

Section Fourteen:

Guilds

Guilds form the social backbone of most MMOs, and *Ultima Online* is no different. Being a part of a Guild is a great way to get the most out of your in-game experience. Both new and experienced players alike can benefit from joining (or starting) a Guild.

Benefits of Joining a Guild

Because joining a Guild can result in (or result from) the forming of strong bonds of friendship, the actual benefits of joining one could in some cases become immeasurable. That being said, there are certainly some more tangible benefits:

- Many guilds host activities, which assist in training and learning.
- A guild provides a community for players to seek help and share knowledge.
- Guildmates often adventure together, making it possible to tackle challenges a player might not be able to do on their own (be it fighting a hard monster, completing a Champion Spawn, or perhaps Player vs. Player combat).
- Guilds often form for a specific purpose, attracting new members with a similar interest... Some guilds focus on Role Playing, while others are formed strictly to participate in Player vs. Player combat. Others form guilds based upon their professions as Crafters or merchants. Many guilds combine two or more of these and other elements.

Choosing an Existing Guild to Join

Choosing which guild to join is a very personal decision.

Small guilds tend to be more close-knit and personal. However, having a few inactive members in a small guild has more of an impact than it does in a larger guild. Large guilds offer a broad range of resources to tap, but can sometimes make you feel lost in the crowd. Also, you might want to consider public opinion in regards to the guild you are planning to join. You will, by default, inherit their reputation. It is best to get to know as many of the members of a prospective guild as you can, this way you get to know them, and they get to know you.

There are also several different types of themed guilds, which cater to specific aspects of the game. While many guilds may form for these purposes, most tend to combine two or more activities and play styles. The following are some examples:

Role Playing Guilds

Role Playing guilds are those that exist so that the members of the Guild can interact with one another, and others, “in character”. What this means is that they play a role within the lore of the game as though the game is real. Role Playing guilds often play as a group of similar characters, such as Orcs, Pirates, Town Guards, or perhaps the residents of a town.



Thief Guilds

Operating primarily in Felucca where stealing from other players is permitted, these guilds share tactics and even coordinate thefts.

Which item will you attempt to steal?

Crafting Guilds

Crafter’s Guilds often form to assist each other in training, sharing resources, and selling their wares.

Champion Spawn Guilds

These guilds focus on “spawning” the various champion monsters that can be found. Though they are usually primarily interested in the Felucca spawns (for the promise of greater riches, and sometimes PvP conflict that they provide), many will operate on the other facets as well.



Barracoon is the Champion of the Vermin Horde – a popular Champion Spawn in the Dungeon Despise on the Felucca facet.



Player vs. Player Guilds

The purpose of these guilds is to provide a team structure for Player vs. Player combat in Felucca. Popular “PvP” areas include the immediate area around the Yew Moongate and wherever an active Felucca Champion Spawn may be found. Recently, Arenas have been built to accommodate more regulated combat. Some PvP guilds are also active in the Factions system which pits different sides against one another for control of the towns in Felucca.

Just as there are many different types of players and play styles in *UO*, there are many different types of Guilds. Many Guilds do not simply take part in only one aspect of the game, but vary their activities based upon their preference.

How to Join an Existing Guild

Here are the steps to accept a guild invitation:

1. Click on the "Guild" tab in your paperdoll. This will bring up the "Guild Menu".
2. Make sure that the "Ignore Guild Invites" box is not checked. If it is, uncheck it.
3. You are now able to receive guild invitations from other players.



Starting a New Guild

Here are the steps to establishing a new guild:

1. Make sure you have met the requirements for starting a new guild. You will need 25,000 Gold and cannot be a current member of an existing guild.
2. Click on the "Guild" tab in your paperdoll. This will bring up the "Guild Menu".
3. Enter your proposed guild name and an abbreviation up to four characters. Words deemed inappropriate are not allowed and bypassing the filter may result in suspension or banishment.

25,000 gold has been withdrawn
from your bank box.
Your new guild has been founded.

Section Fifteen:

Housing

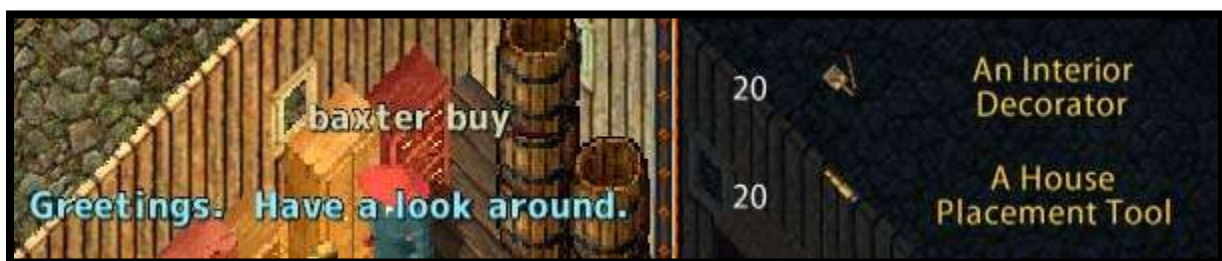
Houses in *Ultima Online* are firstly used as places where one can store extra items that a bank box may not be able to hold. However, aside from storing items they have many other uses.

You can start off with a pre-built house or fully customize your home using housing tiles and artwork. (Customize-able houses talked about more in the appropriate section below). While many use houses simply to store additional stuff, a great deal of players design their houses to be both practical and as an expression of themselves.

Items such as Training Dummies, Forges, Anvils, Soul Forges, storage chests, and Hitching Posts can be affordable additions to your home that will allow you to perform most of your crafting tasks or skill training.

How to Go About Getting Your First House?

- Purchase "A House Placement Tool" from an Architect at a Carpenter's Shop
 - The left side of the image below shows the Carpenter's Shop's sign
 - The right side of the image shows Baxter, a helpful Architect



- The most difficult, but perhaps the most fun part of building your first house is finding a suitable location for it...

How Do I Place a House?

After you have purchased a House Placement Tool and located someplace you would like to build your home, it is time to see if it will fit! Use the following guidelines to build:

Obstacles to Placing a House

All houses require the following rules be followed:

- There must be one tile of space between the house on both sides – (no objects in the way of walking around the house)
- There must be 5 empty spaces in front of the house steps
- When placing a house you cannot see the steps so to rephrase and make it more clear:
 - While placing a house you must see 6 clear spaces in front of the plot – (this accounts for both the 5 free spots + 1 spot for the steps)
 - You cannot place houses on top of trees or other tall structures/objects
- To put it more simply now, when placing you need:
 - **6** – Empty spaces *in front* of the plot
 - **5** – Empty spaces *behind* the plot
 - **1** – Empty space on *both sides* of the plot

Example use of the House Placement Tool

Double-Clicking the “A House Placement Tool” will bring up the following menu below.



Next, you will select one of the listed options:

- Classic Houses (Choose from a variety of pre-built designs)
- 2-Story Customizable Houses
- 3-Story Customizable Houses
- Close (this closes the tool)

For the sake of this example I chose 2-Story Customizable Houses:

- This brings up a list of possible size plots and their Storage and Cost details.

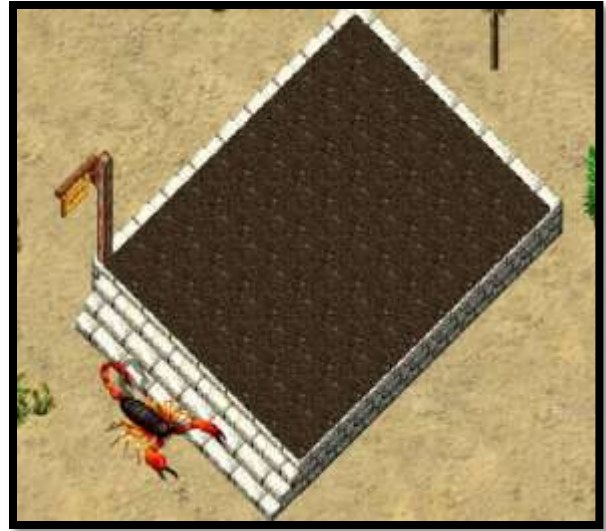


	House Description	Storage	Lockdowns	Cost
↩	7x7 2-Story Customizable House	782	391	33000
↩	7x8 2-Story Customizable House	1067	533	37000
↩	7x9 2-Story Customizable House	1196	598	41000
↩	7x10 2-Story Customizable House	1288	644	45000
↩	7x11 2-Story Customizable House	1380	690	49000
↩	7x12 2-Story Customizable House	1472	736	53000
↩	8x7 2-Story Customizable House	1067	533	37500
↩	8x8 2-Story Customizable House	1196	598	42000
↩	8x9 2-Story Customizable House	1288	644	46500
↩	8x10 2-Story Customizable House	1380	690	51000
↩	8x11 2-Story Customizable House	1472	736	55500
↩	8x12 2-Story Customizable House	2024	1012	60000
↩	8x13 2-Story Customizable House	2024	1012	64500
↩	9x7 2-Story Customizable House	1196	598	42000
Bank Balance:		3153220		
✕	Close			Next ↩

For this example I chose “8x10 2-Story Customizable House”.



Plot – not showing the stairs.



Placed house – you can now see the stairs.

As you can see from the examples, neither the small plant nor the cactus block the house’s placement. Placing a house in the spot you choose sometimes requires a bit of “try” and “try again” to see exactly what will fit.

What Size House Do I Place?

The simple answer is that you cannot know what size house/plot will fit until you try placing the house. A majority of people who get the largest house placed in the area they are trying for have tried placing different size houses multiple times. Again, this can be a bit of a trial and error process – especially when it comes to placing larger plots or placing plots in areas with lots of trees and similar objects nearby.

House Commands (Once You’ve Placed a Home)

These are several of the most important commands you will need to know:

Making a house Private or Public (see picture to right)

- Double click the Yellow highlighted sign indicated
- Now look to the right of this next menu, see the option for making the house Public or Private?
- The current state of your house will show up as **Bluish-Purple text**.



House Ban Command

Saying “I Ban Thee” brings up a cursor allowing you to ban someone from your home. It removes them and keeps them from re-entering.

Adding and Removing Friends and Co-Owners

Adding Friends and Co-Owners will allow varying levels of security in your house depending on the preferences you have set on your storage containers. “Friend” or “Co-Owner” status is required in order to enter a home marked as Private.

Securing, Locking Down, and Releasing Items In Your Home

In order to “**Secure**” an item simply say “I wish to secure this” and target the item.

- This secures a bag, box, or container and makes anything placed within it safe
 - It won't decay and anyone who isn't the home owner of your house can't touch its contents unless you set the container's security level to allow them

In order to “**Lock Down**” an item, say “I wish to lock this down” and target the item.

- This does almost the same thing as securing, EXCEPT:
 - Anything that is locked down, cannot be picked up even if it is in a bag unless first “released”

After locking down an item it will say “Locked Down” as one of its item properties. Secured containers will also be noted.



If you wish to “**Release**” an item that has been locked down or secured, say “I wish to release this” and target the item.

- This will release secure containers and lockdowns so they can be picked up by anyone
 - Though they will also decay as normal once released – (so don't unlock things you wish to keep secure, or keep)

Section Sixteen:

Ships

Does the song of the sea call to you? Perhaps you want to take up a sword or man a cannon in a fight against pirates. Or maybe, you want to become a pirate yourself? Whether you want to take it to the High Seas for adventure, or just to enjoy an ale while fishing, you will need a boat. Boats can be a useful resource, even if you are simply using them as a method of travel. Islands off the main coast, especially the smaller variety are only reachable by boat or by using magic travel spells. However, before anyone could reach the islands to mark a rune to them, they had to... set sail!

Along with being extremely necessary at times for Fishing, having a boat allows you to store some items within its hold – if you do not have a house than you may put some of your belongings in the ship's hold. (Please keep all very valuable items in your Bank Box, or on a logged out character though. The Bank Box is the safest place possible in all of UO to store items. Please remember this, even after you get a house).

This section will explain how to get a boat, and how to use it once you have acquired it!

Where Do I Buy a Ship?

Boats may be purchased in towns, at an NPC Shipwright.

- To find the building housing the Shipwright, simply look for the town's docks and then the Anchor Symbol. Once inside locate the Shipwright.
- If this is your first time using a boat, a small ship may be the best purchase for you as they are cheaper, and can fit into tighter spaces better.
- Once purchased, the Deed will appear in your Backpack.



Placing a Ship

Once you have purchased a ship deed, it is time to launch your boat!

- Merely go to the shore, or docks, any place with open water
 - Double click your ship deed in your backpack
 - Click on an open area of water and then:
 - Choose which direction you want the ship to be facing. If the ship cannot face the direction you are trying to put it, you will get a message and the ship won't be placed
- Once you place the ship, a key will be placed into your backpack, and into your bank box for safe keeping.



So how do we get on it? First we have to unlock it!

- To unlock the ship, use the key that was placed in your backpack on either side of the ship
- Now we have to extend the plank so we can board it
 - Double click the side of the ship you unlocked



- See the plank extended?
 - Double click the plank to board the ship





- Success! Now you can lock the ship to keep unwanted guests out. Use the same key in the same spot you used to unlock the boat.

Locking and Unlocking A 'High Seas' Ship

With the *High Seas* expansion several new types of ships were introduced to the game. These have many more features than the standard ship, including more security options.

- Much like houses, you can set these to Private and then allow people to access your ship
- You can both:
 - Allow, and
 - Deny, access to your Ship
- It is the same as you would do with a house
- First:
 - Click on the Pilot and choose Security Settings
 - Click on a player and choose, "Grant Access"
 - Then choose their access level:
 - Passenger
 - Crew
 - Officer
- You can even look at the Access List and see who has been granted access to your Ship

Dry Docking Your Boat (putting it away)

Before you can dry dock a boat, you must do the following:

- Empty the hold of the ship of all items (nothing must remain inside)
- Make sure there are no corpses/items on the deck of the ship
- Anchor the boat
- Lock both plants

Once you do all of this, you may double-click the Tiller man on the boat, and it will dry-dock the ship and place it back inside of your backpack as a tiny ship model.

Sailing Commands

These are used to sail your boat once it is placed on the water (to be spoken outloud):

- **Raise Anchor** - Raises the anchor and readies the boat to move
- **Lower Anchor** - Drops to anchor and stops the boat from moving anymore

- **Forward** - Moves the boat forward at full speed, until you tell it to stop
- **Forward One** - Moves the boat forward one square
- **Forward Slow** - Moves the boat forward, except slowly
- **Back** - Moves the boat backward at full speed
- **Back One** - Moves the boat back one square
- **Back Slowly** - Moves the boat backward, slowly
- **Right** - Moves the boat to the right
- **Left** - Moves the boat to the left
- **Start Tracking** (only if you have the High-Seas expansion) - Makes the boat start to track other ships
- **Stop** - Stops the boat from moving, until you tell it which way to go
- **Turn around** - Makes the boat turn around to face the opposite direction
- **Turn Left** - Turns the boat to face the left of your current direction
- **Turn Right** - Turns the boat to the fact right of your current direction
- **Remove Name** - Removes the name off the boat

Types of Boats

There are 12 types of boats in *Ultima Online*. While it may be tempting to get more than one, keep in mind that you are only able to have *one* boat in the water at any time (not including a row boat).

Each of the first six are not too hard to get, and you should begin with them:

- Classic Ships
 - Small ship – 10,177 gold
 - Small dragon ship – 10,177 gold
 - Medium ship – 11,552 gold
 - Medium dragon ship – 11,552 gold
 - Large ship – 12,927 gold
 - Large dragon ship – 12,927 gold
- Galleons (requires *High Seas* booster pack)
 - Britannian Ship – Must be purchased at the UO store
 - Gargoyle Ship – 200,002 gold
 - Orc Ship – Quest Reward
 - Tokuno Ship – 150,002 gold
- Rowboat
 - Can only be deployed once you have a boat or Galleon deployed already
 - Cost: 6,252 gold



Ship Decay: A Warning

If your ship goes unused for a period of time, it *will* sink. It takes about a week for a Classic Ship, and two weeks for a Galleon.

Section Seventeen:

Treasure Hunting

While it is safe to say that the greatest riches in Sosaria tend to be found in dark dungeons and other dangerous locales, sometimes a fortune can be found just underneath your feet. Treasure Hunting in *Ultima Online* is a relatively simple affair – find a map, read the map, find the treasure, and dig it up! Voila! Rare loot! Oh, just mind the monsters that guard each and every treasure chest – they may not want to part with contents of the chest without some convincing...

Requirements for Treasure Hunting

A Treasure Map. There are seven different levels of treasure map, with the easiest being the level one, “Plainly Drawn” map, and the hardest being the level seven “Diabolically Drawn” map. Maps can be found by defeating monsters that carry them. The harder the monster, the higher the level of map they may carry. Additionally, each Treasure Chest has a chance of containing another map inside it. Maps must be decoded by a Cartographer with sufficient skill in order to be used. The Treasure Chest can only be dug up by the person holding the map.

A Shovel. For digging, of course. In order to dig up a chest, you must first select the shovel for use, target the map, and then target the area you wish to dig.

Cartography Skill. Before a map can be used to locate a Treasure Chest, it first must be decoded by someone with the Cartography skill. The higher the level of the map, the more skill that is required to decode it. Additionally, Cartography is required to actually *dig up the chest*. In other words, while one person may decode the map for another to use to dig up the chest, the digger must ALSO have the sufficient level of Cartography.

Lockpicking Skill. Once you have located a chest and dug it up, you will still need to open it! A skilled lockpicker will be able to open higher level chests, and break less lockpicks in the process.



A level one treasure map waiting to be decoded. Notice the lockpicks and shovel – essential supplies.

Additional Helpful Tools

Mining Skill. While it is not *required* to dig up a chest, having some experience in Mining will help make things go quicker. Without any skill in Mining, the digger must be in the exact spot the chest is located. With higher levels of ability they can be a number of steps away from the actual location of the chest.

Remove Trap Skill. Each Treasure Chest has a series of traps attached to it. These traps may seriously hurt, or even kill, the person who triggers them. The Remove Trap skill will remove these traps.

Friends. While some Treasure Hunters hunt “solo” (and wear it as a badge of honor), doing so can be extremely difficult. Not only are chests trapped, but opening them can trigger the appearance of many “guardians” who will do their best to make sure you don’t live to enjoy the spoils of your efforts. It is advisable to have “backup” with you when you dig up the chest. Besides serving a practical purpose, forming a group to tackle difficult treasure hunts is a time-honored tradition in *Ultima Online*, with many shards having groups that organize such outings and even an EM-led competition that pits the best treasure hunting teams against one another!



A chest has been found! Look closely through the trees and you can see some of the guardians who have arrived to attack our intrepid treasure hunter! The map displayed is a decoded Treasure Map for this chest – make use of the radar to assist in finding the chest.

Section Eighteen:

Dungeons

Dungeons. A staple of role playing adventure, *Ultima Online* has an abundance of them. While some dungeons may be less dangerous than others, it is still advisable to do a little research before setting out for adventure. This section will outline the rules governing the dungeons on different facets, as well as give an overview of some of the more notable locations. It will also offer tips for going on your first dungeon crawl.

Dungeons: What to Expect

The reasons for entering a dungeon are many. Some do it for the challenge, while others go for the treasure. Many guilds and community groups organize hunts and dungeon crawls as a social occasion, while some players simply seek to explore areas they have not yet seen. Just as there are many reasons to seek out a dungeon, there are many different challenges one may encounter once they have entered into the darkness (it should also be noted that the term “dungeon” is used loosely to refer to most enclaves where dangerous monsters are to be found – many dungeons are in fact sewers, caves, or even fallen cities).

The most obvious danger in any dungeon is that you are likely to be attacked by one, or many, of the monsters that reside there. Larger dungeons are typically separated into distinct “levels”, each of which usually containing progressively harder monsters. These harder monsters will normally carry more valuables than their weaker counterparts. While it may be considerably safer to stay near the exit of a dungeon, glory and riches await the bold adventurer who ventures deeper into a dungeon. In addition to aggressive monsters, you may encounter dangerous traps and puzzles waiting to be beat.

Preparing for Adventure

One of the most important things to keep in mind when taking on *any* dungeon is that you should be equipped well enough to stay alive. For some, this simply means slapping on whatever armor they have handy and making some extra bandages. Others prepare weapons and spell macros specifically for the monsters they anticipate facing. Either way, a small amount of preparation can go a long way.

Supplies

Being armed and armored should be the most obvious first step in equipping for any dungeon crawl. There are a few other things that should be considered, however.

Weapons and Armor. Experienced players often have suits of armor with each piece carefully selected to complement their skills and their play style. With a wide variety of options, newer players may find this a daunting task. To start, focus on equipping the armor that will gain you higher resistance levels in each category (Fire, Poison, Cold, Physical, Energy). Experiment with different types of weapons appropriate to your skill (those with high levels of Swordsmanship should use swords and similar bladed weapons and not maces or daggers) and see which works the best for you.

Reagents. Mages and Necromancers both rely upon reagents to cast their spells. Pay attention to how many reagents you typically use during the course of a dungeon crawl or hunt so that you may better judge how many of each reagent to bring with you on the next one.

Healing Supplies. Whether you are a Mage or a Warrior, you will need some method to heal yourself while in combat with dangerous monsters. For Warriors this typically involves the use of the Healing skill and a supply of bandages. Mages will usually make of healing spells that use certain combinations of reagents. Potions can also be used to restore health, stamina, or cure you of deadly poison.

Potions and Other Consumables. As mentioned previously, there are potions available that will heal players. There are *also* potions that will grant a player “Nightsight” – the ability to see more clearly in dark areas. While Elves have this ability naturally, it can be difficult for Humans and Gargoyles to see in the dark without aid. Other potions can create powerful explosions that may damage monsters. Alchemists can also craft egg bombs which can aid someone skilled in Ninjitsu in hiding – even when under attack by a monster. Other consumable supplies include special foods that can impart beneficial (temporarily) upon a player.

An Extra Bag. To better organize the loot, of course!

Groups

New and experienced players alike often find they would be able to progress much further into a dungeon if they had a few other able adventurers with them. For this reason it is often possible to find others looking for a group to team up with. For the inexperienced player this can help them better learn the game as well as make new friends. Check out the popular “hang outs” on your shard (town banks are often good places to start) and see if there are others of a mind for danger and daring. Alternatively, make use of the “Chat” system to seek out other adventurers.

Some Notable Dungeons of Ultima Online

This is but a preview of some of the danger that awaits in the wilds of Sosaria. There are *many* more dungeons than those listed here.

Trammel and Felucca – Dungeon *Despise*

In the mountains north of Britain lies the dungeon known as Despise. Populated by Lizardmen, Earth Elementals, and Ettins on the first two levels, Despise is a good place for newer players to “dip their feet”. The third level contains more advanced monsters such as Ogre Lords and Acid Elementals. On the Felucca facet Despise also contains a “Champion Spawn”. These spawns are centered around an altar and include progressively harder waves of monsters. Once all waves have been beaten back, the Champion of that spawn will appear. On the Felucca facet, travel spells cannot be used within dungeons.



Despise is one of the seven original “Anti-Virtue” dungeons in *Ultima Online* (so named as they are seen as being opposed to a specific Virtue).

Trammel and Felucca – Orc Caves

Situated in the same mountain range as Despise, the Orc Caves are crawling with many, well, Orcs. Orcs and Orc Bombers, Orc Scouts, and Orcish Lords are just some of the monsters that will do anything necessary to protect their lair from intruders. Make it to the very depths of the cave and you will find the greatest of all Orcs – the Orc Brute. Brave miners sometimes enter the cave, pickaxe in hand. Rumor has it that wearing a certain mask will trick Orcs into believing you are one of them...



Beware the Orc Brute...



Ilshenar – Wisp Dungeon

An enigmatic being in *Ultima* history, wisps usually won't attack those who are not villainous (or who haven't attacked them first). The Wisp Dungeon in Ilshenar is populated not only by Wisps, but also aggressive Dark Wisps as well as scores of undead and demonic creatures. The Wisp Dungeon is a short walk west of the Honesty Moongate.

Malas – Doom

Within a short time of being discovered, Doom became legendary for its great difficulty, and its rare rewards. Located in Malas, Doom is essentially a two-level dungeon. The first level exists as a sort of test where one must defeat enough monsters to earn a key to the second, more difficult level. This second level is known as the "Gauntlet". Designed to be challenged by groups of players, the Gauntlet features multiple boss monsters who must all be defeated before a final battle against the Dark Father can begin. Defeat these bosses, and the Dark Father, and you may find yourself rewarded with a rare artifact. Doom is not for the faint of heart, and players should only enter once they are confident in their skills.

Tokuno Islands – Fan Dancer Dojo

Located on Isamu-Jima, this dojo is primarily home to dangerous fan wielding dancers who have been possessed by demonic forces. Other dangerous foes include Balrons and an Oni. The dojo also hides the entrance to a mysterious demon lair.



Cythloth the Ferryman will provide transport in Doom, for a price.

Section Nineteen:

Crafting

Welcome to the world of crafting! In this section you will learn the basics of Tinkering, Tailoring, Blacksmithing, and Carpentry. Much of this guide has focused on the more...dangerous aspects of *Ultima Online*. But while Crafting may not be the most exciting sounding pursuit, it can be both entertaining and rewarding.

Tinkering

Tinkering is a basic crafting skill used by many players to craft their own tools. These tools are used in other crafting skills as well as resource gathering. The benefit of having the tinkering skill, even at low levels, is



to save you time and gold by not having to buy your tools.

You'll need tinker's tools and a resource to work with, usually wood or metal. If you don't have these items, they can be purchased from a Tinker at one of the town shops.

Buying ingots and boards can get expensive. If you prefer, you can gather these resources on your own by using the Lumberjacking and Mining skills.

To gather wood you will need some Lumberjacking skill and an axe (You can purchase an axe from a Blacksmith).





Your axe must be equipped. To do this, click and drag the axe to your Paperdoll. Once there, double click the axe then target a tree.

This will give you some logs. Logs are heavy. To make them lighter, change them to boards.



Double click your axe again then target your logs. Your logs will become boards which are now ready for your crafter to work with.



To gather ore you will need the Mining skill and something to dig with, a pick or a shovel work well. Your Tinker can make these or you can purchase them from a Tinker.

To mine for ore, double click your shovel or pickaxe then target a mountain or cave floor. If you are successful some ore will appear in your backpack. Once you have ore, you need to change it into ingots. To do this you will need the Blacksmithing skill.



To change your ore into ingots, stand near a forge. Double click the ore you want to smelt, then target the forge. This can be found at any Blacksmith Shop. The higher your Blacksmithing skill, the less ore you will lose during the smelting process.

Now that you have your tinkering tool and some resource to work with, you are ready to start creating!

Double click your tinkering tool to bring up the Tinkering menu:

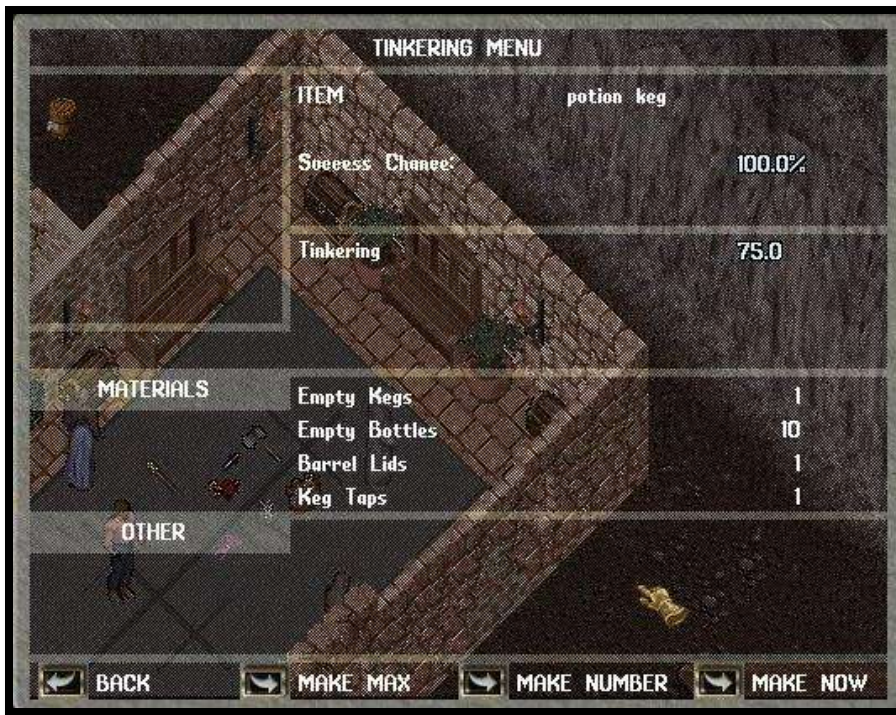


As you can see, there are lots of options. Say you would like to make a mortar and pestle, but would like to preview it first. Click on the box to the right of that option. Clicking on the box to the left of that option will make that item without giving you a preview.

In the upper left hand corner it gives you a picture of what the item looks like. This menu will tell you how much tinkering skill is needed to create this item, what resources are needed and your chances of success.

The 'Materials' box contains important information. A Tinker can take different components and put them together to create something very useful. An example of this is the potion keg. To show you what I mean, go back to the main menu and select 'Assemblies' then click the box to the right of the 'Potion Keg' option.





In order to make a potion keg you need four different components. The barrel lids and empty kegs you will need the carpentry skill to create. The keg taps a Tinker can make. The empty bottles you can buy. Once you have gathered all four components you would click on 'make now' and a potion keg will be created.

Tailoring

Tailoring is a must have skill for a Crafter. This skill allows you to make your own clothes and more importantly, your own armor (non-metal armor that is).



You'll need a sewing kit and a resource to work with, usually cloth or leather. If you don't have these items, they can be purchased from a Weaver or Tailor at one of the town shops. To purchase leather, you would need to go to a Tanner.

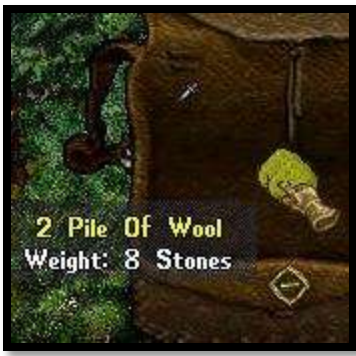
Sewing kits are cheap, but they have a limited number of uses. Instead of buying them, you can use the Tinkering skill to create your own sewing kits. Generally, the higher your Tinkering skill the more uses your kits will have.

Many players purchase cloth from a tailor shop since its cheap and rather time consuming to make. But making your own cloth is rather fun and no extra skill needed!



First step in making your own cloth is to find a sheep and shear it. To do this, double click your dagger then target the sheep.





Doing this will get you wool.

If wool makes you itch, you can always make cloth from cotton. Find a farm that grows cotton.

Double click the cotton plant and you have a bale of cotton.



The next step is to take your wool or cotton to a Tailor Shop and use their spinning wheel.

Double click your wool/cotton then target the spinning wheel. This will give you balls of yarn (from wool) or spools of thread (from cotton). Now find the loom to weave some cloth!

Double click your yarn or thread then target the loom. It takes a few balls of yarn/spools of thread before you get a bolt of cloth.



As for leather, players gather this themselves or buy it from other players. To gather leather you first have to be able to kill something.

Once you have something dead, double click your dagger then target the corpse.

Now double click the corpse and the hides will be there for you to loot.

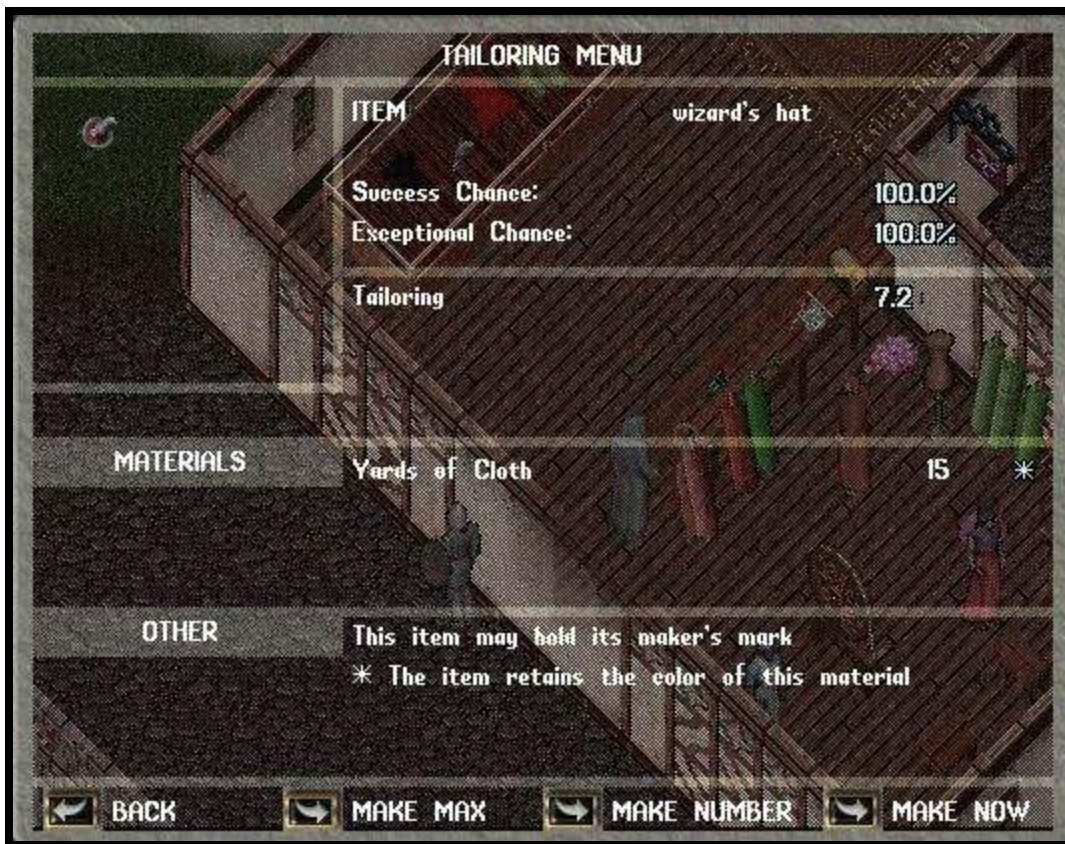
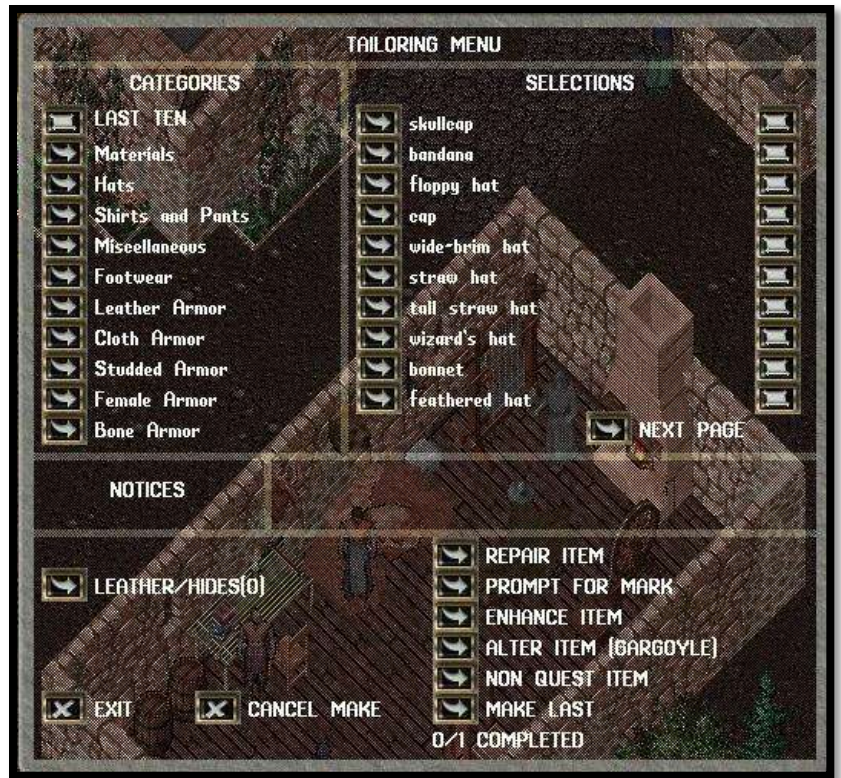
To change the hides into leather (weighs less), you will need a pair of scissors. Your Tinker can make them or you can buy them at a Tailor Shop.



Double click your scissors then target the hides. The hides will then become leather ready for use.

Now that you have a sewing kit and some cloth or leather, double click the kit to bring up the Tailoring menu.

There are lots of options. Say you would like to make a wizard's hat but would like to preview it first. Click on the box to the right of that option. ~~Clicking on the box to the left of the option will make that item without giving you a preview.~~



In the upper left hand corner it gives you a picture of what the item looks like. This menu will tell you how much Tailoring skill is needed to create this item, what resources are needed and your chances of success.

The other resource that tailors often work with is leather. There are four different types of leather. To change the type of leather you want to work with, go back to the main menu and click on leather/hides.



In the top right box it will show you how much and what kind of leather you have in your pack. Click on the material you want to use.

Blacksmithing

The Blacksmithing skill allows you to make metal armor and weapons.

You'll need a smith's hammer or tongs and ingots to work with. If you don't have these items, they can be purchased from a Blacksmith at one of the town shops.



Tongs and the smith's hammer you can make using the Tinkering skill. The ingots you can obtain by using the Mining skill. To gather ore you will need the Mining skill and something to dig with, a pick or a shovel work well. (Your tinker can make these or you can purchase them from a Tinker.)

To mine for ore, double click your shovel or pickaxe then target a mountain or cave floor. If you are successful some ore will appear in your backpack. Once you have ore, you need to change it into ingots. To do this you will need the Blacksmithing skill.

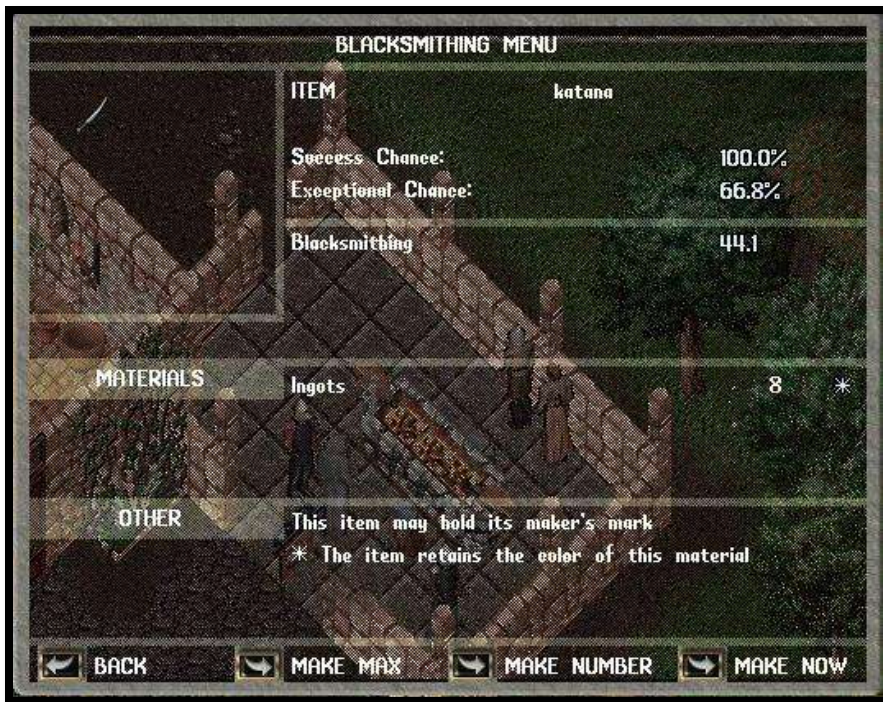


To change your ore into ingots, stand near a forge. Double click the ore you want to smelt, then target the forge. This can be found at any Blacksmith Shop. The higher your Blacksmithing skill, the less ore you will lose during the smelting process.

In order to use your Blacksmithing skill, you will need to stand near the anvil. Double click the tongs or the smith's hammer to bring up the Blacksmithing menu.



Lots of fun things to make. Say you would like to make a katana but would like to preview it first. Click on the box to the right of that option (Clicking on the box to the left of the option will make that item without giving you a preview).



In the upper left hand corner it gives you a picture of what the item looks like. This menu will tell you how much Blacksmithing skill is needed to create this item, what resources are needed and your chances of success.

The resource that Blacksmiths work the most with is metal. There are nine different types of metal. To change the type of metal you want to work with, go back to the main menu and click on the current metal type, in this example it is Iron.

In the top right box it will show you how much and what kind of metal you have in your pack. Click on the material you want to use.



Carpentry

The carpentry skill allows you to make furniture, weapons, house hold add-ons and many other useful and fun items.



There are many carpentry tools available for you to use. In this example I'll be using a joining plane. You'll have a resource to work with, which in this case is wood.

If you don't have these items, they can be purchased from a Carpenter at one of the town shops. Carpentry tools can also be made by a Tinker.

To gather wood you will need some Lumberjacking skill and an axe. You can purchase an axe from a Blacksmith.



Your axe must be equipped. To do this, click and drag the axe to your Paperdoll. Once there, double click the axe then target a tree.

This will give you some logs. Logs are heavy. To make them lighter, change them to boards.



Double click your axe again then target your logs. Your logs will become boards which are now ready for your Crafter to work with.

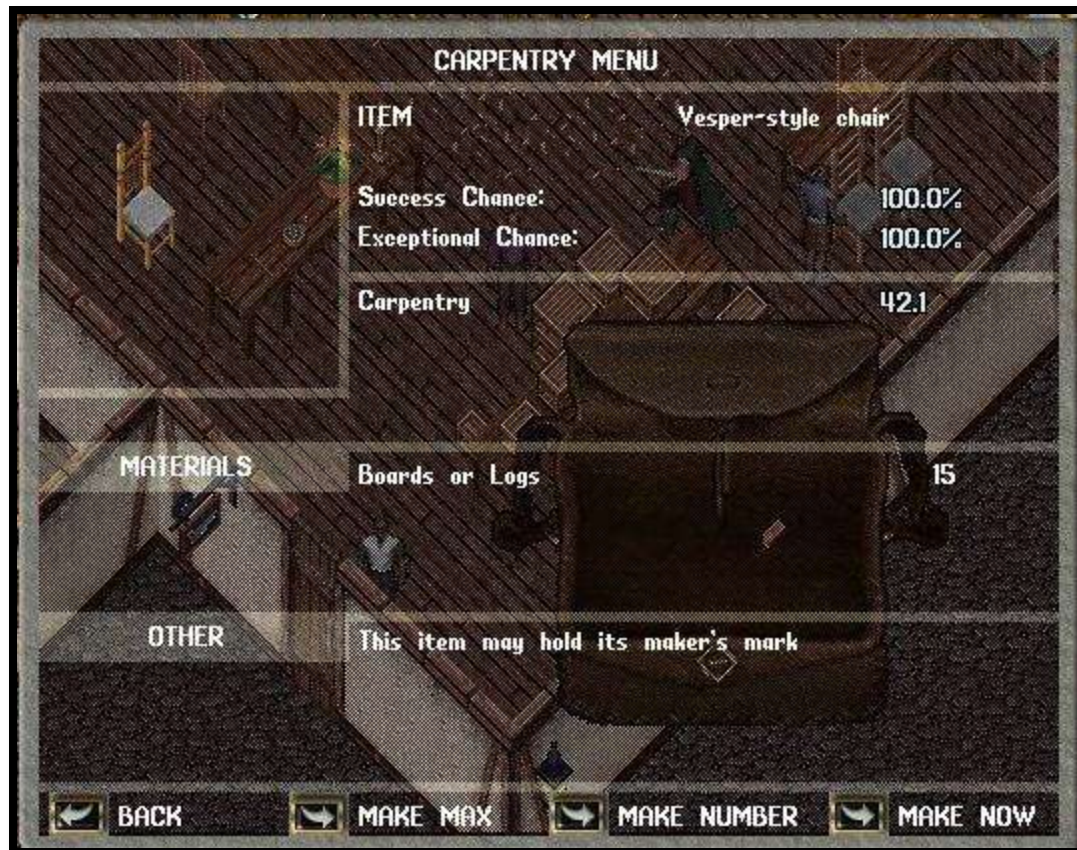
To bring up the carpentry menu double click your carpentry tool.



If you like to decorate, Carpentry is a must. Say you would like to make a chair but would like to preview it first. Click on the box to the right of that option. ~~(Clicking on the box to the left of the option will make that item without giving you a preview).~~

In the upper left hand corner it gives you a picture of what the item looks like. This menu will tell you how much carpentry skill is needed to create this item, what resources are needed and your chances of success.

The resource that carpenters work the most with is wood. There are seven different types of wood. To change the type of wood you want to work with, go back to the main menu and click on the current wood type, in this example it is wood.





In the top right box it will show you how much and what kind of wood you have in your pack. Click on the material you want to use.

Reference Section

This section contains reference material that would have been too lengthy to be included in the main guide.

List of Event Moderators

Current as of February 2012

	Shard EM (A)	Shard EM (1)	Website(s)
Asuka	Misaki	N/A	
Atlantic	Bennu	Tiberies	atlantic.uoem.net
Baja	Godiva	Sangria	www.goldenbrewtavern.com
Catskills	Adris	Barnaby	catskills.uoem.net
Chesapeake	Drosselmeyer	Dudley	chesapeake.uoem.net
Drachenfels	Borbarab	N/A	drachenfels.uoem.net
Europa	EmileLayne	Sarakan	europa.uoem.net
Formosa	Takako (Taka)	N/A	
Great Lakes	Elizabella (Bella)	Malachi	greatlakes.uoem.net
Lake Austin	Augustus		lakeaustin.uoem.net
Lake Superior	Aname (Slightly Crazy)	Autolycus (Crazy Drunk)	lakesuperior.uoem.net
Legends	Helios	Miko	legends.uoem.net
Napa Vally	Mystique	Crysanias	napavalley.uoem.net
Oceania	Aeon		
Origin	Faine Morgan	Fiorella	emfainemorgan.com
Pacific	Cyno Razik	Leonidas	pacific.uoem.net
Sakura	Nekomata		sakura.uoem.net
Seige Perilous	Aurora	N/A	
Sonoma	Eira	Sangria	sonoma.uoem.net
Yamato	Asiantam (Tam)		yamato.uoem.net

Common Terminology

Fighting Monsters

- Camp – To remain in the same spot for a period of time, waiting for something to spawn
- Farm – To harvest resources
 - Whether:
 - Ingots, logs, leather, etc...
 - Or:
 - Killing the same monsters over and over again for specific items, or loot
- Loot – Items that are on a Monster's corpse when it is killed
- Champ – Champion spawns
 - Tough monsters with very good loot, requiring some work to get

Chat

- Spam
 - Repeating the same line over and over again, without stopping
- WTB – Want to buy
- WTS – Want to sell
- WTT – Want to trade

Fighting / Player Killing

- Flag – Becoming gray, criminal – often intentionally
- Gank – To team up on a single player, or kill them in an unfavorable way
 - Also: to steal or having something stolen from you
 - Ex. "I just ganked this awesome item from a player at the bank, stole it right out of his backpack"
- Mana dump – Waste all of your Mana at once, casting harmful spells on an opponent
- PKing – Killing other players
- Rez-Kill
 - To follow a player's ghost and once they respawn, kill them immediately
 - A pretty despicable act
- Spar – To practice fighting with skills or weapons, with a friend without the threat of death
 - Basically to duel, friendly
- Stat Loss – To die as a Faction player and lose a portion of your skills (temporarily)
- Stat – To be in Stat Loss

Common Items

- Regs – Reagents used for spell casting
- Map or T-Map – Treasure Hunting maps
- MIB – Message in a bottle
- Net – Fishing nets
- SOS – Message in a bottle (same as MIB)
- Loot – Gold or valuables gotten off a creatures corpse
- Keg – Potion Kegs
- Bandies – Bandages for use with the Healing or Veterinary skills

- Rune – Recall Rune
- Mount / Ride – Horses or other animals used to travel quickly on
- Rare – Hard to get items
- Server Birth – Extremely rare item
- SoT – Scroll of transcendence
 - These can be used to give you free points in the particular skill they are for
 - Ex. .1 Healing SoT
 - Will raise your healing skill by .1
- SoA – Scroll of Alacrity
 - These will allow you to gain faster in the particular skill for a short amount of time
 - The amount of time is indicated on the scroll (usually 15 minutes)
 - Ex. Scroll of Alacrity
 - Skill: Snooping, 15 minutes
 - For 15 minutes you will gain snooping faster than you would otherwise
- Power Scrolls
 - These are white in color, and will raise your skill's cap to what they say
 - Skills are capped at a total of 120
 - Ex. A Legendary Scroll of Fishing (120 skill)
 - This scroll will raise your natural fishing cap from 100 to 120
 - It will not give you the 20 points, giving you 120 fishing
 - It will raise your CAP to 120
 - This will allow you to train fishing from 100, to 120 on your own