

Section Nine:

Spellcasting

Ultima Online isn't all swordplay – there are many forms of magic and spellcasting to be utilized. Spell Casters serve multiple roles and they can easily switch between these during combat, or choose to focus on a single task.

Schools of Spell Casting

The schools of Spell Casting are broken down below. Each is listed on the (Left) and its secondary or complementary skill is listed on the (Right) side of the main skill. Details of each skill will follow later in this section.

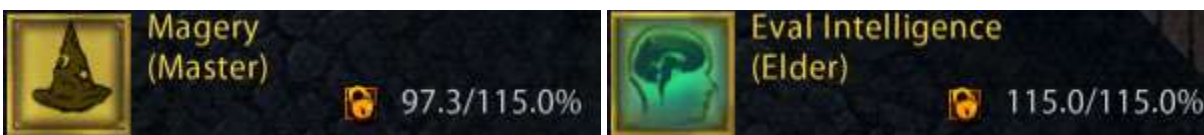
Two notes:

- Spellweaving – has no complimentary, and can only be unlocked through a quest.
- Chivalry – is listed here because it is capable of healing, buffs and spell casted travel.
 - Bushido, Ninjitsu, and Chivalry are used mainly by Warriors/Archers and Thief classes.

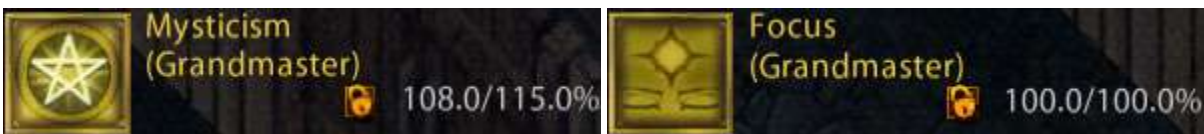
Main Skill

Secondary Skill – (complementary skill)

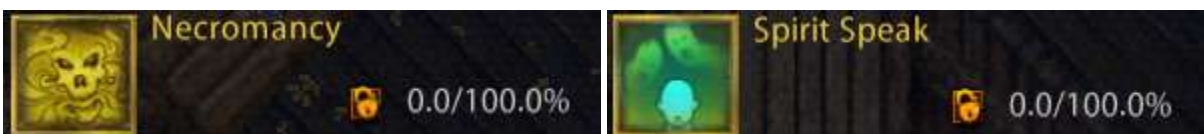
Magery: below is the icon for *Magery* and its secondary skill *Eval Intelligence*



Mysticism: below is the icon for *Mysticism* and its secondary skill *Focus*



Necromancy: below is the icon for *Necromancy* and its secondary skill *Spirit Speak*



Spellweaving: below is the icon for *Spellweaving*

- Note: Spellweaving is not automatically unlocked when you begin the game
 - To unlock Spellweaving you must first complete one of two quests in game



Chivalry: below is the icon for Chivalry



Traveling as a Spell Caster

Being skilled in the various magical arts will make travelling long distances much easier. Please consult Section Five for more information.

Tools of the Trade

Spell books, Scrolls, Reagents and Lower Reagent Cost

Spell books

There are several types of spell books, one for each school of Spell Casting:

- Magery Spell book
- Mysticism Spell book
- Necromancy Spell book
- Spellweaving Spell book
- Chivalry Spell book

You will need the appropriate spell book for the school of magic you wish to use. Please also note the following:

- You will need to either acquire a spell book that is already filled with spells
- Or – search for the spells yourself and add them to the book as you find them
 - You cannot cast a spell not currently in your book
 - (With one exception: Using the scroll itself to cast, without putting it in your book)
 - However, it is advised to place the scroll of any spell you do not currently have access to – into your spell book first.

Scrolls

- Scroll can be found all over the world of Sosaria
 - Sold by Mage NPCs in town
 - Found on Monsters that you've killed
 - Crafted by other players
- Scrolls can be used on their own:
 - By highlighting the scroll (hovering the mouse over it) and double clicking it
- Or by placing the scroll into a spell book:
 - This is by dragging the spell over the book and then drop it onto the book
 - The spell is placed into the book this way and becomes available for casting if you have enough skill to do so, and the required reagents



Reagents

Reagents are the ingredients necessary to cast a spell.

- They can be found in the following places:
- In the wild, on the ground
- Sold by Mage NPCs in town
- Found on Monsters that you've killed
 - The easier way to attain Reagents, is to buy them
 - The cheapest way to attain them is to collect them off the ground in the woods, while fighting various Monsters wandering around Sosaria.



Lower Reagent Cost

- It is a property found on items that when worn, will allow you to cast spells and consume less reagents – or sometimes none at all.
- If you collect a suit made of pieces that give you a total Lower Reagent Cost of 100% - then all spells that you cast will no longer require any reagents (nor require you to carry any reagents at all in your backpack).

Intelligence, Mana, Mana Regeneration, Meditation and Focus

Intelligence

- Your character's Intelligence is important in a few ways:
 - First – it affects the overall damage spells can do.

- Second – it affects a Spell Casters overall Mana regeneration (the rate at which they will regain Mana after it has been used)
- Third – it affects the total amount of Mana a Spell Caster has

Mana

Mana is the pool of energy a Spell Caster uses to be able to cast all damage spells, protection spells, summons and healing spells in (his/her) arsenal

- The amount of Mana one has depends on both the starting class and amount of Intelligence the character currently has.
 - Elves are the only class that begins with extra Mana (+20 Mana)
- Intelligence = Mana
 - So a character with 40 Int, has 40 Mana to start with

Mana can be increased beyond the level of Intelligence one currently has by either:

- A) Starting as an Elf (+20 Mana, but also begins with -12 Physical Resist)
- B) Wearing items that give more + Intelligence (+2 intelligence, etc.)
- C) Wearing items that give more + Mana (+2 Mana, +7 Mana, etc.)

Mana Regeneration

- “Mana Regen” is determined by three things:
 - Intelligence
 - Mana Regen Items (+2 Mana Regen, etc)
 - Meditation and Focus (which we will cover next)
- There is a specific formula of course, but what is most important now is to know that having more Intelligence, High Meditation and Focus, and Mana Regen items are a necessity for a Spell Caster.



Meditation

- Meditation is a skill that allows for both passive and active Mana Regeneration
 - The higher ones Meditation skill the better
- Passive Meditation
 - This merely requires wearing armor that allows you to meditate
 - Cloth armor, Leather Armor, Wood Armor
 - The following do not allow you to meditate passively (unless modified first)
 - Studded Leather, Chainmail, Plate Mail

Focus

- Focus works somewhat like Meditation, except that it also works while wearing armor that does not allow you to meditate
 - Focus allows you to:
 - Regen Mana (slower than meditation)
 - Regen Stamina (required for running/swinging weapons fast)

Casting Spells

Casting a spell is simple and requires only that you have some combination of the following:

- Required Spell Book for the school you are using:
 - Magery, Mysticism, Necromancy, Spellweaving or Chivalry
- Reagents
- Spell you are trying to cast in your spell book
 - Or the appropriate scroll

Once you have those it is as simple as double-clicking the appropriate spell and then using the targeting cursor on your intended target for the spell.

The Skills

Magery

Magery was the first skill put in and is also the most varied in terms of spells.

There are 64 spells in a Magery spell book and each of them has its own use:

- Healing Spells
- Cursing Spells
- Poisoning Spells
- Summoning Spells (pet)
- Travel Spells (Gate, Recall, Mark)
- Damaging Spells (Fireball, Energy Bolt, Explosion, etc)
- Protection Spells

There are also 8 ranks of spells in Magery (each filling a page in the Magery spell book)

- Each page in the book corresponds directly to the difficulty level of the spell

If you are interested in becoming a Spell Caster, it is advisable that you start with Magery (or some combination of Magery and another Spell Casting skill).

Evaluating Intelligence (secondary skill)

Evaluating Intelligence plays a valuable role in Magery. It affects the potency of many spells, including the amount of damage a spell is capable of doing.



Mysticism



Mysticism, while having a smaller spell arsenal than the Magery skill set, is also a powerful one. Though it may only have 16 spells, they are largely useful ones.

An example of some of the Mysticism spells:

- Cleansing Winds – (Heals with a chance of curing at the same time)
- Rising Colossus – (Powerful new Summon)
- Several new AoE spells – (including a cold damage AoE which Magery lacks)
- Purge Magic – (which Magery lacks)
- Stone Form – (a form, which gives immunity to poisons, curses, etc.)

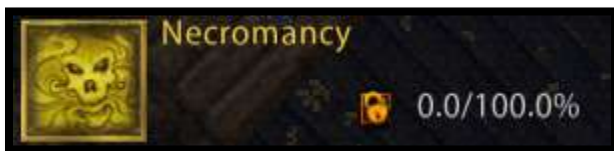
Focus (secondary skill)

Focus has (2) purposes in regards to Mysticism:



- Acts as a damage modifier to Mysticism spells
 - The higher your Focus, the more damage you do
- Works somewhat like Meditation, except that it also works while wearing armor that does not allow you to meditate
 - Focus allows you to passively:
 - Regenerate Mana (slower than meditation)
 - Regenerate Stamina (required for running/swinging weapons fast)

Necromancy



Necromancer, while having a smaller spell arsenal than Magery, has extremely useful spells. It adds an additional 16 spells to a Spell Caster's arsenal.

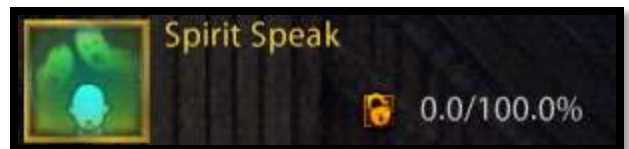
Necromancy also requires a player to have low karma. (Simply casting your spells as a Necromancer will lower your Karma, so the more you cast, the more effective some of your spells become.)

Several new spells added with Necromancy:

- Several more Forms
 - Necromancer introduces 4 more forms a Caster may change into (like Stone Form in Mysticism)
 - Horrific Beast – (makes a player hit much harder)
 - Lich Form – (raises Mana Regen and several resists, but also makes the caster lose some fire resist and take more damage from certain weapons)
 - Wraith Form – (gives in addition to other things, a Mana Leech effect)
 - Vampire Form – (gives in addition to other things, a Life Leech effect)
- Several more Curses
- Several more Damaging Spells
- Wither – (an AoE spell that does cold damage to all nearby targets)
- Several helpful Summons
- Animate Dead – (which resurrects the dead, causing them to fight for you)

Spirit Speak (secondary skill)

Spirit Speak is Necromancy's damage modifier (secondary skill). Spirit Speak affects how much damage your spells will do, as well as how long certain spell effects will last. Spirit Speak can also aid in healing through actively using the skill (select it in the skill list).



Spellweaving

Spellweaving is an odd school of magic, it has summons, damage spells, a healing spell, a self-resurrection spell, several helpful transformations (forms), Ethereal Voyage (allows you to escape monsters damage for a while), and Word of Death which I will mention more on below.

Arcane Circle. The first and at times the most important spell any player should know how to use for Spellweaving.

- To use it, head over to an Arcane Circle – the easiest one to find is the one sitting outside of West Britain Bank.
- The circle is obviously the red one next to the player in green.
- When there, open your spell book and cast Arcane Circle.
 - Important to know is this about Arcane Circle:
 - There are levels to this spell



- The more people (up to 6) you have standing in the Arcane Circle with a skill level within 20 points of your own, the more powerful the Arcane Focus that is created.
 - The Arcane Focus created, it stays in your backpack and is on a timer.
 - While it remains in your backpack, your spells will be more effective
 - This means your heals will heal more, and your damage spells will do more damage, etc.
- If possible you should always try to have an Arcane Focus on you, by casting Arcane Circle with a group of people

The other very important Spellweaving spells are as follows:

- Gift of Renewal – a healing spell
- Attunement – a spell that will absorb damage when casted
- Ethereal Voyage – this will allow you to escape combat for a bit
- Gift of Life – casting this on yourself, and having it up when you die will allow you to resurrect yourself when you died
- Word of Death – there are other damaging spells in Spellweaving, but this is a rather unique one
 - Word of death deals MORE damage when a creature’s life is below a certain point
 - Arcane Focus – level 1: 5%
 - Arcane Focus – level 2: 10%
 - Arcane Focus – level 3: 15%
 - Arcane Focus – level 4: 20%
 - Arcane Focus – level 5: 25%
 - Arcane Focus – level 6: 30%
 - As you can see – holding a level 6 Arcane Focus, allows you to be using Word of Death on a creature whose life is below 30%
 - However, having an Arcane Focus of level 1. You would have to wait until the creature’s life was below 5%.
 - The higher level the Arcane Focus, the better.
 - Once the creature reaches the threshold for Word of Death to begin dealing its real damage, the damage will be significantly higher than possible using any other spell in the game.



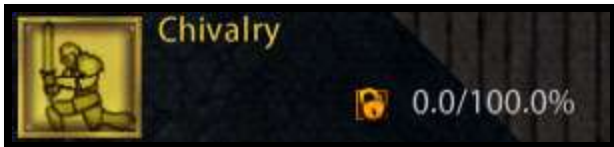
Bushido

Bushido is the primary skill of the Samurai. It works as a support skill in combat, allowing a Samurai to do more damage. It also can work in conjunction with the Parrying skill to help a Samurai block attacks with their weapon. A Book of Bushido is required to use Bushido abilities. More information is provided in the next Section. Using Bushido spells consumes Mana, but requires no Reagents.



Ninjitsu

Just as Bushido is the hallmark of a Samurai, the Ninja makes use of the art of Ninjitsu. The Book of Ninjitsu contains various spells that support the stealthy movements and attacks of a Ninja. A Ninja with at least 50 skill points in Ninjitsu can use an “egg bomb” to hide.



Chivalry

Unlike most other magical schools of spellcasting in *Ultima Online*, Chivalry requires “tithing” to work. Chivalry also requires a player to have High Karma (whereas Necromancy requires Negative Karma). Chivalry is most often used as a support skill by warriors.

Tithing

Tithing works by going to a shrine and selecting the bottom option in the menu after clicking on the shrine:

- The maximum amount of gold one can Tithed at any given time is 100,000.
- Chivalry uses Tithing in place of Reagents (using Lower Reagent Cost items will reduce the need for Tithing just as it does for Reagents with other spell casting skills).



The Book of Chivalry has a small group of extremely useful skills:

- Cleanse by Fire – cures poison
- Close Wounds – heals a person close by
- Consecrate weapon – allows your attacks to deal damage to a player weakest resistance
- Dispel Evil – causes monsters to flee and deals damage to Necromancers who are currently in a “form” such as Lich Form, Vampire Form, Wraith Form, etc.
- Enemy of One – causes your damage against a single target to raise by 50%
- Divine Fury – temporarily raises your swing speed, damage increase and Stamina Regen – but lowers your Defense Chance
- Holy Light – causes you to deal energy damage in an Area of Effect around you
- Noble Sacrifice – causes anyone dead around you to be resurrected, cured or healed but lowers your Hit Points, Stamina and Mana to 1. (Dangerous to use, so be careful.)
- Remove Curse – removes a curse from you
- Sacred Journey – works the same as Recall for Magery, allows you to recall from Runes.



Bards and the Book of Bard Masteries

Though not a spell casting skill in the strictest sense, a Bard who has completed a special quest can have access to the Book of Bard Masteries. This book contains six different spells which will augment their musical abilities. Using the book consumes Mana but requires no Reagents or Tithing.

An Argument for Inscription

The Inscription skill is a strange one as it functions primarily as a crafting skill (producing many of the necessary items to equip a spell caster), but also aids those making use of the Magery and Mysticism skills:

- It provides a 1% boost in spell damage for every 20 points invested in Inscription
 - At 20 skill – you gain a total of 1% spell damage increase
 - At 40 skill – you gain a total of 2% spell damage increase
 - At 60 skill – you gain a total of 3% spell damage increase
 - At 80 skill – you gain a total of 4% spell damage increase
- Grandmaster Inscription (100 skill points invested, maxed out)
 - At 100 skill – you gain your normal total of 5% spell damage increase
 - Plus an additional 5% bonus spell damage increase on top of that
 - At 100 skill – you gain a combined total of 10% spell damage increase

Section Ten:

Warriors and Archers

After going over the basics of Mages, Necromancers, and other Spell casters in the previous section, our attention now turns to those who fight with brawn and skill instead of intelligence. Swordsman, Mace Fighters, Fencers, and even Archers all share some common traits. This section will highlight the essentials for being an effective warrior.

Stats and Skills

Strength and Dexterity

These are the two most important attributes for any warrior to have:

Strength determines the following:

- The cap for strength without items is 125, the maximum cap (with items) is 150
- The amount of Hit Points (HP) a character has
- Melee damage
- Carrying capacity
- The type of armor/weapons and/ shields a character can equip

Dexterity determines the following:

- The cap for dexterity without items is 125, the maximum cap (with items) is 150
- Amount of Stamina a character has
- Swing speed
- Ability to successfully parry
- Time it takes to apply a bandage

Stamina and Mana

While Strength and Dexterity are the most important for a Warrior and Archer, Stamina and Mana are also important.

Stamina is determined by both Dexterity and Items worn

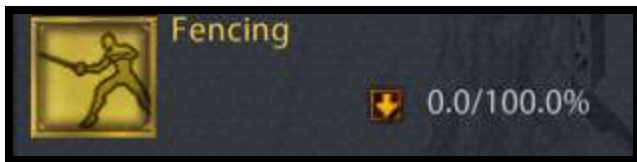
- Stamina can be brought over the 150 cap of Dexterity to more than 210+
- Stamina is very important for maintaining swing speed
 - If you lose some Stamina, your swing speed also lowers
 - Stamina can be kept up using the following:
 - Total Refreshment Potions
 - As its name implies, it will fill your Stamina to full after drinking
 - The Focus skill

- This give you Stamina regeneration
 - Every 30 points of Stamina will either raise or lower your weapon speed:
 - Starting with 180/180 Stamina, and a full bar of Stamina (all yellow)
 - If you lose 30 Stamina down to 150/180:
 - You will swing .25 seconds slower
 - If you drink a Total Refreshment and get your Stamina back full to 180/180:
 - You will gain the lost .25 seconds back and swing faster

Mana is also necessary for Warriors and Archers, even if Intelligence is not:

- Special abilities are dependent on Mana to be used, so without enough Mana, you cannot use the ability
 - Mana can be acquired even without adding intelligence:
 - Mana – can be found on armor and sometimes rings, thus giving you the required Mana necessary without having to spend extra points in Intelligence
 - Also – Elves naturally start with a bonus of +20 Mana upon creation

Primary Skills



Fencing

The art of fencing is one of speed, and finesse. Fencing weapons are generally light, with short blades designed for quick thrusts (although some, such as long spears, can be much longer). While many may have a low

base damage, they make up for it with a high rate of attack. As with all other primary weapon skills, you must have a minimum of 90 skill in Fencing, as well as 90 skill in Tactics in order to make use of each Fencing weapons special abilities. Fencing is often preferred by those who make use of the Poisoning skill.



Swordsmanship

Swordsmen have access to a wide variety of bladed weapons – from standard broad swords to deadly pole arms such as halberds. The base damage

and rate of attack can vary greatly from weapon to weapon with this skill. A minimum of 90 skill in Swordsmanship and 90 in Tactics is required for both special abilities available on a weapon.



Mace Fighting

Mace fighters make use of powerful (and typically slower to swing) weapons such as maces and war hammers. A minimum skill of 90 in both Mace Fighting and Tactics is required for both special

abilities. Maces also have a “bonus” special ability that includes a greater chance of dealing damage to an opponent’s armor with each strike.

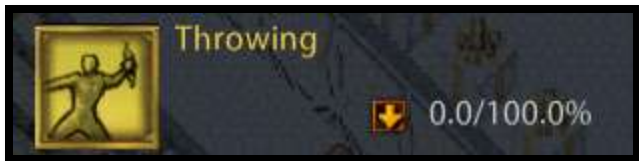


Archery

Archery, unlike the previously mentioned combat skills, is a ranged attack. A properly equipped Archer can strike a target from a distance, if they have the skill.

Archery works similar to other combat skills, with a few differences:

- Gargoyles cannot use Archery (they have Throwing)
- Crossbows and Heavy Crossbows: requires bolts to be fired
- Bows: require arrows

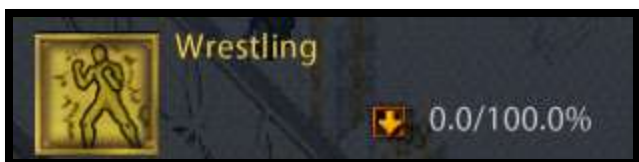


Throwing

A relatively recent introduction to *UO*, Throwing is a combat art practiced by the Gargoyle race. As such, it is only available to Gargoyles for use. What makes

Throwing unique is that it can be used as both a ranged weapon, and a close quarters melee weapon (though with reduced chance of hitting your target). Just as with the other combat skills, in order to access both a Throwing weapon's special abilities, you must have at least 90 skill in both Throwing and Tactics. There are three different types of Throwing weapons, each with its own attributes:

- Boomerang: Can hit a target from 7 paces. Low damage, but high speed.
- Cyclone: Can hit a target from 9 paces. Medium damage, medium speed.
- Soul Glaive: Can hit a target from 11 paces. High damage, but low speed.



Wrestling

Wrestling – perhaps the “purest” form of combat used across Sosaria. While Wrestling is a combat skill, it varies from the others in a few key ways:

- Unlike other primary combat skills, Wrestling requires no weapons at all.
- Wrestling also allows you a chance to block attacks as long as your hands are empty.

The minimum skill level for using both Wrestling special abilities is 90 in both the skill itself as well as Tactics.

Secondary Skills

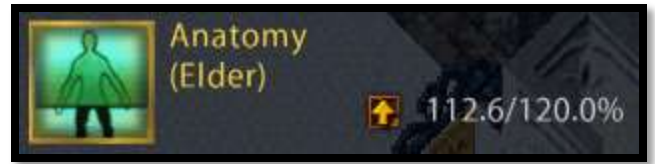
Tactics

Tactics is the most important secondary skill for all Warrior types. Each full point of Tactics skill you have grants you a 1% increase in attack damage. It is also vital in the use of your weapon's special abilities.



Anatomy

A knowledge of Anatomy benefits both the damage you can deal in combat, as well as the damage you can heal. For every 2 full points of Anatomy skill your character has, you will gain a 1% increase in attack damage. Anatomy also has the following effects when combined with the Healing skill:



- 60 skill in both Healing and Anatomy will allow you to heal yourself (or another) of poison
- 80 skill in both skills will allow you to Resurrect another player
- The higher your skill in Anatomy, the greater amount of damage you are able to heal

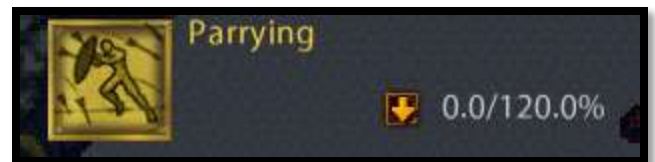
Healing

Combat is not all about hurting your opponent – it is also important to manage your own injuries. Supported by a knowledge of Anatomy, Healing is an essential ability for staying alive. It can also be used to heal others. The higher your ability in Healing, the more damage you can heal and the less likely you are to “slip” (fail) while applying bandages.



Parrying

When most of us picture a knight in armor, we often think to include a sturdy shield in that image. The Parrying gives your character a chance at blocking attacks. This is done primarily by equipping a shield, but can also be combined with the Bushido skill in order to block attacks without a shield. A few more details on Parrying and shields:



- You cannot equip a shield if you already have a two-handed weapon equipped.
- Shields can absorb a lot of damage, and therefore will need to be repaired more often than other pieces of armor.
- If you gain skill in Bushido, your ability to Parry with a shield is lowered, but you will be able to block attacks with a weapon.

Bushido

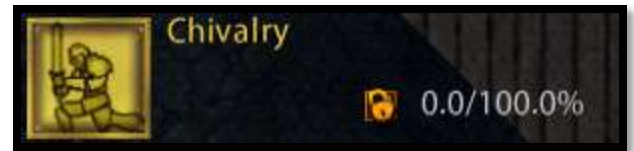
Bushido, while considered a spell casting skill, is designed to support a Samurai in combat. Its spells can boost a Samurai's fighting capabilities, including the ability to block attacks with a weapon (when ability in the Parrying skill is present). Some other details on Bushido:



- Bushido allows you to avoid spell damage through the Evasion spell
 - The chances of Evading attack increase with higher levels of Anatomy, Tactics, and Bushido
 - Evasion can only be used once every 20 seconds.

- A Samurai with both Bushido and the Parrying skill can block attacks with a weapon:
 - The higher your Bushido, the better you will be at blocking with a weapon, but the worse you will be with a shield
 - It is easier to block an attack with a two-handed weapon than it is a one-handed

Chivalry



The skill of Paladins, Chivalry is also a form of spell casting. Chivalric spells work to heal damage, increase the damage that a character can do, and even allows for long distance travel via a marked rune and the Sacred Journey spell. The use of Chivalry consumes Mana and requires Tithing. For more information on Chivalry and Tithing, refer to Section 8.

Special Abilities

Each weapon in the game (as well as the Wrestling skill) has two special abilities associated with it. These abilities have a variety of effects, and can be used once a character has reached a minimum of 90 skill in both Tactics and the appropriate melee skill (Swordsmanship for a broadsword, for example). The use of Special Abilities consumes Mana.

Special Abilities in the Classic Client



In order to access the Special Abilities of a weapon in the Classic Client:

- Equip the weapon you wish to use.
 - Open your Paper Doll
 - Double Click the dagger icon in the right lower corner
 - This will open your Special Moves book
- Your currently available (depending on weapon type) are displayed as icons
- Clicking either of these will activate your skill in game



Special Abilities in the Enhanced Client

In order to access the Special Abilities of a weapon in the Enhanced Client:

- Equip the weapon you wish to use.
 - Open your Paper Doll
 - Select the Character Abilities button (it looks like a hand holding a sword).
- The Character Abilities page will list the abilities available to you via Weapons, Race, and Items. Select “Weapon”.
 - “Active” lists the Abilities you are able to use with your equipped weapon.
 - “Index” lists all abilities in the game.



There are two special abilities for each weapon. A minimum of only 70 skill in Tactics and the appropriate weapon skill is required for the first Ability, but 90 skill in both is required to make use of both Abilities.

Examples of Some Warrior “Builds”

A simple quick build for a new warrior character might look like the following:

- Weapon Skill (Swordsmanship, Fencing, Mace Fighting ,Archery, Throwing)
- Tactics
- Anatomy
- Healing

From there you would have plenty of skill points available to dedicate to support and secondary skills such as Parrying, Chivalry, or Cooking (What? Even the toughest Warrior enjoys a good fish steak now and then).

Section Eleven:

Combat and Death

Combat will be a way of life for many who enter into the world of Sosaria. This section will explain your armor's Resistances, offer tips on healing during combat, and explain what to do if you find yourself...dead.

Armor: Resistance to Attack

The most important attribute on armors, whether fighting monsters, or being attacked by players is Resistance. There are many other item properties in the game, but your Resistance levels are the most basic statistic to look at when equipping armor. For more information on equipment and item properties, consult Section Four.

Resistance and Character Status in the Classic Client

The Character Status box (open by double clicking your Health Bar) contains the vital statistics of your character – including the Resistance levels granted by your equipped armor.



125 (Strength)	112/112 (Health)	255 (Total Stats)	1-5 (Damage)	68 (Physical Resist)
10 (Dexterity)	10/10 (Stamina)	140 (Luck)	1580 (Gold)	55 (Fire Resist)
148 (Intelligence)	168/168 (Intelligence)	127/477 (Weight)	0/5 (Pets/Followers)	51 (Cold Resist)
				58 (Poison Resist)
				53 (Energy Resist)

Resistance and Character Sheet in the Enhanced Client

In the Enhanced Client, the vital information about your Character will be listed in the Character Sheet (accessed via a button on your Paperdoll). Your Resistance Levels will be listed at the bottom of the sheet. Remember, every attack does a specific type of damage – your armor is designed to counter that damage with corresponding Resistance. The maximum Resistance in each category is 70.



Armed and Armored: Ready for Combat

Once you have equipped yourself with armor and a weapon, it is time to test yourself in a fight. Fighting another player (in Felucca only) probably isn't the best place to start, but there are plenty of creatures of varying strength that would love to have you as a snack. Players starting out in New Haven will find plenty of creatures in the surrounding woods that they should match up nicely against. Once you have gained some experience in fighting monsters in the forests surrounding various towns, head for a dungeon for a greater challenge. When you have found a target to attack, it is time for War Mode...

War Mode

While a warrior will automatically defend his or herself when attacked, it is much better to enter into War Mode to fight your opponent (it is also necessary for fighting something that hasn't attacked you yet).

- To go into War Mode, simple use one of the following:
 - W – key shortcut
 - Tab Key – another key shortcut
 - Button in game:



- Peace Mode



- War Mode

- For a player to see your ghost and resurrect you, you must be in War Mode.

When to Heal, when to Retreat

- The safest time to back away and heal when in combat is when you are at half of your hit point total or below it.
 - If you have 100 hp total:
 - At 50 hp you should back away and heal
 - If you have 60 hp total:
 - At 30 hp you should back away and heal
 - When healing, make sure you are OUT of the monsters hit range
 - Monsters can hit and interrupt you when using healing abilities or spells
- It might be time for a short retreat when...
 - You are below 20% of your total Hit Points.
 - You are poisoned and cannot cure the poison while fighting.

In the event that you should need to retreat from combat, it is best to quickly put a few “screens” between you and the monster you are fighting (a “screen” being the size of your play window).

I Just Died!

So your screen just turned dark and suddenly the whole world is a grey-washed nightmare that you can't seem to escape? **You are dead.**

As bad as dying may seem, it isn't the end of the world. What you need to do now is find a way to get resurrected. The three most common ways to be resurrected is via another player, an NPC healer, or a shrine.

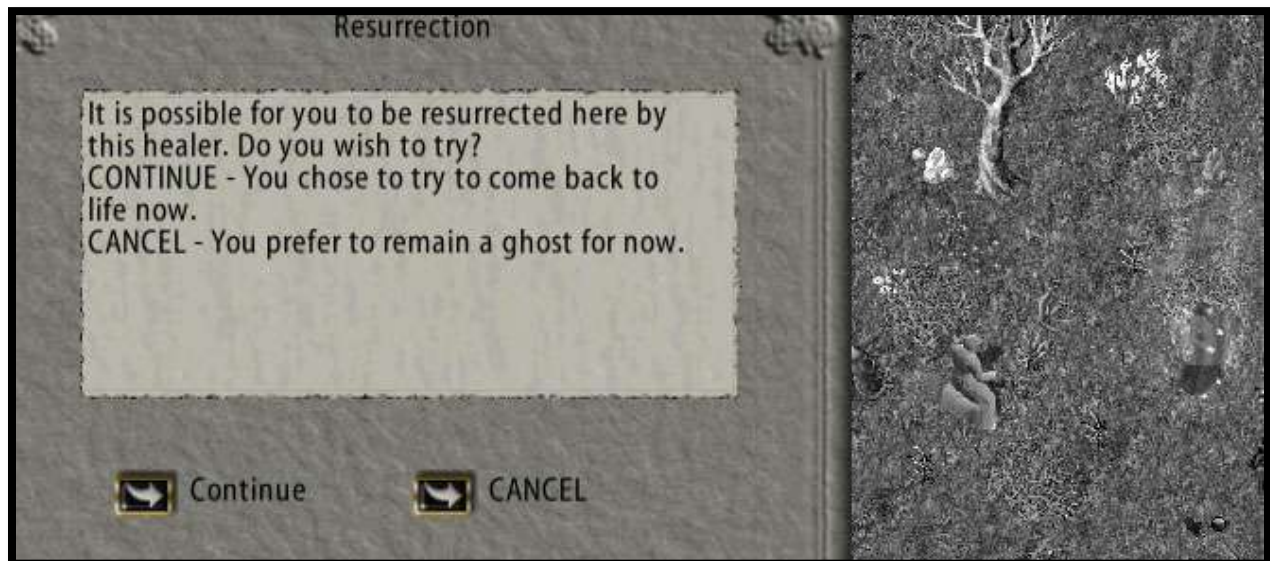
Healer Resurrection

All across the many facets of Sosaria you will find Healers willing to resurrect you should you die. The Enhanced Client is equipped with a radar/mapping tool that can show you the location of any nearby Healers (they appear as ankhs – see the picture on the left). When you approach the area indicated on the radar, you will find:



A healer!

To be resurrected by a healer, simply approach them and a menu will pop up like so:



- Click the arrow in front of “Continue”
- Once you do, you will be brought back to life with almost no Hit Points or Mana – but you will be alive.
- It should be noted that only certain healers will resurrect you if you are currently flagging Grey (criminal) or Red (murderer).



Resurrection by a Player

Often times you may find yourself part of a group of adventurers. Odds are, at least some will be capable of resurrecting a fallen comrade either through magic or powerful healing. A player can resurrect another if they can do one of the following:

- Resurrect with bandages. The player must have at least 80 skill in both Healing and Anatomy.
- Resurrection Spell. An 8th level Magery spell.
- Noble Sacrifice. A Chivalry spell that can resurrect and heal multiple people.
- Gift of Life. A Spellweaving spell that will resurrect a player *or* their pet upon their death. Please note that this spell must be cast *before* a player dies (talk about good planning!).

Shrine Resurrection

To be resurrected at a Shrine it is much the same as using a Healer. You need only to approach it.



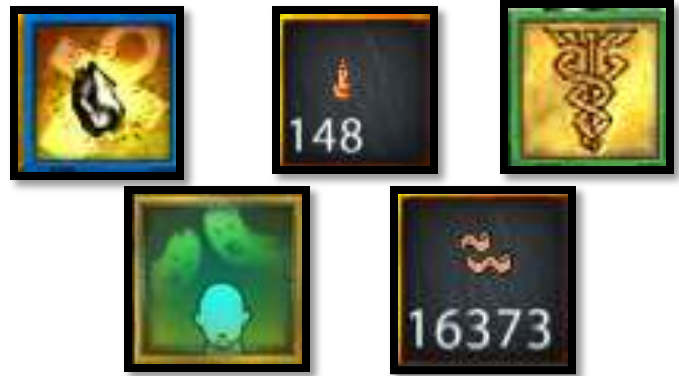
The Shrine is typically accompanied by the flat square on the ground with an Ankh Symbol or Virtue Symbol on it. The Ankh is the standing object being highlighted with the mouse (Note how half of it is Yellow, and half of it is still White). When you approach the Shrine you will be prompted in the same manner that you are when you approach a NPC Healer.

Section Twelve:

Healing

Healing can be done through a variety of means, and to fix a variety of ailments (including death!). Resurrection was covered in detail in the previous section, but we will touch on some of the other elements of healing in this one. The following is a basic list of healing methods that will be covered:

- Healing through spells
 - Magery Spells
 - Mysticism Spells
 - Necromancy Spells/Life Leech
- Healing through use of skills
 - Healing
 - Spirit Speak
- Healing through objects
 - Potions
 - Enchanted Apples



Methods of Healing

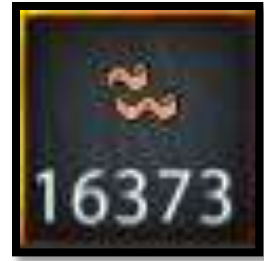
Using Bandages to Heal (Healing Skill)

Bandages have two purposes in the world of *Ultima Online*. They have the ability to both heal you and to cure poisons. However, they can only do one of these things at a time effectively.



To Use Bandages

- First locate the bandages in your inventory
 - To activate them simply double click the bandages
 - Next – use the cursor to target (click one) on either of the following:
 - Your Lifebar – (shown above)
 - Character – (shown above)
 - Another Character or Lifebar
 - Healing should begin immediately after clicking on either of these



Healing More Damage

- Healing a player (yourself or another) is affected by the two following skills:
 - Anatomy
 - Healing
- The higher your healing skill and anatomy the more you will be able to do, the skill requirements are below:
 - To Heal: (Higher skill effects how much you can heal and how well you can do so; lower skill means more fails)
 - Healing: 0 – 120
 - Anatomy: 0 – 120
 - To Cure Poisons: (Higher skill effects how effectively you cure poisons)
 - Healing: 60.0 - 120.0
 - Anatomy: 60.0 - 120.0
 - Both of these skills must be above 60 to cure yourself, or another player
 - To Resurrect: Higher skill means the ability to resurrect another player from death succeeds more often.
 - Healing: 80.0 – 120.0
 - Anatomy: 80.0 – 120.0
 - Both of these skills must be above 80 to resurrect another player.
- Dexterity's role in healing:
 - Dexterity will determine how fast you heal using bandages (the more Dexterity you have the better).

Healing During Combat

During Combat you may see the message “Your fingers slip” while attempting to apply bandages. This indicates you have failed to apply the bandages. It will be easier to heal when you are not being hit.

Acquiring Bandages

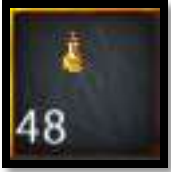
There are several ways to acquire bandages:

- Healing Shop: Bandages are sold here.
- Tailor Shop:
 - First buy a pair of scissors
 - Next purchase some cloth (or a bolt of cloth)
 - Use the scissors on the cloth to create bandages

Using Potions to Heal

There are several potion types, but for the sake of healing and curing poison we will only talk about two for now. The use of *any* potion requires an un-equipped hand. Being skilled in Alchemy will increase the effectiveness of potions.

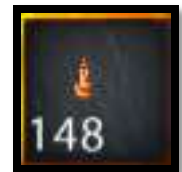
Healing Potions



These are Yellow colored potions. When drank they will quickly heal you depending on the strength of the potion. Greater Healing potions will heal more than a standard Healing potion.

Cure Potions

These potions are Orange colored. When you drink one it will attempt to cure you of any poison currently affecting you. They are not *always* successful on the first attempt, and Greater Cure potions are more effective than Cure and Lesser Cure potions.



Using Spells to Heal

The following spells will heal, cure, or resurrect others upon casting. Some will do a combination of the three.

Magery Spells

- **Heal:** Heal (0.0 skill required), Greater Heal (24.0 skill required, better heal)



Name: Heal

Effect: This will heal a small amount of life

Skill Required: 0.0

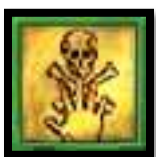


Name: Greater Heal

Effect: Heal a good/large amount of life

Skill Required: 24.0

- **Cure:** Cure (0.0 skill required), Archcure (24.0 skill required, more effective than Cure)



Name: Cure

Effect: This spell will attempt to cure the poison affecting you (effectiveness based on Magery skill)

Skill Required: 0.0



Name: Archcure

Effect: Area of Effect Cure, much more effective than the normal cure

Skill Required: 24.0

- **Resurrection:** Resurrection (81.0 minimum skill required)



Name: Resurrection

Effect: Resurrects one player.

Mysticism Spells

- **Heal + Cure:** Cleansing Winds (58.0 skill required)



Name: Cleansing Winds

Effect: This spell will attempt to both heal and cure you at the same time

Skill Required: 58.0

- **Heal:** Healing Stone (0.0 skill required)



Name: Healing Stone

Effect: This will create an option similar to a potion in your pack, which you may click to heal with until it is empty (requires free hand) – See object in spell icon

Skill Required: 0.0

Spellweaving

- **Healing:** Gift of Renewal (0.0 skill required, heals over time)



Name: Gift of Renewal

Effect: Heals over time

Skill Required: 0.0

- **Resurrection:** Gift of Life (38.0 minimum skill, can be cast on self or pets)



Name: Gift of Life
 Effect: Will resurrect a player if they die (has a timer)

Skill Required: 38.0

Chivalry

- **Healing:** Close Wounds (0 skill required, 10 tithing)



- **Cure:** Cleanse by Fire (5.0 skill required, 10 tithing points)

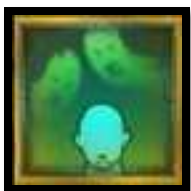
- **Heal, Cure and Resurrect:** Noble Sacrifice (65.0 skill required, 30 tithing)



- **Remove Curses:** Remove Curse (5.0 skill required, 30 tithing, removes curses)

Using the Spirit Speak Skill to Heal

An alternative way to heal is to use the active ability of Spirit Speak.



To do this you will bring up the skills icon and click it. Spirit Speak heals by either consuming your Mana, or by tapping into the energy of nearby spirits from recently slain monsters or players. If you use Spirit Speak while standing next to a corpse you will heal more and won't consume any Mana. If you heal away from a corpse you won't be as effective and will consume Mana.

Section Thirteen:

Pets

Animal Taming is one of the most flexible systems in the game, whether it's a pet dog, a horse to ride into battle, a pack llama for shifting those heavy logs, or a fire breathing dragon slaying down monsters in your path.

What Is A Pet?

A pet is described as any 'follower' your character has. Each character can have up to five followers.



These in game prompts display your current number of followers.

Pets can range from taking up 1 follower slot, to 5 follower slots.

Where Can I Get A Pet?

Animal Tamers in cities can sell you a selection of basic pets, just find the stables! Don't forget to bring some gold.

Pets not found from the stables exist as wild animals around the lands. This is where the skill of Animal Taming comes into play. When you find a wild animal, with the right level of skill in Animal Taming you can attempt to tame the animal and make it your pet.

You'll find pets everywhere, from the dogs, cats and birds in cities (and sometimes mongbats!) to the forests, deserts and dungeons.



Animal Taming Training

So you're fed up walking around with a bought cat, fair enough. Animal Taming is a simple skill to train, but it isn't quick. By taming a pet that is right for your skill level you have a chance at gaining a skill point, once you tame the pet, release it and find another! Rinse and repeat and you'll be a grand master tamer.

Pet Commands

Once you have bought or tamed your pet, it will respond to various commands by you speaking them out loud or by left-clicking on the pet once.

List of Commands:

[Pet Name] Come: *Pet will wander to you*

[Pet Name] Follow: *Pet will follow who you target*

[Pet Name] Follow Me: *Pet will follow you*

[Pet Name] Guard Me: *Pet will guard you, and attack any threat automatically*

[Pet Name] Kill: *Pet will attack who you target*

[Pet Name] Stay: *Pet will stay still*

[Pet Name] Stop: *Cancels any previous follow, guard or attack commands*



There are a couple more useful commands to know when controlling more than one pet:

All Follow Me: *All pets will follow you*

All Guard Me: *All pets will guard you*

All Kill: *All pets will attack who you target*

All Stay: *All pets will stay still*

Looking After Your Pet

So you've tamed yourself a wonderful pet, best look after it! All pets need feed and can be healed if in battle. With the correct food simply drag and drop onto the pet and it will consume the food.

Healing your pet is also simple, if you are skilled in Veterinary double click some clean bandages then target your pet. Or cast a healing spell directly onto your pet.

Useful / Popular Pets

As you wander the lands of Britannia it is almost certain you will see the following pets.

The Horse

Simply put, running on foot takes a while! Why not splash out on a horse and you'll be getting around in no time. These come in a variety of colors and only take up one control slot. Make sure you keep them fed though! They enjoy a good red apple.



The Pack Horse / Llama

Both of these creatures carry up to 1600 stones and 125 items and are a lumberjacks best friend. You cannot ride these; however, they only take up one control slot so you have have up to five!



The Blue Beetle

The Blue Beetle is identical to the Pack Horse and llamas but with a clear advantage, you can also ride the Beetle even when full of load! They have the same 1600 stones / 125 items limit but take up three control slots.



The Cu Sidhe

Popular with tamers, the Cu Sidhe is a self-healing dog! Yes really. They take up four control slots and are tamable by only Elves. They make great attack dogs with easy to medium difficulty monsters and are rideable by Elves; Humans can ride them with the correct footwear. They come in a wide range of colors with blaze and white the rarest.



The Battle Chicken

Bored simply riding your pet? Or taking it off hunting? Why not get a Battle Chicken Egg from Ter Mur and watch it grow into a killer! A killer of other Battle Chickens I mean. Chicken battles are popular with players as bets are thrown into the ring whilst two chickens peck for their lives. These take up one control slot and can be found in many colors.



The Greater Dragon

Simply put, the Greater Dragon is a tamers best friend. Don't be expecting to get one easily though! You must be one of the very best Tamers; these take up five control slots and come in red or grey. The ultimate battle pet, these will take down most monsters with good handling and training.



That brings us to the final part, Training! All pets can be trained, from a cat to a Greater Dragon. For pets like Battle Chickens, they are best trained against another of its kind. Greater Dragons and other pets with high control slots. Well, you best go out and hunt! They'll soon learn the ropes and become a proper killing machine.