

Guardians of Utaemia “Updates”

Author’s Note:

For your convenience, all files have been set to “Printable”. This way you can can print stories and game information to read where you like.

The following are update notes by the month they were posted:

April 28, 2009 Tuesday UPDATE

Novels, Short Stories and other Projects

I have decided to add some reading to your day. I hope you all enjoy:

Children Stories:

Added the following children stories, which are actually chapters; a continuation of life on the farm for Toby and his friends:

The Adventures of Toby, The Little Blue Tractor: "Toby"

The Adventures of Toby, The Little Blue Tractor: "Bolie"

The Adventures of Toby, The Little Blue Tractor: "Ricky"

Continuing Stories:

Added the following continuing story:

“Shryyne”:

Chapter 1

Chapter 2

Chapter 3 To be continued . . .

Novels:

One full length novel has been added as follows:

“Sekali”, Book #1: Released to the public. This book is the beginning of the ongoing “Adventures of Utaemia” saga. Other novels will be released in the advanced version of Guardians of Utaemia. Enjoy!

Short Stories:

The following short stories have been added:

“The Forsaken”

“Vampiress”

“Wish Man”

“Wolf and Man”

Note: The Forsaken and Wishman are not final draft (corrections will be done on these in the future).

Guardians of Utaemia (G.O.U.) Update:

The following are updates for GOU:

Plants Book:

Revamped and re-linked all organics. Many organics were improved and clarified.

Novels, Short Stories and other Projects:

Short Stories: The Copyright notice on “Wish Man” was corrected.

 Note: Wish Man (as well as The Forsaken) are NOT near final draft. These were written when I really did not know how to write (BUT IT WAS FUN!). Corrections to these short stories will be done in the future).

June 10, 2009 Wednesday UPDATE

Novels, Short Stories and other Projects

Continuing Stories:

“Shrynné”: Completely re-written. I did not feel the format (first person, journal-type) would be right for this particular story. The story has been cut to pieces. I rewrote chapter 1 and 2. I will hurry and catch us all up to the material given previously. I will hurry on this. As always, I am open game for critiques. Fire away; I can only get better :)

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Novels, Short Stories and other Projects:

Childrens Stories: The Adventures of Toby, the Little Blue Tractor, "Bolie", "Ricky" and "Toby" have been reformatted:

Children's Stories: Lilac's Adventure, Chapter 1, has been added to the Children's Stories section.

Continuing Stories: The Preface and Chapter 1 has been added for "Jinje "

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Novels, Short Stories and other Projects: Re-bookmarked the writings section to make it easier to add content. There was a minor edit on the preface of Sekali (novels section).
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Creatures Book: Be aware that the bookmarks, "Return to Creatures List" and "Return to Creatures A - Z list" have been swapped ("Return to Creatures List" is now on the bottom). A - D has been updated. More will be updated soon.
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Adventurer Abilities: Animationist, "Twisted", has been fixed (it was highly confusing, and made no sense; now it is linked directly to the Creatures Book and back to the Animationists Spells). Thanks Josh (Alaska). If you see anymore errors, please let me know.

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Quanari: The links, "Touch Telepathy" and "Amulet, Anti-Location" have been actually linked! :) Thank you Stephen (OR)!

Frost Wolf: Is now properly linked. Thanks Chris (England)!

[illegible]

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Divine Favors: Fate

"The Eye": The 70 Modification Point Cost has been reduced to 20. Players are to receive a modification-point refund.
The +1 to all Avoidance-Rolls, Defense and Offense has been changed to +1 to all Avoidance-Rolls, Defense and Offense PER 7 LEVELS THE FATE HAS ADVANCED.
The Bookmarks have also been simplified for easier viewing (a request from "Sommers" (I like the name!)).

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Author's Notes:

I am currently adding Creatures, occurrences in the Secrets in the Wilderness" & Organics. I've decided that Secrets in the Wilderness needs to be installed for each region, rather than have you roll them up on one common chart in the Basic Rules Book. If this chart is not listed in the region you are currently adventuring within, use the one in the Basic Rules Book for now.

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I've gotten emails with feedback that I need to fill in the following: Alchemy (trade-skills section), more treasure items where only one, or just a few, items are listed. Response: I totally agree! There can never be enough treasure items listed. However, I can only do what I can (I am the only one working on this massive world). Please be patient with me. I have made a list of these things which hangs on my wall in plain sight. I promise to do them as soon as possible (like adding in 309 abilities and spells for both the Seeker and the Adventurer Abilities (and this will only be about 5% of the spells installed that I have)).

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Divine Favors: A few of these have had minor grammar corrections, which did not change the rulings on them. The page margins to these have been expanded as far to the borders as possible in order to remove the "Bring page to top" bookmark.

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Divine Favors: "Utrackable" has been installed, opening up the first of the Forest-Knight Divine Favors to be used with the new Forest-Knight ability, "Conceal Track".

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Seeker Abilities: Warrior: "Adrenaline Surge" and "Focus" have been installed.
Thief: "Concealment" and "Evasion" have been installed.
The broken link from the Seeker Abilities, "Weapon Studies" has been fixed. Thanks Erica (Australia)!

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Adventurer Abilities:
Forest-Knight: The files for Forest-Knight have been repaged and separated for easy future ability installs.
"Conceal Track" has been installed

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Treasure Book:
Scrolls and Spell-Runes: Updated to include the following abilities: "Adrenaline Surge" (warrior S.A.)
"Conceal Track" (forest-knight (A.A.)
"Concealment" (thief (S.A.)
"Evasion" (thief (S.A.)

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Seeker Abilities and Spells:

Animationist has been rebookmarked for easy future installs.

The following Animationist spells have been added: "Putnigumig" (S.S.)

"Weave" (S.S.)

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Treasure Book:

Scrolls and Spell-Runes has been updated to include the following: Animationist Seeker Spells

Thief Seeker Abilities

Bard Seeker Songs

Seeker Abilities and Spells:

Bard has been rebookmarked for easy future installs.

The following Bard songs have been added: "March of Nobility" (S.S.)

"Sooth" (S.S.)

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July 24, 2009 Friday UPDATE

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Critical FIX!!!! Okay, sorry Beth, NOVELS section is now accessible.

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Seeker Abilities:

Animationist: The trade-skill prerequisite of "Sewing" has been added to this spell, due to the caster having to craft an item from fibers or hair.

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Childrens Stories:

Re-bookmarked All the Childrens Stories for easier updating and additions.

Lylac's Adventure, Chapter 2, has been added.

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Continuing Stories:

Jinje, Chapter 2, has been added.

Re-bookmarked the chapters in both Jinje and Shrynn for easy updates and fixes to each chapter

Treasure Book (Potions): The value of the "Energy" potion, per dose, has been increased to 5,000 white-gold.

Enchanted Items: "Flying Carpet (Common)": Movement, stopping time and value has been changed.

"Flying Carpet (Living)" has been installed.

Printables: Bookmarks: This section has been fully re-bookmarked for easy updating.

Crypts: 2 crypts have been added to the "Structures" section.

Labyrinths: 1 labyrinth has been added to the "Structures" section.

Map Key: A Map Key has been added to identify symbols found in all the structures.

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Dungeons: All have been re-drawn and installed (total: 17).

Shrine: 1 shrine has been added.

Tombs: 2 tombs have been added.

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Traps: Creature Release (encounter) has been installed. The Basic Rules, "Traps, Random Determination of:" has been updated.

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Adventurer Abilities:

Thief: Modification-point cost for "Set Trap" was lowered to 10 (was 20), and now only takes 5 APs to invoke (was 10).

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Trade-Skills: Alchemy: This trade-skill has been separated for easy updating. The Alchemy Header has been re-worded.

"Decurium" has been added to the list of recipes.

"Molding Ball" has been added to the list of recipes.

Geological Studies: The opening note has been re-worded, but does not change it in the least.

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The following "Plant life" has been added to the Artics: "Algid" and "Frigid Hexbane".

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Printables Section: "Characters, Pre-made" - I will start placing pre-made characters into the game for a quick-play start.
Enchanted Item, "Reveal Eye" has been rewritten and improved (a pic of the reveal eyes has been added).
Creature Book: "Undead Morlokk" has been rewritten and re-paged out to make more sense.
Treasure Book: "Other Valuable Items (O.V.I.)": Re-worked to include: "Non-Magical Armors", "Non-Magical Weapons" and "Organics" have been added to the O.V.I. section.
Creature Book: The "Darkstrom" has been created.
Printables Section, Character Sheets: The "Leviathan" has been added to list of character sheets.
Regions Book: The Darkstrom has been added to the following regions: FearMist, Underworld, Wastelands.
Seeker Abilities: "Enhancements": Luck: The amount of Luck purchased with modification-points has been increased to 1-D4+1.
Swimming: Modification-point cost for "Advanced" and "Expert" swimming has been lowered.
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"Art": The Adventurer Spell, "Fire Stream" now has an illustration.
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Races: "Shallant": Sorry to do this to you all, but I mistakenly stated that Shallants have ALL Seeker and Adventurer thieving abilities. This is now changed to all Thief Seeker Abilities (not the advanced ones). Note: in addition, Shallants will also have the Seeker Ability, "Stealth Prowess".
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Secrets in the Wilderness: Angel has been properly named Herald, and Evil and Good has been changed to Dark and Light.
Red and Blue runed skull pic has been added to the resulting roll of 63-64.
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Divine Favors: Spirit of War have been rewritten and clarified. This did not change the rulings on this Divine Favor at all.
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Creature Book: The Frost Wolf has been re-written (simplified to be more clear). Thanks again Eric and Mike!
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Secrets in the Wilderness: Links have been updated for this section for easier navigation. Expect this section to be rewritten and expanded considerably. I have about 200 more occurrences and findings to install.
Enchanted Items: "Gorgon's Quiver" has been updated.
Enchanted Items: "Unicorn Horn" has been updated.
Enchanted Weapons: "Gorgon's Bow" has been updated.
Oracles: "Cleaver Weapon" has been installed.
Enchanted Armors: "Magna Armor" has been updated.
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Novels, Short Stories and other Projects: Continuing Stories, "Jinje" Chapter 3 has been installed.
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Adventure Abilities and Spells: "Elemental Magician" has been re-written and bookmarked for easier navigation and additions.
The spell, "Frost" has been installed (Scrolls in the Treasure Book has been updated).
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Seeker Spells: "Elemental Magician": The spell, "Minor Frost" has been installed (Scrolls in the Treasure Book has been updated).
Adventure Abilities and Spells: "Elemental Magician": The "Range" for "Acid Stream" and "Fire Stream" has been set to 10 spaces.
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"Traps" has been taken out of the Basic Rules Book, when "Set Trap" (for thief) was installed. The list of traps is now listed in the Thief "Adventurer Abilities"

"Traps, Random determination of": "Collapsing Stairs" has been added.

"Fear Immunity": Fixed misspellings. This did not change the effects of this potion.

"Fog": In the Area of Effect: Changed the word "Druid", to "imbiber".

Enchanted Items: "Sashe, Monks" has been re-worked to give a more broad ranged number of various sashes.

Adventurer Abilities: Thief: New abilities installed: "Charm of Gildarious", "Disguise", "Forced Silence", "Forgery", "Mercantile", "Set Trap", "Taking and Packing Good Silently" and "Thieves Luck".

Printables: Caves: All caves have been re-scanned and re-installed.

Character Sheet fix: Gleighdor, page 3, "Body Part Base" for wings now at 10. Thanks Sagen (UT).

Civilizations: The City of Hillsbar has been added.

Crypts: 2 Crypts have been added.

Labyrinths: 15 section Labyrinth is now completed and installed.

Notes: The Map Key has been updated.

Shrines: 1 Shrine has been added.

Tombs: 1 Tomb has been added.

Creatures Book: "Kandorian" and "Tyrin" Centaurs have been updated with hoof attacks, as well as simplified.

Treasure pages A-M now have a link that will take you directly to the Treasure Book, making navigation easier.

November, 2009 UPDATE

Hey, I learned how to CROP within Adobe! The obnoxious "Bring page to top" bookmarks are vanishing!!!!!!

Treasure Book: Enchanted Items: "Capsule, Awareness": Clarified. The number found has been increased from 1-D4 to 1-D20.

"Horseshoes, Windwalking": The "Command word" has been installed.

Potions: "Quake" has been re-written. If you have this potion, you will need to look at it.

Weapons, Enchanted: "Ellianess Bow" has been completely revamped. If you have one, look at it.

Potions: "Condition": The Area of Effect statement has been completed.

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Trade-Skills: "Lumberjack": The prerequisite of "Trainer" has been taken out.

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Links: Hundreds of links and return links have been put into the books for easier navigation.

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Printables: "Graphs": Now you can print out graphs for mapping and making civilizations.

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Basic Rules Book: "Secrets in the Wilderness": A % roll has been fixed within the result of 96%.

"Dice, Information Concerning": This information has been re-written for easier reading. D16 has been removed.

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Adventurer Abilites: Assassin's "Truesight Neutrality": The Modification-Point cost for this ability was raised to 50, from 25.

Elemental Magician's "Lightning-Bolt": is now properly bookmarked. Thanks Gemini (UK).

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Basic Rules Book: "Spell-casters, Random determination of": is now properly bookmarked. The listed casters are also linked.

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Creatures Book: "Dragon, Magic" has been installed.

"Spellboar" has been revamped and updated.

"Gleighdor, Karritch": has been revamped and updated with new abilities. Look at its abilities if you have one.

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Armory Book: All armors and shields are now cropped appropriately for easier viewing.

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Regions Book: "Magic Dragon": has been added to the "Enchanted Forest" and "Rocky Mountains".

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Armory: "Gage-steel Chain" is now linked properly with the right file.

All amors and shields, with the exception of those with a -1 or less penalty now have a reversed adjustment for those with the higher characteristics of Coordination, Dexterity and Strength. Examples are as follows:

(for every 3 points of Coor. above 20, the "Coordination Adjustment" will be decreased by 1 (never lower than a -1 adjustment)

(for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment)

(for every 3 points of Str. above 20, the "Adjustment Movement" will be decreased by 1 (never lower than a -1 adjustment)

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