC_EXPORT:** Exports *all* statics not frozen within the bounding box.

43. **STUFFYANIMALS:** Fun toys that serve no purpose, but collectible for players.

44. **TOURGUIDEGUMP:** This NPC will take players on a guided tour with editable locations and information.

45. **ULTIMATEHIDER:** This script allows Staff to create fun ways to hide and unhide around players. Super helpful to keep that "RP feel"!

46. **WEBSTONE:** Similar to the Vote Stone, except this stone is meant to send players to specific website address. Helpful for sending Wiki pages to players.

Custom Armor & Weapons – 114 Entries

1. **ANGEL STUFF:** Collection of OP Plate armor. (8 entries)

   a. **ANGEL ARMS:** Based on PlateArms itemID (5136, 0x1410), Hue (1153, 0x481), Dex Bonus 3, Defense Chance Increase 1, Mage Armor, HP Regen 2, Self Repair 3, Physical Resist 20, Fire Resist 17, Cold Resist 19, Poison Resist 11, Energy Resist 15, Str Requirement 80.

   b. **ANGEL HANDS:** Based on PlateGloves itemID (5140, 0x1414), Hue (1153, 0x481), Defense Chance Increase 1, HP Increase 10, Mage Armor, HP Regen 2, Self Repair 1, Physical Resist 20, Fire Resist 26, Cold Resist 12, Poison Resist 19, Energy Resist 15, Str Requirement 70.

   c. **ANGEL LEGS:** Based on PlateLegs itemID (5137, 0x1411), Hue (1153, 0x481), Defense Chance Increase 5, Mage Armor, Stam Regen 2, Self Repair 3, Stam Increase 10, Physical Resist 13, Fire Resist 10, Cold Resist 20, Poison Resist 19, Energy Resist 14, Str Requirement 90.

   d. **ANGEL TUNIC:** Based on PlateChest itemID (5141, 0x1415), Hue (1153, 0x481), Dex Bonus 8, Hit Chance Increase 5, Hit Point Increase 5, Mage Armor, HP Regen 2, Self Repair 4, Physical Resist 17, Fire Resist 12, Cold Resist 19, Poison Resist 10, Energy Resist 15, Str Requirement 95.

   e. **ANGELS CROWN:** Based on StandardPlateKabuto itemID (10121, 0x2789), Hue (1153, 0x481), Hit Chance Increase 10, Mage Armor, Night Sight, Self Repair 3, Physical Resist 16, Fire Resist 20, Cold Resist 10, Poison Resist 19, Energy Resist 12, Str Requirement 70.

   f. **ANGELS NECK:** Based on PlateGorget itemID (5139, 0x1413), Hue (1153, 0x481), Defense Chance Increase 5, Hit Chance Increase 5, Mage Armor, Self Repair 2, Physical Resist 10, Fire Resist 12, Cold Resist 11, Poison Resist 21, Energy Resist 16, Str Requirement 45.

[Type text]

g. **ANGELS SHIELD:** Based on BaseShield itemID (7108, 0x1BC4), Hue (1153, 0x481), Defense Chance Increase 20, Luck 150, Self Repair 4, Spell Channeling, Physical Resist 15, Fire Resist 30, Cold Resist 10, Poison Resist 10, Energy Resist 15, Str Requirement 50.

h. **ANGEL SWORD:** Based on BaseShield itemID (5048, 0x13B8), Hue (1153, 0x481), Damage Increase 5, Hit Chance Increase 30, Hit Fireball 10, Hit Stam Leech 20, Self Repair 5, Swing Speed Increase 5, Physical Damage 100, Str Requirement 35, One-Handed, Swordsmanship.

2. **EVOLUTION WEAPONS:** These weapons gain experience the more they are used. As they earn more XP, more attributes are added and/or increased: Hit Harm, Hit Lightning, Hit Fireball, Hit Magic Arrow, Hue (1153, 0x481), Use Best Weapon Skill, Damage Increase 1, Luck 100, Self Repair 100, Spell Channeling, Swing Speed Increase 10, Physical Damage 100, Skill Required Swordsmanship. (created by Sean Andre) (62 entries)

   a. **ASSASSIN SPIKE OF EVOLUTION:** Based on AssassinSpike itemID (11553, 0x2D21)

   b. **AXE OF EVOLUTION:** Based on Axe itemID (3913, 0xF49)

   c. **BARDICHE OF EVOLUTION:** Based on Bardiche itemID (3917, 0xF4D)

   d. **BATTLE AXE OF EVOLUTION:** Based on Battle Axe itemID (3911, 0xF47)

   e. **BLADED STAFF OF EVOLUTION:** Based on Bladed Staff itemID (9917, 0x26BD)

   f. **BONE HARVESTER OF EVOLUTION:** Based on Bone Harvester itemID (9915, 0x26BB)

   g. **BOW OF EVOLUTION:** Based on Bow itemID (5042, 0x13B2)

   h. **BROADSWORD OF EVOLUTION:** Based on Broadsword itemID (3934, 0xF5E)

   i. **BUTCHER KNIFE OF EVOLUTION:** Based on Butcher Knife itemID (5110, 0x13F6)

   j. **CLEAVER OF EVOLUTION:** Based on Cleaver itemID (3779, 0xEC3)

   k. **COMPOSITE BOW OF EVOLUTION:** Based on Composite Bow itemID (9922, 0x26C2)

   l. **CRESCENT BLADE OF EVOLUTION:** Based on Crescent Blade itemID (9921, 0x26C1)

[Type text]

m. **CROSSBOW OF EVOLUTION:** Based on Crossbow itemID (3920, 0xF50)

n. **CUTLASS OF EVOLUTION:** Based on Cutlass itemID (5185, 0x1441)

o. **DAGGER OF EVOLUTION:** Based on Dagger itemID (3922, 0xF52)

p. **DAISHO OF EVOLUTION:** Based on Daisho itemID (10153, 0x27A9)

q. **DOUBLE AXE OF EVOLUTION:** Based on Double Axe itemID (3915, 0xF4B)

r. **DOUBLE BLADED STAFF OF EVOLUTION:** Based on Double Bladed Staff itemID (9919, 0x26BF)

s. **ELVEN COMPOSITE LONGBOW OF EVOLUTION:** Based on Elven Composite Longbow itemID (11550, 0x2D1E)

t. **ELVEN SPELLBLADE OF EVOLUTION:** Based on Elven Spellblade itemID (11552, 0x2D20)

u. **EXECUTIONERS AXE OF EVOLUTION:** Based on Executioners Axe itemID (3909, 0xF45)

v. **GNARLED STAFF OF EVOLUTION:** Based on Gnarled Staff itemID (5112, 0x13F8)

w. **HALBERD OF EVOLUTION:** Based on Halberd itemID (5182, 0x143E)

x. **HAMMER PICK OF EVOLUTION:** Based on Hammer Pick itemID (5181, 0x143D)

y. **HATCHET OF EVOLUTION:** Based on Hatchet itemID (3907, 0xF43)

z. **HEAVY CROSSBOW OF EVOLUTION:** Based on Heavy Crossbow itemID (5117, 0x13FD)

aa. **KAMA OF EVOLUTION:** Based on Kama itemID (10157, 0x27AD)

bb. **KATANA OF EVOLUTION:** Based on Katana itemID (5119, 0x13FF)

cc. **KRYSS OF EVOLUTION:** Based on Kryss itemID (5121, 0x1401)

dd. **LAJATANG OF EVOLUTION:** Based on Lajatang itemID (10151, 0x27A7)

ee. **LANCE OF EVOLUTION:** Based on Lance itemID (9920, 0x26C0)

ff. **LARGE BATTLE AXE OF EVOLUTION:** Based on Large Battle Axe itemID (5115, 0x13FB)

gg. **LEAFBLADE OF EVOLUTION:** Based on Leafblade itemID (11554, 0x2D22)

hh. **MACE OF EVOLUTION:** Based on Mace itemID (3932, 0xF5C)

ii. **MAUL OF EVOLUTION:** Based on Maul itemID (5179, 0x143B)

jj. **NO DACHI OF EVOLUTION:** Based on No Dachi itemID (10146, 0x27A2)

kk. **ORNATE AXE OF EVOLUTION:** Based on Orante Axe itemID (11560, 0x2D28)

ll. **PIKE OF EVOLUTION:** Based on Pike itemID (9918, 0x26BE)

mm. **PITCHFORK OF EVOLUTION:** Based on Pitchfork itemID (3719, 0xE87)

nn. **QUARTER STAFF OF EVOLUTION:** Based on Quarter Staff itemID (3721, 0xE89)

oo. **REPEATING CROSSBOW OF EVOLUTION:** Based on Repeating Crossbow itemID (9923, 0x26C3)

pp. **RUNE BLADE OF EVOLUTION:** Based on Rune Blade itemID (11570, 0x2D32)

qq. **SAI OF EVOLUTION:** Based on Sai itemID (10159, 0x27AF)

rr. **SCEPTER OF EVOLUTION:** Based on Scepter itemID (9916, 0x26BC)

ss. **SCIMITAR OF EVOLUTION:** Based on Scimitar itemID (5046, 0x13B6)

tt. **SCYTHE OF EVOLUTION:** Based on Scythe itemID (9914, 0x26BA)

uu. **SHORTBOW OF EVOLUTION:** Based on Magical Shortbow itemID (11563, 0x2D2B)

vv. **SHORT SPEAR OF EVOLUTION:** Based on Short Spear itemID (5123, 0x1403)

ww. **SKINNING KNIFE OF EVOLUTION:** Based on Skinning Knife itemID (3780, 0xEC4)

xx. **SPEAR OF EVOLUTION:** Based on Spear itemID (3938, 0xF62)

yy. **TEKAGI OF EVOLUTION:** Based on Tekagi itemID (10155, 0x27AB)

zz. **TESSEN OF EVOLUTION:** Based on Tessen itemID (10147, 0x27A3)

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aaa. **THIN LONG SWORD OF EVOLUTION:** Based on Thin Long Sword itemID (5048, 0x13B8)

bbb. **TWO HANDED AXE OF EVOLUTION:** Based on Tow Handed Axe itemID (5187, 0x1443)

ccc. **VIKING SWORD OF EVOLUTION:** Based on Viking Sword itemID (5049, 0x13B9)

ddd. **WAKIZASHI OF EVOLUTION:** Based on Wakizashi itemID (10148, 0x27A4)

eee. **WAR AXE OF EVOLUTION:** Based on War Axe itemID (5040, 0x13B0)

fff. **WAR CLEAVER OF EVOLUTION:** Based on War Cleaver itemID (11567, 0x2D2F)

ggg. **WAR FORK OF EVOLUTION:** Based on War Fork itemID (5125, 0x1405)

hhh. **WAR HAMMER OF EVOLUTION:** Based on War Hammer itemID (5177, 0x1439)

iii. **WAR MACE OF EVOLUTION:** Based on War Mace itemID (5127, 0x1407)

jjj. **YUMI OF EVOLUTION:** Based on Yumi itemID (10149, 0x27A5)

3. **LANTERNCOLLECTION:** These lanterns double as shields too. (5 entries)

   a. **ARCTIC BEACON:** Based on MetalShield itemID (2597, 0xA25), Hue (1154, 0x482), Luck 100, Nightsight, Reflect Physical Damage 14, Spell Channeling, Cold Resist 15, Str Requirement 45.

   b. **AURA OF SHADOWS:** Based on MetalShield itemID (2597, 0xA25), Hue (1758, 0x6DE), Hit Chance Increase 4, Nightsight, Reflect Physical Damage 12, Spell Channeling, Physical Resist 15, Str Requirement 45.

   c. **ETERNAL FLAME:** Based on MetalShield itemID (2597, 0xA25), Hue (1260, 0x4EC), Defense Chance Increase 5, Hit Chance Increase 5, Nightsight, Spell Channeling, Fire Resist 15, Str Requirement 45.

   d. **NOX NIGHTLIGHT:** Based on MetalShield itemID (2597, 0xA25), Hue (1268, 0x4F4), Hit Chance Increase 5, Luck 100, Nightsight, Self Repair 2, Spell Channeling, Posion Resist 15, Str Requirement 45.

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e. **POWER SURGE:** Based on MetalShield itemID (2597, 0xA25), Hue (1170, 0x492), Defense Chance Increase 10, Nightsight, Reflect Physical Damage 15, Self Repair 1, Spell Channeling, Energy Resist 15, Str Requirement 45.

4. **METHODIS:** Complete armor and weapon set for Methodis, with Healing Skill bonuses, but Cursed. (created by Blake Miller, wangchung) (12 entries)

a. **ARMS OF METHODIS:** Based on DragonArms itemID (9815, 0x2657), Hue (2101, 0x835), Healing +5, Str Bonus 2, Hit Chance Increase 10, Physical Resist 20, Fire Resist 81, Cold Resist 10, Poison Resist 45, Energy Resist 32, Durability 10, Str Requirement 75.

b. **BRACELET OF METHODIS:** Based on GoldBracelet itemID (4230, 0x1086), Hue (2101, 0x835), Faster Cast Recovery 2, Faster Casting 1, Luck 25, Mana Regen 3, Spell Channeling.

c. **CHEST OF METHODIS:** Based on ChainChest itemID (5055, 0x13BF), Hue (2101, 0x835), Tactics 20, Str Bonus 7, Defense Chance Increase 10, Luck 25, Hit Point Regen 2, Physical Resist 90, Fire Resist 75, Cold Resist 4, Poison Resist 12, Energy Resist 86, Str Requirement 60.

d. **EARRINGS OF METHODIS:** Based on GoldEarrings itemID (4231, 0x1087), Hue (2101, 0x835), Faster Cast Recovery 2, Faster Casting 1, Mana Increase 3, Spell Channeling.

e. **GLOVES OF METHODIS:** Based on LeatherNinjaMitts itemID (10130, 0x2792), Hue (2101, 0x835), Bushido 15, Str Bonus 5, Defense Chance Increase 12, Self Repair 2, Physical Resist 32, Fire Resist 46, Cold Resist 18, Poison Resist 10, Energy Resist 63, Str Requirement 10.

f. **GORGET OF METHODIS:** Based on PlateGorget itemID (5139, 0x1413), Hue (2101, 0x835), Parrying 10, Dexterity Bonus 5, Hit Chance Increase 3, Lower Reagent Cost 20, Lower Requirements 64, Self Repair 2, Physical Resist 87, Fire Resist 21, Cold Resist 15, Poison Resist 15, Energy Resist 13, Str Requirement 16.

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g. **HELMET OF METHODIS:** Based on DragonHelm itemID (9797, 0x2645), Hue (2101, 0x835), Chivalry 11, Defense Chance Increase 12, Lower Mana Cost 5, Nightsight, Stamina Increase 14, Physical Resist 74, Fire Resist 59, Cold Resist 32, Poison Resist 63, Energy Resist 58, Str Requirement 75.

h. **LEGS OF METHODIS:** Based on StuddedSuneate itemID (10194, 0x27D2), Hue (2101, 0x835), Defense Chance Increase 5, Hit Point Regen 3, Self Repair 3, Physical Resist 34, Fire Resist 24, Cold Resist 94, Poison Resist 73, Energy Resist 28, Str Requirement 30.

i. **NECKLACE OF METHODIS:** Based on GoldNecklace itemID (4232, 0x1088), Hue (2101, 0x835), Faster Casting 3, Luck 15, Nightsight, Spell Channeling, Spell Damage Increase 5.

j. **RING OF METHODIS:** Based on GoldRing itemID (4234, 0x108A), Hue (2101, 0x835), Faster Casting 2, Lower Mana Cost 15, Mana Regen 2, Spell Channeling.

k. **SHIELD OF METHODIS:** Based on ChaosShield itemID (7107, 0x1BC3), Hue (2101, 0x835), Defense Chance Increase 20, Lower Requirements 45, Luck 25, Self Repair 2, Physical Resist 100, Fire Resist 97, Cold Resist 24, Poison Resist 1, Energy Resist 14, Str Requirement 52.

l. **STICK OF METHODIS:** Based on Bokuto itemID (10152, 0x27A8), Hue (2101, 0x835), Damage Increase 15, Hit Life Leech 25, Hit Lower Defense 50, Spell Channeling, Str Bonus 5, Swing Speed Increase 2, Physical Damage 100, Weapon Damage 9-11, Weapon Speed 2s, Str Requirement 20, One-Handed, Swordsmanship.

5. **MONSTER SET:** Monster Leather armor set, Hue (69, 0x45). (created with Script Creator By Marak & Rockstar.) (6 entries)

a. **MONSTER ARMS:** Based on LeatherArms itemID (5069, 0x13CD), Defense Chance Increase 5, Hit Chance Increase 10, Nightsight, Reflect Physical Damage 5, Physical Resist 12, Fire Resist 15, Cold Resist 12, Poison Resist 15, Energy Resist 20, Str Requirement 20.

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b. **MONSTER CHEST:** Based on LeatherChest itemID (5068, 0x13CC), Defense Chance Increase 5, Hit Chance Increase 10, Nightsight, Reflect Physical Damage 5, Physical Resist 12, Fire Resist 15, Cold Resist 12, Poison Resist 15, Energy Resist 20, Str Requirement 20.

c. **MONSTER FORK:** Based on WarFork itemID (5125, 0x1405), Terathan Slayer, Damage Increase 5, Hit Chance Increase 5, Hit Lightning 10, Mage Weapon -29 Skill, Spell Channeling, Physical Damage 100, Weapon Damage 20 -20, Weapon Speed 2.5s, Str Requirement 45, One-Handed, Fencing.

d. **MONSTER GLOVES:** Based on LeatherGloves itemID (5062, 0x13C6), Dexterity Bonus 5, Hit Chance Increase 5, Lower Mana Cost 15, Stam Regen 5, Physical Resist 12, Fire Resist 13, Cold Resist 11, Poison Resist 14, Energy Resist 20, Str Requirement 20.

e. **MONSTER LEGS:** Based on LeatherSuneate itemID (10118, 0x2786), Dexterity Bonus 5, Defense Chance Increase 10, Mage Armor, Reflect Physical Damage 5, Stam Regen 5, Physical Resist 12, Fire Resist 13, Cold Resist 14, Poison Resist 15, Energy Resist 20, Str Requirement 20.

f. **MONSTER NECK:** Based on LeatherMempo itemID (10106, 0x277A), Defense Chance Increase 5, Lower Mana Cost 12, Nightsight, Reflect Physical Damage 6, Self Repair 3, Physical Resist 12, Fire Resist 14, Cold Resist 11, Poison Resist 9, Energy Resist 20, Str Requirement 30.

6. **NOXARMOR:** Nox Leather armor set, available through Swamp Queen quest, Hue (1272, 0x4F8). (created by Mitty) (7 entries)

a. **NOX ARMS:** Based on LeatherArms itemID (5069, 0x13CD), Defense Chance Increase 5, Mage Armor, Reflect Physical Damage 10, Self Repair 2, Physical Resist 2, Fire Resist 4, Cold Resist 3, Poison Resist 13, Energy Resist 3, Str Requirement 20.

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b. **Nox Gloves:** Based on LeatherGloves itemID (5062, 0x13C6), Luck 25, Mage Armor, Mana Regen 3, Self Repair 1, Physical Resist 2, Fire Resist 4, Cold Resist 3, Poison Resist 13, Energy Resist 3, Str Requirement 20.

c. **Nox Gorget:** Based on LeatherGorget itemID (5063, 0x13C7), Mage Armor, Hit Point Regen 2, Self Repair 1, Spell Damage Increase 5, Physical Resist 2, Fire Resist 4, Cold Resist 3, Poison Resist 13, Energy Resist 3, Str Requirement 20.

d. **Nox Helm:** Based on PlateHelm itemID (5138, 0x1412), Defense Chance Increase 5, Mage Armor, Self Repair 2, Spell Damage Increase 10, Physical Resist 5, Fire Resist 3, Cold Resist 2, Poison Resist 13, Energy Resist 2, Str Requirement 80.

e. **Nox Legs:** Based on LeatherLegs itemID (5067, 0x13CB), Mage Armor, Mana Regen 2, Hit Point Regen 2, Self Repair 2, Physical Resist 2, Fire Resist 4, Cold Resist 3, Poison Resist 13, Energy Resist 3, Str Requirement 20.

f. **Nox Robe:** Based on Robe itemID (7939, 0x1F03), Defense Chance Increase 15, Faster Cast Recovery 1, Faster Casting 1, Intelligence Bonus 10, Str Requirement 10.

g. **Nox Tunic:** Based on LeatherChest itemID (5068, 0x13CC), Faster Cast Recovery 2, Faster Casting 1, Mage Armor, Mana Regen 2, Self Repair 2, Physical Resist 2, Fire Resist 4, Cold Resist 3, Poison Resist 13, Energy Resist 3, Str Requirement 25.

7. **Clothing of Command:** These scripts include a bonus to increase Followers count for players while the item(s) is/are being worn. Once removed, the Follower count bonus is removed and these items do stack. (2 entries)

a. **Body Sash Of Command:** Based on itemID (5441, 0x1541), Followers Bonus 1.

b. **Cloak Of Command:** Based on itemID (5397, 0x1515), Followers Bonus 1.

8. **Newbie LRC:** Cursed set of LRC armor, meant for newbie players, Human/Elf, Gargoyle sets. (Available in the New Player Dungeon.) (12 entries)

a. **Leather Cap:** Based on LeatherCap itemID (7609, 0x1DB9), Lower Reagent Cost 15.

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b. **LEATHER ARMS:** Based on LeatherArms itemID (5069, 0x13CD), Lower Reagent Cost 15.

c. **LEATHER CHEST:** Based on LeatherChest itemID (5068, 0x13CC), Lower Reagent Cost 15.

d. **LEATHER GLOVES:** Based on LeatherGloves itemID (5062, 0x13C6), Lower Reagent Cost 15.

e. **LEATHER GORGET:** Based on LeatherGorget itemID (5063, 0x13C7), Lower Reagent Cost 15.

f. **LEATHER LEGS:** Based on LeatherLegs itemID (5067, 0x13CB), Lower Reagent Cost 15.

g. **GARGISH LEATHER ARMS:** Based on GargishLeatherArms itemID (770, 0x302), Lower Reagent Cost 15.

h. **GARGISH LEATHER ARMS:** Based on LeatherChest itemID (5068, 0x13CC), Lower Reagent Cost 15.

i. **GARGISH LEATHER ARMS:** Based on LeatherGloves itemID (5062, 0x13C6), Lower Reagent Cost 15.

j. **GARGISH LEATHER ARMS:** Based on LeatherGorget itemID (5063, 0x13C7), Lower Reagent Cost 15.

k. **GARGISH LEATHER ARMS:** Based on LeatherLegs itemID (5067, 0x13CB), Lower Reagent Cost 15.

l. **GARGISH LEATHER ARMS:** Based on LeatherLegs itemID (5067, 0x13CB), Lower Reagent Cost 15.

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Custom Arties – 71 Entries

Deeds folder (3 entries)

a. **BALANCING DEED:** Adds Balancing to any two-handed weapon. Balancing allows the wielder of a two-handed weapon to do anything that requires one-hand, like drink a potion.

b. **VELOCITY DEED:** Add Velocity to any ranged weapon. +1 Damage is added for every 1 tile the target is from the wielder.

c. **WEAPON RENAMING TOOL DEED**: Allows a player to rename any weapon they want to use the tool on.

OP Arties folder (7 entries)

d. **ANCIENT COMPOSITE BOW:** Based on CompositeBow itemID (9922, 0x26C2), Hue (2968, 0xB98), Damage Increase 45, Hit Life Leech 25, Hit Lightning 45, Hit Stamina Leech 25, Velocity 40, Dexterity Bonus 5, Spell Channeling, Swing Speed Increase 20, Physical Damage 45, Fire Damage 10, Cold Damage 15, Poison Damage 15, Energy Damage 15, Weapon Damage 13-17, Weapon Speed 4s, Range 10, Str Requirement 45, Two-Handed, Archery.

e. **BLOODLUST:** Based on DoubleBladedStaff itemID (9919, 0x26BF), Hue (1627, 0x65B), Defense Chance Increase 10, Hit Chance Increase 10, Hit Fireball 25, Hit Life Leech 25, Hit Magic Arror 25, Dexterity Bonus 5, Self Repair, Swing Speed Increase 25, Physical Damage 50, Fire Damage 20, Cold Damage 10, Poison Damage 10, Energy Damage 10, Weapon Damage 12-13, Weapon Speed 2.25s, Str Requirement 50, Two-Handed, Fencing.

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f. **CRITICAL SHOT:** Based on Crossbow itemID (3920, 0xF50), Hue (2412, 0x96C), Damage Increase 40, Hit Fireball 35, Hit Life Leech 25, Hit Mana Leech 40, Spell Channeling, Swing Speed Increase 20, Physical Damage 45, Fire Damage 10, Cold Damage 15, Poison Damage 15, Energy Damage 15, Weapon Damage 18-22, Weapon Speed 4.5s, Range 8, Str Requirement 35, Two-Handed, Archery.

g. **OBSIDIAN BLADE:** Based on BladedStaff itemID (9917, 0x26BD), Hue (2051, 0x803), Use Best Weapon Skill, Damage Increase 50, Hit Life Leech 25, Hit Mana Leech 25, Hit Physical Area 100, Hit Stamina Leech 25, Swing Speed Increase 30, Physical Damage 100, Weapon Damage 14-16, Weapon Speed 3s, Str Requirement 40, Two-Handed, Swordsmanship.

h. **REMEDY:** Based on GoldBracelet itemID (4230, 0x1086), Hue (1176, 0x498), Defense Chance Increase 25, Hit Point Increase 10, Mana Increase 10, Hit Point Regeneration 10, Stamina Increase 10.

i. **RING OF THE GODDESS:** Based on SilverRing itemID (7945, 0x1F09), Hue (1150, 0x47E), Dexterity Bonus 5, Faster Cast Recovery 1, Faster Casting 1, Hit Point Increase 10, Intelligence Bonus 5, Lower Mana Cost 5, Lower Reagent Cost 15, Mana Increase 10, Nightsight, Stamina Increase 10.

j. **SIPHON BLADE:** Based on CresentBlade itemID (9921, 0x26C1), Hue (437, 0x1B5), Damage Increase 50, Hit Chance Increase 10, Hit Life Leech 35, Hit Mana Leech 35, Hit Stamina Leech 35, Dexterity Bonus 5, Swing Speed Increase 20, Physical Damage 100, Weapon Damage 11-14, Weapon Speed 2.5s, Str Requirement 55, Two-Handed Weapon, Swordsmanship.

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k. **ABYSMAL GLOVES:** Based on LeatherGloves itemID (5062, 0x13C6), Hue (1172, 0x494), Intelligence Bonus 5, Lower Mana Cost 5, Lower Reagent Cost 10, Mana Regeneration 5, Self Repair 10, Spell Damage Increase 35, Physical Resist 9, Fire Resist 14, Cold Resist 6, Poison Resist 10, Energy Resist 12, Str Requirement 20.

l. **ANGELIC EMBRACE:** Based on PlateArms itemID (5136, 0x1410), Hue (1150, 0x47E), Damage Increase 15, Defense Chance Increase 10, Lower Mana Cost 5, Luck 150, Mage Armor, Nightsight, Self Repair 3, Spell Damage Increase 10, Swing Speed Increase 5, Physical Resist 12, Fire Resist 5, Cold Resist 9, Poison Resist 11, Energy Resist 10, Str Requirement 80.

m. **ANGER OF THE GODS:** Based on Broadsword itemID (3934, 0xF5E), Hue (1265, 0x4F1), Damage Increase 35, Defense Chance Increase 15, Faster Casting 1, Hit Chance Increase 10, Hit Harm 50, Hit Lower Attack 25, Hit Mana Leech 15, Swing Speed Increase 20, Physical Damage 25, Cold Damage 25, Energy Damage 50, Weapon Damage 14-15, Weapon Speed 3.25s, Str Requirement 30, One-Handed, Swordsmanship.

n. **ANNIHILATION:** Based on Bardiche itemID (3917, 0xF4D), Hue (1154, 0x482), Damage Increase 20, Defense Chance Increase 5, Hit Chance Increase 15, Hit Life Leech 35, Hit Lightning 20, Luck 50, Self Repair, Spell Channeling, Swing Speed Increase 25, Physical Damage 100, Weapon Damage 17-18, Weapon Speed 3.75s, Str Requirement 45, Two-Handed, Swordsmanship.

o. **ARCANIC ROBE:** Based on Robe itemID (7939, 0x1F03), Hue (1150, 0x47E), Faster Cast Recovery 1, Lower Mana Cost 5, Lower Reagent Cost 10, Luck 95, Str Requirement 10.

p. **ARMS OF TOXICITY:** Based on LeafArms itemID (12232, 0x2FC8), Hue (1272, 0x4F8), Elves Only, Defense Chance Increase 10, Hit Chance Increase 5, Reflect Physical Damage 10, Self Repair 3, Physical Resist 8, Fire Resist 9, Cold Resist 6, Poison Resist 14, Energy Resist 7, Str Requirement 15.

q. **BOOK OF KNOWLEDGE:** Based on Spellbook itemID (3834, 0xEFA), Hue (1171, 0x493), Faster Cast Recovery 1, Faster Casting 1, Lower Mana Cost 5, Lower Reagent Cost 5, Spell Damage Increase 25.

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r. **CIRCLET OF THE SORCERESS:** Based on Circlet itemID (11118, 0x2B6E), Hue (2062, 0x80E), Elves Only, Lower Mana Cost 6, Lower Reagent Cost 10, Mage Armor, Mana Increase 15, Self Repair 3, Physical Resist 2, Fire Resist 12, Cold Resist 11, Poison Resist 8, Energy Resist 12, Str Requirement 10.

s. **DARK GUARDIAN'S CHEST:** Based on PlateChest itemID (5141, 0x1415), Hue (1141, 0x475), Damage Increase 5, Luck 150, Mage Armor, Nightsight, Reflect Physical Damage 15, Hit Point Regeneration 3, Physical Resist 15, Fire Resist 10, Cold Resist 10, Poison Resist 10, Energy Resist 10, Str Requirement 95.

t. **THE DARK LORD'S PITCHFORK:** Based on Pitchfork itemID (3719, 0xE87), Hue (1157, 0x485), Fire Resist 5, Damage Increase 50, Hit Fire Area 50, Hit Fireball 50, Spell Channeling, Swing Speed Increase -25, Fire Damage 100, Weapon Damage 13-14, Weapon Speed 2.5s, Str Requirement 55, Two-Handed, Fencing.

u. **DARK NECK:** Based on PlateGorget itemID (5139, 0x1413), Hue (2025, 0x7E9), Defense Chance Increase 10, Hit Chance Increase 10, Mage Armor, Nightsight, Spell Damage Increase 5, Physical Resist 10, Fire Resist 6, Cold Resist 8, Poison Resist 7, Energy Resist 10, Str Requirement 45.

v. **DEATH'S MASK:** Based on BoneHelm itemID (5201, 0x1451), Hue (2518, 0x9D6), Intelligence Bonus 6, Defense Chance Increase 10, Lower Mana Cost 10, Mage Armor, Nightsight, Spell Damage Increase 15, Physical Resist 15, Fire Resist 12, Cold Resist 11, Poison Resist 12, Energy Resist 3, Str Requirement 20.

w. **DOOM SWITCH:** itemID (324, 0x144), Hue (1195, 0x4AB), remote switch that teleports the user directly into Doom, at: 467, 96, -1 in Malas.

x. **DUPRE'S COLLAR:** Based on PlateGorget itemID (5139, 0x1413), Hue (794, 0x31A), Str Bonus 5, Defense Chance Increase 20, Hit Point Regeneration 2, Physical Resist 8, Fire Resist 13, Cold Resist 11, Poison Resist 3, Energy Resist 12, Str Requirement.

y. **EVIL MAGE GLOVES:** Based on BoneGloves itemID (5200, 0x1450), Hue (1174, 0x496), Defense Chance Increase 10, Lower Mana Cost 8, Lower Reagent Cost 15, Mage Armor Mana Increase 5, Nightsight, Physical Resist 8, Fire Resist 12, Cold Resist 8, Poison Resist 11, Energy Resist 10, Str Requirement 55.

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z. **EYES OF HATE:** Based on Glasses itemID (12216, 0x2FB8), Hue (137, 0x89), Str Bonus 5, Dexterity Bonus 10, Defense Chance Increase 15, Hit Chance Increase 10, Self Repair 5, Physical Resist 10, Fire Resist 10, Cold Resist 10, Poison Resist 10, Energy Resist 10, Str Requirement 45.

aa. **FALSE GODS SCEPTER:** Based on Scepter itemID (9916, 0x26BC), Hue (1107, 0x453), Defense Chance Increase 5, Faster Casting 1, Hit Chance Increase 15, Hit Life Leech 20, Hit Mana Leech 25, Hit Stamina Leech 30, Spell Channeling, Spell Damage Increase 10, Physical Damage 100, Weapon Damage 14-17, Weapon Speed 3.5s, Str Requirement 40, One-Handed, Mace Fighting.

bb. **FESTERING WOUND:** Based on Kryss itemID (5121, 0x1401), Hue (1272, 0x4F8), Use Best Weapon Skill, Damage Increase 25, Hit Chance Increase 30, Hit Magic Arrow 20, Spell Channeling, Swing Speed Increase 30, Physical Damage 20, Fire Damage 10, Cold Damage 10, Poison Damage 50, Energy Damage 10, Weapon Damage 10-12, Weapon Speed 2s, Str Requirement 10, One-Handed, Fencing.

cc. **FORTIFIED ARMS:** Based on BoneArms itemID (5198, 0x144E), Hue (1165, 0x48D), Dexterity Bonus 5, Defense Chance Increase 10, Enhance Potions 20, Hit Chance Increase 5, Nightsight, Self Repair 5, Physical Resist 12, Fire Resist 11, Cold Resist 14, Poison Resist 7, Energy Resist 9, Str Requirement 55.

dd. **FORTUNATE BLADES:** Based on Daisho itemID (10153, 0x27A9), Hue (2213, 0x8A5), Faster Casting 1, Luck 200, Mage Weapon -1 Skill, Mana Regeneration 5, Self Repair 5, Spell Channeling, Spell Damage Increase 15, Physical Damage 100, Weapon Damage 13-15, Weapon Speed 2.75s, Str Requirement 40, Two-Handed, Swordsmanship.

ee. **FUR CAPE OF THE SORCERESS:** Based on FurCape itemID (8970, 0x230A), Hue (1266, 0x4F2), Intelligence Bonus 5, Lower Mana Cost 5, Lower Reagent Cost 10, Mana Increase 10, Spell Damage Increase 15, Str Requirement 10.

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ff. **FURY:** Based on Katana itemID (5119, 0x13FF), Hue (1357, 0x540), Faster Casting 1, Hit Fireball 25, Hit Lightning 25, Luck 200, Reflect Physical Damage 5, Self Repair 5, Swing Speed Increase 20, Physical Damage 40, Fire Damage 15, Cold Damage 15, Poison Damage 15, Energy Damage 15, Weapon Damage 11-13, Weapon Speed 2.5s, Str Requirement 25, One-Handed, Swordsmanship.

gg. **GEISHA'S OBI:** Based on Obi itemID (10144, 0x27A0), Hue (31, 0x1F), Defense Chance Increase 5, Intelligence Bonus 5, Reflect Physical Damage 10, Hit Point Regeneration 3, Physical Resist 5, Str Requirement 10.

hh. **GLOVES OF CORRUPTION:** Based on LeafGloves itemID (12230, 0x2FC6), Hue (2070, 0x816), Elves Only, Damage Increase 15, Defense Chance Increase 5, Hit Chance Increase 5, Mage Armor, Spell Damage Increase 10, Physical Resist 10, Fire Resist 7, Cold Resist 10, Poison Resist 10, Energy Resist 8, Str Requirement 10.

ii. **GLOVES OF REGENERATION:** Based on LeatherGloves itemID (5062, 0x13C6), Hue (1284, 0x504), Mana Regeneration 5, Stamina Regeneration 5, Hit Point Regeneration 5, Physical Resist 5, Fire Resist 10, Cold Resist 8, Poison Resist 15, Energy Resist 10, Str Requirement 20.

jj. **HELL-FORGED ARMS:** Based on PlateArms itemID (5136, 0x1410), Hue (1208, 0x4D8), Damage Increase 10, Defense Chance Increase 10, Enhance Potion 15, Hit Chance Increase 5, Lower Mana Cost 5, Self Repair 3, Spell Damage Increase 15, Physical Resist 9, Fire Resist 13, Cold Resist 5, Poison Resist 9, Energy Resist 10, Str Requirement 80.

kk. **INDECENCY:** Based on StuddedChest itemID (5083, 0x13DB), Hue (2071, 0x817), Str Bonus 5, Dexterity Bonus 5, Intelligence Bonus 5, Defense Chance Increase 10, Hit Chance Increase 10, Lower Mana Cost 8, Lower Reagent Cost 20, Luck 205, Mage Armor, Self Repair 4, Spell Damage Increase 5, Physical Resist 3, Fire Resist 12, Cold Resist 12, Poison Resist 18, Energy Resist 13, Str Requirement 35.

ll. **JADE SCIMITAR:** Based on RadiantScimitar itemID (11571, 0x2D33), Hue (2964, 0xB94), Use Best Weapon Skill, Damage Increase 50, Hit Chance Increase 15, Hit Cold Area 30, Hit Fire Area 30, Hit Physical Area 50, Hit Poison Area 20, Swing Speed Increase 30, Physical Damage 100, Weapon Damage 12-14, Weapon Speed 2.5s, Str Requirement 20, One-Handed, Swordsmanship.

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mm.   **JIN-BAORI OF GOOD FORTUNE:** Based on JinBaori itemID (10145, 0x27A1), Hue (2125, 0x84D), Luck 150, Spell Damage Increase 5, Str Requirement 10.

nn.   **KAMI-NARIS INDESTRUCTABLE DOUBLE AXE:** Based on DoubleAxe itemID (3915, 0xF4B), Hue (1161, 0x489), Damage Increase 50, Hit Fire Area 60, Hit Harm 100, Hit Life Leech 30, Hit Lightning 25, Hit Stamina Leech 25, Self Repair 20, Swing Speed Increase 20, Physical Damage 100, Weapon Damage 15-17, Weapon Speed 3.25s, Str Requirement 45, Two-Handed, Swordsmanship.

oo.   **LEGGINGS OF DECEIT:** Based on ChainLegs itemID (5054, 0x13BE), Hue (38, 0x26), Defense Chance Increase 10, Hit Chance Increase 5, Lower Mana Cost 8, Mage Armor, Nightsight, Stamina Increase 5, Physical Resist 8, Fire Resist 6, Cold Resist 5, Poison Resist 15, Energy Resist 13, Str Requirement 60.

pp.   **LEGGINGS OF ENLIGHTENMENT:** Based on LeafLegs itemID (12233, 0x2FC9), Hue (1159, 0x487), Elves Only, Evaluating Intelligence 10, Intelligence Bonus 8, Lower Mana Cost 10, Lower Reagent Cost 5, Spell Damage Increase 10, Physical Resist 11, Cold Resist 5, Poison Resist 12, Energy Resist 6, Str Requirement 20.

qq.   **LENSES OF FOCUS:** Based on Glasses itemID (12216, 0x2FB8), Hue (2105, 0x839), Defense Chance Increase 20, Hit Chance Increase 20, Nightsight, Physical Resist 10, Fire Resist 12, Cold Resist 11, Poison Resist 8, Energy Resist 13, Str Requirement 45.

rr.**LONG SHOT:** Based on CompositeBow itemID (9922, 0x26C2), Hue (1195, 0x4AB), Damage Increase 30, Hit Chance Increase 35, Hit Lightning 45, Hit Point Regeneration 4, Self Repair 3, Spell Channeling, Physical Damage 100, Weapon Damage 13-17, Weapon Speed 4s, Range 10, Str Requirement 45, Two-Handed, Archery.

ss. **LUCKY EARRINGS:** Based on GoldEarrings itemID (4231, 0x1087), Hue (1174, 0x496), Defense Chance Increase 5, Hit Chance Increase 5, Luck 150, Mana Regeneration 3, Stamina Regeneration 3, Hit Point Regeneration 3, Swing Speed Increase 5.

tt.**MADMAN'S HATCHET:** Based on Hatchet itemID (3907, 0xF43), Hue (1157, 0x485), Use Best Weapon Skill, Damage Increase 50, Hit Fireball 20, Hit Life Leech 35, Swing Speed Increase 10, Physical Damage 100, Weapon Damage 13-15, Weapon Speed 2.75s, Str Requirement 20, Two-Handed, Swordsmanship.

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uu.   **MAGE'S BAND:** Based on GoldRing itemID (4234, 0x108A), Hue (1170, 0x492), Faster Cast Recovery, Lower Mana Cost 5, Lower Reagent Cost 15, Mana Increase 15, Mana Regeneration 5.

vv. **MAGICIAN'S ILLUSION:** Based on DoubleBladedStaff itemID (9919, 0x26BF), Hue (1072, 0x430), Magery 5, Hit Lightning 15, Hit Lower Attack 15, Hit Magic Arrow 5, Mana Increase 30, Reflect Physical Damage 15, Self Repair 2, Spell Channeling, Spell Damage Increase 25, Physical Damage 100, Weapon Damage 12-13, Weapon Speed 2.25s, Str Requirement 50, Intelligence Requirement 100, Two-Handed, Fencing.

ww.   **MAGICIAN'S MEMPO:** Based on PlateMempo itemID (10105, 0x2779), Hue (1151, 0x47F), Intelligence Bonus 3, Enhance Potions 25, Lower Mana Cost 5, Lower Reagent Cost 15, Mage Armor, Mana Increase 10, Mana Regeneration 3, Spell Damage Increase 20, Physical Resist 5, Fire Resist 10, Cold Resist 8, Poison Resist 6, Energy Resist 7, Str Requirement 50.

xx. **MARBLE SHIELD:** Based on HeaterShield itemID (7030, 0x1B76), Hue (2961, 0xB91), Dexterity Bonus 5, Defense Chance Increase 20, Faster Cast Recovery 1, Faster Casting 1, Hit Chance Increase 20, Luck 195, Hit Point Regeneration 3, Self Repair 8, Spell Channeling, Physical Resist 12, Fire Resist 17, Cold Resist 4, Poison Resist 6, Energy Resist 13, Str Requirement 105.

yy. **MAUL OF THE BEAST:** Based on Maul itemID (5179, 0x143B), Hue (1763, 0x6E3), Damage Increase 60, Hit Life Leech 35, Hit Mana Leech 35, Hit Stamina Leech 35, Self Repair 2, Spell Channeling, Swing Speed Increase -30, Physical Damage 100, Weapon 14-16, Weapon Speed 3.5s, Str Requirement 45, One-Handed, Mace Fighting.

zz. **MERLIN'S PANTS:** Based on regular LeatherLegs itemID (5067, 0x13CB), Hue (1265, 0x4F1), Lower Mana Cost 5, Lower Reagent Cost 15, Luck 150, Mage Armor, Mana Increase 15, Mana Regeneration 5, Spell Damage Increase 10, Physical Resist 6, Fire Resist 7, Cold Resist 14, Poison Resist 6, Energy Resist 8, Str Requirement 20.

aaa. **MINER'S PICKAXE:** Based on Pickaxe itemID (3718, 0xE86), Hue (974, 0x3CE), Damage Increase 25, Defense Chance Increase 25, Hit Chance Increase 25, Hit Lower Attack 35, Luck 100, Reflect Physical Damage 15, Self Repair 3, Swing Speed Increase 20, Physical Damage 100, Weapon 13-15, Weapon Speed 3s, Str Requirement 50, One-Handed, Swordsmanship.

bbb. **NORDIC VIKING SWORD:** Based on VikingSword itemID (5049, 0x13B9), Hue (741, 0x2E5), Dragon Slayer, Damage Increase 50, Hit Lightning 50, Hit Point Increase 30, Swing Speed Increase 20, Physical Damage 40, Fire Damage 20, Energy Damage 40, Weapon Damage 15-17, Weapon Speed 3.75s, Str Requirement 40, One-Handed, Swordsmanship.

ccc. **NOX BOW:** Based on HeavyCrossbow itemID (5117, 0x13FD), Hue (267, 0x10B), Damage Increase 45, Hit Life Leech 20, Hit Lightning 50, Hit Lower Attack 5, Hit Mana Leech 20, Hit Physical Area 5, Hit Stamina Leech 20, Lower Requirements 5, Reflect Physical Damage 5, Self Repair 2, Spell Channeling, Spell Damage Increase 10, Swing Speed Increase 10, Physical Damage 100, Weapon Damage 20-24, Weapon Speed 5s, Range 8, Str Requirement 76, Two-Handed, Archery.

ddd. **PESTILENCE:** Based on BaseQuiver itemID (11010, 0x2B02), Hue (1151, 0x47F), Damage Modifier 5, Defense Chance Increase 5, Hit Chance Increase 5, Lower Ammo Cost 5, Weight Reduction 50.

eee. **RAMUS' NECROMANTIC SCALPEL:** Based on ButcherKnife itemID (5110, 0x13F6), Hue (1372, 0x55C), Repond Slayer, Damage Increase 50, Hit Life Leech 60, Swing Speed Increase 20, Physical Damage 100, Weapon Damage 9-11, Weapon Speed 2.25s, Str Requirement 5, One-Handed, Swordsmanship.

fff. **RETORT:** Based on WarFork itemID (5125, 0x1405), Hue (910, 0x38E), Damage Increase 50, Hit Life Leech 20, Hit Lower Defense 30, Hit Stamina Leech 35, Dexterity Bonus 5, Self Repair 3, Swing Speed Increase 20, Physical Damage 100, Weapon Damage 12-13, Weapon Speed 2.5s, Str Requirement 45, One-Handed, Fencing.

ggg. **Robe of Treason:** Based on Robe itemID (7939, 0x1F03), Hue (1107, 0x453), Luck 95, Mana Regeneration 5, Reflect Physical Damage 44, Stamina Regeneration 5, Hit Point Regeneration 5, Spell Damage Increase 35, Str Requirement 10.

hhh. **Royal Archer's Bow:** Based on Bow itemID (5042, 0x13B2), Hue (2101, 0x835), Damage Increase 50, Hit Dispell 25, Hit Lightning 50, Hit Lower Attack 25, Hit Point Increase 15, Reflect Physical Damage 25, Self Repair, Spell Channeling, Swing Speed Increase 20, Physical Damage 50, Fire Damage 10, Cold Damage 10, Poison Damage 20, Energy Damage 10, Weapon Damage 15-19, Weapon Speed 4.25s, Str Requirement 30, Two-Handed, Archery.

iii. **Royal Guard's Chest plate:** Based on PlateChest itemID (5141, 0x1415), Hue (1150, 0x47E), Hit Point Increase 10, Mana Increase 10, Reflect Physical Damage 25, Hit Point Regeneration 5, Stamina Increase 10, Physical Resist 5, Fire Resist 15, Cold Resist 10, Poison Resist 15, Energy Resist 10, Str Requirement 95.

jjj. **Royal Guardian's Gorget:** Based on PlateGorget itemID (5139, 0x1413), Hue (2956, 0xB3C), Hit Chance Increase 10, Hit Point Increase 10, Lower Mana Cost 5, Mage Armor, Self Repair 3, Physical Resist 15, Fire Resist 13, Cold Resist 12, Poison Resist 14, Energy Resist 12, Str Requirement 45.

kkk. **Samurai's Bokuto:** Based on Bokuto itemID (10152, 0x27A8), Hue (2409, 0x969), Damage Increase 50, Defense Chance Increase 5, Hit Chance Increase 15, Hit Life Leech 55, Hit Lower Attack 10, Hit Lower Defense 25, Dexterity Bonus 10, Swing Speed Increase 20, Physical Damage 100, Weapon Damage 9-11, Weapon Speed 2s, Str Requirement 20, One-Handed, Swordsmanship.

lll. **Shadow Blade (Blade of the Shadows):** Based on LongSword itemID (3937, 0xF61), Hue (1899, 0x76B), Damage Increase 50, Faster Casting 1, Hit Chance Increase 30, Hit Fireball 25, Hit Mana Leech 30, Hit Stamina Leech 40, Dexterity Bonus 5, Reflect Physical Damage 15, Hit Point Regeneration 5, Self Repair 3, Spell Channeling, Spell Damage Increase 20, Swing Speed Increase 30, Physical Damage 100, Weapon Damage 15-16, Weapon Speed 3.5s, Str Requirement 35, One-Handed, Swordsmanship.

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mmm. **SHIMMERING TALISMAN:** Based on BaseTalisman itemID (12123, 0x2F5B), Hue (1266, 0x4F2), Lower Reagent Cost 10, Mana Regeneration 2.

nnn. **SPRINTER'S SANDALS:** Based on Sandals itemID (5901, 0x170D), Hue (1372, 0x55C), Stamina Regeneration 5, Stamina Increase 15, Str Requirement 10.

ooo. **SWIFT STRIKE:** Based on Wakizashi itemID (10148, 0x27A4), Hue (2111, 0x83F), Damage Increase 30, Hit Life Leech 25, Hit Lower Attack 15, Hit Lower Defense 15, Hit Stamina Leech 25, Dexterity Bonus 3, Stamina Regeneration 3, Stamina Increase 15, Swing Speed Increase 15, Physical Damage 100, Weapon Damage 11-13, Weapon Speed 2.5s, Str Requirement 20, One-Handed, Swordsmanship.

ppp. **TOWN GUARD'S HALBERD:** Based on Halberd itemID (5182, 0x143E), Hue (1407, 0x57F), Repond Slayer, Damage Increase 50, Hit Lightning 100, Hit Lower Defense 40, Swing Speed Increase 25, Physical Damage 100, Weapon Damage 18-19, Weapon Speed 4.25s, Str Requirement 95, Two-Handed, Swordsmanship.

qqq. **VAMPIRIC DAISHO:** Based on Daisho itemID (10153, 0x27A9), Hue (1153, 0x481), Blood Elemental Slayer, Hit Harm 50, Hit Life Leech 45, Hit Stamina Leech 20, Lower Mana Cost 5, Nightsight, Spell Channeling, Physical Damage 100, Weapon Damage 13-15, Weapon Speed 2.75s, Str Requirement 40, Two-Handed, Swordsmanship.

rrr. **WARRIOR'S CLASP:** Based on GoldBracelet itemID (4230, 0x1086), Hue (2117, 0x845), Defense Chance Increase 10, Hit Chance Increase 10, Hit Point Increase 7, Mana Increase 5, Mana Regeneration 3, Stamina Regeneration 3, Hit Point Regeneration 3, Stamina Increase 15.

sss. **YASHIMOTO'S HATSUBURI:** Based on ChainHatsuburi itemID (10100, 0x2774), Hue (1157, 0x485), Damage Increase 15, Defense Chance Increase 15, Hit Chance Increase 15, Lower Requirements 50, Hit Point Regeneration 10, Self Repair 5, Physical Resist 7, Fire Resist 7, Cold Resist 5, Poison Resist 3, Energy Resist 2, Str Requirement 25.

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Custom Containers – 40 ENTRIES

Universal Storage Keys folder

(USKs hold large quantities of various items, reduce weight, and offer a wind range of sorting options. More scripts are contained within the USK folder, but they are mostly *not* items to be used.)

Items folder

1. **ADDON DEED KEY:** Based on SmallCrate itemID (7809, 0x1E81), Hue (1861, 0x745), For storing Addon deeds.

2. **ADVENTURER KEY:** Based on Boots itemID (5899, 0x170B), Hue (1151, 0x47F), For storing Adventurer's tools like Lockpicks.

3. **ARMOR KEY:** Based on StainedGlassWindow itemID (10672, 0x29B0), Hue (1777, 0x6F1), For storing pieces of Armor only.

4. **ARMORY KEY:** Based on StainedGlassStoneWall itemID (10662, 0x29A6), Hue (1777, 0x6F1), For storing pieces of Weapons, Armor, Clothing, and Jewelry.

5. **ASH KEY:** Based on TinkersTools itemID (7867, 0x1EBB), Hue (1159, 0x487), For storing Ancient Smithy Hammers.

6. **BARDS KEY:** Based on MusicStand itemID (3766, 0xEB6), Hue (1152, 0x480), For storing Musical Instruments.

7. **BEVERAGE KEY:** Based on SmallFountain itemID (10950, 0x2AC6), Hue (701, 0x2BD), For storing Drinks.

8. **BOD KEY:** Based on BulkOrderBook itemID (8793, 0x2259), Hue (1161, 0x489), For storing Bulk Order Deeds.

9. **CHAMP SKULL KEY:** Based on LargeSkull itemID (8707, 0x2203), Hue (1547, 0x60B), For storing Champ Skulls.

10. **CHEF KEY:** Based on Cauldron itemID (2541, 0x9ED), Hue (5, 0x5), For storing food and ingredients for cooking.

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11.   **CLOTHING KEY:** Based on PirateChest itemID (16645, 0x4105), Hue (2917, 0xB65), For storing clothes.

12.   **FISH KEY:** Based on ToolBox itemID (7863, 0x1EB7), Hue (2953, 0xB89), For storing fish and fishing gear.

13.   **GARDENERS KEY:** Based on ForgedMetal itemID (4023, 0xFB7), Hue (62, 0x3E), For storing seeds, plants and supplies.

14.   **GEM KEY:** Based on DisplayCase itemID (12266, 0x2FEA), Hue (1154, 0x482), For storing all gems.

15.   **GRANITE KEY:** Based on Rocks itemID (6012, 0x177C), Hue (1772, 0x6EC), For storing all stone.

16.   **INGOT KEY:** Based on Ingots itemID (7144, 0x1BE8), Hue (2936, 0xB78), For storing all ingots.

17.   **JEWELERS KEY:** Based on KeyRing itemID (5995, 0x176B), Hue (1154, 0x482), For storing gems and ingots for crafting jewelry.

18.   **JEWELRY KEY:** Based on SmallBox itemID (2472, 0x9A8), Hue (2767, 0xACF), For storing all jewelry.

19.   **LARGEITEMCOUNTTESTKEY:** Based on KeyRing itemID (5995, 0x176B), Hue (1154, 0x482), Testable script for setting up a new storage key item.

20.   **MEAT KEY:** Based on BoneHarvester itemID (9915, 0x2688), Hue (2991, 0xBAF), For storing all meat, cooked and raw.

21.   **ORE KEY:** Based on Ore itemID (6585, 0x19B9), Hue (2907, 0xB5B), For storing all ore types.

22.   **PET KEY:** Based on MiniHouse itemID (8928, 0x22E0), Hue (1365, 0x555), For storing shrunken pets.

23.   **POTION KEY:** Based on VialSet itemID (6238, 0x185E), Hue (48, 0x30), For storing all potions and supplies for Alchemy.

[Type text]

24. **PS K**EY**:** Based on BulkOrderBook itemID (8793, 0x2259), Hue (1153, 0x481), For storing all Powerscrolls. *Not Scrolls of Transcendence*.

25. **R**EAGENT **K**EY**:** Based on MandrakeRoot itemID (6366, 0x18DE), Hue (33, 0x21), For storing all reagents.

26. **R**UNIC **T**OOL **K**EY**:** Based on TinkerTools itemID (7866, 0x1EBA), Hue (65, 0x41), For storing all Runic tools.

27. **S**CRIBES **K**EY**:** Based on OpenBook itemID (4030, 0xFBE), Hue (0, 0x0), For storing Inscription supplies, but not Reagents.

28. **S**MITHY **K**EY**:** Based on ForgedMetal itemID (4024, 0xFB8), Hue (1049, 0x419), For storing all Blacksmithing supplies, ASH, and Repair Deeds, but not Ore.

29. **T**AILOR **K**EY**:** Based on SewingKit itemID (3997, 0xF9D), Hue (68, 0x44), For storing all Tailoring supplies, Leather, Scales, Yarn and Threads, Cloth, Bolts, and Dyes.

30. **T**OOL **K**EY**:** Based on Armoire itemID (10329, 0x2859), Hue (2995, 0xBB3), For storing all Tools, with a few exceptions for specialty tools.

31. **T**REASURE **H**UNTERS **K**EY**:** Based on TableLeg itemID (7796, 0x1E74), Hue (1154, 0x482), For storing all Maps and T-Hunter supplies.

32. **W**EAPON **K**EY**:** Based on WoodenWall itemID (10399, 0x289F), Hue (2995, 0xBB3), For storing Weapons only.

33. **W**OOD **K**EY**:** Based on WoodBoards itemID (7129, 0x1BD9), Hue (2471, 0x9A7), For storing all wood, boards and logs.

34. **AMC L**OOTABLE**:** Based on MetalChest itemID (3648, 0xE40), Hue (1068, 0x42C), Special version of the Artifact Map Chest that drops as loot.

35. **B**ANK **C**HEST **A**DDON**:** Based on MetalChest itemID (3648, 0xE40), Hue (1710, 0x6AE), Players can add a storage chest with direct access to their bank. Deed available.

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36. **B**LESS **B**AG **(B**LESSED **B**AG**):** Based on Backpack itemID (2482, 0x9B2), Hue (1152, 0x480), Not to be confused with the *Blessed Only Bag*, this *Blessed Bag* will stay with you when you die, prevent others from stealing it, and keep the items inside, even if they are not Blessed.

37. **B**LESSED **O**NLY **B**AG**:** Based on Backpack itemID (2482, 0x9B2), Hue (1170, 0x492), This backpack will only hold *Blessed* items.

38. **C**RAFT **B**AG**:** Based on Backpack itemID (2482, 0x9B2), Hue (2995, 0xBB3), This backpack is meant to hold items that a player crafts and salvage materials from items inside.

39. **S**PELLBOOK **B**ASKET**:** Based on Basket itemID (9433, 0x24D9), Hue (1259, 0x4EB), This container is meant to hold only Spellbooks, but reduces weight to 0 no matter how many are inside.

40. **T**RANSFER **C**HEST**:** Based on MetalBox itemID (3712, 0xE80), Hue (0, 0x0), Players can add a chest that will transfer the contents between a matching Transfer Chest.

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12. **SEAFOOD & FISHING:** This system allows players to craft numerous recipes using seafood. Combined with Cooking.

13. **SOTALCHEMY:** This system is an enhancement for Alchemy that provides a cauldron to "craft" from and mix ingredients. Combined with Alchemy.

14. **SPELLWEAVING WAND CRAFTING:** This system allows players to craft wands with Spellweaving spells.

15. **VHAERUN PAINTING:** This system allows players to craft framed paintings.

16. **VHAERUN'S MYSTIC BOWCRAFT:** This system allows players to craft special bows and crossbows.

17. **RUNIC FLETCHERS TOOLS:** Allows players to have other special properties on their crafted bow or crossbow.

18. **RUNIC TINKER TOOLS:** Allows players to craft Tinker items with certain enhancements.

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Custom Expansions – 8 ᴇɴᴛʀɪᴇꜱ

Some addons that were installed were considerable enough to create a full expansion to provide for a more "fluid" insertion into the 'shard lore, mechanics, locations and such. With the exception of *Greek Underworld and Holy* Grail all expansions were fully created in-house by staff on UO-The Expanse *at that* time. Some of the existing *Vampires* were part of *Starlazer's Vampire* system that was heavily adapted. Each expansion is linked to a detailed section about it.

Atlantis (40 Entries)

Deadly Evil (32 Entries)

Greek Underworld (68 Entries)

Explore the underwater realm hidden beneath Gravewater Lake in Malas.

Tribute to Evil Dead™, allowing players to combat Deadlights to save the realm.

Players must complete a gauntlet and several boss fights to reach Hades in this Doom-like realm.

Holy Grail (53 Entries)

Jonesy Ford (77 Entries)

Slenderman (19 Entries)

Long quest chain homage to Monty Python and the Quest for the Holy Grail.

Tribute to Indiana Jones™, allowing players to explore quest chains that loosely follow the first three movies.

Tribute to the Slender Man urban legend. Players must discover the secret of Slenderman before it is too late!

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[Star Wars™ Universe](#) [(219 Entries)](#)

[Vampires and Werewolves](#) [(211 Entries)](#)

Huge expansion based in the Star Wars™ universe, complete with Force Powers, Lightsabers, and three new playable classes: Jedi, Sith, and Exile.

Two playable classes: Vampires and Werewolves that allow players to BITE other players and convert them, Spell system, Peerless bosses, and specialized armor.

ATLANTIS: **40 ENTRIES** This custom expansion was released on April 2017 and included several new features and animations. Boss fight was added inside the village. Faction quests are available. New location built at Gravewater Lake and a sunken ship attached to Atlantis that serves as the entry point. A large portion of this sizable map was a gift from friends at *Adjournment to Antiquity* (which was another Freeshard that had gone offline years before), and was incorporated into the Malas facet "underneath" a whirlpool in Gravewater Lake. The map also has colored lights scattered around. (See highlights below)

I.   **MOBILE ANIMATIONS:** Three new mobile animations replaced existing horse animations (there are over a dozen horse animations to pick from, each with slight differences), bodyIDs: (120, 0x78),(177, 0xB1), (179, 0xB3), (204, 0xCC), (226, 0xE2), (222, 0xDE).

II. **FACTION SYSTEM:** The XmlFaction system was more heavily incorporated for this release and expanded to include other existing factions like Jonesy Ford (as the Tri-Fords) and Werewolves and Vampires (each separately). *(Custom Systems->Xml Spawner->Xml Mob Factions->XmlMobFactions.cs)*

III. **ESCORTABLE XMLQUESTNPCS:** These escort quests granted faction rep, depending on how the quest was completed. *(all spawn entries are available: root->Spawns->AtlantisSpawners.xml, escortables are named AtlantisEscort.)*

IV. **BOSS FIGHT:** Amathaunta, the Water Goddess defends the Atlantean Realm with powerful water summoning and damaging spells. *(Atlantis->Mobiles->Amathaunta.cs).*

V.   ATLANTEAN **CITIZENS AND GUARDS WITH SUPPORT:** Citizens run for help and call guards, they can ask Amathaunta to bless them and a water vortex will appear to aid them in combat. Guards can summon more guards. *(Atlantis->Mobiles->Atlantean.cs)*

VI. **MOUNTED NPCS & MORPHS:** Added Morphing mounts for Atlantean Guards to ride, based on the new mobile animations that were added, including the ViciousRaptor.cs, LargeBeetle.cs, RidableLargeBeetle.cs and CrazyChicken.cs.

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1. **ADDONS:** Most of these builds must be dropped off-screen.

   a. **FATLANTISBOTTOM3:** Huge amount of water tiles, comprising most of the floor of Atlantis.

   b. **FATLANTISEAST:** Huge amount of water tiles, comprising another section of the floor of Atlantis, towards the East side.

   c. **FATLANTISMAIN3:** Majority of the village and the buildings therein.

   d. **FATLANTISMAINBOTTOM:** Huge amount of water tiles, comprising most of the floor of Atlantis village.

   e. **FATLANTISNORTH:** Large section of Water for the North portion of Atlantis.

   f. **FATLANTISSHIP3:** This is the sunken ship, the HMS Effort, which is connected to Tunnel2 where players get into the Atlantis village.

   g. **FATLANTISSOUTH:** Large section of Water for the South portion of Atlantis.

   h. **FATLANTISTUNNEL2:** This is connected to both the sunken ship and the Atlantis village.

   i. **FATLANTISWEST:** Large section of Water for the West portion of Atlantis.

   j. **FATLANTISWHIRLPOOL5:** Square configuration of walkways surrounding an animated pool of water, located in the middle of Gravewater Lake, Malas.

2. **ANIMAL FIGHTING:** This new feature added animal fighting pits in Jhelom (simulated, of course!). Players could place bets on animals and the winnings were collected via the updated R.A.F.T. *(Custom Monetary Scripts->RAFTRS.cs)*. Most fighting pits are located in Jhelom, but Atlantis has one too.

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FIGHTINGPENS

    a. **ATLANTISFIGHTADDON:** This "squared-circle" is where players can watch and bet on the kidnapped Interns. Located just inside the Atlantis village.

    b. **AWADDON:** Extra fighting pit in Jhelom for Ancient Wyrms.

    c. **HELLHOUNDADDON:** Extra fighting pit in Jhelom for Hell Hounds.

    d. **MIASMAADDON:** Extra fighting pit in Jhelom for Miasmas.

    e. **PIGADDON** Extra fighting pit in Jhelom for Pigs.

f. **ANIMALFIGHTING:** The main configuration file for all the fighting pits. New pits must be added to this file.

g. **ANIMALFIGHTS(XML):** Fighting Pits were added to Xmlspawners.

h. **FIGHTINGAW:** This is a copy of the Ancient Wyrm, renamed to FightingAW.

i. **FIGHTINGCHICKEN:** This is a copy of the Chicken, renamed to FightingChicken.

j. **FIGHTINGHELLHOUND:** This is a copy of the Hell Hound, renamed to FightingHellHound.

k. **FIGHTINGINTERN:** Based on BaseCreature bodyValue (401, 0x191), Hue 400 (0x190), Comparable to fighting one of the Named in Bedlam, 276-350 STR.

l. **FIGHTINGMIASMA:** This is a copy of the Miasma, renamed to FightingMiasma.

m. **FIGHTINGPIG:** This is a copy of the Pig, renamed to FightingPig.

3.   **ITEMS:** Various objects added for quests, faction points, and boss access.

a. **ATLANTEANCOIN:** Based on itemID 2983 (0xBA7), Hue 4113 (0x1011), Drops only on **Atlantean Citizens** as items for QuestNPC **Jimmy Cooks**.

[Type text]

b. **ATLANTISGATE:** Based on itemID 8148 (0x1FD4), Hue 2984 (0xBA8), this moongate appears when players doubleclick an **AtlantisMap**, which they get from doubleclicking the **QuestMap**.

c. **ATLANTISMAP:** Based on itemID 5355 (0x14EB), Hue 2984 (0xBA8), this map is added to a player's backpack after they the **QuestMap**.

d. **ATLANTISTALISMAN:** Based on itemID 3271 (0xCC7), Hue 2767 (0xACF), this is given as a quest reward from QuestNPC **Jimmy Cooks** after successfully completing "*Rest in Peace*". Opens a moongate to **Amathaunta** (boss fight) when doubleclicked.

e. **ATLANTISTALISMANGATE:** Based on itemID 8148 (0x1FD4), Hue 2767 (0xACF), this moongate appears after players doubleclick the **AtlantisTalisman** and it leads to **Amathaunta** (boss fight).

f. **QUESTMAP:** Based on itemID 5355 (0x14EB), Hue 2984 (0xBA8), this map was placed inside **Jonesy Ford**'s tent in **Gomzul**, since Jonesy discovered the entrance to **Atlantis**.

g. **WATERLOGGEDNOTEBOOK:** Based on itemID 4081 (0xFF1), Hue 642 (0x282), this is a quest item for QuestNPC **Will Stray**.

h. **WATERSERPENTVENOM:** Based on itemID 3850 (0xF0A), Hue 1461 (0x5B5), this is a quest item for QuestNPCs **Will Stray** and **Jimmy Cooks**.

4. **MOBILES:** Three new mobile animations: Crazy Chicken, Vicious Raptor, Large Beetle/Ridable Large Beetle.

a. **AMATHAUNTA:** Based on BaseExpanseBoss, body 1068/1071/774 (0x42C/0x42F/0x306), Hue 400 (0x190), players must complete the quest from **Jimmy Cooks** to receive an **Atlantis Talisman**, which they can use to teleport to the boss.

[Type text]

ATLANTEAN

b. **ATLANTEANGUARD:** Based on body 400 (0x190), Hue 400 (0x190), these guards have **Ridable Large Beetles**, which turn into an Infused **Water Vortex** when the Guard dies.

c. **ATLANTEANCIT:** Based on body 400 (0x190), Hue 400 (0x190), these citizens can be found inside the various buildings around the **Atlantis** village. They can summon an **Atlantean Guard** or **Water Vortex** for help and they drop the **Atlantean Coin**.

d. **WATERVORTEX:** Based on body 164 (0xA4), Hue 1594 (0x63A), these are summoned by **Atlantean Citizens** and appear when **Atlantean Guards** are killed.

e. **CRAZYCHICKEN:** Based on body 226 (0xE2), Hue 0 (0x0), these mobiles are new animations, replacing one of the horse bodies. The **Water Vortex** can appear as one of these mobs.

f. **LARGEBEETLE:** Based on body 222 (0xDE), Hue 0 (0x0), these mobiles are new animations, replacing one of the horse bodies. The **Water Vortex** can appear as one of these mobs.

g. **RIDABLELARGEBEETLE:** Based on body 222 (0xDE), Hue 0 (0x0), these mobiles are a copy of the **Large Beetle** and made for **Atlantean Guards** to ride.

h. **VICIOUSRAPTOR:** Based on body 204 (0xCC), Hue 0 (0x0), these mobiles are a new animation, replacing one of the horse bodies. The **Water Vortex** can appear as one of these mobs.

i. **WATERSERPENT:** Based on body 89 (0x59), Hue 1594 (0x63A), these mobiles are stronger than a Coil and drop **Water Serpent Venom**.

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DEADLY EVIL: **32 ENTRIES** This homage to Evil Dead was released the final week of October 2013 and included:

I.   **BOSS FIGHT: T**he boss for a mini-champ at the end of the quest chain for Deadly Evil, Bad Ash taunts viciously while pummeling players and has support from the Deadlights. *(DeadlyEvil->BadAsh.cs)*

II. **STATUETTES:** Ash's Possessed Hand and a Deadlight Zombie. Both are available as drops from Bad Ash. *(DeadlyEvil->DeadlyEvilStatuettes.cs)*

III. **DEADWOOD JOURNAL:** Provides some directions for finding "the cabin in the woods", located in the Corrupted Forest of Malas. (*DeadlyEvil->DeadwoodJournal.cs*)

IV. **IMPRISONED DEADLIGHT: A** Deadlight imprisoned in crystal is an Imprisoned Mobile that players can release and available as a drop from Bad Ash. (*DeadlyEvil->DEZombiePetImprisonedInCrystal.cs*)

V.   **HAUNTED CABIN AND THE CABIN THE WOODS:** The Haunted Cabin is a morphing location, in that as players get near objects in the house, they change. There is a trapdoor leading into the basement where players must free Erik the Bright Red to continue on with the quest. The cabin in the woods is located in the Northern part of the Corrupted Forest in Malas. (*DeadlyEvil->Addons folder*)

VI. **DEADLIGHTS:** Skeletons and Zombies, just renamed to Deadlights. (*DeadlyEvil->Monsters folder. all spawn entries are available: root->Spawns->DeadlyEvil.xml*).

1. **ADDONS:** Most of these builds are relatively small and can be dropped on the same screen. The House and the Cabin should be dropped off-screen though.

    a. **ASHCHAINSAWADDON:** Mog built this as a display inside the mini-champ/boss area.

    b. **EVILDEADCABINADDON:** Mog built this similar to the **cabin in the woods** from Evil Dead™ (drop off-screen).

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c. **EVILDEADCHAMPADDON:** Mog built this underground area specifically for the mini-champ/boss fight and as a representation of the basement of the **cabin in the woods**.

d. **EVILDEADHOUSEBASEADDON:** Mog built this to achieve a better feel of the trapdoor inside the cabin and falling down into the basement. The **cabin in the woods** sits on top of this foundation.

e. **EVILDEADTRAPDOORADDON:** This was built as part of the **cabin in the woods** trapdoor swap, which causes players to fall into the basement.

f. **HAUNTEDBARADDON:** Mog built this as part of the **Haunted House** swap. This is replaced by cages with skeletons inside the **Haunted House**.

g. **HAUNTEDBONESBLOODADDON:** Mog built this as part of the **Haunted House** swap. This is added to the floor just inside the **Haunted House** main entrance.

h. **HAUNTEDCAGESADDON:** Mog built this as part of the **Haunted House** swap. This replaces the **HauntedBarAddon**.

i. **HAUNTEDCARPETADDON:** Mog built this as part of the **Haunted House** swap. This is replaced by the **Haunted Trapdoor** leading into the basement.

j. **HAUNTEDFIREPLACE2ADDON:** Mog built this as part of the **Haunted House** swap. This is replaced by the **Haunted Fireplace 2**.

k. **HAUNTEDFIREPLACEADDON:** Mog built this as part of the **Haunted House** swap. This is replaced by the **Haunted Fireplace 2**.

l. **HAUNTEDHOUSE2ADDON:** Mog built this as part of the **Haunted House** basement. Players are teleported to the cage by a **Deadlight** and must Lockpick to escape.

m. **HAUNTEDHOUSEADDON:** This is an offshoot of the original **Haunted House** build that came from Milva at ServUO. Mog heavily modified it for this expansion.

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n. **HAUNTEDHOUSEBLANKADDON:** The original **Haunted House** build, but empty on the inside for construction.

o. **HAUNTEDTABLE2ADDON:** Mog built this as part of the **Haunted House** swap. This replaces **Haunted Table**.

p. **HAUNTEDTABLEADDON:** Mog built this as part of the **Haunted House** swap. This is replaced **Haunted Table 2**.

q. **HAUNTEDTRAPDOORADDON:** Mog built this as part of the **Haunted House** swap. This replaces **Haunted Carpet**.

r. **MOUNTAINSTAIRSADDON:** Mog built this, along with a pathway to the **Haunted House**.

s. **SLAUGHTER SHACKADDON:** Mog built this as part of the **cabin in the woods**.

2. **MONSTERS:** Most of the **Deadlight Skeletons**, **Deadlight Bone Knights**, and **Deadlight Zombies** are copies of Skeletons, Bone Knights, and Zombies.

a. **BADASH:** Based on BaseCreature bodyValue (400, 0x190) Taunts players. Morphs into **Evil Ash** who then must be killed.

b. **DEADLIGHTBONEKNIGHT:** Based on BaseCreature, copy of **Bone Knight**, bodyValue (57, 0x39).

c. **DEADLIGHTBONEKNIGHTCAPTAIN:** Based on BaseCreature, copy of **Bone Knight Captain**, bodyValue (57, 0x39).

d. **DEADLIGHTSKELETALKNIGHT:** Based on BaseCreature, copy of **Skeletal Knight**, bodyValue (147, 0x93).

e. **DEADLIGHTSKELETALKNIGHTCAPTAIN:** Based on BaseCreature, copy of **Skeletal Knight Captain**, bodyValue (147, 0x93).

f. **DEADLIGHTSKELETON:** Based on BaseCreature, copy of **Skeleton**, bodyValue (50, 56 0x39).

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g. **DEADLIGHTSKELETONCAPTAIN:** Based on BaseCreature, copy of **Skeleton**, bodyValue (50, 56 0x39).

h. **DEADLIGHTZOMBIE:** Based on BaseCreature, copy of **Zombie**, bodyValue (3 0x3).

i. **DEADLIGHTZOMBIECAPTAIN:** Based on BaseCreature, copy of **Zombie**, bodyValue (3 0x3).

j. **DEADLYEVILSTATUETTES:** Inherits BaseStatuette properties.

k. **EVILCLAWSTATUETTE:** Based on BaseStatuette, itemID 11704 (0x2DB8), Hue 1761 (0x6E1).

l. **EVILZOMBIESTATUETTE:** Based on BaseStatuette, itemID 8428 (0x20EC), Hue 963 (0x3C3).

m. **DEADWOODJOURNAL:** Based on BaseBook, itemID 8787 (0x2253), Hue 321 (0x141), players receive this as part of the quest "*Dispelling the Evil*" from **Wiseman John** in **New Haven** and gives directions to the **Mountin Stairs** which lead to the **Haunted House**.

n. **DEZOMBIEPETIMPRISONEDINCRYSTAL:** Based on BaseImprisonedMobile, itemID 7964 (0x1F1C), Hue 1761 (0x6E1), Inherits BaseImprisonedMobile properties and summons **Deadlight Pet**.

o. **DEADLIGHTPET:** Based on BaseCreature, copy of **Zombie**, bodyValue (3 0x3). Delete on Release.

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GREEK UNDERWORLD **68** ENTRIES This expansion was released Sept 2009 and came from the mind of Lokai. Some alterations have been made for UO-The Expanse.

I.   BOSS FIGHTS: **Acheron**, **Cerberus**, **Cocytus**, **Empusa**, **Erinyes**, **Gale**, **Hades**, **Hecate**, **Hekabe**, **Lethe**, **Melinoe**, **Persephone**, **Pyriphlegethon**, **Styx**, and **Thanatos**. Each boss spawns as the previous falls. **Acheron** is first after 175 kills inside the **Greek Underworld**. (*Greek Underworld System->Bosses folder)*

II.   CONTROLLERS: **CocytusSpawnNode**.cs, **LetheSpawnNode**.cs, and **UnderworldSpawnNode**.cs are built-in spawners for the system. The **Underworld Controller** has already been placed inside the **Greek Underworld** region, *DO NOT MOVE IT*. (**Greek Underworld System**->*Control folder)*.

1.   BOSSES

   a. ACHERON: Based on BaseCreature, bodyValue (16 0x10), Hue 1758 (0x6DE), drops **Bank Check**, **Reward Scroll**, **Discount Coupon**.

   b. CERBERUS: Based on BaseCreature, bodyValue (250 0xFA), Hue 1760 (0x6E0).

   c. COCYTUS: Based on BaseCreature, bodyValue (16 0x10), Hue 1765 (0x6E5), drops **Bank Check**, **Reward Scroll**, **Discount Coupon**.

   d. EMPUSA: Based on BaseCreature, bodyValue (15 0x9), Hue 0 (0x0).

   e. ERINYES: Based on BaseCreature, bodyValue (149 0x95), Hue 1175 (0x497).

   f. GALE: Based on BaseCreature, bodyValue (279 0x117), Hue 1175 (0x497).

   g. HADES: Based on BaseCreature bodyValue (400, 0x190), Hue 2955 (0xB8B). Spawns **Erinyes** and **Persephone**. Drops **Bank Check and Reward Scroll**.

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h. **HECATE:** Based on BaseCreature bodyValue (401, 0x191), Hue 2955 (0xB8B). Spawns **Melinoe**, **Hekabe**, and **Gale**. Drops **Bank Check and Reward Scroll**.

i. **HEKABE:** Based on BaseCreature bodyValue (277, 0x115), Hue 1175 (0x497).

j. **LETHE:** Based on BaseCreature bodyValue (16, 0x10), Hue 1767 (0x6E7). Drops **Bank Check and Reward Scroll**.

k. **MELINOE:** Based on BaseCreature bodyValue (401, 0x191), Hue 2955 (0xB8B).

l. **PERSEPHONE:** Based on BaseCreature bodyValue (401, 0x191), Hue 2955 (0xB8B). Heals **Hades**. Drops **Bank Check and Reward Scroll**.

m. **PYRIPHLEGETHON:** Based on BaseCreature bodyValue (15, 0xF), Hue 1757 (0x6DD). Summons **Empusa**. Drops **Bank Check and Reward Scroll**.

n. **STYX:** Based on BaseCreature bodyValue (16, 0x10), Hue 1156 (0x484). Drops **Bank Check and Reward Scroll**.

o. **THANATOS:** Based on BaseCreature bodyValue (400, 0x190), Hue 2955 (0xB8B). Spawns **Oneiri**. Drops **Bank Check and Reward Scroll**.

2. **CONTROL**

a. **COCYTUSSPAWNNODE:** Based on itemID 3699 (0xE73), Hue 0 (0x0). These nodes are the positions the **Cadcodemon** or **Lamiae** will spawn for the **Cocytus Area** only.

b. **LETHESPAWNNODE:** Based on itemID 3699 (0xE73), Hue 0 (0x0). These nodes are the positions the **Cadcodemon** or **Arae** will spawn for the **Lethe Area** only.

c. **UNDERWORLDENTERGUMP: Charon** opens this gump and consumes two **Ritual Coins** to allow players to enter the **Greek Underworld**.

d. **UNDERWORLDSPAWNNODE:** Based on itemID 3699 (0xE73), Hue 0 (0x0). These nodes are the positions the **Cadcodemon**, **Vengeful Corpse**, **Fallen Hero**, **Carrion Crawler**, **Death Harpy**, or **Keres** will spawn for the **Underworld Gauntlet Area** only.

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e. **UNDERWORLDSYSTEM:** Based on itemID 2273 (0x8E1), Hue 0 (0x0). This controller has been placed inside the **Underworld Gauntlet Area** and should not be moved. It handles spawning the bosses and tracks the kills.

3. **ITEMS**

   a. **BELTOFHERMES:** Based on itemID 10128 (0x2790), Hue 1150 (0x47E).Blessed item to teleport a player out of the Greek Underworld to a specified location in the script.

HADESITEMS

   b. **HADESCROWN:** Based on Helmet itemID 9865 (0x2689), Hue 1719 (0x6B7). BasePhysicalResistance 10, BaseFireResistance 10, BaseColdResistance 10, BasePoisonResistance 10, BaseEnergyResistance 10, MinHits 255, MaxHits 255, BonusInt 8, BonusHits 15, MageArmor, Self Repair 2.

   c. **HADESSCEPTER:** Based on Scepter itemID 9916 (0x26BC), Hue 1719 (0x6B7). MinHits 255, MaxHits 255, CastRecovery 1, CastSpeed 1, SpellChanneling, SpellDamage 20, AttackChance 25, DefendChance 25, WeaponSpeed 25, Self Repair 2. Bonus OnHit: DamageBonus +1.5, Attacker Hits +10, Attacker Mana +10, Attacker Stam +10.

PERSEPHONEITEMS

   d. **PERSEPHONECROWN:** Based on Helmet itemID 11118 (0x2B6E), Hue 1719 (0x6B7). BasePhysicalResistance 10, BaseFireResistance 10, BaseColdResistance 10, BasePoisonResistance 10, BaseEnergyResistance 10, MinHits 255, MaxHits 255, BonusInt 5, SpellDamage 10, MageArmor, Self Repair 2.

   e. **PERSEPHONETHORN:** Based on AssassinSpike itemID 11553 (0x2D21), Hue 1175 (0x497). MinHits 255, MaxHits 255, CastRecovery 1, CastSpeed 1, SpellChanneling, SpellDamage 10, HitLeechHits 50, HitLeechStam 10, HitLeechMana 50, Self Repair 2. Bonus OnHit: DamageBonus +1, Attacker Hits +5, Attacker Mana +5, Attacker Stam +5.

[Type text]

f. **RITUALCOIN:** Based on itemID 3821 (0xEED), Hue 1719 (0x6B7). Two of these are needed to enter the Greek Underworld. Added to Wicked Priests' drop in Ankh Dungeon in Ilshenar.

RIVERGODITEMS:

g. **ACHERONSHIRT:** Based on Shirt itemID 5399 (0x1517), Hue 1758 (0x6DE). BonusDex 8, Drops on **Acheron** only.

h. **STYXRING:** Based on GoldRing itemID 4234 (0x108A), Hue 1156 (0x484). BonusMana 15, LowerRegCost 10, CastSpeed 1, CastRecovery 1, Drops on **Styx** only.

i. **COCYTUSBRACER:** Based on GoldBracelet itemID 4230 (0x1086), Hue 1765 (0x6E5). AttackChance 15, Physical 5, Cold 5, Energy 5, Drops on **Cocytus** only.

j. **LETHEGAUNTLETS:** Based on PlateGloves itemID 11020 (0x2B0C), Hue 1157 (0x485). BasePhysicalResistance 10, BaseFireResistance 10, BaseColdResistance 10, BasePoisonResistance 10, BaseEnergyResistance 10, MinHits 255, MaxHits 255, BonusStr 8, WeaponDamage 15, SelfRepair 1, Drops on **Lethe** only.

THANATOSITEMS:

d. **BLADEOFTHANATOS:** Based on VikingSword itemID 5049 (0x13B9), Hue 2958 (0xB8E). MinHits 255, MaxHits 255, WeaponSpeed 15, SpellChanneling 1, SelfRepair 2, Bonus OnHit: DamageBonus +0.5, Drops on **Thanatos** only.

e. **THANATOSROBE:** Based on HoodedShroudOfShadows itemID 9860 (0x2684), Hue 1779 (0x6F3). RegenHits 10, Physical 20, Fire 10, Cold 10, Poison 10, Energy 10, Drops on **Thanatos** only.

f. **TALISMANOFSHADOWS:** Based on GoldBracelet itemID 12120 (0x2F58), Hue 1175 (0x497) Talisman Layer. Physical 7, Cold 7, Energy 7, 16 hour Recharge, Charges 5, Drops on **Thanatos** only.

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UNDERLINGITEMS:

g.   **CURSEDEARRINGS:** Based on GoldEarrings itemID 4231 (0x1087), Hue 1194 (0x4AA). Physical 5, Fire 5, Cold 5, Poison 5, Energy 5.

h.   **LAMIAERING:** Based on GoldRing itemID 4234 (0x108A), Hue 1156 (0x484). BonusMana 15, Physical 5, Fire 5.

i.   **CACODEMONBRACELET:** Based on GoldBracelet itemID 4230 (0x1086), Hue 1175 (0x497). Physical 12, Cold 5, Energy 10.

UNDERWORLDDECOITEMS:

d.   **DARKBONETABLE:** Based on itemID 10844 (0x2A5C), Hue 1175 (0x497).

e.   **BONETHRONE:** Based on itemID 10840 (0x2A58), Hue 1175 (0x497).

f.   **FOUNTAINOFBLOOD:** Based on itemID 10947 (0x2AC3), Hue 1157 (0x485).

g.   **DRAGONBRAZIER:** Based on itemID 6478 (0x194E), Hue 0 (0x0).

h.   **MINICOFFIN:** Based on itemID 16142 (0x3F0E), Hue 0 (0x0).

i.   **HEARTHSTONE:** Based on itemID 4968 (0x1368), Hue 1766 (0x6E6).

j.   **HELLSTONEOBELISK:** Based on itemID 13903 (0x364F), Hue 1760 (0x6E0).

k.   **SHADOWSPIKE:** Based on itemID 13900 (0x364C), Hue 1765 (0x6E5).

l.   **SHADOWCRYSTAL:** Based on itemID 12252 (0x2FDC), Hue 1765 (0x6E5).

m.   **DARKDEMONSTATUE:** Based on itemID 13899 (0x364B), Hue 1760 (0x6E0).

n.   **DAISHOOFTHEDAMNED:** Based on itemID 10822 (0x2A46), Hue 1756 (0x6DC).

o.   **TALISMANOFFEAR:** Based on itemID 12121 (0x2F59), Hue 1771 (0x6EB).

p.   **TALISMANOFMAGIC:** Based on itemID 12120 (0x2F58), Hue 1195 (0x4AB).

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q.   **TALISMANOFPROTECTION:** Based on itemID 12122 (0x2F5A), Hue 1150 (0x47E).

r.   **TALISMANOFWAR:** Based on itemID 12123 (0x2F5B), Hue 1157 (0x485).

s.   **TALISMANOFTHEMOON:** Based on itemID 12120 (0x2F58), Hue 1779 (0x6F3).

t.   **TALISMANOFFLAME:** Based on itemID 12121 (0x2F59), Hue 1161 (0x489).

u.   **TALISMANOFTHEUNDERWORLD:** Based on itemID 12123 (0x2F5B), Hue 1765 (0x6E5).

  i.   **THANATOS ITEMS:** Consecrated Blade of Thanatos, based on a regular Viking Sword, Shroud of Death, based on a regular Hooded Shroud Of Shadows, and the Talisman of Shadows, based on a variety Gold Bracelet, drops on Thanatos only.

  ii.   **UNDERLING ITEMS:** Cursed Earrings, based on variety Gold Earrings, Ring of the Lamiae, based on a variety Gold Ring, Bracelet of the Cacodemon, based on a variety Gold Bracelet, can drop from any non-boss mob in the Greek Underworld.

  iii.   **UNDERWORLD DECO ITEMS:** Dark Bone Table, Bone Throne, Fountain of Blood, Dragon Brazier, Mini Coffin, Hearthstone, Hellstone Obelisk, Shadow Spike, Shadow Crystal, Demon Statue, Shadow Box, Daisho of the Damned, Talisman of Fear, Talisman of Magic, Talisman of Protection, Talisman of War, Talisman of the Moon, Talisman of Flame, and Talisman of the Underworld, all drop from non-boss mobs. (additional items commented out were just never used)

  iv.   **UNDERWORLD SET:** Underworld Chest, based on a regular Plate Chest, Underworld Cloak, based on a regular Cloak, Underworld Shield, based on a regular Order Shield, are not actual "set pieces", but work together as a set.

[Type text]

p. MOBILES

    i. ARAE: Applies a curse to players every 2.5 minutes and paralyzes the player.

    ii. CACODEMON: Applies a curse to players every 15 minutes.

    iii. CARRION CRAWLER: Regains hits from nearby corpses.

    iv. CHARON: NPC collects Ritual Coins and allows players to pass into the Greek Underworld.

    v. DEATH HARPY: Harpy Screech commented out due to too many stat mods happening to players.

    vi. EPIALES: Applies a curse to players every 60 seconds.

    vii. FALLEN HERO: Applies a stat mod to players every 15 seconds.

    viii. KERES: Applies a stat mod to players every 5 minutes.

    ix. LAMIAE: Apply a freeze to pets and players 60 seconds.

    x. ONEIRI: Applies a curse to players every 60 seconds.

    xi. ONEIROI: Applies a curse to players every 60 seconds.

    xii. VENGEFUL CORPSE: Computes damage based on Hit Points.

    xiii. WICKED PRIEST: Mobs setup to drop the Ritual Coins that allow players to get into the Greek Underworld.

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H‍OLY G‍RAIL **53 E‍NTRIES** This expansion was released November 2011 and is divided into Parts, or "scenes".

q. **G‍UARD S‍PAWNER:** This spawner came with the expansion. It allows you to create a spawn setup with one of the spawn randomly getting a key linked to a door in that area. *(Holy Grail Questline->GuardSpawner folder)*

r. **P‍ART 1**

   i. **B‍EDEVERE:** Escortable.

   ii. **C‍OCONUT Q‍UEST:** Arrival at the Throne Room.

   iii. **F‍INE S‍TEED:** Used in the Coconut Quests.

   iv. **H‍OLY G‍RAIL Q‍UEST 1:** How to "Acquire a Horse".

   v. **H‍ORSE C‍OCONUTS:** Return to King Arthur to receive the quest reward.

   vi. **H‍ORSE C‍OCONUT 2:** Reward for returning a "Mighty Steed" to King Arthur.

s. **P‍ART 2**

   i. **D‍ENNIS THE P‍EASANT:** Escortable located in the fields outside Brit.

   ii. **D‍ENNIS T‍RIBUTE:** Return this with Dennis to the Throne Room.

   iii. **H‍OLY G‍RAIL Q‍UEST 2:** Bring Dennis to the Throne Room.

   iv. **M‍ANURE:** Reward for escorting Dennis to the Throne Room.

   v. **S‍MELLY P‍IG:** Aggressive pigs in the field with Dennis.

t. **P‍ART 3**

   i. **B‍LACK K‍NIGHT:** Located on a bridge NW of Destard in Trammel.

[Type text]

ii. **BLACK KNIGHT HELM:** Based on a regular Norse Helm, reward for completing The Black Knight quest.

iii. **BLACK KNIGHT STATUETTE:** Based on regular Vesper Collection Statuette, reward for completing The Black Knight quest.

iv. **HOLY GRAIL QUEST 3:** Kill The Black Knight.

u. **PART 4**

i. **A HERRING:** Part of the Knights Who Say 'Ni'! Quest.

ii. **A SHRUBBERY:** Reward for completing the Shrubbery Quest.

iii. **HOLY GRAIL QUEST 4:** Return to Arthur with a Herring.

iv. **NEE KNIGHT:** NPCs located south of Nox Tereg, blocking the path through.

v. **NEE LANDSCAPING ADDON:** Reward for completing the Shrubbery Quest.

vi. **NEE QUEST:** The Knights Who Say 'Ni'! demand a shrubbery!

v. **PART 5**

i. **ROUNDTABLE ESCORTS FOLDER**

1. **GRAIL TOKEN:** Reward for escorting a Roundtable Knight back to King Arthur.

2. **ROUNDTABLE KNIGHT:** Escortables to be brought to the Throne Room.

3. **ROUNDTABLE QUEST:** Locate a Knight of the Round Table and bring them to the Throne Room.

ii. **CASTLE ANTHRAX QUEST:** Kill 30 Castle Anthrax women.

iii. **CASTLE WOMEN:** 'Doctors' of Castle Anthrax.

[Type text]

iv. **DISPLAY NORTH ML:** Wooden display case, reward for completing the Castle Anthrax quest.

v. **FAKE GRAIL:** Rewarded after completing the quest at Castle Anthrax.

vi. **GALAHAD QUEST:** Escort Sir Galahad back to the Throne Room.

vii. **GALAHAD REPORT:** Rewarded for completing Galahad's quest and needed to complete Arthur's quest before seeking Tim the Enchanter.

viii. **HOLY GRAIL QUEST 5:** Escort 10 Round Table Knights to the Throne Room, rescue Sir Galahad, recover the Fake Grail.

w. Part 6

i. **BROTHER MAYNARD QUEST:** Escort Brother Maynard to the Throne Room.

ii. **HOLY GRAIL QUEST 6:** Seek out Brother Maynard in Empath Abby.

iii. **HOLY HAND GRENADE:** Reward for completing Brother Maynard quest, based on BaseConflagrationPotion.

iv. **HOLY HAND GRENADE 2:** Reward in the King's Satchel for completing the quest to bring Brother Maynard to the Throne Room, based on BaseConflagrationPotion.

x. PART 7

i. **BRIDGE OF DEATH SCROLL:** Reward for completing Tim the Enchanter quest. Scroll/map given to players to find the Bridge of Death.

ii. **HGRABBIT:** Based on BasePeerless, this boss can eat pets and summons!

iii. **HOLY GRAIL QUEST 7:** Seek out Tim the Enchanter, not far from Kirin's Passage.

iv. **TIM THE ENCHANTER QUEST:** Tim sends you to kill the Rabbit.

[Type text]

i.   PART 8

    i. **BLACK BEAST:** Must be killed to complete the final quest before returning to King Arthur. Located in the Lizard Passage in Ilshenar.

    ii. **BRIDGE ESCORT QUEST:** Take the Old man from scene 24 to the Throne Room.

    iii. **BRIDGE TOKEN:** Reward given for completing the Old man quest.

    iv. **COW BOLA:** Reward for completing the French Castle quest.

    v. **FRENCHMEN GUARDS:** Located inside the French Castle North of Twin Oaks in Ilshenar.

    vi. **HOLY GRAIL QUEST 8:** Kill the Black Beast of Aaaaarrrrrrgggghhh.

    vii. **KINGS CHEST:** Reward for completing the final quest after killing the Black Best of Aaaaarrrrrrgggghhh.

    viii. **KINGS SATCHEL:** Rewarded after retrieving Brother Maynard.

    ix. **TAUNTING FRENCHMEN QUEST:** Given by the Old man from scene 24 inside the French Castle, to kill 20 French Guards.

  x. **EXCALIBUR:** Chance to drop during the quest chain, based on BaseSword.

  xi. **KING ARTHUR'S CROWN:** Chance to drop during the quest chain, based on BaseArmor.

  xii. **MERLIN'S STAFF:** Chance to drop during the quest chain, based on a regular Black Staff.

  xiii. **ROBIN HOOD BOW:** Chance to drop during the quest chain, based on a regular Elven Composite Bow.

[Type text]

JONESY FORD **77** ENTRIES This homage to Indiana Jones ™ and the first three movies of the series, the Jonesy Ford expansion was released on December 2011 and includes three quest chains.

1. CASTLE BRUNWALD, GERMAN GALLEONS, SEA PLANE, TOMB OF TARKANA, KALI STATUE, GRAIL TEMPLE AND FORGOTTEN PYRAMID: Locations created and frozen for this expansion. *(Jonesy Ford->Addons folder)*

   ARTIFACT CRAFTING: Similar to Tram/Fel T-Hunting, but only for Tokuno. Artifact Maps have Forged Metals of Artifacts chests that have Blueprints for making Artifact Replicas with the crafting system.

   ARTIFACT MAP FOLDER:

   a. ARTIFACT.CFG: This houses all the locations to dig in Tokuno. Adding more locations means just adding more coordinates. *(When complete, copy to root Data folder and restart 'shard)*

   b. ARTIFACT MAP: Breakdown of the Artifact Map system, i.e. the settings.

   c. ARTIFACT MAP CHEST: Settings for the chest that spawns when digging.

   d. ARTIFACT MAP ITEM: The map that appears as loot that needs to be decoded.

   e. ARTIFACT MAP PROTECTION: This defines the region that contains each Artifact Map location, like no housing, enter and exit messages.

   SYSTEM ->ITEMS FOLDER:

   f. ARTY SATCHEL: Similar to the Reward Satchel, only this drops recipes for Artifact Crafting and a chance at a Transmogrifier.

   g. BASE ARTIFACT REPLICA CONTAINER: This sub-class was created to Artifact Container Replicas.

[Type text]

h. **STEALABLE REPLICAS:** Duplicates of Major Artifacts to be created as Replicas with Artifact Crafting. *(Add arties by following the same format.)*

i. **WRATH OF THE DRYAD REPLICA:** As a weapon, must be crafted as a BaseWeapon class, based on BaseStaff.

SYSTEM ->RESOURCES FOLDER:

j. **ARTY ORE:** Players can use amounts of their Gold pieces and create Artifact Ore. (Must be near a forge to smelt.)

SYSTEM->TOOLS FOLDER:

k. **GOLD SMELTER:** The Transmogrifier is used to access the Artifact Crafting system. Available in Forged Metals of Artifacts chests.

l. **BLUE PRINTS:** Two versions; 'an old, tattered blueprint' and 'an old, worn blueprint'. Both are available inside Forged Metals of Artifacts chests. Doubleclick one to combine them into a Master Blueprint. Doubleclick the Master Blueprint to earn an Arty Satchel.

m. **DEF ARTY CRAFT:** The Artifact Crafting System configuration, including recipe enums and crafting list.

2. **ITEMS**

a. **ARK:** Reward for completing the quest to return the Ark to the museum in Vesper. When activated, it changed itemID, and adds a StatMod to players within 2 yards, +25 to Int for 10 minutes.

b. **CHILD BRACELET:** Must be collected to complete the Palace of Gloom quest.

c. **ELDER LETTER:** Item received outside Zento that must be delivered to Northern Trinsic.

d. **FAKE STAFF MEDALLION:** Item players must recover during Thieves of the Ark quest.

[Type text]

e. **FORD LETTER:** Needed to complete the Final Journey quest chain.

f. **GOLDEN IDOL:** Needed to turn in to Shao in Zento.

g. **GRAIL DIARY:** Needed to turn into Melsa Jhelom.

h. **HOLY GRAIL DECO:** Reward for completing the quest to take Jonesy's father back to the office in Luna.

i. **JONESY ANTIDOTE:** Jonesy is poisoned by Shao and must drink the potion or die, the scene was designed that way. Players must drink the antidote.

j. **JONESY AXE:** Given by Jonesy to get inside the Forgotten Pyramid.

k. **JONESY LANTERN:** Given by Millie Scots and it is needed to allow players access into the Gloom Dungeon. The lantern is consumed on entry. If they recall out they have to abandon the quest.

l. **JONESY LETTER:** Given by Shao in Zento, and needed to turn in to Jonesy.

m. **JONESY WHIP:** Given outside the temple where the Golden Idol is located, Southeast of Trinsic.

n. **KILLING POISON:** Players must drink this "shot of sake" to move the quest forward. The antidote spawns right away.

o. **MARYANN NOTE:** Given by Jonesy to be delivered to Maryann in Buc's Den (Tram).

p. **MILLIE BRACELET:** Given by the Village Elder to be delivered to Millie Scot inside the Palace of Gloom in Nujel'm.

q. **QUEST ARK:** Needed to complete the Thieves of the Ark quest and to be delivered to Bradley in the Vesper Museum.

r. **QUEST STAFF MEDALLION:** Dropped as loot by Phat and Fouloch. Needs to be delivered to Jonesy to enter the Forgotten Pyramid.

[Type text]

s. **SANKARA STONES:** Needs to be delivered to the Village Elder to complete the quest the Palace of Gloom.

t. **SANKARA STONES DECO:** Reward for completing the Palace of Gloom quest. When activated inside a house, gives +25 Str bonus for 10 minutes.

u. **SHIELD RUBBING:** Given after discovering the Knight's Tomb underneath the Jhelom library**.** Needed to complete quest to escort Jonesy to the entrance to the Grail Temple on Fire Island.

v. **SHIPPING:** Book needed to complete Thieves quest from Maryann in Buc's Den.

w. **STAFF MEDALLION:** A wearable version of the Staff Medallion, with good stats. Jonesy takes it at the Forgotten Pyramid.

3. **MOBILES**

a. **ASP:** Large snake, using Coil bodyID with lethal Poison, blue/white.

a. **BIG MUGGEE:** Big burly Muggee Guard that might have fallen into a pit of grinding stones.

b. **CAPTIVE CHILD:** Child forced to mine in the dungeon. Collect their bracelets to free them. Needed to complete the Palace of Gloom quest.

c. **COPPERHEAD:** Large snake, using Coil bodyID with lethal poison, tan.

d. **FOULOCH:** Annoying NPC that ambushes the players on the way to the Forgotten Pyramid to steal the Staff Medallion.

e. **GERMAN:** Large soldiers aboard the German Galleons.

f. **GERMAN BIG:** Big burly German that is really, very strong.

g. **KING COBRA:** Large snake, using Coil bodyID with lethal poison, yellow/blue, found inside the Forgotten Pyramid.

[Type text]

h. **MOLAR HAM:** Boss that must be defeated to complete the Palace of Gloom quest.

i. **MOLAR HAM DECOY:** Ambushes the players inside the Gloom Dungeon, but flees before being killed.

j. **MUGGEE:** Tall, bushy bearded guards keeping the children busy mining.

k. **PHAT:** An NPC that stole the Staff Medallion from Maryann and players must recover it from him.

l. **PIT VIPER:** Tiny snake, using a small snake bodyID, found inside the Forgotten Pyramid.

m. **SHAO GUARD:** Ambushes the players upon returning to Zento with the Golden Idol and drinking the "shot of sake".

n. **STEVENS:** NPC that wants the Holy Grail more than anything else in the world.

o. **YELLOW RACER:** Tiny snake, using a small snake bodyID, found inside the Forgotten Pyramid.

4. **QUESTS->ARTIFACT MAP**

   a. **CRIMSON RAIDER:** Killable thieves for the Museum Retrieval Quest.

   b. **MUSEUM RETRIEVAL:** With this Talisman equipped, players can catch Crimson Raiders.

   c. **PICK POCKET ITEMS:** These are the items that must be retrieved from the Crimson Raiders.

   d. **SIMON THE ASSISTANT:** NPC that gives out the Museum Retrieval Quest and accept items to complete the quest and award an Artifact Map.

5. **TRICK COLUMN:** The Trick Column of Dexterity was the basis for the Ark of the Covenant Addon, but never used in-game.

[Type text]

S**LENDERMAN** **19 E****NTRIES** This tribute to the Slender urban myth introduced the first "cut scene" on UO-The Expanse. Players have to navigate around the special map to gather information about Slenderman before it catches them. Uses a lot of Xmlspawner support versus scripted code.

A**DDONS** **F****OLDER**

1. **S****LENDER** **M****AN:** The Slender Man itself! Pops up around the map and causes massive AoE damage to players nearby.

2. **S****LENDY** **B****ASE** **M****AP:** The main location players are running around in, gathering notes on Slender Man. Located in Felucca.

3. **S****LENDY** **C****OMPLETE:** The full Slender Man map in one file. *Drop Off-screen or crash client*!

4. **S****LENDY** **F****INAL** **S****CENE** **R****OOM:** The small map area where the final scene takes place if players have gathered all of the notes.

5. **S****LENDY** **F****OREST:** All the trees on the main map.

6. **S****LENDY** **F****OREST AND** **F****ENCES:** Fences were added to the Slendy Forest file to create this file.

7. **S****LENDY** **S****ILO:** Deco landmark location on the main Slender Man map.

8. **S****LENDY** **T****ANKER:** Deco landmark location on the main Slender Man map.

9. **S****LENDY** **W****AGON:** Deco landmark location on the main Slender Man map.

10. **S****LENDY** **W****OOD:** Deco landmark location on the main Slender Man map.

11. **S****LENDY** **Y****EW:** Large Yew trees on the main map.

[Type text]

ITEMS FOLDER

1. **SLENDER NOTE 1:** Small, rolled scroll players must collect around the map to complete the quest. Provides details about Slender Man.

2. **SLENDER NOTE 2:** Small, rolled scroll players must collect around the map to complete the quest. Provides details about Slender Man.

3. **SLENDER NOTE 3:** Small, rolled scroll players must collect around the map to complete the quest. Provides details about Slender Man.

4. **SLENDER NOTE 4:** Small, rolled scroll players must collect around the map to complete the quest. Provides details about Slender Man.

5. **SLENDER NOTE 5:** Small, rolled scroll players must collect around the map to complete the quest. Provides details about Slender Man.

6. **SLENDER NOTE 6:** Small, rolled scroll players must collect around the map to complete the quest. Provides details about Slender Man.

7. **SLENDER NOTE 7:** Small, rolled scroll players must collect around the map to complete the quest. Provides details about Slender Man.

8. **SLENDER NOTE 8:** Small, rolled scroll players must collect around the map to complete the quest. Provides details about Slender Man.

[Type text]

STAR WARS **219 ENTRIES** The largest of all expansions ever released, Star Wars™ became available on the 35th anniversary of the release of Star Wars™ IV: A New Hope. This expansion requires that certain player skills are capped, like Animal Taming. In-depth coverage of Force Powers, Lightsaber Crafting and Empowering are at the end of the Star Wars™ section.

1. **ADDONS FOLDER:**

   a. **SITH TEMPLE & TRAINING FACILITY, JEDI ACADEMY & TRAINING FACILITY, SITH VALLEY, NAGA SADOW, CRYSTAL CAVES, AND CAVE ENTRANCES:** All available construction pieces in the Addons folder. For all files in this folder - ***Drop Off-screen or crash client*****!** Constructs are very large!

   b. **HOVER BIKE EAST:** Built by Mog as deco. Faces East. (small addon)

   c. **HOVER BIKE WEST:** Built by Mog as deco. Faces West. (small addon)

   d. **HOVER BIKE NORTH:** Built by Mog as deco. Faces North. (small addon)

   e. **HOVER BIKE SOUTH:** Built by Mog as deco. Faces South. (small addon)

2. **BLASTERS FOLDER:**

   a. **BASE BLASTER:** Thanks to Tixu this class exists! This creates a traveling "laser beam" weapon.

   b. **BLASTER:** Two-handed weapon that requires ammo, based on Crossbow itemID.

   c. **BLASTER CARTRIDGE:** Blasters need these to fire.

   d. **BLASTER TRAINING TARGET:** Large target usable for "Blaster Training", which is Archery.

   e. **HEAVY BLASTER:** Based on Heavy Crossbow itemID and BaseBlaster.

   f. **LIGHT BLASTER:** Based on Crossbow itemID and BaseBlaster.

[Type text]

    g. **SEA BLASTER:** Based on Heavy Crossbow itemID and BaseBlaster.

    h. **SMALL BLASTER TRAINING TARGET:** Small circle target used for "Blaster Training", which is Archery.

    i. **SNOW BLASTER:** Based on Heavy Crossbow itemID and BaseBlaster.

    j. **SWAMP BLASTER:** Based on Heavy Crossbow itemID and BaseBlaster.

3. **HUTT QUEST** *(BY HAMMERHAND)*

    a. **TASSARINE THE HUTT:** NPC that players can get a gathering quest from.

    b. **TORN SCROLL:** Special item to turn in to Tassarine. Other items are just regular objects.

4. **ITEMS**

    a. **ARMORWEAVE CLADDING:** Quest item for Vader's Pieces.

    b. **DROID ACTUATORS:** Quest item for Vader's Pieces.

    c. **ENERGY CORE:** Quest item for Vader's Pieces.

    d. **MANDALORIAN CRUSHGAUNTS.** Quest item for Vader's Pieces.

    e. **PLASTOID GIRDLE:** Quest item for Vader's Pieces.

5. **LIGHTSABER CRAFTING**

    EMPOWER CRYSTALS *(DEEDS AS CRYSTALS)*

    a. **ALLYA'S EXILE CRYSTAL:** Hit Fireball, Resist Fire.

    b. **ALLYA'S REDEMPTION CRYSTAL:** Hit Poison Area, Resist Poison.

    c. **ANKARRES SAPPHIRE:** Swing Speed Increase, Damage Increase, Resist Cold.

[Type text]

d. **BAAS' WISDOM CRYSTAL:** Mana Regeneration, Hit Cold Area.

e. **BARAB ORE:** Hit Lightning, Hit Magic Arrow.

f. **BLACKWING CRYSTAL:** Mana Leech, Swing Speed Increase.

g. **BONDARA'S FOLLY CRYSTAL:** Life Leech, Hit Point Regeneration.

p. **BONDAR CRYSTAL:** Hit Fatigue, Hit Curse.

q. **DAMIND CRYSTAL:** Life Leech, Mana Leech.

r. **DAWN OF DAGOBAH:** Hit Poison Area, Lower Defense.

s. **YELLOW DRAGITE CRYSTAL:** Hit Lower Attack, Damage Increase.

t. **DURINDFIRE CRYSTAL:** Hit Harm, Hit Lower Attack.

u. **EMPOWERING CRYSTAL BAG:** Contains one of each Empowering Crystal.

v. **ERALAM CRYSTAL:** Damage Increase.

w. **GREEN ADEGAN CRYSTAL:** Hit Lower Attack, Cold Resist.

x. **HEART OF THE GUARDIAN:** Hit Point Regeneration, Stamina Regeneration.

y. **HURRIKAINE CRYSTAL:** Reflect Physical Damage, Damage Increase.

z. **IMPACT CRYSTAL:** Damage Increase.

aa. **JENRUAX CRYSTAL:** Swing Speed Increase.

bb. **KENOBI'S LEGACY:** Hit Magic Arrow, Stamina Regeneration, Healing.

cc. **KRAYT DRAGON PEARL:** Hit Fireball, Stamina Regeneration.

dd. **LAMBENT CRYSTAL:** Meditation, Focus.

ee. **LAVA CRYSTAL:** Hit Fire Area, Hit Fireball.

[Type text]

ff. **LIGNAN CRYSTAL:** Stamina leech, Hit Point Regeneration.

gg. **LORRIDIAN GEMSTONE:** Reflect Physical Damage, Hit Point Regeneration.

hh. **MANTLE OF THE FORCE:** Stamina Leech, Damage Increase.

ii. **MEDITATION CRYSTAL:** Mana Leech.

jj. **NEXTOR CRYSTAL:** Damage Increase, Hit Lower Defense.

kk. **PERMAFROST CRYSTAL:** Hit Cold Area.

ll. **PHOND CRYSTAL:** Damage Increase, Hit Fire Area.

mm. **QIXONI CRYSTAL:** Damage Increase, Swing Speed Increase.

nn. **RUBAT CRYSTAL:** Damage Increase.

oo. **RUSSAN CRYSTAL:** Meditation, Swing Speed Increase.

pp. **SAPITH CRYSTAL:** Damage Increase, Mana Leech.

qq. **SIGIL CRYSTAL:** Stamina Leech, Hit Point Regeneration, Swing Speed Increase.

rr. **SOLARI CRYSTAL:** Detecting Hidden Skill Bonus, Magery Skill Bonus.

ss. **STYGIUM CRYSTAL:** Stealth Skill Bonus, Damage increase.

tt. **SUNRIDER'S DESTINY:** Stamina Leech, Swing Speed Increase.

uu. **SYNTHETIC CRYSTAL:** Damage Increase, Swing Speed Increase.

vv. **CUNNING OF TYRANUS:** Hit Harm, Hit Magic Arrow.

ww. **ULRIC'S REDEMPTION:** Damage Increase, Stamina Regeneration.

xx. **ULTIMA-PEARL:** Hit Mana Drain, Hit Physical Area.

yy. **UPARI CRYSTAL:** Mana Leech, Hit Lower Defense, Stamina Regeneration.

[Type text]

zz. **Velmorite crystal:** Reflect Physical Damage, Damage Increase.

aaa. **Vexxtal crystal:** Hit Harm, Hit Poison Area.

bbb. **Windu's Guile:** Reflect Physical Damage, Damage Increase.

ccc. **Crystal Formation:** Template item for Crystal Harvesting for Lightsaber Crafting.

ddd. **DefForging**: Lightsaber Crafting System, with recipes.

eee. **Empowering Deed:** Template item for Empowering Crystals.

fff. **Exile Emblem:** Exiles must carry this token with them to be identified by Exile Agents.

ggg. **Exile Focusing Crystals Bag:** Only the Lightsaber crystals for Exiles will be in this bag.

hhh. **Focusing Crystal:** 45 different Focusing crystals for Lightsaber Crafting.

iii. **Fractured Focusing Crystal:** Quest item for Sith and Jedi Training.

jjj. **Jedi Focusing Crystals Bag:** Only Jedi Focusing Crystals will be in this bag.

kkk. **Lightsaber Bag:** Adds one of each Lightsaber into the bag.

lll. **Lightsaber Hilt:** Craftable piece that must be included with every Lightsaber build.

mmm. **Lightsaber Hilt Mold:** The tool needed to access Lightsaber Crafting.

nnn. **Powercell:** Craftable Piece that must be included with every Lightsaber build.

ooo. **Sith Focusing Crystals Bag:** Only Sith Focusing Crystals will be in this bag.

ppp. **Stabilizing Ring:** Craftable piece that must be included with every Lightsaber build.

[Type text]

6. **MONSTERS**

   DROIDS FOLDER (Tixu created the Blaster class, as well as the Droids, Rebels and Stormtroopers.)

   a. **BATTLEDROID:** First of its kind, these have shields! Based on Exodus Overseer bodyID (756, 0x2F4).

   b. **BATTLEDROID 2:** The second of its kind, also with shields and tougher! Based on Exodus Overseer bodyID (756, 0x2F4).

   c. **DROIDEKA:** The first of its kind , these have shields! Based on Exodus Minion bodyID (757, 0x2F5).

   d. **DROIDEKA 2:** The second of its kind, also with shield and tougher! Based on Exodus Minion bodyID (757, 0x2F5).

   e. **DROID GUN:** Based on BasedRanged, this is the preferred blaster for Droids.

   f. **DROID GUN 2:** Based on BasedRanged, this blaster does more damage than Droid Gun.

   g. **TRAINING REMOTE:** Based on Exodus Overseer bodyID (756, 0x2F4), this is a weak opponent for training, uses DroidGun.

   h. **TRAINING REMOTE 2:** Based on Exodus Overseer bodyID (756, 0x2F4), this is barely tougher than Training Remote, uses DroidGun.

   i. **TRAINING REMOTE 3:** Based on Exodus Overseer bodyID (756, 0x2F4), this is barely tougher than Training Remote 2, but uses DroidGun2.

   IMPERIALS FOLDER

   j. **PILOT TROOPER:** Based on human bodyID, these are similar to a Daemon, uses Light Blaster.

[Type text]

k. **SAND TROOPER:** Based on human bodyID, these are slightly tougher than a Daemon, uses Heavy Blaster.

l. **SCOUT TROOPER:** Based on human bodyID, these are similar to a Daemon, uses Light Blaster.

m. **SEA TROOPER:** Based on human bodyID, these are equal to a Balron Lord, uses Sea Blaster. *(Customs->Custom Mobiles->Balron Lord.cs)*

n. **SNOW TROOPER:** Based on human bodyID, these are equal to a Balron, uses Snow Blaster.

o. **STORM COMMANDO:** Based on human bodyID, these are similar to a Daemon, uses Heavy Blaster.

p. **STORM TROOPER:** Based on human bodyID, these are equal to a Daemon, uses Heavy Blaster.

q. **SEA TROOPER:** Based on human bodyID, these are equal to a Balron, uses Swamp Blaster.

REBELS FOLDER

r. **REBEL COMMANDO:** Based on human bodyID, these are about as tough as a Daemon, uses Heavy Blaster.

s. **REBEL DESERT SCOUT:** Based on human bodyID, these are slightly weaker than a Daemon, uses Heavy Blaster.

t. **REBEL PILOT:** Based on human bodyID, these are equal to a Daemon, uses Light Blaster.

u. **REBEL SCOUT:** Based on human bodyID, these are about equal to a Daemon, uses Light Blaster.

[Type text]

v. **REBEL SEA SCOUT:** Based on human bodyID, these are about equal to a Balron, uses Sea Blaster.

w. **REBEL SNOW COMMANDO:** Based on human bodyID, these are equal to a Balron, uses Snow Blaster.

x. **REBEL SWAMP COMMANDO:** Based on human bodyID, these are equal to a Balron Lord, uses Swamp Blaster. *(Customs->Custom Mobiles->Balron Lord.cs)*

y. **REBEL TROOPER:** Based on human bodyID, these are slightly tougher than a Daemon, uses Heavy Blaster.

SUMMONS FOLDER

z. **DARK GUARDIAN:** Based on the human bodyID, these are as tough as a Balron Lord and summoned via Force (Dark) Guardian. *(Customs->Custom Mobiles->Balron Lord.cs|| Customs->Custom Systems->ACC->Complete Spell System-> -=+ 03 Systems->Dark Force->Spells->DarkGuardianSpell.cs)*

aa. **DARK VORTEX:** Based on Unstable Vortex bodyID (573, 0x23D), these hit hard but are weak otherwise and summoned via Force (Dark) Vortex.(*Customs->Custom Systems->ACC->Complete Spell System-> -=+ 03 Systems->Dark Force->Spells->DarkVortexSpell.cs)*

bb. **JEDIAI:** used by Light Guardian to determine Actions in-game.

cc. **LIGHT GUARDIAN:** Based on the human bodyID, these are as tough as a Balron Lord and summoned via Force (Light) Guardian. *(Customs->Custom Mobiles->Balron Lord.cs|| Customs->Custom Systems->ACC->Complete Spell System-> -=+ 03 Systems->Light Force->Spells->LightGuardianSpell.cs)*

dd. **LIGHT VORTEX:** Based on Unstable Vortex bodyID (573, 0x23D), these hit hard, but are weak otherwise and summoned via Force (Light) Vortex. (*Customs->Custom Systems->ACC->Complete Spell System-> -=+ 03 Systems->Light Force->Spells->LightVortexSpell.cs)*

[Type text]

ee. **SITH AI:** Used by Dark Guardian to determine actions in-game.

ff. **ACKLAY:** Based on the Fleshrenderer bodyID (315, 0x13B), these are equal to an Ancient Wyrm.

gg. **AKK DOG:** Based on the Lava Lizard bodyID (206, 0xCE), these are similar to a Daemon.

hh. **ASYYYRIAK:** Based on the Skittering Hopper bodyID (302, 0x12E), these are similar to a Balron.

ii. **BANTHA:** Based on the Boura bodyID (715, 0x2CB), these are similar to a Balron Lord. *(Customs->Custom Mobiles->Balron Lord.cs)*

jj. **BARRI:** Based on the large snake bodyID (21, 0x15), these are strong like a Balron Lord, but weaker. *(Customs->Custom Mobiles->Balron Lord.cs)*

kk. **BLACKSTAR SYNDICATE:** Based on the human bodyID, these are strong like a Balron Lord, but weaker.

ll. **KRAYT DRAGON:** Based on the Serpentine dragon bodyID (103, 0x67), these are similar to Ancient Wyrms.

mm. **SITH MARUADER HOUND:** Based on the bodyID (1069, 0x42D), these are similar to a Balron.

ORES: this folder contains text files for each Crystal type that can be harvested. The text inside is read by the XmlAttachment to determine what is to be done in-game.

PEERLESS

ALTAR FOLDER

nn. **ALTAR:** Based on basket itemID (8315, 0x207B), this is the place where players deposit the keys to enter the Marka Ragnos Peerless. Positioned in Malas, inside the Tomb of Marka Ragnos.

[Type text]

KEY FOLDER

oo. **ACTIVATING ROD:** Based on the Wand itemID (3570, 0xDF2), this is a Peerless key for Marka Ragnos. Drops on Acklay2 inside Tomb of Marka Ragnos.

pp. **ANCIENT FOCUSING CRYSTAL:** Based on the Nox crystal itemID (3982, 0xF8E), this is a Peerless key for Marka Ragnos. Drops on Soul Wrench2 inside Tomb of Marka Ragnos.

qq. **ANCIENT HOLOCRON:** Based on the Book itemID (3834, 0xEFA), this is Peerless key for Marka Ragnos. Drops on the Ancient Lorekeeper2 inside Tomb of Marka Ragnos.

rr. **ANTIQUATED LIGHTSABER HILT:** Based on the Flax itemID (9812, 0x1A9C), this is Peerless key for Marka Ragnos. Drops on the Sith Marauder inside Tomb of Marka Ragnos.

ss. **CHARRED STABILIZING RING:** Based on the Gargish Ring itemID (16914, 0x4212), this is Peerless key for Marka Ragnos. Drops on Charnal Servant inside Tomb of Marka Ragnos.

tt. **MASTER KEY (SWKEY):** BasePeerless Key. Needed for every Peerless.

uu. **TATTERED SITH GRANDMASTER'S CLOAK:** Based on the Robe itemID (9859, 0x2683), this is Peerless key for Marka Ragnos. Drops on the Anointed One inside Tomb of Marka Ragnos.

MOBILES

vv. **ACKLAY 2:** Based on the Fleshrenderer bodyID (315, 0x13B), these are equal to an Ancient Wyrm. Only spawns inside Tomb of Marka Ragnos.

ww. **ANOINTED ONE (DISCIPLE OF RAGNOS):** Based on the human bodyID, these are similar to a Balron. Only spawns inside Tomb of Marka Ragnos.

[Type text]

xx. **CHARNAL SERVANT:** Based on the Fire Elemental bodyID (15, 0xF), these are similar to a Daemon. Only spawns in Tomb of Marka Ragnos.

yy. **COMBAT ARACHNID:** Based on the Dread Spider bodyID (20, 0x14), these are similar to a Balron. Only spawns in Tomb of Marka Ragnos.

zz. **INQUISITOR DROID:** Based on the Exodus Overseer bodyID (756, 0x2F4), these small droids are weak, but hit hard. Only spawns in Tomb of Marka Ragnos.

aaa. **SITH MARAUDER:** Based on the human bodyID, these Sith hit fairly hard and have average health. Only spawns in Tomb of Marka Ragnos.

bbb. **SOULWRENCH (OF KORRIBAN):** Based on the human bodyID, these hit hard and have average health. Only spawns in Tomb of Marka Ragnos.

ccc. **TALOREAN BRAINWORM:** Based on bodyID (732, 0x2DC), these hit very hard, but are weak otherwise. Only spawns in Tomb of Marks Ragnos.

ddd. **TORTURED LOREKEEPER:** Based on bodyID (740, 0x2E4), these are similar to a Daemon. Only spawns in Tomb of Marka Ragnos.

eee. **ELECTRIC FLOOR REGION:** Based on the Mondain Damaging Region, this is only in Tomb of Marka Ragnos.

fff. **MARKA GAUNTLETS (GAUNTLETS OF MARKA RAGNOS):** Based on regular Plate Gloves. Chance to drop after killing Marka Ragnos, as Peerless Loot.

ggg. **MARKA RAGNOS:** Based on bodyID (713, 0x2C9), this is the Peerless Boss for Tomb of Marka Ragnos. Can hit hard, Tons of Health.

hhh. **MARKA SKULL:** Based on head itemID (8785, 0x2551), this is a quest item. Chance to drop on Marka Ragnos.

iii. **SITH HOUND IMPRISONED IN CRYSTAL:** Based on ImprisonedMobs, only drops on Marka Ragnos and summons a Sith hound.

[Type text]

jjj. **SITH REVENANT:** Based on bodyID (721, 0x2D1), these have a stat mod against players and hit fairly hard, but with lower health. Only spawns from Marka Ragnos, as a Helper.

QUESTS FOLDER

SITH FOLDER

DARTH MAUL FOLDER

kkk.   **DARTH MAUL:** Based on itemID (7360, 0x1CC0), this item represents Darth Maul after the battle with Kenobi and the quest is to recover his legs.

lll. **DMLEGS (DARTH MAUL'S LEGS):** Based on itemID (7381, 0x1CC1), these are needed for the quest to recover Darth Maul's legs.

mmm.   **ACKLAYSILK:** Based on Cotton itemID (3567, 0xDEF), this is needed as part of the quest "Emperor's Clothes" given by Milva inside the Sith Temple in Malas.

nnn. **EXILE CLOAK:** Based on Cloak itemID (5397, 0x1515), this is the typical Cloak a Jedi Exile must wear. Exile hue (1627, 0x65B).

ooo. **EXILE ROBE:** Based on Robe itemID (9859, 0x2683), this is the typical Robe a Jedi Exile must wear. Exile hue (1627, 0x65B).

ppp. **EXILEPICK:** Based on a regular Pick Axe, this detects karma only for Jedi Exiles to use for Focusing crystal Harvesting. Acquired as a quest item from the Exile camp in Umbra. Destroyed upon successful harvest of Focusing crystal type.

qqq. **EXILETELE:** Based on regular Teleporter itemID (7107, 0x1BC3), performs Karma check *and* Title check to allow *only* Exiles (neutral Karma, the Jedi Exile) to pass.

rrr.   **FASTFEET:** Unused, but allows for footwear with Fast Movement.

sss.   **JEDI CLOAK:** Based on Cloak itemID (5397, 0x1515), this is the typical Cloak a Jedi must wear. Jedi hue (1821, 0x71D).

[Type text]

ttt.   **JEDI MASTER CLOAK:** Based on the Cloak itemID (5397, 0x1515), this is awarded to players upon completing their Jedi Training. Jedi hue (1819, 0x71D).

uuu. **JEDI MASTER ROBE:** Based on the Robe itemID (9859, 0x2683), this is awarded to players upon completing their Jedi Training. Jedi hue (1819, 0x71D).

vvv. **JEDI ROBE:** Based on Robe itemID (9859, 0x2683), this is the typical Robe a Jedi must wear. Jedi hue (1821, 0x71D).

www.   **JEDIGATE:** Based on itemID (8148, 0x1FD4), this gate sets the character's skills in order to use the Star Wars expansion by being a Jedi, Sith, or Exile.

xxx. **JEDIPICK:** Based on a regular Pick Axe, this detects karma only for Jedi to use for Focusing crystal Harvesting. Acquired as a quest item from Master Cambur located on the first floor of the Jedi Academy. Destroyed upon successful harvest of Focusing crystal type.

yyy. **JEDITELE:** Based on regular Teleporter itemID (7107, 0x1BC3), performs Karma check *and* Title check to allow *only* Jedi (positive Karma, the Jedi Padawan/Master/Consular/Knight/Sentinal) to pass.

LIGHTSABER (BLUE) *itemID (3934, 0xF5E) Hues: 1100 (0x44C), 2909 (0xB5D), 2471 (0x9A7), 1556 (0x614)*

a.   **ANKARRES CRYSTAL LIGHTSABER:** +5 HP Regen, +15% WeapSpeed, +10 Healing Skill.

b.   **BAAS WISDOM CRYSTAL LIGHTSABER:** 40% Hit Cold Area, +4 Mana Regen.

c.   **KENOBI'S LEGACY CRYSTAL LIGHTSABER:** 15% Hit Magic Arrow, +2 Stamina Regen.

d.   **KRAYT DRAGON PEARL LIGHTSABER:** +35% Damage Increase, 25% Hit Fireball.

[Type text]

e.   **PERMAFROST CRYSTAL LIGHTSABER:** +50% Damage Increase, 75% Hit Cold Area.

f. **UPARI CRYSTAL LIGHTSABER:** +10% Hit Lower Defense, +40% Mana Leech

LIGHTSABER (BROWN) *itemID (3934, 0xF5E) Hues: 1867 (0x74B), 2110 (0x83E)*

g.   **ULRIC'S REDEMPTION LIGHTSABER:** +55% Damage Increase, +55% Hit Life Leech, +5 Stamina Regen.

h.   **VEXXTAL CRYSTAL LIGHTSABER:** +50% Hit Harm, +100% Life Leech, +50% Hit Poison Area, +4 Stamina Regen, +4 Hit Point Regen.

LIGHTSABER (CYAN) *itemID (3934, 0xF5E) Hues: 1173 (0x495), 1366 (0x556), 1391 (0x56F), 2908 (0xB5C)*

i. **MANTLE OF THE FORCE LIGHTSABER:** +32% Damage Increase, +61% Hit Life Leech, +85% Hit Stamina Leech, +5 Stamina Regen, +38% Swing Speed Increase.

j. **MEDITATION CRYSTAL LIGHTSABER:** +5 Magery Skill, +58% Hit Life Leech, +37% Hit Mana Leech, +54% Hit Stamina Leech.

LIGHTSABER (GRAY) *itemID (3934, 0xF5E) Hues: 1102 (0x44E), 1151 (0x47F), 1154 (0x482), 1301 (0x515)*

k.   **BLACKWING CRYSTAL LIGHTSABER:** +25% Hit Life Leech, +25% Hit Mana Leech, +25% Hit Stamina Leech, +50% Swing Speed Increase.

l. **LIGNAN CRYSTAL LIGHTSABER:** +80% Damage Increase, +50% Hit Life Leech, +50% Hit Mana Leech, +50% Hit Stamina Leech, +5 Hit Point Regen, +45% Swing Speed Increase.

m.   **STYGIUM CRYSTAL LIGHTSABER:** +25 Hiding Skill, +15 Damage Increase.

[Type text]

LIGHTSABER (GREEN) *itemID (3934, 0xF5E) Hues: 1466 (0x5BA), 1486 (0x5CE), 1491 (0x5D3), 1075 (0x433)*

    n.   **GREEN ADEGAN CRYSTAL LIGHTSABER:** +15% Cold Resist, +35% Damage Increase, +40% Hit Lower Attack.

    o.   **ALLYA'S REDEMPTION CRYSTAL LIGHTSABER:** +80% Poison Resist, +60% Damage Increase, +15% Hit Lower Defense, +75% Hit Poison Area, +25% Swing Speed Increase.

    p.   **BONDARA'S FOLLY CRYSTAL LIGHTSABER:** +75% Damage Increase, +45% Swing Speed Increase.

    q.   **DAWN OF DAGOBAH CRYSTAL LIGHTSABER:** +100% Poison Resist, +75% Damage Increase, +50% Hit Life Leech, +25% Hit Lower Defense, +80% Hit Poison Area, +45% Swing Speed Increase.

    r. **SUNRIDER'S DESTINY CRYSTAL LIGHTSABER:** +50% Damage Increase, +100% Hit Stamina Leech, +4 Stamina Regen, +30% Swing Speed Increase.

LIGHTSABER (ORANGE) *itemID (3934, 0xF5E) Hues: 1161 (0x489), 1259 (0x4EB), 1358 (0x54E), 2907 (0xB5B)*

    s.   **LAMBENT CRYSTAL LIGHTSABER:** +20 Detecting Hidden Skill.

    t. **LAVA CRYSTAL LIGHTSABER:** +5% Damage Increase, +15% Hit Fire Area, +15% Hit Fireball.

    u.   **SOLARI CRYSTAL LIGHTSABER:** +20 Magery Skill.

    v.   **VELMORITE CRYSTAL LIGHTSABER:** +45% Damage Increase, +25% Reflect Physical Damage, +50% Swing Speed Increase.

[Type text]

LIGHTSABER (PINK) *itemID (3934, 0xF5E) Hues: 1168 (0x490), 1398 (0x576), 1468 (0x5BC), 2906 (0xB5A)*

w.   **DAMIND CRYSTAL LIGHTSABER:** +20% Hit Life Leech, +20% Hit Mana Leech, +20% Hit Stamina Leech.

x.   **LORRIDAN GEMSTONE LIGHTSABER:** +9% Reflect Physical Damage, +6 Hit Point Regen.

y.   **RUUSAN CRYSTAL LIGHTSABER:** +25 Focus Skill, +10% Damage Increase, +50% Swing Speed Increase.

LIGHTSABER (PURPLE) *itemID (3934, 0xF5E) Hues: 14 (0xE), 1277 (0x4FD)*

z.   **HURRIKAINE CRYSTAL LIGHTSABER:** +60% Damage Increase, +85% Hit Life Leech, +20% Reflect Physical Damage, +5 Stamin Regen, +45% Swing Speed Increase.

aa.   **WINDU'S GUILE CRYSTAL LIGHTSABER:** +75% Damage Increase, +100% Hit Life Leech, +22% Reflect Physical Damage, +7 Stamina Regen, +55% Swing Speed Increase.

LIGHTSABER (RED) *itemID (3934, 0xF5E) Hues: 39 (0x27), 233 (0xE9), 1172 (0x494), 2910 (0xB5E)*

bb.   **BONDAR CRYSTAL LIGHTSABER:** +10% Hit Harm, +10% Hit Lower Attack, +10% Hit Lower Defense.

cc.   **ALLYA'S EXILE CRYSTAL LIGHTSABER:** +100% Fire Resist, +50% Damage Increase, +50% Hit Fire Area, +50% Hit Fireball, +30% Swing Speed Increase.

dd.   **CUNNING OF TYRANUS CRYSTAL LIGHTSABER:** +25% Damage Increase, +10% Hit Harm, +25% Hit Lightning, +10% Hit Magic Arrow.

[Type text]

ee.   **PHOND CRYSTAL LIGHTSABER:** +5% Damage Increase, +15% Hit Fire Area, +15% Hit Fireball.

ff.   **QIXONI CRYSTAL LIGHTSABER:** +65% Damage Increase, +45% Swing Speed Increase.

gg.   **SIGIL CRYSTAL LIGHTSABER:** +50% Damage Increase, +15% Hit Life Leech, +15% Hit Mana Leech, +15% Hit Stamina Leech, +2 Mana Regen, +2 Stamina Regen, +2 Hit Point Regen, +30% Swing Speed Increase.

hh.   **SYNTHETIC CRYSTAL LIGHTSABER:** +100% Damage Increase, +55% Swing Speed Increase.

LIGHTSABER (WHITE) *itemID (3934, 0xF5E) Hues: 1001 (0x3E9), 1150 (0x47E), 1153 (0x481), 2955 (0xB8B)*

ii.   **BARAB ORE CRYSTAL LIGHTSABER:** +50% Damage Increase, +15% Hit Energy Area, +15% Hit Lightning, 100% Energy Damage, +10% Hit Magic Arrow.

jj.   **DURINDFIRE CRYSTAL LIGHTSABER:** +50% Hit Harm, +40% Hit Lower Attack, +15% Hit Lower Defense, +10% Hit Stamina Leech.

kk.   **ERALAM CRYSTAL LIGHTSABER:** +60% Damage Increase, +15% Hit Lower Attack, +35% Swing Speed Increase, +100% Direct Damage.

ll.   **NEXTOR CRYSTAL LIGHTSABER:** +90% Damage Increase, +65% Hit Lower Attack, +15% Hit Lower Defense, +25% Swing Speed Increase, 50% Direct Damage, 50% Physical Damage.

mm.   **JENRUAX CRYSTAL LIGHTSABER:** +20% Damage Increase, +15% Hit Energy Area, 100% Physical Damage.

nn.   **RUBAT CRYSTAL LIGHTSABER:** +50% Damage Increase, +90% Swing Speed Increase, 35% Physical Damage, 30% Energy Damage, 35% Direct Damage.

[Type text]

oo. **SAPITH CRYSTAL LIGHTSABER:** +75% Damage Increase, +10% Hit Mana Leech, +5 Stamina Regen, +50% Swing Speed Increase. 50% Physical Damage, 50% Energy Damage.

pp. **ULTIMA-PEARL LIGHTSABER:** +25% Hit Mana Drain, +35% Hit Lower Attack, +25% Hit Lower Defense, +100% Hit Physical Area, 50% Physical Damage, 50% Energy Damage.

LIGHTSABER (YELLOW) *itemID (3934, 0xF5E) Hues: 1081 (0x439), 1169 (0x491), 1281 (0x501), 2911 (0xB5F)*

qq. **YELLOW DRAGITE CRYSTAL LIGHTSABER:** +15% Cold Resist, +35% Damage Increase, +40% Hit Lower Attack, 50% Physical Damage, 20% Chaos Damage, 30% Direct Damage.

rr. **HEART OF THE GUARDIAN LIGHTSABER:** +70% Damage Increase, +100% Hit Life Leech, +2 Stamina Regen, +3 Hit Point Regen, +65% Swing Speed Increase, 50% Physical Damage, 50% Direct Damage.

ss. **IMPACT CRYSTAL LIGHTSABER:** +75% Damage Increase, +25% Swing Speed Increase, 100% Direct Damage.

LIGHTSABER (BASESWORD): *itemID (3986, 0x0F92)*. Primary – Crushing Blow, Secondary – Riding Swipe, 100+ Intelligence Requirement, 25-40 Damage, 40 AoS Speed, 2.25 ML Speed, 5-29 Old Damage, 0x237 HitSound, 0x23A MissSound, Indestructible 0 Min, 0 Max Hits, Spellchanneling, Blessed, TwoHanded, *all Lightsabers become bound to their owners when equipped*, Engraved name changes on equip.

tt. **PADAWAN LIGHTSABER:** *Hue: 94 (0x5E)*, +15% Cold Resist, ++2 Mana Regen, +2 Hit Point Regen, +5% Swing Speed Increase, 100% Physical Damage.

[Type text]

uu.   **Sɪᴛʜ Aᴘᴘʀᴇɴᴛɪᴄᴇ Lɪɢʜᴛsᴀʙᴇʀ:** *Hue: 37 (0x25)*, +15% Cold Resist, ++2 Mana Regen, +2 Hit Point Regen, +5% Swing Speed Increase, 100% Physical Damage.

zzz.   **Sʜᴀʀᴅ Aɴɴᴏᴜɴᴄᴇʀ:** NPC used to get the player's attention. Can provide a GUMP when clicked. Basically a Carnival Barker.**Sɪᴛʜ Cʟᴏᴀᴋ:** Based on regular Cloak itemID (5397, 0x1515), binds to owner when equipped, +10 Meditation Skill, +10 Focus Skill, Karma check for Sith Apprentices only.**Sɪᴛʜ Dᴏᴜʙʟᴇ Lɪɢʜᴛsᴀʙᴇʀ:** Based on BaseSword itemID (9919, 0x26BF), binds to owner when equipped, Primary – Double Strike, Secondary – Infectious Strike, 100+ Intelligence Requirement, 25-40 Damage, 40 AoS Speed, 2.25 ML Speed, 5-29 Old Damage, 0x237 HitSound, 0x23A MissSound, Indestructible 0 Min, 0 Max Hits, Spellchanneling, Blessed, TwoHanded.**Sɪᴛʜ Lɪɢʜᴛsᴀʙᴇʀ:** Based on BaseSword itemID (9919, 0xF5E), binds to owner when equipped, Primary – Double Strike, Secondary – Infectious Strike, 100+ Intelligence Requirement, 25-40 Damage, 40 AoS Speed, 2.25 ML Speed, 5-29 Old Damage, 0x237 HitSound, 0x23A MissSound, Indestructible 0 Min, 0 Max Hits, Spellchanneling, Blessed, TwoHanded.**Sɪᴛʜ Lᴏʀᴅ Cʟᴏᴀᴋ:** Based on regular Cloak itemID (5397, 0x1515), binds to owner when equipped, +10 Meditation Skill, +10 Focus Skill, Karma check for Sith Lords only, Cannot be Dyed.**Sɪᴛʜ Lᴏʀᴅ Rᴏʙᴇ:** Based on regular Robe itemID (9859, 0x2683), binds to owner when equipped, Hood can be raised and lowered with Doubleclick, Karma check for Sith Lords only, Cannot be Dyed.**Sɪᴛʜ Rᴏʙᴇ:** Based on regular Robe itemID (9859, 0x2683), binds to owner when equipped, Hood can be raised and lowered with Doubleclick, Karma check for Sith Apprentices only, Cannot be Dyed.

gggg.   **SITHPICK:** Based on regular BaseAxe itemID (3718, 0xE86),Uses Remaining is overridden by an XmlUse attached by the Sith Lord Abraxis inside the Sith Temple Lightsaber area. *Item is only given out by the NPCs and only used for harvesting Focusing Crystals for Lightsaber Crafting.***SITHTELE:** Based on regular Teleporter itemID (7107, 0x1BC3), performs Karma check *and* Title check to allow *only* Sith (negative Karma, the Sith Apprentice/Lord) to pass.**STAR WARS GATE:** Based on regular Moongate itemID (3948, 0xF6C), *alters character Stats, Skills, and Skill Caps*. Originally used to alter characters wishing to play as a Star Wars™ class, replaced by JediTele, SithTele, ExileTele.**STARWARSSYSTEM2:** Contains the Karma gump Star Wars character see while using Force Powers.**STARWARSTELE:** Based on regular Teleporter itemID (7107, 0x1BC3), performs Karma check *and* Title check to allow *only* Star Wars characters(positive/neutral/negative Karma, the Jedi Padawan/Master/Consular/Knight/Sentinal, the Jedi Exile, the Sith Apprentice/Lord) to pass.

VAMPIRES AND WEREWOLVES 211 ENTRIES Originally just Vampire players biting other players, this expansion brought in two new playable classes; Vampire and Werewolf, along with a new Pit Fighting Arena versus Werewolves that players could gamble against (that actually introduced gambling across the 'shard, whereas before it was limited to the casino). Character buffs were added and the Sunlight Damage to Vampires was removed, as the Time System changes from Light to Dark much faster than real time. Two new boss fights were introduced, one for each class, which were handled similar to a Peerless, with players needing keys to enter the Boss's Lair.

1. **ADDONS: DROP ALL CONSTRUCTS OFF-SCREEN DUE TO SIZE**

    a. **VAMPLORDPORTALAREAADDON:** This build is the entire Vampire Lord Boss Lair, made to look like an old cave behind a monastery.

    b. **WOLFANDSWORDADDON:** This build is almost all of the Wolf and Sword Pit Fighting Arena, only missing the Trapdoor that was made into a separate addon (see next entry).

    c. **WOLFANDSWORDTRAPDOORADDON:** This is the Trapdoor that goes inside the Wolf and Sword building, but it is not very large and can be dropped on the same screen.

    d. **WOLFBOSSDENADDON:** This build is the whole Werewolf Boss Lair, made to look like part of the Britannia sewers.

2. **BOSS SYSTEM:**

    a. **BASEEXPANSEBOSS:** This script introduced a new sub-class that is meant to handle custom drops for Powerscrolls not in Felucca, but not to give Artifacts.

    b. **BASESPECIALPOTION:** This sub-class of BasePotion was created specifically for the "Holy Water Bomb" to be used against the Vampire Lord.

[Type text]

c. **FRESHGARLIC:** Based on itemID (3182, 0xC6E), *Non-resource quest item.* Players need to collect Fresh Garlic as one of the ingredients for the Silver Stake (Unblessed) in Carpentry and the Holy Water Bomb in Alchemy.

d. **HOLYWATER(BOMB):** Based on itemID (3839, 0xEFF), Hue 1160 (0x488), Craftable from Alchemy, with Holy Water being a main ingredient, along with a Bottle and Fresh Garlic. *The Holy Water Bomb is used against the Vampire Lord as a Greater Explosion potion.*

e. **HOLYWATERUNBLESSED:** Based on itemID (3854, 0xF0E), Hue 1295 (0x50F) An ingredient needed to make the Holy Water Bomb with Alchemy. Players must travel to the Grail Temple on Fire Island and go to the font inside the Grail Room after crafting an Unblessed Silver Stake*.*

f. **SILVERINGOT:** Based on regular ingots (7139, 0x1BE3), Hue 2955 (0xB8B), These are an ingredient needed for the Silver Stake Unblessed. Smelted from Silver Ore on any forge.

g. **SILVERORE:** Based on itemID (6584, 0x19B8), Hue 2955 (0xB8B), *Non-resource quest item*, to be smelted into Silver Ingots for the Silver Stake Unblessed. Can be found near the Solen Matriarchs in Trammel and Felucca*.*

h. **SILVERSTAKE:** Based on itemID (5123, 0x1403) Hue 2036 (0x7F4), *Non-resource quest item.* This weapon is given after players visit the font inside the Grail Room that is inside the Grail Temple on Fire Island, after crafting the Silver Stake Unblessed*.*

i. **SILVERSTAKEUNBLESSED:** Based on itemID (5123, 0x1403) Hue 2028 (0x7EC), *Non-resource quest item.* This weapon is crafted with Carpentry and is modified into the Silver Stake after visiting the font inside the Grail Room that is inside the Grail Temple on Fire Island*.*

[Type text]

TALISMANS:

     i. **VAMPIRETALISMAN:** Based on itemID (12120, 0x2F58) Hue 1169 (0x491), *Quest Reward from Professor Von Melling.* Provides protection against Vampires +10%.

    ii. **WEREWOLFTALISMAN:** Based on itemID (12120, 0x2F58) Hue 2036 (0x7F4), *Quest Reward from Professor Von Melling.* Provides protection against Werewolves +10%.

j. **VAMPGATE:** Based on regular Moongate (3948, 0xF6C) Hue 1194 (0x4AA), After gathering the ingredients for Von Melling, players are reward with a Vampire Tome. When doubleclicked, it opens a gate to the Vampire Lord's Lair. This is the only way for players to access the boss.

k. **VAMPIRELORDAI:** Based on BaseAI, this code was written for the Vampire Lord and uses Necromancy spells to attack and heal.

l. **VAMPIREMASTERBOSS:** Based on BaseExpanseBoss, bodyID 400 (0x190), RandomSkinHue, RandomDyedHue for Speech, Kills 666, full Vamp gear equipped. Summons creatures to kill and heal. Teleports the player closer.

m. **VAMPTOME:** Based on itemID (2706, 0xA92) Hue 1194 (0x4AA), This is a reward item from Von Melling. Players doubleclick this to create a VampGate and the tome is destroyed.

n. **WEREWOLFAI:** Based on BaseAI, this code was written to be used by Werewolf NPCs, but has not been fully developed.

o. **WEREWOLFGATE:** Based on regular Moongate (8148, 0x1FD4) Hue 1194 (0x4AA), After gathering the ingredients for Von Melling, players are reward with a Werewolf Tome. When doubleclicked, it opens a gate to the Werewolf Boss's Lair. This is the only way for players to access the boss.

[Type text]

p. **WEREWOLFLORDAI:** Based on BaseAI, this code was written for the Werewolf Boss and uses Necromancy and Magery spells to attack and heal.

q. **WEREWOLFTOME:** Based on itemID (2706, 0xA92) Hue 1194 (0x4AA), This is a reward item from Von Melling. Players doubleclick this to create a WerewolfGate and the tome is destroyed.

3. **NPCS:**

BASEVAMPIRE:

i. **BASEVAMPIRE**: Based on BaseCreature. These are the settings players inherit when they become a Vampire.

ii. **BASEWEREWOLF**: Based on BaseCreature. These are the settings players inherit when they become a Werewolf.

b. **GHOSTFORMVAMPIRE:** Based on BaseVampire bodyValue 26 (0x1A), Hue 16385 (0x4001). This mob will re-animate human corpses in the immediate area, including player corpses by spawning a new Vampire (this can be changed to spawn any of the Vampire or Werewolf types). (** Caution has the ability to delete player corpses and their gear if it remained on the corpse upon death, but code is commented to prevent this.)

c. **GHOSTLYSTEED:** Based on BaseCreature bodyValue (178, 0xB2) Hue 23001 (0x59D9), This mob will attack everyone except Vampires.

d. **VAMPIRE:** Based on BaseCreature bodyValue (401, 0x191) Hue 1150 (0x47E), The weakest of the Vampire types.

e. **VAMPIRE0:** Based on BaseCreature bodyValue (401, 0x191) Hue RandomSkinHue, Slightly stronger than a regular Vampire.

f. **VAMPIRE1 - FLEDGLING:** Based on BaseCreature bodyValue (401, 0x191) Hue RandomSkinHue, Slightly stronger than a Vampire0.

[Type text]

g. **VAMPIRE2:** Based on BaseCreature bodyValue (401, 0x191) Hue RandomSkinHue, Slightly stronger than a Vampire1.

h. **VAMPIRE3 - ELDER:** Based on BaseCreature bodyValue (401, 0x191) Hue RandomSkinHue, Slightly stronger than a Vampire2.

i. **VAMPIRE4 - PATRICIAN:** Based on BaseCreature bodyValue (401, 0x191) Hue RandomSkinHue, Slightly stronger than a Vampire3.

j. **VAMPIRE5 - ANCIENT:** Based on BaseCreature bodyValue (401, 0x191) Hue RandomSkinHue, Slightly stronger than a Vampire4.

k. **VAMPIREARCHMAGE:** Based on BaseVampire bodyValue (401, 0x191) Hue 33918 (0x847E), Slightly stronger than a Vampire.

l. **VAMPIREDEATHKNIGHT:** Based on BaseVampire bodyValue (401, 0x191) Hue 33918 (0x847E), Mounted, Slightly stronger than a Vampire.

m. **VAMPIREKING:** Based on BaseVampire bodyValue (401, 0x191) Hue 33918 (0x847E), Slightly stronger than a Vampire1.

n. **VAMPIRELORD:** Based on BaseVampire bodyValue (401, 0x191) Hue 33918 (0x847E), Slightly stronger than a Vampire1.

o. **VAMPIREQUEST:** Based on MondainQuester bodyValue (400, 0x190) Hue 33918 (0x847E), QuestGiver "Innocent's Head Quest".

p. **VAMPIRESLAYER:** Based on BaseVampire bodyValue (400, 0x190) Hue RandomSkinHue, x2 damage to Vampires.

q. **VAMPIRESUMMONER:** Based on BaseVampire bodyValue (400, 0x190) Hue 33918 (0x847E), Slightly stronger than a Vampire1, Summons GhostFormVampire.

r. **WEREWOLF0:** Based on BaseCreature, bodyValue 23 (0x17) *MORPH* bodyValue (400/401, 0x190/0x191) Hue RandomSkinHue, Morphs when wolf-form is killed off and players must kill the human form.

[Type text]

s. **WEREWOLF1 - FLEDGLING:** Based on BaseCreature, bodyValue 23 (0x17) *MORPH* bodyValue (400/401, 0x190/0x191) Hue RandomSkinHue, Morphs when wolf-form is killed off and players must kill the human form, Slightly stronger than a Werewolf0.

t. **WEREWOLF2:** Based on BaseCreature, bodyValue 23 (0x17) *MORPH* bodyValue (400/401, 0x190/0x191) Hue RandomSkinHue, Morphs when wolf-form is killed off and players must kill the human form, Slightly stronger than a Werewolf1.

u. **WEREWOLF3 - ELDER:** Based on BaseCreature, bodyValue 23 (0x17) *MORPH* bodyValue (400/401, 0x190/0x191) Hue RandomSkinHue, Morphs when wolf-form is killed off and players must kill the human form, Slightly stronger than a Werewolf2.

v. **WEREWOLF4 – PATRICIAN:** Based on BaseCreature, bodyValue 23 (0x17) *MORPH* bodyValue (400/401, 0x190/0x191) Hue RandomSkinHue, Morphs when wolf-form is killed off and players must kill the human form, Slightly stronger than a Werewolf3.

w. **WEREWOLF5 - ANCIENT:** Based on BaseCreature, bodyValue 23 (0x17) *MORPH* bodyValue (400/401, 0x190/0x191) Hue RandomSkinHue, Morphs when wolf-form is killed off and players must kill the human form, Slightly stronger than a Werewolf4.

x. **WEREWOLFQUEST:** Based on MondainQuester bodyValue (400, 0x190) Hue 33918 (0x847E), QuestGiver "Innocent's Torso Quest".

4. **VAMPIRE ITEMS**

a. **ANCIENTROBE:** Based on BaseOuterTorso itemID 9859, (0x2683) Hue 37 (0x25), Cannot be dyed, +25 Hits, +25 Mana, +25 Stam, +5 Str, +5 Dex, +5 Int, Less than 5% chance to drop and be movable.

[Type text]

b. **ARMOROFTHEVAMPIRES:** Based on BoneArmor itemID 5199 (0x144F) Hue 1194 (0x4AA), +10 Hits, +15% Defense Chance, +20% Reflect Physical Damage, +2 Regen Hits, +5 Str Bonus.

c. **BLADEOFTHEVAMPIRES:** Based on Longsword itemID 3937 (0xF61) Hue 1194 (0x4AA), +20% Hit Harm, +50% Hit Leech Hits, +15% Attack Chance, +Spellchanneling.

d. **BLOODWINE (ARCHIVE FILE):** Based on itemID 2459 (0x99B) Hue 37 (0x25), This script was kept as a reference for the Stat/Skill cap changes and the spell effects. No check to prevent the Stat/Skill Cap from continuing to increase with each use.

BLOODYCLOTHING *Hue 37 (0x4AA), Name "Blood Stained Clothing", None of these items can be dyed any color except "Black"*. Mainly used to dress NPC Vampires, with a droprate percent chance to *not* be movable.

e. **BLOODYHALFAPRON:** Based on BaseWaist itemID 5435 (0x153B).

f. **BLOODYOBI:** Based on BaseWaist itemID 10144 (0x27A0).

g. **BLOODYWOODLANDBELT:** Based on BaseWaist itemID 11112 (0x2B68).

h. **BLOODYCLOAK:** Based on BaseCloak itemID 5397 (0x1515).

i. **BLOODYKASA:** Based on BaseHat itemID 10136 (0x2798), BasePhysicalResistance 0, BaseFireResistance 5, BaseColdResistance 9, BasePoisonResistance 5, BaseEnergyResistance 5, MinHits 30, MaxHits 30.

j. **BLOODYCLOTHNINJAHOOD:** Based on BaseHat itemID 10127 (0x278F), BasePhysicalResistance 3, BaseFireResistance 3, BaseColdResistance 6, BasePoisonResistance 9, BaseEnergyResistance 9, MinHits 30, MaxHits 30.

k. **BLOODYFLOWERGARLAND:** Based on BaseHat itemID 8966 (0x2306), BasePhysicalResistance 3, BaseFireResistance 3, BaseColdResistance 6, BasePoisonResistance 9, BaseEnergyResistance 9, MinHits 20, MaxHits 20.

[Type text]

l. **BLOODYFLOPPYHAT:** Based on BaseHat itemID 5907 (0x1713), BasePhysicalResistance 0, BaseFireResistance 5, BaseColdResistance 9, BasePoisonResistance 5, BaseEnergyResistance 5, MinHits 20, MaxHits 20.

m. **BLOODYWIDEBRIMHAT:** Based on BaseHat itemID 5908 (0x1714), BasePhysicalResistance 0, BaseFireResistance 5, BaseColdResistance 9, BasePoisonResistance 5, BaseEnergyResistance 5, MinHits 20, MaxHits 20.

n. **BLOODYCAP:** Based on BaseHat itemID 5909 (0x1715), BasePhysicalResistance 0, BaseFireResistance 5, BaseColdResistance 9, BasePoisonResistance 5, BaseEnergyResistance 5, MinHits 20, MaxHits 20.

o. **BLOODYSKULLCAP:** Based on BaseHat itemID 5444 (0x1544), BasePhysicalResistance 0, BaseFireResistance 3, BaseColdResistance 5, BasePoisonResistance 8, BaseEnergyResistance 8, MinHits 14, MaxHits 14.

p. **BLOODYBANDANA:** Based on BaseHat itemID 5440 (0x1540), BasePhysicalResistance 0, BaseFireResistance 3, BaseColdResistance 5, BasePoisonResistance 8, BaseEnergyResistance 8, MinHits 12, MaxHits 12.

q. **BLOODYBEARMASK:** Based on BaseHat itemID 5445 (0x1545), BasePhysicalResistance 5, BaseFireResistance 3, BaseColdResistance 8, BasePoisonResistance 4, BaseEnergyResistance 4, MinHits 27, MaxHits 27.

r. **BLOODYDEERMASK:** Based on BaseHat itemID 5447 (0x1547), BasePhysicalResistance 2, BaseFireResistance 6, BaseColdResistance 8, BasePoisonResistance 1, BaseEnergyResistance 7, MinHits 26, MaxHits 26.

s. **BLOODYHORNEDTRIBALMASK:** Based on BaseHat itemID 5449 (0x1549), BasePhysicalResistance 6, BaseFireResistance 9, BaseColdResistance 0, BasePoisonResistance 4, BaseEnergyResistance 5, MinHits 28, MaxHits 28.

t. **BLOODYTRIBALMASK:** Based on BaseHat itemID 5451 (0x154B), BasePhysicalResistance 0, BaseFireResistance 5, BaseColdResistance 9, BasePoisonResistance 5, BaseEnergyResistance 5, MinHits 20, MaxHits 20.

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u. **BLOODYTALLSTRAWHAT:** Based on BaseHat itemID 5910 (0x1716), BasePhysicalResistance 0, BaseFireResistance 5, BaseColdResistance 9, BasePoisonResistance 5, BaseEnergyResistance 5, MinHits 14, MaxHits 14.

v. **BLOODYSTRAWHAT:** Based on BaseHat itemID 5911 (0x1717), BasePhysicalResistance 0, BaseFireResistance 5, BaseColdResistance 9, BasePoisonResistance 5, BaseEnergyResistance 5, MinHits 10, MaxHits 10.

w. **BLOODYORCISHKINMASK:** Based on BaseHat itemID 5147 (0x141B), BasePhysicalResistance 1, BaseFireResistance 1, BaseColdResistance 7, BasePoisonResistance 7, BaseEnergyResistance 8, MinHits 26, MaxHits 26.

x. **BLOODYMAGICWIZARDSHAT:** Based on BaseHat itemID 5912 (0x1718), BasePhysicalResistance 0, BaseFireResistance 5, BaseColdResistance 9, BasePoisonResistance 5, BaseEnergyResistance 5, MinHits 29, MaxHits 29, BaseIntBonus +2.

y. **BLOODYBONNET:** Based on BaseHat itemID 5913 (0x1719), BasePhysicalResistance 0, BaseFireResistance 5, BaseColdResistance 9, BasePoisonResistance 5, BaseEnergyResistance 5, MinHits 10, MaxHits 10.

z. **BLOODYFEATHEREDHAT:** Based on BaseHat itemID 5914 (0x171A), BasePhysicalResistance 0, BaseFireResistance 5, BaseColdResistance 9, BasePoisonResistance 5, BaseEnergyResistance 5, MinHits 12, MaxHits 12.

aa. **BLOODYJESTERHAT:** Based on BaseHat itemID 5916 (0x171C), BasePhysicalResistance 0, BaseFireResistance 5, BaseColdResistance 9, BasePoisonResistance 5, BaseEnergyResistance 5, MinHits 16, MaxHits 16.

bb. **BLOODYFURBOOTS:** Based on BaseShoes itemID 8967 (0x2307).

cc. **BLOODYBOOTS:** Based on BaseShoes itemID 5899 (0x170B).

dd. **BLOODYTHIGHBOOTS:** Based on BaseShoes, IArcaneEquip, itemID 5905 (0x1711).

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ee. **BLOODYSHOES:** Based on BaseShoes, itemID 5903 (0x170F).

ff. **BLOODYSANDALS:** Based on BaseShoes, itemID 5901 (0x170D).

gg. **BLOODYNINJATABI:** Based on BaseShoes, itemID 10135 (0x2797).

hh. **BLOODYSAMURAITABI:** Based on BaseShoes, itemID 10134 (0x2796).

ii. **BLOODYWARAJI:** Based on BaseShoes, itemID 10134 (0x2796).

jj. **BLOODYELVENBOOTS:** Based on BaseShoes, itemID 12228 (0x2FC4).

kk. **BLOODYSHORTPANTS:** Based on BasePants, itemID 5422 (0x152E).

ll. **BLOODYLONGPANTS:** Based on BasePants, itemID 5433 (0x1539).

mm. **BLOODYTATSUKEHAKAMA:** Based on BasePants, itemID 10139 (0x279B).

nn. **BLOODYELVENPANTS:** Based on BasePants, itemID 12227 (0x2FC3).

oo. **BLOODYFANCYSHIRT:** Based on BaseShirt, itemID 7933 (0x1EFD).

pp. **BLOODYSHIRT:** Based on BaseShirt, itemID 5399 (0x1517).

qq. **BLOODYCLOTHNINJAJACKET:** Based on BaseShirt, itemID 10132 (0x2794).

rr. **BLOODYELVENSHIRT:** Based on BaseShirt, itemID 12661 (0x3175).

ss. **BLOODYELVENDARKSHIRT:** Based on BaseShirt, itemID 12662 (0x3176).

tt. **BLOODYBODYSASH:** Based on BaseMiddleTorso, itemID 5441 (0x1541).

uu. **BLOODYFULLAPRON:** Based on BaseMiddleTorso, itemID 5437 (0x153D).

vv. **BLOODYDOUBLET:** Based on BaseMiddleTorso, itemID 8059 (0x1F7B).

ww. **BLOODYSURCOAT:** Based on BaseMiddleTorso, itemID 8189 (0x1FFD).

xx. **BLOODYTUNIC:** Based on BaseMiddleTorso, itemID 8097 (0x1FA1).

yy. **BLOODYFORMALSHIRT:** Based on BaseMiddleTorso, itemID 8976 (0x2310).

[Type text]

zz. **BLOODYJESTERSUIT:** Based on BaseMiddleTorso, itemID 8095 (0x1F9F).

aaa. **BLOODYJINBAORI:** Based on BaseMiddleTorso, itemID 10145 (0x27A1).

bbb. **BLOODYFURSARONG:** Based on BaseOuterLegs, itemID 8972 (0x230C).

ccc. **BLOODYSKIRT:** Based on BaseOuterLegs, itemID 5398 (0x1516).

ddd. **BLOODYKILT:** Based on BaseOuterLegs, itemID 5431 (0x1537).

eee. **BLOODYHAKAMA:** Based on BaseOuterLegs, itemID 10138 (0x279A).

fff. **BLOODYGILDEDDRESS:** Based on BaseOuterTorso, itemID 8974 (0x230E).

ggg. **BLOODYFANCYDRESS:** Based on BaseOuterTorso, itemID 7936 (0x1F00).

hhh. **BLOODYROBE:** Based on BaseOuterTorso, IArcaneEquip, itemID 7939 (0x1F03).

iii. **BLOODYMONKROBE:** Based on BaseOuterTorso, itemID 9863 (0x2687).

jjj. **BLOODYHOODEDSHROUDOFSHADOWS:** Based on BaseOuterTorso, itemID 9860 (0x2684).

kkk. **BLOODYPLAINDRESS:** Based on BaseOuterTorso, itemID 7937 (0x1F01).

lll. **BLOODYKAMISHIMO:** Based on BaseOuterTorso, itemID 10137 (0x2799).

mmm. **BLOODYHAKAMASHITA:** Based on BaseOuterTorso, itemID 10140 (0x279C).

nnn. **BLOODYMALEKIMONO:** Based on BaseOuterTorso, itemID 10114 (0x2782).

ooo. **BLOODYFEMALEKIMONO:** Based on BaseOuterTorso, itemID 10115 (0x2783).

ppp. **BLOODYMALEELVENROBE:** Based on BaseOuterTorso, itemID 12217 (0x2FB9).

qqq. **BLOODYFEMALEELVENROBE:** Based on BaseOuterTorso, itemID 12218 (0x2FBA).

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rrr.   **BOTTLEOFBLOOD:** Based on itemID 2463 (0x99F) Hue 33 (0x21), This will transform the player into a Vampire and apply the Stat buffs.

sss.   **BOTTLEOFHOLYWATER:** Based on itemID 3835 (0xEFB) Hue 0 (0x0), This will transform the player back from being a Vampire and remove the Stat buffs.

ttt. **SACRIFICIALKNIFE:** Based on itemID 11552 (0x2D20) Hue 37 (0x25), StrReq 85, MinDam 18, MaxDam 22, AosSpeed 44, MLSpeed 2.50f, Skillname Fencing, Two-handed, MinHits 1, MaxHits 1, Slayer Silver, Slayer Repond, HitLeechHits 100%, HitLeechMana 100% (only drops on Vampire5).

uuu.   **VAMPIRESIGNETRING:** Based on BaseRing, itemID 4234 (0x108A) Hue 37 (0x25), CastRecovery 3, CastSpeed 1 (drops on all Vampire0 – Vampire5).

SILVERWEAPONS: All weapons inherit their baseclass plus IVampireSlayer which affects *players* that are Vampires via the OnHit method (none are currently assigned to any drops).

vvv.   **SILVERLONGSWORD:** Based on Longsword, itemID 3937 (0xF61) Hue 0 (0x0), OnHit Damage 10 -40.

www.   **SILVERBROADSWORD:** Based on Broadsword, itemID 3934 (0xF5E) Hue 0 (0x0), OnHit Damage 10 -40.

xxx.   **SILVERKRYSS:** Based on Kryss, itemID 5121 (0x1401) Hue 0 (0x0), OnHit Damage 10 -40.

yyy.   **SILVERCUTLASS:** Based on Cutlass, itemID 5185 (0x1441) Hue 0 (0x0), OnHit Damage 10 -40.

zzz.   **SILVERDOUBLEAXE:** Based on DoubleAxe, itemID 3915 (0xF4B) Hue 0 (0x0), OnHit Damage 10 -40.

aaaa.   **SILVERSPEAR:** Based on Broadsword, itemID 3938 (0xF62) Hue 0 (0x0), OnHit Damage 10 -40.

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bbbb.   **SILVERHALBERD:** Based on Broadsword, itemID 5182 (0x143E) Hue 0 (0x0), OnHit Damage 10 -40.

cccc.   **STAFFOFTHEMAGISTER:** Based on BlackStaff, itemID 3568 (0xDF0) Hue 1194 (0x4AA), MinHits 255, MaxHits 255, HitLeechHits 50%, LowerManaCost 10%, RegenMana 2, SpellChanneling 1.

VAMPARMS: Based on BaseArmor, itemID 12232 (0x2FC8) Hue 37 (0x25), Regular Leather Arms, Medable.

dddd.   **VAMPARMS0:** No Stats.

eeee.   **VAMPARMS1 - FLEDGLING:** BasePhysicalResistance 8, BaseFireResistance 8, BaseColdResistance 8, BasePoisonResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 15.

ffff.   **VAMPARMS2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseColdResistance 10, BasePoisonResistance 10, BaseEnergyResistance 10, MinHits 80, MaxHits 80, StrReq 15.

gggg.   **VAMPARMS3 - ELDER:** BasePhysicalResistance 12, BaseFireResistance 12, BaseColdResistance 12, BasePoisonResistance 12, BaseEnergyResistance 12, MinHits 100, MaxHits 100, StrReq, CastRecovery 2, CastSpeed 1, RegenStam 1, AttackChance 5, SpellDamage 5.

hhhh.   **VAMPARMS4 - PATRICIAN:** BasePhysicalResistance 14, BaseFireResistance 14, BaseColdResistance 14, BasePoisonResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, CastRecovery 2, CastSpeed 2, RegenStam 2, AttackChance 11, SpellDamage 8.

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iiii. **VAMPARMS5 - ANCIENT:** Vampire Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 5, BaseColdResistance 20, BasePoisonResistance 20, MinHits 200, MaxHits 200, StrReq 10, CastRecovery 3, CastSpeed 2, RegenStam4, SetBonusInt 10, SetValues SkillName Necromancy 40, SetLuck 100, SetNightSight 1, SetFireBonus 8, SetEnergyBonus 5.

VAMPCHESTS: Based on BaseArmor, itemID 12229 (0x2FC5) Hue 37 (0x25), Regular Leather Chest, Medable.

jjjj. **VAMPCHEST0:** No Stats.

kkkk.   **VAMPCHEST1 - FLEDGLING:** BasePhysicalResistance 8, BaseFireResistance 8, BaseColdResistance 8, BasePoisonResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 20.

llll. **VAMPCHEST2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseColdResistance 10, BasePoisonResistance 10, BaseEnergyResistance 10, MinHits 80, MaxHits 80, StrReq 20.

mmmm. **VAMPCHEST3 - ELDER:** BasePhysicalResistance 12, BaseFireResistance 12, BaseColdResistance 12, BasePoisonResistance 12, BaseEnergyResistance 12, MinHits 120, MaxHits 120, StrReq 10, CastRecovery 2, CastSpeed 1, LowerRegCost 2, RegenMana 2, SpellDamage 5.

nnnn.   **VAMPCHEST4 - PATRICIAN:** BasePhysicalResistance 14, BaseFireResistance 14, BaseColdResistance 14, BasePoisonResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, CastRecovery 3, CastSpeed 2, LowerRegCost 7, RegenMana 5, SpellDamage 10.

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oooo.   **VAMPCHEST5 - ANCIENT:** Vampire Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 10, BaseColdResistance 20, BasePoisonResistance 20, MinHits 200, MaxHits 200, StrReq 10, LowerRegCost 12, RegenMana 4, SpellDamage 15, SetBonusInt 10, SetValues SkillName Necromancy 40, SetLuck 100, SetNightSight 1, SetFireBonus 8, SetEnergyBonus 5.

VAMPGLOVES: Based on BaseArmor, IArcaneEquip, itemID 12230 (0x2FC6) Hue 37 (0x25), Regular Leather Gloves, Medable.

pppp.   **VAMPGLOVES0:** No Stats.

qqqq.   **VAMPGLOVES1 - FLEDGLING:** BasePhysicalResistance 8, BaseFireResistance 8, BaseColdResistance 8, BasePoisonResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 10.

rrrr.   **VAMPGLOVES2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseColdResistance 10, BasePoisonResistance 10, BaseEnergyResistance 10 MinHits 80, MaxHits 80, StrReq 10.

ssss.   **VAMPGLOVES3 - ELDER:** BasePhysicalResistance 12, BaseFireResistance 12, BaseColdResistance 12, BasePoisonResistance 12, BaseEnergyResistance 12, MinHits 120, MaxHits 120, StrReq 10, CastRecovery 2, CastSpeed 1, LowerManaCost 5, RegenHits 1, RegenMana 1.

tttt.   **VAMPGLOVES4 - PATRICIAN:** BasePhysicalResistance 14, BaseFireResistance 14, BaseColdResistance 14, BasePoisonResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, CastRecovery 3, CastSpeed 2, LowerManaCost 7, RegenHits 2, RegenMana 1.

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uuuu.   **VampGloves5 - Ancient:** Vampire Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 8, BaseColdResistance 20, BasePoisonResistance 20, MinHits 200, MaxHits 200, StrReq 10, LowerManaCost 10, RegenHits 4, RegenMana 2, SetBonusInt 10, SetValues SkillName Necromancy 40, SetLuck 100, SetNightSight 1, SetFireBonus 8, SetEnergyBonus 5.

VampGorgets: Based on BaseArmor, itemID 12231 (0x2FC7) Hue 37 (0x25), Regular Leather Gorget, Medable.

vvvv.   **VampGorget0:** No Stats.

wwww.   **VampGorget1 - Fledgling:** BasePhysicalResistance 8, BaseFireResistance 8, BaseColdResistance 8, BasePoisonResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 10.

xxxx.   **VampGorget2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseColdResistance 10, BasePoisonResistance 10, BaseEnergyResistance 10 MinHits 100, MaxHits 100, StrReq 10.

yyyy.   **VampGorget3 - Elder:** BasePhysicalResistance 12, BaseFireResistance 12, BaseColdResistance 12, BasePoisonResistance 12, BaseEnergyResistance 12, MinHits 120, MaxHits 120, StrReq 10, CastRecovery 2, CastSpeed 1, RegenHits 1, SpellDamage 5.

zzzz.   **VampGorget4 - Patrician:** BasePhysicalResistance 14, BaseFireResistance 14, BaseColdResistance 14, BasePoisonResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, CastRecovery 3, CastSpeed 2, RegenHits 2, SpellDamage 10.

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aaaaa.   **VAMPGORGET5 - ANCIENT:** Vampire Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 8, BaseColdResistance 20, BasePoisonResistance 20, MinHits 200, MaxHits 200, StrReq 10, LowerManaCost 15, SpellDamage 5, SetBonusInt 10, SetValues SkillName Necromancy 40, SetLuck 100, SetNightSight 1, SetFireBonus 8, SetEnergyBonus 5.

VAMPLEGS: Based on BaseArmor, itemID 12233 (0x2FC9) Hue 37 (0x25), Regular Leather Gorget, Medable.

bbbbb.   **VAMPLEGS0:** No Stats.

ccccc.   **VAMPLEGS1 - FLEDGLING:** BasePhysicalResistance 8, BaseFireResistance 8, BaseColdResistance 8, BasePoisonResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 20.

ddddd.   **VAMPLEGS2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseColdResistance 10, BasePoisonResistance 10, BaseEnergyResistance 10 MinHits 100, MaxHits 100, StrReq 20.

eeeee.   **VAMPLEGS3 - ELDER:** BasePhysicalResistance 12, BaseFireResistance 12, BaseColdResistance 12, BasePoisonResistance 12, BaseEnergyResistance 12, MinHits 120, MaxHits 120, StrReq 10, CastRecovery 2, CastSpeed 1, LowerManaCost 5, RegenHits 1, DefendChance 5.

fffff.   **VAMPLEGS4 - PATRICIAN:** BasePhysicalResistance 14, BaseFireResistance 14, BaseColdResistance 14, BasePoisonResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, CastRecovery 3, CastSpeed 2, LowerManaCost 7, RegenHits 2, DefendChance 15.

[Type text]

ggggg.   **VAMPLEGS5 - ANCIENT:** Vampire Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 6, BaseColdResistance 20, BasePoisonResistance 20, MinHits 200, MaxHits 200, StrReq 10, LowerManaCost 15, SetBonusInt 10, SetValues SkillName Necromancy 40, SetLuck 100, SetNightSight 1, SetFireBonus 8, SetEnergyBonus 5.

VAMPLEGS: Based on BaseArmor, itemID 12234 (0x2FCA) Hue 37 (0x25), Regular Leather Leg Wraps, Medable.

hhhhh.   **VAMPLEGWRAPS0:** No Stats.

iiiii.   **VAMPLEGWRAPS1 - FLEDGLING:** BasePhysicalResistance 8, BaseFireResistance 8, BaseColdResistance 8, BasePoisonResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 10.

jjjjj.   **VAMPLEGWRAPS2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseColdResistance 10, BasePoisonResistance 10, BaseEnergyResistance 10 MinHits 100, MaxHits 100, StrReq 10.

kkkkk.   **VAMPLEGWRAPS3 - ELDER:** BasePhysicalResistance 12, BaseFireResistance 12, BaseColdResistance 12, BasePoisonResistance 12, BaseEnergyResistance 12, MinHits 120, MaxHits 120, StrReq 10, CastRecovery 2, CastSpeed 1, LowerManaCost 3, RegenMana 2, SpellDamage 2.

lllll.   **VAMPLEGWRAPS4 - PATRICIAN:** BasePhysicalResistance 14, BaseFireResistance 14, BaseColdResistance 14, BasePoisonResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, CastRecovery 3, CastSpeed 2, LowerManaCost 8, RegenMana 5, SpellDamage 2.

[Type text]

mmmmm. **VAMPLEGWRAPS5 - ANCIENT:** Vampire Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 20, BaseColdResistance 20, BasePoisonResistance 20, MinHits 200, MaxHits 200, StrReq 10, LowerManaCost 15, RegenMana 5, SetBonusInt 10, SetValues SkillName Necromancy 40, SetLuck 100, SetNightSight 1, SetFireBonus 8, SetEnergyBonus 5.

5. **VAMPIRESYSTEM**

   a. **VAMPIRESYSTEM:** All the settings needed to adjust Vampires and Werewolves can be found here. Originally just for Vampires, the Vamp system was RE-vamped and Werewolves were also added. Also contains the Vampire and Werewolf gumps.

   b. **VAMPIREWEREWOLFTELEPORTERS:** Vampire only teleporter itemID 7107 (0x1BC3). Werewolf Only teleporter itemID 7107 (0x1BC3). Both teleporters check for Vampire or Werewolf flag on the player. Creatures True/False.

   WEREWOLFPOTIONS: Potions to turn players into a Werewolf and to cure Lycanthropy.

   c. **LYCANTHROPECUREPOTION:** itemID 3848 (0xF08), Hue 101 (0x65). Bottle with 10 uses to cure Lycanthropy.

   d. **LYCANTHROPEPOTION:** itemID 3848 (0xF08), Hue 98 (0x62) Bottle with 10 uses to turn a player into a Werewolf.

6. **WEREWOLF ITEMS**

   WEREWOLFARMS: Based on BaseArmor, itemID 12232 (0x2FC8) Hue 1905 (0x771), Regular Leather Arms, Medable.

   a. **WEREWOLFARMS 1 - FLEDGLING:** BasePhysicalResistance 8, BaseFireResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 15.

   b. **WEREWOLFARMS 2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseEnergyResistance 10, MinHits 80, MaxHits 80, StrReq 15.

[Type text]

c. **WEREWOLFARMS 3 - ELDER:** BasePhysicalResistance 12, BaseFireResistance 12, BaseEnergyResistance 12, MinHits 100, MaxHits 100, StrReq 10, RegenStam 1, AttackChance 5.

d. **WEREWOLFARMS 4 - PATRICIAN:** BasePhysicalResistance 14, BaseFireResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, RegenStam 2.

e. **WEREWOLFARMS 5 – Ancient:** Werewolf Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 20, BaseEnergyResistance 20, MinHits 200, MaxHits 200, StrReq 10, LowerManaCost 6, ReflectPhysical 8, SetBonusStr 10, , SetValues SkillName AnimalLore 40, SetLuck 100, SetNightsight 1, SetPoisonBonus 8.

WEREWOLFCHESTS: Based on BaseArmor, itemID 12229 (0x2FC5) Hue 1905 (0x771), Regular Leather Chest, Medable.

f. **WEREWOLFCHEST1 - FLEDGLING:** BasePhysicalResistance 8, BaseFireResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 20.

g. **WEREWOLFCHEST 2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseEnergyResistance 10, MinHits 80, MaxHits 80, StrReq 20.

h. **WEREWOLFCHEST 3 - ELDER:** BasePhysicalResistance 12, BaseFireResistance 12, BaseEnergyResistance 12, MinHits 120, MaxHits 120, StrReq 10, LowerRegCost 2, SpellDamage 5.

i. **WEREWOLFCHEST 4 - PATRICIAN:** BasePhysicalResistance 14, BaseFireResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, LowerRegCost 2, RegenMana 5, SpellDamage 10.

[Type text]

j. **WEREWOLFCHEST 5 – Ancient:** Werewolf Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 20, BaseEnergyResistance 20, MinHits 200, MaxHits 200, StrReq 10, LowerRegCost 12, SpellDamage 15, SetBonusStr 10, , SetValues SkillName AnimalLore 40, SetLuck 100, SetNightsight 1, SetPoisonBonus 8.

WEREWOLFGLOVES: Based on BaseArmor, itemID 12230 (0x2FC6) Hue 1905 (0x771), Regular Leather Gloves, Medable, IArcaneEquip.

k. **WEREWOLFGLOVES 1 - FLEDGLING:** BasePhysicalResistance 8, BaseFireResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 10.

l. **WEREWOLFGLOVES 2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseEnergyResistance 10, MinHits 80, MaxHits 80, StrReq 10.

m. **WEREWOLFGLOVES 3 - ELDER:** BasePhysicalResistance 12, BaseFireResistance 12, BaseEnergyResistance 12, MinHits 120, MaxHits 120, StrReq 10, RegenHits 1, RegenMana 1.

n. **WerewolfGloves4 - PATRICIAN:** BasePhysicalResistance 14, BaseFireResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, LowerManaCost 7, RegenHits 2, RegenMana 1.

o. **WEREWOLFGLOVES 5 – Ancient:** Werewolf Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 20, BaseEnergyResistance 20, MinHits 200, MaxHits 200, StrReq 10, RegenHits 2, RegenMana 2, SetBonusStr 10, , SetValues SkillName AnimalLore 40, SetLuck 100, SetNightsight 1, SetPoisonBonus 8.

WEREWOLFGORGET: Based on BaseArmor, itemID 12231 (0x2FC7) Hue 1905 (0x771), Regular Leather Gorget, Medable.

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p. **WEREWOLFGORGET 1 - FLEDGLING:** BasePhysicalResistance 8, BaseFireResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 10.

q. **WEREWOLFGORGET 2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseEnergyResistance 10, MinHits 100, MaxHits 100, StrReq 10.

r. **WEREWOLFGORGET 3 - ELDER:** BasePhysicalResistance 12, BaseFireResistance 12, BaseEnergyResistance 12, MinHits 120, MaxHits 120, StrReq 10, CastSpeed 1, RegenHits 2.

s. **WEREWOLFGORGET 4 - PATRICIAN:** BasePhysicalResistance 14, BaseFireResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, RegenHits 2, SpellDamage 10.

t. **WEREWOLFGORGET 5 – ANCIENT:** Werewolf Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 20, BaseEnergyResistance 20, MinHits 200, MaxHits 200, StrReq 10, LowerRegCost 4, ReflectPhysical 5, SetBonusStr 10, , SetValues SkillName AnimalLore 40, SetLuck 100, SetNightsight 1, SetPoisonBonus 8.

WEREWOLFLEGS: Based on BaseArmor, itemID 12233 (0x2FC9) Hue 1905 (0x771), Regular Leather Legs, Medable.

u. **WEREWOLFLEGS 1 - FLEDGLING:** BasePhysicalResistance 8, BaseFireResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 20.

v. **WEREWOLFLEGS 2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseEnergyResistance 10, MinHits 100, MaxHits 100, StrReq 20.

w. **WEREWOLFLEGS 3 - ELDER:** BasePhysicalResistance 12, BaseFireResistance 12, BaseEnergyResistance 12, MinHits 120, MaxHits 120, StrReq 10, RegenHits 2, DefendChance 3.

[Type text]

x. **WEREWOLFLEGS 4 - PATRICIAN:** BasePhysicalResistance 14, BaseFireResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, LowerManaCost 7, RegenHits 5, DefendChance 15.

y. **WEREWOLFLEGS 5 – ANCIENT:** Werewolf Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 20, BaseEnergyResistance 20, MinHits 200, MaxHits 200, StrReq 10, ReflectPhysical 15, BonusStam 8, SetBonusStr 10, , SetValues SkillName AnimalLore 40, SetLuck 100, SetNightsight 1, SetPoisonBonus 8.

WEREWOLFLEGSWRAPS: Based on BaseArmor, itemID 12234 (0x2FCA) Hue 1905 (0x771), Regular Leather Leg Wraps Medable.

z. **WEREWOLFLEGSWRAPS 1 - FLEDGLING:** BasePhysicalResistance 8, BaseFireResistance 8, BaseEnergyResistance 8, MinHits 60, MaxHits 60, StrReq 10.

aa. **WEREWOLFLEGSWRAPS 2:** BasePhysicalResistance 10, BaseFireResistance 10, BaseEnergyResistance 10, MinHits 100, MaxHits 100, StrReq 10.

bb. **WEREWOLFLEGSWRAPS 3 - ELDER:** BasePhysicalResistance 12, BaseFireResistance 12, BaseEnergyResistance 12, MinHits 120, MaxHits 120, StrReq 10, LowerManaCost 3, RegenMana 2, SpellDamage 2.

cc. **WEREWOLFLEGSWRAPS 4 - PATRICIAN:** BasePhysicalResistance 14, BaseFireResistance 14, BaseEnergyResistance 14, MinHits 140, MaxHits 140, StrReq 10, LowerManaCost 8, RegenMana 5, SpellDamage 2.

dd. **WEREWOLFLEGSWRAPS 5 – ANCIENT:** Werewolf Set 5 Pieces, BasePhysicalResistance 20, BaseFireResistance 20, BaseEnergyResistance 20, MinHits 200, MaxHits 200, StrReq 10, ReflectPhysical 8, BonusStam 0, SetBonusStr 10, , SetValues SkillName AnimalLore 40, SetLuck 100, SetNightsight 1, SetPoisonBonus 8.

[Type text]

7. WOLF AND SWORD

TIER REWARDS: These are given out to players for each Tier they complete during the Wolf and Sword Pit Fighting Contest. Based on itemID 17084 (0x42BC).

    a. TIER1: Hue 1068 (0x42C).

    b. TIER 2: Hue 1070 (0x42E).

    c. TIER 3: Hue 1159 (0x487).

    d. TIER 4: Hue 1160 (0x488).

    e. TIER 5: Hue 2224 (0x8B0).

f. **WEREWOLFTIER1:** Based on BaseCreature, bodyValue 23 (0x17) *MORPH* bodyValue (400/401, 0x190/0x191) Hue RandomSkinHue, Morphs when wolf-form is killed off and players must kill the human form, Equal to Werewolf1.

g. **WEREWOLFTIER2:** Based on BaseCreature, bodyValue 23 (0x17) *MORPH* bodyValue (400/401, 0x190/0x191) Hue RandomSkinHue, Morphs when wolf-form is killed off and players must kill the human form Equal to Werewolf2.

h. **WEREWOLFTIER3:** Based on BaseCreature, bodyValue 23 (0x17) *MORPH* bodyValue (400/401, 0x190/0x191) Hue RandomSkinHue, Morphs when wolf-form is killed off and players must kill the human form, Equal to Werewolf3.

i. **WEREWOLFTIER4:** Based on BaseCreature, bodyValue 23 (0x17) *MORPH* bodyValue (400/401, 0x190/0x191) Hue RandomSkinHue, Morphs when wolf-form is killed off and players must kill the human form, Equal to Werewolf4.

j. **WEREWOLFTIER5:** Based on BaseCreature, bodyValue 23 (0x17) *MORPH* bodyValue (400/401, 0x190/0x191) Hue RandomSkinHue, Morphs when wolf-form is killed off and players must kill the human form, Equal to Werewolf5.

[Type text]

CUSTOM GAMES 14 ENTRIES Bomberman, the Lottery System and the Palms Casino were the first three game additions. Yahtzee and Bingo and others were added over time. Castle Defense was entirely built using Xmlspawners both to demonstrate the ability and to create a new siege defense game for players.

Battle Chess (25 Entries)

Players select different monsters to control and compete in a game of Chess on a large board.

Bingo (10 Entries)

Grab your dauber! Grab your friends! One player is the "Caller" everyone else gets cards.

Bomberman (31 Entries)

Players compete in a maze to eliminate the other player(s) with bombs!

Casino Games (6 Entries)

CEO's infamous casino games, tucked inside Palms Casino outside Luna.

Castle Defense (16 Entries)

This game was built almost entirely with Xmlspawners and has waves of monsters to eliminate to win.

Castle Assault (22 Entries)

Players must attempt to penetrate the castle and eliminate opponents!

Liars Dice (8 Entries)

Players attempt to bluff their opponents with various dice combinations in a separate chat channel.

Lottery System (4 Entries)

Players buy a ticket for each drawing. System is automated.

Paint Ball (16 Entries)

Players form teams and attempt to eliminate opponents with paintballs.

[Type text]

Skullball (2 Entries)

Soccer, as only UO-The Expanse and the mind of Mogster could do it!

Tile Flip Puzzle (1 Entries)

Mogster created an obstacle course with these tiles that randomly flip and vanish.

Yahtzee (3 Entries)

Compete against your friends in the classic 5-dice game in a separate chat channel.

MTGgame (1 Entries)

Players use a preset list of "cards" in a "Hi-Lo" game based on Magic the Gathering™ cards in a separate chat channel.

Rabbits vs Sheep (1 Entries)

Archived game. Players attempt to defeat critters as they gradually get tougher.

[Type text]

BATTLE CHESS 25 ENTRIES Players select different monsters to control and compete in a game of Chess on a large board. Monsters use their regular attacks, including spells to defeat any opponent occupying a space they are moving into. Movement follows standard Chess guidelines. Winner receives a scroll with the Date/Time they played, for how long, and against which player. *Game requires two players to play*. (Created by Arya.**)**

1. **GUMPS**

    1. **CHESSHELPGUMP:** Displays rules and movement guidelines under various topics.

    2. **CHESSSETGUMP:** Displays the different piece sets available to play with.

    3. **ENDGAMEGUMP:** Displays game information once the game has finished.

    4. **GAMEGUMP:** Displays turn information to a player when it is their turn.

    5. **PAWNPROMOTIONGUMP:** When a player's Pawn reaches the opposite side, they have a choice of promotions available.

    6. **SCOREGUMP:** Displays the score of the game.

    7. **STARTGAMEGUMP:** Prompts the player for game information and set up before the game begins.

2. **ITEMS**

    1. **CHESSCONTROL:** This is added to a player's backpack when the game begins and allows them to play.

    2. **WINNERPAPER:** Rolled up scroll that displays game information for the winner, including Time/Date, Final Score, and the Opponent they defeated.

[Type text]

3. **PIECES**

   1. **BISHOP:** Displays information about the piece, including set up for each game type.

   2. **KING:** Displays information about the piece, including set up for each game type.

   3. **KNIGHT:** Displays information about the piece, including set up for each game type.

   4. **PAWN:** Displays information about the piece, including set up for each game type.

   5. **QUEEN:** Displays information about the piece, including set up for each game type.

   6. **ROOK:** Displays information about the piece, including set up for each game type.

4. **BASECHESSPIECE:** Scripted conditions for setting up Chess Pieces.

5. **CHESSBOARD:** Configuration of the chess board.

6. **CHESSCONFIG:** TimeOut, Reset, and GiveRewards configuration.

7. **CHESSGAME:** General properties of the Chess game, players, pieces, and board.

8. **CHESSMOBILE:** Animation properties for *BaseChessPiece*.

9. **CHESSREGION:** Bounding box around the chess board, which can be used to prevent spectators.

10. **CHESSTARGET:** Properties for *BaseChessPiece* to be able to Target and Attack other *BaseChessPieces*.

11. **CHESSTIMER:** Movement timer, Time Out timer, moving timer, disconnect timer.

12. **MOVE:** Used to determine what type of move a ChessPiece is making.

[Type text]

BINGO 10 ENTRIES Bingo is a game of chance in which randomly selected numbers are drawn and players match those numbers to those appearing on 5x5 matrices which are pre-printed in books named "Bingo Cards". The first person to have a card where the drawn numbers form a specified pattern is the winner and calls out the word "BINGO!" to alert others and inform the GameMaster of the win. The card must be checked for accuracy before the "win" is officially confirmed. Then the prize is awarded and a new game is begun. (Created by Henry_r.)

1. **BOOKS**

    1. **BINGOCALLEDNUMBERS:** Used to manually track numbers called during each game.

    2. **BINGOCARDS:** Design and layout of 18 Bingo cards.

    3. **BINGOPLAYERCARDREGISTER:** Used to track players and their card numbers.

2. **ITEMS**

    1. **BINGOCALLEDNUMBERSBAG:** Based on Backpack itemID (3701, 0xE75), Hue (0, 0x0), For storing called Bingo numbers.

    2. **BINGOCARDBAG:** Based on Bag itemID (3702, 0xE76), Hue (1150, 0x47E), For storing *unused* Bingo cards.

    3. **BINGOCARDMASTERLISTBAG:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

    4. **BINGONUMBERS:** Based on itemID (7847, 0x1EA7), Hue (**B**: 196, 0xC4, **I**: 57, 0x39, **N**: 14, 0xE, **G**: 32, 0x20, **O**: 56, 0x38), the actual bingo numbers as items.

    5. **BINGONUMBERSBAG:** Based on Backpack itemID (3701, 0xE75), Hue (0, 0x0), For storing *unused* Bingo numbers.

3. **BINGOGAME:** Based on Bag itemID (3702, 0xE76), Hue (1072, 0x430), Use [Add BingoGame, drop bag that contains all game components.

4. **BINGOGAMEINFO:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

[Type text]

BOMBERMAN 31 ENTRIES This game creates a maze-like playing area where players must use bombs to clear their path and eliminate other opponents before they get eliminated. Players can blow themselves up! Pre-made gaming area is placed, but players may choose which style of area to play in.

1. **BASE**

    GUMPS

    1. **AWAITINGRECRUITMENTGUMP:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

    2. **BOARDGAMEGUMP:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

    3. **BOARDGAMELOSTGUMP:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

    4. **BOARDGAMESCORESGUMP:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

    5. **BOARDGAMEWONGUMP:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

    6. **CONFIRMRESETGAMESCOREGUMP:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

    7. **SELECTSTYLEGUMP:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

    8. **BOARDGAMECONTROLITEM:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

    9. **BOARDGAMEDATA:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

[Type text]

10.   **BOARDGAMEPLAYER:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

11.   **BOARDGAMEREGION:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

12.   **CONTEXTMENUS:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

13.   **GAMEPIECE:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

2. BOMBERMAN

GUMPS

1. **SELECTBOMBERMANSTYLEGUMP:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

ITEMS

OBSTACLES

1. **BOMBERMANFLOORTILE:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

2. **BOMBERMANOBSTACLE:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

3. **DESTRUCTABLEWALL:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

4. **INDESTRUCTABLEWALL:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

[Type text]

UPGRADES

1. **BADDABOOMUPGRADE:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

2. **BLASTSTRENGTHUPGRADE:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

3. **BOMBCOUNTUPGRADE:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

4. **BOMBERMANUPGRADE:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

5. **DETONATORUPGRADE:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

6. **SPEEDUPGRADE:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

7. **BOMB:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

8. **BOMBBAG:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

9. **DETONATOR:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

[Type text]

MISC

1. **BLAST:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

2. **BOMBERMANCONTROLITEM:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

3. **BOMBERMANSETTINGS:** Based on Bag itemID (3702, 0xE76), Hue (0, 0x0), For tracking Bingo cards and players.

[Type text]

CASINO GAMES 14 ENTRIES CEOs Casino games package includes: Blackjack, Hi-Lo, Keno, Tarot Poker, and Turbo Slots. Part of the Palms Casino addon that was placed outside Luna on UO-The Expanse. The whole package is the casino addon, plus all the games, and one Mobile, The Gambler. (*Custom Deco->Deco->Addons->Palms Casino->PalmsCasinoAddon.cs*)

1. **CARDDECK:** Contains code that defines a deck of cards. Gump values are assigned for up to 26 different card backs.

2. **CASINOTOKEN:** Based on Shield itemID (10922, 0x2AAA), Hue (56, 0x38), Currency used to play casino games.

3. **CEOBLACKJACK:** Based on Tombstone itemID (4465, 0x1171), Hue (28, 0x1C), For playing various forms of Single-player Blackjack.

4. **HILOCARDS:** Based on Tombstone itemID (4479, 0x117F), Hue (91, 0x5B), For playing various forms of Single-player Hi-Lo.

5. **KENOBOARD:** Based on BulletinBoard itemID (7774, 0x1E5E), Hue (643, 0x283), For playing Single-player Keno.

6. **KENOGUMP:** Table of 80 numbers that allow players to pick their own winners, or random picks.

7. **KENOPAYTABLEGUMP:** Displays the payout table for each Keno game.

8. **NEWMINERBONUSGUMP:** Miner slot machine gump.

9. **TAROTPOKER:** Based on CardDeck itemID (4779, 0x12AB), Hue (0, 0x0), For playing Single-player Tarot poker.

10. **TURBOSLOT:** Based on Tombstone itemID (3804, 0xEDC), Hue (1160, 0x488), For playing various Single-playing slot machines.

11. **TURBOSLOTGUMP:** Displays slot machine dials and game information.

[Type text]

12.   **TURBOSLOTPAYTABLEGUMP:** Displays payout information to a player.

13.   **TURBOSLOTSTATS:** Based on BulletinBoard itemID (8977, 0x2311), Hue (56, 0x38), Used to display the Top Ten recent jackpot winners for Turbo Slot machines.

14.   **TURBOSLOTSTATSGUMP:** Display Top Ten jackpot winners for Turbo Slot machines.

[Type text]

CASTLE DEFENSE 15 ENTRIES Players must defend their castle/base from several waves of enemies coming in from different areas. Available weapons include: Fire Column, Gas, Giant Spike, and Saw traps, plus several different catapult emplacements. Rewards include Schematics and Death Maw tokens (schematics are combined into a Master Schematic, which is traded to the QuestNPC, Kimmy, in exchange for a Golem helper during the next Castle Defense game). Minor setup is required for the Xmlspawners and Waypoints (as those Serials are unique to each 'shard) to be linked together. (created by Raist)

1. **BASE**

   ADDONS

   a. **CDBANNER:** Based on Banner itemID (16439, 0x4037), Hue (1151, 0x47F), The enemy's target location. Once an enemy reaches that spot the player loses.

   b. **CDBASEADDON:** Custom built addon used as an outline for Castle Defense testing. Has three start positions and a long pathway. Waypoints can be deposited throughout to make any mob path.

   c. **CDCASTLEADDON:** Custom built addon with two floor and various portals of entry for enemies to siege the castle in waves.

   d. **CDLADDER:** Custom built ladder for enemies to use to climb onto the roof of the castle.

   e. **CDOUTLINE:** Custom built square that appears to indicate where players can place cannons or catapults.

   f. **CDSPAWNPOINTNSADDON:** Custom built square with walls on three sides to force the mobs to walk in the correct direction, facing N/S.

   g. **CDSPAWNPOINTWEADDON:** Custom built square with walls on three sides to force the mobs to walk in the correct direction, facing W/E.

[Type text]

2. **ITEMS**

    a. **CDFIRECOLUMNTRAP:** Based on itemID (7025, 0x1B71), Hue (0, 0x0), Faction fire column traps altered to work specifically with Castle Defense.

    b. **CDGASTRAP:** Based on itemID (16439, 0x4037), Hue (1151, 0x47F), Faction gas cloud traps altered to work specifically with Castle Defense.

    c. **CDGIANTSPIKETRAP:** Based on itemID (7577, 0x1D99), Hue (0, 0x0), Faction giant spike traps altered.

    d. **CDSAWTRAP:** Based on itemID (4355, 0x1103), Hue (0, 0x0), Faction saw blade traps altered.

    e. **SCHEMATIC:** Based on itemID (4071, 0xFE7), Hue (1184, 0x4A0), Awarded to the winner, used to build the weaker Golem to assistant during the next Castle Defense game, or can be combined to make Schematic2.

    f. **SCHEMATIC2:** Based on itemID (4076, 0xFEC), Hue (1165, 0x48D), Awarded to the winner, used to build the stronger Golem to assistant during the next Castle Defense game.

3. **MOBILES**

    a. **CDGOLEM:** Based on bodyID (752, 0x2F0), Hue (1282, 0x502), Str 96, Dex 171, Int 76, Hits 51, Damage 3-11, Physical Damage 90, Fire Damage 10, Magic Resist 150, Tactics 70, Wrestling 80.

    b. **CDGOLEM2:** Based on bodyID (752, 0x2F0), Hue (1488, 0x5D0), Str 196, Dex 271, Int 176, Hits 151, Damage 9-16, Physical Damage 90, Fire Damage 10, Magic Resist 150, Tactics 85, Wrestling 90.

[Type text]

4. **REWARDS**

    a. **REWARDSCROLLTREE:** BaseAddon, Custom built tree that drops Reward Scrolls (currency for UO-The Expanse), or a Bank Check every 24 hours.

5. **SPAWNERS**

    a. **CDSPAWNERS.XML:** All WayPoints and Xmlspawners used to set up Castle Defense are listed and can be loaded through the Xmlspawner system.

[Type text]

CASTLE ASSAULT 22 ENTRIES Players must attempt to penetrate the Castle defenses and defeat all the Orkin inside within the time limit. Automated system that generates the spawn and defenses, including setting up Archer, Mage, and Warrior groups (created by jm99/x-ray, released on RunUO).

A. **CONSTRUCTION**

1. **EVILCASTLEDOOR:** Based on MetalDoor itemID (1653, 0x675), Hue (0, 0x0), Players must Breach the door to enter the Keep.

B. **DECO**

1. **DECOBARREL:** Based on Barrel itemID (3703, 0xE77), Hue (0, 0x0), Added to the Keep as deco.

2. **DECOBEEFCARCASS:** Based on SkinnedDeer itemID (6258, 0x1872), Hue (0, 0x0), Added to the Keep as deco.

3. **DECOBLOODSMEAR:** Based on Blood itemID (4655, 0x122F), Hue (0, 0x0), Added to the Keep as deco.

4. **DECOBLOODSMEAR2:** Based on Blood itemID (4651, 0x122B), Hue (0, 0x0), Added to the Keep as deco.

5. **DECOGRUESOME:** Based on Gruesome itemID (1065, 0x429), Hue (0, 0x0), Added to the Keep as deco.

6. **DECOGUILLOTINE:** Based on Guillotine itemID (4656, 0x1230), Hue (0, 0x0), Added to the Keep as deco.

7. **DECORUINEDBOOKCASE:** Based on RuinedBookcase itemID (3092, 0x675), Hue (0, 0x0), Added to the Keep as deco.

8. **DECONSIGNBODY:** Based on MeatSkeleton itemID (6941, 0x1B1D), Hue (0, 0x0), Added to the Keep as deco.

[Type text]

9. **DECOSTONECHAIR:** Based on StoneChair itemID (4633, 0x1219), Hue (0, 0x0), Added to the Keep as deco E/W.

10. **DECOSTONECHAIR2:** Based on StoneChair itemID (4623, 0x1218), Hue (0, 0x0), Added to the Keep as deco N/S.

11. **DECOSTONETABLE:** Based on StoneTable itemID (4610, 0x1202), Hue (0, 0x0), Added to the Keep as deco.

12. **DECOSTONETABLE2:** Based on StoneTable itemID (4611, 0x1203), Hue (0, 0x0), Added to the Keep as deco.

13. **DECOSTONETABLE3:** Based on StoneTable itemID (4609, 0x1201), Hue (0, 0x0), Added to the Keep as deco.

14. **DECOSTUMP:** Based on AxeStump itemID (3670, 0xE56), Hue (0, 0x0), Added to the Keep as deco.

C. MOBILES

1. **ECORCARCHER:** Based on Orc bodyID (17, 0x11), Hue (346, 0x15A), Str 144, Dex 121, Int 54, Hits 237, Damage 10-15, Physical Damage 100, Physical Resist 35, Fire Resistance 30, Cold Resistance 20, Poison Resistance 20, Energy Resistance 30, Archery 80, Magic Resist 70, Tactics 75, Wrestling 50, Added to the Keep as Defender or Patrol.

2. **ECORCISHLEADER:** Based on Orc itemID (138, 0x8A), Hue (346, 0x15A), Str 500, Dex 200, Int 1000, Hits 3600, Mana 5000, Damage 20-26, Physical Damage 100, Physical Resist 80, Fire Resistance 80, Cold Resistance 80, Poison Resistance 80, Energy Resistance 80, Evaluating Int 90, Magery 90, Magic Resist 100, Tactics 80, Wrestling 100, Added to the Keep as Defender or Patrol.

[Type text]

3. **ECORCISHLORD:** Based on Orc itemID (138, 0x8A), Hue (0, 0x0), Str 200, Dex 140, Int 100, Hits 140, Damage 8-16, Physical Damage 100, Physical Resist 45, Fire Resistance 30, Cold Resistance 20, Poison Resistance 30, Energy Resistance 30, Swords 90, Magic Resist 90, Tactics 85, Wrestling 70, Added to the Keep as Defender or Patrol.

4. **ECORCISHMAGE:** Based on Orc itemID (140, 0x8C), Hue (0, 0x0), Str 136, Dex 100, Int 181, Hits 100, Damage 7-18, Physical Damage 100, Physical Resist 35, Fire Resistance 40, Cold Resistance 30, Poison Resistance 40, Energy Resistance 40, Evaluating Int 80, Magery 90, Magic Resist 80, Tactics 70, Wrestling 60, Added to the Keep as Defender or Patrol.

D. MULTIS

1. **EVILCASTLE:** Standard Keep layout, auto-decorated and doors are added when spawned.

E. MISC

1. **CASTLEATTACKSPAWN:** Configuration file and item to be added or spawned to begin the event.

2. **SLICETIMER:** Clears away the spawn corpses every second.

[Type text]

LIARS DICE **8 ENTRIES** Up to 10 players may bluff their opponents with their dice combinations in order to win the game, created by Bobby Kramer. Players begin playing by typing the command [mex and placing their minimum bet amount. Note: Players must have 5000 gold in their BANK to play.

A. MAIN

1. **CALLBLUFFGUMP:** This gump appears when one player calls another player's bluff during the match.

2. **DICECHANNEL:** Separate chat channel for Liar's Dice matches (helps to keep populated chat channels clear of game traffic)

3. **DICECOMMAND:** keyword: mex to enter into a Liar's Dice match. Set minimum bet amount. (must have at least 2 players to play)

4. **EXITDICEGUMP:** This gump appears when a player Exits the game with an option to go Back or Quit.

5. **GAMEDICEGUMP:** This is the gump all players see once they have entered a match by placing a minimum bet.

6. **LIARSDICE:** Configuration file to set game options.

7. **NEWDICEGAMEGUMP:** When a new game is called with the mex command, players must enter their minimum bet amount.

8. **STATUSDICEGUMP:** This is the gump all players see that shows their last rolls.

[Type text]

LOTTERY 4 ENTRIES Players can spend currency to purchase Lottery Tickets. There is no limit to how many they can buy, but when a drawing is held 5 random numbers are chosen and the Lottery Tickets are scanned and updated to reflect if it was a winning ticket or not. The prize must be claimed before the next drawing or the prize is void. This Lottery system was created by Fingers McSteal. The default settings hold a Lottery every 7 days, with a Lottery Message sent to all online players every 20 minutes.

A. MAIN

1. **LOTTERYGUMP:** This is the gump that is shown to players after clicking on the Lottery Stone. This file was set up in Gump Studio for visual reference while editing.

2. **LOTTERYINFOGUMP:** This is the gump shown to players after the click on the Lottery Stone, and the same gump from the LotteryGump file.

3. **LOTTERYINFOSTONE:** Based on Soul Stone itemID (10989, 0x2AED), Hue (1154, 0x482), this is an item players click on to open the Lottery Info Gump.

4. **LOTTERYSTONE:** Based on Soul Stone itemID (10989, 0x2AED), Hue (1154, 0x482),this is the item players click on to buy a Lottery Ticket has configuration info for the game.

[Type text]

PAINT BALL 16 ENTRIES Players join the Red or the Blue team in various types of Paint Ball games. As players enter each match, their gear is stored and exchanged for Paint Ball Gear. When the match is complete, players step through the moongate and reclaim their gear. Paint Ball games were combined with XmlPoints games like Last Man Standing, King of the Hill, Death Match, and so forth.

A. MAIN

1. **BAGOFPAINTBALL:** Contains all the equipment needed for a Paint Ball match. Gun Defense, Gun Offense, Semi Auto, Snipper, Standard, Paint Ball Pellets (1,000), and a Paint Ball robe.

2. **PAINTBALLBOT1:** Based on Human Female AnimID (401, 0x191), Hue (33770, 0x83EA), Str 100, Dex 100, Int 100, Hits 100, Damage 1-1, Physical Damage 100, Physical Resist 0, Fire Resistance 0, Cold Resistance 0, Poison Resistance 0, Energy Resistance 0, Tactics 100, Anatomy 100, Archery 100, Parry 100, Item Set Hue 1172 (0x494).

3. **PAINTBALLBOT2:** Based on Human Female AnimID (401, 0x191), Hue (33770, 0x83EA), Str 100, Dex 100, Int 100, Hits 100, Damage 1-1, Physical Damage 100, Physical Resist 0, Fire Resistance 0, Cold Resistance 0, Poison Resistance 0, Energy Resistance 0, Tactics 100, Anatomy 100, Archery 100, Parry 100, Item Set Hue 62 (0x3E).

4. **PAINTBALLBOT3:** Based on Human Female AnimID (401, 0x191), Hue (33770, 0x83EA), Str 100, Dex 100, Int 100, Hits 100, Damage 1-1, Physical Damage 100, Physical Resist 0, Fire Resistance 0, Cold Resistance 0, Poison Resistance 0, Energy Resistance 0, Tactics 100, Anatomy 100, Archery 100, Parry 100, Item Set Hue 87 (0x57).

5. **PAINTBALLGUNBASE:** Based on BasedRanged, itemID (3920, 0xF50), Hue (2402, 0x962), this is the base Paint Ball Gun.

[Type text]

6. **PAINTBALLBOTFAST:** Based on PaintBallGunBase, itemID (3920, 0xF50), Hue (2412, 0x96C).

7. **PAINTBALLBOTMED:** Based on PaintBallGunBase, itemID (3920, 0xF50), Hue (2401, 0x961) AoS Speed 20.

8. **PAINTBALLBOTSLOW:** Based on PaintBallGunBase, itemID (3920, 0xF50), Hue (2426, 0x97A) AoS Speed 15.

9. **PAINTBALLGUNDEFENSE:** Based on PaintBallGunBase, itemID (3920, 0xF50), Hue (2428, 0x97C), Defend Chance 25, Attack Chance -25.

10. **PAINTBALLGUNOFFENSE:** Based on PaintBallGunBase, itemID (3920, 0xF50), Hue (2401, 0x961), Defend Chance -25, Attack Chance 25.

11. **PAINTBALLGUNSEMIAUTO:** Based on PaintBallGunBase, itemID (3920, 0xF50), Hue (2428, 0x97C), AoS Speed 45, Max Range 6.

12. **PAINTBALLGUNSNIPPER:** Based on PaintBallGunBase, itemID (3920, 0xF50), Hue (2419, 0x973).

13. **PAINTBALLGUNSTANDARD:** Based on PaintBallGunBase, itemID (3920, 0xF50), Hue (2415, 0x96F).

14. **PAINTBALLPELLETS:** Based on PaintBallGunBase, itemID (3873, 0xF21), Hue (2364, 0x93C).

15. **PAINTBALLROBE:** Based on BaseOuterTorso, itemID (7936, 0x1F03), Hue (6, 0x6).

16. **PAINTBALLSTORAGECHEST:** Based on MetalChest, itemID (2475, 0x9AB), Hue (0, 0x0). Contains 26 BagOfPaintBall.

[Type text]

SKULLBALL 2 ENTRIES Players join the Silver or the Gold team in the most unique game of Skull Ball ever! It may sound simple to carry a skull from one end of the pitch to the other, but beware the traps! Yes! Traps on the field! Winning teams are awarded with Skull Ball trophies. Original game created by Roth/Joeku, with heavy adaptations by Mogster.

A. MAIN

1. **SKULLBALL:** Contains the settings for the Skull Ball games. Not included are all the Xmlspawner supports Mogster has added.

2. **SKULLBALLSTADIUMADDON:** This is the addon for the pitch, or field. Also not included are all the Xmlspawner supports Mogster has added.

[Type text]

TILEFLIPUZZLE 1 ENTRY From the Age of Valor 'shard comes the Tile Flip Puzzle created by Death. These tiles create a puzzle with floor tiles that flip over and cause damage to players if they choose the wrong path. Mogster adapted this into Rungrin's Obstacle Course.

    A. MAIN

        1. **TILEFLIPUZZLE:** Contains the settings for the Tile Flip Puzzle, including damage. Not included are all the Xmlspawner supports Mogster has added.

[Type text]

YAHTZEE 3 ENTRIES Just like the commercial game, a player rolls a set of dice to fill in boxes on a scorecard. Boxes are marked with the proper value to match. Should a player be unable to mark a box with the proper value during a turn, they must mark any other box of their choice with a zero. Use the Checkmarks to Hold cards when rolling the dice more than once. When the game is over, that player is awarded gold based upon their score.

A. MAIN

1. **YAHTZEE**: Contains critical game code to calculate dice values.

2. **YAHTZEEDICE**: Based on itemID (4007, 0xFA7), Hue 1150 (0x47E). This item is what a player uses to begin the game.

3. **YAHTZEEGUMP**: This file contains the set up for the Yahtzee game window.

MTGGAME 1 ENTRY Based on the card game, War, a player draws a card from their deck against a card their opponent draws from theirs. Whichever card has the highest value, wins the match. The game ends either when players decide it is over, or once one player has all the cards. This version uses creatures based on cards from Magic the Gathering™.

A. MAIN

1. **MTGGAME**: Contains all the code for the entire game, as well as card definitions with Attack and Defense values.

[Type text]

CUSTOM MAP REGIONS 1 ENTRY Custom Map Regions were added for various expansions, and quest locations. It was easier, over time to use Regions in a Box controller, instead of editing the Regions.xml file. Either way will work, but using **Regions in a Box** does offer some more advanced settings that using Regions.xml does not (without a lot of additional script support), like blocking individual skills and/or spells.

A. MAIN – REGIONS IN A BOX

1. **CUSTOMREGION**: Contains all the code to allow Region in a Box to work.

2. **REGIONBOUNDS**: Used for targeting a Mobile or RegionControl to display the Region and Priority. If used to target a RegionControl, the Bounds will be displayed as bright green walls.

3. **REGIONCONTROL**: Based on itemID 5609 0x15E9, Hue 0 (0x0), this item is the checkered flag that is displayed that acts as the controller for that region, or multiple regions assigned to it. (*When placed, the boundary must immediately be set before a Save happens, or the 'shard will crash*.)

[Type text]

<u>**CUSTOM MOBILES**</u> **33 ENTRIES** Most of the custom mobiles listed here came straight from releases on RunUO/ServUO/OrbUO. Ares, Mad Painter, Fire Rabbit, Frost Orcs, Kenny Rogers (the Gambler), Monster Nests, Dragon Mobs, Sean's Rainbow Mounts, Spellcrafters, Sphinx, Swamp Queen, The Six, Townsperson, Wandering Whore, Seahorse, WereWolf, Ice Queen, Balron Lord, Blackgate Daemon, Chameleon, Dark Horse, Etheral Mounts, Healing Fairy, Methodis, Shadowlord, Shadowlord2, Shadowlord3, Stripper Red, Stripper, Training Elemental, Wench1.1 Red, Wench1.1.

A. **ARES THE GOD OF WAR -** Summons helpers during the fight, like a minichamp.

   1. **MOBILES**

      i. **ARES:** Based on BaseCreature bodyValue (400, 0x190), Hue 0 (0x0) Immortal. Spawns helpers to defeat. War Troll, War Spirit, War Monger. Str 400, Dex 104-260, Int 91-100, Hits 100000, Damage 30-50, Physical Damage 100, Physical Resist 100, Fire Resistance 10, Cold Resistance 10, Poison Resistance 10, Energy Resistance 10, Anatomy 100.0, Swords 300.0, Magic Resist 50.3-80.0, Tatics 300.0 Arms Lore 300.0. There are three stages, during Stage 3, the chair deletes, and Ares attacks and is mortal.

      ii. **WARMONGER:** Based on BaseCreature bodyValue (400, 0x190), Hue 2949 (0xB85) Str 176-205, Dex 46-65, Int 46-70, Hits 1060-1230, Damage 20-30, Physical Damage 100, Physical Resist 35-45, Fire Resistance 25-35, Cold Resistance 15-25, Poison Resistance 5-15, Energy Resistance 5-15, Magic Resist 45.1-60.0, Tactics 50.1-70.0, Swords 50.1-70.0.

      iii. **WARSPIRIT:** Based on BaseCreature bodyValue (26, 0x1A), Hue 32 (0x20) Str 176-205, Dex 46-65, Int 46-70, Hits 1060-1230, Damage 20-30, Physical Damage 100, Physical Resist 35-45, Fire Resistance 25-35, Cold Resistance 15-25, Poison Resistance 5-15, Energy Resistance 5-15, Magic Resist 45.1-60.0, Tactics 50.1-70.0, Swords 50.1-70.0.

[Type text]

    iv. **WARTROLL:** Based on BaseCreature bodyValue (53, 54, 0x35, 0x36), Hue 2949 (0xB85) Str 176-205, Dex 46-65, Int 46-70, Hits 1060-1230, Damage 20-30, Physical Damage 100, Physical Resist 35-45, Fire Resistance 25-35, Cold Resistance 15-25, Poison Resistance 5-15, Energy Resistance 5-15, Magic Resist 45.1-60.0, Tactics 50.1-70.0, Swords 50.1-70.0.

B. **BODY PAINT & MAD PAINTER –** Mini system to allow players to change their Hue from a set of 45 different colors. Mad Painters are Blues.

    1. **BODY PAINT:** ItemID (0x9EC, 2540), Hue (RandomList, see script) Changes the Hue of the player that uses it. Lasts "one week", or can be removed with an Oil Cloth. Only drops on Mad Painters.

    2. **MAD PAINTER:** Based on BaseCreature bodyValue (401, 400, 0x191, 0x190), Hue 33781 (0x83F5) Str 500-660, Dex 500, Int 200-250, Hits 5000, Damage 10-20, Physical Damage 70, Cold Damage 70, Fire Damage 70, Physical Resist 50-100, Fire Resistance 50-100, Cold Resistance 50-100, Poison Resistance 50-100, Energy Resistance 50-100, Wrestling 95.1-100, Evaluating Intelligence 100.1-150.0, Magery 100.1-150.0, Anatomy 95.1-100.0, Magic Resist 95.1-100.0, Tactics 95.1-100.0, Swords 95.1-100.0, Parry 95.1-100.0, Focus 95.1-100.0.

C. **FIRE RABBIT -** Only mob that drops Animal Pheromone that is needed to craft Hitching Posts and the Pet Leash in DefTamingCraft. HitchingPost, HitchingPost2, PetPost, and HitchingRope are not configured as loot. Replaced with HitchingPost and Pet Leash for FSATS.

    1. **ANIMALPHEROMONE:** ItemID (0x182F, 6191), Hue (0, 0x0) Needed to craft Hitching Posts and the Pet Leash in Taming Crafting. Only drops on the Fire Rabbit.

    2. **FIRE RABBIT:** Based on VorpalBunny bodyValue (205, 0xCD), Hue 1360 (0x550) Str 130, Dex 4500, Int 2500, Hits 2500, Stam 1500, Mana 1500, Damage 10-15, Physical Damage 0, Fire Damage 100, Physical Resist 45, Fire Resistance 100, Cold Resistance 40, Poison Resistance 46, Energy Resistance 46, Wrestling 80.0, Tactics 0.0, Anatomy 0.0, Magic Resist 200.

[Type text]

3. **HITCHINGPOST:** ItemID (0x14E7, 0x14E8, 5351, 5352), Hue (0, 0x0) Hitching Post (replica), House item, Charges 2, Uses Remaining 15. Handles Speech. Uses Remaining increased by Hitching Rope.

4. **HITCHINGPOST2:** ItemID (0x14E7, 0x14E8, 5351, 5352), Hue (0, 0x0) Hitching Post (replica), House item, Charges 2, Uses Remaining 15. Handles Speech. Uses Remaining increased by Hitching Rope.

5. **HITCHINGROPE:** ItemID (0x14F8, 5368), Hue (1055, 0x41F) Used to increase Uses Remaining for HitchingPost and HitchingPost2.

6. **PETPOST:** ItemID (0x14E7, 0x14E8, 5351, 5352), Hue (0, 0x0) Hitching Post (replica), House item, Charges 2, Uses Remaining 15. Handles Speech. Cannot be Recharged or have Uses Remaining increased.

D. **FROST ORCS & SNOW GLOBES -** Mini system with custom mob Frost Orcs that have a chance to drop a Random Snow Globe deed. Snow Globe deeds create a Random Snow Globe from a list of 100 different "scenes". Players can doubleclick on the Snow Globe to view the scene it describes. All scenes open the same gump. Players are given a Reward Scroll for viewing the scene. Has tons of potential. Original plan was to create different graphics for each gump, with different bonus and debuffs for each.

1. **FROST ORCS**

    i. **FROSTORC:** Based on BaseCreature bodyValue OrcishMage(140, 0x8C), Hue 1153 (0x481) Str 100, Dex 200, Int 500, Hits 400, Damage 50, Physical Damage 100, Cold Damage 100, Fire Damage 0, Energy Damage 0, Poison Damage 100, Physical Resist 100, Fire Resistance 0, Cold Resistance 100, Poison Resistance 100, Energy Resistance 0. Only mob that drops RandomSnowGlobe deeds. Low Droprate.

[Type text]

2. **GLOBE DEED**

    i. **RANDOMSNOWGLOBEDEED:** ItemID (0x14F0, 5360), Hue (1150, 0x47E) Creates a random Snow Globe from a preconfigured list of "scenes". Each Globe has the same chance to appear.

3. **SNOWGLOBE:** ItemID (0xE2E, 3630), Hue (RandomList, see script) Root class for each of the different Random Snow Globes.

    i. **BLACKTHORNEGLOBE**

    ii. **BRITAINGLOBE**

    iii. **BUCSGLOBE**

    iv. **BUSHIDODOJOGLOBE**

    v. **CASTLEBRITANNIAGLOBE**

    vi. **CHAOSGLOBE**

    vii. **CITADELGLOBE**

    viii. **COMPASSIONGLOBE**

    ix. **CORRUPTEDFORESTGLOBE**

    x. **COVEGLOBE**

    xi. **COVETUSGLOBE**

    xii. **CRANEMARSHGLOBE**

    xiii. **DAEMONTEMPLEGLOBE**

    xiv. **DECEITGLOBE**

    xv. **DEFIANCEPOINTGLOBE**

[Type text]

[Type text]

xxxvi. **HONESTYGLOBE**

xxxvii. **HONORGLOBE**

xxxviii. **HUMILITYGLOBE**

xxxix. **HYTHLOTHGLOBE**

xl. **ICEGLOBE**

xli. **ISEISLANDSGLOBE**

xlii. **ISLANDTEMPLEGLOBE**

xliii. **JHELOMGLOBE**

xliv. **JUSTICEGLOBE**

xlv. **KARNAUGHGLOBE**

xlvi. **KITSUNEWOODSGLOBE**

xlvii. **LAKEOFFIREGLOBE**

xlviii. **LAKESHIREGLOBE**

xlix. **LIGHTHOUSEGLOBE**

l. **LUNAGOBE**

li. **LYCAEUMGLOBE**

lii. **MAGINCIAGLOBE**

liii. **MALASGLOBE**

liv. **MARBLEISLANDGLOBE**

lv. MININGMOUNTAINGLOBE

[Type text]

[Type text]

[Type text]

xcvi. **YEWGLOBE**

xcvii. **YOMOTSUMINESGLOBE**

xcviii. **ZENTOCITYGLOBE**

E. **KENNY ROGERS –** Special custom Mob and custom Charm. The Gambler "works" inside the Luna Palms Casino, and is Red.

1. **GAMBLERSCHARM:** Based on BaseNecklace ItemID 4229, 0x1085, Hue 50, 0x32. Luck 777. Only drops on The Gambler inside Luna Palms Casino.

2. **THE GAMBLER:** bodyValue 400, 0x190, Hue 33770 0x83EA, Str 600-650, Dex 150-200, Int 350-400, Hits 1000-1500, Damage 10-15, Physical Damage 100, Physical Resist 0-1, Fire Resistance 0-1, Poison Resistance 0-1, Energy Resistance 0-1 Evaluating Intelligence 85.0-100.0, Tactics 75.1-100.0, Magic Resist 75.0-97.5, Wrestling 100.2-105.0, Focus 120.0, Swords 110.0-120.0. Drops CasinoToken and GamblersCharm.

F. **MONSTER NESTS –** Mini system to spawn a specific mob every 15 seconds until defeated. Once destroyed eggs will appear based on the type of Monster Nest and the eggs have a chance to drop a BankCheck or Gold. Each Nest is stronger or weaker than another.

1. **DRAGONNEST:** Based on MonsterNest ItemID 4962, 0x1362, Hue 32, 0x20. MaxCount 7, Respawn 45, HitsMax 2600, Hits 2600, Spawn Type Dragon, LootLevel 7, RangeHome 15.

2. **DREADSPIDERNEST:** Based on MonsterNest ItemID 4307, 0x10D3, Hue 0, 0x0. MaxCount 5, HitsMax 2000, Respawn 30, Hits 2000, Spawn Type DreadSpider, LootLevel 2.

3. **MONSTERNEST:** itemID 4962, 0x1362, Hue 1818, 0x71A. HitsMax 300, Respawn 15, Hits 300, RangeHome 10.

[Type text]

4. **MONSTERNESTLOOT:** itemID generated by the specific nest. Creates BankCheck or Gold in various amounts.

5. **ORCNEST:** Based on MonsterNest ItemID 10749, 0x29FD, Hue 0, 0x0. MaxCount 15, Range Home 20, Respawn 10 HitsMax 1600, Hits 1600, Spawn Type Orc, LootLevel 1.

6. **RATNEST:** Based on MonsterNest ItemID 7090, 0x1BB2, Hue 0, 0x0. MaxCount 25, Range Home 20, Respawn 2 HitsMax 1600, Hits 1600, Spawn Type GiantRat, LootLevel 1.

7. **SKELETALKNIGHTNEST:** Based on MonsterNest ItemID 3793, 0xED1, Hue 0, 0x0. MaxCount 6, Respawn 30 HitsMax 1600, Hits 1600, Spawn Type SkeletalKnight, LootLevel 1.

[Type text]

CUSTOM MONETARY SCRIPTS

SPREADSHEETS

ENTER THE MIN AND MAX WEAPON DMG AND THE TOTAL % OF MAG PROPS INTO THE YELLOW BOXES.

[Type text]

UO-THE EXPANSE FREQUENTLY ASKED QUESTIONS (F.A.Q.)

1. *Why are you doing this?*

   After being in the community for such a length of time, I saw many "vets" disappear into nothingness, sometimes taking their work with them by not having a source posted for someone else to update. Repacks would be posted with tons of customization added and *zero* explanations about any of it, so it made finding and turning on/off those changes difficult. Getting a system "peeled" out of a 'shard was another level of difficulty, as few 'shard owners and/or the coders did not comment any of the code changes. New 'shard owners would join the community and have the same questions that we all did when we got started, and some had more in-depth questions that were commonly asked too. Some community members took it upon themselves to act as a source of support, even creating detailed and informative tutorials, like Milva and myself. After my 'shard was taken offline, it became clearer to me that "the community", and those outside the gaming community that want in, could use a platform in which to do so that already had a vast "support network" to benefit from. There are other gaming platforms that could have served this purpose, but I felt UO was the "best fit" mainly because most of the changes can be done in basic programs like Notepad, and Paint. Those other platforms might require some other software, which can get expensive once licensing enters the picture. Not everyone can afford to pay out of pocket, let alone go to college, but still have a creative desire to get into game development.

2. *Why you?*

   Well, no one else was attempting anything like this project. Not even remotely close, that I knew of while I have been working on it, and much of my background lent itself to the creation of the project. Having the time to do it is also an important aspect. I am self-employed, so I am able to juggle my own priorities to work on this project too. I had already done some of the legwork for UO-The Expanse, so I split off from it to create the edu repack. Plus, why not me?

[Type text]

3. *What is your background?*

I retired from the IT industry after almost twenty years, earning two AAS degrees, plus a handful of certifications. During that time, I taught computer hardware and software for Adult Education classes and provided on-site and online computer hardware and software end-user support. Almost every position required some Graphic design and/or website development. Custom built about a dozen computer systems and had to learn Active Directory on the fly.I have published several tutorials and walkthroughs, as well as four books, three video/board games, and created UO-The Expanse Offline Quest System (a text-based adventure system based on UO-The Expanse). While an active member of the UO community starting in 2011, I offered support to many 'shard owners and staff, released addons, posted tutorials, and maintained and developed an active 'shard.

4. *What comes with the download?*

There are two actual downloads. One is handled through Github, which covers the freeshard files and the other is handled through MediaFire, which covers the client files. A third-party connection program is not needed, but any of them can be used. However the purpose of this is for education and not "running a freeshard", so none of those programs are included.

Inside the Github download are the various scripts needed to operate a freeshard, including all the custom content from UO-The Expanse.

Inside the MediaFire download are the UO client files. These are needed in order to log in to the freeshard.The UO client is a heavily customized 7.0.12 version, which has all the Stygian Abyss content, along with some High Seas images, animations, and gumps. There are also PDF files for training, as well as the documentation for the freeshard on all the installed scripts.

[Type text]

UO Notes

<u>Lootpack Help</u>

The Green section

This line of code use a utility, a utility defined in LootPack.cs, but let's keep things simple, the line could be changed from "PackItem(Loot.RandomArmorOrShieldOrWeapon());" to "PackItem(new Spear());"

This would add, instead of a random Armor, shield or weapon, a Spear to the mob backpack (the mob will carry it in its backpack, not only "drop" it). You can replace "Spear()" with any item.

The Blue section

This is a nifty bit of code, the first line is a randomizer, it will pick a number from 0 to 9.

The lines after the first line define what happens if that particular number would be chosen.

For example, if the randomizer choose the number 5 then this code will execute: "case 5: PackItem(new RibCage()); break;", meaning a Rib Cage will be placed will be placed in the mobiles' backpack.

The Orange section

This is my favorite method, it is a randomizer aswell, but this time it's a so-called Double, instead of a whole-number.

The randomizer will pic a number from 0.00001 to 0.999, or in simpler terms (by moving the decimal two places to the right): It will choose a number from 0.01% to 99.99%.

So the first line of the Orange section tells us:

(cont'd)

if (0.025 > Utility.RandomDouble())"

If the randomizer choose a number lower then 0.025 (2.5%), then the code on the next line "PackItem(new GlacialStaff());" will be executed.

If the randomizer choose, let's say 0.03 (3%), the code won't be executed and the Glacial Staff won't drop.

If you would want a Glacial staff to drop 50% of the time, you would write:

- if (0.5 > Utility.RandomDouble())

  99%

- "if (0.99 > Utility.RandomDouble())"

  75%

- "if (0.75 > Utility.RandomDouble())"

  1%

- "if (0.01 > Utility.RandomDouble())"

  0.1%

- "if (0.001 > Utility.RandomDouble())"

Troubleshooting/Tips

1. Invisible Items

   [Contained remove where item visible = false

   target your backpack via your paperdoll

   [Area remove where item visible = false

   target the area around where you placed them.

   If the items are like hair, and you just cannot see them. Then take everything out of your backpack and do

   [contained remove where item

   then in the area do

   [area interface where item

   and a list of items will come up, you can then remove the ones you want.

2. Adding items globally to player's backpacks

   [global addtopack StuffyAnimal where playermobile

   [global addtopack "item name" where playermobile map != null (to get just the online players)

   [global addtopack [class name of item to add] set [property name] [value] [property name] [value] ... where [class name to use as filter] [property name] [comparison expression] [value]

   [global addtopack apple set itemid 123 hue 456 name "Chocolate bunny" where playermobile skills.wrestling < 100

How to add items to all player's packpack

[online addtopack apple set itemid 123 hue 456 name "Chocolate bunny" where playermobile

this code shows how to add a normal item but have a different ID

If you have a script item which you would like to use

[online addtopack superdragonarmor name "Surprise" where playermobile

or

[online addtopack cake hue 302 name "Special Cake" where playermobile

3. Changing the hue of multis, like houses, boats, etc.

   [area interface where basemulti

4. Ser/Deser Issues

   If you know the freeshard is crashing in Deserialize for playermobile, just stick a **Console.Writeline** before every read operation in the playermobile.deserialize method. See what the last one is that gets read before the crash, and then look at that line and compare it to the Serialization and see what is out of order.

5. XML Siege Info

   [availatt will list all available attachments and their constructors, so you can see the list using that command.

   [area addatt xmlsiege where basemulti (Add xml siege attachment to a multi)

   (cont'd)

[xmlfind basemulti 20 (Will show all multis within the range (20 in this case) and their attachments)

[addatt xmlsiege (creates a damageable object with 1000 hits, 30% fire and physical resist, and repair requirement of 1 stone, 20 iron, an 20 wood to repair 100 hits. Optional arguments:

- xmlsiege hitsmax

- xmlsiege hitsmax resistfire resistphysical

- xmlsiege hitsmax resistfire resistphysical wood iron stone

HitsMax specifies the maximum number of hits the structure can take before being destroyed.

ResistFire and *ResistPhysical* are the percentage reduction in that type of damage that the object will take.

Wood, Iron, Stone - are the amount of each resource that will be required to repair 100 hits of damage on the object using the SiegeRepairTool

[getatt (opens the dialog box to modify xml attachments.)

To display HP of HP on Siege items with hit points:

if (siege != null)

{bool ascii = true; int hue = 1156; string Siegepoints; Siegepoints = string.Format("[{0}/{1}]",siege.Hits, siege.HitsMax); PrivateOverheadMessage(MessageType.Label, hue, ascii, Siegepoints, from.NetState); }

 base.OnSingleClick(from);}

Cannonballs

iron has medium range (15), no area, high damage (100)

light has longer range (17), no area, medium damage (80)

exploding has shorter range (11), small area (1), lower damage (60)

fiery has shortest range (8), large area (2), lowest damage (40)

light has good accuracy (0), fastest speed (35)

iron has good accuracy (0), medium speed (25)

exploding has lower accuracy (-10), slower speed (20)

fiery has lowest accuracy (-20), slowest speed (10)

6. For adding Text Under an Item Name:

    list.Add("Blah blah blah");

    base.GetProperties(list);

7. Moving a fully-deco'd house

    The location for a house is dead center of the floor plot, so when you select the destination take that into account.

    [props - target house sign.

    click arrow next to "Owner"

    Then "View Properties" on the owner menu

Go to second page of properties menu and look for "Location" and "Map"

(cont'd)

Write down the current location, then enter the destination co-ordinates.

*** *Venders, teleporters and some add-on items MAY not move with the plot. IF you have this happen, use the original location and destination location to calculate an offset formula.*

(IE Original X3000, Y2000 - Destination X5000, Y1500 = Offset X2000, Y -500)

With that in hand, you can now move Joe the Cheese Seller.

[props on vender, location x3009, y2012

add in formula to get new location = X5009,Y1512

POOF vender is now in the exact relationship to the house, but in the new destination.

or

[inc x 2000 y -500 <enter> target NPC

8. Live Map Editing Commands

- *[inclandalt* increment land altitude (z) by a positive or negative number at a single tile

- *[setlandalt* set land altitude (z) to a specific number

- *[setlandid* change the tile number of a land tile

- *[incstaticalt* increment static altitude (z) by a positive or negative number

- *[setstaticalt* set static altitude (z) to a specific number

- *[setstaticid* change statid art id number

- *[delstatic* delete static

- *[addstatic* add a static

(cont'd)

- *[movestatic* move a static

- *[livefreeze* freeze dynamic statics in a bounding box into the map

- *[getblocknumber* tells you what block number your standing in

- *[circularindent* radius height change raises/lowers the map (not statics) in a circular area

9. <u>All Houses listed by price Desc.</u>

[global interface view price owner where basehouse order by price desc

10. <u>Replace any music</u>

When you replace it in the server\regions.cs, you're merely changing how the server handles the mp3. In other words, it just makes it so we, scripters, can more easily choose which music is played by selecting a more descriptive name. When you change them in the config.txt file, and you associate that reference with whatever mp3 you chose.

If you were to change tavern04 to void, this is what you would do.

1. Edit server\region.cs and change tavern04 to void. and recompile the server.

2. Edit music\digital\config.txt and change tavern4 to void

3. Edit data\regions.xml and make the void region and associate the void music to it. (cont'd)

4. Edit dawn's music box and change the reference to tavern04 to void. Additionally, you might need to change the cliloc references to tavern04, as Dawn's music box uses it.

IMPORTANT: Some references are hard coded into the client. DeathTune is hard coded at 42 and cannot change. I mean, you can chose whichever music you want for DeathTune, but when you die, #42 plays. Combat 38, 39, and 40 are hard coded, as is Login.

11. <u>XmlEdit</u> -<u>Gump Styles</u>-

Gump,0 = A gump with just a done button and text.

Gump,1 = A gump with yes/no buttons and text.

Gump,2 = A gump with a textbox for players to type in and okay button with text.

Gump,3 = A gump with I Accept! button and No thanks, I decline button with text.

Gump,4 = A gump with Two custom answer buttons with text.

Gump,5 = A gump that is totally blank with no text.

Gump,6 = A gump with the NPC's name, a blue line at the top and an Okay button with no text.

12.Keyword Doors

[add keyworddoor westcw

WestCW,	NorthCW,
EastCCW,	Sliding Doors
WestCCW,	SouthSW,
EastCW,	SouthSE,
SouthCW,	WestSS,
NorthCCW,	WestSN
SouthCCW,	

13. Armor & Weapon Attributes

Stat Bonuses

- Attributes.BonusHits = 1;

- Attributes.BonusStr = 1;

- Attributes.BonusDex = 1;

- Attributes.BonusInt = 8;

- Attributes.BonusMana = 15;

- Attributes.BonusStam = 8;

Skill Bonuses

- SkillBonuses.SetValues(0, SkillName.Necromancy, 20.0);

- SkillBonuses.SetValues(0, SkillName.Stealth, 20.0);

- SkillBonuses.SetValues(0, SkillName.Stealing, 20.0);

- SkillBonuses.SetValues(0, SkillName.Musicianship, 10.0);

- SkillBonuses.SetValues(0, SkillName.Meditation, 10.0);

- SkillBonuses.SetValues(0, SkillName.Healing, 10.0);

- SkillBonuses.SetValues(1, SkillName.SpiritSpeak, 5.0);

- SkillBonuses.SetValues(0, SkillName.Mysticism, 15.0);

(cont'd)

Regen Bonuses

- Attributes.RegenMana = 4;

- Attributes.RegenHits = 1;

- Attributes.RegenStam = 1;

- Reg/Mana Reduction

- Attributes.LowerRegCost = 12;

- Attributes.LowerManaCost = 8;

Casting

- Attributes.CastRecovery = 3;

- Attributes.CastSpeed = 2;

Damage Increases

- Attributes.SpellDamage = 15;

- Attributes.WeaponDamage = 8;

Attack/Defend Bonuses

- Attributes.AttackChance = 10;

- Attributes.DefendChance = 15;

- Attributes.ReflectPhysical = 15;

Misc Attributes

- ArmorAttributes.MageArmor = 1;

- ArmorAttributes.SelfRepair = 5;

- ArmorAttributes.ReactiveParalyze = 1;

- ArmorAttributes.SoulCharge = 30;

- Attributes.Luck = 50;

- Attributes.NightSight = 1;

- Attributes.IncreasedKarmaLoss = 5;

- Attributes.SpellChanneling = 1;

- Attributes.EnhancePotions = 1;

- WeightReduction = 30;

Weapon Attributes

- WeaponAttributes.HitManaDrain = 50;

- WeaponAttributes.HitFatigue = 50;

- WeaponAttributes.HitLeechHits = 60;

- WeaponAttributes.HitLeechStam = 60;

- WeaponAttributes.HitLeechMana = 40;

- WeaponAttributes.HitLowerDefend = 40;

- WeaponAttributes.HitFireball = 45;

- WeaponAttributes.HitLightning = 30;

- WeaponAttributes.HitLowerDefend = 20;

- WeaponAttributes.HitColdArea = 1;

- WeaponAttributes.HitEnergyArea = 1;

- WeaponAttributes.HitFireArea = 1;

- WeaponAttributes.HitPhysicalArea = 1;

- WeaponAttributes.HitPoisonArea = 1;

- WeaponAttributes.HitFatigue = 1;

- WeaponAttributes.HitDispel = 1;

- WeaponAttributes.HitHarm = 40;

- WeaponAttributes.HitLowerAttack = 40;

- WeaponAttributes.HitCurse = 20;

- WeaponAttributes.HitMagicArrow = 1;

- WeaponAttributes.BattleLust = 1;

- WeaponAttributes.BloodDrinker = 1;

- WeaponAttributes.DurabilityBonus = 1;

- WeaponAttributes.LowerStatReq = 1;

- WeaponAttributes.UseBestSkill = 1;

- Attributes.WeaponSpeed = 20;

(cont'd)

- Velocity = 30; (Only for Throwing or Bow weapons)

Weapon Resistances

- Resistances.Physical = 20;

- Resistances.Fire = 20;

- Resistances.Poison = 20;

- Resistances.Cold = 20;

- Resistances.Energy = 20;

Damage Category Bonuses

(Can be combined with multiple damages but all must total 100)

- AosElementDamages.Chaos = 100;

- AosElementDamages.Cold = 100;

- AosElementDamages.Energy = 100;

- AosElementDamages.Poison = 100;

- AosElementDamages.Direct = 100;

- AosElementDamages.Physical = 100;

- AosElementDamages.Fire = 100;

Absorption Attributes

- AbsorptionAttributes.CastingFocus = 3;

- AbsorptionAttributes.EaterDamage = 10;

(cont'd)

- AbsorptionAttributes.EaterFire = 10;

- AbsorptionAttributes.EaterKinetic = 20;

- AbsorptionAttributes.EaterPoison = 20;

- AbsorptionAttributes.EaterCold = 20;

- AbsorptionAttributes.ResonanceCold = 20;

- AbsorptionAttributes.ResonanceEnergy = 20;

- AbsorptionAttributes.ResonanceFire = 20;

- AbsorptionAttributes.ResonanceKinetic = 20;

- AbsorptionAttributes.ResonancePoison = 20;

- AbsorptionAttributes.SoulChargeEnergy = 20;

- AbsorptionAttributes.SoulChargeCold = 20;

- AbsorptionAttributes.SoulChargeFire = 20;

- AbsorptionAttributes.SoulChargeKinetic = 20;

- AbsorptionAttributes.SoulChargePoison = 20;

Weapon Slayer Bonuses

- Slayer = SlayerName.ElementalBan;   //Super

- Slayer = SlayerName.Silver;   //Super

- Slayer = SlayerName.ArachnidDoom; //Super

- Slayer = SlayerName.Repond;   //Super

(cont'd)

- Slayer = SlayerName.Fey;   //Super

- Slayer = SlayerName.Exorcism;   //Super

- Slayer = SlayerName.ReptilianDeath;   //Super

- Slayer = SlayerName.DaemonDismissal;

- Slayer = SlayerName.OgreTrashing;

- Slayer = SlayerName.OrcSlaying;

- Slayer = SlayerName.TrollSlaughter;

- Slayer = SlayerName.WaterDissipation;

- Slayer = SlayerName.GargoylesFoe;

- Slayer = SlayerName.BloodDrinking;

- Slayer = SlayerName.EarthShatter;

- Slayer = SlayerName.ElementalHealth;

- Slayer = SlayerName.FlameDousing;

- Slayer = SlayerName.SummerWind;

- Slayer = SlayerName.Vacuum;

- Slayer = SlayerName.ScorpionsBane;

- Slayer = SlayerName.SpidersDeath;

- Slayer = SlayerName.Terathan;

- Slayer = SlayerName.DragonSlaying;

- Slayer = SlayerName.LizardmanSlaughter;

- Slayer = SlayerName.Ophidian;

- Slayer = SlayerName.SnakesBane;

Force Max Hit Points (To prevent spellcrafting or imbuing to go beyond this number)

    this.HitPoints = this.MaxHitPoints = 100;

Most Set properties just need the word Set added, i.e.

- SetAttributes.BonusStr = 10;

- SetSkillBonuses.SetValues(0, SkillName.Anatomy, 40);

- SetPoisonBonus = 8;

Item activation by players:

If your item does not fit one of these categories, then you need to add it to the BaseHouse code here somewhere:

```
else if ( from.AccessLevel >= AccessLevel.GameMaster )

        return true;

else if ( item is Runebook )

        return true;

else if ( item is ISecurable )

        return HasSecureAccess( from, ((ISecurable)item).Level );

else if ( item is Container )

        return IsCoOwner( from );

else if ( item.Stackable )

        return true;

else if ( item is BaseLight )

        return IsFriend( from );

else if ( item is PotionKeg )

        return IsFriend( from );

else if ( item is BaseBoard )

        return true;

else if ( item is Dices )
```

(cont'd)

```
            return true;

    else if ( item is RecallRune )

            return true;

    else if ( item is TreasureMap )

            return true;

    else if ( item is Clock )

            return true;

    else if ( item is BaseInstrument )

            return true;

    else if ( item is Dyes || item is DyeTub )

            return true;

    else if ( item is VendorRentalContract )

            return true;

    else if ( item is RewardBrazier )

            return true;
```

EXAMPLES

Play time limit to the area (opposed to 1st char & never > 400.0 skills)

Per Player Character: (PlayerMobile.GameTime < Timespan.FromDays(7))

Per Account: (((Accounting.Account)PlayerMobile.Account).TotalGameTime < Timespan.FromDays(7))

(cont'd)

<u>One Time Only Character Creation codes:</u>

- //One Per Account Here.

    Account ac = m.Account as Account;

if (ac != null)

{

if (ac.Count == 1)

{

//Noob one time only pack loot

PackItem(MakeNewbie (new TambourineTassel()));

PackItem(MakeNewbie (new Candle()));

PackItem(MakeNewbie (new Scissors()));

PackItem(MakeNewbie (new Dagger()));

PackItem(new Apple());

PackItem(new RedBook("a book", m.Name, 20, true));

//Region Ethy (Method used to hue item on creation)

EtherealHorse mount = new EtherealHorse();

mount.Hue = (Utility.RandomMetalHue());

PackItem(mount);

//End Region

//Noob one time only bank loot caller

(cont'd)

```
    NewbBank( m );

    //Noob Broadcast

    World.Broadcast( 33, true, ""+m.Name+" has joined Mystic for the first
time!");

    }

    }

private static void NewbBank( Mobile m )

    {

    BankBox bank = m.BankBox;

    Container cont;

    // Begin box of money

    cont = new WoodenBox();

    cont.ItemID = 0xE7D;

    cont.Hue = 0x489;

    PlaceItemIn( cont, 34, 115, new Gold( 5000 ) );

    PlaceItemIn( bank, 18, 169, cont );

    // End box of money

    // Begin bag of tools

    cont = new Bag();

    cont.Name = "Tool Bag";
```

(cont'd)

```
PlaceItemIn( cont, 30,  35, new TinkerTools( 500 ) );

PlaceItemIn( cont, 60,  35, new HousePlacementTool() );

PlaceItemIn( cont, 90,  35, new Saw( 500 ) );

PlaceItemIn( cont, 30,  68, new Scissors() );

PlaceItemIn( cont, 45,  68, new MortarPestle( 500 ) );

PlaceItemIn( cont, 75,  68, new ScribesPen( 500 ) );

PlaceItemIn( cont, 90,  68, new SmithHammer( 500 ) );

PlaceItemIn( cont, 30, 118, new TwoHandedAxe() );

PlaceItemIn( cont, 60, 118, new FletcherTools( 500 ) );

PlaceItemIn( cont, 90, 118, new SewingKit( 500 ) );

PlaceItemIn( bank, 118, 169, cont );

// End bag of tools

// Begin bag of archery ammo

cont = new Bag();

cont.Name = "Bag Of Archery Ammo";

PlaceItemIn( cont, 48, 76, new Arrow( 1000 ) );

PlaceItemIn( bank, 118, 124, cont );

// End bag of archery ammo

// Begin bag of raw materials

cont = new Bag();
```

(cont'd)

```
cont.Hue = 0x835;

cont.Name = "Raw Materials Bag";

PlaceItemIn( cont, 92, 84, new Leather( 500 ) );

PlaceItemIn( cont, 30, 118, new Cloth( 500 ) );

PlaceItemIn( cont, 30,  84, new Board( 500 ) );

PlaceItemIn( cont, 57,  80, new BlankScroll( 50 ) );

PlaceItemIn( cont, 86,  35, new IronIngot( 500 ) );

PlaceItemIn( bank, 98, 169, cont );

// End bag of raw materials

// Begin bag of spell casting stuff

cont = new Backpack();

cont.Hue = 1738;

cont.Name = "Spell Casting Stuff";

Item toHue = new BagOfReagents( 100 );

toHue.Hue = 0x2D;

PlaceItemIn( cont, 45, 150, toHue );

Runebook runebook = new Runebook( 10 );

runebook.CurCharges = runebook.MaxCharges;

PlaceItemIn( cont, 145, 105, runebook );

PlaceItemIn( cont, 45, 105, new Spellbook( UInt64.MaxValue ) );
```

(cont'd)

```
for ( int i = 0; i < 9; ++i )

PlaceItemIn( cont, 45 + (i * 10), 75, new RecallRune() );

PlaceItemIn( bank, 78, 169, cont );

// End bag of spell casting stuff

//Begin Practice Weapons

cont = new Backpack();

cont.Hue = 2101;

cont.Name = "Practice Weapons";

PlaceItemIn( cont, 45, 66, new PracticeSword() );

PlaceItemIn( cont, 69, 82, new PracticeKryss() );

PlaceItemIn( cont, 93, 99, new PracticeBow() );

PlaceItemIn( cont, 117, 115, new PracticeHatchet() );

PlaceItemIn( cont, 45, 150, new PracticeClub() );

PlaceItemIn( bank, 38, 124, cont );

//End Practice Weapons

}
```

Adding Properties to any items.

```
public override void GetProperties( ObjectPropertyList list )

{list.Add( "Custom Text" );

base.GetProperties list );

list.Add( "More Custom Text" );

}

public override void GetProperties( ObjectPropertyList list )

{list.Add( "Custom Text" );

base.GetProperties( list );

}

public override void GetProperties( ObjectPropertyList list )

{base.GetProperties( list );

list.Add( "Custom Text" );

}
```

UO SKILLS: (editing - adding/changing)

From Sidle - "Due to how interwoven everything is, it's wise to not actually change the skill name in the code. Like, ArmsLore, will stay ArmsLore in the code, but the client will present "Flower Picking" to the player, and obviously you can change the use function to say/do whatever you want. Changing ArmsLore to FlowerPicking in the SkillName dictionary is a dumb undertaking that has no value (other than organization I suppose). But, other than that it's just some fiddler work

You can also easily make an unusable skill usable by just adding an onuse method, so as you're replacing dead/dumb skills, don't worry about if it's currently usable or not.To end my TED talk, I'd like to offer a closing word of caution. Double think all these skill ideas. Make sure it's the right one you want to add. Lord knows I've redone the same 2-3 skills a few times when I found out I didn't like that one idea, I liked the other idea much more."

XmlPoints-PvP System

Capture the Flag rules

The game organizer is responsible for assigning teams and for placing the home bases for each team.

Home bases are placed by clicking the button next to each team entry in the Team Status gump, and then targeting a location. Bases can be placed/repositioned at any time prior to starting a match.

Players capture opponents flags by moving to within 1 tile of the opponents home base when the flag is present. The flag will then be placed in the players backpack and the player will be surrounded with a particle effect in the color of the flag they are carrying.

Flags cannot be placed in containers, given to other players, or placed on the ground.

A player can only carry one flag at a time.

Players score a point by returning to their home base while carrying an opponents flag.

If a player is killed, any flag that they are carrying is returned to its home base. Players will then be autores'd after the specified RespawnTime (default 6 seconds).

If a player remains out of bounds (defined by the arena size) for longer than the allowed time , remains hidden past the allowed hiding time, is offline for longer than the allowed time, or changes maps, any flag they are carrying will be returned to its base.

The game ends when either the target score is reached or when the match timer counts down to zero. The team with the highest score at that point wins and the total purse is divided equally among winning team players.

DeathBall Rules

The general rules are similar to a Deathmatch with the following differences.

A target score can be specified, which is the total number of seconds a player must spend carrying the deathball to win.

When a player picks up the deathball their score will be increased by 1 per second for as long as they carry it. The score will be displayed over the players head and updated in the game gump.

The first player to reach the target score wins the match.

If a player is killed, they drop the ball at the location of their death, and are automatically resurrected and returned to the game after the respawn delay (6 sec default),

Non-participants cannot pick up the Deathball.

Scores do not increase while a player is hidden or out of bounds.

If a player is disqualified the ball is returned to the gauntlet location and the player is dropped from the match.

King of the Hill Rules

The general rules are the same as a Last Man Standing match with the following differences.

A target score can be specified, which is the number of seconds a player must spend as king of the hill to win.

When a single player occupies the tile on which the KotH challenge gauntlet is placed, their score will be increased by 1 per second. The score will be displayed overhead and updated in the game gump. If more than one player occupies the tile, no scores are incremented.

(cont'd)

The first player to reach the target score wins the match.

Once a participant is killed, they are out of the game. If only one participant remains, they are declared the winner.

Any non-participant that tries to occupy the KotH tile will be automatically moved off to a random nearby location to prevent attempts to block the tile.

Deathmatch Rules

The player that initiates the game is responsible for adding/removing players, setting game conditions, and is responsible for starting the game.

Individual participants must accept the challenge by selecting the accept button in the Deathmatch gump.

An optional entry fee in gold that each player must pay in order to participate can be specified. The entry fee will be taken from the players bank account when the game starts.

The match completion conditions can be specified as a target score or a match length, or both. If a target score > 0 is specified, then the first player to reach that score is the winner. If a match length > 0 is specified, then the player with the highest score at the end of the match is the winner. In the case of a tie, the purse is split between them. If both target score and match length are specified, then the game continues until one of those conditions is met.

When a participant is killed, their score is reduced by one and they are resurrected with full health/mana/stam. The killer has their score increased by one.

An optional arena size that defines the valid playing area can be specified.

(cont'd)

Players that leave the arena area, defined by the distance from the challenge gauntlet, will have a specified amount of time to return in bounds before they will be penalized and respawned at the gauntlet location. This time is 15 seconds by default but can be adjusted with the DeathmatchGauntlet static variable MaximumOutOfBoundsDuration.

Players that become hidden will have a certain amount of time to become visible before they are penalized and made visible. This time is set to 10 seconds by default but can be adjusted with the DeathmatchGauntlet static variable MaximumHiddenDuration.

Players that are offline will have a certain amount of time to return before they are penalized. This time is set to 60 seconds by default but can be adjusted with the DeathmatchGauntlet static variable MaximumOfflineDuration.

Players that change maps are immediately penalized and respawned at the gauntlet location.

While a game is being set up, players can accept or withdraw at any time prior to the game starting.

Once a game has been started, individual players can drop out of the game by pressing the forfeit button (X) next to their name in the Deathmatch challenge gump.

Completed challenge gauntlets will remain for a short period before they decay so that players or observers can see the results. The default decay time is 5 minutes but can be adjusted with the DeathmatchGauntlet DecayTime property.

Players are automatically resurrected with full stats after being killed in the match by default. This can be changed by setting the DeathmatchGauntlet AutoRes property.

The default interval between killing the same player for points is enforced by default during the match.

(cont'd)

This can be overridden by changing the *DeathmatchGauntlet UseKillDelay* property. While you can change this, I would not recommend it due to potential for exploits unless you do not really care about rankings.

Note that the organizer of a Challenge game does not have to actually participate in it. This makes it easy for staff to organize matches.

Players can only participate in one Challenge game or 1 on 1 challenge duel at a time.

Players can only organize 1 challenge game at a time. Attempting to organize a second challenge game while one is still being set up will result in the first being cancelled.

Note that changing game conditions after players have already accepted, such as adding/removing players, changing the entry fee, or arena size, will require that players must reaccept the new conditions.

There is no limit to the number of players that can participate in a Deathmatch game by default. This can be changed with the DeathmatchGump constant MaxTeamSize.

Last Man Standing Rules

The player that initiates the game is responsible for adding/removing players, setting game conditions, and is responsible for starting the game.

Individual participants must accept the challenge by selecting the accept button in the LMS gump.

An optional entry fee in gold that each player must pay in order to participate can be specified. The entry fee will be taken from the players bank account when the game starts.

(cont'd)

Once a participant is killed, they are out of the game. The last remaining participant is the winner. That player takes the purse which is the total of all entry fees.

An optional arena size that defines the valid playing area can be specified.

Players that leave the arena area, defined by the distance from the challenge gauntlet, will have a specified amount of time to return in bounds before they will be disqualified. This time is 15 seconds by default but can be adjusted with the LastManStandingGauntlet static variable MaximumOutOfBoundsDuration.

Players that become hidden will have a certain amount of time to become visible before they will be disqualified. This time is set to 10 seconds by default but can be adjusted with the LastManStandingGauntlet static variable MaximumHiddenDuration.

Players that are offline will have a certain amount of time to return before they will be disqualified. This time is set to 60 seconds by default but can be adjusted with the LastManStandingGauntlet static variable MaximumOfflineDuration.

Players that change maps will be immediately disqualified.

While a game is being set up, players can accept or withdraw at any time prior to the game starting.

Once a game has been started, individual players can drop out of the game by pressing the forfeit button (X) next to their name in the LMS challenge gump.

Completed challenge gauntlets will remain for a short period before they decay so that players or observers can see the results. The default decay time is 5 minutes but can be adjusted with the LastManStandingGauntlet DecayTime property.

Players are automatically resurrected after being killed in the match by default. This can be changed by setting the LastManStandingGauntlet AutoRes property.

The default interval between killing the same player for points is enforced by default during the match. This can be overridden by changing the LastManStandingGauntlet UseKillDelay property. While you can change this, I

would not recommend it due to potential for exploits unless you do not really care about rankings.

Note that the organizer of a Challenge game does not have to actually participate in it. This makes it easy for staff to organize matches.

Players can only participate in one Challenge game or 1 on 1 challenge duel at a time.

Players can only organize 1 challenge game at a time. Attempting to organize a second challenge game while one is still being set up will result in the first being cancelled.

Note that changing game conditions after players have already accepted, such as adding/removing players, changing the entry fee, or arena size, will require that players must reaccept the new conditions.

There is no limit to the number of players that can participate in an LMS match by default. This can be changed with the LastManStandingGump constant MaxTeamSize.

The challenge gump lists the total number of participants in the Players: field, and the number of remaining participants in the Active: field.

Features:

Points - accumulated or lost based upon PvP kills or deaths, these are used to rank players. Individual and shard-wide standings can be displayed. Amount of Point loss or gain can be made dependent upon the relative Point difference between the players, providing additional incentives for taking on players with higher ranking, and penalties for losing to players of lower ranking. The system can also be configured for automatic point loss if the player does not engage in pvp activity over the specified time window.

Rankings - relative Points standing of players on a shard is maintained and can be displayed for individuals as well as for the entire shard (the top 20).

(cont'd)

If the Item Identification feature of the XmlSpawner2 installation is enabled (XmlSpawner2 installation step 8), the skill can be used to examine the points and standing of other players as well. Using the [leaderboardsave command, shardwide ranking information can also be periodically saved to a specified xml file.

Duels - The challenge system allows 1-on-1 consensual pvp between players for points.

Challenge Games - The challenge game system supports multi-player consensual pvp games. Current Games: Last Man Standing, Deathmatch, King of the Hill, DeathBall, Team Last Man Standing, Team Deathmatch, Team Deathball, Team King of the Hill, Capture the Flag.

Credits - accumulated through PvP kills, these are used to purchase PvP rewards.

Rewards - the PointsRewardStone allows players to exchange kill credits that are accumulated through PvP activity for rewards including items, mobiles, or attachments. These can be defined in XmlPointReward.cs. Minimum points requirements can also be specified in addition to credit requirements for each reward. To place this just do an "[add pointsrewardstone"

Commands Supported:

[getatt - this is the general command from the XmlSpawner2 package for displaying/modifying/deleting attachments on a target. Just execute the command and target a player to open the attachment list. From there you can open the xmlpoints properties by finding the xmlpoints attachment on the list, and selecting the button on the left, or display the points gump by pressing the question mark button on the right. This command is available to GMs or higher only.

[addallpoints - this command will add the xmlpoints attachment to all current players that dont have it yet and can only be run by an administrator.

(cont'd)

[removeallpoints - this command will remove the xmlpoints attachment from all current players and can only be run by an administrator.

[checkpoints - this command can be run by players to report their current points standing including rank, available credits, number of kills, number of deaths, and recent kill list (this is the same as using the item identification skill on themselves if that feature has been enabled through XmlSpawner2 installation step 8)

[pointslanguage language - this command can be run by players to change the language in which points-related text appears to them. English, Spanish, and Portuguese are currently supported.

[showpoints - when players type this it publicly displays their points overhead.

[topplayers - this command can be run by players to list the current top 20 players ranked by points. This can also be invoked through the points gump.

[challenge - this command can be run by players to allow challenge duels for points. Just issue the command and target another player. The targeted player can then accept or decline the challenge. This can also be invoked through the points gump.

[lmschallenge - this command can be run by players to create a last man standing challenge game.

[deathmatch - this command can be run by players to create a deathmatch challenge game.

[kingofthehill - this command can be run by players to create a king of the hill challenge game.

[deathball - this command can be run by players to create a death ball challenge game.

[teamlmschallenge - this command can be run by players to create a team last man standing challenge game.

(cont'd)

[teamdeathmatch - this command can be run by players to create a teamdeathmatch challenge game.

[teamkoth - this command can be run by players to create a new Team king of the hill challenge game.

[teamdeathball - this command can be run by players to create a new Team Deathball challenge game.

[ctfchallenge - this command can be run by players to create a new Capture the Flag challenge game.

[seekills - this command can be run by players to allow them to control whether or not they see the broadcast results of pvp kills. This can also be set through the points gump.

[broadcastkill - this command can be run by players to toggle system-wide broadcasts of their pvp-kills. Broadcast is determined by the winners setting. This can also be set through the points gump.

[systembroadcastkill - this command can be run by GMs to allow system-wide GM override of player BroadcastKill settings. When set to false, no results will be broadcast. When set to true, results will again be broadcast based on players BroadcastKill settings.

[leaderboardsave - this command can be run by administrators to enable/disable the periodic saving of xml and html leaderboard information to a specified file.

Default settings that can be modified:

There is a 6 hour minimum time between kills of the same player for point gain. This is set by the static variable m_KillDelay.

There is a 60 second minimum time between deaths of a player for point loss. This is set by the static variable m_DeathDelay.

(cont'd)

Points gained/lost can depend upon the point difference between the players. Default setting is 5% of the point difference. The percentage gain/loss is set by the m_WinScale and m_LoseScale static variables and this can be changed to whatever you like. If it is set to zero then gain/loss will be fixed at 1 point per kill.

For example, if player1 with 500 points killed player2 with 100 points, player1 would only gain the minimum of 1 point and player2 would lose the minimum of 1 point. But if player2 killed player1, player2 would gain 20 points (5% of 400) and player1 would lose 20 points.

Credits gained can depend upon the point difference between the players. Default setting is 5% of the point difference. Set by the m_CreditScale

Players start off with a default of 100 points, set on m_Points.

Broadcasting of kills is on by default. This is set by the m_Broadcast (for players) and m_SystemBroadcast (for GM override) variables.

Rewards can be specified by adding/removing entries to the PointsRewardList in the Initialize method in XmlPointsReward.cs.

Leaderboard save settings can be specified on the command line to the [leaderboardsave command, with default values set in the m_LeaderboardSaveInterval (default 15 mins), m_LeaderboardSaveDirectory (default "Leaderboard"), and m_LeaderboardSaveRanks (default 20) static variables.

For automatic point loss if the player does not engage in pvp activity the amount of loss and time period can be configured by setting the m_PointsDecay (10 points default) and m_PointsDecayTime (15 days default) static variables.

Receiving kill broadcasts is on by default set by the m_ReceiveBroadcasts variable.

Challenges can be cancelled by issuing another challenge and targeting another player (self-target is allowed for this purpose). There is a 15 minute timeout from the time the cancellation request is made. This default time can be changed in the static variable CancelTimeout.

[Type text]

BLUE MAGIC EXPANSION: 50+ ENTRIES This custom expansion created by BKnight (a.k.a. Peoharen) and focuses on a different type of user interface for new playable classes. "If you have never played Final Fantasy then I'm sure you have no clue what Blue Magic is but you have seen it's system before, Blue Magic is the ability to permanently learn a spell or effect, a monster uses. While the system to learn changes, (FFVI it was attack the monster, FFXIII it was use an item, FFIV it was eat the monster, and so on.) FFV in which it debuted, and several other FF games, it is based on getting hit with the attack and *surviving*. I have done this for UO."

- BKnight (a.k.a. Peoharen) (See highlights below)

1. **MINIMAL EDITS TO RUNUO'S FILES:** The only absolutely required edit is done to Scripts\Misc\AOS assuming you've patched up to handle SA support. This edit allows programmers to patch into the various enhancement properties AOS, SE, ML, and SA have added without having to equip a made up item into the Unsed_F slots, which may at any point be put into use by OSI anyway.

2. **SEPERATE SAVE FILE:** Installing, updating, removing, is pretty easy. Blue Magic creates and maintains it's own separate save file that tracks who is a blue mage and what spells do they know. The only stuff saved in game is the additional items, mobiles, and some spawners (which can be removed with a single command). No edits have to be made to BaseSpell, Regents, or anything of the like.

3. **30 NEW SPELLS (AND GROWING):** Cleric & Druid sport less than 10 and each has been around for 4 years.

4. **SEVERAL NEW MONSTERS:** Some of the monsters have their own cool traits.

5. **NEW QUESTS:** Various quests have been added for blue mages. Not a blue mage? No problem, a few are slayer type and open for others to participate in for rewards.

<div align="right">(cont'd)</div>

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6. **STATUS SYSTEM:** The status system is no longer required for use but to me it's effects are superior than to the alternative use of enhancement properties. should you take the time to install it, make the system true and several spell effects will adapt and use it.

I. **SPELLS**

a. **ANGEL'S SNACK:** Consumes a Heal, Cure, and Refresh Potions heal several aliments and a minor amount of HP. Applies to your entire party!

b. **AUTO LIFE:** If used on living targets they gain an auto-life buff that can ressurect them upon death.

c. **BAD BREATH:** The caster exhales a cone of gas that can debuff speed, combat skills, and resistance to the affected mobiles

d. **BLOW UP:** The caster charges up and then detonates him self dealing twice his HP in damage to the surrounding area.

e. **DEMI:** Halves the HP total of a target (max 150hp loss), no damage rights given

f. **DRAGON FORCE:** A stackable self buff that bestows melee poweress at the cost of spellcasting (you may use special moves). On the 7th casting and beyond it's effect changes to shooting fireballs.

g. **DRAIN TOUCH (MOVE):** A melee attack that bestows negative levels and heals the user.

h. **FIFTY NEEDLES:** Shoots several needles at a target, each one dealing one damage per hit.

i. **FLAMETHROWER:** Breath a wide line of fire burning everything in it's path.

j. **FROG DROP:** Drops frogs in an area. Duration (thus damage) & range are based on several uncommon items.

(CONT'D)

[Type text]

      a.   **ITEMS:** World Map, Red Leaves, Sand, Special Hair Dye, Rope, Vines, Tribal Paint, a Rock, doesn't have a Runebook, doesn't have gold.**(CONT'D)**

k. GOBLIN PUNCH (MOVE): Adds a random multiplier to your damage.

l. GUARD OFF: Halves the resistance of a target.

m. LEVEL 4 HOLY: If the target's skill total can evenly be divided by 4 it deals a massive amount of damage.

n. LIMIT GLOVE (MOVE): Deals the percentage difference in your current and maximum HP.

o. MAGIC HAMMER: Halves the mana of the target (max loss is 50).

p. MATRA MAGIC: Swaps the mana and HP of the target, anything that can have more than 500HP is immune.

q. MIGHTYGUARD (STATUS): (Status) Bestows Protect & Shell on the target.

(OTHER) INCREASES YOUR RESISTANCE, A GMED MAGIC RESIST CHARACTER SHOULD HIT 60% RESIST ALL WITH THIS SPELL.

r. MIND BLAST: Damages the target's intelligence, the more spellcasting skills they have the greater the effect.

s. NIGHT: Darkens the area and puts everyone nearby (including the caster and his allies) to sleep.

t. POISON CLAW (MOVE): Infects the target with poison.

u. SHADOW FLARE: Deals a large amount of damage to an area.

v. SHIELD (STATUS): (Status only) While under it's effects damage taken drains your mana instead. the spell ends when you run out of mana.

w. STARE: Confuses a single target.

(CONT'D)

[Type text]

    x. THURST KICK (MOVE): A powerful attack that slides your opponent away from you.

    y. SWITCH: Swap places with another creature.

    z. TRINE: Layers several explosive runes on the ground which explode after some time. The runes can also explode by walking over them making them a quick trap.

    aa.   **VANISH:** Hides the caster and shunts them over a few spaces in a random direction, the caster may then sneak away for a few steps.

    bb.   **WHITE WIND:** Heals all friendly creatures in range, amount is based off the caster's current HP.

II.   **MONSTERS** (All monsters have a Blue prefix, monsters that mimic exsisting creatures are stronger than their normal counterparts.)

    a. BEHOLDER: (stare) True to it's source, this beholder packs ten different eye beams.

    b. BOMB: (blow up) Nothing major.

    c. CACTUAR: (fifty needles) Nothing major.

    d. DRAGON: (dragon force) Order dragon body, uses the Six's breath attack, Necromage AI.

    e. ETHEREAL WARRIOR: (white wind) White and "holy"ish, kinda of a pain in the ass for where I have them spawning.

    f. GOLEM: (flamethrower) Nothing major.

    g. IMP: (demi) Nothing major.

    h. JUGGERNAUT: (mighty guard) Nothing major.

    i. MIND FLAYER: (mind blast) Don't fight it close up, it will grapple you and try to rip out your brain!

(CONT'D)

[Type text]

j. **Mongbat:** (switch) Those little things are so annoying, well now they are worse! It polymorphs it's opponents into a mongbat and uses switch to confuse everyone watching.

k. **Orc Captain:** (goblin punch) the not very impressive goblin punch user.

l. **Rune Beetle:** (guard off) Packs the typical Rune Beetle effect of having resistance which when combiend with Guard Off it means you have 1/4 of your normal resistance.

m. **Skittering Hopper:** (thrust kick) You know these thigns are pretty much the only mobile to use their feet to attack?

n. **Pixie:** (lv4 holy) Whtie and "holy"ish, not really impressive.

o. **Ultimate Weapon:** (shadow flare) A powerful enemy, uses bullrush, lightning strike, self healing, shadow flare, and general asskickery.

p. **Wight:** (drain touch) When a player dies in either Wisp Dungeon or of negative levels it has a chance to spawn where the player's corpse is.

III. **Quests**

a. **Blue Ben:** Is the quest offerer for all blue mage quests.

b. **Blue Mage Training Quest:** Available only if your Forensics skill is below 51.0 (allowing a 50.0 start out) It is a skill training quest, reward is the same as EvaInt's (ring of the savant)

c. **An Empty Vessel:** Only offered if you have more than 51.0 in Forensics. Not exactly a quest. It is a series of questions asked by Ben. Upon completion of the questions you are offered the Blue Mage Serpent Quest.

[Type text]

d. **BLUE MAGE SERPENT QUEST:** Your answers to An Empty Vessel determine which place you must search for your mark. Your mark is a land tile (or there of) that blends in with all other land tiles. Only Staff and the player can see it, others walk through and cannot making it the first ever instance item in UO.

e. **BLUE TOUCHED:** Blue Clothing is a special kind of clothing, it comes with Resist All +5 and is blessed. The garment has been Touched by the Azurian forces to be adaptable and enchantable. There are nine different enhancements, Insight, Haste, Arcane, Skill, Mighty, Nimble, Intelligent, Regeneration, and Resistance. Each quest below rewards the items and enhancements.

f. **BLUE MAGE TIER ONE SLAYER QUEST:** Kill a few drakes, gazers, lichs, and daemons for a random blue clothing reward.

g. **BLUE MAGE TIER TWO SLAYER QUEST:** Kill a few dragons, elder gazers, lich lords, and ice fiends for a random enchantment deed.

h. **BLUE MAGE TIER THREE SLAYER QUEST:** Kill a few shadow wyrms, beholders, ancient lichs, and balrons for a random powerful enchantment deed.

i. **LIMITS SURPASSED:** 8 items & 9 enhancements right? Not so much. The 9th item, the necklace, can only be enhanced by a special enhancement that cannot be applied to the rest of the clothing.

j. **FINDING QUINA:** You require this quest to enter the area where Quina spawns and complete it upon killing him. There is no kick out timer or anything so you may farm him but leaving will prevent reentry for a few days.

k. **LAST MOVE:** If you have learned all the moves of blue magic you can try a boss fight. Invite your friends and fight for a chance for an artifact.

l. **LAST SPELL:** Same concept as above but for spells. Not finished.

m. **YOU ARE PRETTY GOOD:** The last one in the line of boss fights. Haven't started on.

(CONT'D)

[Type text]

IV. **ITEMS**

a. **BLUE MAGE CLOTHING:** The magic binding this clothing into creation is very delicate. Someone untrained in it's use (ie not a blue mage) will unravel it destroying the clothing and all of it's enhancements.

b. **FORKS!:** Like Quina, many blue mages have found a war fork perfectly suited to their combat style. these forks use Wrestling and do not prohibit use of combat maneuvers.

c. **SILVER:** Undead slayer.

d. **BISTRO:** Imposes a -15% fire resistance penalty on hit.

e. **GASTRO:** The animation changes on each swing, each type has it's own bonus.

f. **NEEDLE:** A special fork, exceptional against certain monsters whom may be required by the blue touched quests.

[Type text]

"HOW DO I?"

<u>Commands</u>

There are a lot of commands, and they all begin with [

Command structure: [Command Property/Value, or like [StaffRunebook, or [AddToPack peach 10.

When you discover commands that you use frequently, add them to theToolbar by clicking on the ?. Then edit the Command into the box, and click Apply. You can increase the Row and/or Column count at the top.

<u>Adding Items</u>

There are a few ways to bring new objects into the game, like a new building. Someone can build the structure/object piece by piece, then use [AddonGen to create an Addon that is then copied to the Addons folder in Scripts->Customs->Custom Deco->Deco.

The other way is to use an Xmlspawner to spawn all the pieces, by building the structure as statics in the spawn entry (see the XmlTraining on how to do this), and then use [AddonGen to create the file that must be copied.

If not using an Xmlspawner, Pandora's Box can be used to add statics more quickly and easily. Finding the item you want to add might be a bit trickier. UOFiddler can help if you just want to see everything, and then add it manually.

<u>Adding Scripts</u>

From personal experience, keep track of the scripts that are added. 4,500 files does add up quickly, but consider a Core change might mean needing to edit all 4,500 files to get the 'shard to compile again. Less is better, but sorry, you are stuck with 4,500 files for now.

No matter what new scripts are added, the 'shard must be restarted before that script can be compiled. AutoRestart can be set to automatically Shutdown with a Save and Restart, but it is advised not to do so with scripts that have never compiled before.

[Type text]