

The cover art for the video game Ultima V: Lazarus features a dark, textured background with a metallic, riveted border. In the center, a circular medallion depicts three robed figures. Below the medallion, the title 'Ultima V' is written in a large, stylized font, with 'LAZARUS' on a banner underneath.

Ultima V

LAZARUS

↑MMR MAY 2006



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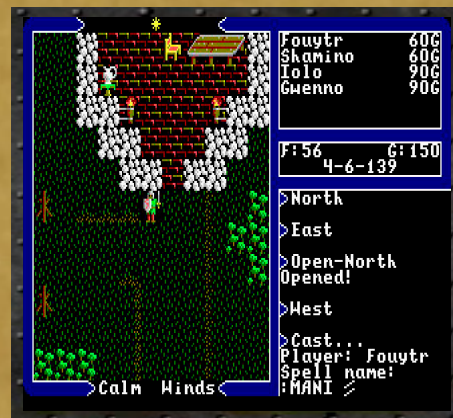
Ultima V: Lazarus



Ultima V: Lazarus is an exceedingly ambitious project that greatly improves on the graphics and sound in the PC version of *Ultima V Warriors of Destiny*. However, that's not all. Rather than releasing an "upgrade patch" as happened with *Ultima IV*, what we've done is a true from-the-ground-up remake of the gaming classic, *Ultima V*.

Five years in the making, *Ultima V Lazarus* built in the Dungeon Siege 3D RPG engine, (learn more at www.dungeonsiege.com) with brand new graphics, CD-quality orchestral music (including re-mastered versions of the original *Ultima V* music plus some new pieces), improved and expanded dialogue, and a much more "alive" design for the Underworld, amongst other improvements.

Ultima V: Warriors of Destiny (1988)



Ultima V: Lazarus (2005)



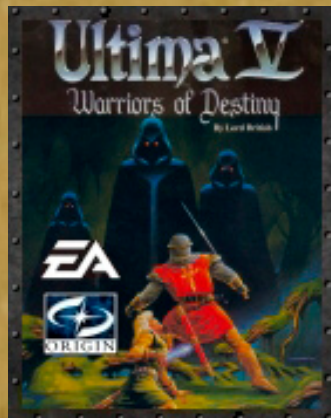
S

ystem Requirements

NOTE: these values are the minimum requirements. For an optimum *Ultima V Lazarus* experience, Pentium 4 class or equivalent processor with 512+ MB RAM is recommended.

- PENTIUM CLASS 300MHz or MAC EQUIVALENT
- 128 MB RAM SYSTEM MEMORY
- 550MB FREE HARD DRIVE SPACE
- 3D ACCELERATION
- DUNGEON SIEGE or DUNGEON SIEGE: LEGENDS OF ARANNA

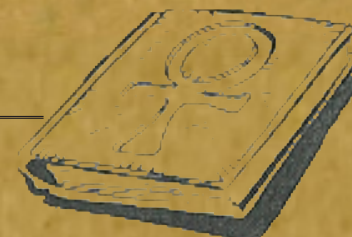
NOTE: the original *Ultima V* is **NOT** required to play *Ultima V Lazarus*



G

ame Controls & Party Puppetry

GENERAL CONTROLS



F10 = GAME OPTIONS

SPACEBAR or **PAUSE** = PAUSES GAME

CTRL+S = SAVE GAME (*Don't forget - Save Now, Save Often..*)

CTRL+L = LOAD GAME

F9 = QUICKSAVE

F11 = QUICKLOAD

ESC = SKIP CINEMATICS (*Careful!*); CLOSE ANY OPEN SCREEN/MOST GUIs

ALT = VIEW/HIDE LABELS FOR ITEMS ON THE GROUND

Z = COLLECT NEARBY ITEMS ON GROUND

W = MINIMIZE/MAXIMIZE WEAPONS PANELS

N = VIEW/HIDE FIELD COMMANDS

X = VIEW/HIDE HEALTH AND MANA LEVELS

CHARACTER & PARTY CONTROLS

E or CTRL A = SELECT ALL PARTY MEMBERS

I = OPEN/CLOSE INVENTORY

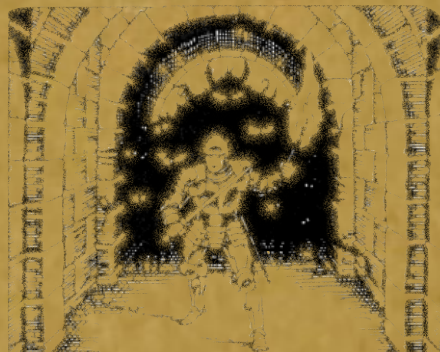
Q = CYCLE THROUGH EQUIPPED WEAPONS AND ACTIVE SPELLS

C = FORCE CAST (*NOTE! This command is needed to cast the spells Resurrect, Unlock Magic, as well as Magical Fields - Fire, Poison, Sleep and Energy*)

A = FORCE ATTACK (*careful!*)

G = GUARD CHARACTER

S = STOP CURRENT ACTION



CAMERA CONTROLS

‘-’ or MOUSE WHEEL BACK = Zoom camera out

‘=’ or MOUSE WHEEL FORWARD = Zoom camera in

‘←’ or MOVE CURSOR to LEFT of SCREEN = Camera left

‘→’ or MOVE CURSOR to RIGHT of SCREEN = Camera right

‘↑’ or MOVE CURSOR to TOP of SCREEN = Tilt up

‘↓’ or MOVE CURSOR to BOTTOM of SCREEN = Tilt down

CAMERA CONTROLS (CONTINUED)

HOLD MIDDLE MOUSE BUTTON = Rotate camera & tilt freely with mouse (*freelook*)

FORMATION CONTROLS

HOLD RIGHT MOUSE BUTTON then LEFT-CLICK = Cycle through formations

HOLD RIGHT MOUSE BUTTON then MOVE CURSOR = Change formation orientation

HOLD RIGHT MOUSE BUTTON then ROTATE MOUSE-WHEEL = Change formation spacing

COMBAT BEHAVIOUR

ALT-A = ‘Attack freely’ mode

ALT-D = ‘Defend’ mode (character only retaliates to attacks)

ALT-S = ‘Hold fire’ mode (character never attacks)

IMPORTANT NOTE

The game speed toggle (‘;’) should only be used while you’re sitting still and not doing anything, in order to pass time quickly. We highly recommend **not** using 10X speed while moving or fighting, as this can cause the game to become very unstable.

Folklore

Long before the ascendancy to power of Lord British, Sosaria, as it was then known, was made up of numerous city-states. The eight largest and most enduring of these are today the major townes in Britannia.

Each city-state had its own ruler and laws. However, constant bickering for power and resources meant that the smaller states often fell prey to the aggressions of the larger.

The Crossing

During this time, in another world, an idealistic youth was growing discouraged. All around him, he saw people pursuing personal wealth and power. Where were the heroes fighting for justice and prosperity for all people? Was there no leader willing to seek the way to a better world for everyone?



The youth took to spending his days roaming the hills. One autumn day, he came upon a rock-bordered clearing surrounded by towering oaks. From a bed of dry leaves, the glint of metal caught his eye.

It was a silver medallion in the shape of a great serpent. In his hand, the medallion felt unusually warm.

Suddenly a line of blue light rose from the leaves, expanding into a door of light. The youth stared, astonished, then stepped through. The door disappeared and autumn with it. Green fields now surrounded the youth. Feeling the medallion still in his hand, the youth slipped it into his pocket.

He detected a wisp of smoke rising above a grove of trees in the distance, and headed toward it. There he surprised a slender, blond man chopping wood. As the man looked up, the axe struck the wood awkwardly, glanced off, and opened a gash in his leg.

The youth rushed forward to help but the man put his hand up. Concentration replaced the pain that had flashed across his face. He knelt, touching his injured leg with one hand, tracing intricate patterns in the air with his other, and softly murmured. The bleeding stopped. The man stood up, brushing wood chips from his clothes.

He smiled broadly at the youth's amazement, then spoke with a deep voice. "Aye mek mye leg feelle na panne, and ayee haellede it, too. Aye ought ha' kwit myne axynge. But aye dinna ken thou'rt icumen." The youth's eyes grew huge. He actually understood this strange, new language. "But how did you heal your leg?" The man's eyes twinkled. "Why, 'tis th' simplest of spellles. Nay?"

The man's name was Shamino. That night, the youth stayed in Shamino's house. The youth told Shamino about the land from which he came. Shamino could not fathom such a land, but believed the lad was sincere and telling the truth.

"What again was the name of thy birthplace?" "Cambridge," the youth replied, "in the British Isles." Shamino thought for a minute,

"I like that. I shall call thee British." The youth laughed, but accepted his new name.



Shamino

Initially, British looked diligently for a way to return to his homeland, but over time his need to return to his own people lessened. It was only after he gave up looking for a way back that he discovered one. British made the journey several times.

In fact, it's believed he brought back close friends to dwell with him in his chosen world - Iolo the Bard and the knight Dupre are almost certainly his landmen.

Among the evidence of this is the aging process. It appears that a decade in our world is equivalent to a single year in the homeland of British. He and his countrymen age at one tenth the rate at which we age.

Through the years, British's deeds demonstrated both wisdom and bravery. As respect for him grew, British became the leader of a region of Sosaria including many citystates, and was awarded the title of Lord British.



Then Sosaria faced its greatest threat: the Triad of Evil. These times are known as the Ages of Darkness. Three great Evils sought domination over Sosaria: the powerful wizard Mondain, the vengeful enchantress Minax, and the hellspawn threat of Exodus were defeated in turn by a Stranger from Another World, summoned at the behest of Lord British who unified the disparate citystates into one realm, Britannia.

The Stranger was subsequently chosen as Lord British's champion, earning the title 'Avatar', the embodiment of the eight virtues, as chronicled in *Ultima IV Quest of the Avatar*.



To learn more about the folklore and history of Britannia you can consult the Book of Lore, visit the Lycaenum's library north of Moonglow on Verity Isle or access the Ultima V: Lazarus website located at www.u5lazarus.com for more information.

Adventuring in Lazarus

Character Overview

All playable characters in Lazarus are described by a set of variables—the major ones being Class, Intelligence, Dexterity, Strength, and Level.

A character's Class is similar to a profession or career. It is what a character has worked and trained at throughout his or her life. There are three basic characters Classes: Mage, Bard, and Fighter.

There are also five other classes available which are derived from these primary three—Druid, Tinker, Paladin, Ranger, and Shepherd. The basic combat statistics of each of these 8 classes varies a great deal—for instance, Fighters are very good at melee combat but Bards are especially adept at using ranged weapons. What sets the classes apart the most, however, is their Trainable Skills.

Creating a Character

When you begin a new game of Lazarus, you will have to create a character to play—although you will give this character a name, he or she will also be referred to as “The Avatar.” The first thing you will have to do is choose your character's gender and appearance (there are 3 bodies/portraits available for males and 3 bodies/portraits available for females), and finally choose a name for your character. Once you've finished, click the Journey Onward button at the bottom of the screen. (NOTE: if you can't see the button, change the game's resolution to a higher setting)



Character Selection: choose your gender, appearance and name.

After these basics are completed, you will find yourself in a covered wagon with a mysterious gypsy. This gypsy will ask you a series of ethical questions (each one pitting one of the eight Virtues against another) and the Virtues you “choose” will determine your class.

Player Character Statistics

There are four basic variables that describe each of the Player Characters: INT (Intelligence), DEX (Dexterity), STR (Strength), and LVL (Level). The first three correspond with the three primary character classes/principles: Mage (Truth), Bard (Love), and Fighter (Courage). A character's Level is a rough determinant of just how “powerful” he is and what powers & skills he has at his disposal—Level is always a

whole number value, 1 being the lowest and 8 being the highest.

Experience Points (XP) are needed to progress in level. Experience points may be gained by slaying monsters and completing quests—with more major quests resulting in larger XP rewards. You can access this information in the **LazGUI**, shown below. To access the **LazGUI** and view press the 'I' key or right-click the appropriate character portrait to view your stats and skills.

The LazGUI

(Lazarus Graphical User Interface)

Your Avatar's name (in this case, "Fouytr")

Your Avatar's vital statistics are shown here

Fouytr is a 2nd Level character, which is determined by his Experience Points (XP)

| | |
|--------------------|-----------|
| FOUYTR | |
| AVATAR | |
| HEALTH | MAGIC |
| 60/60 | 24/24 |
| STRENGTH | 20 |
| DEXTERITY | 18 |
| INTELLIGENCE | 22 |
| MELEE DAMAGE 17-22 | |
| RANGED DAMAGE 0-0 | |
| ARMOR RATING 14 | |
| ENCUMBRANCE | 18.7 / 40 |
| EXPERIENCE | 150 |
| LEVEL | 2 |

Your current & maximum level of hit points (health) and spell points (magic) is displayed here. This character is at full strength.

Fouytr has an encumbrance level of 18.7 stones: with his Strength at 20, he can carry a max of 40 stones-worth weight



Character Classes



Mage *(Mage sub-class)*

The Magi of Britannia gather in Moonglow, near the Lycaenum, where they study the ancient mystical scrolls of the Library. The primary weapon of the Mage, of course, is magic. Although Mages can eventually gain access to all eight spell circles, they are particularly adept at destructive magic.



Bard *(Bard sub-class)*

The Bards of Britain entertain the people with their wonderful ballads and tales of heroic deeds. Bards not only chronicle the deeds of valor, but perform them as well. The Bard is particularly adept at using ranged weapons, but also has skill in picking locks and disarming traps. Also dabbling in magic, the Bard makes a fine companion on a long journey.



Fighter *(Fighter sub-class)*

From the town of Jhelom hail the mighty Fighters. They pass their lives in training and have the full use of all weapons and armor, though most prefer the double-edged Britannian sword, a devastating weapon in the hands of a skilled fencer. Fighters have little or no magical talents, for they tend to believe only in the use of arms and fear that magical training saps the will and concentration of a true warrior. They possess a particular affinity for horses, and are most useful companions on travel in uncharted regions.



Druid *(Mage sub-class)*

The Druids are fierce fighters, especially when defending their beloved groves. They hold all trees to be sacred and their town of Yew lies deep in the woods. Druids are impressive practitioners of the mystic arts, and their knowledge of herbs and remedies is without peer. Like the Mage, they can eventually cast spells from all eight circles-however, they are particularly skilled in defensive and healing magic. The Druids' knowledge of the ways of the woodland makes them invaluable as fellow travelers.



Tinker *(Bard sub-class)*

The Tinkers of Minoc are both highly skilled artisans and superb fighters. They are generally suspicious of magic, believing that only hand-crafted artifacts possess true value, and use it seldomly (though they are just as skilled in its use as the Bard). Because of their particular skill with mechanical items, Tinkers are the best in Britannia at picking locks and disarming deadly traps. Also, a traveling party with a Tinker need never fear for repair of any metal or wooden items.



Paladin *(Fighter sub-class)*

These great fighters live in the town of Trinsic in the southeastern part of the Britannian mainland. They are experts in all forms of combat and weapon use, and are more skilled with a shield than any other form of warrior. Paladins can learn almost as many spells as a Mage or Druid, but their chivalric code prohibits them

from using any sort of destructive magic to aid them in battle. Fortunately, their skill in arms alone more than makes up for this lack. Paladins are thus very formidable opponents and highly valued allies.



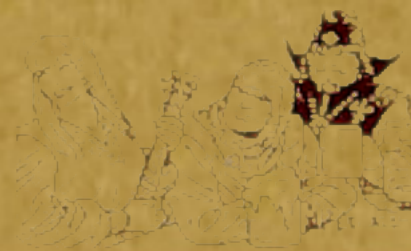
Ranger *(Fighter sub-class)*

Off the western shore of the mainland lies the fair isle of the Rangers. Venturing far from their retreat at Skara Brae, they strive to improve the conditions of people throughout the realm. Rangers are well versed in woods lore and fight fiercely with most weapons. They are also fairly proficient magic users and faultless trackers in any wilderness.



Shepherd *(Fighter sub-class)*

It is uncertain whether the Shepherds are particularly skilled in any form of warfare or the mystic arts. However, they are still highly valued traveling companions--both for their Humility and their extensive knowledge of the land in which they dwell. The spiritual and mental contentment of the Shepherds causes them to heal considerably faster than others.





Player Character Skills and Training

In the original *Ultima V: Warriors of Destiny*, characters (with the exception of the Avatar) could only be one of three classes: Mage, Bard, or Fighter. As a result, the contrast between the different classes became rather diluted. In *Ultima V Lazarus* we've retained the "three prime classes" as a basis for an enhanced class system, we have made things a lot more interesting and diversified in two major ways:

We've incorporated the old *Ultima IV* system of 8 character classes; and we've introduced a new system of trainable skills.

Which classes can train in any given skill is determined by the original *Ultima V*'s 3-class system. Similarly, which skills the Avatar can train in is determined by what class the player "chooses" during the gypsy sequence.

Skills have no "levels"—either you've learned them or you haven't. However, the usefulness of a skill ramps up as the player increases in level, thus making them useful for the full game.

Different Trainers in Britannia will offer different skills for party members to train in, based mostly on location—for instance, you're likely to find a Trainer in Moonglow who can teach you *Impedance* and *Channeling*, but you may have to go to Jhelom if you want to train in *Battle Focus*.

Training prices vary, but the key thing to remember is that it's cheaper and easier to learn skills at lower levels - a 6th level Fighter will pay a lot more gold than a 2nd Level Paladin to learn a skill such as *Battle Focus*, for example. When each skill becomes available to learn (and which skills, for that matter) varies considerably between classes, which makes the differences between them more important and noticeable.

The player can see which trainable skills he/she has learned in the **LazGUI**, shown below. You can access the **LazGUI** by right-clicking on the appropriate character portrait in the upper left-hand corner of the screen, or by simply pressing the 'I' key.

The LazGUI

(Lazarus Graphical User Interface)



This icon represents the **Parrying** skill, and shows that the Avatar knows the skill but is currently untrained. He needs to find a trainer who teaches this skill to gain higher bonuses.

This row of icons show the skills your character has learned. Fouytr has two skills. The circled icon depicted here is the **Recovery** skill.

Skills list

Mage Skills



Channeling

Normal rate of mana (MP) regeneration gets a bonus from the *Channeling* skill that increases with character level. Available for Mages and Druids.



Impedance

The *Impedance* skills gives the ability to reduce the effects of (or completely resist) enemy spells. Available for Mages and Druids.



Destruction

Increases one's ability to use destructive/manipulative magic. It does this by multiplying the damage done by each direct-offensive spell, and by increasing the chance of success for the spells Confuse and Charm. Available for Mages.



Protection

The *Protection* skill increases one's ability to use defensive/restorative magic. It does this by increasing the power of direct healing spells, and gives the caster more proficiency with the spells Repel Undead, Sleep, Sleep Field, and Fear. Available for Druids.



Duration

Spells that last for a fixed amount of time will last longer. Available for Mages and Druids.

Bard Skills



Rapid Strike

Rapid Strike increases the rate at which melee and missile attacks can be made. Available for Bards and Tinkers.



Archery

Grants a bonus to accuracy with missile weapons that increases with skill level. Available for Bards, Tinkers, and Rangers.



Traps

With the *Traps* skill, you gain a bonus to the success rate of finding and disarming deadly traps. Available for Bards and Tinkers.



Jimmying

The art of *Jimmying* increases the chance of successfully picking a lock. Available for Bards and Tinkers.

Fighter Skills



Recovery

Normal rate of HP regeneration gets a bonus that increases with character level. Available for Fighters, Paladins, Rangers, and Shepherds.



Parrying

Parrying uses shields and certain weapons to block an *attack*. (increases shield protection power with skill level). Available for Fighters, Paladins, Rangers, and Shepherds.



Battle Focus

Grants a bonus to accuracy with melee weapons that increases with skill level. Available for Fighters, Paladins, Rangers, and Shepherds.



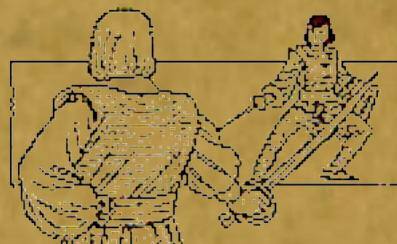
Death Blow

With the Death Blow skill, the chance for a successful attack to be converted to a “critical hit” is increased. Damage multiplier for critical hits increase with skill level, as does frequency. Available for Fighters, Paladins, Rangers, and Shepherds.



Combat

Three important lessons have been derived from the battles with evil in our past. The foremost is that neither magic, nor prowess at arms, nor purity of spirit alone is enough to defeat evil. Only the careful coordination of arms with magic by the virtuous will bring victory. The second lesson is basic; prowess comes only with practice and experience. The third lesson is this: the use of force against the innocent will always bring retribution.



Armaments have improved greatly over the years. Today's knights have a great selection of weapons and armour at their disposal. In addition, fortunate knights may come across magical rings and amulets to wear or use. Before

battle, knights should ready several items of equipment carried by their party; helms, shields, suits of armour, and weapons from daggers to halberds. Weapons can be dropped or exchanged in the midst of battle, but the wise captain will have his party readied for battle in any circumstance or terrain..



Strength and endurance may get a knight through a few battles, but none survive without developing tactical skills. Successful knights learn to watch for mistakes the enemy makes. Successful leaders learn to design strategies around the strengths and weaknesses of their party.



In particular, **Fighter classes** are known for their strength and ability to wield great weapons while wearing the heaviest of armour. They are most effective when formed into a shield wall in the frontmost ranks. There are exceptions--desperate situations where an offensively well-armed fighter may do well to charge headfirst into enemy ranks, attacking the key members.

Bard classes, while weaker than fighters, are proficient archers because of their keen sight and excellent dexterity. Their enhanced ability to attack foes at range is their main strength. Their dexterity also enables them to regroup faster and strike more blows against their opponents.



Mage classes, who are not as strong, often prefer to avoid warfare entirely, spending their time instead in scholarly pursuits. However, those mages who choose to defend the crown are among the most fearsome foes of evil. An accomplished archmage may annihilate an entire horde of monstrous enemies with a single spell.



Missile weapons such as bows and crossbows are essentially useless in hand-to-hand combat; nearby foes are apt to seize the opportunity to interfere with an archer's fire as they do with a magic user's spell-casting. For this reason, mages and bow-wielders are generally best placed behind a cover of fighters, where they can effectively deliver their blows. However, when a spell of cataclysmic and widespread effect is needed, a mage often must venture to the front lines and seek a niche in the shield wall from which to cast his spell, so the spell will not act to destroy friends as well as enemies.

For more information on the type of foes you may encounter in Britannia, refer to the **Bestiary** towards the back of this tome.



Armaments

Armoury

The most courageous knight shows good sense to wear strong armour on any expedition. Full body armour, helmets, shields, magical rings and jewelry, and other magical trinkets are all worthwhile; but they are also expensive. Body armour comes in a range of styles and degrees of effectiveness.



Cloth. Usually little more than a heavy quilted gambeson worn below a tunic, cloth armour is inexpensive and comfortable. But it affords only limited protection.



Leather. A cut above cloth, yet also fairly inexpensive, leather armour is made from thick leather hardened by boiling, often in paraffin.



Ring. A shirt of ringmail will improve thy chances of survival - when compared with cloth or leather, but do not confuse a shirt of this lighter mail with the heavier, more resilient chainmail.



Scale. Fashioned from four to six inch square overlapping plates attached to cloth or leather gambeson, scale armour looks like its namesake: fish scales. Although scale is often somewhat noisy, it offers good protection.



Chain. Chain mail is fashioned from small loops of metal wire linked in a manner to make something resembling metal cloth. The best chain mail has each link actually riveted shut. Chain mail provides very good protection but is quite expensive.



Plate. Custom-made from hand-forged sheets of metal, plate armour affords its wearer the most complete protection possible. However, it is very expensive and be borne by only the strongest.

Helms often match body armour in material and strength, from simple **leather helms** to **chain coifs** and even **great helms** but other variations, such as offensively **spiked helmets**, are available.



Shields also vary greatly, from **bucklers** and **spiked shields**, to **curved heaters** and **tower shields**. Not all war rigs call for shields - any use of two handed weapons precludes them and they require some strength - yet many thank shields for their lives.



Weaponry

The weapon is the most important material choice an adventurer has to make. A wide range exists.



Daggers offer two choices. The common **dagger** is quite useful - its lightness allows the wielder to strike rapidly, which is handy in close quarters. The **main gauche** is more formidable, and can be used to parry blows.



Swords continue to be the most popular weapon. There are **long** and **short swords**, and **two-handed swords**. **Hand axes** and two-handed **battle axes** are effective bladed weapons, though most knights are trained in the nuances of swordplay and tend to shy away from the savagery of axe-work.



Missile weapons are carried by most experienced knights no matter what weapon they keep ready in their hand. It is always an advantage to fell thine enemy from afar when possible, before the threats of his hand weapons can reach thee.

Longbows come from craftsmen in the deep forest. Made from strong and resilient yew, bows, and their stronger counterparts, **crossbows**, make formidable long-range weapons. Be aware, however, that one engaged in hand-to-hand combat is unlikely to be able to load such a weapon, much less shoot it.



The effectiveness of most weapons depends upon the dexterity of the weapons' wielders, but mass weapons are often preferred by the very strong, if not so nimble because these bludgeons depend upon the great strength of the wielder to crush through an opponents' defenses rather than evade them.

Oldest of all bludgeons, and probably of all weapons, is the **club**. Clubs are crude weapons, but when a blow connects, it often does the trick.

The **mace** is much more streamlined than the club. Its weight is balanced to derive the most possible effect with the most possible accuracy.



And then there is the two-handed hammer, or **battle hammer**. It takes great strength to wield it, but the hammer can inflict devastating damage.



Polearms require much strength to wield but they are extremely effective. Most popular among those strong enough to wield it is the **halberd**, a long stout staff with a battleaxe blade at the end that allows its wielder to strike a foe at twice the distance of most weapons.



Notes to Travellers, Old & New

The lands of Britannia are known to us through the efforts of skilled cartographers and brave explorers too numerous to name.



Descriptions of all known settlements and geographical features of Britannia are set out in this tome, featuring contributions from authors, artists and travellers from many lands. As you may have noted, we've taken the liberty of reproducing some of the fine work from the original *Book of Lore*, as well as notes from the tome penned by Lord Shalineth, *Paths of Destiny*.

In our travels in Britannia, we've made some observations and added to the old maps and added notes from explorations. To seasoned adventurers and new pilgrims both: we hope you find these humble observations of use in your own journeying.

The Leaders of Britannia

Under Lord British, Britannia has undergone a great transformation from totalitarian monarchy to representative democracy in what is called a monarchic republic. Instead of a single rule of the king, Lord British, Britannia is ruled by a combination of Lord British and a council of representatives from each of the eight major townes. Although his intent for the future was that each towne elect its representative to the council, the first council was determined by appointment. British traveled to each towne, spending long hours with its leaders to determine the right choice for the first council.

The historic first meeting of the Great Council consisted of two parts. First, Lord British met with the council members and outlined

his vision of participatory government. It was as follows:

This council and Lord British would begin to build a document, based on nature and reality, that set forth those rights of the people that should never be usurped. British believed that the eight virtues of the Avatar would play a major role in the nature of the document. Once adopted, the document would be binding on everyone, including Lord British himself.

The council would ponder problems that occurred in Britannia and decide if they were in the purview of government. If so, they would determine the course of action government should take, perhaps writing a law, perhaps repealing a law, perhaps altering ways and means.

Council recommendations would then be presented to British, and he could accept them or object to them. If he objected, his own rules would require him to sit with the council to try and work out solutions acceptable to all. Nevertheless, Lord British reserved to himself the power of veto in the event that an agreement could not be reached.

The monarchy continues in some respects. The crown jewels, for example, continue to define the office of ruler, both figuratively and, by their magic content, truly. These precious emblems consist of the jewel-encrusted gold crown, believed to contain a perfect ray of sunlight; the pure gold scepter, topped by the crystal orb of power; and the silver amulet, in the shape of the mighty earth serpent, said to have come from another world.

Editors note: Since the loss of our liege, the regent Lord Blackthorn has declared martial law, and many aspects of the political transformations wrought by British have been cast aside.

(For more information, visit <http://www.u5lazarus.com/backstory>)

he People of Britannia

Britannians are many things; farmers and fighters; smiths and sailors; shepherds and mages; bards and bakers and buccaneers - they're a diverse bunch. Each character has their own story, their own family, their own day-to-day activities, their own reasons for doing what they do.

Some people will know you - you're the Avatar after all, the hero of Britannia. Some will like you, and greet you as an old friend or comrade in arms: some will treat you with disdain and suspicion.

If someone doesn't recognise you, you may be able to choose to tell them who are - the choice is yours, but beware dishonesty. You may not believe in karma, but in *Ultima V Lazarus* it doesn't matter: karma believes in you.

They know things - they may tell you about the weather, the state of trade or their feelings about the current regime: it's up to you to decide what to do about it, but to find out these things and embark on quests both large and small you'll need to talk to them.

Conversing with a character is simple: hover the mouse cursor over them, and if the cursor changes to a little speech bubble you can speak to them if you wish. Sometimes a character may be busy, and they might shoo you away *'Canst thou not see I'm working? Come back later if ye want a chat . . .'*

And of course with certain characters, they may've been waiting for thee a long time and have a lot to say . . . Pay attention to what is said, and take notes.



Dialogue in *Ultima V Lazarus* follows an *Ultima VII*-style format: click on the keywords to ask questions or change the subject. For any character you speak to, there are three constant keywords that you can always rely on: these are **Name**, **Job** & **Bye**.



NOTE: Also, you *can* talk to your party members once they've joined your party by clicking on the small white speech bubble icon next to their portraits

Moongates



In *Ultima V Lazarus*, as in the original *Ultima V*, there are eight moongates in the land - magical portals which each lead to other moongates, depending on the phase of the moons.

Each night the moons change - the canny adventurer learns the moongates well.

Be sure to consult thy pocketwatch (right-click on the pocketwatch in your inventory) to discover the current phase.

The World of Britannia

Britannia in *Ultima V* is in upheaval on many different fronts, from the mundane to the fantastic. While your task, as the Avatar, is grand in scope, most of those who live in this world have much simpler desires. Common townsfolk desire the means to live and make a living plying their trades, and feeling secure in the notion that strong leadership is in place to guide them, and all shall live by a moral code.

For as long as most can remember, that leadership was Lord British, and for the past generation since the previous coming of the Avatar, the Virtues were that moral code. Now, Lord British is missing, feared dead by many, and most of the nobles and citizen leaders have been driven into exile by the Regency of Lord Blackthorn. What's more, Lord Blackthorn has chosen to impose the Virtues as laws known as Ethics.

You will find that some in Britannia consider the Ethics useful; others consider them a perversion of the Virtues; and still others are ambivalent. Those with the strongest opinions on affairs of state tend to congregate where their influence and voices gain strength. Some feel alienated by the ways of the world and live in seclusion. Some live under martial law, with their choices made for them.

Whatever their feelings and opinions, or how they came to think and feel thus, there are those that work for the new king, and there are those who resist his rule. Your quest will include discovery of these rival political factions, and members of both will likely react to you in varying ways, based on what you say and do. Working for either faction might increase your chances of discovering the fate of Lord British and, in so doing, save the world.



*The world of Britannia in **Ultima V Lazarus**: you can access this map by right-clicking on the map in your backpack*

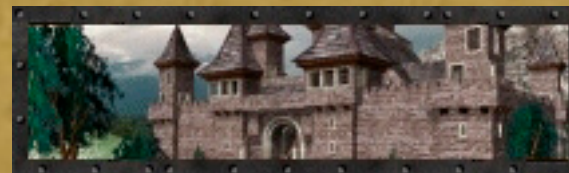
The world of Britannia is vast and complex, with settlements ranging from small, isolated villages to large, bustling townes. The sheer size of the continent requires the stalwart adventurer to make good use of the map: will you venture through Spiritwood or take the King's road to Trinsic? Will you travel to the City of Yew in the heart of the Deep Forest or embark on a voyage to the Keep of Serpent's Hold in the southern isles? Choose your own path.

You need not travel alone; the Avatar has friends throughout the land, who may be waiting to take up arms and seek adventure once more. Seek out your allies and beware of those who seek to cause you harm - Britannia has its fair share of perils and danger.



ettlements

The Castles



The Castle of Lord British. Headquarters and home of Lord British, located on Brittany Bay. Those aspiring to the Way of the Avatar should become familiar with this landmark. The marble and tile castle has been enlarged and improved since the Age of the Avatar. Now five stories, the castle has among its many features two kitchens, and excellent armoury, a rooftop observatory, and the finest stable in the land.

A breathtaking fortress of marble and tile, Castle Britannia is five stories tall, including its dungeon. Within its imposing stone walls are vast storerooms, a little-used prison, bedchambers ranging from austere but comfortable barracks to lavishly appointed guest quarters, two kitchens, a fine stable, and the acclaimed smithy of Max the Armourer.

Our True King is above all a man of philosophy and learning, as all well know who have seen His Majesty's private rooftop observatory. And though there seems little hope for Lord British's return, dozens of devoted subjects of the Crown labor still to keep his castle warm and safe for all who would defend his virtues and his name.

Once the heart of Britannia, the Castle served as the center of Britannian politics. The Great Council met within its walls. The leaders of the three Keeps visited the Castle on an annual basis, as did most of the mayors and governors. Royal banquets that lasted into the wee hours of the morning seemed to happen on a weekly basis.

For the citizens of Britanny Bay, the Great Hall sometimes served as a hall for marriage, dances, and community dinners. In general, events were less exotic than for government officials.

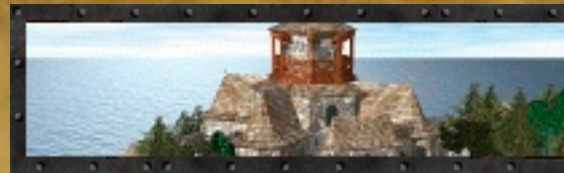
Now, the Great Hall stands empty, the other chambers and hallways mostly silent. Often, one can catch a castle denizen stopping and listening, as if they can hear the echoes of old revelries within the silence.



Armoury: North Star Armoury



Government: The Great Council



The Lycaeum. In the northwestern corner of Verity Isle, ever searching the skies, the observatory tower that crowns Britannia's centre of learning can be seen from many leagues across the ocean. Libraries and laboratories, writing desks and discussion rooms, and every known tool for the discerning of truth are housed here.

The Lycaeum is a great castle in the northwestern corner of Verity Isle, a short distance away from Moonglow. Within dwell some of the finest magi and philosophers in Britannia, gentlemen and ladies who strive to understand and master the ideals of Truth. The Lycaeum has one of the most extensive libraries in the Realm, and also a herbalist, pub, and healer. In a great chamber on the Lycaeum's third floor, the Eternal Flame of Truth shines through day and night, tended faithfully by Lord Sean.

Since it was built, the Lycaeum has been a pool of knowledge, holding the largest collection of books and writings in Britannia. In the Age of Enlightenment, the Book of Truth itself was held in its library. The Lycaeum is the centre of learning for all things magical and scholarly, so many - if not all - mages spend some time within its walls.

Dark magicks, spells with horrifying potential for destruction, have been present in Britannia for longer than anyone can remember. Before the rise of the Oppression, the study of the dark arts within the Lycaeum existed only as a topic of interest, to be examined and understood. But as Blackthorn's hold on Britannia grew, many mages forsook the ways of Truth and turned their attentions to the pursuit of power. The dark arts were studied with alarming alacrity, and spells

with increased destructive power, which never should have been discovered, were unlocked. When Lord Shalineth and Lady Janell, the archmage, forbade the study and practice of black magic within the Lycaenum, the mages who opposed their views left the keep... and most gave their powers into the service of the new King.

In the Age of Enlightenment, the Lycaenum was the 'government' for mages. The study of magic throughout Britannia revolved around the guidelines and rules of the Lord or Lady of the Keep and the Archmage. Beneficial magic was developed and offensive spells were studied only for the sake of learning.

Blackthorn's rise to power and the formation of the Oppression changed this. Mages, as with all other professions, became subject to Blackthorn's laws. The mages who joined his cause were not only encouraged to learn the dark arts, but to practise them. The most powerful of these dark mages earned high ranks in the council of the Oppression. Signalling the final break from the traditions and guidance of the Keep of Truth was Blackthorn's election of a new Archmage - Flain, established in Skara Brae and loyal to the Oppression.



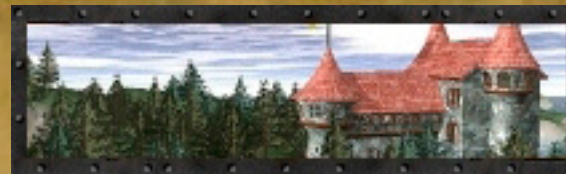
Pub: The Folley Tap



Healer: The Shield of Truth



Apothecary: The Sharper Mage



Empath Abbey. Nestled quietly against the sheltering trees of the Deep Forest, just southwest of Yew, this cloister of love lies open to all of good heart. Here, by the shores of the calming sea, the sisters and brothers of Empath Abbey retreat to meditate, growing ever nearer to understanding and answers that will benefit us all.

South and west of Yew, at the far edge of the Deep Forest, this sanctum of Love is a haven for meditative reflection for both the disciple of Virtue and the troubled of heart.

Lord Michael, a renowned mountain climber and scholar of Virtue, is the keeper of the Abbey and will gladly assist all in need of aid. The Eternal Flame of Love shines from a northern balcony on the second floor.

Unlike the other two keeps, or indeed the other cities, Empath Abbey endures in much the same way now as it did when Lord British sat upon the throne. Lord Blackthorn occasionally visits the Abbey's Lord Michael in attempts to persuade him and his people to side with the Oppression. Why he does not simply take the keep and station his guards on the grounds are matters of debate, but the most likely reasons may be because his mother once studied there, and Blackthorn himself spent several years in the Abbey after the death of his father.

Empath Abbey is under the direct rule of Lord Michael and looked after by the Brotherhood of the Rose. The Abbey is always open to those in need of aid, and while commendable, this is starting to pose a serious problem. As Blackthorn's Laws tighten across Britannia, more and more people fleeing the enforced Justice are seeking their

refuge in the Keep of Love.

Although Blackthorn has dealt gently with the Abbey thus far, Judge Dryden's petitions to bring the outlaws and criminals within the Keep to the court in Yew, and the Keep itself under the Oppression's jurisdiction, will only go unheeded for so long.



Healer: The Empath



Serpent's Hold. Staunchly guarding the deep harbor of the Isle of Deeds, itself bulwarked by mountains and streams, Serpent's Hold stands as a monument to the courage of all those who fight for good. In this stronghold are gymnasiums to hone thy body and training fields on which to hone thy battle skills. Here also are healers to tend thy wounds, and sunny strands to heal thy soul. And finally here too are comrades in arms sharing stories of honour, valor, triumph, and restraint.

The Knight's Order of the Silver Serpent, a chivalric organization comprised of the flower of Britannian knighthood, is headquartered in the great Serpent's Hold castle on the Isle of Deeds. In this grand fortification are a prison, forge, gymnasium, barracks, and training field. Many valiant warriors sojourn here to hone their skills and share their battle lore. The Eternal Flame of Courage burns in a secluded basement chamber, monument to the brave acts of the Order's knights through the ages.

In the days before Blackthorn, the warriors of Serpent's Hold were respected as defenders of courage. Many of the Britannian guard were, themselves, members of the Order. Today, many of the Order are either in exile on Serpent's Hold, or have renounced all ties to the Order in order to serve Blackthorn and enforce his laws. Lord Malone rules over the castle and the surrounding lands. He has renounced all loyalties to Lord Blackthorn, and has in effect made Serpent's Hold a sovereign state.

While the sovereignty of Serpent's Hold has yet to be challenged, Malone knows it is only a matter of time. Blackthorn has cut off trade with the Isle of Deeds, and has set blockades and patrols to prevent traffic going to or coming from the island.



Armoury: Siege Crafters

The Townes



Britain. The principal towne of the Empire of Britannia, the busy seaport of Britain lies in central Britannia on Britanny Bay. Because of the large number of visitors to Lord British's castle who pass through or headquarter in Britain, the bards who do make their home in this towne of compassion and the arts put their emphasis on hospitality. Britain has a large hotel and outstanding pubs and food. There is also an armoury wherein thou canst buy the finest bows made.

Britain is a thriving, picturesque city just a short distance from Lord British's castle on Britanny Bay. The town is an important center of commerce for all of Britannia and has a number of interesting places to visit, such as the Bard's Academy, Iolo the Bard's arbalest shoppe, a highly recommended pub or the Blue Boar Inn. Those who dwell here are welcoming and compassionate, so travelers often find Britain one of the most hospitable places in the realm to visit.

Lord Balmoria, Britain's previous mayor, was slain during the Night of the Black Gloves and the reins of government, such as it is, have fallen in the hands of Thom. He is a capable man, though much his mayoral duties come down to siphoning monies to the Oppression.

This has the twin effect of increasing his stress and having aged him prematurely, but being forced to "cook the books" has enabled him to conversely help the Resistance. Though he sees to the trading and public affairs of the town, his seat is purely honorific, as Blackthorn's lackeys take (and squabble!) over the various branches of the executive. By virtue of the Castle's closeness, any higher court or criminal business used to be settled there, by either Balmoria or Lord British himself - though the latter was a "last resort", busy as he was with the running of the Realm proper. This was all changed by the rise of Blackthorn.

A rough and evil man by the name of Maul is the new Captain of the Guards and he has announced his intentions of ultimately ruling over all criminal and judicial affairs in Britain. High on his priority list is to make sure no one speaks of the "good old days" and keep an eye out for the almost certain return of the Avatar of Virtue.

Maul has established a complex network of scoundrels to canvass the city, with often nothing better to do than bully merchants for protection. Trade in Britain has always been strong, and the coffers of Blackthorn's regime swell with gold.

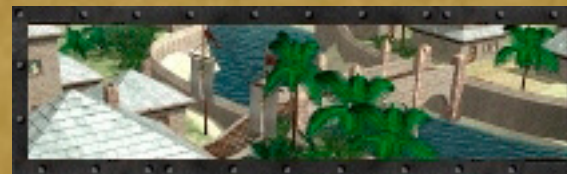


Bowyer: Iolo's Bows



Inn & Pub: The Wayfarer

Other Shoppes: Trainers, Toymakers & Weaver



Jhelom. Far off the mainland, among the mountains on the central and largest of the Valorian Isles, the bustling town of Jhelom provides food and lodging to visitors as well as to its fighters and students of valor. A fine armoury and shipwright ensure safe access to the mainland.

In the mountainous Valorian Isles, far to the southwest of the Britannian mainland, can be found the bulwarked towers of Jhelom. Home to the elite of Britannian knighthood, this city's gates are open to all who valorously strive to defend the Realm. Though some of the citizens may appear rather brusque at times, time and patience spent befriending a knight of Jhelom will seldom be for naught.

Once considered the bastion of Valor, Jhelom has since met with a series of terrible outcomes with the rise of Lord Blackthorn to power. Always a central location for the Royal Guard of Britannia, given its proximity to the island keep of Bordermarch, the fighters of Jhelom were known for their fierce natures, skilled weapons, and an unquenchable bravery.

All of this changed two years hence, during the time now known by scribes as the Night of the Black Gloves, when Blackthorn's Black Company rode into Britannia, cementing the Regent's power once and for all time at the cost of a sword. Of all the cities, only Jhelom and Trinsic remained utterly defiant to the bitter end, and it was not until the now near-legendary duel between Blackthorn himself and Captain Geoffrey of the Royal Guard that their fate was settled. The battle ended with Blackthorn's own blade at Geoffrey's throat, marking the end to any further resistance to the growing oppression. Geoffrey was humiliated and exiled from Jhelom under pain of death, and the last strength of resistance crumbled beneath the blackguards.

Today, Jhelom remains little more than a supply depot for the Oppression's work in Britannia, under the ever vigilant watch of the Oppression itself. Its noble shipyards lay hulls for the powerful naval force under Blackthorn's command; its notable armoury is besieged by growing demands for goods; and the town stables, hailed for its breed of Valorian steeds, are drained constantly to further supply the growing cavalry. Open rebellion towards the Oppression is dealt with harshly and decisively.

Despite the Oppression's continuing efforts, Jhelom still retains a measure of subtle resistance, a feeling that continues to grow even today. Travelers are often subjected to searches and harassment from the local Oppression guardsmen, who are quick to challenge anyone suspicious on the most minor of offenses.



Pub: The Sword & Keg



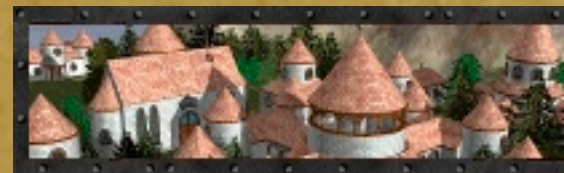
Inn: The Warrior's Stead



Armoury: Naughty Nomaan's



Shipwright: Island Shipwrights



Minoc. This towne in north central Britannia is renowned for the fine metalwork and the armour of its tinkers. Minoc is the centre for studying the virtue of sacrifice. The homeless of Britannia are welcomed in Minoc; here they find refuge in the Mission of the Helpless, with ready access to a fine and charitable healer. Located on the northern coast, Minoc has a large shipwright as well as its famous armoury.

Minoc was founded by the tinkers and craftsmen of ages past on the shores of Lost Hope Bay, near Britannias's central northern coast. Upon the wild, inhospitable crags of ocean-swept rock did a people strong of heart grow and flourish, and the townsfolk of Minoc became known throughout the Realm for their selfless and willing sacrifice. It is a tribute to their unflagging generosity that even in times of brutal oppression, none in need are ever turned away from the Healers' Mission and the world's gold is never asked for the spirit's healing.

The city of Minoc has a government structure typical for Britannian settlements, with an elected mayor on its top. The merchants have always had a big influence on politics, though--often more than the king himself--until a man named Sir Tenneth was appointed mayor. Sir Tenneth seemed to have a soft spot in his heart for the commoners and the poor, something that he shared in common with the wealthiest merchant in town, Fenelon. Unfortunately for the merchants, Fenelon was a also good friend of Fiona, Minoc's member of the Great Council, and both of them were often at odds with the other merchants, many of whom united behind one of their own: The Widow Hannah, leader of the Mining Guild, and who once headed the Artisan's Guild.

When Blackthorn came to power, Fenelon was implicated in Fiona's "treasonous" activities. After losing his major supporter, Sir Tenneth resigned his mayorship and handed it over to the Widow Hannah. The merchants and artisans now reap the benefits of having one of their own in power.



Armoury: Darkwatch Armoury



Healer: The Healers Mission



Shipwright: The Crow's Nest

Other Shoppes: Miller & Artisan's Hall



Moonglow. Honesty and the truth are foremost to the mages of Moonglow; in fact, they abide no dishonesty and have no room for those who do. This towne, tucked on a southern tip of Verity Isle, has good food, reasonable priced herbs, and a fine observatory. There are rumors that thou mayest see thy future here.

Often can great masters of the mystic arts be found within the marble walls of this fair towne, nestled in the southern forest of Verity Isle. Moonglow is one of the most beautiful cities in the kingdom, and its citizens are known for their philosophy and practice of the virtue Honesty. A pleasant half-day's journey on horseback will bring one to the gates of the Lycaeum, where Britannia's scholars spend their days in pursuit of Truth's enlightenment.

Stranger and more dangerous creatures can be found in the forests of Verity Isle. Dark mages who have scorned the teachings of the Lycaeum continue to perform their vile experiments, creating abominations like headlesses and calling forth skeletons from their graves. Attracted by the magic surrounding the island, perhaps, gremlins and even a few gazers and reapers can be found, though the latter seems to prefer only the darkest and thickest parts of the forests.

Before Blackthorn, Moonglow was governed much like the other Cities of Virtue. It had its representative on the Great Council who would hear the words of the people and travel to Britain for annual meetings to further the development and betterment of the city. Perhaps the chief difference in government was because Moonglow was mostly a city of mages, and mages were subject to the magical regulations of the Lycaeum. The Keep of Truth and the City of Honesty worked in perfect harmony, however, until the rise of the Oppression and the changing of magical law.

Many mages came to Moonglow from the Lycaeum when the study and practice of dark magic was forbiddin within the keep's walls, and just about all of them were happy to accept Blackthorn's martial law over their city, the reason being that the Lycaeum's rules could not extend to all of Verity Isle while Blackthorn held power there. While not all mages left for Moonglow because they wanted to study the dark arts, some left on the principle that to deny a topic of study was to deny the pursuit of Truth itself.

Moonglow is now governed by Donn Piatt. The title given to him by Blackthorn is Head Counselor. He ensures the city that the city observes the new laws, and that keeps a close eye on the Lycaeum.

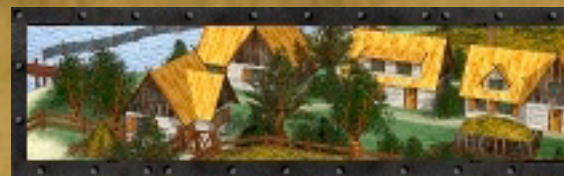


Pub: The Honest Meal



Apothecary: The herbalist

Other Shoppes: Woodcutter, Observatory,
Weaver & Trainer



New Magincia. A towne built on the ruins of old Magincia by a colony of humble people who understand well the dangers of false, self-serving pride and the beauty of humility. New Magincia has a healer and a restaurant tucked among its numerous modest farms and orchards.

The tales of the insufferable pride of Old Magincia's citizens, and the ineffable destruction cast down upon them for their pride's sake, must never be allowed to slip from our minds. Ages have passed since daemons laid waste to the fair city leaving naught but smoking rubble and unliving souls in their wake, but only in recent years has the remote island colony been repopulated.

One-hundred and thirty-six years later, the ghosts of Old Magincia were finally laid to rest and the simple farming towne of New Magincia was built over the ruins and founded as one of the Eight Great Cities by the now infamous Councilor Windemere. Some of the Old Magincia ruins still remain.

Of all the eight major townes, New Magincia is the most isolated, and the least affected by the current events in Britannia. Although the darkness staining the land has touched New Magincia, the damage is considerably less noticeable than other cities.

The government of New Magincia really has not changed much since Blackthorn has been in power. The towne neither has nor needs any true central leadership. All work together as a community.

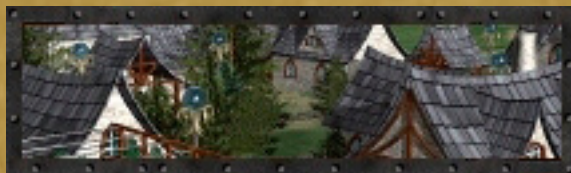
After the ugliness surrounding Lord British's disappearance culminated in Windemere fleeing New Magincia for his ancestral island keep, the rustic village was virtually forgotten.

Once every quarter-year, a ship full of Blackthorn's guards and an Inquisitor will come to New Magincia to collect a large "tribute," and ensure that the eight laws of the land (particularly the Law of Humility) are being upheld. In the autumn, they collect food for Blackthorn's troops as well as the usual gold tax. The people in town generally hate them and always breathe easier once they've gone. There is some uncomfortable talk in town about the possibility of Blackthorn sending some permanent guards to be stationed on the island, but so far this has not occurred.



Inn: The Humble Palate

Other Shoppes: Kaiko's Provisions



Skara Brae. On a western isle just off the coast of Spiritwood lies the quiet retreat of Skara Brae. Long known as a home for the Rangers of Britannia, a private people who strive to better the lives of others through a deep understanding of Spirituality, Skara Brae is a rustic shire of streams and forests with a few shoppes and dwellings unobtrusively scattered about. Those sick or wounded folk who seek aid at the Spirit Healers of Skara Brae may find

refuge from their pain there, irrespective of their personal wealth.

Skara Brae has long served as a retreat and refuge for those wishing to escape the increasingly hectic lifestyles of the other cities of Britannia. Far removed geographically from the other cities, with the great seas to the west and the dense forest of Spiritwood across the Channel of Mists to the east, Skara Brae is a quiet town where one may reflect on the virtues in peace.

In recent times there has been some serious turmoil, chiefly caused by the arrival of the Oppression's Archmage Flain, who had come on a twofold mission: to oversee the construction of a tower, his own tower, within Skara itself, and to apprehend the blind Councilor Hassad. It's said that on the night he crossed the channel into Skara Brae with an entourage of hand-picked mages and guardsmen, the very shadows rose to strike down those who sought to bar his entrance. Few who took part in that dreadful confrontation survived; most fled the town to hide in Spiritwood.

What became of Hassad is unknown. He was not numbered among the dead, nor found in Skara Brae. Whisperers from Spiritwood report that the Councilor has not been seen in the forest either. Most believe he was taken by the shadows themselves, but a few dare to hope otherwise.

Flain's tower was built, as planned. Why the Archmage chose to dwell in Skara Brae was not shared with the townfolk, but anyone aware of the animosity between the mages of the Oppression and the mages of the Lycaeum could hazard a guess.

After Flain's arrival, or perhaps during, there was one change in the scenery that has drawn any number of whispers: the silver ankh of Spirituality sculpture, which had stood in Skara Brae since the Age of Enlightenment, acquired a black cast or tarnish.

The spirits of those who continue to live in Skara Brae are uneasy... and understandably so.



Inn: The Haunting Inn



Healer: The Spirit Healers



Apothecary: The Alchemist



Trinsic. On a grassy plain on the southeastern shore of Britannia, Trinsic's honourable paladins impress visitors with their courage and devotion to truth. A sunny town of marble buildings and shaded parks, Trinsic has a lovely pond, an armoury, a healer and a fine stable.

The Western Road begins amongst the cities and villages of Britannia Bay and comes to its end far to the south on the Great Sea's coast. It is here that magnificent walled city of Trinsic proudly stands facing the sea, a glorious challenge to those who would bring dishonor to the Kingdom. A visitor to Trinsic will likely find a city where enduring friendships are readily made, and where lagging

faith in the ultimate triumph of Honor and truth will be bountifully restored.

Trinsic is not the oldest settlement in Britannia, but 'tis one of the oldest fortresses still in use and in good repair. Part of this reason is the fact that despite a non-strategic position on the plains, it has never been overtaken by outside forces...until recently.

The city has always been proud of the paladins for whom it is famous—they are known to be some of the greatest tacticians and fighters in Britannia, save perhaps for the folk in the Order of the Silver Serpent. The paladins hold Honor chief among the Virtues, but they are no less brave than the fighters of Jhelom. Indeed, many new Knights of the Order come from the ranks of Trinsic, and 'tis because of this recruitment and Trinsic's proximity to Serpent's Hold that the two settlements have long been closely allied.

When Blackthorn came to power 'twas Serpent's Hold and Trinsic that stood against him. Although Serpent's Hold still remains independent of the Oppression, Trinsic rests in the hands of Blackthorn's regime.

A few months after Blackthorn declared martial law, the city came under siege. But even with numbers tripling that of the paladins, the Oppression could not penetrate Trinsic's defenses. Then, on the third day, the Archmage Flain arrived, and with a spell of unforeseen power, he shattered the gates and scorched the walls. Blackthorn's minions flooded the streets, and the battle truly began.

When all was dark, when the morale of the paladins of Trinsic fell, and all seemed lost, one woman—no paladin, but she is now remembered as one of Trinsic's bravest citizens—took action that nearly changed the tide of the battle. Elissa was her name, sister of Sir Geraci, the knight who fell defending Lord British within the Underworld. She seized the Standard of Honor, which her brother had once borne, and rode out into the battle.

Rallying to the young woman like runners in their second wind, the paladins of Trinsic fought like lions, and despite all odds, slowly began to drive the invaders out. But a single, black arrow slit the sky—from whence it came, to this day no one knows—and it pierced the maiden's heart.

'Tis said the battle went silent when she tumbled from her steed. The paladins cried out in dismay, fought on, but could not recover from their loss. After the battle, the Standard was removed from maiden's hand by Blackthorn himself, and the city occupied.

Now that the city is under Blackthorn's rule, things have changed. Since the best melee trainers in Britannia are found in Trinsic, Blackthorn's elite are sent here to study. Many of Trinsic's other residents, however, are political prisoners—folk who have not done enough to be arrested, but have caught enough of Blackthorn's attention that they are kept under watch.

Of the surviving paladins, some support Blackthorn, considering him the only possibility for law and order that Britannia is likely to have; many balk at this, unable to reconcile the actions of the usurper. 'Tis rumoured that those who managed to escape fled to the west, with the aid of Sir Simon and Lady Tessa.

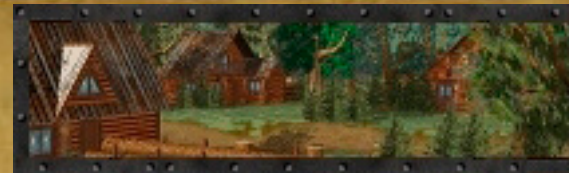
Unless given leave by the Captain of the Guard, who happens to be a staunch supporter of Blackthorn, the remaining paladins are confined to Trinsic. They protect the city, prisoners in their own home.



Armoury: The Paladin's Protectorate



Healer: Wounds of Honour



Yew. Long a gathering place for druids in their pursuit of justice, Yew is the site of the Supreme Court of Britannia and nurtures the great legal and judicial minds who practice there. Besides the courts and jail, Yew has one of the best restaurants with a fine pub, an armoury and an apothecary. Nestled beneath the trees of the deep forest, Yew is second in population only to Britain.

Anyone who has been apprehended in a tavern brawl, indulged in one too many cups of ale, failed to pay tribute to the new King, or otherwise offended of Blackthorn's henchmen, is undoubtedly familiar with this once-fair city's prison. Yew is a city in bondage to Blackthorn's will; a place where Justice is no longer served with the august integrity that once governed the decisions of the Druidic court.

Of all the towns in Britannia, none parallel the current crisis more than Yew. Here dwells the heart of Blackthorn's Oppression. Judge Dryden, his Inquisitors and Guards, and their mockery of a court govern Yew and the rest of Britannia with iron fists and unforgiving eyes.

Yew is akin to a study of those caught within the silent war raging through Britannia. 'Tis the home of those who welcome the coming of eternal night, those who fight to bring about a new dawn, and those who are unwillingly caught in the middle of the conflict.

During the Age of the Avatar, Yew was overseen by a mystical body of druids known as the High Court of Yew who also handled the most important cases of law throughout Britannia. As Yew evolved into the true epicenter of justice, the High Court consolidated its functions into two entities: The Druidic Court, a group who governed the town itself and whose most prominent member often sat upon the Great Council;

and the renowned Supreme Court of Britannia. The common ancestry of the two bodies was symbolized by the position of Lord Mayor, an individual who presided over both courts; a position once held by none other than Blackthorn's father before he was dismissed for his unethical practices.

After Blackthorn declared martial law, the Druidic Court was quickly dispersed in favor of Blackthorn's own regime. Blackthorn handed over the Supreme Court of Britannia to Judge Dryden, the Lord Mayor of Yew and an old friend of Blackthorn's. Dryden now rules Yew from his Court of Inquisition and acts as Blackthorn's second-in-command for the Oppression.

Note that even before Blackthorn's time, the influence and number of druids in Yew was beginning to wane. As Yew became a center of government, it also became a focal point of bureaucracy. Politicians and justices gradually displaced those who communed with nature. Over the years, many of the true druids retreated to the Empath Abbey or simply disappeared into the Deep Forest all together.



Armoury: Arms of Justice



Inn: The Slaughtered Lamb

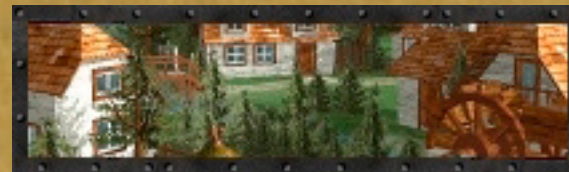


Apothecary: Healers Herbs



Government: High Court of Yew

The Villages



The Britannys. These three important suburbs recently sprung up around Lord British's castle and provide many of the goods and services needed by the court of Lord British. East Brittany specializes in shipbuilding and boasts a fine healer. North Brittany offers a small, rustic inn and fine stables among its several farms. West Brittany is a farming town, supplying its own needs and those of the four surrounding settlements, including the Castle of Lord British and Britain.

In the days before Lord British's disappearance, the Britannys fell under the jurisdiction of Britain's government. These days, the Oppression's interest stops at the borders of Britain proper, and no one is certain why. Perhaps Blackthorn doesn't bother with the backwater farming communities, due their lack of strategic importance - he does not interfere with the Britannys or New Magincia - or perhaps there is another reason: When they do visit, those of Oppression never stay long, and often eye nearby Castle Britannia with trepidation.

No official government exists in the Britannys. When Lord British was in power, the villagers could petition him if they needed his judgment or resources; however Blackthorn seems to care little for enforcing his will over the villages, and his isolation makes it impossible for the villagers to petition him . . . if they cared to.

West Brittany Shoppes



Pub: The Blue Boar

North Brittany Shoppes



Inn: Hotel Brittany

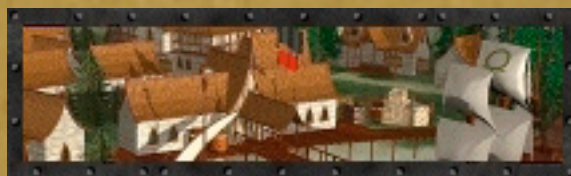
East Brittany Shoppes



Healer: The Healers Sanctum



Shipwright: The Oaken Oar



Buccaneer's Den. This island village lies due east of Paws. Said to be a centre for thieves and blackguards to this day, Buccaneer's Den is a thriving town that offers some exotic shopping, as well as an inn, restaurant, armoury, and shipbuilder.

'Twould be easy to say that such a place as this is one best avoided by followers of Virtue. However, the headquarters of pirates and other assorted thugs called Buccaneer's Den is also a place of great resource, where shoppes sell exotic wares such as mystic gems and magical rings of fabulous power. Those who can make it out of town without being relieved of their purchases along the way should consider themselves fortunate. For those who seek it, the port of Buccaneer's Den can be found on a tiny island far to the south-southeast of Brittany Bay.

The scourge of the seas. 'Tis claimed that little else can be said of the denizens of Buccaneer's den, and many a mainland official has wondered why the Britannian government simply didn't purge the realm of this rat's nest long ago. "While the mainland prospered under the guidance of virtue," one Councilor is noted as saying, "this rogue state prospered under the antithesis of virtue. No one can deny that the fortune of the island was built upon the misfortune of others."

Perhaps this is why most nautical merchants and most of Britannia's ports embraced Blackthorn's navy and heralded it far superior to that of Lord British. After the Dark Siege, Blackthorn's ships—including those commandeered from the fleet of Councilor Windemere—struck out against the sailors of Buccaneer's Den.

The most infamous incident occurred when Ashtalarea's Breath, the ship of the mighty pirate Lord Segallion, was sunk by Blackthorn's navy. 'Tis said that Blackthorn captured Lord Seggallion, and dealt with him personally. After this incident, pirate ships sank beneath the waves by the dozen - even the Sea Fox, the famed vessel of the Lord Dalgrin, a merchant highly renowned for his deliverance of exotic spices, foods, and other goods. Blackthorn's navy, led by Captain Herick, once a pirate herself, seemed unstoppable.

Blackthorn's fleet now surrounds Serpent's Hold, which has been deemed a far greater threat to Blackthorn's regime than a hive of disorganized rogues. Meanwhile, The Den is slowly recovering from its loss of trade, partially through the aid of the most unlikely of allies, a ragtag group of heroes known as the Resistance.



Pub: The Fallen Virgin



Inn: The King's Ransom



Armoury: Buccaneers Booty



Shipwright: The Rusty Bucket



Guild: Guild of the Broken Lock



Cove. The magical village of Cove nestles among the mountains south of Lock Lake, an inland sea surrounded by natural barriers that assure the solitude of an who dwell upon its shores.

The wondrous village of Cove, home of a legendary healer and the only mainland apothecary shoppe that offers the essential herbs Nightshade and Mandrake Root. But perhaps the most striking edifice in Cove is the Temple of Virtue where disciples of the Avatar's ways commune together, contemplating the meaning and the power of Good. Here the visitor will find peace, wisdom, and a chance to truly strengthen the spirit.

Cove remains isolated, and is considered quasi-legendary by many Britannians. The city is located in a mountainous valley, and is very difficult and dangerous for outsiders to reach. There are currently no roads that lead to Cove, and the mountains surrounding the town are infested with ettins and trolls.

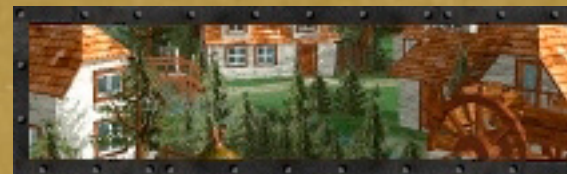
Nevertheless, visitors occasionally manage to find their way to Cove. Some are pilgrims wanting to visit the fabled Temple of Virtue where the Avatar was able to learn the Axiom, and according to old tales was also once the resting place of the Candle of Love.



Apothecary: Mysticism



Apothecary: Sanctuary



Paws. Just off the Western Road almost midway between Britain and Trinsic lies the village of Paws. Nestled on a cove north of the Fens of the Dead, Paws is a frequent stop for travelers in need of a rest or who wish for a change of horses. Lodging is cheap here, and the Cat's Lair Tavern dishes out some of the finest mutton in the kingdom.

Lush grasses surround Paws, except on the south where the village borders on a noisy swamp. Trees dot the countryside, mainly pines and other evergreens. Some of the flat meadows to the north and east are now cultivated fields, growing corn, wheat and other vegetables, but Paws is still a small village, and the farmlands are not yet as wide-spread as they will be in later years.

The first thing a visitor is likely to notice upon entering Paws is the large number of cats that freely roam the village. The population centers around the Cat's Lair, but some will be seen wandering further afield. No dogs are found in the village, but other farm animals will be seen: Cows, pigs and especially the sheep, which graze on the meadows and provide the mutton that the Cat's Lair is famous for.

The swamp to the south contains snakes and insect swarms, although these usually do not approach the Western Road. Wolves sometimes prey on livestock grazing in the fields, but are typically driven off quickly by the villagers. Ettins and trolls roam the mountains to the west, but rarely come down from the heights.

Paws has always depended on visitors for its economy. Travelers between Britain and Trinsic frequently stopped to rest in this location, fresh water for men and horses being provided by the stream. Merchants began to set up tents to provide goods and services to the travelers, and permanent buildings followed soon after.

Paws has also been a favoured port for pirates from Buccaneer's Den seeking to offload their ill-gotten goods on the mainland. Blackthorn's reign has put an end to this seedier side of the village's history, although it lives on in the name of the local inn.



Pub: The Cat's Lair



Inn: The Smugglers' Inn



Guild: The Guild

The Keeps

Keeps are fortified manors, often isolated, away from townes and villages. While many are personal retreats, some are schools for young people, cloisters and organizations.

The Lighthouses

Lighthouses. Rustic lighthouses were built throughout Britannia waters in recent years; their bright presence has dramatically lowered the number of ships breaking up on reefs and shoals in dark storms.

Of these lonely dwelling on the sea there are four, called **Fogsbane**, **Stormcrow**, **Greyhaven**, and **Waveguide**. The former two were built by Jotham and Windmire, retired sailors who chose to dedicate the rest of their lives to making sea travel safer and more pleasant for others. Fogsbane shines in Brittany Bay, just south of Castle Britannia, whilst Stormcrow lights the way into the northern port of Minoc. Greyhaven lies off the southern tip of the Britannian mainland, north and west of Serpent's Hold. Finally, the inhospitable Waveguide can be found on a tiny atoll just west of Verity Isle, for those who care to visit it.

eography

Britannia's terrain is rich in variety, from white sandy deserts to thick, lush forests, to icy crags of towering mountains.

Land and Terrain

The largest portion of Britannia is grassland. Vast rich green grasslands and fertile farming land stretch the vision and fill the heart with promise. For travelers, grasslands are fast and easy going. Although grasslands afford no cover against the hostile creatures that roam them, they enable thee to see danger approaching and prepare for it.

In the **brush**, seas of tall grass and scrubby shrubs, everything is as visible and as vulnerable as on the grasslands; only the going is slower and tougher. There is no advantage to travelling through the brush over the grasslands, unless thou doth need to reach a point within it or it is well out of thy way to circumvent it.



Forests cover nearly all of northwest Britannia. The cool, redolent softness of the leaf-covered earth and the sweet air of the deep forests have enchanted many a traveler into a false sense of well-being in one of the most treacherous terrains. Dense, dark, and mysterious, the forests are haven to all sorts of creatures. Nor is the forest kind, for it allows no warning; a foe might be upon thee too quickly for thee to react.

The **deserts** of northeastern Britannia are hot, dry, and easy to lose one's way in. Besides all sand looking much like all other sand, the heat is apt to play tricks on the eye, misleading travelers with landmarks that are not really there.



The **hills** are rustically beautiful, but climbing is time-consuming, even when the rise is gentle.

Mountains are rugged natural barriers for anyone without proper equipment. Beware, however, of certain wild creatures to whom the rocky crags are home. The highest peaks are simply impassable.

Swamps are generally poisonous, yet some life-giving herbs grow nowhere else. Some use the deadly mire as fortress against intrusion, for even monsters dislike venturing into the putrid muck. At least, some monsters dislike it; there are rumors of rare and strange monsters that thrive on the swamps and use them to devour their victims.



Besides the toxicity, slogging through the slime and hip-deep ooze of the swamps is an extremely slow business: be sure to equip **swamp boots** if travelling through swampland, as they help prevent illness and disease.

Waters

Britannia's vast oceans are fed by many rivers and streams that find their origin in mountain lakes and jungle swamps.

There are two major lakes: **Lost Lake**, in western central Britannia, feeds **Lost River**, which empties into the delta on the northwestern shore, by means of a network of tiny estuaries; Lock Lake, in north

central Britannia, is actually a cutoff inlet from the sea and still has a mix of salt water. Britannia's third large lake, the one-time picturesque **Lake Generosity**, was a casualty of the great drought of the northeast and is now simply a bed of dry sand.

Whether river, lake or sea, shallows are bubbly and impassable for large ships; coastal waters are ripply, deep enough for tall ships, calm enough for small boats; and deep ocean waters are rough, bumpy and dangerous for any but the largest frigates.

hip Travel

Visiting island communities require travel by ship. Despite rather outlandish rumors of people wandering the heavens in great airships, sailing on water is the fastest and most popular long distance mode of transportation there is. The most common watercraft on the ocean are frigates. Simple, thirty-foot schooners, the frigates cut through seas swiftly and smoothly. They generally have a two-level open deck and below deck with a forward cabin. Most oceangoing frigates are built for trade or speed are not fitted with guns. Bear this in mind.

There are many fine shipwrights in Britannia, though be sure to carry a heavy purse if you seek to purchase a ship: oceangoing vessels are demanding of raw materials and heavy labor, and are thus an expensive venture.



Unpleasant monsters populate the deep, and there are other, more mundane perils: choose thy crew wisely. Archers are a great boon if you encounter foes. The ship's hold is useful for storing booty and supplies. Also, be sure to stock up on rations before an extended voyage - you do not want to perish from starvation before you reach your destination.

Click the mast to sail the ship (you must possess the deed to that particular ship, which can be purchased from Shipwrights)

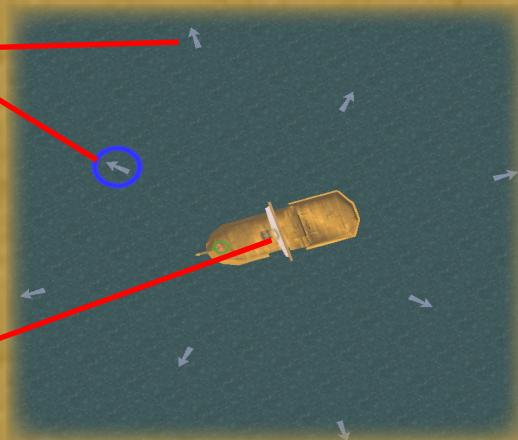
To access the ship's hold, click the hatch, located here.



To sail a ship you need to obtain a deed to that ship from the local shipwright. Once you have a deed, move your party onto the deck and then click the mast to take control of the ship. Click the purple arrows to decide where you want to sail. When you want to stop or change direction, click the mast again and you will stop moving, at which point you can redirect your course. Along the coast places where you can dock will be marked with a large purple anchor--merely click the anchor to dock your ship at your chosen port.

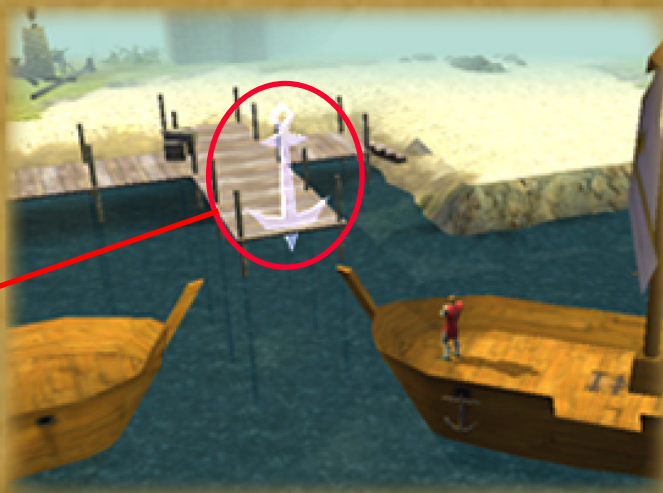
Navigation requires a good eye and a steady hand - beware of losing thy way. Encounters with the dangerous inhabitants of the deep and even simple fatigue can distract thee from thy course if you are unwary. Violent storms and thick fog can hide rocky shoals and trick thee. Keep a weather eye on the horizon, and keep careful note of thy compass: 'tis invaluable on the open sea. If you have a good map in your possession, consult it often.

Use the arrows to direct your ship. You can alternate between views using the TAB key.



To stop sailing the ship, simply click the mast.

To dock the ship at a pier, click the anchor icon.



Astronomy



The definitive work in astronomy is Celestial Britannia, by Sir John, astronomer and scribe at the Lycaenum. This passage is comprised of excerpts from his book recording his scientific discoveries and documenting Britannian astral theories that predate the emergence of science.

In the heaven beyond our skies, dwell stars whose numbers are beyond our reckoning. Within our heaven, circling our world, sweeps our bright sun. Ten other orbs trace tight paths around our world. The twin moons Trammel and Felucca are desolate, their light only a reflection of the sun's brilliance.

The other eight orbs are though by some to be planets like our own. According to the roles they play in our many legends, they have been named for the virtues of the Avatar. The closest is Honesty, followed by Compassion, Valor, Justice, Sacrifice, Honour, Spirituality and Humility.

Many tales are told of knights traveling from town to town, even across water, merely stepping into a wall of light. There are few verifiable reports of moongate travel. However, sifting through those reports that are verifiable, it has become clear that they operate as follows.

Each night at the apex of the first moon, Trammel, the eight moon-gates appear, rectangles of shimmering blue light rising from the ground. They remain until Felucca reaches her apex. While the moon-gates are open, a traveler entering one will instantly be transported to another moongate in a different locale.

The traveler's destination is determined by the phase of the moon closest

to midheaven. Moongate travel is said to be fast and safe; however, there have been confusing and conflicting reports of what transpires when the moons are equidistant in the midheaven. Moongate travelers should exercise caution.

Over the ages, comets and fiery nebulae, have torn through our skies as harbingers of impending doom. They appeared just before the emergence of the Dark Lord Mondain. They heralded the reign of the Enchantress Minax, and they foretold the impending danger of the hell-born Exodus. Now, while we live in the midst of peace and enlightenment, the comets have begun again.

L Language

The language of Britannia is rich and poetic. It is derived from Old Sosarian, which varies greatly from the widespread current language in its alphabet, which is more runic than today's. The old runes continue to be used widely in rural areas, and there is a movement to increase their familiarity to city people.

Still, among the city-born, translation of runic messages, letter for letter, is sometimes necessary. The Runic Alphabet is the earliest known system of writing sounds using runes or letters. The most commonly used runes follow, with their modern equivalents.

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

M Music

Music is much loved throughout Britannia. Those wealthy enough often own a harpsichord, and the better pubs employ good lute-playing minstrels to entertain their patrons.

Without question, the best known name in folk music is that of Iolo Fitzowen. "Stones," a ballad about the mystic shrines, has long been popular among bards and the common folk. It is known to be a favorite of His Majesty, Lord British, as well. Fitzowen's masterwork, with lyrics by wife Gwenllian Gwalch'gaeaf, is a sample of fine music.

*"Long ago ran the sun on a folk who had a dream
And the heart and the will and the power:
They moved the earth; they carved the stone; moulded hill and
channeled stream
That we might stand on the wide plains of Wiltshire.*

*Now men asked who they were, how they built and wonder why
That they wrought standing stones of such size.
What was done 'neath our shade? What was pray'ed 'neath our skies
As we stood on the wyrd plains of Wiltshire.*

*Oh what secrets we could tell if you'd listen and be still.
Rid the stink and the noise from our skirts.
But you haven't got the clue and perhaps you never will.
Mute we stand on the cold plains of Wiltshire.*

*Still we loom in the mists as the ages roll away
And we say of our folk, "they are here!"
That they built us and they died and you'll not be knowing why
Save we stand on the bare plains of Wiltshire."*

irtues of Britannia

Each of Britannia's eight leading townes celebrates one of the virtues of Avatarhood, and each has raised a shrine to that virtue. The shrines are located in retreats to ensure tranquility in natural settings, so traveling to some shrines requires a considerable journey from their townes.

The only requirement for using a shrine is knowing the mantra for that virtue. A mantra is a sound repeated continuously during meditation, helping to clear the mind and focus the spirit. Each virtue has a specific mantra that works best for it, and sincere meditation can bring great wisdom. Someone in towne will usually divulge the mantra for the towne's shrine.

onesty



Honesty is scrupulous respect for truth--the willingness never to deceive oneself or another.

ompassion



Compassion is non-judgmental empathy for one's fellow creatures.

alor



Valor is the courage to take actions in support of one's convictions.

ustice



Justice is the devotion to truth, tempered by love.

acrifice



Sacrifice is the courage to give of oneself in the name of love.

onour



Honor is the courage to stand for the truth, against any odds.

pirituality



Spirituality is the concern with one's inner being and how one deals with truth, love, and courage.

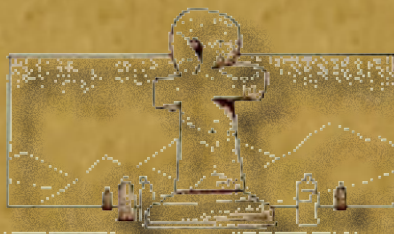
umility



Humility is perceiving one's place in the world not according to one's own accomplishments, but according to the intrinsic value of all individuals

Avatarhood.

After years of meditation and thought, after hundreds of quests along the mental, physical and spiritual paths to peace and fulfillment, a person might reach near perfection in the eight virtues of Avatarhood. Only while an individual continues to strive against the external and internal forces of evil, can he or she be said to be on the path of the Avatar.



The ankh is the symbol of peace and benevolence toward all creatures, worn as a sign by those on the lifelong Quest of the Avatar. Ankhs are believed also to enhance courage and loyalty to goodness and to help ward off harm for knights striving to achieve the eight virtues.

Editor's Note

Between the time this volume originally went to press and the time galleys arrived for final alterations, Lord British was lost while on an expedition to explore the newly discovered underworld. Lord Blackthorn declared martial law to deal with the general unrest in the wake of British's disappearance. The Ethics section of this book has been added to reflect the new measures imposed by Blackthorn.



ethics of Britannia

The Ethics of Britannia, or the accepted measure of proper behavior, were long based on the Way of the Avatar. As time progressed, the lessons of this historic tale came to be interpreted in many ways. In fact, many people interpreted the Way of the Avatar in ways that wouldn't require them to strive to uphold these virtues.

Now, Lord Blackthorn, acting king of all Britannia, has enacted a Code of Virtue that leaves no room for misinterpretation.

1. Thou shalt not lie, or thou shalt lose thy tongue.
2. Thou shalt help those in need, or thou shalt suffer the same need.
3. Thou shalt fight to the death if challenged, or thou shalt be banished as a coward.
4. Thou shalt confess to thy crime and suffer its just punishment, or thou shalt be put to death.
5. Thou shalt donate half of thy income to charity, or thou shalt have no income.
6. If thou dost lose thine own honor, thou shalt take thine own life.
7. Thou shalt enforce the laws of virtue, or thou shalt die as a heretic.
8. Thou shalt humble thyself to thy superiors, or thou shalt suffer their wrath.

Britannian Bestiary

Wild creatures, intelligent and not, roam the countryside; others frequent the waters. Few of these creatures are evil, but many attack of hunger or when surprised. Be wary of bandits and rogues as well, traveller; the roads are not safe.

Creatures of the land and Sky



Insect Swarms

Pesky insects have little muscle or brain, but their tiny size lets them move quickly, dodging and feinting. They bite more often than they miss, but their sting does little damage. Once hit, all insects are easily squashed. Rare is the insect that delivers a fatal bite, but a swarm of thousands can mean death.



Giant Rats

Natural agility and sharp teeth are rats' chief advantages. They are not strong and do not hit very hard. The mortal danger rats pose to knights comes from their capacity for passing on noxious germs and substances. Seldom do knights tangle with rats without someone in the group becoming ill with poison. At worst, the result of such an encounter is infection with plague.



Slimes

In appearance, slimes are gooey green splats. They are weak, clumsy, and not very damaging, individually. But they almost always travel in schools and when a slime is hit it is apt to split into two healthy, hostile slimes. If the slime does not split, it succumbs quite easily. Slimes carry no booty.



Giant Spiders

Although weak and slow, spiders take their toll: they poison, both on touch and by spitting venom from a distance. Spiders have been known to carry a few goods.



Wolves

Territorial forest predators, wolves are easily dispatched by even novice adventurers, at least one at a time. Their danger lies in sheer numbers, and their habit of singling out individual members of a party and striking quickly with tooth and claw.



Giant Scorpions

Is there anyone who has not flinched at the sight of an angered scorpion, its stinger poised to inject its victim with deadly venom? You are advised to keep moving when confronted by one of these armoured nightmares, lest you perish where you stand.



Pythons

Extremely poisonous and quite accurate when shooting their poison even from a distance, snakes are otherwise relatively harmless. They are easy to destroy, once engaged directly.



Sand Traps

Sand traps burrowing in the sand are nearly impossible to notice, but a party passing too close to one is in for trouble. Strong and agile, these desert monsters strike out at anything that comes near their hiding places, and they hit very hard. They are also very hardy, and their endurance has meant the demise of more than one adventurer.



Phase Spiders

These dangerous and magical arachnids possess a highly peculiar ability: when confronted with a threat or seeking prey, they teleport across short distances to reach their quarry. As they cannot speak the language of magic, the origins of this ability are of interest to scholars, who coined the term 'phase spider' after witnessing one specimen teleporting so rapidly that it appeared to phase in and out of the physical plane.



Orcs

Orcs are more annoying than dangerous to the seasoned adventurer, but they can be a grave threat to the novice, especially when they travel in large groups or accompanied by a giant or two. Generally, they are fairly easy to defeat, do a modicum of damage if they hit, and carry meager belongings.



Trolls

Large misshapen humanoids that like to live underground, trolls are strong and dexterous and can cause moderate damage to their victims. Fortunately, they are not very enduring. Trolls tend to lie in wait to ambush unsuspecting travelers.



Ettins

Strange two-headed creatures, ettins hurl large boulders with enough strength to do considerable damage. Though not magical, they are quite hardy and can hoard many interesting belongings.



Cyclops

This hulking, one-eyed titan fears no one. Possessed of remarkable strength, it wields a mighty oaken club when it isn't hurling large boulders at its foes. The earth trembles as this giant lumbers about its domain, or so say those who claim to have survived an encounter with a cyclops.



Gremlins

The blow of a gremlin is hardly felt, but he is not very hard to do in. He travels in huge packs and he may leave you starving. The gremlins' ability to consume food at an inordinate rate is startling and dismaying. Once overcome, you can reclaim the pilfered supplies.



Headlesses

No one knows exactly how the senses work on these mutant abominations. Do they sense the world only through touch and feeling? Or do they see with some inner vision? Whatever the answer, these relatively strong creatures are fairly enduring and do mild damage to their foes.



Gazers

Giant, magical floating eyes, gazers mesmerize their foes, turning them against each other. They make up for their weak, clumsy physique with strong intelligence and a fairly good constitution.



Reapers

Reapers are strong and enduring, and do severe damage by bludgeoning. Their weakness is their immobility; for they cannot change locations. They throw magical bolts at distant foes. They also bludgeon nearby creatures with their tentacles. Reapers are quite hardy, but often worth the trouble.



Sea Serpents

These serpents appear from nowhere to rock a ship. Capable of launching fireballs from a distance--even across an island-- they are among the most formidable of opponents. Not intelligent and easily out-witted, the best strategy is of ten to evade them and flee. However, if forced into battle, closing in to engage will improve a ship's odds.



Mimics

Masters of imitation, mimics make themselves so like treasure chests that many an adventurer has met his doom trying to open one. Mimics have little courage and even less patience though, so if one is willing to wait a few minutes, they are apt to reveal themselves. Close up, mimics bludgeon and do unpleasant damage. Getting past them can reveal treasure.



Wisps

Harmless looking little bits of flashing light, wisps are agile and highly intelligent. Although not strong, they do serious damage, taking their victims by surprise again and again, blow after blow. They often attack in large groups and they teleport from place to place on the battlefield. Worst of all, they can magically possess members of the opposing party. Wisps seem to have strong constitutions and are quite difficult to destroy.



Drakes

Lesser cousins of dragons, their lineage grants them great offensive power and toughness. Sometimes found alone or in packs, they spit fireballs and fight as a vanguard to much larger monsters, including dragons. For this reason, all but the most seasoned adventurers should stay clear of them -- but those who defeat them can expect fine treasure.



Dragons

Strongest and most feared of creatures, dragons shoot extremely damaging magic fireballs and are nearly impossible to defeat. They can attack while in flight and may do in an entire party before it has a chance to engage in close combat. Killing a dragon, however, can earn the slayer great treasure.



Fire Elementals

Staunching mere flames is a small matter compared with battling the essence of fire itself. Lurking deep underground, their natural glow illuminates their otherwise dark surroundings, as do their powerful flames.

From beyond the grave



Ghosts

Spirits of the uneasy dead, these bodiless creatures compensate for their lack of strength with excellent dexterity and the ability to disappear at will. They do not inflict much damage, but cunning is needed to win.



Phantoms

Some debate remains about what phantoms are -- less tangible than ghosts and invisible other than the weapons and armor they "carry," they might be the spirits of dead fighters bound to their armaments, or perhaps collections of items somehow gain the ability to fight on their own.



Skeleton

Perhaps the most common of undead creatures, skeletons lack strength and brains, but they are dexterous and can take a surprising amount of punishment. They often carry some goods.



Liche

Animated corpses of powerful sorcerers, these are among the most feared of all undead monsters. Usually found commanding legions of lesser undead, they retain all the magical abilities they had in life and will not hesitate to enter the fray, casting magical bolts of force from a distance.



Daemon

Strong, agile and smart, Daemons, possess magic that include summoning other daemons and possessing their opponents. They are extremely hardy and difficult to kill. Daemons fly and can easily manage to cross rivers or shallow waters, although they are seldom encountered in mid ocean.



Greater Daemon

Superior to their lesser counterparts, Greater Daemons possess an intellect and ferocity that far surpass even the most travelled explorer's wildest expectations. Cunning and swift, on air or ground, these horrific Barons of evil can summon forth fellow Daemons at will and often require a lengthy onslaught to vanquish.

Human Foes



Bandit

Pirates of the land, these brazen cutpurses are often found along long roads leading between cities, or guarding hideouts. Enamored of whatever treasure they can pick off travelers, they are unlikely to give it up without a fight. Those who challenge them will have to be quicker than their arrows.



Pirate

Little more than common thieves with sea legs and recognizable uniforms, pirates nonetheless fight well together as a group, and are thus dangerous to anyone not of their ranks. Greed and abandon drive their motives, and if seen on the island stronghold of Buccaneer's Den, they are unlikely to ask tribute rather than taking it by force.



Evil Mage

Masters of the arts arcane are no more likely than most to abandon a life of Virtue, but power has a way of swaying a man's soul. Driven by mad passions and greed, their reasons for wandering the open and preying on the unsuspecting traveler are rarely obvious to anyone, not that anyone is likely to ask.



Witches

Devious crones of the countryside, they exist as fodder for stories to scare small children, but are formidable even for journeyman adventurers. Solitary by nature, they are not apt to welcome visitors with anything less than wrath.



agic in Britannia



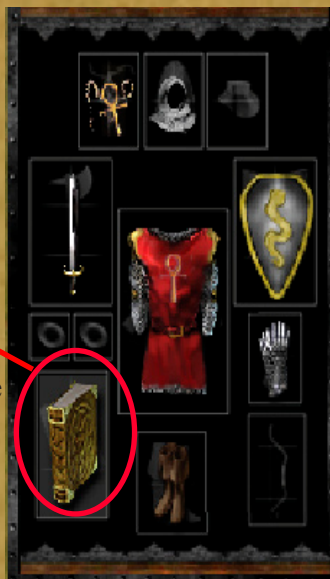
No one knows exactly when the powers of magic were discovered. Little by little, stories of impossible coups and miraculous recoveries increased in number and detail, until finally even the most skeptical people began to give credence to some mystic factors. And only then did the serious scholarly search for magical means and lore begin. Few remain who do not accept the reality of magic.

Yet the knowledge of magic and its use appears to be in its infancy. There are few formal schools in which to learn magic. To be a user of magic, one must travel far and wide to learn from various mages who have developed and honed special magical abilities. Even then there is no guarantee the mages will impart their knowledge.

Spellcasting

Casting spells in Ultima V Lazarus requires three things. First, you must have a Spellbook, and you must have it equipped. Open your character's inventory and drag the spellbook into the spellbook slot.

Drag your Spellbook into this inventory slot



Second, exit your inventory by pressing the ESC key or by clicking the 'X' button. In the top left hand corner of your screen, you should be able to see your equipped weapon and spellbook. (If you can't see it, try pressing the 'W' key). Left-click the Spellbook to open it.

Select your Spell

Click here to Cast your spell



With a spell selected, click here to bookmark it

What reagents you have are listed here

Right-click your Spellbook to access your bookmarked spells, circled here



IMPORTANT NOTE:

Some Spells, Magical Scrolls and Items require you to Force-cast them,

using the 'C' key. To Force-cast a spell, scroll or item cast the spell or use the item or scroll as you normally would, then hover the mouse over the spell's target and press C.

Resurrect, Unlock Magic and Magical Fields are spells that must be force-cast on the target. Shown below is a dead party member being resurrected with a force-cast resurrect scroll.



The Language of Magic

Some aspects of magical lore have become fairly well known. One such is the language of magic. This is a set of twenty-six syllables compiled by a great language scholar after traveling throughout Britannia for more than seven years.

These are all the components of any magic spell yet known; but they are little help--and extremely dangerous--without knowledge of how to combine them into the phrases that make meaningful incantations.

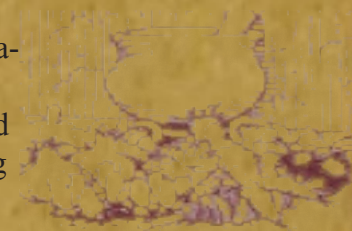
Here is a list of these powerful syllables, approximations of their meanings, and a guide to their pronunciation.

| Syllable | Idea | Sound |
|-------------|---------|-----------|
| <i>An</i> | negate | ah n |
| <i>Bet</i> | small | b eh t |
| <i>Corp</i> | death | k oar p |
| <i>Des</i> | down | d eh ss |
| <i>Ex</i> | freedom | eh x |
| <i>Flam</i> | flame | fl ah m |
| <i>Grav</i> | energy | gr ah v |
| <i>Hur</i> | wind | h oo r |
| <i>In</i> | create | ih n |
| <i>Jux</i> | danger | j uh x |
| <i>Kal</i> | summon | k ah l |
| <i>Lor</i> | light | l oar |
| <i>Mani</i> | life | m ah n ee |
| <i>Nox</i> | poison | n ah ks |
| <i>Ort</i> | magic | oa hr t |

| | | |
|--------------|------------|------------|
| <i>Por</i> | movement | p oar |
| <i>Quas</i> | illusion | kw ah ss |
| <i>Rel</i> | change | rehl |
| <i>Sanct</i> | protection | s aa ng kt |
| <i>Tym</i> | time | t ih m |
| <i>Uus</i> | up | oo ss |
| <i>Vas</i> | great | v ah ss |
| <i>Wis</i> | knowledge | w ee ss |
| <i>Xen</i> | creature | z eh n |
| <i>Ylem</i> | matter | aye l eh m |
| <i>Zu</i> | sleep | z oo |

The Mixtures of Magic

Reagents are herbs needed for the preparation of magical mixtures. Most are sold in apothecaries; a few are hard to find and require special effort to obtain. Following is a chart of the magical reagents and the general areas of proficiency they affect.



Black Pearl (Projection)

A rare version of the standard white pearl, the black pearl is a forceful reagent in the creation of kinesis magic, that is, projecting objects.



Blood Moss (Movement)

Fungal growth usually found in deep forests and warm, damp areas; especially favored as a reagent for its ability to enhance mobility.



Garlic (Warding)

Ubiquitous and strong-scented reagent, used effectively in warding off evil spirits.



Ginseng (Healing)

Ancient reagent used extensively in healing



Mandrake Root (Power)--Rare, expensive, and known to glow softly in the mires in which they reside, mandrake root is said to bring great power to magic that uses it.



Nightshade (Poison, Illusion)

Rare, poisonous plant that appears only when the moons are in a certain conjunction. Those who learn its whereabouts and manage to be there in the dead of night when the moons are full can pick nightshade without danger and benefit from its power ability as a reagent to create illusions.



Spider Silk (Binding)

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



Sulphurous Ash (Energy)

Common material left by volcanic action, ash is an excellent source of energy in magical mixtures.

The Spells

Spells diverge greatly in terms of difficulty and, correspondingly, in terms of danger to the caster. After years of observation and experimentation, scholars in magic have classified spells into eight circles of difficulty. Thus, Mages who can command only the simplest spells are considered to be "in the first circle."

The amount of magical energy (mana) that one can gather is directly related to his or her intelligence. Mages and Druids tend to be the greatest spellcasters, followed by Bards, Rangers, and Tinkers.

Paladins have a fair amount of inherent magical skill, but their chivalric code can prohibit them from using destructive magic, though exceptions are made in times of great turmoil.

Casting spells drains the caster's mana, limiting how many spells one can cast before resting (mana regenerates over time). A spell will drain mana in an amount proportional to the spell's circle of difficulty. For that reason, only the greatest of sorcerers can cast more than a couple of eighth circle spells without resting.

On the pages overleaf, a series of tables classify the spells by circle, with a brief indication of each spell's use, the incantation that it requires, and an ingredient list. Do not take the ingredient lists to be recipes, as wrong quantities or careless mixing could have terrible results.



The Eight Circles of Magic

Key - Reagents

GI-Ginseng, **GA**-Garlic, **P**-Pearl, **A**-Ash, **MO**-Blood Moss,
SI-Spider Silk, **N**-NightShade, **MA**-Mandrake Root



First Circle Spells



An Nox - Cure
Negates poison on a character.
(GA, GI)



An Zu - Awaken
Awakens a sleeping character.
(GA, GI)



In Mani - Heal
Heals target character.
(GI, SI)



Grav Por - Magic Missile
Fires a magic missile.
(A, P)



In Lor - Light
Creates a magical light.
(A)



Second Circle Spells



Kal Xen - Summon Creature
Summons a giant python, spider or rat to fight for the party.
(SI, MA)



An Xen Corp - Repel Undead
Repels all low level undead creatures in the area.
(GA, A)



An Jux - Untrap
Disarms a trapped chest.
(A, Mo)



In Wis - Locate
Locates the caster's longitude and latitude.
(N)



Rel Hur - Tempest
Magically causes the weather to change.
(A, MO)



hird Circle Spells



In Zu Grav - Sleep Field
Creates a sleep field.
(GI, SI, P)

Note: All magical field spells require you to Force-Cast ('C' key) on the target.



In Flam Grav - Fire Field
Creates a fire field.
(A, P, SI)

Note: All magical field spells require you to Force-Cast ('C' key) on the target.



In Nox Grav - Poison Field
Creates a poison field.
(N, SI, P)

Note: All magical field spells require you to Force-Cast ('C' key) on the target.



Por Flam - Fireball
Throws a fireball.
(A, P)



Vas Lor - Great Light
Creates a strong magical light.
(MA, A)



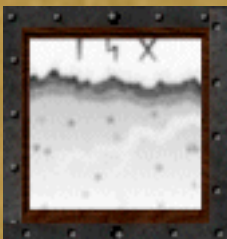
Fourth Circle Spells



In Sanct - Protection

Protects all party members.

(A, GI, GA)



In Sanct Grav - Energy Field

Creates an impenetrable energy field.

(MA SI, P)

Note: All magical field spells require you to Force-Cast ('C' key) on the target.



An Grav - Dispel Field

Dispels a magical field (poison, sleep, fire or energy).

(A, P)



Wis Quas - Reveal

This spell is used for detecting invisible items and creatures.

(SI, N)



Ort Por Ylem - Telekinesis

Allows caster to manipulate objects within visual range without physical contact.

(MO, MA, B)



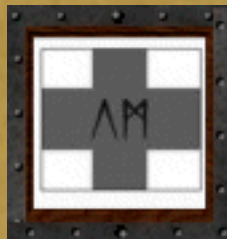
Fifth Circle Spells



Zu Hur - Sleep Wind

Sends all characters in a half-moon arc in front of the caster to sleep.

(N, SI, P)



Vas Mani - Great Heal

Restores character to full health.

(GI, SI, MA)



Kal Bet Xen - Summon Insect Swarm

Summons a number of insect swarms.

(SI, MO)



Vas Lor - Great Light

Creates a strong magical light.
(MA, A)



In Ex Por - Magical Unlock

Unlocks one magical lock.
(A, O)

NOTE: You must Force Cast ('C' key) Unlock Magic on the target Door or Chest



Rel Tym - Quickness

Allows caster to move quickly for a short time.
(A, MA, MO)



Sixth Circle Spells



An Ort - Negates Magic

Negates all magic in the area.
(GA, MA, A)



An Xen Ex - Charm

Charms a creature and puts it under player control.
(N, SI, P)



In Vas Por Ylem - Tremor

Causes an earthquake which damages all enemies in the area.
(MO, A, MA)



Quas An Wis - Jinx

Causes all enemies in the area to hallucinate and attack each other.
(MA, N)



Por Ort Wis - Wizard Eye

Lets caster see through a magical moving eye.
(MA, A)



Seventh Circle Spells



Nox Hur - Poison Wind

Poisons all creatures in a semi-circle in front of the caster.

(GI, GA)



Vas Wis Ylem - Peer

Gives caster a bird's eye view of the surrounding area.

(N, MA)



In Quas Xen - Clone

Creates a magical duplicate of a character.

(A, SI, MO, GI, MA, N)



In Corp - Kill

Throws a death bolt capable of killing most creatures in one hit.

(P, N)



In Quas Corp - Cause Fear

Causes enemies to flee in terror.

(N, MA, GA)



Sanct Lor- Invisibility

Protects the caster from light, making them invisible.

(MO, MA, N)



Eighth Circle Spells



In Mani Corp - Resurrect

Resurrects one deceased party member.

(MO, MA, GA, GI, SI, A)

NOTE: to Resurrect a fallen companion, you must Force-Cast [C] the target corpse.



Vas Rel Por - Gate Travel

Teleports the party to a moongate.

(P, A, MA)



In Vas Grav Por - Death Wave

Sends forth a wall of death, killing most enemies in its wake.

(N, MA, A)



An Tym - Stop Time

Freezes time for everyone but the caster

(GA, MO, MA)



In Flam Hur - Flame Wind

Sends forth a wall of flames, scorching your enemies.

(MO, MA, A)



Kal Xen Corp - Summon Daemon

Summons a daemon to fight for the party.

(GA, MO, MA, SI)



Afterword.

Cheers to all the fans from www.u5lazarus.org who helped edit and correct the manual - a hearty thanks to thehawk in particular.

To all the girlfriends, partners, pets and wives (one such wonderful person was heard to say 'I'm a Lazarus widow' one day before the release), your patience and grace have been most appreciated. Flowers and chocolates are on the way.

The editor would like to offer thanks to the entire Lazarus team for both the wonderful experience and distinct privilege of working on Ultima V Lazarus.

Gil 'Gileathane Dragon' Maclean



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