

**PRIMA'S OFFICIAL STRATEGY GUIDE**

# Might and Magic® IX



Joe Grant Bell

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**Complete strategies for  
character development**

**3DO™**



# Might and Magic® IX

## Prima's Official Strategy Guide

Joe Grant Bell

Prima Games  
A Division of Random House, Inc.

3000 Lava Ridge Court  
Roseville, CA 95661  
(916) 787-7000  
[www.primagames.com](http://www.primagames.com)



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Project Editor: Jill Hinckley  
Product Manager: Sara E. Wilson

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# INTRODUCTION

If you've already started playing *Might and Magic IX*, you know that it's a long and complex game.

Or maybe you don't; it can be rather deceptive. It starts out easily enough, on a mostly deserted island with only a few scrawny foes. It's as you plunge in deeper that you'll find your options multiply—along with your enemies. There's so much to do and so many places to go that you may feel overwhelmed. That's where this strategy guide comes into play. You're holding the comprehensive guide to *Might and Magic IX*—a combination atlas and encyclopedia. You can read it straight through like a novel, or use it as a reference and look up only the information you need. Regardless of how you read the book, you should know a bit about its structure.

**Chapters 1 through 3** offer solutions for typical situations in the game. They give advice on how to create an effective party, how to develop your characters, and how to fight Chedian's numerous monsters. These chapters can be read freely without revealing the many surprises and unique locales of the game.

**Chapter 4** is a sort of mini-atlas of Chedian. It provides a comprehensive list of the teachers, clarifies the all-important boat schedule, and discusses common features that you'll find in every city, province, and dungeon. You'll learn a few secrets from this chapter, but nothing that reveals the game's essential plot.

**Chapters 5 and 6** are where the real "spoilers" come into play. Chapter 5 lists every quest in the game, and explains how to complete them. Chapter 6 provides maps and information on every territory and dungeon in the game, along with notes on what you'll encounter there. These are powerful tools, but read them sparingly to avoid spoiling all the game's surprises.

Finally, **Chapters 7 and 8** are comprehensive references to the game's monsters and items, respectively. These chapters explain which weapons are best, which monsters are deadliest, and what sort of attacks to use when fighting specific types of enemies.

Ultimately, it's up to you to decide how to use this book. Whichever reading style maximizes your enjoyment of the game is undeniably the best style to use.

With that said, let's make our way into the uncharted territories of Chedian. There are deadly monsters to slay, glorious quests to complete, and untold riches to acquire. Keep this guide close at hand, and victory will be yours.

## Might and Magic IX



# CHAPTER ONE

## PARTY CREATION

Some of your biggest decisions in *Might & Magic IX* take place before the adventure even starts! Specifically, you must assemble a party of four characters; heroes form your core group throughout the game.

As the game progresses, you will add various NPCs (non-player characters, or computer-controlled characters) to your ranks. Although this allows you to customize your party and shore up weak spots, don't minimize the importance of those four main characters. They're the only ones guaranteed to stick with you through thick and thin, so make them the best they can be.

### Determining Party Composition

Party Composition			
BRAND HUMAN FIGHTER	THORA DWARF INITIATE	HALDAN DWARF INITIATE	CARINA DWARF FIGHTER
MIGHT 13	MIGHT 11	MIGHT 11	MIGHT 11
MAGIC 10	MAGIC 10	MAGIC 10	MAGIC 10
ENDURANCE 11	ENDURANCE 15	ENDURANCE 15	ENDURANCE 15
ACCURACY 11	ACCURACY 11	ACCURACY 11	ACCURACY 11
SPEED 11	SPEED 9	SPEED 9	SPEED 9
LUCK 11	LUCK 11	LUCK 11	LUCK 11
H.P. 34/34	H.P. 26/26	H.P. 26/26	H.P. 36/36
S.P. 0/0	S.P. 21/21	S.P. 18/18	S.P. 0/0
BLADE BOW ARMOR SHIELD	BOW ELEMENTAL SPIRIT MEDITATION	BOW ELEMENTAL SPIRIT LEARNING	BLADE BOW ARMOR DRAGON TRAP

Your first major decision is how many Fighters and how many Initiates to select.

When your characters are first created, they can choose from only two basic careers: the Might path or the Magic path.

#### Note

A starting character in the Might path is a Fighter. A starting character in the Magic class is an Initiate.

As the game progresses, your characters advance into more powerful and specialized classes, restricted only by their initial choice of the Might path or Magic path. For example, a Magic path character cannot cross over and become a Gladiator, and a Might character cannot aspire to become a Mage.

Your first choice, therefore, is how many of your four party members should follow Might, and how many should subscribe to Magic.

### The Standard Party

The “standard” decision is to allocate two party members to Might and two to Magic. This even distribution might seem dull, but in our experience, it works well. The two Might characters become powerful frontline fighters dealing damage and protecting the rest of the party. The Magic characters, while initially weak, eventually learn potent spells that prove to be indispensable.

If you want a good, balanced party, we recommend the standard distribution of two Might characters and two Magic characters.

### The Nonstandard Party

Party Composition			
BOYAN HUMAN FIGHTER	BEA HALF-MAGIC FIGHTER	SCARLEEN ELF FIGHTER	ARIEL HUMAN FIGHTER
MIGHT 17	MIGHT 21	MIGHT 14	MIGHT 15
MAGIC 7	MAGIC 7	MAGIC 7	MAGIC 7
ENDURANCE 17	ENDURANCE 17	ENDURANCE 14	ENDURANCE 15
ACCURACY 14	ACCURACY 13	ACCURACY 21	ACCURACY 15
SPEED 11	SPEED 9	SPEED 11	SPEED 14
LUCK 11	LUCK 14	LUCK 11	LUCK 11
H.P. 42/42	H.P. 42/42	H.P. 40/40	H.P. 41/41
S.P. 0/0	S.P. 0/0	S.P. 0/0	S.P. 0/0
BLADE BOW ARMOR SHIELD	BLADE BOW ARMOR SHIELD	BLADE BOW ARMOR SHIELD	BLADE BOW ARMOR SHIELD

A party comprised entirely of warriors might be tempting, but it would lack the ability to cast some very handy spells.

You don't need to follow the “two and two” guideline; for example, you could have four Might characters or four Magic characters.

If you choose a nonstandard party, expect to have trouble in certain spots of the game—especially at the beginning, if you pick mostly Magic characters, or at the end, if you have only Might characters. Difficulties aside, you can enjoy and win *Might and Magic IX* regardless of your initial party composition.



If you choose a nonstandard party, and later realize that you want more muscle or magical firepower, hire the appropriate NPCs to fill in the gaps.

## Tip

*If you're unsure what sort of class distribution you want, choose the Standard party. This gives you access to important skills and spells. Plus, whenever you find class-specific gear, regardless of its type, you're likely to have someone in the party who can either use it or wear it.*

## Choosing Races and Stats

LEVEL 1 FIGHTER  
OF 1000

40/10  
0/0

Statistics		Attack Stats	
Might	16	MELEE	+1
Magic	8	DAMAGE	3-9
Endurance	13	RANGED	+1
Accuracy	14	DAMAGE	4-8
Speed	13		
Luck	13		

Magic Resistance	
Elemental	0
Dark	0
Light	0
Spirit	0
Physical	0

A character's race has a definite effect on his or her stats.

Once you've decided upon the mix of Fighters vs. Initiates in your party, your next concern is what races to make your party members, and how to distribute points among their six stats (Might, Magic, Endurance, Accuracy, Speed, and Luck).

Decisions about race and attributes are interconnected, so let's consider both.

## Note

You also choose each character's gender and voice, but those decisions have no effect on stats.

## Overview of Statistics

Here's a quick overview of the six stats, along with notes on which characters should emphasize each stat.

### Might

Might affects damage bonuses in hand-to-hand combat. It's a nonessential stat for "pure" spellcasters who'll spend most of their time at the back of the party, casting spells and firing the occasional arrow.

However, Might is a vital stat for fighting characters and spellcasters who plan to engage in melee combat.

Give your fighting characters a good Might value (say, 15), but don't ignore the other stats. Fighters need to be good in a variety of stats, so don't pump up one to the exclusion of the others.

Magically inclined characters can get away with a Might value between 7 and 9.



### Magic



Give Initiates an extremely high Magic stat.

Magic affects maximum spell points. It can safely be reduced as far as possible for non-spellcasters; however, pure spellcasters should thoroughly invest in it.

Some fighter-types, such as Rangers and Paladins, can also cast spells. These classes are warriors first and foremost, though, and you can't afford to assign high Magic values to them.

Initiates should have at least 15 points in Magic; increase that stat to 19 or even 21.

Fighters intending to pursue a career path with no spells whatsoever can reduce Magic to the minimum value. Those who plan to become Rangers or Paladins can get away with 9 or 11 points of Magic.

### Endurance

Endurance directly affects a character's hit points.

Hit points are useful for *all* characters—not just Fighters. Characters with low hit points are vulnerable to just about every form of attack.

We recommend cranking up Fighters' Endurance to 19. Extra hit points will help your party through the toughest battles, so don't skimp!

Initiates should maintain a reasonable level of Endurance—between 9 and 13.

### Tip

*Elves have a hard time raising their Endurance, and thus they tend to be fragile. Instead of raising an elf character's Endurance, consider putting extra points into Speed. This makes the elf harder to hit in the first place.*

### Accuracy

Accuracy affects a character's ability to hit in both long-range and melee combat.

No character should skimp on this stat. Initiates can get away with less Accuracy than Fighters, but even they will probably shoot a bow occasionally.

Fighters should have at least 13 Accuracy; 15 is a good level. Initiates should have at least 11 Accuracy.

### Speed

Speed affects both armor class and the rate at which a character recovers from attacks. Speed characters attack faster and are harder to hit—a great combination!

Most characters should have a Speed of at least 11 to 13. A speed of 15 is even better.

The exception is half-orc characters, who have to pay extra points to raise their Speed. Half-orcs can partially compensate for low Speed with greater Endurance, which raises their hit points and makes them more durable.

**Luck**

Luck affects many areas in a minor fashion, but is most evident when your character tries to resist a magical attack or a trap.

Don't crank Luck to astronomical levels, but don't minimize it either. A value of 11 or 13 is an acceptable amount of Luck for most characters.

**Starting, Minimum, and Maximum Stats**

Pay close attention to the races' strong and weak stats.

The following tables illustrate each race's starting, minimum, and maximum stats.

"Starting stats" are the unmodified numbers that you see when you first pick a race.

"Minimum stats" represent the lowest a stat can go for that race. This is important because besides assigning bonus stat points to each character, you can *lower* stats to free up extra points to allocate to other stats.

"Maximum stats" are the highest values that race can have in a particular stat.

Also, pay attention to the asterisks (\*) and minus (-) signs. A stat with an asterisk is the race's specialty; a single point allocated here increases the stat by *two*.

Conversely, a stat with a minus sign is a weak area; you must assign two points here just to gain *one* point in this stat.

**NOTE**

All stats can be raised to a maximum of 25.

**Human Stats**

STAT	MINIMUM	STARTING	MAXIMUM
Might	9	13	25
Magic	9	10	25
Endurance	9	11	25
Accuracy	9	11	25
Speed	9	11	25
Luck	9	11	25

**Elf Stats**

STAT	MINIMUM	STARTING	MAXIMUM
Might	7	10	25
Magic	9	13	25
-Endurance	7	10	25
*Accuracy	9	13	25
Speed	9	11	25
Luck	9	11	25

**Dwarf Stats**

STAT	MINIMUM	STARTING	MAXIMUM
Might	9	11	25
-Magic	8	10	25
*Endurance	9	15	25
Accuracy	9	11	25
Speed	7	9	25
Luck	9	11	25

**Half-Orc Stats**

STAT	MINIMUM	STARTING	MAXIMUM
*Might	9	15	25
Magic	8	10	25
Endurance	9	14	25
Accuracy	9	10	25
-Speed	7	9	25
Luck	8	10	25

Before we analyze these stats, there's also one more consideration when choosing a race: magic resistances. Each race has slight resistances to different sorts of magic, as shown in the following table:

### Magic Resistances by Race

RESISTANCE	HUMAN	ELF	DWARF	HALF-ORC
Elemental	—	—	5	5
Spirit	5	—	—	—
Light	—	5	—	—
Dark	—	—	—	5

As you can see, the starting resistances are all minor, but half-orcs lead the way with resistance to two different magical disciplines.

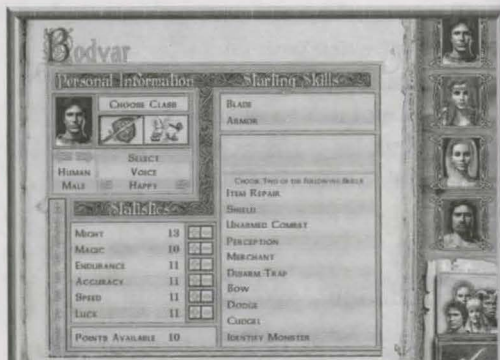
### Analyzing the Races

Stats and resistances are affected by race; class determines everything else, such as skills and spells.

To maximize your efficiency, follow a few of the following guidelines.



### Humans



Humans can play any role effectively.

Humans can be effective in every class; we typically have one in every party. However, they aren't the best choice for characters that intend to specialize heavily in one area to the exclusion of others. That's because humans have no "strong" stats that increase by two for every point put into them.

If you add up a human's starting stats (starting Might + starting Magic + starting Endurance, etc.), you get 67. This is identical to a dwarf's total, but one less than an elf's and half-orc's total of 68.

Humans also have no "weak" stats that require extra points to pump up. Therefore, human characters don't face certain dilemmas that other races must deal with. For example, elves tend to have chronically low Endurance, which translates to low hit points.

The bottom line is that it's hard to go wrong with human characters.

## Elves

Personal Information

Choose Class: WIZARD

Choose Race: ELF

Starting Skills: BLADE, ARROW

Stats:

MIGHT	10
MAGIC	13
ENDURANCE	10
ACCURACY	13
SPEED	11
LUCK	11

POINTS AVAILABLE: 10

Elves make poor warriors but excellent wizards.

Elves are excellent followers of the Magic path, and substandard followers of the Might path. Make an elf a warrior only if you want a challenge.

If you add up elves' starting stats, you get a total of 68, which makes elves one of the more efficient races in the game.

Elves are weak in Endurance, which is important for any character, but *vital* for fighter-types (precisely why we don't recommend elves as warriors). However, they are strong in Accuracy, which is what might tempt you to send them down the Might path. Unfortunately, you must crank up their Endurance to make them good warriors, negating the value of their great Accuracy bonus.

One of our Magic characters is always an elf. We crank up her Magic and Accuracy so she'll be great with spells and bows, and sometimes add a point of Endurance—despite the penalty—because extra hit points always come in handy. Occasionally, we crank up Speed instead of Endurance to increase the elf's armor class.

The end result is always a great Magic character.

## Dwarves

Personal Information

Choose Class: FIGHTER

Choose Race: DWARF

Starting Skills: BLADE, ARROW

Stats:

MIGHT	11
MAGIC	10
ENDURANCE	15
ACCURACY	11
SPEED	9
LUCK	11

POINTS AVAILABLE: 10

Dwarves make excellent front-line fighters.

Dwarves make great Might characters and abominable Magic characters. Don't make a dwarven wizard unless you have an appetite for pain and frustration!

Dwarves' initial stats total 67—slightly worse than elves and half-orcs, but on par with humans.

Their strength is Endurance, and their weakness is Magic. No problem! Fighter-types need as much Endurance as possible, leading to more hit points. Plus, fighter-types can get away with as little Magic as possible, so the dwarves' single weakness isn't an issue.

We tend to make both of our Might characters dwarves, cranking up their Endurance and Speed, and giving them some Might and Accuracy as well. Find extra points by reducing Magic to 8.

### Half-Orcs



Half-orcs compensate for their slow Speed with high Might and Endurance.

Half-orcs, like dwarves, are great for the Might career path. They're weak in Magic, though not to a prohibitive degree, as dwarves are.

Half-orcs' stats total 68, which ties them with elves for efficiency.

Might is half-orcs' strong suit, so crank this up—along with Endurance and Accuracy. Reduce Magic to 8.

A concern to consider with half-orcs is that their strength in Might is offset by their weakness in Speed. Compensate by raising Endurance and Accuracy.

Half-orcs are the only race with resistances to two schools of magic—a nice bonus.

The bottom line is that half-orcs make excellent Fighters. A party with half-orc warriors is a strong party indeed.

### Finalizing Stats

There is no “ideal” set of stats for any character type. However, if you've been reading this chapter carefully, you know our recommendations for a good allocation of starting stat points.

Before you set your characters' starting attributes, glance at the following table, which shows the modifiers applied by various stat values. For example, Might affects weapon damage, so if your character has a Might of 7, you can see from the table that a modifier of -3 will be factored into the “To hit a monster” equation.

### Note

The actual equations for things like hitting a monster or avoiding damage are fairly complex. This table is meant to give you a general idea of how beneficial or crippling any given number is for each stat.

### The Effects of Statistics

STATISTIC	MODIFIER	STATISTIC	MODIFIER
0	-6	50	9
3	-5	75	10
5	-4	100	11
7	-3	125	12
9	-2	150	13
11	-1	175	14
13	0	200	15
15	1	225	16
17	2	250	17
19	3	275	18
21	4	300	19
25	5	350	20
30	6	400	25
35	7	500	30
40	8		

## Note

The stats in this table go extremely high, but don't expect your characters' stats to get anywhere near these levels.

The extremely high stats listed here come into play only with ultra-powerful creatures or NPCs—especially characters affected by potent but temporary stat-enhancing spells.

A few valuable lessons can be gleaned from this table.

### 13 is “Normal”

First, we see that 13 is considered “normal” for every stat. A character with a 13 in a given stat has no modifiers applied to related calculations.

### Efficiency Drops After 21

Stat values between 3 and 21 provide a +1 or -1 modifier for every two stat points. For example, raising a stat from 13 to 15, or from 15 to 17, always gains a +1 modifier.

But if you look at the table, you'll see that the pattern breaks after 21. After 21, you must enhance the stat all the way to 25 (a 4-point raise) to get the next bonus point.

You get less “bang for the buck” when you raise stats over 21. Therefore, it's usually not wise to take a starting character's primary stat and raise it over 21.

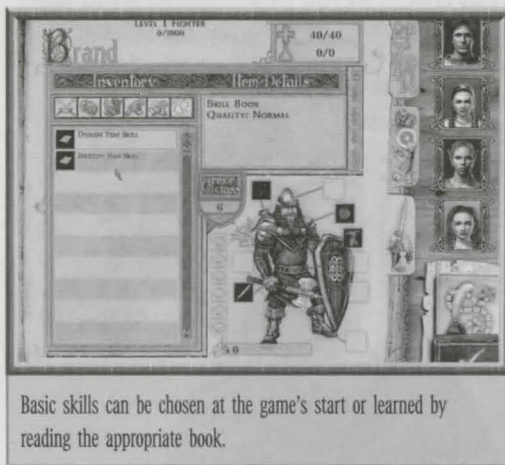
### Odd Numbers Provide Bonuses

Looking at the range of stat points between 3 and 25, notice that the bonuses are always applied on *odd* numbers. For example, a +1 bonus is applied to characters with a stat of 15. A +4 bonus is applied to characters with a stat of 21.

So give your starting characters *odd* stat values. Why give your character a Might of 18 (+2 bonus) when you can get the same +2 bonus with a Might of 17?

Rather than raising the stat to an even number, apply the extra points to different stats.

## Choosing Starting Skills



Basic skills can be chosen at the game's start or learned by reading the appropriate book.

The ability to learn skills is determined by class.

Certain classes are limited to the skills they can learn. For example, looking at the two starting classes (Fighter and Initiate), the Fighter can't learn any of the spell disciplines (Elemental, Light, Dark, Spirit). On the other hand, the Initiate cannot learn potent weapon skills such as Blade or Spear.

Skill limitations aren't always black or white. Some classes allow the character to learn a little of a certain skill, but not a lot. Other classes let the character advance all the way to grand mastery of that skill.

As characters advance into different careers along their chosen path, they sometimes learn skills that were previously barred. For example, while an Initiate cannot learn any Unarmed combat, a Druid can advance all the way to grand mastery of that skill.

### Starting Skill Options

The skill choices you make at the game's start aren't as crucial as you might think. While stats are very difficult to improve, learning basic skills is easy as reading the appropriate skill book.

Despite this, don't choose your starting skills carelessly. You won't have easy access to skill books right away, so you must survive with your initial skills.



Fighters all start with Blade and Armor skills. They may also pick two skills from the following list:

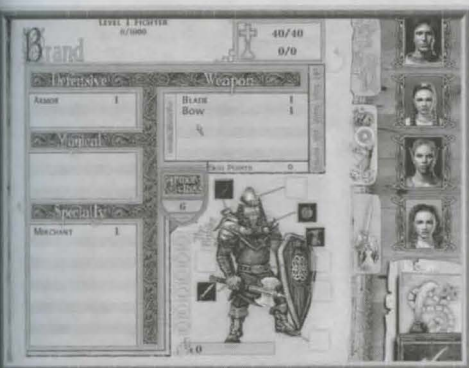
- Repair Item
- Shield
- Unarmed
- Perception
- Merchant
- Disarm Trap
- Bow
- Dodge
- Cudgel
- ID Monster

Initiates all start with Elemental and Spirit magic. They may also choose two extra skills from this list:

- Dark
- ID Item
- Bow
- Cudgel
- Light
- Learning
- Meditation
- Repair Item
- Perception
- ID Monster



## Recommended Starting Skills



Providing all four of your characters with Bow skill makes early-game combat much easier.

We recommend choosing the following skills to make the early game as easy as possible.

- All characters, regardless of class, should have the Bow skill. This makes early-game combat much easier.
- Initiates should take Light magic. This provides a basic healing spell that is invaluable for the game's early stages.
- Fighters should choose between Merchant and Perception for their second extra skills. If you have two Fighters, have one take each skill.

In addition to choosing these skills, we recommend going through the basic training at the start of the campaign. Completing this “boot camp” earns the characters an Identify Item book and a Disarm Trap book.

Between your characters' starting skills and the ones earned through “boot camp,” a party assembled by following our recommendations starts the game with a good mix of skills.



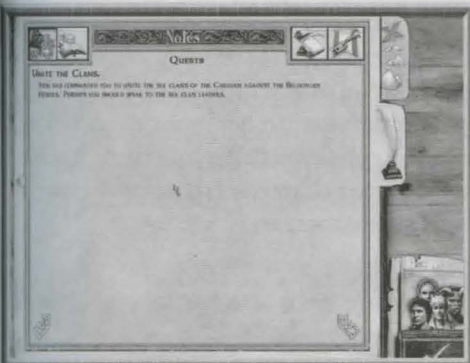


## CHAPTER TWO

# ADVENTURING AND COMBAT

This chapter and the next provide general information that complements the specific information found in later chapters. This chapter deals with adventuring. This includes travel, exploration, and combat.

## Receiving and Completing Quests



Quests are the backbone of *Might and Magic IX*.

In *Might and Magic IX* you must complete a series of quests. You can divide these quests into three categories: Main Line, Promotion, and Secondary.

Main Line Quests are essential to winning the game. You must complete them for ultimate victory.

Promotion Quests are quests that offer promotions as rewards. (Promotions allow your characters to gain extra spell points, hit points, and skills.) These quests aren't required, but you should promote all of your characters so they can reach their highest potential.

Secondary Quests are quests you receive as you proceed through Chedian and talk to various characters. These quests are not essential. However, they reward you with gold and experience, and the process of undertaking these quests strengthens your characters.

While you could ignore all but the Main Line Quests, perform many other quests to strengthen your party.

## Outdoor Adventure



You'll see combat in Chedian's outdoor regions.

Your adventure in the Chedian outdoors takes place on square regional maps. Each region represents an area important to the game's story. When you travel to an edge that connects to another region, you have the option to travel there. If you do so, the game automatically takes your party across the unimportant areas and you arrive on the next regional map. See Chapter 4 for a map showing how the regions connect.

Within a region are towns, entrances to dungeons and other indoor locations, and many places to visit.

### Caution

Be careful as you explore. The Chedian countryside is a dangerous place, full of wandering creatures who will attack you.

Chapter 6 discusses each region in detail, but here are hints on how to deal with situations all over Chedian.

### Cities and Towns



Towns provide invaluable services.

The major regions of Chedian contain a single city or town. These cities contain houses, shops, taverns, town halls, training halls, and other services. It's rare for hostile creatures to attack you in towns. Towns are places to rest, train, and equip your characters between adventures.

### Shops and Services



Shops buy, sell, and identify items, and teach basic skills.

You can buy, sell, repair, and identify items at shops. Each type of shop deals with a specific type of item, such as weapons or spells. Selling items to shops is an important source of gold income. When you buy or sell items, use the

character with the best Merchant skill. He or she will get the best prices.

Most large towns contain a tavern, temple, and training hall. At taverns you can rent a room to rest in, or meet interesting characters. In the temples you can heal your characters and remove any conditions affecting them. Training halls allow your characters to advance their levels. Here are some town services.

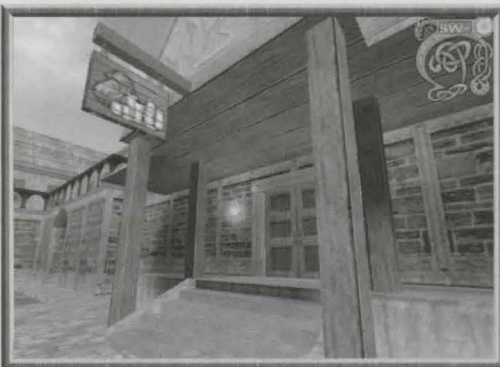
### Typical Town Services

SERVICE	NOTES
Armor Shop	Sells a variety of armor types
Bank	Lets you safely store gold and retrieve it later
Castle/Town Hall	Residence of the local Jarl (the regional ruler)
General Store	Sells a few items from every other category
Library	Sells skill books
Magic Shop	Sells magic scrolls and spells
Tavern	Rent a room for the night to meet important characters
Temple	Pay for healing or blessings of various sorts
Town Portal Stone	Touch the stone; now you can use the Town Portal spell to teleport to this location
Training Hall	Characters with enough experience to level up can do so here for a fee
Weapon Shop	Sells a variety of weapons

### Teachers

Cities and towns contain teachers. Any character can learn a skill at its lowest level (Normal) by reading the appropriate book. (Class restrictions apply.) However, to train to the Expert, Master, and Grandmaster levels, you must seek the appropriate teacher and pay a

## Banks



Banks can be used or ignored, depending on your style of play.

Chedian contains a network of banks. You can visit the banks and put gold or items into an account. You can also add to or draw from your party's account at any bank in Chedian.

## Note

Bank accounts pay no interest.

Teachers are on the city streets. They always stay in the same area, so after you find them, you can easily locate them.

At night, some teachers retire to their houses. Because most houses aren't accessible by your party, you can't reach them then. Wait until morning, and find the teachers while they're up and about. Chapter 4 lists the location of every teacher.

## Houses



Explore houses. A few houses don't contain anyone or anything of interest—but most of them do.

You can enter a few houses in each town or city; the rest are blocked, because they don't contain anyone or anything of importance.

Most accessible houses contain someone or something that's worth investigating.

Enter the houses and talk to the people inside. Be alert for items or individuals that might be important to a quest.

## Note

Teachers are not in houses; they walk outside during the daylight hours.



### Docks



Docks allow you to quickly travel between regions.

Many regions contain a dock. Docks act as a region-to-region transportation system; for a fee, they'll deliver you to a new location faster than you would get there on foot. This type of travel is cheap.

For a complete list of boat destinations, see Chapter 4.

### Indoor Adventure



Indoor areas offer the game's biggest challenges.

In the Chedian countryside, there are entrances to caves, castles, dungeons, temples, and many other indoor areas.

You'll perform most quests indoors, but there's little difference between the indoors and outdoors. The main difference is that day and night cycles are a factor outdoors.

### Note

A minor difference between indoor and outdoor "dungeons" is that indoor areas contain traps.

### Barrels, Trash Heaps, Crates, and Bodies

Treasure appears in a number of guises. Regardless of whether you're indoors or outdoors, you'll find treasure in crates, on dead bodies, and in trash heaps. You'll also find barrels, which may contain items or stat-enhancing elixirs.

A complete reference to these common "containers" is in Chapter 4.

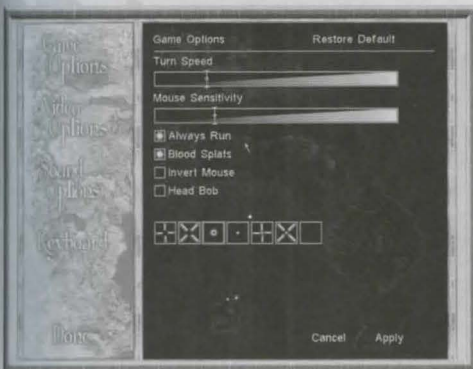


## Party and Character Actions

### Moving

There are many ways to move your party. Here is a look at the rules of the physical universe of *Might and Magic IX*, and how you can alter them using various spells.

### Walking and Running



Running is preferable to walking, so check the Always Run option.

Your party can move at one of two speeds—running or walking. During combat, this determines whether you can run from monsters or catch ones running from you.

Run from location to location, because it takes less time to get around. Because you'll spend most of your time running, turn on Always Run in the Game Options/Controls menu.

### Tip

When Always Run is on, holding down **shift** makes you walk.

Nonhostile creatures (such as peasants) sometimes stand in your way, blocking doors and preventing you from moving. Yell at them (by default, **Y**) to get them to move out of your way.

Slow to a walk in tricky situations—for example, when you're on a precariously high ledge.

### Jumping



Sometimes jumping is the only way to proceed.

You can jump some barriers and small gaps. On the default keyboard configuration, press **X** to jump. To give the party forward motion during a jump, you must run. Sometimes, jumping is the only way to reach an important area.

### Falling and Slipping



Be careful on steep slopes.

Gravity affects the party and monsters. Monsters don't take damage from falls, but your characters do. For every 10 feet your party falls, each character takes 10 percent of his or her maximum hit points in damage. A fall of 100 feet or more kills your party.

#### Tip

*Use the Feather Fall spell to safely fall any distance.*

If your characters stand on a steep hill, they slip as gravity pulls them. Safely descend any surface that has less than a 90-degree slope by slipping down it.

### Crossing Water



You can swim, but watch your air meter.

When you swim underwater in *Might and Magic IX*, an air meter appears. Watch the air meter and rise to the surface when it gets low.

Your characters take 10 percent of their maximum hit points in drowning damage for every few seconds that they remain underwater with an expired air meter.

### Fleet Foot



Fleet Foot is a vital spell for quickly getting places.

Fleet Foot increases the foot speed of your party. Other spells (discussed in the next section) teleport your party from one spot to another—however, these spells have their limits.



If you don't want to go to a city you've visited, or a spot where you've dropped a beacon, those teleportation spells won't help you.

Fleet Foot allows you to blast through the map at high speeds. Use this for getting places quickly or to avoid unwanted combat.

## Teleportation



Teleporters allow you to quickly and safely move.

Chedian contains certain gateways that teleport your party. Save your game before entering an unexplored teleporter. The handy spells Town Portal and Lloyd's Beacon allow you to return to positions you have previously visited. Learn and master both spells.

Town Portal takes you to towns that have a Town Portal stone. Furthermore, you need to have touched the stone—so you can't use the spell to visit places you've never been.

Use Lloyd's Beacon to set your teleportation spot. Cast the spell again to teleport to that spot.

## Efficient Use of Movement Spells

Let's say that you want to visit a dungeon that's far from town. If you learn all three movement spells, combine them to make your task easier.

First, use Town Portal to get to the town that's closest to your target dungeon.

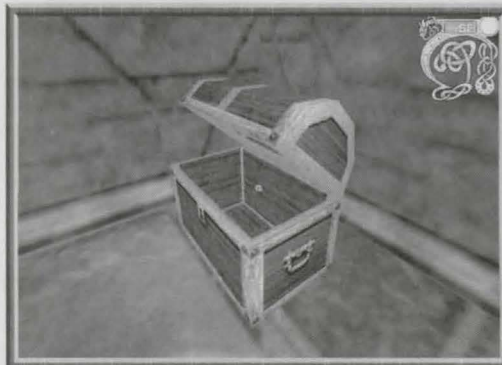
From there, use Fleet Foot to blaze through the countryside and quickly reach the dungeon.

While you're inside the dungeon, use Lloyd's Beacon to set a beacon there.

If your party gets mauled and you want to return to town, use Town Portal. When your party is rested, use Lloyd's Beacon to return to the dungeon and pick up where you left off.

The game is easier after you master these movement-related spells.

## Disarming Traps



Every chest in the game is trapped. This makes the Disarm Traps skill valuable.

Containers protected by traps store most treasures. Each trap has a difficulty number associated with it. To disarm the trap, the character opening the chest (the active character) must have a Disarm Trap skill level higher than the trap's difficulty. If the character doesn't have sufficient skill, the trap goes off, damaging the party.

This proliferation of traps is a good reason to develop an Assassin with Grandmaster Disarm Trap, which lets him or her bypass all traps. Lacking this, develop a Master with a high skill value.

After you set off a trap, it's disarmed. You may safely open the previously trapped container.

### Finding Hidden Items and Secret Doors



If your Perception skill is high enough, secret doors and traps show in red.

The Perception skill reveals hidden traps, doors, levers, and buttons. It's not actively used; rather it's automatically applied. This skill reveals hidden items if one of your characters has a high enough Perception level. How high Perception needs to be for you to see a given item is preset. Having a Perception Grandmaster gives you a 100 percent chance of seeing all hidden items highlighted in red.

#### Tip

*Highlighted areas may be doors (which you should investigate) or traps (which are on the floor and you should avoid).*

### Drinking from Wells and Fountains

Drink from wells and fountains by clicking on them. Most have some effect on your characters—usually beneficial, but sometimes not. Important wells and fountains are mentioned in Chapter 6.

### Combat



Constantly seek new ways to improve your party's combat effectiveness.

Your party's effectiveness in combat depends on your characters' attributes, combat skills, magic skills, and equipment. Regardless of how you play the game or develop your party, you must fight and defeat enemy creatures.

The rules that govern *Might and Magic IX* combat are simple. When you approach hostile creatures, they attack you. Most creatures have missile attacks and engage you from a distance. Those that don't have missiles charge your party until they are near enough to attack.

How often your characters or creatures can attack or cast a spell depends on their Recovery rating. The lower a combatant's Recovery rating is, the more often he or she can attack. For enemy creatures, this number is set. For your characters, Recovery depends on their combat skills, spells, and equipment.

Hand-to-hand and missile attacks do damage based on the target's armor class. Spell attacks that reach their targets do damage based on the target's resistance to that type of spell.

Many creatures fight to the death, but some retreat if they take a large amount of damage. Chase them down, because you can't collect experience points unless you kill them.

Recovery, armor class, and other combat-related stats are listed for each creature in Chapter 7.

## Formula for Hitting Enemies

### Note

Successfully cast spell attacks automatically hit their targets.

Here's how the game determines whether your characters hit or miss with their weapons. Before we show the "to hit" calculation, though, we need to mention range. Part of the "to hit" calculation is the range multiplier, which you calculate according to the monster's distance from your character:

### Multiplier for Ranged Attacks

RANGE	DISTANCE TO TARGET	RANGE MULTIPLIER
Short	0–40 feet	1
Medium	40–200 feet	1.5
Long	200–320 feet	2

Now that you know how to calculate range, here's the "to hit" formula calculation.

$$a = \text{Random number between } 1 - (\text{To Hit} \times 2) + 30 + \text{Monster AC}$$

$$b = (\text{Monster AC} + 15) \times \text{Range}$$

If  $a > b$  then attack succeeds

- "To Hit" is a composite rating of the character's ability to hit with his or her weapon. It considers Accuracy, weapon skill, weapon bonuses, magical bonuses, and player conditions. To find this number, go to your Character screen under "Attack Stats," and look at either melee or ranged.
- "Monster AC" is the monster's armor class.
- "Range" is the spot where you insert the range modifier. This value is either 1, 1.5, or 2.

Putting the damage formula into plain English:

1. Take the To Hit value (refer to the Character screen), double it, add the target monster's armor class, then add 30. Let's call the total the attack composite.
2. Roll a random number. The random number will be between 1 and the attack composite. Remember that number.
3. Take the monster's armor class, add 15 to it, and multiply the total by the range modifier. Let's call the total the defense composite.
4. Compare the random number we generated earlier (using the attack composite) to the defense composite. If the random number is higher, the attack hits. If not, the attack misses.

It's not essential to remember this calculation. We're showing it in case you want to know.

### Formula for Resisting Damage

When the enemy's attacks hit your characters, they have a chance to resist a portion of the damage.

*If the random number between 1-(30 + Character Resistance + Luck Bonus) is greater than 30, the attack is resisted*

Here's an explanation:

1. If the character has no resistance to the attack type, he or she takes full damage.
2. Otherwise, a resistance check is made:  
Resistance number = Resistance + Luck + 30
3. A random number is determined between 1 and the resistance number.
4. If the random number is greater than 30, the character resists the attack, otherwise he or she takes full damage.
5. If the character resists, a second resistance check is made. If it fails, half damage is dealt.
6. If the second resistance succeeded, a third and possible a fourth check is made. Every successful resistance check reduces the damage, down to a possible low of 1/16th of the original damage.

### Real-Time vs. Turn-Based Combat



Use turn-based mode when you face a serious threat. It gives you time to think, cast spells, and use items from your inventory.

Pressing **return** toggles the game between real time and turn-based combat modes.

In turn-based mode, the game marks time in rounds. Each round has an attack phase and a movement phase. During the attack phase, each character and creature performs any actions he or she can. How many actions a combatant performs depends on the recovery time of each action. For example, a character with a high Speed using a lightweight dagger might get two attacks in a round, whereas a character swinging a much slower axe might get one. After you perform all attacks, combatants get a chance to move a short distance.

Which mode is best for conducting combat depends on the situation. Turn-based mode slows the pace of the game so you can make calculated decisions and precisely target attacks. Also, you can adjust your characters' equipment and pass items between each attack.

Real-time mode is great for engaging the enemy with hand-to-hand fighting specialists. It's also good for running away from nearby enemies, running through a pack of enemies without taking damage.

In most battles, you'll toggle between the two modes as needed. See the table below for a quick list of situations, and recommendations for which combat mode to use in that situation.

## Dealing with Tough Fights

If you're having a tough time in a particular fight, re-load the game and try again. This time, cast more spells and use more single-use items (potions, scrolls, runestones) that will turn the tide in your favor. You should also switch to turn-based combat.

If you repeatedly lose the battle, your party may be worn down. Rest to replenish hit points and spell points, then try again.

If that doesn't work, you may be in an area that's too advanced for your party. Spend some time in easier areas. Build up your characters there, and locate better equipment. Then return, and try again.

You can hire extra party members (often called NPCs). Adding a couple of powerful NPCs may turn the tide of a close battle.

## Character Conditions

Your characters are affected by a wide variety of conditions. These include spells, monster attacks, and drinking from wells, among other things. They can become Insane, Weak, or Dead. Healing your characters at temples, or casting the correct healing spell on them, brings them back to normal.

Keep your characters in Good condition. If you don't have a character that has an arsenal of potent healing spells, know the location of the closest temple.

## Combat Modes

SITUATION	RECOMMENDED MODE	EXPLANATION
Easy Fight	Real-Time	Easy battles should go quickly, and real-time combat is quicker than turn-based.
Difficult Fight	Turn-Based	In a tough fight, you need to target your attacks on the most dangerous foes, heal your party, cast various spells, and use special items. Turn-based mode gives you time to do this.
Fighting Monsters that Create or Summon	Turn-Based	Monsters such as Lobbers, which can make more of themselves or summon more creatures, will summon very quickly in real-time. Use turn-based mode to slow them.
Running Away	Real-Time	If you want to get out of the area, real-time combat is best. You can run without any limits and put difficult terrain obstacles between you and the enemy.



### Note

You want a character with good healing skills. Without one, you'll constantly be running to town to heal various poisons, diseases, and miscellaneous wounds.

Condition-affected characters generally weaken your party. The exception is character who don't use magic gain benefits from being Insane. This condition reduces the Magic attribute spell casters use, but increases Endurance and Speed, and doubles Might.

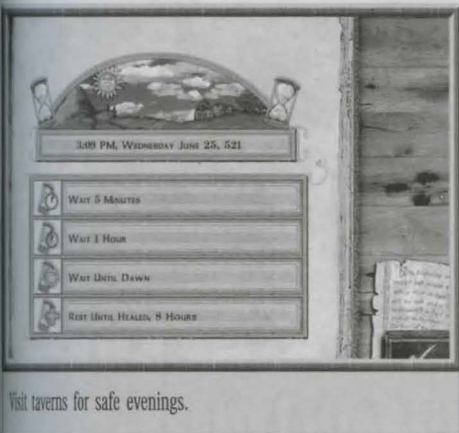
The following table shows how various conditions affect character attributes. The numbers listed are percentages.

### Condition Effects on Attributes

CONDITION	MIGHT	MAGIC	ENDURANCE	ACCURACY	SPEED	LUCK	CURE
Good (Normal)	100	100	100	100	100	100	—
Afraid	120	50	100	50	120	100	Purify, resting
Asleep	100	100	100	100	100	100	Purify, resting
Cursed	100	100	100	100	100	100	Purify
Dead	100	100	100	100	100	100	Resurrection
Disease 1	60	100	60	60	60	100	Purify
Disease 2	30	60	30	30	30	100	Purify
Disease 3	10	30	10	10	10	100	Purify
Insane	200	10	150	100	120	100	Purify
Paralyzed	100	100	100	100	100	100	Purify
Poisoned 1	75	100	75	75	75	100	Purify
Poisoned 2	50	75	50	50	50	100	Purify
Poisoned 3	25	50	25	25	25	100	Purify
Unconscious	100	100	100	100	100	100	Resting, hit points above 0
Weak	100	100	100	100	100	100	Resting

- Good is the normal state when characters are not affected by conditions.
- Asleep characters wake after resting or being attacked.
- Cursed characters automatically fail attacks and spells 50 percent of the time.
- Weak characters lose hit points over time. Their attacks do half damage.
- Poisoned and Diseased characters lose half their hit points the first time they rest after receiving the condition.

## Resting



Have your characters heal and rest (also known as camping) at least once every 24 hours. If they don't, they'll become Weak. Resting and healing restores lost hit points and spell points, and cures many conditions. Resting for eight hours uninterrupted results in full healing.

## Note

Poisoned, Diseased, and other adversely affected characters won't heal properly when sleeping.

Your characters can rest if no hostile creatures are in the immediate area. You can tell when it's safe to rest by looking at the color of the gem in the upper right corner of the screen. If it is green, you can rest.





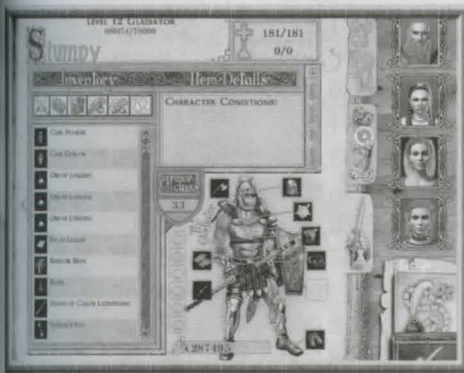
## CHAPTER THREE

# CHARACTER DEVELOPMENT: EXPERIENCE, SKILLS, AND SPELLS

Whereas Chapter 1 covered the process of initially creating your characters, this chapter deals with the ongoing process of improving them. Guiding your characters down the right path is an important aspect of *Might and Magic IX*, since the game is much easier if you have strong characters. Conversely, if your characters lack vital skills and are weak in key attributes, you'll face difficulties with every task you attempt.



## Gaining Levels



Gaining levels—and taking advantage of those gains—is central to the game.

As you play through the adventure, your characters gain experience points by completing quests and defeating creatures. The tougher the quest or creature, the more experience points it is worth.

Experience points gained by your party are distributed evenly among all characters that aren't incapacitated (Dead, Eradicated, or some other nasty condition). Once a character gains enough experience points, he or she becomes eligible to train for the next level at a training hall. At each new level, a character's hit and spell point maximum values increase, and he or she gains skill points.

Gaining levels is never automatic; the characters must *always* visit a training hall to realize their level gains. Before visiting the training hall, the character does not benefit at all from his or her experience point gains! That's why it's important to monitor your characters' experience point totals and visit a training hall whenever a character has an opportunity to gain a level.

## Experience Thresholds

As characters go up in level, they require an increasing number of experience points to gain new levels. The training costs also rise. What it costs to train a character from one character level to the next depends on the character's current level and rank.

The following table shows you exactly how many experience points your characters need to advance from one level to the next. The "Grand Total Needed" column provides the grand total of experience points needed to attain each level, while the "Points Needed for Level" column shows how many points from that grand total are needed just to get from one level to the next.

### Experience Points Needed to Increase Level

LEVEL	GRAND TOTAL NEEDED	POINTS NEEDED FOR LEVEL
1	—	—
2	1,000	1,000
3	3,000	2,000
4	6,000	3,000
5	10,000	4,000
6	15,000	5,000
7	21,000	6,000
8	28,000	7,000
9	36,000	8,000
10	45,000	9,000
11	55,000	10,000
12	66,000	11,000
13	78,000	12,000
14	91,000	13,000
15	105,000	14,000
16	120,000	15,000
17	136,000	16,000
18	153,000	17,000
19	171,000	18,000

LEVEL	GRAND TOTAL NEEDED	POINTS NEEDED FOR LEVEL
20	190,000	19,000
21	210,000	20,000
22	231,000	21,000
23	253,000	22,000
24	276,000	23,000
25	300,000	24,000
26	325,000	25,000
27	351,000	26,000
28	378,000	27,000
29	406,000	28,000
30	435,000	29,000
31	465,000	30,000
32	496,000	31,000
33	528,000	32,000
34	561,000	33,000
35	595,000	34,000
36	630,000	35,000
37	666,000	36,000
38	703,000	37,000
39	741,000	38,000
40	780,000	39,000
41	820,000	40,000
42	861,000	41,000
43	903,000	42,000
44	946,000	43,000
45	990,000	44,000
46	1,035,000	45,000
47	1,081,000	46,000
48	1,128,000	47,000
49	1,176,000	48,000
50	1,225,000	49,000
51	1,275,000	50,000
52	1,326,000	51,000
53	1,378,000	52,000
54	1,431,000	53,000
55	1,485,000	54,000
56	1,540,000	55,000
57	1,596,000	56,000
58	1,653,000	57,000

LEVEL	GRAND TOTAL NEEDED	POINTS NEEDED FOR LEVEL
59	1,711,000	58,000
60	1,770,000	59,000
61	1,830,000	60,000
62	1,891,000	61,000
63	1,953,000	62,000
64	2,016,000	63,000
65	2,080,000	64,000
66	2,145,000	65,000
67	2,211,000	66,000
68	2,278,000	67,000
69	2,346,000	68,000
70	2,415,000	69,000

As you can see, characters in *Might and Magic IX* can theoretically attain very high levels. There's a smooth progression from one level to the next; in other words, to gain the next level, your characters need to accumulate only slightly more experience points than they needed to attain their last level.

### Note

Unless you kill every monster in every area, then go back to kill any monsters that reappear, your characters will never approach level 70. Typically, you can expect to win the game with characters between levels 45 and 55.

## Hit Point and Spell Point Increases

There are three direct rewards from gaining a level: increased hit points, spell points, and skill points.

Beginning characters start with the values in the following table:

## Starting Hit Points and Spell Points

CHARACTER CLASS	STARTING HIT POINTS	STARTING SPELL POINTS
Fighter	35	0
Initiate	25	20

## Note

Bear in mind that attributes such as Magic and Endurance modify these starting values.

As characters gain levels, they also gain spell points and hit points. The exact number depends on their class—modified, of course, by any relevant stats. For example, a character with a 15 Endurance gets a +1 modifier to Endurance-related calculations. Because hit points are derived from Endurance, that character could expect to gain an extra hit point per level.

The following table illustrates hit point and spell point gains per level, based upon character class. The blank lines separate the starting classes (Fighter, Initiate) from the “first promotion” classes (Crusader, etc.), and the “first promotion” classes from the “second promotion” classes (Ranger, etc.).

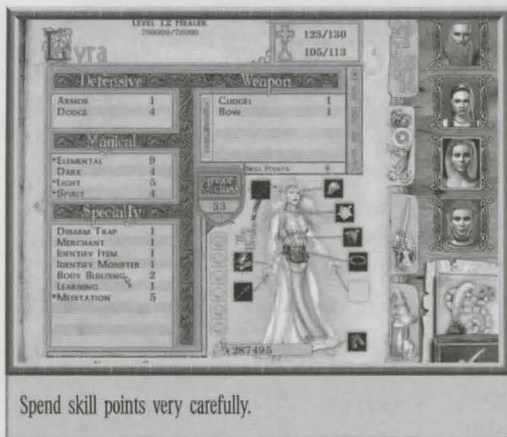
## Hit Point and Spell Point Gains Per Level

CHARACTER CLASS	HIT POINTS /LEVEL	SPELL POINTS /LEVEL
Fighter	5	0
Initiate	4	3
Crusader	7	3
Mercenary	8	0
Scholar	6	5
Healer	7	4
Ranger	9	4
Paladin	9	4
Assassin	10	0
Gladiator	10	0
Mage	8	8
Lich	8	8
Priest	9	7
Druid	9	7

As you can see from the table, it pays to get your characters promoted as early as possible. Every level that your warriors gain in the Fighter class rewards them with only five extra hit points, while every level gained as a Mercenary gains them eight.



### Skill Point Increases



You also gain skill points from leveling up your characters.

Spend skill points to advance the levels of your character's skills. Once a character's skill level reaches a high enough number, he or she can learn that skill at a higher expertise level (Expert, Master, or Grandmaster) if that expertise level is attainable by his or her character class.

Raising a skill to a higher level and expertise gives a character many benefits. The benefits are discussed later in this chapter.

The exact number of skill points gained when a character levels up is determined by their character level. The following table shows how many skill points are gained, based on the character's new level.

### Skill Points Gained Per Level

CHARACTER LEVEL	SKILL POINTS GAINED	CUMULATIVE SKILL POINTS GAINED	CHARACTER LEVEL	SKILL POINTS GAINED	CUMULATIVE SKILL POINTS GAINED	CHARACTER LEVEL	SKILL POINTS GAINED	CUMULATIVE SKILL POINTS GAINED	CHARACTER LEVEL	SKILL POINTS GAINED	CUMULATIVE SKILL POINTS GAINED
1	—	—	19	6	100	37	8	234	55	10	400
2	5	5	20	7	107	38	8	242	56	10	410
3	5	10	21	7	114	39	8	250	57	10	420
4	5	15	22	7	121	40	9	259	58	10	430
5	5	20	23	7	128	41	9	268	59	10	440
6	5	25	24	7	135	42	9	277	60	11	451
7	5	30	25	7	142	43	9	286	61	11	462
8	5	35	26	7	149	44	9	295	62	11	473
9	5	40	27	7	156	45	9	304	63	11	484
10	6	46	28	7	163	46	9	313	64	11	495
11	6	52	29	7	170	47	9	322	65	11	506
12	6	58	30	8	178	48	9	331	66	11	517
13	6	64	31	8	186	49	9	340	67	11	528
14	6	70	32	8	194	50	10	350	68	11	539
15	6	76	33	8	202	51	10	360	69	11	550
16	6	82	34	8	210	52	10	370	70	12	562
17	6	88	35	8	218	53	10	380			
18	6	94	36	8	226	54	10	390			

As you can see, the number of skill points gained per level gradually increases. This makes sense since the higher a character increases his or her skills, the more points those skills cost to improve.

The following table shows how many skill points are needed to raise a skill from one level to the next. The “Cumulative Points Needed” column shows how many skill points, in total, a character will have spent to reach that level of skill expertise. The “Points Needed to Raise One Level” column indicates the number of skill points needed to raise the skill to the next level.

## Skill Point Cost of Increasing Skill Levels

SKILL LEVEL	CUMULATIVE POINTS NEEDED	POINTS NEEDED TO RAISE ONE LEVEL
1	1	1
2	3	2
3	6	3
4	10	4
5	15	5
6	21	6
7	28	7
8	36	8
9	45	9
10	55	10
11	66	11
12	78	12
13	91	13
14	105	14
15	120	15
16	136	16
17	153	17
18	171	18
19	190	19
20	210	20
21	231	21
22	253	22
23	276	23

SKILL LEVEL	CUMULATIVE POINTS NEEDED	POINTS NEEDED TO RAISE ONE LEVEL
24	300	24
25	325	25
26	351	26
27	378	27
28	406	28
29	435	29
30	465	30

The table shows that skills become progressively harder to raise. Learning a skill at Level 1 is easy, while learning a skill up to Level 30 requires the character to invest a prohibitive number of skill points.

### Tip

*Most skills shouldn't be trained to more than 10.*

## Skills in Detail

Your characters' skills are vital to their success. These next few sections discuss skills in extra detail, including how to squeeze the most value out of your finite pool of skill points. We'll also take an in-depth look at every skill in the game. For information on finding skill teachers, see Chapter 4.

### Gaining Skill Levels



Visit the appropriate teachers to reach Expert, Master, or Grandmaster skill level.

No matter how many skill points you allocate to a particular skill, you must still visit a teacher to reach the Expert, Master, or Grandmaster skill levels. Attaining these higher skill levels provides a variety of benefits, which are covered later in this chapter.

To gain a skill level, your character must first meet certain requirements. Once those requirements are met, you can find a teacher and pay for training. The requirements are explained in the following table.

“Skill Level” is the level you’re trying to achieve: Expert, Master, or Grandmaster. “Necessary Skill Value” is your current rating in that skill. (This can be increased by allocating skill points.) “Base Cost” is the maximum you’ll have to pay the teacher to upgrade the skill. This cost decreases if your character has Merchant ability.

### Requirements to Advance Skill Level

SKILL LEVEL	NECESSARY SKILL VALUE	BASE COST
Expert	4	500
Master	7	1,000
Grandmaster	10	2,000

### Who Can Possess Specific Skills?

Some classes are barred from learning certain skills. Other classes may learn those skills, but are barred from reaching higher levels of mastery (such as Expert, Master, and Grandmaster).

The following table illustrates which classes can learn which skills. An “N” means the class can learn that skill at a Normal level. “E” means Expert, “M” means Master, and “GM” means Grandmaster.



## Skill Limitations by Class

SKILL	FIGHTER	MERCENARY	ASSASSIN	GLADIATOR	CRUSADER	RANGER	PALADIN	INITIATE	SCHOLAR	MAGE	LICH	HEALER	PRIEST	DRUID
Blade	E	E	GM	GM	E	E	GM	—	—	—	—	—	—	—
Cudgel	N	N	N	M	E	E	GM	N	N	E	E	N	M	E
Spear	E	E	M	GM	E	E	E	—	—	—	—	—	—	—
Bow	E	E	E	E	E	GM	M	N	N	N	N	E	M	E
Thrown	N	N	GM	E	N	E	N	—	N	E	M	—	—	—
Armsmaster	N	E	M	GM	E	M	M	—	N	E	E	N	E	E
Unarmed	N	N	E	M	N	N	E	—	—	—	—	E	M	GM
Armor	E	E	M	M	E	M	GM	N	N	E	E	E	M	M
Shield	E	E	E	GM	E	E	M	—	—	—	—	N	E	E
Dodge	N	E	M	M	E	GM	E	N	N	N	N	N	N	GM
Elemental	—	—	—	—	N	E	N	E	E	GM	GM	E	M	M
Light	—	—	—	—	N	N	E	E	E	GM	E	E	GM	E
Dark	—	—	—	—	—	—	—	N	E	E	GM	N	E	N
Spirit	—	—	—	—	N	E	E	N	N	E	E	E	GM	GM
Disarm Trap	E	E	GM	M	E	M	E	N	E	M	M	E	M	M
Merchant	E	E	M	E	E	E	GM	E	E	E	M	E	E	E
Perception	E	E	M	E	E	GM	E	E	E	E	E	E	E	E
Repair Item	N	N	E	M	N	M	M	N	N	N	N	N	GM	E
ID Item	E	E	M	E	E	E	E	E	E	GM	M	E	E	M
ID Monster	N	N	E	E	N	GM	E	N	E	M	M	N	E	E
Body Building	N	E	M	GM	E	M	GM	—	N	N	N	N	E	GM
Learning	N	E	M	E	E	M	M	N	E	GM	GM	E	M	M
Meditation	—	—	—	—	N	E	E	N	E	GM	GM	E	GM	M

### Strategies for Skill Point Allocation

Certain skills should be learned by only *one* party member. For example, only one character needs a high Perception. Having multiple characters with high Perception only wastes skill points.

On the other hand, some skills can and should be learned by everyone. Bow skill is a good example; if everyone in your party can shoot a bow, you have more combat options. With skills such as these, the key is moderation. Don't try to turn your wizard-types into fantastic archers. Give them just enough Bow skill to be reasonably effective, then concentrate skill points on their magical skills, such as Elemental Magic.

Similarly, some warrior classes can learn a few spells. Increase their magical skills a bit, but don't go overboard. Have your characters do what they do best; if your warriors are casting spells and your wizards are swinging swords, the results of the battle are likely to be gruesome.

Finally, remember that you can Grandmaster in most skills once you have a skill value of 10. In most cases, don't advance those skills past 10; at that point you've got all the benefits. Even your most refined skills probably shouldn't be pushed past 15.

### Weapon and Armor Skills

Weapon and Armor skills are useful for every party member—even followers of the Magic path.

### Note

Weapon and Armor skills can and should be developed throughout the game. When your character reaches 10 in one of the skills, it is more or less mastered—but if you keep adding points, you *will* continue to see benefits.

The following table summarizes the effects of possessing each weapon skill at various skill levels.

### ARMOR

**DESCRIPTION:** Armor skill covers all kinds of armor. All characters may wear some type of armor.

**NORMAL:** Skill added to armor class

**EXPERT:** Recovery penalty halved, some may wear chain

**MASTER:** Double skill points added to armor class, some may wear plate

**GRANDMASTER:** Triple skill points added to armor, no recovery penalty

### SHIELD

**DESCRIPTION:** Shield skill directly improves character's armor class while a shield is employed.

**NORMAL:** Skill added to armor class

**EXPERT:** Recovery penalty eliminated

**MASTER:** Double skill points added to armor class

**GRANDMASTER:** Shield Bash attack. Triple damage of Shield skill.



## BLADE

**DESCRIPTION:** Blade skill covers all types of blades shorter than 4 feet.

**NORMAL:** Skill added to attack bonus

**EXPERT:** Recovery penalty halved

**MASTER:** Permits use of sword in left hand and use of two-handed weapons

**GRANDMASTER:** Effects vary per class

## SPEAR

**DESCRIPTION:** Spear skill allows use of bladed pole weapons.

**NORMAL:** Skill added to attack bonus

**EXPERT:** Skill added to damage bonus

**MASTER:** Permits use of spear in left hand

**GRANDMASTER:** Allows second attack with spear

## CUDGEL

**DESCRIPTION:** Cudgel skill covers all kinds of blunt trauma weapons, ranging from large clubs to flails.

**NORMAL:** Skill added to attack bonus

**EXPERT:** Skill added to damage bonus

**MASTER:** Stuns target

**GRANDMASTER:** Double attack and damage

## BOW

**DESCRIPTION:** Bow skill covers bow and crossbow usage.

**NORMAL:** Skill added to attack bonus

**EXPERT:** Skill added to damage bonus

**MASTER:** Bow fires two arrows on every attack

**GRANDMASTER:** Bow fires three arrows with double attack and damage

## THROWN WEAPONS

**DESCRIPTION:** Thrown skill covers all thrown weapons, such as daggers and axes.

**NORMAL:** Skill added to attack bonus

**EXPERT:** Skill added to damage bonus

**MASTER:** Recovery penalty halved

**GRANDMASTER:** Allows second attack with daggers. No recovery penalty.

## UNARMED

**DESCRIPTION:** Unarmed skill is your ability to use only your hands and feet in combat, no weapons. This skill works only when your hands are empty

**NORMAL:** Skill added to attack bonus and damage bonus

**EXPERT:** Double skill added to attack bonus and damage bonus

**MASTER:** Triple skill added to both attack and damage. Skill level added to armor class.

**GRANDMASTER:** Additional attack bonus for every 3 skill points

The following sections provide notes and tips for each weapon skill, and make recommendations on which characters should improve that skill.

### Armor

Armor is valuable for every party member. Frontline fighters need armor for obvious reasons, but ranged attacks, magical attacks, and flanking enemies can damage back-line characters as well. For that reason, we recommend that every party member rise to the maximum possible experience level. For most promoted fighter-types this means Mastery, while most promoted magic-users can attain Expert level.

Only Paladins can attain Grandmastery of this valuable skill—and they always should.

### Shield

Shield skill is important if you plan to give your character a shield. However, be aware that you can either have the character use a shield or wield two weapons simultaneously.

### Note

A character can also wield a two-handed weapon, which prevents the use of *either* a shield or a second weapon.

If you plan to go the defense-oriented route, maximize the Shield skill. If you want the character to be an offensive powerhouse, attain Mastery in either Sword or Spear; this allows use of these weapons in the left hand as well as the right.

Which route should you take? Both work. Sometimes your chosen class provides the answer; for example, Assassins can become Grandmasters of the Blade, while they can only achieve Expert level in Shield. In this case, ignore the Shield skill and go for the potent dual-weapon attack.

### Blade

Blade is one of the most versatile and potent weapon skills. As such, it is not available to *any* Magic class.

Blade skill governs the use of swords, daggers, and any other blade less than four feet long. This is a versatile category of weapons.

At higher levels of mastery, players can wield a sword in the left hand (for a two-weapon attack) or wield massive, two-handed blades.

At Grandmaster level, the effects of this skill vary by class:

- Paladins get their skill points added to their damage bonus, and double their skill points added to their attack bonus.
- Gladiators get their skill points added to their armor class, and double their skill points added to their attack bonus.
- Assassins get an extra attack for every three points of Blade skill *if they're* using daggers.

There are several excellent hand-to-hand weapon skills. Should you specialize in Blade or others such as Spear or Cudgel?

First, look at the class you want your character to achieve. If that class can become Grandmaster in only Blade (of the melee weapon skills), start cranking up this skill. If the class can Grandmaster in multiple weapon skills, you must choose.

One consideration: If you have, say, a Paladin and a Gladiator in your party, both can become Grandmaster in Blade—but have the Gladiator learn Spear instead, or the Paladin learn Cudgel. That way, if you find a particularly great cudgel or spear, *someone* can use it.

### Spear

Spear skill is a lot like Blade skill in that both weapons can be wielded in the left hand at Master level, so the character can use two weapons at once. Also like Blade, the Spear skill is not available to any Magic class.

A lot of good spear-type weapons are available in the game's early stages. These weapons are big and powerful, and you'll benefit if someone in your party can use them.

You might want to avoid Spear, however, for characters that *don't* plan to become Gladiators. Only the Gladiator can become a Grandmaster in Spear, thus gaining an extra attack and truly reaping the full benefits of this weapon type.

## Cudgel

Every character class, including magic-users, can learn the Cudgel skill. Only the Paladin, however, can Grandmaster in it. As with the Spear skill, we recommend that fighter-types avoid this skill unless they intend to become Paladins. Other classes won't realize the full benefits of pouring points into this skill.

While Magic classes can learn Cudgel, we don't recommend making it a point of emphasis. Spellcasters excel at standing in the back, casting spells, rather than standing up front, cracking heads with a mallet.

## Bow

Every class can learn Bow skill. We recommend that most characters learn this skill from the start, regardless of whether or not they can Grandmaster in it. It's very helpful to be able to shoot missiles, especially when you're fighting enemies with a nonexistent or weak ranged attack.

While everyone can benefit from a little Bow skill, not everyone should be given a lot. Look at the class your character will eventually attain; if that class can reach a higher level of mastery in Thrown skill, build up Thrown skill instead of Bow. Rangers are the only class that may Grandmaster in Bow.

## Tip

*Bows in Might and Magic IX never run out of arrows; it's just assumed that you always have enough. Not having to constantly scrounge for arrows makes the Bow skill particularly useful.*

## Thrown

Thrown skill, like Bow skill, enables your characters to attack at long range. Thrown weapons tend to be slower but more powerful than arrows. Characters should emphasize either Bow or Thrown skill, depending on which skill their chosen class can best master.

## Tip

*Just as bows in Might and Magic IX have an inexhaustible supply of arrows, thrown weapons are enchanted to return to the thrower's hand. Thus, you never have to worry about running out of thrown weapons.*

## Unarmed

In a world of swords and axes, Unarmed combat seems like an oddball choice. We, however, recommend it highly for characters that plan to become Druids; they can Grandmaster in it and become a hybrid wizard/warrior. A Druid that has Grandmastered in Unarmed, Dodge, and Body Building, is a very tough fighter.

Others should avoid this skill. There are lots of great weapons in the game, and it usually makes sense to *use* them! Also, only Druids can attain Grandmaster level.



### Spell Skills

We discuss every spell in the game at the end of this chapter. Spell effects vary per skill level. The following table summarizes the four spell skills.

SKILL	DESCRIPTION
Elemental Magic	Using the powers of the four elements—air, earth, fire, and water—the school of Elemental Magic teaches some of the strongest direct damage spells.
Light Magic	Light magic includes some of the most powerful defensive spells, including healing.
Dark Magic	Dark magic has the most spectacular damaging and creature controlling spells available.
Spirit Magic	Spirit magic focuses on the soul, mind, and spirit of all things. Many defensive and healing spells are found in Spirit magic.

Every spellcasting character can learn these skills to some degree. The important specialties to remember are:

- ◆ Mages can Grandmaster in both Elemental and Light magic
- ◆ Liches can Grandmaster in both Elemental and Dark magic
- ◆ Priests can Grandmaster in both Light and Spirit magic
- ◆ Druids can Grandmaster only in Spirit magic

While Druids can Grandmaster in only one type of magic, they get a lot of combat-related skills that other spellcasters can't learn.

### Tip

*It's not necessary to have a Grandmaster in every spell skill. However, if that's your goal, you can cover all four bases having a Priest and a Lich in your party.*

### Miscellaneous Skills

These skills are neither weapon nor spell skills, though some of them have a direct bearing on a character's ability to fight or cast spells. Others have no bearing on combat of any kind; they are simply useful skills that assist with tasks like buying and selling gear, opening chests, and noticing hidden features.

The following table summarizes miscellaneous skills.

### DISARM TRAPS

**DESCRIPTION:** Disarm Trap skill is checked automatically when you open a trapped chest or other container.

**NORMAL:** Increases chance to disarm traps on chests

**EXPERT:** Double effect

**MASTER:** Triple effect

**GRANDMASTER:** 100% success

### MERCHANT

**DESCRIPTION:** Merchant skill helps adjust prices in your favor, whether you're buying or selling.

**NORMAL:** Adjusts shop prices in your favor

**EXPERT:** Double effect

**MASTER:** Triple effect

**GRANDMASTER:** Buy and sell items at cost

## PERCEPTION

**DESCRIPTION:** The Perception skill gives your characters a chance to notice hidden doors and traps, and to avoid damage from traps when they are triggered.

**NORMAL:** Increases chance to avoid traps and notice treasures

**EXPERT:** Double effect

**MASTER:** Triple effect

**GRANDMASTER:** 100% success

## REPAIR ITEMS

**DESCRIPTION:** Repair item skill allows your characters to repair broken equipment. The skill is automatically applied when you right-click on a broken item in your inventory.

**NORMAL:** Ability to repair items

**EXPERT:** Double effect

**MASTER:** Triple effect

**GRANDMASTER:** 100% success

## IDENTIFY ITEMS

**DESCRIPTION:** Identify Item skill is automatically applied when you right-click on an unidentified inventory item. If your character's skill is high enough, the item is identified.

**NORMAL:** Ability to identify items

**EXPERT:** Double effect

**MASTER:** Triple effect

**GRANDMASTER:** 100% success

## IDENTIFY MONSTERS

**DESCRIPTION:** Identify monster skill is applied when you highlight a monster and press **[G]**.

**NORMAL:** Learn monster's hit points and armor class

**EXPERT:** Learn monster's attack type and damage

**MASTER:** Learn which spells the monster can cast

**GRANDMASTER:** Learn monster's resistances

## ARMSMASTER

**DESCRIPTION:** Armsmaster skill represents the warrior's tricks of the trade in using melee weapons.

**NORMAL:** Skill added to attack bonus of all melee weapons

**EXPERT:** Skill added to damage of all melee weapons

**MASTER:** Skill reduces the recovery time of all melee weapons

**GRANDMASTER:** Allows second melee attack

## DODGING

**DESCRIPTION:** Dodging skill can be used only when you are not wearing armor or using a shield.

**NORMAL:** Skill added to armor class

**EXPERT:** Double effect

**MASTER:** Triple effect

**GRANDMASTER:** Quintuple effect



### BODY BUILDING

**DESCRIPTION:** Body Building skill adds hit points directly to your characters' hit point totals.

**NORMAL:** Skill added to hit points

**EXPERT:** Double effect

**MASTER:** Triple effect

**GRANDMASTER:** Quintuple effect

### LEARNING

**DESCRIPTION:** The Learning skill directly increases the experience a character receives. Every point of skill adds a bonus percentage of awarded experience (plus a starting bonus of 9%).

**NORMAL:** Increases amount of experience received

**EXPERT:** Double effect

**MASTER:** Triple effect

**GRANDMASTER:** Quintuple effect

### MEDITATION

**DESCRIPTION:** The Meditation skill adds spell points directly to your characters' spell point totals.

**NORMAL:** Skill added to spell points

**EXPERT:** Double effect

**MASTER:** Triple effect

**GRANDMASTER:** Quintuple effect

### Disarm Traps

Disarming a trap is a simple proposition. In any area, be it dungeon, city, or outdoor area, a trap has a trap value. Whenever a character opens a trapped chest or container, the trap is either sprung (if his Disarm skill is less than the trap value) or is successfully bypassed (if his Disarm skill is greater than the trap value).

Rising to Expert, Master, or Grandmaster in Disarm Traps simply provides a bonus to the skill. Experts' skill values are doubled, Masters' skill values are tripled, and Grandmasters can disarm every trap successfully.

Only one character needs to learn this skill; the others shouldn't bother at all. Pick a character that will eventually be able to Master or Grandmaster (the Assassin is best), and spend *as few skill points as possible* to achieve the highest level of mastery (either Master or Grandmaster).

### Tip

*If you have a character who can Grandmaster in this skill, never increase the skill beyond 10. A Disarm Traps Grandmaster automatically disarms everything, so extra points would be wasted.*



**Merchant**

Merchant, like Disarm Traps, is a skill that only one character needs to learn. Designate a Merchant character from the start, and have that character buy and sell all items for the party. This gets you the best value for everything.

Paladins make the best Merchants, but Assassins and Liches also do a very good job.

**Tip**

*Merchant isn't a make-or-break skill, but it is handy. Build it up, but don't worry about perfecting it. In fact, never increase the skill beyond 10.*

*A Merchant Grandmaster automatically buys and sells at cost, so extra points would be wasted.*

**Perception**

Perception allows a character to notice hidden doors and traps, and helps the character to avoid damage if a trap is sprung.

This skill works just like Disarm Traps, in that each map has a built-in Perception value, and only a character with a Perception skill higher than the map's value will notice anything.

Only one character needs to learn this skill; Rangers are best at it, followed by Assassins. Just about any class can become an Expert.

**Tip**

*If you have a character who can Grandmaster in this skill, never increase the skill beyond 10. A Perception Grandmaster automatically notices everything, so extra points would be wasted.*

Have your designated Perception character spend as few skill points as necessary to reach the highest possible level of mastery. If your character is only an Expert at his or her highest level, you may need to spend some extra skill points to notice hidden features in the toughest dungeons.

**Repair Items**

This skill allows the character to repair broken items. The better the skill, the higher the chance of success, and the better the items that can be repaired.

This is another skill that only one character needs—ideally a Priest, who can Grandmaster, or else a Gladiator, Ranger, or Paladin.

Because higher levels of mastery increase the skill value, spend as few skill points as possible to reach the highest possible level of mastery.

**Tip**

*This isn't a crucial skill; it's more of a convenience. However, we do recommend having someone become good at it, simply because it's nice to have.*



### Identify Items

Identify Items is an extremely useful skill. You can have shops identify items for a fee, but those fees really add up—so it's best if someone in your party can do it.

When using this skill, the skill value is compared to the Identify value of the item. If the character's skill is higher, the item is identified. Thus, lower-level items are always easier to identify.

Mages are the best at identifying items, closely followed by Assassins, Liches, and Druids. If possible, have one of those classes learn this skill.

#### Tip

*If you have a character who can Grandmaster in this skill, never increase the skill beyond 10. An Identify Items Grandmaster automatically identifies everything, so extra points would be wasted.*

As usual, spend as few skill points as possible to reach the highest level.

#### Tip

*You don't need to have a character who can identify everything. A character who can identify 80 percent of the stuff you find is extremely valuable; have a shop identify the rest.*

### Identify Monsters

Identify Monsters is a “convenience” skill. While it's nice to be able to right-click on an enemy and know his exact characteristics, this skill gives you the same information in Chapter 10. Therefore, you can save your skill points by ignoring this skill.

#### Tip

*If you have a character who can Grandmaster in this skill, never increase the skill beyond 10. An Identify Items Grandmaster automatically identifies every creature, so extra points would be wasted.*

### Armsmaster

The Armsmaster skill is invaluable for all characters who regularly engage in melee combat. Non-melee characters should avoid developing this skill.

Gladiators are best at it, but all classes—even higher-level Magic classes—can learn it to some degree. Develop this skill to the highest level of mastery if a character is a melee fighter.

### Dodging

Everyone can and should learn the Dodge skill. Because this skill improves armor class, it helps keep your party alive longer—and any skill that accomplishes that is valuable. Develop this skill to the highest level of mastery for every character.



**Body Building**

Body Building is available to all classes except the Initiate. Every class should develop this skill to the highest level of mastery, because it improves hit points—and hit points are invaluable. Everyone, from fighters to spellcasters, needs hit points to survive battles.

**Learning**

Learning is not a necessary skill, but it makes the game substantially easier. It increases the amount of experience that the character receives—from combat, completed quests, or anything that bestows experience points. If every party member has some Learning skill, levels will come faster and easier.

Everyone can and should learn this spell to some degree. Mages and Liches should Grandmaster in it, simply because they can.

**Meditation**

Meditation skill can be learned by spellcasters, and by fighter classes that have some spell-casting ability (Crusaders, Rangers, and Paladins). Mages, Liches, and Priests can Grandmaster in this skill.

This skill adds spell points directly to your character's total. We strongly recommend that all spellcasters pump lots of points into this skill, and raise it to the highest possible level. A spellcaster is effective only as long as he or she has spell points, so this skill is among the most vital for the magical classes.

**Spells and Spellcasting**

The following pages document every spell in *Might and Magic IX*. You'll find useful data on casting costs, recovery time, and spell effects, as well as tips on when to use each spell.

**About Spells in *Might and Magic IX***

Every spell in the game requires knowledge of at least two—and in some cases three—spell skills. Without knowledge of the proper skills at the required levels, a spellcaster cannot learn the spell.

In the spell entries that follow, the first listed skill is always the “primary” skill, while the second is the “secondary” skill. A spell's power and effectiveness may depend heavily on one or more of these skills. The numbers under Spell Cost (in spell points) and Recovery (in game time) are for Normal, Expert, Master, and Grandmaster levels respectively. Duration is also expressed in abstract game units.

We haven't provided damage numbers for “attack” spells because the damage calculations are extremely complex; they vary depending on the spellcaster's skill values, and sometimes take multiple skill values into account. All we can tell you is that higher-level spells deal more damage than lower-level spells, and that higher values in the appropriate skills always translate into more damage.

**Normal Level Spells**

To learn these spells, your spellcaster needs to know two spell skills—but only at Normal level. This means that all Normal spells are available to even the lowest-level Initiates. Just buy and read the appropriate skill books, and your Initiates are ready to learn.



### Bless



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Light	Normal
Spirit	Normal

- Spell Cost 5, 10, 10, 10
- Recovery 90, 90, 60, 18
- Target Four party members
- Duration Up to 10 per point in secondary skill

Bless increases your core party's chance to hit. It also negates an equal-level Curse spell. This is one of the more useful low-level spells.

### Curse



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Dark	Normal
Light	Normal

- Spell Cost 10, 10, 10, 10
- Recovery —, 90, 90, 60
- Target 1 enemy, or all enemies in view (at Grandmaster)
- Duration Up to 1 per point in secondary skill

Curse decreases the target's chance to hit. This makes it very useful in tough fights against enemies that use physical attacks (as opposed to spell attacks). At lower levels, Curse affects only one enemy. At Grandmaster level it affects all enemies in view.

### Elemental Bolt



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Normal
Spirit	Normal

- Spell Cost 2, 5, 10, 20
- Recovery 70, 60, 50, 40
- Target One enemy
- Duration Until bolt hits target

Elemental Bolt launches a magical bolt of one of the four elements at the target. This is the cheapest, lowest-level direct magical attack that all characters have access to. It's useful for dealing with enemies that you can't get close to but want to destroy quickly—such as Lobbers or Dragonflies.

### Elemental Protection



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Spirit	Normal
Light	Normal

- Spell Cost 5, 10, 15, 20
- Recovery 90, 90, 60, 30
- Target Four party members
- Duration Up to 7 per point in primary skill

Elemental Protection increases all your characters' resistance to damage inflicted by Elemental Magic. This skill continues to be useful throughout the game. Any time you face enemies that deal Elemental Magic damage, consider using this spell.

## Enchant Item



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Normal
Spirit	Normal

- ◆ Spell Cost 5, 10, 15, 20
- ◆ Recovery 90, 90, 60, 60
- ◆ Target One item
- ◆ Duration Up to permanent

When cast, this spell has a small chance of imbuing a normal item with magical powers. This spell has a low probability of success, but you have nothing to lose. Use this spell repeatedly until some type of magical effect takes place. The item you've enchanted will almost certainly be more useful.

## Feather Fall



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Normal
Light	Normal

- ◆ Spell Cost 5, 5, 5, 5
- ◆ Recovery 120, 90, 60, 60
- ◆ Target Four party members
- ◆ Duration Up to 10 per point of primary skill

Feather Fall eases great falls by reducing the weight of the party. This spell generally isn't necessary if you have a party with high Perception skill and you're careful to avoid pits and long falls. However, it can be very handy in areas that force you to navigate across tricky terrain.

## Heal



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Spirit	Normal
Light	Normal

- ◆ Spell Cost 5, 8, 15, 20
- ◆ Recovery 90, 90, 60, 60
- ◆ Target One party member
- ◆ Duration Instant

Heal cures hit points on a single target when cast. If you could learn only one spell in the game, this would be the one. Healing within combat allows your party to fight much tougher foes than would otherwise be possible. Plus, healing after combat allows the party to keep adventuring instead of constantly stopping to rest and heal naturally.

## Poison



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Normal
Dark	Normal

- ◆ Spell Cost 5, 8, 15, 25
- ◆ Recovery 90, 27, 60, 30
- ◆ Target One enemy
- ◆ Duration Up to 10

This spell blasts the target with poison that does immediate and continual damage until the poison has run its course. Save Poison for tough enemies. It's particularly effective if you can cast Poison (perhaps several times) and then run away while the poison takes its toll. Return to fight when the target is either dead or very weak.

### Sparks



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Normal
Light	Normal

- Spell Cost 5, 10, 15, 20
- Recovery 90, 30, 60, 30
- Target One enemy (may affect more)
- Duration Instant

Sparks fires small balls of lightning that bounce around until they hit something or dissipate. It's hard to tell where they will go, so this spell is best used in a room crowded with small monsters.

### Torchlight



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Normal
Light	Normal

- Spell Cost 5, 7, 9, 12
- Recovery 90, 60, 60, 30
- Target Party
- Duration Up to 60 per point in primary skill

Torchlight gives the party an aura of light to aid them in dark areas. Learn this useful spell early and use as necessary.

### Turn Undead



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Spirit	Normal
Light	Normal

- Spell Cost 5, 10, 20, 25
- Recovery 120, 90, 60, 30
- Target One monster (Normal to Expert) or all enemies in view (Master to Grandmaster)
- Duration Up to 3, plus 2 per point of primary skill

Turn Undead calls upon divine power to undo the evil magic that extends the lives of the undead. At lower levels it causes undead to flee, but at high levels it can cause them great damage. This spell works only on undead; cast this spell early.

### Wizard Eye



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Light	Normal
Spirit	Normal

- Spell Cost 5, 5, 10, 10
- Recovery 90, 90, 60, 60
- Target Party
- Duration Up to 15 per point in primary skill

Wizard Eye summons a mobile sphere that allows the party to see monsters or treasure in a large area. What you see depends upon the level of the spell. This spell can be fun, but it isn't strictly necessary.

## Expert Level Spells

As with most spells, a spellcaster needs to know two different skills to learn Expert level spells. Unlike the Normal spells, however, these spells require that the primary skill (and sometimes the secondary skill) be learned at the Expert level.

### Arms of Earth



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Expert
Spirit	Expert

- Spell Cost —, 30, 30, 30
- Recovery —, 120, 90, 18
- Target One enemy
- Duration Up to 5 per point in primary skill

Arms rise up from the earth to entangle the adversary. Though the effect is centered on a single enemy, the higher the spell's level, the larger the area by which it is covered. Therefore, several foes can be affected when this spell is cast at Master or Grandmaster level.

Arms of Earth is most effective when you're facing enemies with a weak or nonexistent long-range attack. The spell allows you to slow them down and maintain long range. This spell also helps you to run away from particularly fast enemies.

## Disease



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Dark	Expert
Elemental	Normal

- Spell Cost —, 2 per point of secondary skill, 4 per point of secondary skill, 5 per point of secondary skill
- Recovery —, 90, 60, 30
- Target One enemy
- Duration Up to 10 per point primary skill

As you might expect, Disease inflicts the Disease condition upon the target, causing continuous damage until cured by a potion or spell. As with Poison, Disease works best if you can cast the spell, run away for a while, then return when the disease has weakened the enemy.

## Elemental Aura



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Expert
Spirit	Normal

- Spell Cost —, 20, 30, 40
- Recovery —, 90, 60, 60
- Target One party member
- Duration Until shield is destroyed

Elemental Aura creates a field around one character that actually fights back. Enemy hits still deal damage, but also damage the attacker via an elemental force. This spell is useful against tough enemies.

### Elemental Blast



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Elemental	Expert
Light	Expert

- Spell Cost —, 10, 15, 20
- Recovery —, 100, 90, 70
- Target Concentric blast
- Duration Until it reaches maximum radius

Elemental Blast launches a magical attack from a targeted creature. Cast it on the middle member of a group for best effect.

### Enrage



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Spirit	Expert
Elemental	Normal

- Spell Cost —, 15, 15, 15
- Recovery —, 120, 90, 60
- Target One enemy
- Duration Up to 1 per point in primary skill

Enrage causes a single monster to go mad with battle lust, attacking the nearest living creature until the spell wears off or the creature dies. This spell is very powerful when you're fighting at least two tough foes. Cast it on a foe near the back, to ensure that the enraged creature won't attack your party.

### Eye of Leggib



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Dark	Expert
Spirit	Expert

- Spell Cost —, 20, 20, 20
- Recovery —, 36, 90, 60
- Target Party
- Duration Up to 5, or until hit by monster

Eye of Leggib is similar to Wizard Eye spell, except the caster sends an avatar out to survey the nearby area. This allows more thorough exploration than Wizard Eye.

### Faith



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Light	Expert
Spirit	Normal

- Spell Cost —, 10, 15, 15
- Recovery —, 90, 60, 60
- Target One party member (Expert) or four party members (Master and Grandmaster)
- Duration Up to 5, +1 per point in secondary skill

Faith maximizes the target's damage rating. This makes it an excellent spell to cast before any large battle.

## Fear



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Dark	Expert
Spirit	Normal

- Spell Cost —, 10, 10, 10
- Recovery —, 90, 60, 30
- Target One enemy
- Duration Up to 15 per point of primary skill

When you cast Fear, the targeted creature is overcome with fear of the caster and must flee. If a creature takes damage while under the influence of this spell, the spell will be broken. Fear does not work on undead creatures.

This spell is useful when you're fighting a few very tough enemies, and you need one of them to run away so you can deal with a smaller number.

## Fleet Foot



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Expert
Spirit	Normal

- Spell Cost —, 15, 15, 15
- Recovery —, 90, 60, 30
- Target Four party members
- Duration Up to 60 for every point of primary skill

Fleet Foot accelerates the party's travel speed, depending upon level of skill. This is an exceptionally useful spell. It won't help you win battles, but it's wonderfully convenient when you have to cross a large area. Also, the extra speed comes in handy if you want to avoid combat.

## Haste



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Light	Expert
Spirit	Normal

- Spell Cost 10, 15, 15, 30
- Recovery 120, 90, 60, 30
- Target Four party members
- Duration Up to 60 + 4 per skill point in primary skill

Haste decreases the recovery time of the target, allowing him or her to cast spells and attack faster than before. Cast it on a tough frontline fighter, who can then shred the enemy with impunity. The target will be Weak after the spell wears off.



### Pain Reflection



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Dark	Expert
Spirit	Normal

- Spell Cost —, 20, 20, 40
- Recovery —, 90, 60, 30
- Target Four party members
- Duration Up to 20 per point of secondary skill

When a monster hits a character with Pain Reflection active, the monster takes damage as well. As with Elemental Aura, use this spell when you're fighting monsters that deal heavy physical damage.

### Paralyze



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Dark	Expert
Elemental	Normal

- Spell Cost —, 25, 25, 25
- Recovery —, 120, 90, 60
- Target One enemy
- Duration Up to 1 per point in primary skill

Paralyze prevents a monster from moving or attacking for the duration of this spell. You are free to attack the helpless target, as hits do not remove the monster's condition. This makes Paralyze superior to Fear.

### Phantom Fighter



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Spirit	Expert
Elemental	Normal

- Spell Cost —, 15, 25, 30
- Recovery —, 120, 90, 90
- Target One weapon
- Duration Up to until fighter is destroyed

You cast Phantom Fighter upon a bladed weapon. The spell calls forth a Blade expert phantom form; this ethereal warrior takes up the weapon you cast the spell on and assists your party in combat.

When the spell wears out, the phantom takes your weapon as payment for his services. Therefore, don't cast this spell on your best weapons; cast it on weapons that you'd otherwise sell. You can cast the spell on one-handed, unenchanted, bladed weapons.





## Purify



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Light	Expert
Elemental	Normal

- Spell Cost —, 15, 25, 30
- Recovery —, 90, 90, 60
- Target One party member
- Duration Instant

Purify is the ultimate cure-all. It purifies the life forces of the target, removing conditions such as Poison, Disease, Insanity, Fear, Paralysis, and anything else short of Death.

Learn this spell. Not only is it useful for healing party members in the middle of combat, but it also allows the party to heal after battles, instead of continually running to the nearest temple.

## Resist Death



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Light	Expert
Elemental	Normal

- Spell Cost —, 15, 20, 25
- Recovery —, 90, 60, 30
- Target One party member (Expert, Master) to 4 party members (Grandmaster)
- Duration Up to 1 per point in primary skill

Resist Death provides the target with extra resistance to Dark magic. If you're in a tough fight against evil foes with spellcasting ability, cast this spell.

## Spell Reaver



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Light	Expert
Spirit	Expert

- Spell Cost —, 15, 15, 15
- Recovery —, 120, 90, 90
- Target One enemy
- Duration Permanent

Spell Reaver dispels magic cast upon living creatures in a certain area (the area depends on the caster's level of mastery). It doesn't remove magical traps from unguarded chests or doors. Spell Reaver is effective against enemies that cast protective spells upon themselves.

## Town Portal



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Elemental	Expert
Light	Normal

- Spell Cost —, 10, 15, 20
- Recovery —, 60, 60, 60
- Target Party
- Duration Instant

Town Portal teleports the party to the altars in each major city. An inexperienced spellcaster can teleport to the nearest altar, while more experienced ones can teleport to any altar. You must touch the altar before you can teleport to it. Learn this spell to reduce travel time.

### Wound



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Dark	Expert
Spirit	Expert

- Spell Cost —, 10, 15, 20
- Recovery —, 90, 60, 30
- Target One enemy
- Duration Instant

Wound inflicts damage upon a single target within melee range. It's an effective way of damaging an enemy.

### Master Level Spells

Your spellcaster needs to achieve Master level in these spells' primary skills before learning them. Except for Lloyd's Beacon, which requires knowledge of three skills, these spells require knowledge of two skills.

### Chain Lightning



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Elemental	Master
Light	Normal

- Spell Cost —, —, 20, 20
- Recovery —, —, 90, 18
- Target One enemy
- Duration Instant

Chain Lightning discharges electricity from the caster's hand to a single target. An equal amount of electricity will hit any monsters within a certain radius of the target. This spell is deadly against large groups of enemies, especially when they're tightly packed.

### Column of Fire



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Elemental	Master
Light	Expert

- Spell Cost —, —, 30, 30
- Recovery —, —, 90, 90
- Target One enemy
- Duration Instant

This spell creates a destructive column of fire that falls from the sky, roasting the target. The column is large enough to strike one target, at higher levels it increases in dimension and can strike nearby creatures as well.

### Dark Grasp



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Dark	Master
Spirit	Expert

- Spell Cost —, —, 45, 45
- Recovery —, —, 120, 90
- Target One enemy
- Duration Up to 15 per point in primary skill

Dark Grasp surrounds its target with the power of raw darkness, rendering it unable to fire missile attacks or cast spells. The target's movement is slowed, its armor class is reduced, and it does reduced damage when striking in melee combat. Use this spell to pin a target from a distance. Cast the spell, then hang back and capitalize on the target's inability to return fire.

## Lloyd's Beacon



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Master
Light	Expert
Spirit	Expert

- Spell Cost —, —, 60, 45
- Recovery —, —, 90, 90
- Target Party
- Duration Up to 10,080 per point of skill in primary skill

This ultimate teleportation spell requires planning to use. Cast the spell once to set a beacon, then cast it again to teleport to the beacon. It's possible to have more than one beacon, and pick among them. With both this spell and Town Portal, moving around Chedian becomes convenient.

## Meteor Shower



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Master
Light	Expert

- Spell Cost —, —, 25, 35
- Recovery —, —, 120, 90
- Target One enemy
- Duration Until all meteors have struck

Meteor Shower summons flaming rocks from the sky, which fall in a large radius surrounding your chosen target. This spell can be destructive, so don't be too near the victim when you cast it!

## Natural Armor



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Spirit	Master
Elemental	Normal

- Spell Cost —, —, 15, 20
- Recovery —, —, 90, 60
- Target One party member
- Duration Up to 15 per point of secondary skill

Natural Armor uses the forces of nature to provide additional armor to the target. Because the target cannot be wearing metal armor, use it to protect your spellcasters. Your fragile spellcasters need all the protection they can get—particularly when you're fighting tough foes with potent spells or long-range attacks.

## Poison Cloud



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Master
Dark	Expert

- Spell Cost —, —, 20, 25
- Recovery —, —, 90, 60
- Target Enemies in path of cloud
- Duration Up to until blast radius is reached

Poison Cloud causes a cloud of noxious gases to form in front of the caster. The cloud moves slowly away from your party. The distance it travels depends on the caster's Dark skill.

### Power Draw



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Spirit	Master
Light	Normal

- Spell Cost —, —, 40, 40
- Recovery —, —, 120, 90
- Target One party member
- Duration Up to 4 per point of secondary skill

With Power Draw, the caster “pushes” his or her spell points into the target’s damage rating. The number of spell points the caster pushes determines how much extra damage the target deals. This excellent spell provides a direct way of increasing the damage your fighters deal.

### Regeneration



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Light	Master
Elemental	Normal

- Spell Cost —, —, 25, 40
- Recovery —, —, 90, 60
- Target Four party members
- Duration Up to 3 per point of primary skill

Regeneration enables the target to heal at a faster rate than normal. Cast it on a character who takes a lot of abuse in combat.

### Resurrection



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Light	Master
Elemental	Expert

- Spell Cost —, —, 20, 30
- Recovery —, —, 120, 120
- Target One party member
- Duration Instant

This potent spell resurrects a character whose body has been destroyed. Recovery rate is slow.

The resurrected character is useless until he or she has rested and healed, so this spell isn’t very useful in combat. Use it when you win a battle but you lose one of your party members in the process. This allows you to enjoy the victory instead of reloading the game and trying again.

### Shared Life



REQUIRED SKILLS	
SKILL	REQUIRED SKILL LEVEL
Spirit	Master
Light	Normal

- Spell Cost —, —, 20, 30
- Recovery —, —, 90, 60
- Target Party
- Duration Instant

Shared Life combines the life force of your characters and evenly redistributes it among them. The points are distributed to the characters, with no individual character being allowed to have more points than his maximum total hit points.

This is a valuable spell. Cast it when a few characters have sustained serious damage; the party’s hit points are redistributed, and nobody is vulnerable.

## Transfusion



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Dark	Master
Spirit	Normal

- ◆ Spell Cost —, —, 20, 30
- ◆ Recovery —, —, 120, 60
- ◆ Target One target
- ◆ Duration Dependant on conditions transferred

Transfusion transfers any positive or negative conditions from one character onto the target. Use this spell on party members *or* the enemy. For example, if the enemy casts Curse on your character, use Transfusion to move the Curse to an enemy. Or, if the enemy has cast Bless on him or herself, use Transfusion to move the Blessing to a party member. The caster must be in melee range of the target to cast this spell.

## Wrath of Bugs



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Master
Spirit	Normal

- ◆ Spell Cost —, —, 35, 40
- ◆ Recovery —, —, 90, 60
- ◆ Target One enemy
- ◆ Duration Up to 3 per point of primary skill

Wrath of Bugs causes a swarm of bugs to attack the target, confusing the enemies so they slowly recover from their actions. When you cast this spell at Grandmaster level, the enemy cannot attack at all. This is one of the more useful spells against tough individual monsters.

## Grandmaster Level Spells

These rare and powerful spells can be cast if your character knows the primary skill at the Grandmaster level. Furthermore, while most spells require knowledge of two skills, Grandmaster spells require knowledge of three.

## Death's Touch



### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Dark	Grandmaster
Light	Expert
Elemental	Normal

- ◆ Spell Cost —, —, —, 1 per point of primary skill
- ◆ Recovery —, —, —, 120
- ◆ Target One enemy
- ◆ Duration Instant

With this direct spell, the spellcaster uses his spell points to drain the target's hit points. It's an effective way to take down a single target.



### Divine Intervention



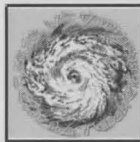
#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Light	Grandmaster
Spirit	Expert
Elemental	Normal

- ◆ Spell Cost —, —, —, 55
- ◆ Recovery —, —, —, 60
- ◆ Target Four party members
- ◆ Duration Instant

Once per day, a character who knows this spell may call upon the heavens to heal the party of all damage, restore its spell points, and remove adverse conditions. Save this spell for the middle of a tough battle, when things are going against you.

### Eye of the Storm



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Elemental	Grandmaster
Spirit	Expert
Light	Expert

- ◆ Spell Cost —, —, —, 45
- ◆ Recovery —, —, —, 120
- ◆ Target Concentric blast
- ◆ Duration Instant

Eye of the Storm has an atom-bomb concussive effect that stuns or kills everything in the immediate area. The attack originates at the caster and flies in all directions. This spell is ideal for dealing with large groups of potent enemies. You can cast it only once per day.

### Souldrinker



#### REQUIRED SKILLS

SKILL	REQUIRED SKILL LEVEL
Dark	Grandmaster
Spirit	Expert
Elemental	Expert

- ◆ Spell Cost —, —, —, 55
- ◆ Recovery —, —, —, 90
- ◆ Target All enemies in view
- ◆ Duration Instant

Souldrinker sucks the life from all creatures in sight, friend or enemy. Souldrinker transfers that life to your party in the same fashion as Shared Life. Use this spell when the party is in serious trouble. It can turn the tide of battle and convert a certain loss into an improbable victory.





## CHAPTER FOUR

# AN OVERVIEW OF CHEDIAN

**T**his chapter provides a brief introduction to Chedian. It shows you what Chedian looks like, explains how to get from one place to another, and lists some of the most common features of the game world. The locations of teachers and training facilities are also illustrated.

Think of this chapter as a prelude to Chapter 6, which goes into specific detail on every region.

# CHEDIAN

## AREA 1: ISLE OF ASHES

Yrsa's House  
Verhoffin Ruins  
Boat Travel to Sturmford and others  
after quest

## AREA 2: THJORGARD

Thjorgard City  
Thjorad Mine  
The Thing (in area)  
Thjorgard Palace (in city)  
Arena (in city)  
Bembridge University (in city)  
Training Hall  
Boat Travel to Area 1, Area 3, Area 4, Area 5,  
Area 7, Area 8  
Boat Travel to Area 6 after quest  
Foot Travel to Area 6, Area 7 after quest  
Foot Travel to Mountain Pass  
after quest

## AREA 3: STURMFORD

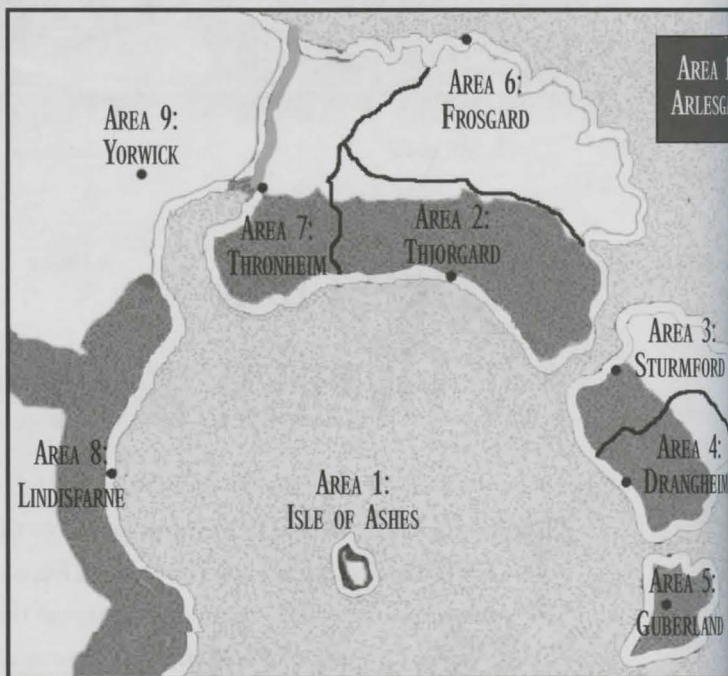
Sturmford City  
Anskram Keep  
Igdrasa Temple (in city)  
Sturmford Palace (in city)  
Beet Hoven  
Foot Travel to Drangheim  
Boat Travel to Area 1, Area 2, Area 4, Area 5,  
Area 7, Area 8  
Boat Travel to Area 6 after quest

## AREA 4: DRANGHEIM

Drangheim City  
Drangheim Palace (in city)  
Drangheim Prison  
Chasm of the Dead  
Drangheim Village (in area)  
Kluso's House (in city)  
Yobboe Camp  
Foot Travel to A3  
Boat Travel to Area 1, Area 2, Area 3, Area 5,  
Area 7, Area 8  
Boat Travel to Area 6 after quest

## AREA 5: GUBERLAND

Guberland City  
Temple of the Honk  
The Gathering (in area)  
Old Hag Lair (in area)  
Dook's Castle  
Guberland Palace (in city)  
Boat Travel to Area 1, Area 2, Area 3, Area 4,  
Area 7, Area 8  
Boat Travel to Area 6 after quest



## AREA 6: FROGGARD

Froggard City  
Library Temple (in city)  
Froggard Palace (in city)  
Yanmir's Sky Fort  
Dungeon of Secrets  
Green Man's Place (in area)  
Foot Travel to Area 2, Area 7  
Boat Travel to Area 2, Area 3, Area 4, Area 5,  
Area 7, Area 8 after quest

## AREA 7: THRONHEIM

Thronheim City  
Mountain Pass  
Thronheim Palace (in city)  
Inventa Storca  
Temple of Ratatosk (in city)  
Foot Travel to Yorwick (via tunnel)  
Foot Travel to Froggard  
Boat Travel to Area 1, Area 2, Area 3, Area 4,  
Area 5, Area 8  
Boat Travel to Area 6 after quest

## AREA 8: LINDISFARNE

Lindisfarne Village (in area)  
Lindisfarne Monastery  
Ta'Sar Academy  
Boat Travel to Area 2, Area 3, Area 4, Area 5,  
Area 7

## AREA 9: YORWICK

The Battlefield (in area)  
Farm Village (in area)  
Lich Lab  
Wizard's Lab  
Connecting Tunnel to Thronheim

## AREA 10: ARLESGARD

Arlesgard City  
The Afterworld  
Dark Passageway  
Hall of the Gods (in city)  
Bath House  
Tomb of 1,000 Terrors  
Teleport to Dark Passageway  
Teleport to Tomb of 1,000 Terrors  
Teleport to Area 2



As you can see from the map, Chedian is not one contiguous landmass. Because it's not always possible to walk from one spot to another, boat travel is an important method of transportation. Later in the game, when your party has teleportation spells, you'll rely on those spells to get you around quickly and efficiently.

## Major Regions of Chedian



There are six “major” regions in Chedian: Sturmford, Drangheim, Guberland, Thjorgard, Frogsgard, and Thronheim. We consider these to be “major” regions because they all share certain important traits:

- ◆ They all have one major city, which has its own separate map.
- ◆ The cities all have basic facilities, including various shops, a training hall, a tavern, and a city hall.
- ◆ They're all ruled by Jarls, whom you'll spend a lot of time talking to and performing tasks for.
- ◆ The major cities all have Town Portal stones, so you can whisk from one to another with great ease once you've mastered the Town Portal spell.

- ◆ They all have docks, so you can reach them by boat—although you have to perform a quest first to open Frogsgard's docks.

You'll spend much of the game in these major regions.

## Frontier Regions of Chedian



In addition to the major regions, you'll also visit the “frontier” regions of Chedian. These include Lindisfarne, Yorwick, and the Isle of Ashes.

These frontier regions aren't necessarily *smaller* than the major regions, and they certainly aren't any safer. Instead, we consider them frontier regions because they lack certain features common to the major regions:

- ◆ None of the frontier regions has a Jarl.
- ◆ None of the frontier regions has a major city.
- ◆ None of the frontier regions has a Town Portal Stone.

Beyond that, they vary somewhat.



The Isle of Ashes has docks, but there's no village or any other human settlement. It's largely a wasteland, with no shops or facilities.

Lindisfarne has docks and a human village. The village has a couple of shops, but it doesn't have the full range of shops and facilities you'd expect from a city.

Yorwick has a village, but only one store—and there are no docks, so you must initially travel there by land.

### Beyond Chedian



There are certain regions beyond Chedian, which we won't delve into in this chapter. Explaining them too thoroughly would reveal game secrets that you might not want to know yet. Find detailed information on these regions in Chapter 6.

### Travel

Getting from one region of Chedian to another isn't always easy. Land travel is slow and often requires you to fight through difficult, monster-infested terrain. Boat travel is fast and convenient, but the boats don't always go where you want, or when you want.

Here's a look at the various methods of getting from one region to another.

### Foot Travel

The following table shows where you can travel on foot.

#### Foot Travel

FROM	DESTINATION 1	DESTINATION 2	DESTINATION 3
Drangheim	Sturmford	—	—
Frosgard	Thjorgard	Thronheim	—
Guberland	—	—	—
Isle of Ashes	—	—	—
Lindisfarne	—	—	—
Sturmford	Drangheim	—	—
Thjorgard	Frosgard	Thronheim	—
Thronheim	Frosgard	Thjorgard	Yorwick (after quest)
Yorwick	Thronheim	—	—

Note that foot travel from Thronheim to Thjorgard can't happen until you clear all the monsters out of the Mountain Pass, which connects the two regions. (Clearing the Mountain Pass is also a quest.)

Similarly, the Connecting Tunnels that connect Thronheim and Yorwick are filled with nasty creatures, which must be destroyed before you can pass through it.

Finally, as you can see from the table, some regions are completely inaccessible by foot. These include the Isle of Ashes, Lindisfarne, and Guberland.

## Boat Travel



Boat travel can be frustrating, because boats don't always go directly to your destination, and you often have to wait for the right day of the week. The following table explains Chedian's boat schedule.

### Tip

*You can find a boat schedule with this same information after completing a quest in Frosgard, but it's handy to have it right from the start.*

## Town Portal



Whenever you reach the capital city of one of the major regions, make a point of seeking out and clicking on the Town Portal stone. Once you've accomplished this, you can return there with Town Portal spell.

A Town Portal's effectiveness depends on the caster's Elemental skill. An Expert in Elemental can only teleport to the nearest Town Portal stone—and if that Town Portal stone has not yet been touched, the spell fizzles!

## Boat Schedule

CITY OF ORIGIN	DESTINATION CITY						
	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Drangheim	—	Guberland	Sturmford	Guberland	—	Sturmford	Guberland
Frosgard	Drangheim	Lindisfarne	Thronheim	Sturmford	Guberland	Thjorgard	—
Guberland	Sturmford	Lindisfarne	Isle of Ashes	Thronheim	Thjorgard	Frosgard	Drangheim
Lindisfarne	—	Drangheim	Sturmford	Guberland	—	Thronheim	Thjorgard
Sturmford	Drangheim	—	Drangheim	—	Drangheim	Drangheim	Drangheim
Thjorgard	Thronheim	Sturmford	Drangheim	Frosgard	Guberland	Lindisfarne	Isle of Ashes
Thronheim	Frosgard	Isle of Ashes	Thjorgard	Drangheim	Sturmford	Guberland	Lindisfarne

A Master in Elemental can choose which Town Portal to teleport to. This is when Town Portal truly becomes invaluable; strive to get a Master in Elemental skill as early as possible, just to acquire this ability.

A Grandmaster in Elemental can use Town Portal in the middle of combat, thus rescuing the party from a difficult or unwanted fight.

### Common Features

As you travel through Chedian you'll come across certain features time and again. This section explains those features.

#### Chests

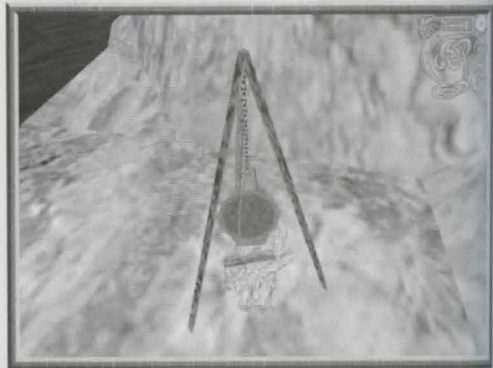


Chests come in a wide range of shapes and types. The appearance of the chest determines the value of the treasure inside (and the deadliness of the trap).

#### Chests

CHEST APPEARANCE	TREASURE LEVEL (1-6)	TRAP LEVEL (1-10)
Square top, gray panels	Up to 1	Up to 1
Square top, brown panels	Up to 2	Up to 2
Round top, gray iron fittings	Up to 4	Up to 4
Round top, golden fittings	Up to 5	Up to 5
Black	Up to 6	Up to 6

#### Cookpots



Cookpots, which look like tripods suspended over a campfire, assign a temporary bonus to character's resistance. Always click on these, whenever you find them, but it's seldom worth going out of your way to visit them; they are marked on the Chapter 6 maps.

Have every character click the cookpot to get the temporary bonus.

## Pedestals



Pedestals assign a temporary bonus to a character's stat (such as Might or Endurance). Have each character click the pedestal to gain the temporary bonus.

Again, these items are worth clicking if you're near them, but since their effects are temporary, they aren't marked on the Chapter 6 maps.

## Cauldrons



Cauldrons provide a permanent resistance bonus to the entire party. Because of this valuable function, cauldrons are always marked on the maps.

## Barrels



Barrels with wooden tops have no effect at all. These aren't the sorts of barrels you're interested in. Instead, look for barrels containing liquid; these barrels can bestow permanent effects upon whoever drinks from them.

Barrel effects are randomly assigned, so you can't predict which barrels contain which effects. All you can do is check out all the barrels marked on the Chapter 6 maps, peek inside them, and drink if they contain something worthwhile.

## Wells and Fountains



Wells and fountains have various effects. Some provide random functions, such as healing hit points, while others bestow a valuable, permanent stat-increasing effect upon the entire party. The wells and fountains that provide permanent effects are always marked on the maps.

Here's a list of barrel liquid colors, and the effects a character should expect from drinking them:

### Barrel Effects

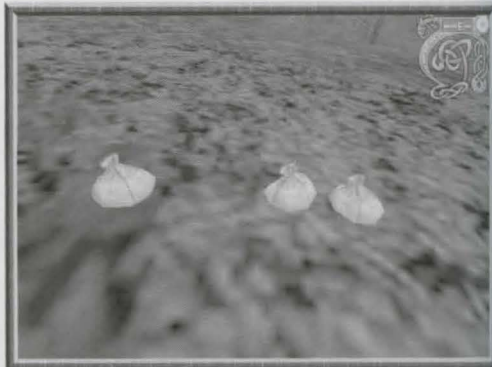
LIQUID COLOR	EFFECT
Clear	Nothing
Red	+2 Might
Blue	+2 Magic
Green	+2 Endurance
Yellow	+2 Accuracy
Purple	+2 Speed
White	+2 Luck
Opaque Green with Bubbles	Contains a random low-level item, but character taking it may become poisoned or diseased

### Trash Piles and Skeletons



In the course of your adventures, you find trash piles and the skeletal remains of long-dead creatures. Clicking on either of these object types may net you a random object. However, the character taking the item may become diseased. It's up to you whether to bother; in many cases, it's not worth it.

### Treasure Bags



When creatures die, they drop treasure bags. Always collect these treasure bags, regardless their color, because all treasure is good. Some bags contain only gold, while others contain items as well. You can tell how good the treasure is by the color of the bag:

### Treasure Bags

BAG DESCRIPTION	TREASURE LEVEL (1-5)
Tan Burlap	1
Green Burlap	2
Brown Leather	3
Flower Trimmed	4
Red	5

## Clover



Clover bestows one skill point upon the user. Clover can be found as treasure. Also, most major cities of Chedian have two clover patches growing somewhere inside them, and you can pick one clover from each patch. If you're diligent about seeking out clover, you can provide your party with a real boost.

## Secret Areas



Most areas in the game have hidden features such as traps, secret levers and buttons, and secret doors. If at least one character in your party has a Perception skill equal to or higher than the Perception rating of the region, these secret features glow red.

We recommend that one party member specialize in Perception, and crank up that skill as much as possible, as early as possible. Without it, you'll have a hard time finding important features of the game world.

## Teachers and Training



As the game unfolds, constantly be on the lookout for skill teachers. These teachers charge a fee to improve your characters' skills from Normal to Expert to Master, and even to Grandmaster. Also seek out training halls, where you can increase your characters' levels.

## List of Teachers and Locations

Teachers in Chedian come in two varieties. The most common type of teacher can teach both the Expert and Master level of a given skill. The other type teaches only the Grandmaster level.

The following table shows you where to find teachers for each skill. Teachers are always in the main city of the stated location, usually wandering around outside.

### Teacher Locations

SKILLS	MASTER LOCATIONS	GRANDMASTER LOCATIONS
<b>Armor</b>	Sturmford, Drangheim	Thjorgard
<b>Armsmaster</b>	Sturmford, Drangheim	Thjorgard
<b>Blade</b>	Sturmford, Drangheim	Thjorgard
<b>Bodybuilding</b>	Thjorgard, Froggard	Yorwick
<b>Bow</b>	Sturmford, Drangheim	Thjorgard
<b>Cudgel</b>	Sturmford, Drangheim	Thjorgard
<b>Dark Magic</b>	Guberland, Thronheim	Lindisfarne
<b>Disarm Trap</b>	Thjorgard, Froggard	Yorwick
<b>Dodge</b>	Sturmford, Drangheim	Thjorgard
<b>Elemental Magic</b>	Guberland, Thronheim	Lindisfarne
<b>Identify Item</b>	Thjorgard, Froggard	Yorwick
<b>Identify Monster</b>	Thjorgard, Froggard	Yorwick
<b>Learning</b>	Thjorgard, Froggard, Yorwick	Yorwick
<b>Light Magic</b>	Guberland, Thronheim	Lindisfarne
<b>Meditation</b>	Guberland, Thronheim	Lindisfarne
<b>Merchant</b>	Thjorgard, Froggard	Yorwick

SKILLS	MASTER LOCATIONS	GRANDMASTER LOCATIONS
<b>Perception</b>	Thjorgard, Froggard	Yorwick
<b>Repair Item</b>	Thjorgard, Froggard	Yorwick
<b>Shield</b>	Sturmford, Drangheim	Thjorgard
<b>Spear</b>	Sturmford, Drangheim	Thjorgard
<b>Spirit Magic</b>	Guberland, Thronheim	Lindisfarne
<b>Thrown</b>	Sturmford, Drangheim	Thjorgard
<b>Unarmed</b>	Sturmford, Drangheim	Thjorgard

As you can see from the table, the teachers are grouped very consistently by skill type and city:

- Sturmford and Drangheim have the lesser weapon skill teachers.
- Guberland and Thronheim have the lesser spell skill teachers.
- Thjorgard and Froggard have the lesser miscellaneous skill teachers.
- Thjorgard has the weapon skill Grandmasters.
- Lindisfarne has the magic skill Grandmasters.
- Yorwick has the miscellaneous skill Grandmasters.



## Overview of Training Halls

Each of the main cities of Chedian, plus Arslgard City (see Chapter 6 for more on that locale) has a training hall. These training halls vary in cost and in the level to which they'll train a character. Here's a summary of the various training halls:

### Training Halls

CITY	TRAINS TO LEVEL	COST
Sturmford	15	Cheap
Drangheim	20	Expensive
Thjorgard Tavern	25	Cheapest
Guberland	40	Moderate
Frosgard	50+	Cheapest
Thjorgard (Official)	50+	Very Expensive
Thronheim	50+	Expensive
Arslgard City	50+	Astronomical

The Thjorgard Tavern entry refers to a "black market" trainer upstairs in the tavern in Thjorgard City. The Thjorgard Official entry is for the standard training hall in Thjorgard City.

As you can see, Frosgard is the best place to train. There's really no limit on the levels you can train to, and it's the cheapest training spot, along with the black market trainer in Thjorgard.

Never train in Arslgard City, and avoid training in Thjorgard. It's simply too expensive.





## CHAPTER FIVE

# QUEST WALKTHROUGHS

Quests are the heart of *Might and Magic IX*. Most of your time will be spent either completing quests or gaining the experience and power necessary to complete quests.

This chapter walks you through every single quest in *Might and Magic IX*. The walkthroughs are concise, so refer to Chapter 6 for maps and extra information on the regions where each quest takes place.

Quests come in several types. **Main Line** Quests are the most important; you must complete all of these to win the game.

**Promotion** Quests reward your characters with promotions—for example, a character following the Might path can be promoted to Gladiator. Promotion Quests aren't mandatory, but they make your characters more powerful, and thus make it easier to complete the Main Line Quests.

**Secondary** Quests aren't mandatory either. They're just extra quests that various inhabitants of Chedian may send you on. You typically receive experience, gold, or both, for completing these quests.

## Caution

This chapter is the ultimate “spoiler.” If you don't want to know what happens in the game, avoid this chapter, or read only about your current quests. Reading this chapter straight through will ruin most of the game's surprises.

## Tip

*Before the start of the actual adventure, your party can either participate in a training mission in the home village, or skip the training and simply walk to the ship.*

*The training lets you test the game's interface in a safe environment. You also receive Identify Item and Disarm Trap books, plus any scrolls that you may find.*

## Main Line Quest, Act I: Forging the Alliance

As Act I commences, your party is faced with the task of escaping the Isle of Ashes, a semi-deserted island where you've been shipwrecked. In the process of leaving the island, you're given a task of heroic proportions: Unite the six clans of Chedian.

Most of Act I will be spent uniting the clans. You can bring clans into the alliance in any order.

### Escape the Island

The adventure begins with a shipwreck on the mostly deserted Isle of Ashes.

#### 1. Find Yrsa's Hut

Yrsa's hut is on the island's southeast end. Go find it.

#### 2. Talk to Yrsa



Agree to kill the Dragonflies that have been pestering Yrsa.

#### 3. Kill the Dragonflies

Go through the cave and kill every Dragonfly you find on the other side.

### 4. Return to Yrsa and Get Your Quest

Chat with Yrsa about your destiny. You're fated to unite the six clans of Chedian—whether you want to or not!

### 5. Recruit Forad Darre

Forad Darre is standing near the bridge that leads to the ruined castle (called the Verhoffin Ruins). Talk to him about how your boat crashed. When you tell him you're ready to leave, he joins the party.

Explore the area around the Verhoffin Ruins, fighting roaming creatures as you do so. Notice the locked door to the side of the main entrance.

### 6. Get the Key from Yrsa

Return to Yrsa and ask her how to get through the door. She gives you a key.

### 7. Open the Small Room

Return to the Verhoffin Ruins and unlock the door with your key.

### 8. Click on the Book to Leave the Island



Behind the door is a small room containing a book. Click on the book to start a sequence of events that brings you to Sturmford.

## Bring Sturmford into the Alliance

### Note

You can unite the clans in any order; for example, you could bring Thjorgard into alliance before Sturmford, or you could bring Sturmford in before Thjorgard. Don't feel obliged to unite the clans in the order presented here. However, you may have trouble traveling to certain areas until you complete specific quests.

You start out in Sturmford, so it's a good place to begin your recruitment of the six clans. The local leader is Bjarni Thorvaldssen, and he lives in the Longhouse inside the city.

### 1. Locate Bjarni Thorvaldssen

Enter Sturmford City and then locate the Longhouse. Go inside to find Bjarni.

### 2. Agree to Bjarni's Tasks

Talk to Bjarni and ask him what he wants done. If you're persistent, he gives you two tasks: Clear out Anskram Keep in southern Sturmford, and break Ivsar Forktooth out of Drangheim Prison. Accept both tasks.

### 3. Travel to Anskram Keep



Anskram Keep is north of Sturmford City. Train your party and upgrade equipment before going there.

A wall surrounds the keep. Kill the Basilisks guarding it, then locate a weak part in the wall of the southern tower. Beat on that spot until a hole opens, then go inside.

### 4. Kill Everything Inside Anskram Keep



Clean out Anskram Keep as thoroughly as possible—you can really use the experience.

To simply complete your task, destroy all eight of the Imp Generators shown on the map (see Chapter 6); these look like fireplaces with ladders rising from below.

To destroy a generator, stand next to it and kill the stream of Imps that emerges. Eventually the fire goes out and the Imps stop appearing.

When the last generator's gone, a massive Imp rises from the floor of a central room and is hacked to bits by a pair of Bjarni's guards.

### 5. Return to Bjarni

Tell Bjarni that Anskram Keep is clear. You get a reward.

### 6. Travel to Drangheim Prison

Drangheim Prison is, not surprisingly, in Drangheim. You can enter the prison through the front door or through the well in the village to the south. The well entrance is easier.

#### Tip

*Don't go here until your party is much more powerful. (Complete several Secondary Quests and Promotion Quests first.)*

*Never be afraid to abandon the Main Line Quests temporarily to complete Secondary Quests or simply kill wandering monsters to get more gear and experience.*

### 7. Locate Ivsar's Cell



Ivsar's cell is at the prison's top level. Getting there can be as straightforward as hacking down all the guards and walking up the stairs; see the Drangheim Prison section in Chapter 6 for details.

### 8. Open the Cell and Speak with Ivsar

The lever to open Ivsar's cell door is in the guard station at the end of the corridor. (The last lever on the right.)

Speak with Ivsar. He follows you out of the prison. Don't worry if he doesn't keep up; he'll get out regardless.

### 9. Speak with Ivsar Again

When you're out of the prison, speak with Ivsar again. He says he'll meet up with you at Sturmford Tavern.

### 10. Return to Sturmford and Collect Ivsar

Go to the tavern in Sturmford City. Talk to Ivsar and have him follow you again.

### 11. Return to Bjarni

Return to Bjarni (in the Longhouse, in Sturmford City). Tell him that you've rescued Ivsar. Then ask Bjarni to join your coalition. He agrees. You've finished with Sturmford.

### Bring Drangheim into the Alliance

Here's how to get Drangheim to join your alliance. (Again, remember that you can recruit the clans in any order.)

#### 1. Locate Sigmund, Ruler of Drangheim

Sigmund, the insecure ruler of Drangheim, is in the castle in Drangheim City. His quarters are on an upper floor.

#### 2. Receive Quests from Sigmund

Talk to Sigmund and ask him to join your party. He'll ask you to disable the defenses at Anskram Keep in Sturmford, and rescue the Crona Knight from the Chasm of the Dead.

#### 3. Go to Anskram Keep and Destroy the Defenses



Anskram Keep is the same place that Bjarni, ruler of Sturmford, asks you to clean out. Don't worry; you can disable the defenses for Sigmund *and* clean out the ruffians inside for Bjarni; both rulers will be satisfied.

To destroy the defenses, enter the walls through the secret hole in the back. Climb to the very top of the walls, but don't go inside the keep. Instead, look for trapdoors on the top level. Open one of these and drop into a dark chamber with chains and a lever on the floor. Throw the lever to open the metal gates, and shoot the two thin chains (not the extra-thick chain that controls the gate) to make the drawbridge fall.

When the drawbridge is down and the metal gate open, you've completed the task.

### Note

You can also attack the drawbridge chains from outside; they're vulnerable in several spots.

### Return to Sigmund

Return to Sigmund in Drangheim. Tell him that you've disabled the defenses. He rewards you.

### 5. Travel to the Chasm of the Dead

The entrance to the Chasm of the Dead is in northern Drangheim.

### Caution

Don't attempt this quest until your party is seasoned and well equipped. This is a genuinely brutal dungeon.

## 6. Proceed to the Bottom of the Chasm Dungeon



The Chasm of the Dead consists of a top level, the chasm itself, a middle level, and a final level at the bottom of the chasm. The Crona Kiga is at the lowest level, in a heavily-guarded spot. Grab it.

## 7. Return the Crona to Sigmund, and Collect His Pledge

Return to Sigmund and hand over the Crona. Ask him to join your coalition; he accepts. You're now done with Drangheim.

## Bring Guberland into the Alliance

To reach Guberland, hire a boat. You can easily find one outside Sturmford City.

### 1. Speak to Markel in Guberland City's City Hall

Travel to Guberland. In Guberland City, locate Markel the Great in city hall. Tell him you need his help.

Ask him for the two tasks: to get the Book of Rules and to beat Ivan the Smart in a contest of wits. Accept both tasks.



### 2. Travel to Ta'Sar Academy in Lindisfarne

Go find Ta'Sar Academy in Lindisfarne. Once inside the Academy, locate the Book of Rules. It's hidden behind a bookshelf; refer to Chapter 6 if you're having trouble.

### 3. Return the Book of Rules to Markel



Return to Guberland City. Talk to Markel, and hand over the Book of Rules.

### 4. Locate Ivan the Smart, Outside Guberland City

Ivan the Smart is in Guberland—but not in the city. Find him at the Gathering, a fair outside the city.

### 5. Answer Ivan's Questions Correctly

Challenge Ivan, and answer his questions. In the end he concedes defeat. The answers are as follows:

- "Sturmford and Drangheim"
- "Verhoffin"
- "Hallenhalt"
- "Hubris"
- "Making Magic Items"
- "He Was Murdered by his Personal Guards"
- "Ivan the Smart"

### 6. Tell Markel of Your Victory

Return to Markel in Guberland City. Tell him that you beat Ivan, then ask him to join the coalition. He accepts. Now you're done with Guberland.

### Bring Thjorgard into the Alliance

Bringing Thjorgard into the alliance is a bit more complicated than persuading some of the other rulers. Here's how to do it.

#### 1. Locate Sven Forkbeard

Sven is in the castle on the hill in Thjorgard. Find the castle and go talk to him.

#### 2. Receive Quests from Sven

Tell Sven you've come to speak about Tamur Leng. Then ask him about the two tasks he needs accomplished. Accept both the Thjorad quest and the Mine quest.

### 3. Travel to Lindisfarne Monastery in Lindisfarne



First we'll work on the Thjorad quest. Travel to the Lindisfarne Monastery in Lindisfarne.



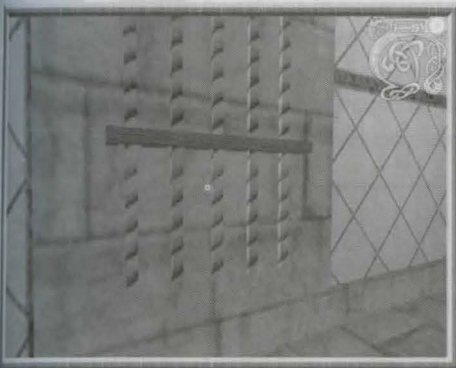
#### 4. Talk to the Monks

In the east wing of the monastery, locate several Monks standing around a Monk hard at work building a case for Thjorad. Talk to them to find out that they're always there, except for when the bells call them to prayer.

#### Note

You can try to grab the case, but the monks are tough fighters.

#### 5. Climb the Bell Tower and Ring the Bells



Climb all the way up the bell tower. Five levers at the top ring the bells. Ring the bells from low to high. If the levers were numbered one through five from the left, the sequence would be: 1, 5, 2, 4, 3. (In other words, ring the leftmost, then the rightmost, then the second from the left, then the second from the right, then the middle.)

#### Tip

*To get a hint, talk to a Monk at an organ and have him play a song based upon the call to prayer.*

#### 6. Steal Thjorad

The Monks building the case now leave for prayer, so you can walk right up and steal Thjorad. The Monks won't notice, and you don't have to fight anybody.

#### 7. Return to Sven for a Reward

Go back to Thjorgard and talk to Sven to collect a nice reward.

#### 8. Travel to Thjorad Mine

Now for Sven's second task. The Thjorad Mine is in Thjorgard. Refer to the Chapter 6 map for directions. Travel to the mine and get ready to perform a three-part task.

#### Note

This task's three parts may be performed in any order.

#### 9. Speak to the Idle Dwarf

Take the first right inside the mine. Ask the idle dwarf (named Ketil Strongpick) why he isn't working. He explains that they've hit a vein of rock that's too tough to break through.



### 10. Break up the Rock



Go break the hard rock wall the dwarf tells you about. (See the Chapter 6 map.) Shoot or attack the rock to break it up. When you break the wall, a demoness named Eborra is released. She promptly disappears, but you will see more of her later.

Return to Ketil Strongpick and talk to him again for confirmation that the east mine is now working.

### 11. Find Another Idle Dwarf

Return to the mine entrance. From here, go due north to the first intersection, where you find another idle dwarf, named Gudrek the Miner. Talk to him. When he tells you about the dangerous spot, ask him to see it. Follow him as he leads you there.

### 12. Fall Through the Dangerous Spot



When Gudrek stops at the spot, walk around near the crack in the floor. The floor gives way and you fall into a pool of water, thereby locating the dangerous fault the hard way! Head back to Gudrek and talk to him again. He thanks you for finding the fault.

### Note

You'll take a roundabout path back to Gudrek, because you can't go back up through the cave-in. Refer to the map if necessary.

### 13. Locate Njall Bjarnissen

Locate Njall Bjarnissen, west of where you found Gudrek, and talk to him. He tells you that he needs Hjarrand Fixer to come fix the Slag Extractor.

### 14. Travel to Thjorgard City and Find Hjarrand Fixer

Hjarrand Fixer lives in a house in Thjorgard City. Go find him (his house is marked on the map).

## 15. Talk to Fixer

Talk to Hjarrand, and ask him to come fix the Slag Extractor. You must offer Hjarrand at least 1,000 gold to get him to agree. When he agrees, he tells you he'll meet you back at the mine.

## 16. Return to the Mine and Meet Hjarrand

Go back to the mine. Inside, go to the Slag Extractor (marked on the map). You find Hjarrand standing near it; ask him if the machine is fixed. He says he hasn't looked at it yet.

## 17. Walk to the Machine and Wait

Walk over to the Slag Extractor and wait. Hjarrand wanders around for awhile, scratching his chin and inspecting the device. Let him go about his business, then, when he walks up to you, talk to him.

## 18. Grab the Broken Extractor

Hjarrand says the machine is broken and you need a new piece for it. Open a door on the machine (at the spot where Hjarrand just made a mark), and grab the broken piece from inside. The piece is also called a Slag Extractor.

## 19. Go to Gunnar Thjorsmith

Gunnar Thjorsmith is the armor merchant in Thjorgard City. Go to Thjorgard City, visit the armor shop, and ask Gunnar to help you. He trades the broken Slag Extractor for a new one.

## 20. Return to the Mines and Replace the Extractor

Return to the mines. Go to the extracting machine, open the panel, and click inside to place the new Slag Extractor. Close the panel and chat with Hjarrand the Fixer one last time before leaving.

## 21. Tell Sven Forkbeard the Mines are Working Again

Return to Thjorgard City and tell Jarl Sven Forkbeard that the mines are in good working order. Ask him to join the coalition and he agrees.

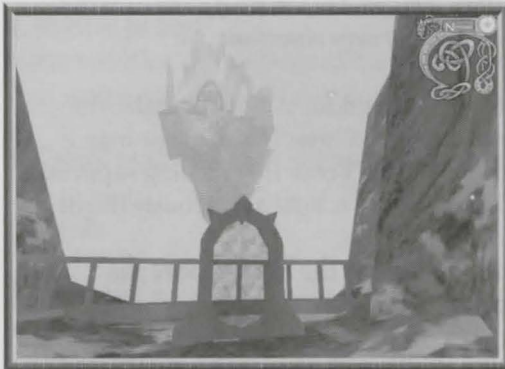
## Bring Frosgard into the Alliance

Frosgard is inaccessible by sea until you complete the Frozen Sea quest detailed later. Therefore, your first visit to Frosgard will necessarily be on foot. Get there from Thronheim or Thjorgard.

### 1. Locate Jarl Tryggva Ravenlocks in Frosgard City's City Hall.

Tell Tryggva that you need help. Ask about Tryggva's two tasks: the Frost Giant quest and the Frozen Sea quest. Accept both quests.

### 2. Travel to Yanmir's Fort in Frosgard.



You have to teleport to the fort. The teleporter is in Frosgard; the Frosgard map shows you where.



### 3. Break the Three Ceiling Supports in Yanmir's Fort



Inside Yanmir's Fort, avoid Yanmir at first. You can tell when he's coming because the ground shakes!

#### Tip

*Yanmir continually wanders through his fort. Use Fleet Foot to stay away from him. This isn't too tough if you're careful, as he's not very observant.*

Find a secret door that leads under the floor of a main hallway. (Refer to the map if you can't find it.) Break three ceiling supports; the hallway above is now dangerously fragile.

### 4. Lure Yanmir to the Floor Above the Broken Supports

Return to the main level and stand near the door to the fragile hallway. Get Yanmir to chase you through the door (shoot at him from across the throne room), then run through the door. Run all the way across the fragile hallway. When Yanmir pursues, the hall section crumbles and he falls through it.

### Caution

Run all the way to the hall's end! A big piece of floor collapses, and you don't want to be on top of it.

### 5. Return to Trygva and Tell Him Yanmir's Dead

Trygva is still in city hall in Frosgard City. Tell him that you've dealt with the Frost Giant.

### 6. Go See the Fireworks Salesman in Frosgard

The fireworks salesman stands next to a barrel at the western edge of Frosgard City. Go talk to him.

### 7. Have Fireworks Delivered to the Ice

Ask the salesman to deliver fireworks to the docks near the docks.

### 8. Shoot the Fireworks on the Ice



Go over to the docks. A barrel is now there, sitting on the ice. Shoot it to clear away the ice.

### 9. Return to Trygva and Accept His Pledge

Back at city hall in Frosgard City, tell Trygva that you've dealt with the Frozen Sea. Ask for his pledge to the coalition; he gives it. You're now done with Frosgard.

## Bring Thronheim into the Alliance

Now win Thronheim over to your side.

### 1. Locate Kira the Cold in Thronheim City



Talk to Kira the Cold, Jarla of Thronheim. (She's in the castle on the city's eastern edge.) Tell her about the approaching army, then ask about her two tasks: to get rid of the Honks (a goose-worshipping religious order with an unfortunate name), and clear the Mountain Pass. Accept both tasks.

### 2. Speak to the Dockmaster

The dockmaster can help you get rid of the Honks. To reach him, exit the south gate of Thronheim City and find him on the docks (on the main Thronheim map).

Tell him that you'd like to ask him a favor. Ask him to send the Honks somewhere else. (It doesn't matter which location you specify; we usually choose Beldonia.)

### 3. Send the Three White-Robed Worshippers to the Dock



Three Honks can be found inside Thronheim City. All three wear white robes. One of them, displaying remarkable fashion sense, has a goose on her head.

They tend to wander around the western half of the city. Tell all three white-robed individuals that you need help, and ask all three of them to meet you on the docks.

### 4. Return to Kira

Return to Kira, outside city hall, and tell her that you've accomplished her first task.

### 5. Travel to the Mountain Pass in Thronheim

The Mountain Pass is east of Thronheim City. Go there.

### 6. Destroy Everything in the Mountain Pass

Eradicate all creatures from the Mountain Pass. Be thorough; go all the way through to the other side (the pass ends at Thjorgard).

### 7. Back to Kira

Return to Thronheim City and report to Kira once again. Tell her that the Mountain Pass is clear. Now ask her to join the coalition. She accepts and you're done with Thronheim.

### Upon Completion of the Alliance...

When you win over the sixth and final Jarl to the alliance, the war council is scheduled. It is to take place in two weeks, in Thronheim. You receive a hefty experience reward for accomplishing your goals.

The next time you enter a city (any city), you're met by Thorolf Ratatoskssen. Talk to him and he'll inform you of a war between Sturmford and Drangheim. It's now up to you to stop this war.

## Main Line Quest, Act II: The Approach of the Hordes

In this act, most of your time will be spent trying to negotiate peace between Sturmford and Drangheim. When this is accomplished, you join an army that's been marshaled to intercept the enemy hordes.

### Negotiations

#### 1. Talk to Bjarni

Travel to Sturmford City and speak to Jarl Bjarni. Ask: "What is the meaning of this?" and follow the dialogue. Tell him that you will get a treaty for him.

#### 2. Talk to Sigmund

Travel to Drangheim City and talk to Jarl Sigmund. Ask him why he's gone to war. Tell him that you'll get him a treaty.

#### 3. Talk to Kira and Get the Treaty

Travel to Thronheim and go to Kira's castle. Ask Kira for help. She agrees to draft a treaty that both sides can sign. She asks you to come back the next day for it.

Rest in her castle until dawn of the next day. Then talk to her again and ask her for the treaty. She hands it over.

#### 4. Get Bjarni and Sigmund to Go to Thronheim

Visit Sturmford City and talk to Bjarni again. Tell him to travel to Thronheim and sign the treaty there. Next, visit Drangheim City and talk to Sigmund. Tell Sigmund that he, too, should travel to Thronheim and sign the treaty.

#### 5. Visit the War Council and Talk To Yrsa



Once both Bjarni and Sigmund are en route to Thronheim, go there as well. All the Jarls are there and a meeting takes place. During the meeting, Kira gets into a dispute with Markel, Jarl of Guberland, and kills him—to everyone's great pleasure.

Kira decides that you should seek out a replacement Jarl—but before you can do that, Yrsa appears. Yrsa calls on you to fulfill your promise to her and perform a task. The task is to go to the Thing (it's like a county fair), and win a Dragon Prize for her daughter.

## Not So) Dangerous Games

### 1. Go to the Thing and Play the Games



Go to the Thing outdoors in Thjorgard. It's a lot like the Gathering in Guberland—essentially a county fair, complete with games. Play the following games:

- *Whack a Honky*: In this game of reflexes, goose heads pop up rapidly, and then disappear just as fast. Click on at least eight of them to win the game.
- *Stones*: Players can place stones only next to stones they've already placed. The object is to block off your opponent, so he runs out of places to put his stones. Build a line of stones straight toward your opponent, then wall him off.
- *Runestones*: You have several chances to guess the colors of the top row of stones. Click on one of the colored bottom stones, then click on a stone in the top row to make it that color. Repeat this until you've made the top row the colors you want, then press the lever. The stones that you guessed right flame. Now, change the colors of the stones you didn't guess right, while leaving the ones you did get right. Press the lever again. Repeat. You need a little luck to win, but give it a few tries and you'll get it.

- *Boat Race*: Buy a ticket, then fire arrows and thrown weapons at your boat to propel it across the lake. Follow the boat along the lakeshore. If you get your boat to the far side first, you win.
- *Strongarm the Half-Orc*: Just walk up to the Half-Orc in the ring and pay your ticket. If a member of your party is stronger than he is, he cowers down and you win! If not, have one character use magical spells or items to crank up his or her Might, then try again.
- *Ding the Bell*: Have someone with at least a 20 Strength activate the lever at the bottom of the tower. The bell rings and you win!

### 2. Go to Thronheim and Give Yrsa's Daughter the Dragon

When you win all six games, you receive a stuffed dragon. Return to Thronheim. Yrsa's daughter, Bikki, is slightly northeast of the city (standing in the outdoors area). Give her the stuffed dragon.

### 3. Talk to Dain Strongsword

Return to the war council at Kira's castle in Thronheim City. Everyone's gone.

Ask the guard at the front door (named Dain Strongsword) where all the Jarls went. He says the Jarls have all gone off to war. Apparently Forad Darre claimed to know the location of the enemy (Yorwick), so they went to attack. You must catch up with them.



### 4. Travel to Yorwick

Leave the city and go to the Connecting Tunnels entrance. Travel through the Connecting Tunnels to Yorwick.

#### Tip

*If you haven't already cleared the Connecting Tunnels, you'll have a fairly tough fight.*

### 5. Meet the Remains of the Army

When you emerge in Yorwick, you're greeted by a dying Sven Forkbeard who tells you that the Jarls' armies have been betrayed and slaughtered. Your only hope is to go to Arslegard, the final resting place of fallen warriors, and convince the god Skraelos to let them return.

## Main Line Quest, Act III: Hallenhalt

In this act you must go to Arslegard and convince Skraelos to let the Jarls' dead armies return to Chedian.

### The Writ of Fate

#### 1. Die

The only way to get to Arslegard is to die. Seek out some monsters and let them kill your party, or just jump in a lake. Really.

### 2. Navigate the Bridge

After watching a cutscene, you arrive in the Dark Passage (refer to the map in Chapter 6).

Your first task is to move across the bridge to the south. The bridge is made of several sections that can be raised and lowered. To move them up and down, touch various monster-shaped statues along the bridge. The scroll at the beginning tells you in what order to press the statues:

- Skeleton
- Banshee
- Lich
- Zombie
- Banshee
- Lich
- Zombie
- Skeleton

#### Tip

*Run to the next bridge section after pressing "Skeleton" for the first time, or you'll get stuck on your current bridge section.*

Cross the bridge and touch the glowing crystal to move to the next area.

#### Tip

*If you mess up, climb the ladder back to the start and press the "Terror" statue to reset the bridge parts to their starting configuration before trying again.*



### 3. Cross the Chasm



The next area is a cavern with a chasm in the middle. Walk along a ledge of rock that winds around the cavern.

At the very end of the ledge is a tiny skeleton statue. Touch it and the door on the other side of the chasm opens, but a series of Banshee statues also start firing projectiles. Head along the ledge to the opened door, timing your approach so that the Banshee statues don't hit you. Beyond the door, touch the crystal to move to the next area.

### 4. Cross the "Forest"

Walk through a pair of secret doors, into a simulated outdoor area. Kill a Colloidal Warrior and open a secret door in the rock wall. Open the three chests behind the secret door.

Killing the Colloidal Warrior opened the secret door, plus the door at the end of this area. Go through the door and touch the crystal to keep moving.

### 5. Swim



Follow the tunnel to a spot where you must crouch down. Do so, and shoot the Sea Monster in the pool below you. Drop into the pool and follow an underwater tunnel down. You fall from this tunnel into another pool.

This second pool contains a single island with a tree and a crystal in a locked cage. Kill the Sea Monster and the cage opens. Touch the crystal to move to the next area.

### 6. Adjust the Mirrors



This next puzzle takes a fair amount of work. This area is a desert with two "light pillars" and four mirrors. One light pillar is lit; activating it causes a light beam to shoot out. The goal is to make the light beam hit the other pillar, which is near the exit door.

To do this, adjust the four mirrors so that the light bounces from mirror to mirror, and eventually to the final pillar. The map of the Dark Passage in Chapter 6 shows you the pattern that the bouncing light should take.

It takes a lot of trial and error to get the mirror settings right. Fire a beam from the first pillar and watch where the light goes. Keep adjusting the first mirror until the beam reaches the second mirror, then work on the second mirror until the beam can reach the third, and so forth.

After you light up the other pillar, Terrors are released. Kill them, then examine the alcoves they came from. Loot the four chests there, then go through the door next to the crystal. Be warned, more Terrors lurk on the other side!

### 7. Be Righteous

At the sign referring to the "Path of Righteousness," take the door on the right. Follow the corridor to a room with four floor pressure plates. The pressure plates all have different numbers of lines on them. One has one line, one has two, one has three, and one has four.

Step on the plates in this order: 3, 1, 2, 4. Stand on the last plate and it ascends. Ride it up, then jump across to a short bridge and move along.

#### Tip

*If you fall off, throw the lever to reset the pressure plates and try again.*

### 8. Talk to Igrid



After fighting a bunch of ghosts, you come to a room with an old lady named Igrid. Ask her for the Writ of Fate. Igrid says she'll give you the writ, but not until you acquire the Capstone of Order and place it inside Verhoffin Ruins. After talking to Igrid, go through the teleporter behind her. You reappear in Guberland.

### The Capstone of Order and Writ of Fate

#### 1. Win the Prizes

If you haven't already won all six prizes from the Gathering in Guberland, do so now. You win the prizes randomly whenever you win a game. The games are the same as the games at the Thing in Thjorgard.

You need a complete set of six prizes, and because the prizes are assigned randomly, you will probably need to win more than six times to gather all the items. You need a Wooden Sword, Wooden Shield, Fur Cap, Cloth Gloves, Quilted Armor, and Fuzzy Slippers.

#### 2. Give the Prizes to Thorir Mouth

Thorir Mouth, who's standing right there at the Gathering, wants a complete set of six prizes. When you have all six kinds, talk to him and trade them for the Capstone of Order.

### 3. Place the Capstone of Order on a Pedestal in the Verhoffin Ruins



Travel to the Isle of Ashes and enter the Verhoffin Ruins. Go through the door with the pentagram before it, and place the Capstone of Order on a pedestal. (Refer to the Chapter 6 map if necessary.)

#### Tip

Don't forget to loot the black chest near the pedestal!

### 6. Go to the Hall of the Gods



You reappear in Arslegard City. Check out the city, then, when you're ready, go through the teleporter to the Hall of the Gods.

#### Tip

Once you get to Arslegard City, set a Lloyd's Beacon. That way you can freely go back and forth between Arslegard City and Chedian without constantly dying.

### 7. Talk to Skraelos

Talk to Skraelos, the scary-looking head god. He agrees to return your army to you, but only if you light the Six Fires of Penance in the Afterworld. Agree, and he'll whisk you away to the Afterworld.

## The Afterworld and Beyond

Your task in the Afterworld is to light the six fires of penance. Do this by performing six tasks.

### 1. Apologize to the Jarls

You appear in the Afterworld beside Skraelos. Talk to Skraelos and admit your guilt. Skraelos tells you that your first task is to apologize to the Jarls for getting them killed.

The six Jarls stand at various spots in the Afterworld. Seek them out and apologize to all six, then return and talk to Skraelos.

### 2. Answer the Questioner

Skraelos says your next task is to suffer. A questioner asks you a series of questions. Answer as follows, then talk to Skraelos again afterward.

- “You, my lord”
- “To serve you, my lord”
- “We encouraged others to trust our misjudgment”
- “We owe those we betrayed”
- “We must pay the price of failure”
- “The ultimate price, my lord. Our lives”
- “Yes, my lord”
- “Thank you”

### 3. Kill Forad and the Beldonians



Forad Darre and a host of enemy warriors now appear for your next task, which is vengeance. Kill Forad and the warriors. (You aren't killing them in reality; they still exist on Chedian.) When they're all dead, return to Skraelos and talk to him again.

### 4. Collect the Jarls' Swords

Skraelos tells you to collect the Jarls' swords to the battlefield. The swords are standing upright, driven into the ground. They all have black hilts. When you have the five swords, return to Skraelos and tell him you've got them.

### 5. Enter the Inferno

Skraelos tells you to enter the inferno. Go north and walk into the blaze. You reappear in the Hall of the Gods.

### 6. Talk to Skraelos Again

Back in the Hall of the Gods, talk to Skraelos again. He tells you that the Jarls and soldiers have been returned to you, and that Sven Forkbeard, their leader, is waiting outside the gates of the Hall of Gods.

### 7. Talk to Sven Forkbeard

Take the teleporter back to Arnslegard City. On the steps near the teleporter, you'll find Sven Forkbeard. Tell him you're glad to see him, and ask him to rally the troops. He says he will, and he'll meet you in Froggard.



## 8 Travel to Froggard and Visit the Town Hall



Get to Froggard City. When you arrive, a full-scale war is in progress. Hostile Horde Warriors fight friendly Clan Warriors all over. Ignore them all for now, except for the ones that actually attack you. Head to the town hall, where you'd normally expect to find Tryygva, the Jarl.

### Note

Look for Forad Darre in front of the town hall. Have a short conversation with him, then kill him. This isn't necessary to win the game, but you'll certainly want to do it after he betrays you.

## 9 Talk to Tamur Leng

Tamur Leng, the leader of the Hordes, is inside the town hall. Talk to him and tell him you're here to put an end to his conquest. He tells you that he has a Writ of Fate decreeing that he will conquer the world, so he cannot be stopped.

When the conversation's over, a messenger arrives and summons both you and Tamur Leng to stand before Krohn in the Hall of Gods.

### Note

Tamur Leng now joins your party.

## Main Line Quest, Act IV: Capture the Meddler

### Krohn's Task

#### 1. Return to Arslegard to Stand before Krohn



Go to Arslegard City (either with Lloyd's Beacon or by killing the party again), and from there, go to the Hall of Gods.

#### 2. Accept Krohn's Quest

Talk to Krohn and accept his quest to imprison Njam the Meddler in the Tomb of 1,000 Terrors.

#### 3. Go to Njam's House and Take the Scroll

Return to Arslegard City and locate Njam the Meddler's house. Open the door with the key Krohn gave you, then walk inside. Take the scroll from the desk and read it.



### 4. Bait Njam to the Tomb Entrance



Walk a bit farther inside Njam's house, and Njam shows up. Run away, and he follows. Head straight for the Tomb of 1,000 Terrors entrance. Make sure that Njam is on your heels. If he falters, go back and shoot him to provoke him. Enter the Tomb of 1,000 Terrors.

### 5. Go to the Lower Level

The Tomb of 1,000 Terrors section in Chapter 6 gives full details on what to expect here. You must find a key in a black chest in the southern part of this level. When you have this key, you can unlock a stairwell and go down to the lower level.

#### Note

Njam periodically shows up while you're in the Tomb of 1,000 Terrors, and beats up on you. Run away; fighting him is useless. Eventually he disappears.

### 6. Proceed Back to the Middle Level

On the lower level, solve the "chess" puzzle, get a key. The key opens the door to a maze which you must walk through. Beyond the maze is a ramp, which leads back to the middle level—a *different* part of the middle level, which you haven't seen yet.

Refer to Chapter 6 if you're stuck on any of the details of this level.

### 7. Take the Elevator to the Top Level



This new part of the middle level contains an elevator. Ride it up to the top level.

### 8. Proceed to the Lever

The location of the lever is marked on the map in Chapter 6. It appears only after you kill all the monsters in the big room it's in. (After the monsters fall, a wall drops, revealing the lever.)

### 9. Throw the Lever

Throw the lever. Njam the Meddler rushes in to stop you, but he's too late; he's imprisoned in ice. When this is accomplished, the Main Line Quests are complete.

Congratulations! You've beaten the game. Of course, you can still continue playing, and you can complete any Secondary Quests you didn't complete before. Specifically, there's a certain dragon in Lindisfarne that you might want to visit....

## Might Promotion Quests

Your characters can't just walk up to a teacher and be promoted to a new class in the same way they can walk up to a skill teacher and advance their skill level. Instead, they must undertake a quest or series of quests to prove their worth.

The next few pages walk you through the Promotion Quests for fighter-type characters.

### First Might Promotion

#### Fighter to Mercenary



Escort a merchant and his daughter to their new home in Thronheim.

- Travel to the tavern in Thronheim City.
- Talk to Thorfinn Skullsplitter, and ask him about promotions.
- Accept the quest to get Atli Sigmundssen in Guberland and guard the caravan until he leaves.
- Travel to Guberland.
- Find Atli Sigmundssen near the entrance to the Gathering.
- Tell him "We've come to guard your boat." He tells you to show up at 3 AM and wait until 6 AM.

- The boat is at the dock in Guberland. Arrive at the dock between 2:45 AM and 3:15 AM, or you must restart the quest the following day.
- As you arrive, the guard on duty departs. Use the "rest" screen to wait. You will be attacked by several bandits sometime between 3 AM and 6 AM.
- Kill the bandits and wait for Atli; he arrives at about 6:15 AM.
- Speak with Atli for your promotion and reward.
- Choose "Good Luck on your journey."

#### Fighter to Crusader



Your task is to protect the innocent villagers of Drangheim from the extortionist Yobboe Gang.

- Travel to the temple in Drangheim City.
- Speak with Keith Bloodaxe.
- Say, "We have come seeking promotions."
- Accept the task to get rid of the Yobboe Gang.
- Go to the Yobboe camp; it's marked on the main Drangheim map.
- Kill all the Yobboes.

- Take the items at the back of the camp (plow, herbs, dolly). These items do not appear unless you are on the quest.
- Visit the small village near the camp.
- Talk with Hring the Plowhands and give him the plow.
- Talk with Ragnheid Lifegiver and give her the herbs.
- Talk with Tyock A'Norta a'Leipshi and give her the dolly.
- Return to Keith Bloodaxe in the temple.
- Tell him you're done, and receive your promotion.

### Second Might Promotion

#### Mercenary to Gladiator

Fridleif Gjukissen in Sturmford City handles Gladiator promotions. He's on the third floor of the building indicated on the map (see Chapter 6). To be promoted to Mercenary, you need to complete the three gladiatorial labors:

- Kill a Basilisk and bring its skin back to Fridleif.
- Fetch the shield of Kira, Jarla of Thronheim.
- Fight and win in the Arena at Lord level.

To complete the Basilisk quest, you need a Basilisk skin. You've probably already killed a bunch of them and sold the skins. If so, go to a shop where you sold the skin and buy it back, then take it to Fridleif. If you haven't killed one already, look for Basilisks wandering around near Anskram Keep, or in the wilderness of Thronheim.



Kira's shield is sitting in plain view, in the hallway right outside her room. Travel to Thronheim City, enter her castle, find her, and look nearby for the shield. Pick it up, and it's yours!

Finally, go to the Arena in Thjorgard City and speak to the Arena Master. Tell him "We're here to fight," and "Send us in at Lord!" Enter the Arena and kill everything they send at you up to five creatures.

#### Tip

*It's easier to do the Arena when your characters are low-level, because you face low-level opponents. The higher level your characters, the meaner your opponents tend to be.*

When you've completed all three tasks (be sure you've got the Basilisk skin and Kira's shield in your inventory), return to Fridleif in Sturmford City. Tell him that you've completed all three labors, and you receive a promotion.



## Mercenary to Assassin

Travel to Drangheim City and look inside the tavern to find Atli the Quick. Ask him about promotions. Atli gives you two tasks:

- ◆ Break into Mr. Kluso's house and steal his treasure.
- ◆ Assassinate Guiare A'Velsi.



Kluso's house is, conveniently, right in Drangheim City. Leave the tavern, go to Kluso's house, and go inside. Kill any hostile guards you encounter, and take the dagger on the fireplace mantle in the library. Leave Kluso's house when you have the dagger.

### Tip

See the Chapter 6 entry on Kluso's house for the best method of getting the dagger.

Now find Guiare A'Velsi. Conveniently, Guiare is located in Drangheim City as well, usually near the tavern or weapons shop. He looks like a bandit, not like a typical townsman.

When you find him, he asks: "Are you following me?" Say "Of course not," then either wait until he goes behind a building, or shoot him with an arrow and let him chase you to a secluded spot. Either way, kill him discreetly.

When he's dead, return to the tavern and tell Atli you have completed both tasks. You'll receive your promotion.

## Crusader to Paladin

Travel to Lindisfarne Monastery. Find Grehgknak the Right; he's a blue-robed Monk who wanders around in the central courtyard. Ask him if he has any interesting tasks for adventurers. Accept the three tasks he gives you:

- ◆ Save the Jarl of Thjorgard by giving him an important letter.
- ◆ Damn a family by sending the father to jail for thievery.
- ◆ Save the same family by getting a job for one of the children.

To save the Jarl of Thjorgard, proceed to Thjorgard City and visit Jarl Sven Forkbeard in his castle. Then:

- ◆ Give him the letter that tells of the assassination plot.
- ◆ Accept his invitation to go to the Arena the next day.
- ◆ Wait one day (you might just want to rest), then go to the Arena on the eastern side of town.
- ◆ Enter the Arena and say you're there to fight. Choose any difficulty level and enter the battle area.
- ◆ Promptly, Byri the Scarred enters. Do *not* attack him. Instead, ask him about the letter. He tells you that Harris Willington put him up to the assassination. Then he flees.



- Go to the general store in Thjorgard City. Harris Willington is there. Ask him about the letter and he confesses.
- Return to Jarl Sven Forkbeard and tell him that Harris Willington is the culprit. You're rewarded.

You now have to catch a thief. Go to Sturmford City and ask the clerk at the town hall (the man who also handles the Gladiator promotion) if he's been having trouble with thieves. He says he has. Look around Sturmford City for Hatlati Oord.

### Note

Hatlati looks like a typical old man. He's not in a building; often you can find him on the grounds of the temple.

Tell Hatlati that you've been watching him, and that he must go to jail. He follows you.



Go back to the town hall. On the ground floor is a small cell with a single guard. Talk to the guard and tell him you've caught a thief. He opens the door and lets Hatlati in.

When Hatlati is safely inside the cell, proceed to Hatlati's house (marked on the Sturmford City map) and talk to Itlor Oord.

(He's the oldest child, upstairs—the one who looks like a full-grown man). Tell him that his father is in jail. Ask him why he doesn't get a job, then tell him you'll help him find a job.

When the conversation is finished, go to the magic shop on the north side of town. Talk to Injor, the proprietor. Ask her if she needs help. When she says yes, recommend Itlor. Return to Itlor and tell him he's got the job. He agrees to show up.

You've now completed your tasks. Return to Lindisfarne Monastery, talk to Grehgknak the Right again, and tell him you've finished your tasks. You receive a promotion to Paladin.

### Crusader to Ranger

Travel to Froggard City, and look for Fenja Tree-friend, standing outside near the bank. Ask her about getting a Crusader promoted to Ranger. She assigns two tasks:

- Find the bow known as Everstrike.
- Get through the Dungeon of Secrets.

Everstrike is in a chest beneath the Dook's Castle in Guberland. Go to the Dook's Castle and retrieve the bow; twist a particular shield on the wall to access the caverns it's stored in. (Refer to the Dook's Castle section of Chapter 6 for details.)

When you have the bow, go visit the Dungeon of Secrets in Froggard. Talk to the old man and tell him that you're there for the Ranger test. Refer to the Dungeon of Secrets section in Chapter 6 for details on getting through this area. When you've made it through the dungeon, talk to the old man again to verify that you've completed the test.

Now return to Fenja Tree-friend in Froggard City, and tell her you've completed your trials. You receive your Ranger promotion.

## Magic Promotion Quests

The following pages walk you through the various Promotion Quests for the Magic class. Refer to this section when you want to advance your Initiates into more advanced classes.

### First Magic Promotion Initiate to Scholar



To receive this promotion your party must study a Magreeb.

- Travel to Thjorgard City.
- Go to Bembridge University and speak with Tymon the Nord about promotions.
- Tymon instructs you to study a Magreeb.
- Leave the city and find a Magreeb at the spot labeled on the Thjorgard map.
- Get fairly close to the Magreeb; it eventually runs away.
- Return to Tymon and tell him you've seen the Magreeb. Answer his question regarding the beast's color; you can give either answer, but "green" is correct. You receive your promotion.

### Initiate to Healer



To receive this promotion you must cure Nurtigan of his madness.

- Travel to Guberland City and enter the temple. Inside, you find Tjolnir.
- Talk to Tjolnir about promotions, and accept his quest.
- Visit Skarphedinn Njallssen in the local apothecary/general store. Talk to him about Nurtigan, and he tells you to get a lock of the Old Hag's hair.
- Leave the city. Enter the Old Hag's Lair (near the beach).
- You can talk to the Old Hag, but all you need to do is take her comb, sitting in plain view.
- Return to Skarphedinn in the apothecary and give him the comb. Wait two hours, then take the potion from him.
- Visit Nurtigan, locked up in the town hall. Have him drink the potion.
- Return to Tjolnir in the temple and collect your promotion.

### Second Magic Promotion

#### Healer to Priest

Travel to Gumberland City and visit the temple. Talk to Gray Slemnir, who is always there. Ask him about promotions and he gives you three tasks:

- Find a new priest for the Gumberland temple.
- Get the Tree of Life from the Ruined Temple.
- Find the Ritual of Consecration.

To find a new priest, travel to Lindisfarne. Enter the Lindisfarne Monastery and complete the following:

- Speak to the main Monk, Leffery Caid, at the altar. Tell him you're looking for a priest; he tells you to come back tomorrow morning.
- Wait until morning and talk to Leffery again. Tell him you've returned for the priest.
- Go out into the central courtyard and speak with Robert Aefgil. Tell him you're ready to take him to Gumberland. He says he'll meet you there.

Now visit the Ruined Temple in Frosgard and get the Tree of Life.



You need to break into a secret part of the temple to get the Tree of Life. Refer to the Ruined Temple map in Chapter 6 if you need help. Collect the Tree of Life, then exit the temple.

You now need the Ritual of Consecration. Travel to Frosgard City and look for Nath'I A'Mor. He's usually in or near the corral by the training hall. Talk to Nath'I and have him give you the Ritual of Consecration.

You've accomplished your tasks. Return to Gumberland City and talk to Gray Slemnir to collect your promotion.

#### Healer to Druid

Travel to Frosgard. In Frosgard City, somewhat east of the man selling fireworks, look for Menja Ketildotir. (She's standing outside.) Ask her about getting a Druid promotion.

She tells you that you need to find the Green Man, and recommends that you come with a tracker named Fland de Allasan A'Lanth a'rysha first.

Leave the city. Just outside the city, on the road, find Fland de Allasan A'Lanth a'rysha. Talk to him and ask for help. He gives you directions.

The Green Man's location is marked on the Chapter 6 map. Find the Green Man near the base of a giant tree.



Talk to the Green Man and say you've come on behalf of Frosgard. He explains the three things he wants done:

- ◆ Erect a new maypole in town.
- ◆ Get seven Frosgard townsfolk to pledge to the Green Man.
- ◆ Get Jarl Tryggva to carve a runestone.

Return to Frosgard City.

To get a new maypole, talk to Soxolf Trygvassen, who's standing near the training hall. Ask what he does. Agree to pay him for a new maypole.

To get the seven pledges, walk around town and ask everyone about the Green Man. When seven people have pledged, the "Green Man" options no longer appear when you initiate conversations.

### Tip

*Avoid teachers and storekeepers. It's the commonfolk who will pledge to your cause. Soxolf, who agreed to make the new maypole, will also pledge to the Green Man.*

Finally, to get Jarl Tryggva to carve a runestone, just visit him (he's in the town hall), and tell him that the Green Man needs a promise. Follow the conversation until he promises the runestone.

When all three tasks are complete, exit the city, return to the Green Man, and tell him you've accomplished his tasks. He promotes any would-be Druids and gives you a Green Man Amulet—a powerful artifact.

### Scholar to Mage

Travel to Thjorgard City. Go to Bembridge University and speak with Johannes Bem, the man behind the counter. Tell him that you wish to become Mages.

He tells you to retrieve Verhoffin's Diary, which may either be in the Verhoffin Ruins on the Isle of Ashes, or somewhere in Drangheim. Take the following steps:



- ◆ Travel to the Verhoffin Ruins, located on the Isle of Ashes.
- ◆ Locate Verhoffin's silver book inside the Verhoffin Ruins. (You need a key from elsewhere within the ruins to access the book).
- ◆ Return to Thjorgard City and tell Johannes Bem about the book.

- Talk to Johannes yet again, and ask him if the book is authentic. He tells you it's not the right one, then gives you a key, which opens a house in Drangheim.
- Travel to Drangheim, and go to the village—not the city, but the village that was terrorized by Yobboes.
- One of the three houses in the village can be unlocked with your key. Go inside.
- There's a crack in the floor with the book underneath. Hit the crack to break open the floor, then take the golden book.
- Return to Thjorgard City and present the new book to Johannes Bem.
- Talk to him again and ask how the new book worked out; you get promoted to Mage.

### Scholar to Lich

Travel to Frosgard. In Frosgard City, look for Skulkil the Dark. He tends to stand near the tavern. Tell him you'd like to ask him some questions; ask if he has any news.

Skulkil gives you the first half of the Lich instructions, and tells you to find the second half of the Lich instructions in the Chasm of the Dead.

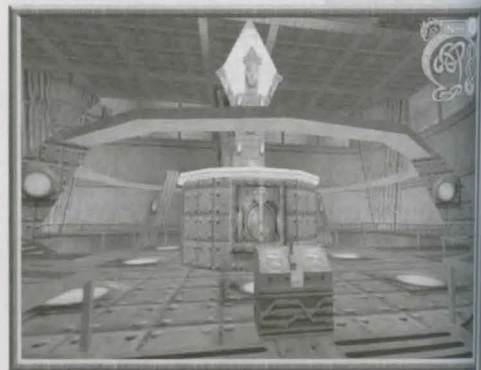
Travel to the Chasm of the Dead in Drangheim. Inside, about halfway down the chasm, find the Lich instructions that you need.

Travel to Yorwick, and go to the Lich Lab. Inside, clear a vast army of undead foes, then:

- Get one jar and one elixir ingredient from the shelves on Level B (the entry level). Get a separate jar and ingredient for each would-be Lich.



- Go to Level A (the top floor). In the room designated on the map, click on the cookpot in the center of the room, then click on the Bunsen burner in the northeast corner of the room. You now have an Elixir of Defedation. (Repeat the process if you have multiple would-be Liches).



- Go to Level C (the basement). In the central chamber, a huge Lich-making machine dominates the room.
- Walk along the catwalk on the upper floor of this room. Throw the lever on the console set a few feet back from the machine.
- Have the would-be Lich(es) drink the Elixir of Defedation.

- Go down to the room's lower floor. Enter the small alcove at the base of the machine and throw the lever. A glass shield descends, and the would-be Liches become Liches.

- Ask Randver a series of pointed questions and he flees; it's apparent that he is the saboteur.
- Return to the tavern and tell Bjarni Herjolfssen what you've discovered.

## Secondary Quests

Secondary quests have no bearing upon the game's main plotline. They're simply interesting challenges. Often, completing a secondary quest rewards your party with gold or experience points.

Secondary quests are listed by the general region in which they're assigned (such as Drangheim, Sturmford, or Guberland). Note that some quests may take you outside the region in which the quest is assigned. For example, a secondary quest assigned in Sturmford might require you to travel to Drangheim.

### Training Village and Isle of Ashes

There are no secondary quests in either the training village or the Isle of Ashes.

### Sturmford

#### Locate the Saboteur

Find out who is sabotaging Sturmford's defenses.

- Visit the Tavern in Sturmford.
- Talk to Bjarni Herjolfssen (no relation to the ruler of Sturmford) at the bar. Buy him a drink and chat. If you're agreeable, he assigns this quest.
- The "operative" is Randver the Storm. Find him on the ground floor of the town hall.

### Retrieve the Manuscript from the Beet Hoven

Ludwig Van, the proprietor of the shop known as the Beet Hoven, often fancies himself a writer. He dropped his manuscript down the drain in his Beet Cellar and is too afraid to go get it.

To complete this quest, go down to the lower level of the Beet Hoven, locate the manuscript at the spot marked on the map (see Chapter 6), then return it to Ludwig.

### She Loves Me, She Loves Me Not

If you talk to Bjarni, Jarl of Sturmford, he asks you to deliver a love letter to Kira the Cold, Jarla of Thronheim. Agree to the task.

Go to Thronheim City and seek out Kira the Cold. Give her the message and listen to her response.

Return to Bjarni and tell him you've delivered the message. When he asks how she reacted to the letter, either response will do. You collect your reward after talking to Bjarni.

### Drangheim

#### Gossip

Talk to Jarl Sigmund. He thinks that the gossip in town is getting out of hand. Find the source of all the misinformation!

Talk to Greudach A'Dorad, who walks around in Drangheim City. Question her about the rumors. She directs you to Marsaili A'Lanth in Sturmford.



Travel to Sturmford City and talk to Marsaili A'Lanth. She's usually walking somewhere around near Bjarni's Longhouse. She refuses to stop spreading gossip.

Return to Jarl Sigmund in Drangheim City and tell him what you've learned. He thanks and rewards you.

### Help Nicolai Get a Job

Find Nicolai standing around in Drangheim City. Talk to him, and discover that he wants a job: a *circus* job.

Travel to Guberland and talk to people at the Gathering. Talk to Thorir Mouth, and learn that he needs help for a circus-style act.

Return to Nicolai and tell him about the job opportunity. He accepts.

Finally, return to Thorir Mouth in Guberland and tell him that Nicolai has accepted the job. You get your reward.

## Guberland

### Win Prizes in the Gathering



The Gathering is essentially a local fair. It's held in Guberland, in the open air.

Several tents at the Gathering host games. Look for a man who sells you tickets to the games. Along with the tickets, he gives you a scroll with game instructions. (The games are also described in the Main Line Quests section of this chapter.)

There are six possible prizes given for winning a game. These are: Wooden Sword, Wooden Shield, Fur Cap, Cloth Gloves, Quilted Armor, and Fuzzy Slippers. Collect and retain the complete set of prizes—you'll use them later for a Main Line Quest.

### Tip

*You can play the same game several times and collect prizes for each victory. Buy more tickets if you run out and still don't have all six prizes.*

### Kill the Dook

Talk to Jarl Markel the Great, and ask what he wants done. He wants you to get rid of the Dook, a would-be Duke whose aspirations reach higher than his spelling ability.

Agree to the task, and visit the Dook's Castle (marked on the Guberland map). Don't fight the guards, just go directly to the Dook and tell him Jarl Markel wants him gone. Tell him you'll use force if necessary. (The "nice" method doesn't work.) When you threaten violence, he agrees to leave.

Return to Markel and let him know you've ridged the Dook to collect your reward.



Note

The Dook and his men never actually leave; they just *say* they're going to. That's good enough for this quest; however, if you plan to get Everstrike for the Ranger Promotion Quest, you'll probably fight the Dook's guards eventually.

Thjorgard

Elemental Thjorad

Bring Gunnar Thjorsmith (proprietor of the armor shop in Thjorgard City) as much Elemental Thjorad as you can. You get the best possible rate for it here.

Tip

*This isn't so much a quest as an ongoing way to make a nice profit.*

Training Hall



Go to the tavern in Thjorgard City. Buy a drink for a grizzled old warrior, Snorri, and he talks about the Warrior's Proving Grounds. He doesn't give you a quest per se, but he does tip you off to the existence of the training hall.

Leave the city. On the main Thjorgard map, locate the training hall and clear it out.

Tip

*When you have successfully completed the training hall dungeon, eligible characters (Mercenary/Gladiator/Assassin) gain a one-time bonus of +5 to Might and Endurance.*

When you've defeated everything in the training hall, return to Snorri in the Thjorgard City tavern.

Snorri tells you about a dragon and sends you off to talk to Leffery Caid in Lindisfarne Monastery. Check out the Lindisfarne section for details on the follow-up quest.

Frosgard

Strange Brew

Go to Brewmaster Smith in the tavern in Frosgard City. Ask if there's anything you can do for him. He tells you about a new beer that he wants to sell in Guberland. Agree to try to sell it for him.

Go to the tavern in Guberland City and talk to the bartender. Tell her that the ale was made by the Brewmaster himself, *not* by the apprentices. Accept the 500 gold.

Return to Brewmaster Smith in Frosgard City for your reward.

### Thronheim

#### The Midwife

Ealusaid A'Norta a'thrakan ("the midwife") is in the northeast corner of Thronheim City, near where the Desert Terror gets loose.

She wants to be a healer/midwife, but she needs information. Such information could come from a Black Orb of Knowledge. Talk to her and tell her that you'll get one of these orbs for her.

She tells you that Mad Wizard Robinssen in Yorwick has one of these orbs.



Travel to the Wizard's Lab in Yorwick. Inside, find Robinssen. (Refer to Chapter 6 for details.)

Ask Robinssen for assistance, and buy the Black Orb of Knowledge from him for 2,000 gold.

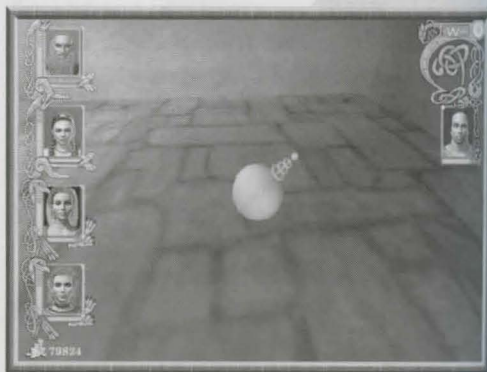
Return to Thronheim City and give the Black Orb to the midwife to gain your reward.

#### Deliver a Message

Go to the tavern in Thronheim City and talk to Dagfari the Peevish. He gives you a quest to deliver a message containing bad news to the Temple of Ratatosk.

Deliver the news to Erlend the Nay-Sayer at the Temple of Ratatosk. It's near Kira's castle. When the message has been delivered, return to Dagfari in the tavern for your reward.

#### The Orbs of Linking



Talk to Brynhildr in the bank in Thronheim City. She gives you a quest to find the six Orbs of Linking and install them in the banks of Chedian's six major towns.

The Orbs are in the Inventa Storca. Go there and collect all six.

Now visit the six banks of Chedian, and install all six. Return to Brynhildr for the reward.

From this point on, Safe Deposit boxes appear in all the banks.

Lindisfarne  
Missing Relic

**Tip**

*You can't do this quest until after you've completed the Training Hall Secondary Quest in Thjorgard. At the end of that quest, Snorri tells you to talk to Leffery Caid in Lindisfarne Monastery.*

Following Snorri's advice, go to Lindisfarne Monastery and talk to Leffery Caid (the blue-robed priest at the main altar). Tell him you want to summon the dragon.

He tells you there's a problem: The monastery's holy relic has been stolen by a wizard named Ramnivar, so the priests have been forced to put a fake relic in its place to fool the pilgrims. The real relic is necessary to summon the dragon, so you need to retrieve it.

Travel to Yorwick and enter the Wizard's Lab. On a table inside, you'll find the Holy Relic. (It's just a small white bone.)

When you have the relic, return to Lindisfarne Monastery and hand it over to Leffery Caid. He thanks you and gives you your reward.



Summon the Dragon



After you've cleared out the training hall in Thjorgard and returned the Holy Relic to Lindisfarne Monastery (see the quest detailed above), you can go into the Dragon's Cave and fight the dragon.

**Tip**

*The dragon won't show up until the relic is returned.*

The Dragon's Cave is in Lindisfarne; refer to the map in Chapter 6 for its precise location.

This dragon is tougher than anything else you'll encounter in the game. It has about a billion hit points. Therefore, we recommend taking on the dragon *only* after beating the rest of the game. Even then, you'll have trouble unless you really pumped up your characters.

If and when you do decide to attack the dragon...good luck. Killing it is the only requirement here. Ignore the occasional Winged Mutants that appear; they're actually useful, as they attack the dragon and momentarily distract him.

When the dragon is slain, collect loot from the black chests, and rest assured that you've beaten the toughest challenge the game can offer.

### Yorwick

#### Find Mary's Sheep

Mary, a little girl in the middle of the village at Yorwick, has lost her pet sheep. The sheep is actually in plain sight to the east, near an entrance to the Connecting Tunnel. Click on the sheep (be sure not to attack it!) and it follows you back to Mary. Talk to Mary again to finish this minor quest.

### Arslegard

#### Divine Justice

Go to the Hall of the Gods, and talk to Fre. The gods are not pleased with the growing popularity of the Temple of Honk. The Great Honk is, after all, only the pet of the gods. Fre wants you to go to the Temple of Honk and steal the Golden Honk, then kill any temple members that get in your way.



Go to the Temple of Honk; it's in Guberland. Inside, take the Golden Honk from the altar. The Honks become hostile as soon as you steal either the key to a locked door or the Honk itself, or whenever you attack one of them.

Return to Fre in the Hall of the Gods, and present the Golden Honk to claim your reward.

#### The New Bathhouse



Talk to the bartender in Arslegard. He purchased an unused Bathhouse and plans to open it soon. One of his most important clients will be Krohn, King of the Gods. Unfortunately, the previous occupant failed to secure the doors, and some nasty critters now inhabit it.

**Tip**

*Ebora, the demoness you released when you re-opened the Thjorad Mine in Thjorgard, has taken up residence in the Bathhouse.*

To complete the quest, get rid of Ebora and her Concubines. Attack the Concubines but stay away from Ebora. She leaves when the Concubines are dead. Return to the bartender for your reward.

**Tip**

*Clean the whole place out to get at a black chest in the back. Refer to Chapter 6 for details.*

**The Spear of Hanndl**

Hanndl, the gatekeeper of Arslegard City, is the owner of a grand weapon known as Gungnir. One day, while on duty, he dropped his staff from Arslegard down to Chedian. It is very important to him, but he can't leave his post to retrieve it.

Talk to Hanndl at the gates of Arslegard City and ask him why he looks unhappy; he tells you about the missing spear. Now talk to Fre in the Hall of the Gods and ask *her* about the missing spear. She tips you off that it's in western Thronheim.

The spear is located in the Inventa Storca in Thronheim. Travel to Thronheim, clear out the Inventa Storca, and look for Gungnir in a black chest hidden under a floor plate. The map in Chapter 6 shows its precise location.

Return the spear to Hanndl for your reward.

**Tip**

*Gungnir is a very powerful spear. If you don't have many great weapons, delay returning it until you find something comparable.*





## CHAPTER SIX

# ATLAS OF CHEDIAN

**T**his chapter contains maps and descriptions of every location in Chedian. Important locations such as shops, castles, and passages to other regions are marked on the maps. The listings are by region.

Quests and quest-related items and locations are mentioned in this chapter, and locations are marked on the maps. However, refer to Chapter 5 for full details on how to beat individual quests.

Townfolk, including the teachers that can instruct your characters in important skills, walk around town during the day and sleep at night. Although they stick to a particular area during the day, marking their locations on the map would be misleading. Therefore, we don't mark teachers on the maps; the entry for each city has a table that lists teachers, along with notes on where you'll find them.

## Tip

Each map in the game has a refill rate—the rate at which the creatures you've killed and the treasures that you've taken are replaced. Quest-related creatures and treasures, however, don't refill.

Loose items that you leave on the ground are cleared away during the refill.

Indoor dungeons and ruins refill the fastest—in about half a year (150 days). A few may take 300 days to refill.

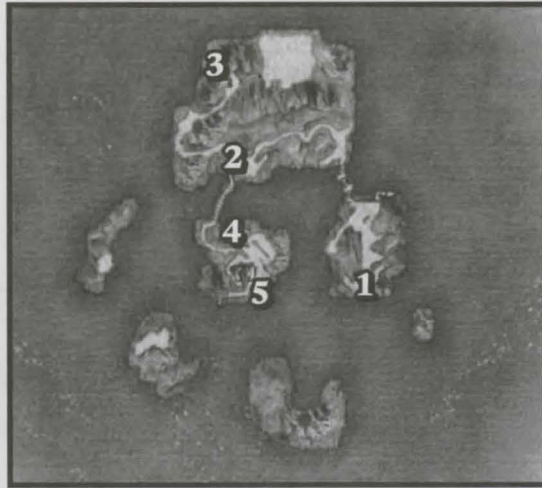
Outdoors areas and cities take the longest to refill—about two years.

## Legend

Each map features an information box. The values in these boxes are as follows:

<b>Perception:</b>	Required to notice secret doors and other hidden features on the map; values go from 0 to 20
<b>Lock Difficulty:</b>	Relative difficulty of the locks in this dungeon range from 0 to 20
<b>Trap Deadliness:</b>	Measures how deadly chest traps are in this area, on a scale from 1 to 10
<b>Treasure Value:</b>	Measures the value of the random treasures found on this map, on a scale from 1 to 6 (1 is the worst; 6 means they're all artifacts)
<b>Creatures:</b>	The types of creatures found on this map
<b>Refill:</b>	The rate (in days) at which the map is repopulated with creatures and treasures

## Isle of Ashes



<b>Perception:</b>	0
<b>Lock Difficulty:</b>	0
<b>Trap Deadliness:</b>	1
<b>Treasure Value:</b>	1
<b>Creatures:</b>	Skeletoids, Dragonflies
<b>Refill:</b>	600

## Isle of Ashes Locations

No.	NAME	NOTES
1	Start	This is where your party starts the game.
2	Forad Darre	Forad is an NPC who will join your group after you accept the quest from Yrsa.
3	Yrsa	Yrsa is a mysterious old woman who asks your party to kill some Dragonflies and tells you to unite the clans of Chedian.
4	Verhoffin Ruins	Map follows.
5	Book	After getting the key from Yrsa, unlock the door to this book. Touching the book teleports the party to Sturmford. Before you leave, loot the chest in this room.

### Notes

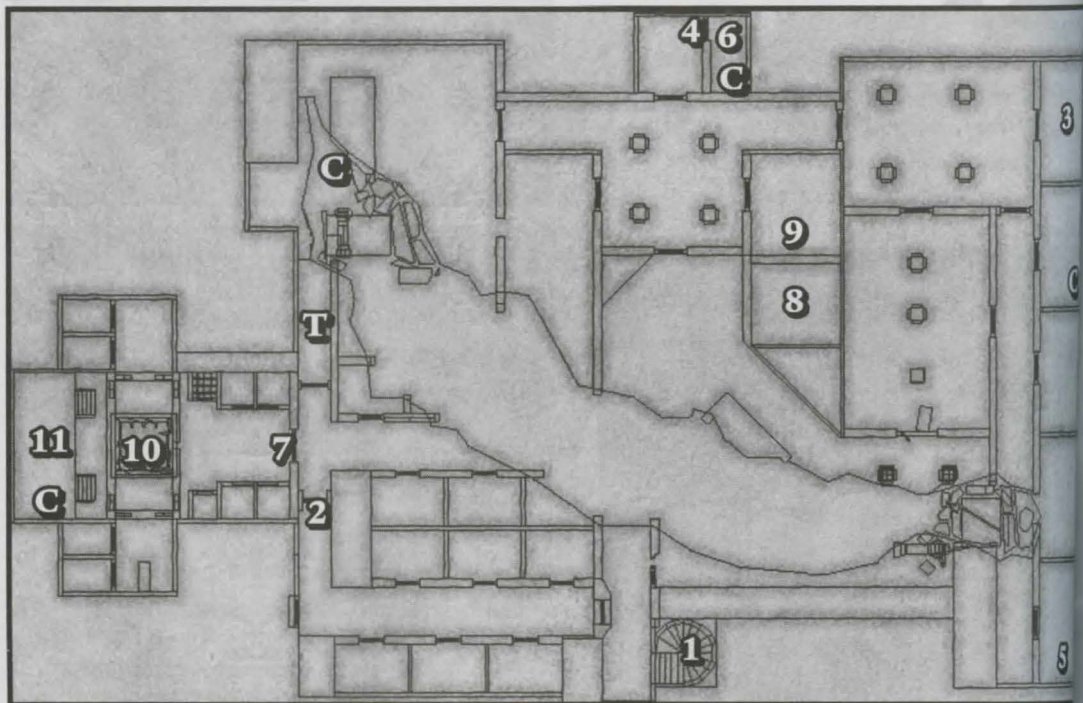
The Isle of Ashes is your starting locale. It's a small, barren place with only a couple of characters (Forad and Yrsa) and a single dungeon, the Verhoffin Ruins.

The monsters on this island chain are manageable; take your time and clean them all

out. The experience and gold they net you will get you off to a good start. Avoid Verhoffin Ruins until your party is very experienced.

Look for a pedestal that grants temporary Might bonuses, located along the path to Yrsa. The well beside Yrsa's house heals hit points.

### Verhoffin Ruins



### Caution

Save exploring the Verhoffin Ruins for later; the monsters in here are *way* too tough for a party with poor equipment and zero training.

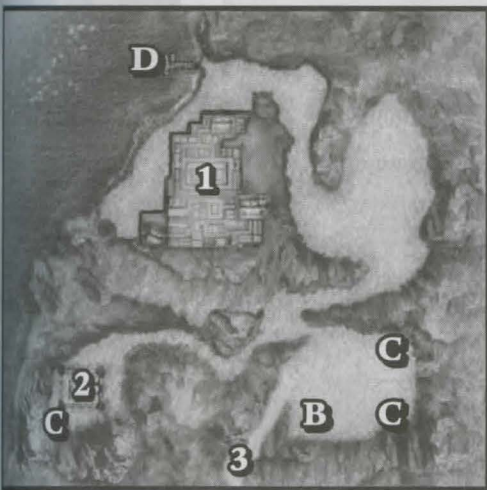
Perception:	0
Lock Difficulty:	0
Trap Deadline:	1
Treasure Value:	4
Creatures:	Skeletons, Banshees, Zombies
Refill:	600



## Verhoffin Ruins Locations

No.	NAME	NOTES
1	Entrance	—
2	Barred Door	Break the bar to open this door.
3	Scrap of Diary	—
4	Locked Door	You need the key from Area 5 to open this door.
5	Key and Scrap of Diary	The key opens the door at Area 4.
6	Verhoffin's Diary	This book is needed for the Mage Promotion Quest.
7	Locked Door with Pentagram	There's a pentagram on the floor in front of this door. The door won't open until Act III.

## Sturmford



Perception:	3
Lock Difficulty:	3
Trap Deadliness:	2
Treasure Value:	2
Creatures:	Dragonflies, Thralls, Basilisks
Refill:	600

No.	NAME	NOTES
8	Valve Wheel Room	This room has a valve wheel on each of its four walls.
9	Flood Release Button	A button on the wall makes the water recede if you accidentally flood the area.
10	Trap	Watch out for a ceiling bar that swats you into this pit.
11	Pedestal	Place the Capstone of Order here in Act III.
C	Chest	—

## Sturmford Locations

No.	NAME	NOTES
1	Sturmford City	Map follows.
2	Anskram Keep	Map follows.
3	Path to Drangheim	This path leads to Drangheim, but boat travel will get you there faster.
C	Chest	—
B	Barrel	—
D	Docks	Offers travel to limited locations.

## Notes

Sturmford is the first region you visit after the Isle of Ashes. It shares an island with Drangheim, so most of your early adventures will be in Sturmford and Drangheim.

Sturmford has a single large city, which features a wide array of combat skill teachers; it's a great place to improve your low-level or mid-level characters' combat skills.

Beet Hoven is a two-level dungeon beneath Sturmford City. It's the focus of a Secondary Quest and a great place to gain experience and gold for early-level characters.



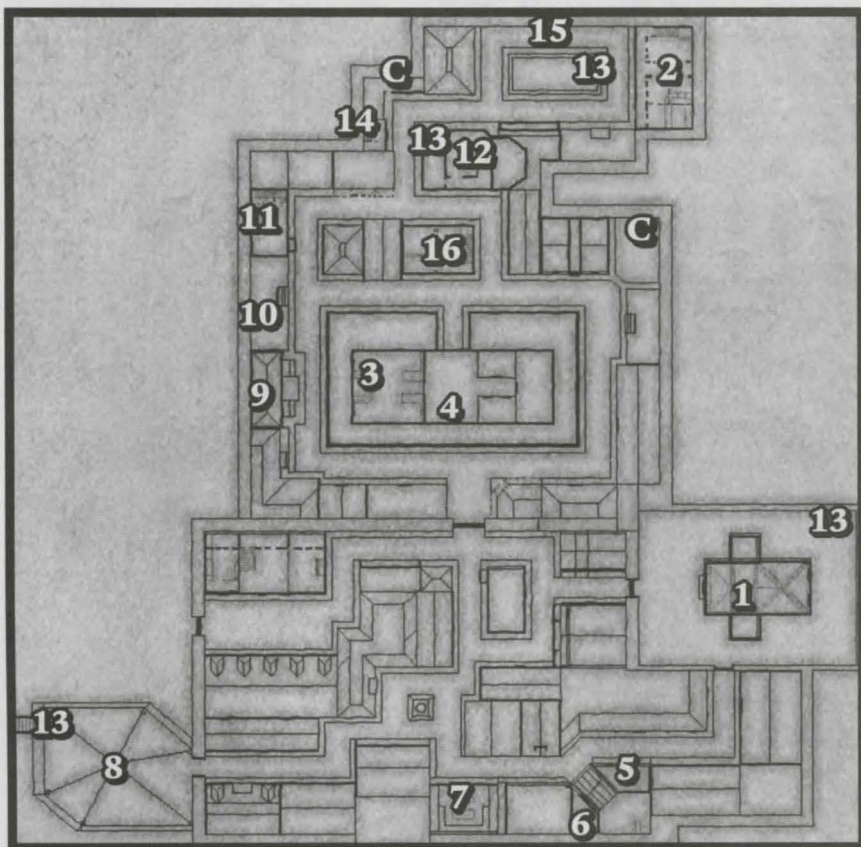
Anskram Keep is northeast of Sturmford City and is the focus of *two* tasks required to advance the game's central plotline.

Groups of Dragonflies are scattered across the map, Field Thralls huddle around fires in the northern areas, and dangerous Basilisks lurk near the walls of Anskram Keep.

### Tip

*Sturmford City is a great place to learn most combat skills up to the Master level.*

### Sturmford City



Perception:	2	Treasure Value:	3
Lock Difficulty:	2	Creatures:	—
Trap Deadliness:	2	Refill:	600

## Teachers

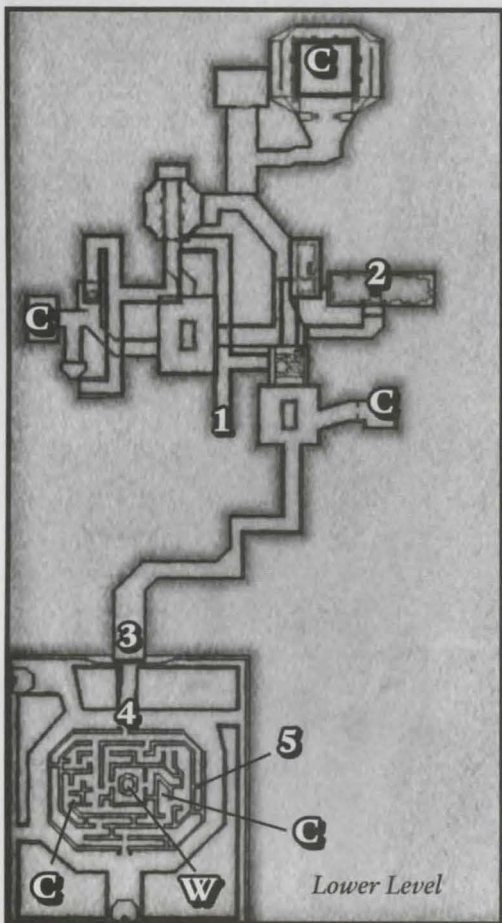
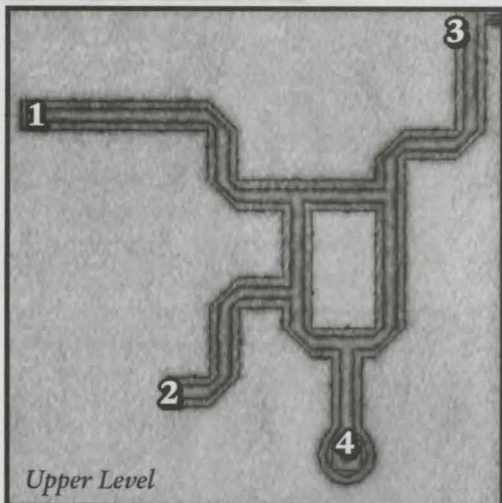
SKILL	TRAINS TO LEVEL	TEACHER NAME	FAVORITE SPOT
Armor	Master	Devlin A'Norta A'Meich	Southern Streets
Armsmaster	Master	Adotette Haji	Southern Streets
Blade	Master	Katrina Vianni	North Central Streets
Bow	Master	Lilie A'Ghrice	Near Bjarni's Longhouse
Cudgel	Master	Hafgrim Shorthands	North Central Streets
Dodge	Master	Leppa the Shy	Near Bjarni's Longhouse
Shield	Master	Olrun Fjalldotir	Near Bjarni's Longhouse
Spear	Master	Mirjam Thjordotir	North Central Streets
Thrown	Master	Eskil Tryygvasen	Near Bjarni's Longhouse
Unarmed	Master	Hildir Fjalldotir	Near Bjarni's Longhouse

## Sturmford City Locations

No.	NAME	NOTES	No.	NAME	NOTES
1	Temple	—	14	Hatlati's Home	Visit this place during the Paladin Promotion Quest.
2	Tavern	You can begin the "Locate the Saboteur" Secondary Quest here.	15	City Entrance	There is a southwestern entrance.
3	Bjarni's Longhouse	This is where you find Bjarni, the ruler of Sturmford.	16	Town Hall	Upstairs is Fridleif Gjukissen, who assigns the Gladiator promotion; the bottom floor contains Randver the Storm, a saboteur.
4	Town Portal Stone	—	C	Clover	Pick these for skill points.
5	Armor Shop	—			
6	Weapon Shop	—			
7	Magic Shop	—			
8	Level Training	You can train only up to level 15 here.			
9	Bank	—			
10	Library	—			
11	General Store	—			
12	Ludwig's House	This house contains Ludwig, who gives you the "Retrieve the Manuscript" Secondary Quest.			
13	Beet Hoven Entrance	Map follows. There are several entrances to the Beet Hoven. The best is in the northeast, near the training area; it has convenient stairs, and you can train immediately after exiting.			



### Beet Hoven



Beet Hoven is a two-level dungeon located beneath Sturmford City. It's a good starting dungeon for early-level parties. Save the game before opening crypts and chests, because the traps here are deadly to low-level characters.

In a narrow tunnel in the lower level, find the manuscript needed to complete the "Retrieve the Manuscript" Secondary Quest (see Chapter 5).

<b>Perception:</b>	10
<b>Lock Difficulty:</b>	10
<b>Trap Deadliness:</b>	6
<b>Treasure Value:</b>	3
<b>Creatures:</b>	Lobbers, Skeletoids, Skeleton Rotters, Flying Ickies
<b>Refill:</b>	300

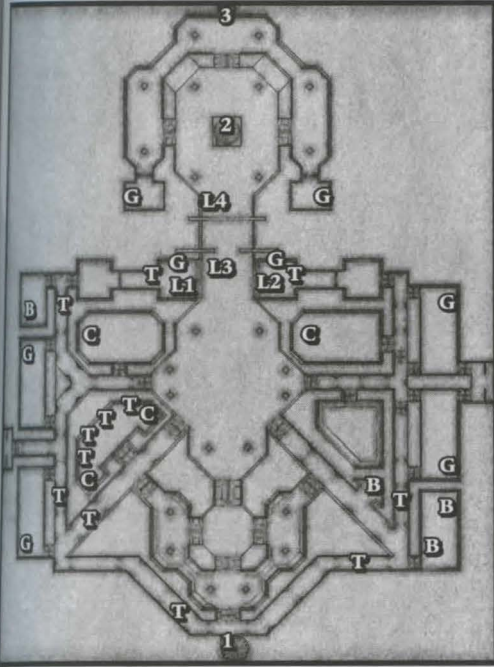
### Beet Hoven Upper Level Locations

No.	NAME	NOTES
1	Near Tavern Exit	—
2	In House Exit	—
3	Near Training Exit	—
4	To Lower Level	—

### Beet Hoven Lower Level Locations

No.	NAME	NOTES
1	Manuscript	The item needed for a Secondary Quest (see Chapter 5).
2	To Upper Level	—
3	Door to Skeleton Maze	It's opened by the nearby level.
4	Skeleton Maze	Maze contains Skeletons, Skeletoids, and chests.
5	Secret Door to Chest	—
C	Chest/Crypts	Crypts may contain items or monsters. Item-containing crypts are trapped.
W	Well	Party gains +5 Speed (permanent).

## Anskram Keep



The levers near the southern end of the keep open a pair of double doors. To get through the doors, throw L1 and L2 to reveal L3, then throw L3 and run through the massive doors as one opens and the other closes. Alternately, leave and re-enter through the ground-level entrance.

<b>Perception:</b>	12
<b>Lock Difficulty:</b>	12
<b>Trap Deadliness:</b>	7
<b>Treasure Value:</b>	3
<b>Creatures:</b>	Imps, Nagate, Flying Ickies
<b>Refill:</b>	300

## Anskram Keep Locations

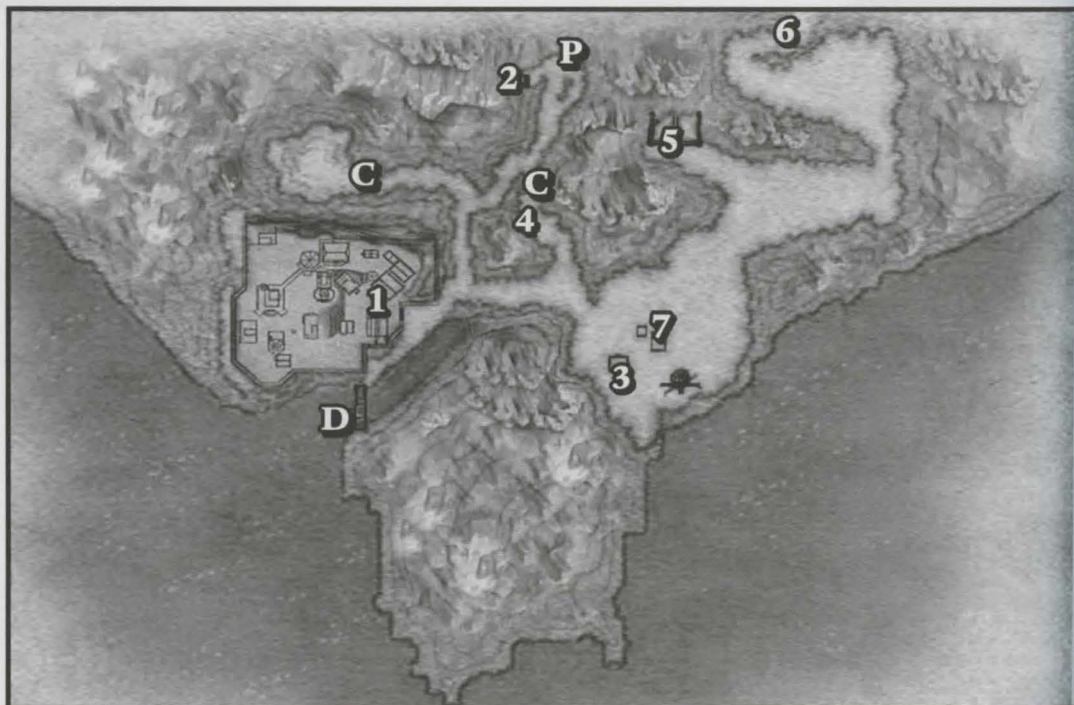
No.	NAME	NOTES
1	Entrance	This where you <i>should</i> enter.
2	Big Imp	This appears after Bjarni's quest is finished; Bjarni's men appear and slay it.
3	Entrance near Front Gate	—
G	Imp Generators	Kill all the Imps that emerge. When the Imps disappear, you'll know the generator is destroyed.
L1	Levers	Throw both of these levers to activate lever L3.
L2	Levers	Throw both of these levers to activate lever L3.
L3	Inner Door Lever	This opens the inner door.
L4	Outer Door Lever	This opens the outer door.
T	Traps	—
C	Chests	—
B	Barrels	—

Anskram Keep is the focus of two Main Line Quests. Bjarni of Sturmford sends you here to clear out all the monsters, while Sigmund, ruler of Drangheim, sends you to destroy the defenses. You *can* accomplish both tasks without making the opposing rulers angry.

Find a broken section of wall to gain entry. Hack at this section until it crumbles; crawl in.

There are two entrances to the keep proper. One is on ground level, and one is up high. Take the tower stairs to reach the higher entrance; this is the one you want because the whole keep is inaccessible from the ground entrance.

### Drangheim



#### Drangheim Locations

No.	NAME	NOTES
1	City Entrance	Map follows.
2	Chasm of the Dead	Map follows.
3	Village/Secret Entrance to Prison	Go down the well to access the secret entrance.
4	Yobboe Camp	Kill the Yobboes after talking to Keith Bloodaxe.
5	Drangheim Prison	Map follows.
6	Passage to Sturmford	—
7	Locked House	This house contains Verhoffin's Diary, but you receive the key only if you're on the Mage Promotion Quest.
C	Chests	—
D	Docks	—
P	Pot	The party gains +5 Elemental Resistance (permanent).

<b>Perception:</b>	3
<b>Lock Difficulty:</b>	3
<b>Trap Deadline:</b>	2
<b>Treasure Value:</b>	2
<b>Creatures:</b>	Dragonflies, Thrall, and Thieves
<b>Refill:</b>	600

#### Notes

Drangheim is similar to Sturmford. Both areas have comparatively safe outdoor areas, lots of weapon skill teachers, and easy Secondary Quests.

However, while Sturmford's dungeon areas are mild, Drangheim's Prison is nasty, and the Chasm of the Dead is terrifying.

## Drangheim City



Perception:	2
Lock Difficulty:	2
Trap Deadliness:	2
Treasure Value:	2
Creatures:	—
Refill:	600

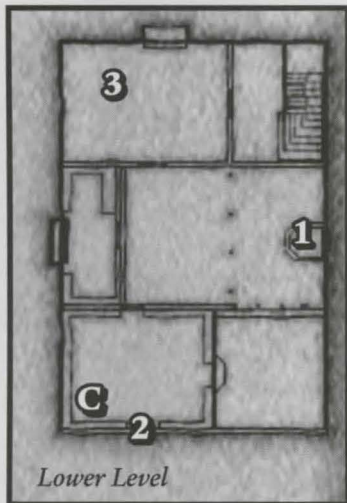
## Drangheim City Locations

No.	NAME	NOTES
1	City Entrance	—
2	Kluso's House	Map follows. Break in to complete the Assassin Promotion Quest.
3	Jarl and Town Portal Stone	Sigmund is the Jarl of Drangheim, and the Town Portal stone is in his room.
4	Jarl's Castle	—
5	Temple	Find Keith Bloodaxe, who promotes Crusaders, here.
6	Bank	—
7	Training Hall	—
8	Weapon and Armor Shop	—
9	Tavern	Find Atli the Quick, who gives out Assassin promotions.
10	Nicolai Ironfist	For a small reward, try to find Nicolai a job.
M	Magic Store	—
B	Barrels	—
C	Clover	—

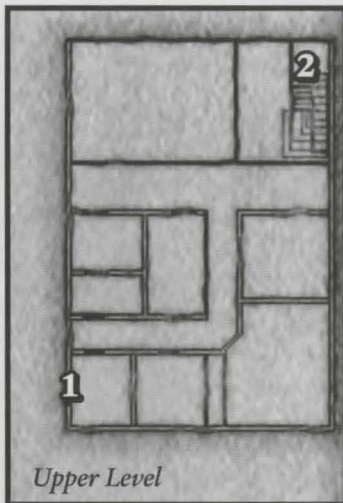
## Teachers

SKILL	TRAINS TO LEVEL	TEACHER NAME	FAVORITE SPOT
Armor	Master	Fasolt Hreidmarssen	Lower Level
Armsmaster	Master	Krej Matlal	Upper Level
Blade	Master	Hagar the Horrible	Upper Level
Bow	Master	Aefantid A'Feslo	Upper Level
Cudgel	Master	Cermak Atlor	Upper Level
Dodge	Master	Cassidy A'Dorad	Lower Level (Palace)
Shield	Master	Rannveig Hafgrimdotir	Lower Level
Spear	Master	Comghan A'Dorad	Lower Level
Thrown	Master	Thorhalla the Short	Upper Level
Unarmed	Master	Galvin A'Mor	Lower Level

### Kluso's House



Lower Level



Upper Level

Perception:	17
Lock Difficulty:	17
Trap Deadliness:	8
Treasure Value:	3
Creatures:	Town Guards Nobleman
Refill:	150

Steal a dagger from this house for the Assassin Promotion Quest. There are two entrances—the front door and an upstairs window, which you can reach via a ladder. Enter through the window. All the upstairs guards are asleep; ignore them.

Begin at the stairs leading down, and pick off the lower-level guards. Get them to chase you up the stairs. Kill them one or two at a time, then kill Kluso.

The dagger you need is in the library on the mantle. Before you take it, though, look in the black chest nearby. Black's Heart, an extremely potent Assassin weapon, is inside.

Take the dagger from the mantle. This trips an alarm and brings in many more guards. Don't fight them; escape out the front door.

### Kluso's House, Lower Floor Locations

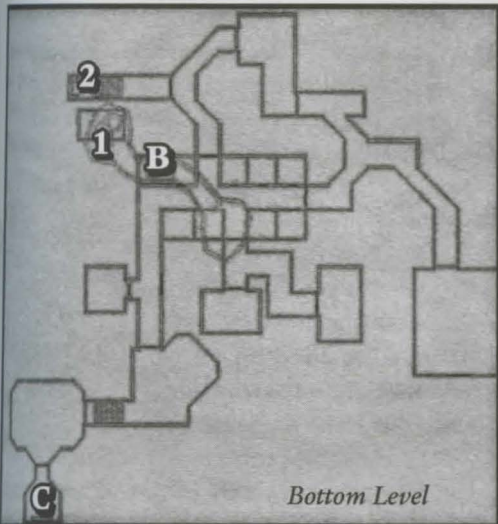
No.	NAME	NOTES
1	Front Door	—
2	Dagger	This is a quest item.
3	Lord Kluso	—
C	Chest	—

### Kluso's House, Upper Floor Locations

No.	NAME	NOTES
1	Entrance	This is the window entrance.
2	Stairs	These stairs lead down to the lower level.



## Drangheim Prison



Breaking into Drangheim Prison is one of your earliest quests, but wait until later to come here.

Use a stealthy method (the cook's secret passage) to avoid some of the guards. However, you get good treasure and experience if you barge in and kill everyone.

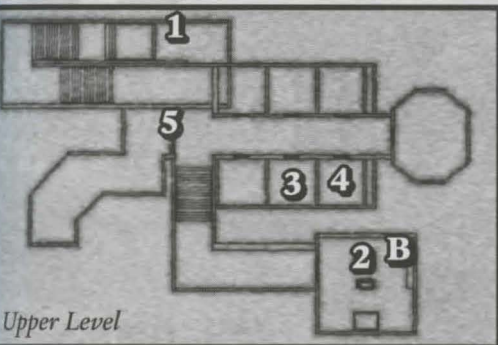
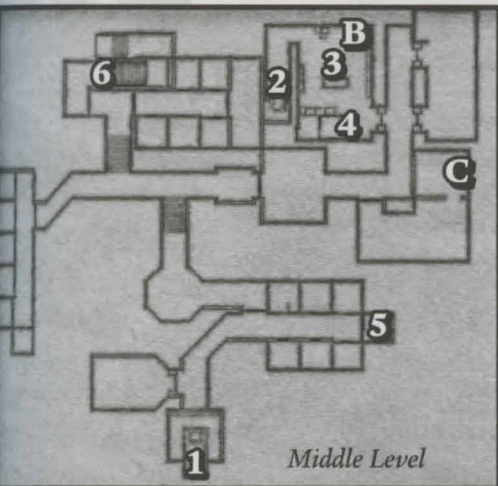
<b>Perception:</b>	12
<b>Lock Difficulty:</b>	12
<b>Trap Deadliness:</b>	7
<b>Treasure Value:</b>	3
<b>Creatures:</b>	Guards, Nagate, Lobbers
<b>Refill:</b>	300

## Drangheim Prison, Bottom Level Locations

No.	NAME	NOTES
1	Entry from Well	This is the secret entrance from the village well.
2	Secret Passage to Kitchen	This ladder leads up to Level 2. Slide open the secret panel to reach the kitchen.

## Drangheim Prison, Middle Level Locations

No.	NAME	NOTES
1	Main Entrance	You arrive here if you entered by the front door.
2	From Secret Lower Level Entrance	A secret panel alongside the ladder allows you into the kitchen.
3	Cook	Talk to the cook; tell him the truth, and he'll open a secret passage leading up.
4	Secret Passage Upstairs	The cook opens this secret
5	Levers for Cells	—
6	Stairs to Top	These stairs lead to the top floor (if you ignore the cook's secret passage).
C	Chest	This is a black chest—it's guaranteed to have great treasure.



### Drangheim Prison, Upper Level Locations

No.	NAME	NOTES
1	Stairs Leading Down	—
2	Secret Entrance from Kitchen	The cook's passage leads here.

No.	NAME	NOTES
3	Cook's Brother	Rescue him to make the cook happy.
4	General Ivsar	You need to rescue this man.
5	Lever to Cells	The lever on the far right frees General Ivsar.
B	Barrel	—

### Chasm of the Dead



This is a nasty dungeon. Visit this place for the Crona Kiga and the Lich instructions (if you plan to make any party members into Liches).

Stay away from this place if you feel insecure. Wait until you're extremely tough. Bring strong NPCs.

The dungeon is fairly straightforward despite its size. There are several traps, plus treasure chests and monsters everywhere. The undead monsters tend to reappear once before you permanently kill them; keep your guard up.

The level consists of an upper level, a path down to the bottom of the chasm, a middle level along the way, and a final level at the bottom. The good stuff is at the bottom.

<b>Perception:</b>	15
<b>Lock Difficulty:</b>	15
<b>Trap Deadliness:</b>	7
<b>Treasure Value:</b>	6
<b>Creatures:</b>	Skeletons, Imps, Ghosts, Zombies, Mummies
<b>Refill:</b>	300

## Chasm of the Dead Locations

No.	NAME	NOTES
1	Entrance	—
2	Lich Instructions	These instructions are atop a small pyramid, surrounded by mummies.
3	Unusual Trap	Spring the trap and move back before it drops you into a pit. Get onto it; it moves you up into a wall compartment where there's a black chest! Loot the chest, then look for a small wall button, which gets you back to the hallway.

No.	NAME	NOTES
4	Crona Kiga	The Crona Kiga is on a pedestal in this room full of mummies.
T	Trap	—

## Guberland



## Guberland Locations

No.	NAME	NOTES
1	City Entrance	Map follows.
2	Temple of Honk	Map follows.
3	Dook's Castle	Map follows.
4	The Gathering	—
5	Old Hag's Lair	—
D	Docks	These docks are the gateway to the rest of Chedian.

## Notes

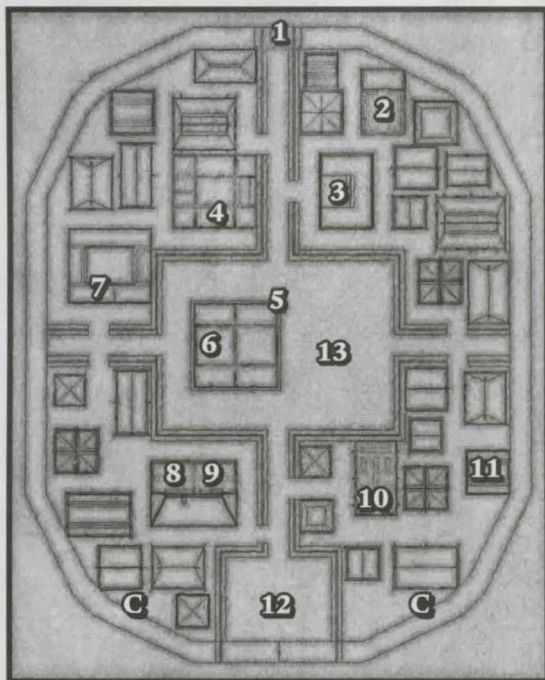
Guberland is important for several reasons. For one thing, it contains the first magic skill teachers you'll encounter. By the time you arrive, your Initiates will be hungry for training.

Also, the ships that sail from Guberland's docks travel almost everywhere. Contrast this with the docks at Sturmford and Drangheim, where the ships go practically nowhere.

Finally, where else on Chedian can you play carnival games and win a pair of Fuzzy Slippers?

Perception:	4
Lock Difficulty:	4
Trap Deadliness:	3
Treasure Value:	2
Creatures:	Dragonflies, Thieves
Refill:	600

### Guberland City



Perception:	2
Lock Difficulty:	2
Trap Deadliness:	2
Treasure Value:	2
Creatures:	—
Refill:	600

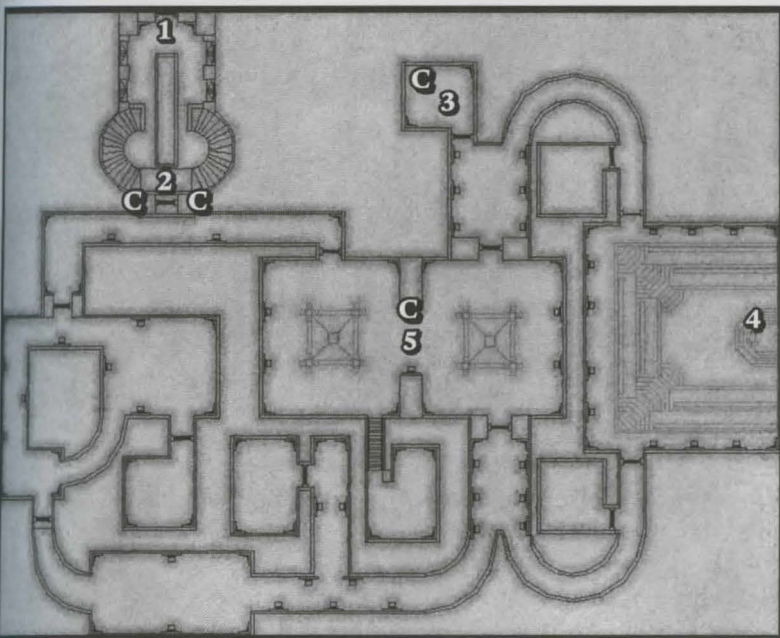
### Teachers

SKILL	TRAINS TO LEVEL	TEACHER NAME	FAVORITE SPOT
<b>Dark Magic</b>	Master	Bohus Kinar	Northeast Quarter
<b>Elemental Magic</b>	Master	Peterk Olin	Northeast Quarter
<b>Light Magic</b>	Master	Treshi Yatol	Northeast Quarter
<b>Meditation</b>	Master	Hrapp Tjorvissen	Northeast Quarter
<b>Spirit Magic</b>	Master	Rya Fremi	Northeast Quarter

### Guberland City Locations

No.	NAME	NOTES
<b>1</b>	City Entrance	—
<b>2</b>	Magic Shop	—
<b>3</b>	Bank	—
<b>4</b>	Tavern	—
<b>5</b>	Nurtigan	Cure Nurtigan of his madness for the Healer Promotion Quest.
<b>6</b>	Jarl	Here you'll find Jarl Markel the Great.
<b>7</b>	Temple	Here you'll find Tjolnir, who promotes Initiates to Healers and Gray Slemnir, who promotes Healers to Priests.
<b>8</b>	Weapon Shop	—
<b>9</b>	Armor Shop	—
<b>10</b>	Apothecary	Buy books and general items here; you'll travel here if you decide to cure Nurtigan.
<b>11</b>	Town Portal Stone	Someone is using it as their table.
<b>12</b>	Training	—
<b>13</b>	Well	The party gains +5 Speed (permanent).
<b>C</b>	Clover	—

Temple of Honk



<b>Perception:</b>	8
<b>Lock Difficulty:</b>	8
<b>Trap Deadliness:</b>	5
<b>Treasure Value:</b>	2
<b>Creatures:</b>	
	Honk Worshipers, Mean Geese
<b>Refill:</b>	600

This is home to Guberland's resident crackpot religion, the goose-worshipping Honks. Late in the game, you receive a Secondary Quest instructing you to steal the Honks' religious icon, the Golden Honk.

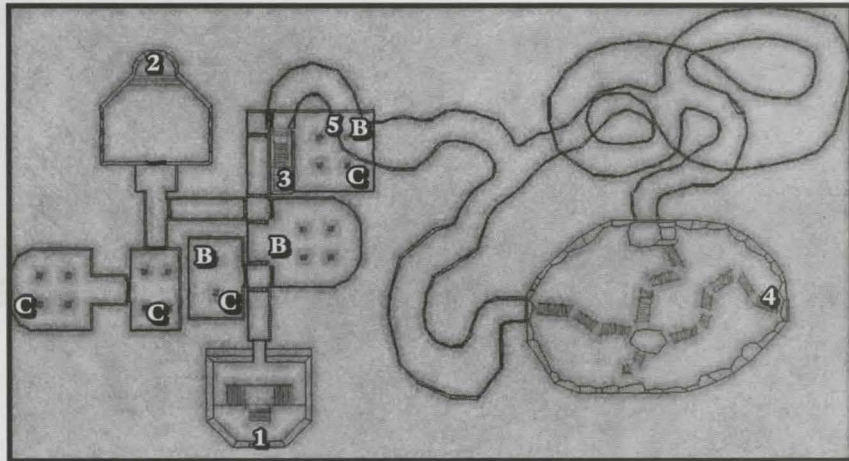
Don't be fooled by their downy white appearance; these priests are mean. Their pet geese are quite vicious as well.



Temple of Honk Locations

No.	NAME	NOTES
1	Entrance	—
2	Secret Door	Open this and grab treasure from the chests.
3	Key	Grab this key before making a break for the Golden Honk.
4	Golden Honk	You need this item for a Secondary Quest assigned by Fre.
5	Central Chamber	The biggest concentration of Honks is in here.
C	Chest	—

### Dook's Castle



<b>Perception:</b>	8
<b>Lock Difficulty:</b>	8
<b>Trap Deadliness:</b>	5
<b>Treasure Value:</b>	3
<b>Creatures:</b>	Dook's Militia, Winged Mutants, Trellborgs
<b>Refill:</b>	600

The Dook's castle is a tough locale. However, depending on what you want from it, you might not have to fight.

If you are fulfilling Jarl Markel's Secondary Quest of getting rid of the Dook, verbally threaten him with the use of force. He'll back down and say he's leaving; report to Markel that the Dook is leaving. Fighting is unnecessary.

#### Tip

*The Dook never actually leaves; he just says he's leaving. Tell Markel you succeeded, though.*

However, if you snoop around in restricted areas of the castle, the guards will attack.

If you fight (which you'll need to, if you're doing the Ranger Promotion Quest), go to a spot with only a few guards and attack them. Pick them off by twos and threes instead of entering a forbidden area and getting the whole army at once.

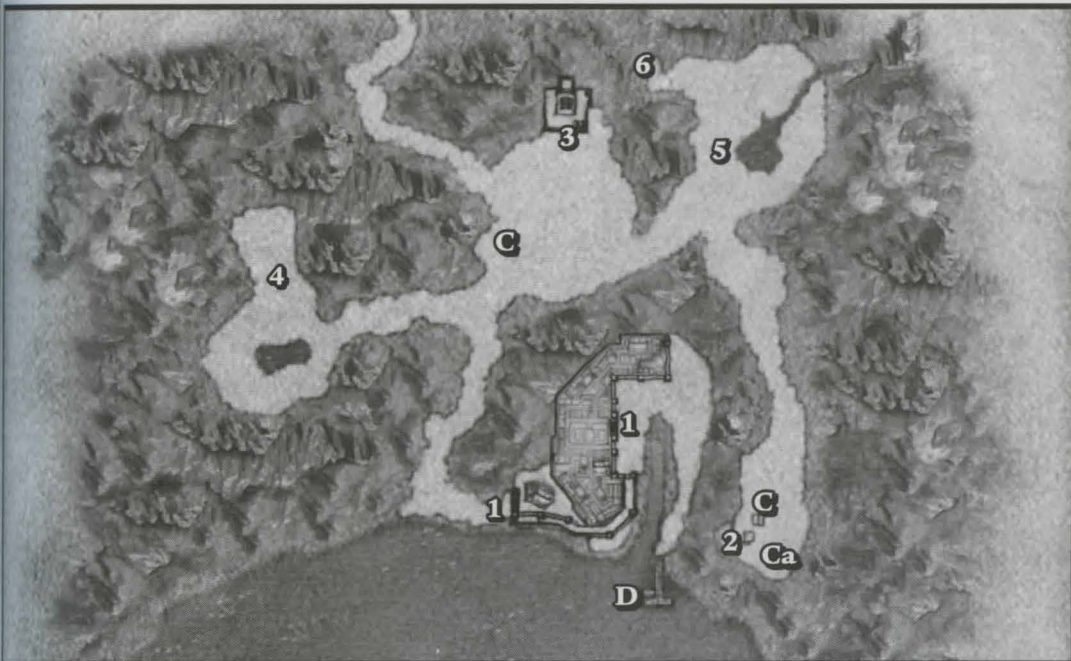
The caverns below contain Trellborgs, and a water-filled cavern contains Winged Mutants. Kill all the Mutants before jumping along the bridges to collect Everstrike from a black chest.

### Dook's Castle Locations

No.	NAME	NOTES
1	Entrance	—
2	The Dook	Threaten him with force, and he'll back down.
3	Underground Entrance	—
4	Everstrike	Everstrike, a bow needed for the Ranger Promotion Quest, is in a chest.
5	Shield	Activate this shield on the wall. It opens the passage leading down to the caverns.



# Thjorgard



Perception:	3
Lock Difficulty:	3
Trap Deadliness:	2
Treasure Value:	3
Creatures:	Flying Ickies, Thieves, Gezzampt
Refill:	600

## Notes

Thjorgard is a tough region, filled with tough enemies. The training hall is a great place to get experience and loot if you can't get enough combat in the outlying regions; you can fight in Thjorgard City's Arena.

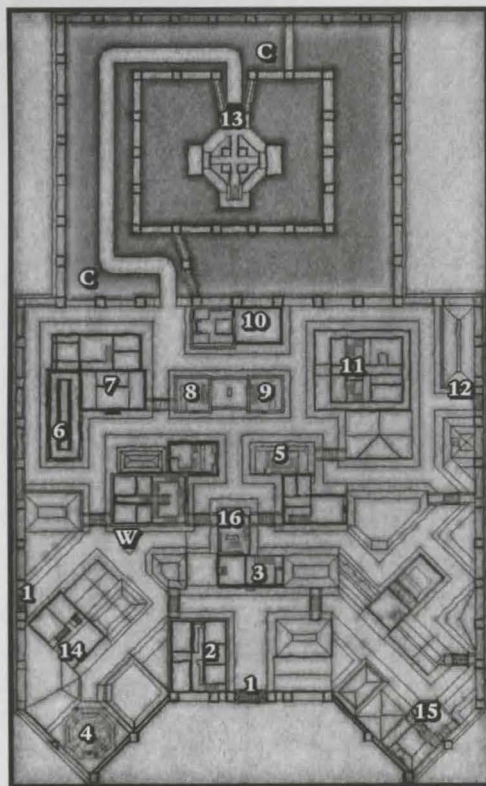
Thjorgard City is packed with instructors. You find the Grandmasters in all the weapon disciplines and regular instructors (up to Master level) in lots of miscellaneous skills.

## Thjorgard Locations

No.	NAME	NOTES
1	City Entrance	Map follows.
2	Thjorad Mine	Map follows.
3	Training Hall	Map follows.
4	The Thing	—
5	Magreeb	—
6	Foot Travel to Frosgard	—
7	To Mountain Pass	—
C	Chest	—
Ca	Cauldron	Party gains +5 Elemental resistance (permanent).



### Thjorgard City



Perception:	2	Treasure Value:	4
Lock Difficulty:	2	Creatures:	—
Trap Deadliness:	2	Refill:	600

### Teachers

SKILL	TRAINS TO LEVEL	TEACHER NAME	FAVORITE
Armor	Grandmaster	Fjarskafinn the Still-Alive	South Ce
Armstronger	Grandmaster	Chera Papan	East
Blade	Grandmaster	Cinnfhail A'Mor	Southwes
Body Building	Master	Toman Yatol	West
Cudgel	Grandmaster	Gjerta Headstrong	West
Disarm Trap	Master	Barabell A'Dorad	Central
Dodge	Grandmaster	Hildigunna the Quick	South Ce
Identify Item	Master	Darby Davinssen	West
ID Monster	Master	Tove Halvardotir	West
Learning	Master	Giorsal A'Velsi	West
Merchant	Master	Cator Fiskdal	North Ce
Perception	Master	Eilinar A'Mor	North Ce
Repair Item	Master	Bysen A'Klindor	Northwest
Shield	Grandmaster	Halfdan the Hidden	South Ce
Spear	Grandmaster	Hrrapp Spearhands	Central
Thrown Weapons	Grandmaster	Thorfinn Quickeye	East
Unarmed	Grandmaster	Sigre Bjarnidotir	Southeast

### Thjorgard City Locations

No.	NAME	NOTES	No.	NAME	NOTES
1	Entrance	—	10	Training Hall	—
2	Tavern	Snorri tells you about the training hall. Upstairs, buy weapons, armor, and get level training in a miniature black market.	11	Bembridge University	Here you find Tymon the Nord who gives Scholar promotions and Johannes Bem, who gives Mage promotions.
3	Town Hall	—	12	Arena	You can fight at various skill levels or place wagers here.
4	Temple	—	13	Jarl and Town Portal	—
5	General Store	—	14	Hjarrand Fixer	Visit him for a Main Line Quest
6	Library	—	15	Hrolf Spearmaster	—
7	Bank	—	16	Magic Shop	—
8	Armor Shop	Gunnar Thjorsmith pays for Elemental Thjorad. He also fixes the Slag Extractor, which is necessary for a Main Line Quest.	C	Clover	—
9	Weapon Shop	—	W	Well	Party gains +5 Endurance (permanent).



Thjorad Mine

**Perception:** 8  
**Lock Difficulty:** 8  
**Trap Deadliness:** 4  
**Treasure Value:** 2  
**Creatures:**  
 Troglodytes  
**Refill:** 600



Visit this area several times as part of a Main Line Quest. Check every mine cart—many contain a piece of valuable Elemental Thjorad.

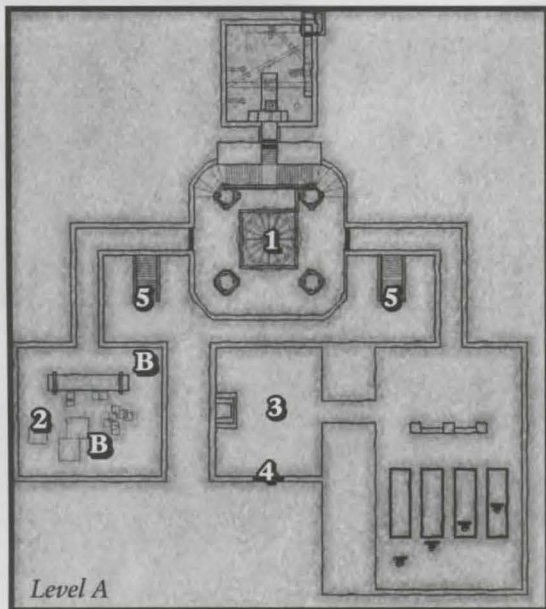
Thjorad Mine Locations

No.	NAME	NOTES
1	Entrance	—
2	Ketil Strongpick	Ketil is important to a Main Line Quest.
3	Breakable Rock	When you break this rock wall, you free Eborra, a demoness; she doesn't attack, so it's safe.
4	Gudrek the Miner	Gudrek is important to a Main Line Quest.
5	Cave In	Walk over this spot to cause a cave-in, and fall to the water below.

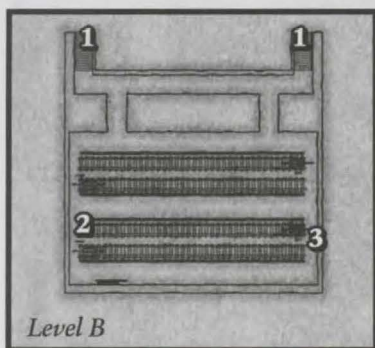
No.	NAME	NOTES
6	Njall Bjarnissen	Njall is important to a Main Line Quest.
7	Machine Location	—
8	Slag Extractor (Broken)	Fix this—it's part of your quest.
9	Breakable Door/Rock	To break these doors, pull out all of their bolts.
10	Troglodyte Ambush	A few Troglodyte Gnolls pop from the wall when you enter this room.
B	Barrel	—



### Training Hall



Level A



Level B

Snorri told you about this place.

The front door to the training hall is locked. To get inside, climb up a tumble of rocks off to one side; climb until you reach a fragile section of wall. Break the wall to get inside.

<b>Perception:</b>	12
<b>Lock Difficulty:</b>	12
<b>Trap Deadliness:</b>	6
<b>Treasure Value:</b>	2
<b>Creatures:</b>	Ghouls, Lizard-Orcs, Trellborgs
<b>Refill:</b>	300

### Training Hall Level A Locations

No.	NAME	NOTES
1	Chandelier	Enter above the chandelier. Stand on it (or shoot it) and it drops you down into the main level.
2	Breakable Crate	There's a black chest inside this crate.
3	Training Room	Several Lizard-Orcs are in here.
4	Exit	Break the bar across the door and you can exit.
5	Stairs Down	These stairs lead to Level B.
6	Rope Room	This tall room has ropes and sliding beams. Climb up the ropes and sliding beams to access a chest.

### Training Hall Level B Locations

No.	NAME	NOTES
1	Stairs Up	These stairs lead back up to Level A.
2	Lever	Throw the lever to send the mechanical horse forward and break the wall.
3	Breakable Wall	The mechanical horse breaks this wall section. Behind the hole (not pictured on the map) is a short tunnel containing Ghouls and a treasure chest at each end.

# Frosgard



<b>Perception:</b>	8
<b>Lock Difficulty:</b>	8
<b>Trap Deadliness:</b>	4
<b>Treasure Value:</b>	2
<b>Creatures:</b>	Wolves, Bigfoot, Gezzampt, Ice Lobbers
<b>Refill:</b>	600

## Frosgard Locations

No.	NAME	NOTES
1	Entrance to City	Map follows.
2	Dungeon of Secrets	Map follows.
3	Ruined Temple	Map follows.
4	Green Man	—
5	Teleport to Yanmir's Sky Fort	—
6	Yanmir's Sky Fort	Map follows.
7	Passage to Thjorgard	—
8	Passage to Thronheim	—
Y	Yeti Ambush	—

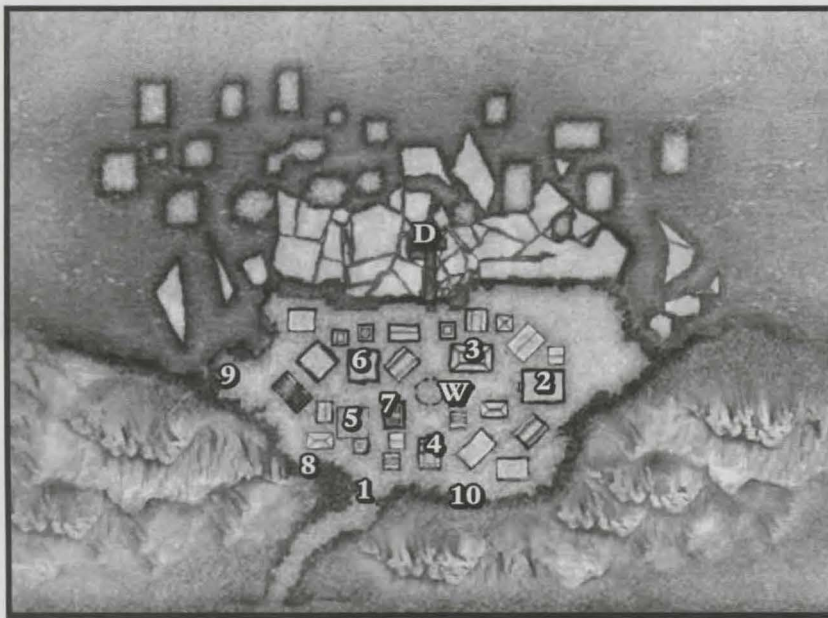
## Notes

Frosgard is a tough area. The outdoor monsters are tough, Yanmir's Sky Fort is tough, and the weather could certainly be better.

At first, it's even tough *getting* to Frosgard; the docks are frozen as the game begins, so come on foot. When you finish one of Tryggva's quests, you can break up the ice.

There are several good reasons to visit Frosgard. It's rich in Promotion Quests, it has good teachers for miscellaneous skills, and it's the best place to train your characters because the training hall has no level limits, yet is comparatively cheap.

### Frosgard City



Perception:	8
Lock Difficulty:	8
Trap Deadlines:	4
Treasure Value:	1
Creatures:	—
Refill:	600

#### Teachers

SKILL	TRAINS TO LEVEL	TEACHER NAME	FAVORITE SPOT
<b>Disarm Trap</b>	Master	Eachann A'Mor	Central
<b>Body Building</b>	Master	Lansa Akin	Inside Tavern
<b>ID Monster</b>	Master	Hagen Hrrappssen	Central
<b>Learning</b>	Master	Dymphna A'Klindor	Central
<b>Perception</b>	Master	Derbforgaill A'Meich	Central
<b>Repair Item</b>	Master	Hervor Etzildotir	Central

#### Frosgard City Locations

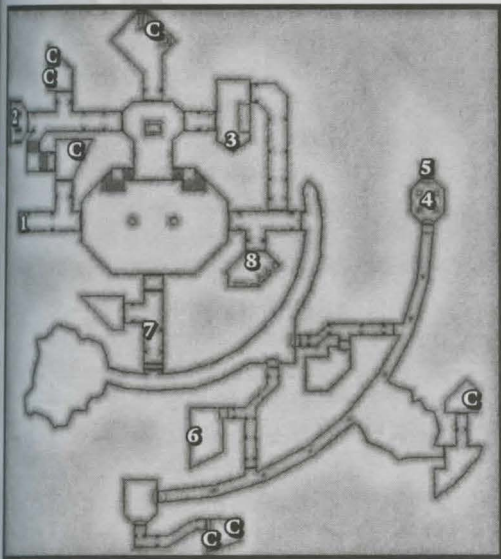
No.	NAME	NOTES	No.	NAME	NOTES
<b>1</b>	Entrance	—	<b>8</b>	Magic Shop and Town Portal Stone	—
<b>2</b>	City Hall and Jarl	—	<b>9</b>	Fireworks Seller	This merchant sells the fireworks needed to clear the ice blockade.
<b>3</b>	Tavern	—	<b>10</b>	Bank	—
<b>4</b>	Temple	—	<b>D</b>	Docks	The docks are inoperative until you clear the ice.
<b>5</b>	Training Hall	This is the best training hall for higher-level characters.	<b>W</b>	Well	Party gains +5 Magic (permanent).
<b>6</b>	Armor and Weapon Shops	—			
<b>7</b>	Magic Shop	—			

A number of important people are walking or standing around in Froggard. These people include:

- Skulkil the Dark, who gives Lich promotions, and can be found near the tavern.

- Menja Ketildotir, who gives Druid promotions, and can be found east of the fireworks seller.
- Fenja Tree-friend, who gives Ranger promotions, and can be found near the bank.

## Yanmir's Sky Fort



<b>Perception:</b>	10
<b>Lock Difficulty:</b>	10
<b>Trap Deadliness:</b>	6
<b>Treasure Value:</b>	3
<b>Creatures:</b>	Bigfoot, Thralls, Ice Lobbers
<b>Refill:</b>	300

### Yanmir's Sky Fort Locations

No.	NAME	NOTES
1	Teleporter from Froggard	This is the entrance.
2	Sage Notes	These notes are found in a chest and give hints on how to kill Yanmir.
3	Yanmir's Key	This key is located on a giant throne. Move a block of ice to jump up and get it.
4	Yanmir's Prisoners	You can open these cells and release the children if you have Yanmir's Key.
5	Teleporter to Froggard	This exit takes you back to Froggard.
6	Secret Door to Basement	This secret door looks like a bookcase.
7	Weak Hallway	This is where you break the floor supports. To get at the supports, take the secret door at Area 6. Then, go upstairs and lure Yanmir over this section to make him fall through.
8	More Prisoners	Free more children from the cages in here.
C	Chests	—

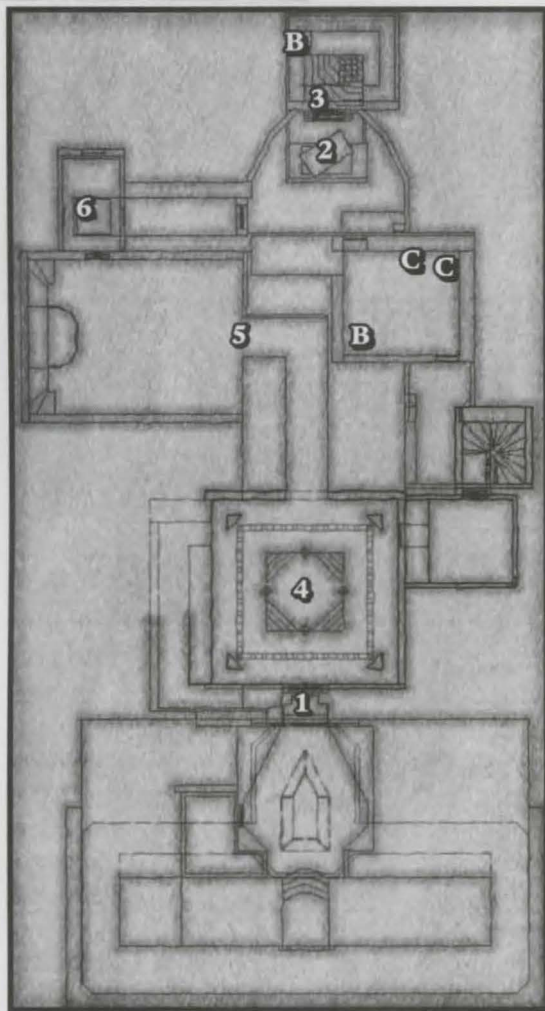
Yanmir is a more-or-less indestructible giant that continually wanders through the fort. You can't fight him with conventional methods, so avoid him until you can set a trap.

The ground shakes when Yanmir approaches, so you can always tell when he's close. You can also hear whenever he kicks open a door. Yanmir tends to look straight ahead, so if you press against the wall of the door he's coming through, he often won't see you.

If Yanmir *does* see you, either re-load the game or try to run to the eastern half of the fort (Fleet Foot helps) where there are some human-sized hallways he can't get through.



### Ruined Temple



<b>Perception:</b>	10
<b>Lock Difficulty:</b>	10
<b>Trap Deadline:</b>	6
<b>Treasure Value:</b>	3
<b>Creatures:</b>	Skeletons, Dagrell
<b>Refill:</b>	300

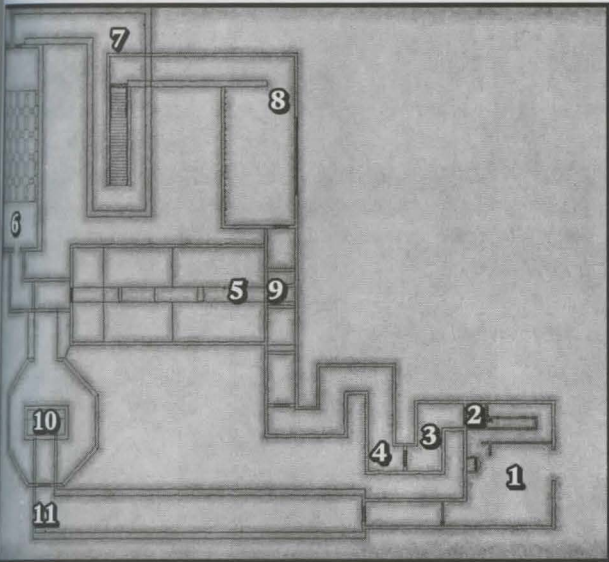
Visit this temple for the Tree of Life, an icon needed for the Priest Promotion Quest.

### Ruined Temple Locations

No.	NAME	NOTES
1	Entrance	—
2	Secret Passage	This passage leads to the Tree of Life. Press a button on the wall to break open the sarcophagus, then drop inside the sarcophagus and keep breaking away the floor until you fall into a lower level.
3	Tree of Life	This is needed for the Priest Promotion Quest. Press a wall button to access it.
4	Lamp	Touch the lamp and a genie appears, giving you a choice of gold, experience, an item, or a random attribute bonus. Go for the item—it's guaranteed to be a nice artifact.
5	Cave-In	A cave-in occurs here, blocking your way back to the entrance.
6	Lift	To drop the lift, press the button on each wall that corresponds to the red symbol on the central post. (In other words, press the star on the west wall and the diamond on the east wall.) Press the button atop the central post to descend.

<b>B</b>	Barrels	—
<b>C</b>	Chests	—

Dungeon of Secrets



The Dungeon of Secrets is a series of short tests in which you get whacked with an axe if you fail. Try it for fun, or come here as part of the Ranger Promotion Quest.

<b>Perception:</b>	17
<b>Lock Difficulty:</b>	17
<b>Trap Deadliness:</b>	9
<b>Treasure Value:</b>	1
<b>Creatures:</b>	Ghosts, Gezzampt, Nosferatu
<b>Refill:</b>	150

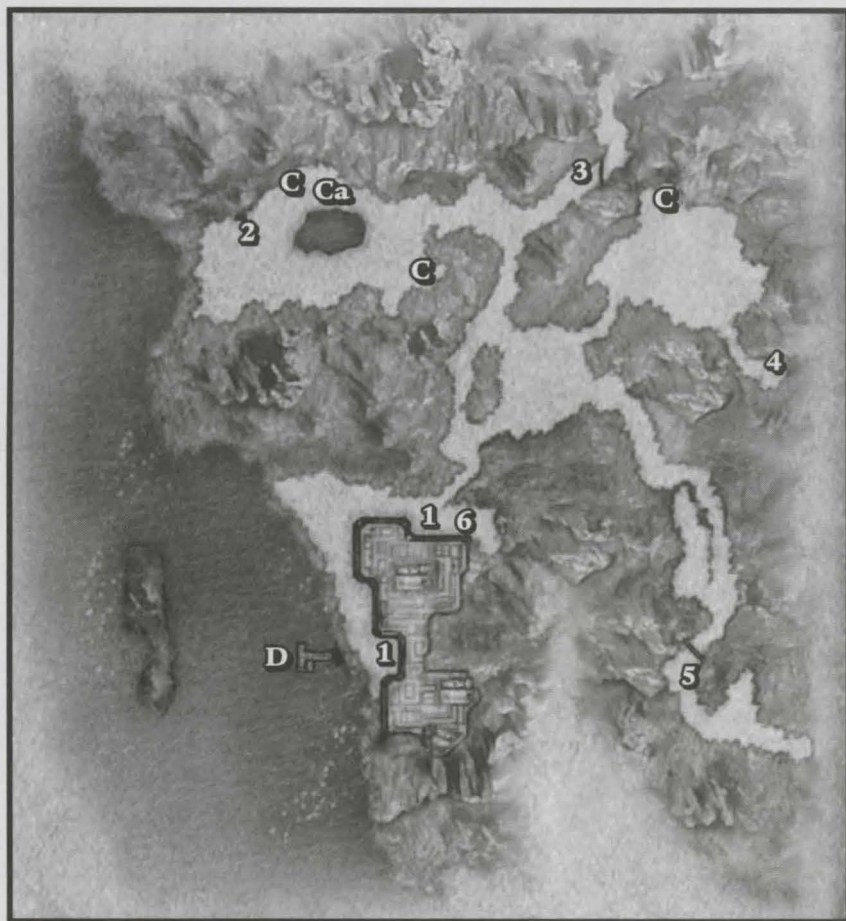
Dungeon of Secrets Locations

No.	NAME	NOTES
1	Entrance/Ticket Booth	This is where you enter the dungeon. Talk to the old man in the booth.
2	Lever	Press the lever and quickly run through the door before the axe trap falls.
3	Lever	Press the lever and quickly run through the door before the second axe trap falls.
4	Lever	Press the lever and quickly run through the door before the third axe trap falls.
5	Grate	Open the grate and swim under the trap.
6	Fireball Room	Throw the lever and quickly hop across the plates between the lava. Get through the door before time expires, to avoid the axe trap.

No.	NAME	NOTES
7	Spinning Blade	Throw the lever, then approach the spinning blade. When the blade emerges, wait for it to stop, then run past. Avoid the axe by running up the stairs and through the door before time expires.
8	Multiple Lever Room	Throw the only lever that works (ninth from the far end), and dash through the door before time expires.
9	Trapped Floor	Throw the lever, hop over the trapped floor panel, hop across the gaps, and get through the door before time expires.
10	Lift	Jump on this lift and wait for it to descend. At the bottom, throw a lever and run through a door.
11	Trapped Floor	Throw the lever and run down the hallway, avoiding the trapped floor panels.
T	Traps	—



### Thronheim



**Perception:**  
**Lock Difficulty:**  
**Trap Deadline:**  
**Treasure Value:**  
**Creatures:**  
 Thieves, Vampires,  
 Gezzampt, Basilisk  
**Refill:** 60

### Thronheim Locations

No.	NAME	NOTES
1	Entrance to Thronheim City	Map follows.
2	Connecting Tunnel	Map follows. The Connecting Tunnel leads to Yorwick.
3	Passage to Frosgard	—
4	Inventa Storca	Map follows.
5	Mountain Pass	Map follows. The Mountain Pass leads to Thjorgard.

No.	NAME	NOTES
6	Yrsa's Daughter	In Act II, find Yrsa's daughter here.
D	Docks	—
C	Chests	—
Ca	Cauldron	—



Notes

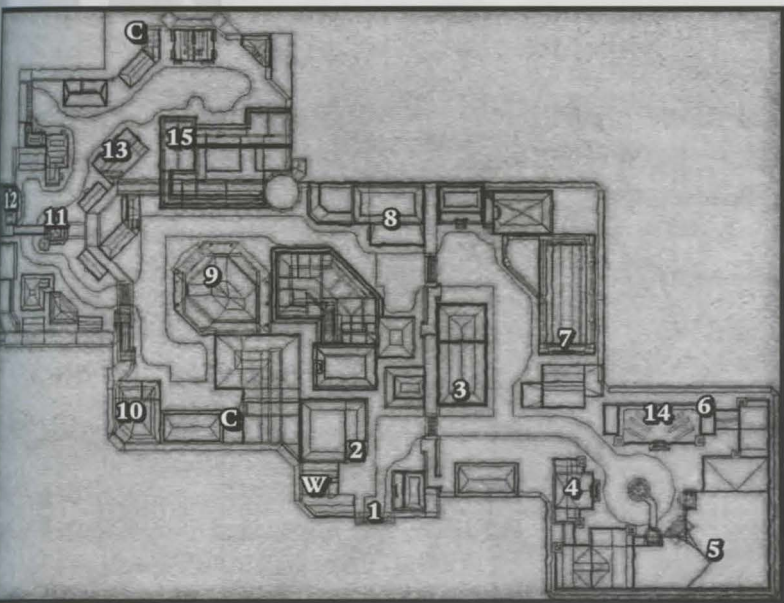
Thronheim is a land of moderate to difficult monsters and dungeons. The Connecting Tunnel and Mountain Pass both lead to other lands, but they're also tough dungeons in and of themselves. Fight your way through both.

The Inventa Storca is a small but extremely tough dungeon, featuring a number of deadly

Liches. It's not a bad place to test your characters; if they can handle this short but challenging adventure, they probably can succeed in most of the game's other areas.

Thronheim is where the war council takes place after all six Jarls have agreed to the alliance.

Thronheim City



Perception:	5
Lock Difficulty:	5
Trap Deadlines:	3
Treasure Value:	4
Creatures:	—
Refill:	600



Teachers

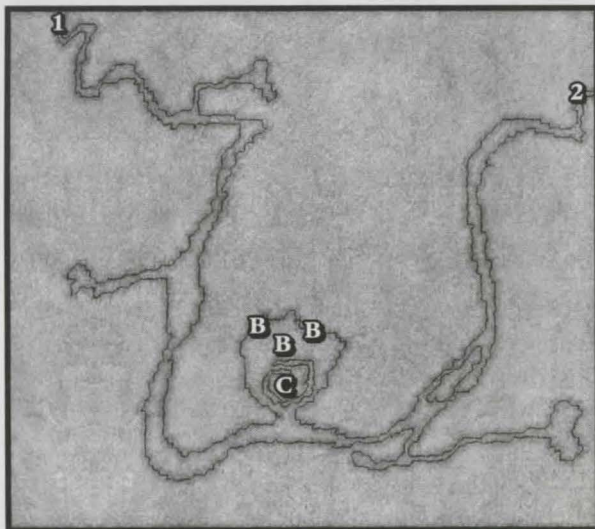
SKILL	TRAINS TO LEVEL	TEACHER NAME	FAVORITE SPOT
Dark	Master	Ran Tryggvadotir	Central
Elemental	Master	Bryan Hrutssen	North Central
Light	Master	Dagny Borkdotir	Central
Meditation	Master	Andvari Egilssen	South Central
Spirit	Master	Fjall Bodilssen	South Central

### Thronheim City Locations

No.	NAME	NOTES
1	Entrance	—
2	Magic Shop	—
3	Armor Shop	—
4	Temple	—
5	Jarl	—
6	Town Portal Stone	—
7	Training Hall	—
8	Weapon Shop	—
9	Town Hall	Note that Kira isn't here. She lives in her castle to the east.
10	Library	—
11	Miscellaneous Magic Shop	—
12	Bank	—

No.	NAME	NOTES
13	Tavern	Here you meet Thorfinn Skullsplitter, who gives the Mercenary Promotion Quest, and Dagfari the Peevish, who wants you to deliver a message.
14	Temple of Ratatosk	Deliver a message here to complete a Secondary Quest.
15	Desert Terror	A Desert Terror bursts out of this building. Let the city guards deal with it; they'll keep appearing and attacking it until it's dead. Meanwhile, look inside the building the Terror emerged from to find barrels.
C	Clover	—
W	Well	Party gains +5 Might (permanent).

### Mountain Pass



The Mountain Pass is a tough, monster-filled location. Explore it thoroughly and kill everything to complete a task for a Main Line Quest (and open a land route from Thronheim to Thjorgard).

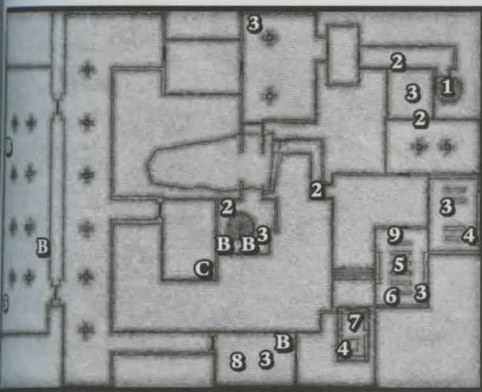
<b>Perception:</b>	5
<b>Lock Difficulty:</b>	5
<b>Trap Deadliness:</b>	3
<b>Treasure Value:</b>	3
<b>Creatures:</b>	Wolves, Imps, Winged Mutants, Gezzampt, Bigfoot
<b>Refill:</b>	600

### Mountain Pass Locations

No.	NAME	NOTES
1	Passage to Thronheim	—
2	Passage to Thjorgard	—

No.	NAME	NOTES
B	Barrels	—
C	Chests	—

### Inventa Storca



<b>Perception:</b>	7
<b>Lock Difficulty:</b>	7
<b>Trap Deadliness:</b>	4
<b>Treasure Value:</b>	4
<b>Creatures:</b>	Thieves, Flying Ickies, Skeletons, Liches
<b>Refill:</b>	600

### Inventa Storca Locations

No.	NAME	NOTES
1	Passage to Thronheim	—
2	Breakable Wall	—
3	Orbs of Linking	—
4	Secret Switch	These switches open nearby wall panels that conceal treasure.
5	Super Secret Switch	This switch opens a cache in the floor slightly to the north.
6	Trap Switch	Avoid throwing this “book” switch. It knocks over the shelves and blocks your access to the treasure cache.
7	Hidden Floor Plate	Move aside the plate to access a ladder to the lower level.
8	Ambush	A Lich and two Skeletons drop from the ceiling as you approach the Orb.
9	Secret Cache	This floor cache, opened by the “book” switch just to the south, contains two chests. The black chest contains the spear Gungnir.
B	Barrels	—
C	Chests	—

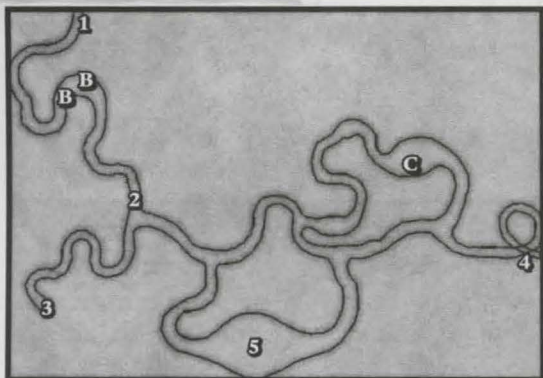
This is a tough dungeon. The main prizes are the six Orbs of Linking (needed for the Orbs of Linking Secondary Quest), and the spear named Gungnir. The extremely potent spear can be kept or given to Arslgard City’s gatekeeper to complete a Secondary Quest. The Orbs are scattered around the dungeon.

A small number of Thieves and Flying Ickies near the entrance make this place seem less formidable than it really is, but as you get deeper inside you deal with the Liches—and they’re a handful.

There’s a lower level, where you’ll find a lot of the really good stuff, including Gungnir. Get there by sliding aside a floor plate.



### Connecting Tunnels



The section of tunnel behind the secret door is inaccessible your first time through. You need to go through the tunnel, enter Yorwick, then re-enter the tunnel through the entrance near Yorwick's village. Only then can you reach the secret part of the tunnel and bash open the secret door.

<b>Perception:</b>	3
<b>Lock Difficulty:</b>	3
<b>Trap Deadliness:</b>	3
<b>Treasure Value:</b>	2
<b>Creatures:</b>	Dagrell, Skeletons, Vampires
<b>Refill:</b>	600

### Connecting Tunnels Locations

No.	NAME	NOTES
<b>1</b>	Exit to Yorwick	—
<b>2</b>	Secret Door	This door can be shot or smashed open only from north side.
<b>3</b>	Exit to Yorwick	—
<b>4</b>	Exit to Thronheim	—
<b>5</b>	Black Chest	Atop a strange structure and guarded by undead, is a black chest hidden in a sarcophagus. It contains Spencer's Obedience, a potent magic.
<b>B</b>	Barrels	—
<b>C</b>	Chests	—

## Lindisfarne

### Teachers

SKILL	TRAINS TO LEVEL	TEACHER NAME	FAVORITE SPOT
<b>Dark Magic</b>	Grandmaster	Alanna Etzeldotir	Village
<b>Elemental Magic</b>	Grandmaster	Gudlaug Eitrisen	Village
<b>Light Magic</b>	Grandmaster	Annabel A'Tryht	Village (in a house)
<b>Meditation</b>	Grandmaster	Delano A'Lanth	Village
<b>Spirit Magic</b>	Grandmaster	Gymir Lokissen	Village



<b>Perception:</b>	8
<b>Lock Difficulty:</b>	8
<b>Trap Deadliness:</b>	4
<b>Treasure Value:</b>	3
<b>Creatures:</b>	Thrall Masters, Magreeb, Evil Sorcerers
<b>Refill:</b>	600



Lindisfarne Locations

No.	NAME	NOTES
1	Weapon and Armor Shops	There are no proprietors at these empty shops.
2	General Store	—
3	Inn	—
4	Magic Shop	—
5	Monastery	Map follows.
6	Ta'Sar Academy	Map follows.
7	Dragon Cave	Map follows.
8	Clover	—
9	Docks	—
10	Chest	—
11	Cauldron	Party gains +5 Spirit resistance (permanent).
12	Well	Party gains +5 Dark resistance (permanent).

Notes

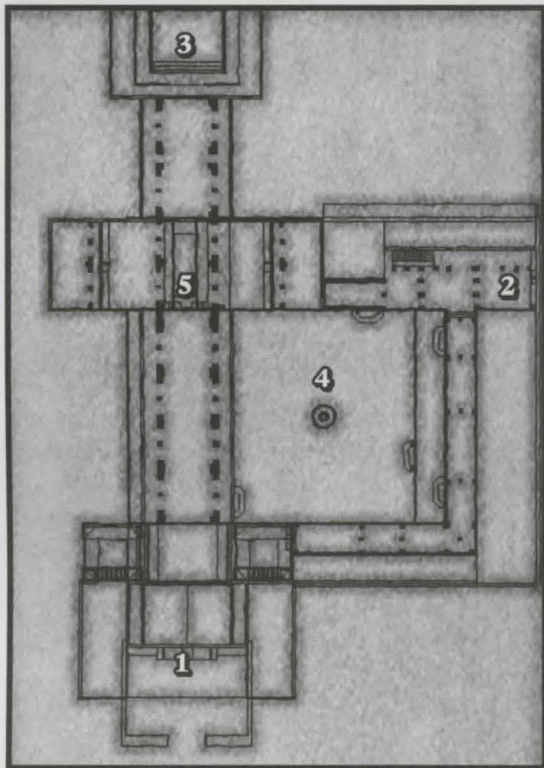
Lindisfarne is one of two territories—along with Yorwick—that has a good-sized village but no actual cities. The village in Lindisfarne has shops and teachers, but no Jarl and no Town Portal stone.

You can reach Lindisfarne by boat, so it isn't as remote as Yorwick. Drop a Lloyd's Beacon here as soon as you arrive to facilitate travel.

You will travel to Lindisfarne quite a lot. All the spell skill Grandmasters are here, and if that's not enough, several quests require you to visit Lindisfarne Monastery.

Along with Yorwick, this territory's danger level is a notch above that of most other territories. Evil Sorcerers are both plentiful and extremely dangerous.

### Lindisfarne Monastery



<b>Perception:</b>	7
<b>Lock Difficulty:</b>	7
<b>Trap Deadliness:</b>	4
<b>Treasure Value:</b>	3
<b>Creatures:</b>	—
<b>Refill:</b>	600

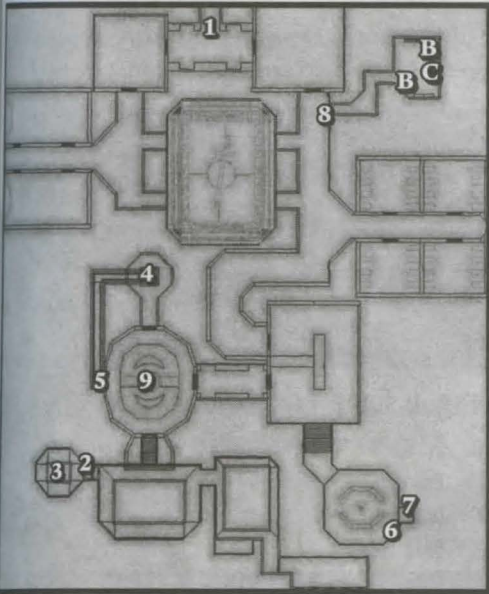
### Lindisfarne Monastery Locations

No.	NAME	NOTES
<b>1</b>	Entrance	—
<b>2</b>	Thjorad	This relic, guarded by a group of Monks, is needed for a Main Line Quest.
<b>3</b>	Altar	You find Leffery Caid here. He is vital to three different quests.
<b>4</b>	Courtyard	This is where you'll find Grehgknak the Right, who assigns the Paladin Promotion Quest.
<b>5</b>	Bell Tower	Climb up as far as you can to operate the church bells.

Lindisfarne Monastery is the focal point of a Main Line Quest (in which you must steal a relic named Thjorad). You also visit it to complete the Priest Promotion Quest, the Paladin Promotion Quest, the Missing Relic Secondary Quest, and the Summon the Dragon Secondary Quest. Consider dropping a Lloyd's Beacon here during the game's mid to late stages.



## Ta'Sar Academy



Read the scroll on each table to determine which book goes where. The books should be placed as follows:

- *Fortifications and their Uses* goes on the “Defense” table
- *Weapons of the Ursanian Empire* goes on the “Offense” table
- *Methodology of Acquiring Information* goes on the “Intelligence” table
- *A Study in Tactical Strategy* goes on the “Strategy” table

When all four books are in the proper spots, a bookshelf on the top floor slides aside, letting you find a scroll with a coded message that reads: “You can find the Book of Rules behind the rotating bookshelf in the next room.”

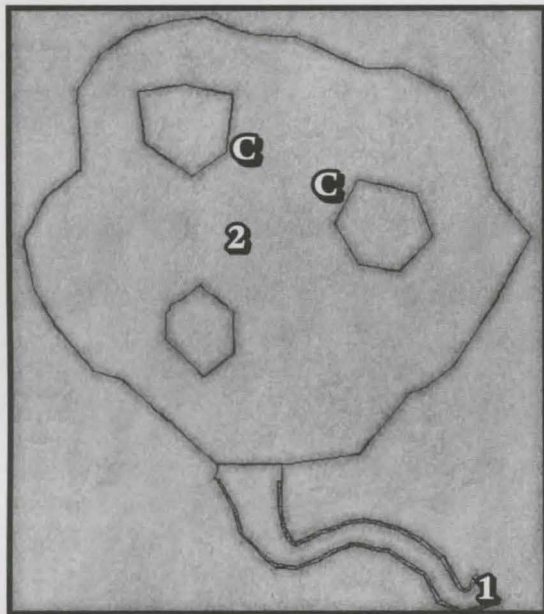
Perception:	10
Lock Difficulty:	10
Trap Deadliness:	6
Treasure Value:	3
Creatures:	Guards
Refill:	300

Ta'Sar Academy contains the Book of Rules, needed for a Main Line Quest. To reveal the book, solve the Books Puzzle at Area 8. To do this, collect the four books in Area 8, then put them on the appropriate tables on the two higher levels (accessed via the spiral stairs, also at Area 8).

## Ta'Sar Academy Locations

No.	NAME	NOTES
1	Entrance	—
2	Secret Door	This “bookshelf” door is opened by pressing a book that’s sticking out very slightly. Look for it carefully.
3	Book of Rules	This is the object you’re looking for.
4	False Book (Trap)	If you approach this book you’ll fall into a pit trap.
5	Secret Door	This secret door (which must be hacked apart) allows you to get out of the pit from Area 4.
6	Secret Door	—
7	Secret Area with Chests	—
8	Secret Door	Open this door with a lever located right next to it.
9	Books Puzzle	Refer to the level description for puzzle instructions.

### Dragon Cave



The dragon won't show up unless you've completed the Missing Relic Secondary Quest. Consider saving this area for *after* you've beaten the Main Line Quests and effectively completed the game. The dragon is ridiculously tough, and all but the most pumped-up characters will be turned into burnt toast.

Note that the Winged Mutants that periodically appear are a *good* thing. They attack, and momentarily distract, the dragon.

<b>Perception:</b>	20
<b>Lock Difficulty:</b>	20
<b>Trap Deadliness:</b>	10
<b>Treasure Value:</b>	5
<b>Creatures:</b>	Dragon King, Winged Mutants
<b>Refill:</b>	600

### Dragon Cave Locations

No.	NAME	NOTES
1	Entrance	—
2	Dragon	—
C	Black Chests	—

### Yorwick Teachers

SKILL	TRAINS TO LEVEL	TEACHER NAME	FAVORITE SPOT
<b>Body Building</b>	Grandmaster	Stev Palac	House 10
<b>Disarm Trap</b>	Grandmaster	Marshall Hanford	House 8
<b>Identify Item</b>	Grandmaster	Laina Wilan	House 7
<b>ID Monster</b>	Grandmaster	Ragfreid Manslayer	Outside
<b>Learning</b>	Master	Giorsal A'Velsi	Outside
<b>Learning</b>	Grandmaster	Jenn Harrise	House 10
<b>Merchant</b>	Grandmaster	Bren Haukdotir	Outside
<b>Perception</b>	Grandmaster	Broccan A'Ghrie	House 7
<b>Repair Item</b>	Grandmaster	Halvar Davinssen	House 8



## Yorwick Locations

No.	NAME	NOTES
1	To Connecting Tunnel	This tunnel leads to Thronheim.
2	Wizard's Lab	Map follows. Enter via the teleporter.
3	Cauldron	Party gains +15 Dark resistance (permanent).
4	Cauldron	Party gains +15 Elemental resistance (permanent).
5	Cauldron and Chest	The cauldron gives the party +10 Physical resistance (permanent).
6	Lich Lab	Map follows. Visit this place if any party members intend to become Liches.
7	House	Find teachers here.

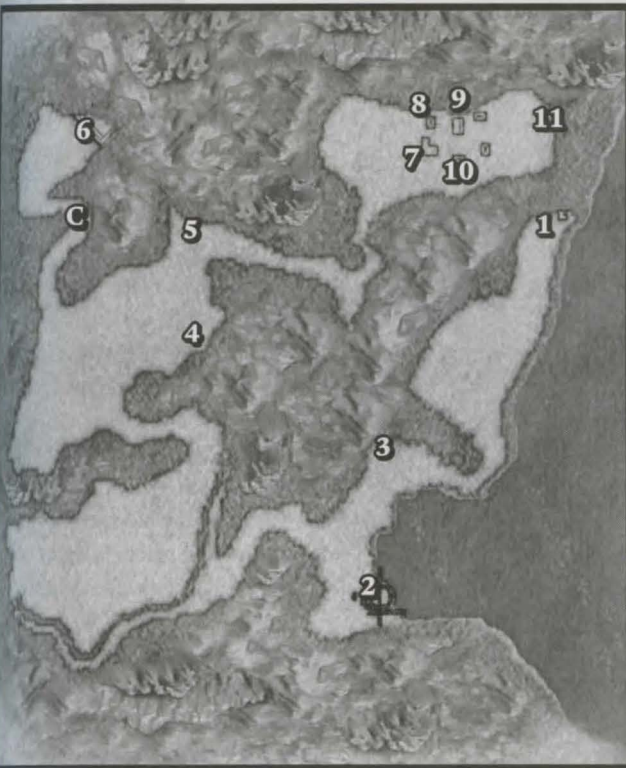
No.	NAME	NOTES
8	House	Find teachers here.
9	General Store	—
10	House	Find teachers here.
11	To Connecting Tunnel	This entrance to the Connecting Tunnel is old and unused. Hack the boards off the door.
C	Chests	—

## Notes

Yorwick is an extremely harsh land, with tough undead and Evil Sorcerers wandering the countryside. The wandering monsters outside are powerful, the creatures in the Wizard's Lab are brutal, and the hordes of undead in the Lich Lab are overpowering.

Needless to say, don't come here unless your party is leveled up. High-level parties will come here eventually to find Grandmasters in several miscellaneous skills. When you do get here, drop a Lloyd's Beacon—there's no Town Portal stone and no docks for boat passage.

<b>Perception:</b>	8
<b>Lock Difficulty:</b>	8
<b>Trap Deadliness:</b>	4
<b>Treasure Value:</b>	2
<b>Creatures:</b>	Ghosts, Nosferatu, Evil Sorcerers
<b>Refill:</b>	600



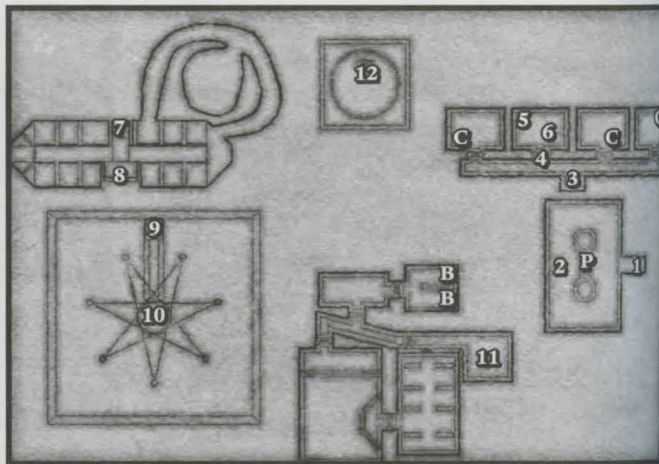
### Wizard's Lab

<b>Perception:</b>	8
<b>Lock Difficulty:</b>	8
<b>Trap Deadliness:</b>	5
<b>Treasure Value:</b>	2
<b>Creatures:</b>	Ghouls, Zombies, Banshees, Floating Eyes
<b>Refill:</b>	600

The Wizard's Lab is a series of areas that are *not* physically connected. Instead of hallways, the wizards use teleporters to get from one spot to the other.

The main teleportation system has a set of colored buttons. Press a colored button before entering a teleporter, and you'll reappear at the teleporter corresponding to the color you pressed. Refer to the map for a list of teleporter colors.

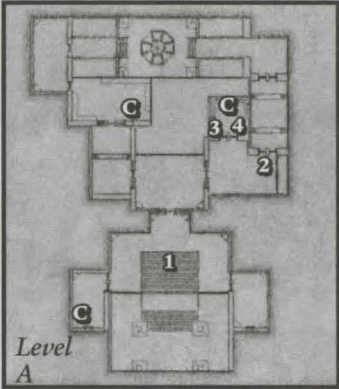
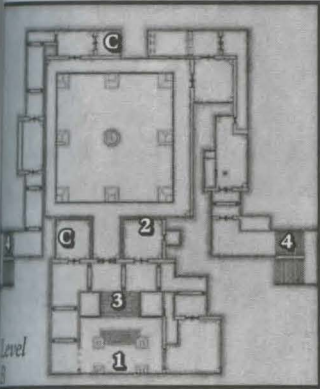
In addition to this main teleportation system, other teleporters take you directly from one spot to another; these have no buttons.



### Wizard's Lab Locations

No.	NAME	NOTES	No.	NAME	NOTES
1	Entrance	This teleporter is where you enter.	9	Blue Teleporter	—
2	White Teleporter	See level description for help on using color-coded teleporters.	10	Mad Wizard Robinsen	After killing the Winged Mutants around him, talk to Mad Wizard Robinsen and buy a Black Orb of Knowledge for a Secondary Quest.
3	Yellow Teleporter	—	11	Red Teleporter	—
4	Locked Door	This door cannot be opened.	12	Purple Teleporter	When you enter this area, wizards have just summoned a demon and a fight is talking place. Teleport out and let both sides kill each other.
5	Teleporters	These two teleporters aren't part of the main system; they only connect to one another. They're the only way of getting the Holy Relic.	C	Chest	—
6	Saint's Relic	This small bone is lying on a table. It's needed to complete the Missing Relic quest and to summon the dragon in Lindisfarne.	P	Pool	Drink from the middle section to give the party +5 Dark resistance (permanent). Drink from the north section to regenerate spell points, and from the south section to regenerate hit points.
7	Green Teleporter	—			
8	Levers	These levers open the cells in this area.			

Lich Lab



The Lich Lab is an exceptionally difficult area, thanks to the hordes of undead infesting it. It's worst on the bottom level, where a few places contain very large, difficult-to-manage groups of Liches and other enemies.

If you're here to turn a party member into a Lich, you'll have to clean out the level. If you're here for combat and treasure, you'll find plenty of that everywhere.

You enter the Lich Lab via the middle level (Level B).

**Perception:** 17  
**Lock Difficulty:** 17  
**Trap Deadliness:** 9  
**Treasure Value:** 5  
**Creatures:** Liches, Floating Eyes, Dagrell, Skeletons  
**Refill:** 150

Lich Lab Level B (Entry Level) Locations

No.	NAME	NOTES
1	Entrance	This is where you enter the Lich Lab from Yorwick.
2	Elixir Ingredients, Jars	Elixir ingredients and jars are arranged on shelves along the north wall.
3	Stairs to Level A	These stairs lead up to Level A.
4	Stairs to Level C	These stairs lead down to Level C.
C	Chests	—

Lich Lab Level A (Top Floor) Locations

No.	NAME	NOTES
1	Stairs from Level B	—
2	Skeleton Maker	If you want to create more Skeletons, pulling the levers causes new ones to appear.
3	Elixir Instructions	A paper on the wall explains how to make an Elixir of Defecation.
4	Cookpot and Burner	Use the cookpot in the center of the room to heat the jar and ingredients, then use the Bunsen burner in the northeast corner to finish the Elixir of Defecation.
C	Chests	—



### Lich Lab Level C (Basement) Locations

No.	NAME	NOTES
1	Stairs to Level B	—
2	Black Chest	—
3	Lich Maker	This machine turns party members into Liches; see Chapter 5 for a review of the process.
<b>C</b>	Chests	—



### Arslegard City



Perception:	9
Lock Difficulty:	9
Trap Deadliness:	5
Treasure Value:	5
Creatures:	—
Refill:	600

### Arslegard City Locations

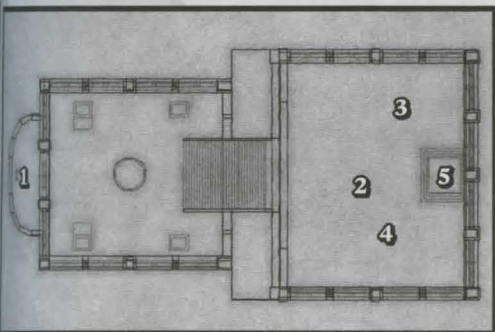
No.	NAME	NOTES
1	Bridge to Arslegard	This is where your party appears if it dies after a certain point in the game. Leaving through this bridge takes the party to Thjorgard.
2	Gate to City	Hanndl the gatekeeper is here.
3	Tavern	—
4	Bank	—
5	Magic Shop	—
6	Temple	—
7	Library	—
8	To Bathhouse	Map follows.
9	Armor Shop	—
10	General Store	—
11	Weapon Shop	—
12	Training Hall	Don't train here; it's way too expensive.
13	Teleporter to Hall of the Gods	Map follows.
14	Entrance to Tomb of 1,000 Terrors	Map follows.
15	House of Njam the Meddler	Open this area with a key from Krohn.

## Notes

Arslegard City is where the dead folk of Chedian go when they die. After a certain point in the game, your party can travel here by flying, too. You won't travel here until late in the game.

Dying is a very unpleasant way of getting here, so set a Lloyd's Beacon on your first visit. Even after you have access to Arslegard City, you'll want to return to the regular cities of Chedian for training and to perfect your characters' skills.

## Hall of the Gods



This is where you'll find the gods Fre, Skraelos, Krohn, and Phillip the Great Honk (who's actually just the gods' pet goose). Reach this area through a teleporter in Arslegard City. You travel back and forth from this area several times in the game's later stages.

<b>Perception:</b>	18
<b>Lock Difficulty:</b>	18
<b>Trap Deadliness:</b>	10
<b>Treasure Value:</b>	6
<b>Creatures:</b>	—
<b>Refill:</b>	150

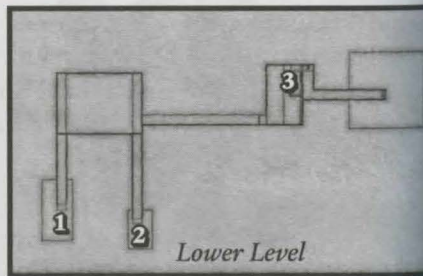
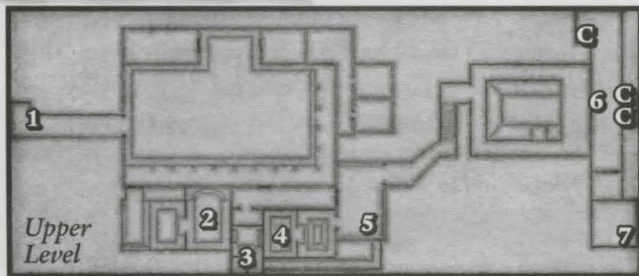


## Hall of the Gods Locations

No.	NAME	NOTES
1	Teleporter to Arslegard City	—
2	Phillip the Great Honk	—
3	Fre	Fre assigns the Divine Justice Secondary Quest.
4	Skraelos	Talk to Skraelos to complete a Main Line Quest.
5	Krohn	Krohn assigns you the game's final major task.



### Bathhouse



The Bathhouse is a small but extremely tough area, packed full of nasty critters. You can accept a Secondary Quest that requires you to clean this place out.

A demoness named Eborá has taken up residence here; she's the main source of the problems. If you kill her Concubines (which are quite tough), she'll leave without personally fighting you.

A flooded section of the main level can be drained and accessed if you activate the Pump Lever in the lower level.



<b>Perception:</b>	15
<b>Lock Difficulty:</b>	15
<b>Trap Deadlines:</b>	7
<b>Treasure Value:</b>	3
<b>Creatures:</b>	Colloidal Warriors, Demons, Concubines
<b>Refill:</b>	300

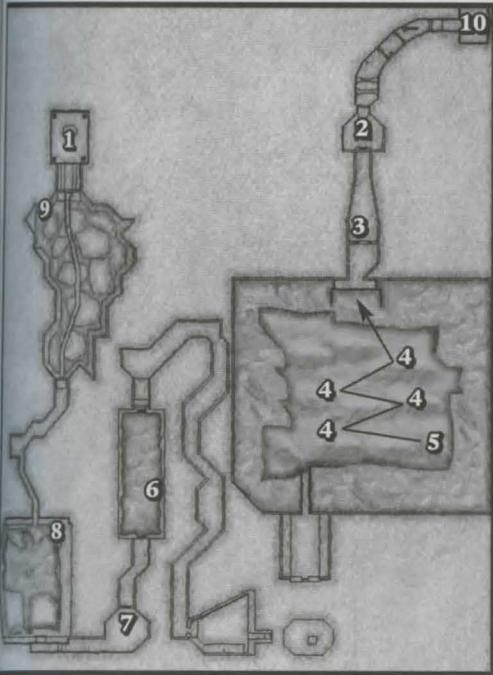
#### Bathhouse Upper Level Locations

No.	NAME	NOTES
1	To Arslgard City	—
2	To Lower Level	—
3	Steam Controller	Turn this to "high" to kill at least one Colloidal Warrior.
4	To Lower Level	—
5	Movable Grating	This grating leads to the Steam Controller.
6	Locked Door	When you get this door open, prepare to face Demons and Colloidal Warriors.
7	Black Chest	—
C	Chest	—

#### Bathhouse Lower Level Locations

No.	NAME	NOTES
1	To Upper Level	—
2	To Upper Level	—
3	Pump Lever	Activate this lever to drain the section of the upper level containing the black chest.

Dark Passageway



Dark Passageway Locations

No.	NAME	NOTES
1	Starting Point	—
2	Pressure Plates	Press these in the right order to raise a lift.
3	Spike Pit	—
4	Mirrors	Align these mirrors so you can shoot a beam of light and illuminate a column.
5	Beam Shooter	This is the source of the light that you'll bounce off the mirrors.
6	Secret Door	—
7	Door	—
8	"Skeleton" Switch to Open Door	This switch opens the door to the next area.
9	Bridge Puzzle Reset Lever	Click on this small statue of a Terror to reset the bridge pieces to the south to their starting positions.
10	Exit	—

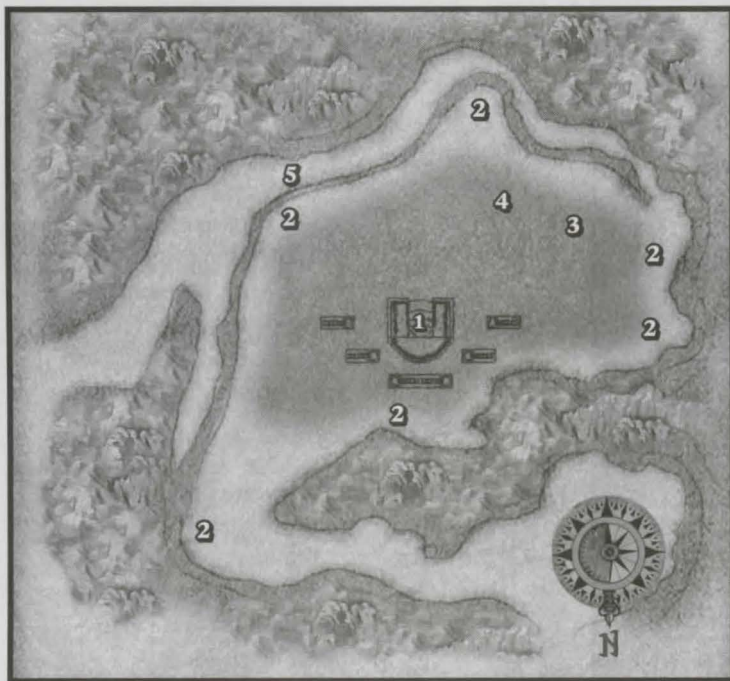
Perception:	20
Lock Difficulty:	20
Trap Deadlines:	10
Treasure Value:	5
Creatures:	Ghosts, Terrors, Colloidal Warriors
Refill:	150

The Dark Passageway is not linked to any other area; as a result, you can't come and go freely. Instead, you're brought here as a challenge at a certain point, and you must fight your way through it to escape.

Because this is part of the Afterworld, we describe it here, under the Arslegard City section. We won't explain this place in great detail in this section, because it's thoroughly explained at the appropriate spot in Chapter 5. Refer to this section for the map if necessary.



### The Afterworld



Like the Dark Passage, the Afterworld isn't somewhere that you can freely travel to and from. Instead, you're taken here at a particular point, and you must perform a series of tasks before you can leave.

As with the Dark Passage, you'll find a complete walkthrough of this area in Chapter 5.

<b>Perception:</b>	12
<b>Lock Difficulty:</b>	12
<b>Trap Deadliness:</b>	7
<b>Treasure Value:</b>	5
<b>Creatures:</b>	Clan Warriors
<b>Refill:</b>	300

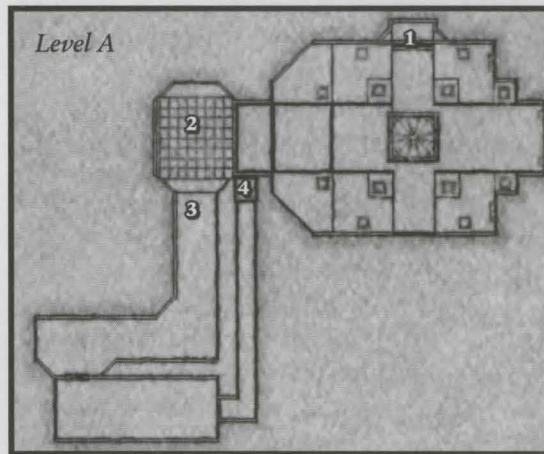
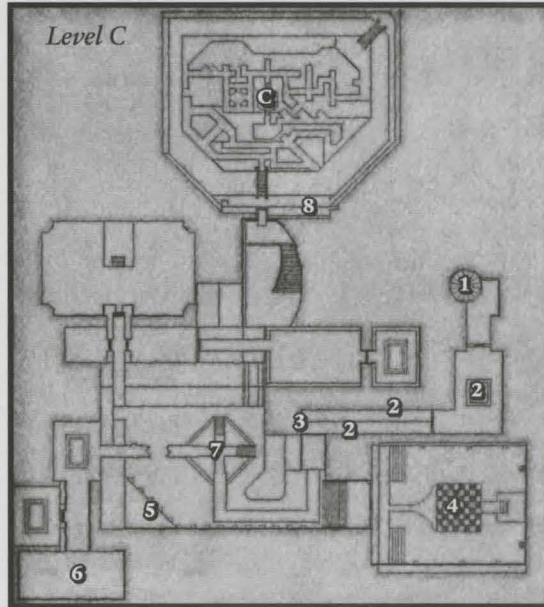
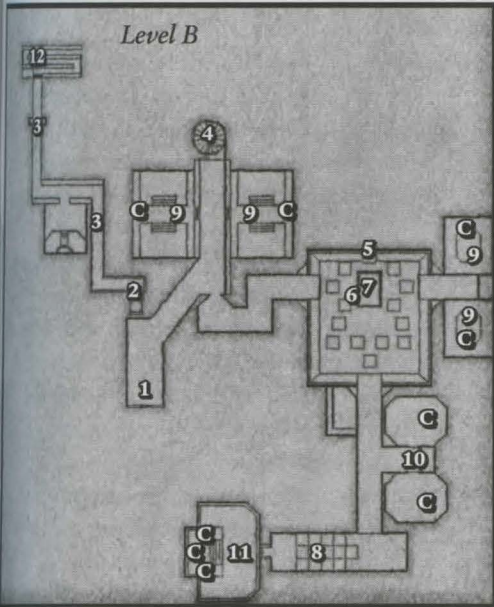


### The Afterworld Locations

No.	NAME	NOTES
1	Start Point	Skraelos appears here with you, and stays while you perform your tasks.
2	Jarls	The Jarls appear in these spots for your first task, which is to apologize to them for the betrayal.
3	Horde Warriors	Forad Darre and a group of Horde soldiers appear here during your trials.
4	Slain Warriors	The bodies of the Jarls and their warriors lie in this area. Collect swords from this area to complete one of your tasks.
5	Fire	Step in here when your tasks are complete.



Tomb of 1,000 Terrors



The Tomb of 1,000 Terrors is the site of the endgame. It is here that you imprison Njam the Meddler and bring the adventure to a close.

The middle level features lots of fireball-shooting traps and statues. In most cases, avoid them or move by them quickly.

During the endgame, you start out on the middle level, move down to the lower level, then move into a section of the middle level you couldn't access before. From there you can reach the top level, where the endgame takes place.

Chapter 5 gives you general instructions for getting through this level. Check them out, then refer back to this section for details on where things are and how they work.

**Tip** 

*Njam the Meddler periodically shows up if you're here for the endgame. Always run away from him instead of fighting. After a certain amount of time he always vanishes.*

<b>Perception:</b>	20
<b>Lock Difficulty:</b>	20
<b>Trap Deadlines:</b>	10
<b>Treasure Value:</b>	6
<b>Creatures:</b>	Terrors, Demons, Floating Eyes
<b>Refill:</b>	150



### Tomb of 1,000 Terrors Level B (Entry Level) Locations

No.	NAME	NOTES
1	Entrance from Arselegard City	—
2	Elevator to Top Level	Your ultimate goal is to get to the top level.
3	Floor Plate Trap	Dodge the fireballs as best you can.
4	To Lower Level	You need the key from Area 11 to open this stairwell.
5	Secret Room	The secret room beyond this door contains a black chest. Open the door with the secret switch.
6	Secret Switch	After standing on the secret floor plate, look around to see this secret switch on the stones bordering the secret floor plate.
7	Secret Floor Plate	Stand on this and the plate drops slightly, revealing the secret switch.
8	Trapped Floor	Run across this trapped area and try to avoid the fireballs. There's no way to avoid the traps, so quick about it!
9	Animated Statues	These rooms are protected by fireball-shooting or lightning-shooting statues. Run in to grab treasure and then get out quickly.
10	Puzzle Doors	These doors have 4x4 grids of buttons. To open them, press the buttons in the order shown in the illustration, at right. If you mess up, pull the nearby lever to reset the puzzle. The chest behind the southeastern puzzle door is a black chest.

No.	NAME	NOTES
11	Big Fight	This room contains lots of enemies and the door seals behind you. Creep into the room slowly to individually draw out the Demons and other foes. If Njam shows up, run around until he leaves. All the chests in here are black; the middle one contains the stairs key. When you're done, solve a puzzle door to escape. The pattern is the same as the puzzle doors from entry 10; refer to the illustration below for the solution.
12	From Lower Level	If you made it downstairs and solved the puzzles, you can come back up via this ramp.

		3	
1			
			4
	2		

Press the tiles on the puzzle doors in this sequence.

## Tomb of 1,000 Terrors Level C (Lower Level) Locations

No.	NAME	NOTES
1	To Upper Level	—
2	Trap Shooter	Avoid these giant skulls, which shoot projectiles at regular intervals in a fixed direction.
3	Trap Door Switch	—
4	Chess Puzzle	The chess pieces on this board move like their real-life chess counterparts. If you walk within their striking range, they'll knock you off the board. See the illustration below for one safe path across the board.
5	Secret Passage	Jump across the line of pylons to find a little passage leading to Area 6.
6	Secret Passage Room	This is where the secret passage leads—though there's little reason to actually go here.
7	Lamp	Touch the lamp to randomly exchange gold for experience points.
8	Exit to Level B	When you've gone through the maze in this area, you find a ledge that leads around the room to this ramp.



You can try to cross as many times as you want, but the safe path changes whenever the pieces move. Here's one way to get across safely on the first try; it only works with the pieces in their starting positions.

### Tip

*If Njam appears when you're almost across the chessboard, keep moving forward until you're off the board, then jump into the water. If you retreat instead, and the pieces knock you off, you must think up another way to cross based on the new position of the pieces.*

## Tomb of 1,000 Terrors Level A (Top Level) Locations

No.	NAME	NOTES
1	Switch to Trap the Meddler	This switch appears once you've killed all the monsters in the room.
2	Chess Trap	This trap causes the pieces to transform into demons and attack you (regardless of how you try to cross). Fight them.
3	Floor Plate Trap	—
4	Elevator	You arrive on this elevator.



## CHAPTER SEVEN

# CREATURES

**T**his chapter provides detailed information on every creature and enemy. This is a good resource for scouting your foes and determining their strengths, weaknesses, and overall level of power.

We begin with a list of the creatures grouped according to type. These creature groups are listed alphabetically; within each group, the creatures are listed from weakest to toughest.

This is followed by the bulk of the chapter—a comprehensive, alphabetical listing of every monster in the game, so you can easily find your foe and learn how to deal with it quickly and efficiently.

**Tip**

Because you have this chapter, you don't need to pour skill points into Identify Monsters.

**Definitions**

Here's an explanation of the information listed in the following tables.

**Level, Hit Points, and Armor Class**

These three attributes determine the creature's base toughness.

Level is a general measure of the creature's capabilities. Higher-level creatures tend to be more dangerous and more resistant to your party's attacks.

Hit points measure the creature's ability to absorb damage.

Armor class (AC) is the creature's ability to avoid or minimize damage from your party's attacks.

**Maximum Speed, Movement, and Fly**

Maximum speed is the fastest the creature can move. The value is provided in abstract "speed units."

Movement, always a much smaller number, is the number of "paces" the creature can move during each phase of turn-based combat.

Fly is simply a yes or no option; if it's "yes," the creature can fly.

**Attack Reach, Attack Range, and Recovery**

Attack reach is a measure of how far the creature can reach with its melee attack.

Attack range is the distance the creature can reach with its long-range attack and spells.

**Tip**

Attack reach and attack range are listed in abstract units. Compare the values of different creatures to get a sense of how long or short each creature's range or reach is.

Recovery is the amount of time (again, in abstract "game units") the creature rests between attacks.

**Bonus**

Bonus is any extra effect that the creature's attacks may cause. For example, some creatures' attacks have a chance of poisoning the target or giving it a disease. Other attacks have a chance of breaking armor or weapons. These "extra" capabilities are listed under Bonus.

**Experience, Treasure Type, and Treasure Level**

These three categories explain the benefits you'll reap if you defeat the creature.

Experience is the base number of experience points you get when you slay the creature.

Treasure type is the type of item, if any, you're likely to find on the creature's body.

Treasure level is a measure of how good the creature's treasure is. Treasure level goes from 0 to 5; a creature with a treasure level of 5 has the best treasure.

**Attacks**

This table summarizes the creature's attacks, both melee and long-range. Most creatures possess both types of attack.

In the Attacks table, damage type is the category of damage dealt by the attack (Physical, Dark, Light, Spirit, Elemental). This is important because your characters are more resistant to certain types of damage than others.

### Tip

*Boost your characters' resistance to various damage types by casting protective spells and using resistance-boosting items.*

Damage is listed in a "dice" format, such as 2d4+3. In this example, the computer rolls two virtual four-sided dice, and then adds three to the total, to determine the damage from the attack.

### Spells

This table lists the spells the creature may cast. Some creatures have multiple spells, while others have none.

In the Spells table, skill level is the level of proficiency (Normal, Expert, Master, or Grandmaster) at which the creature casts the spell.

Each spell requires expertise in two different skills (such as Light and Elemental). The primary skill and secondary skill categories list the numerical values that the creature has in these skills.

### Resistances

Just as your characters have innate resistances to various damage types, so do creatures. This listing shows you which damage types, if any, the creatures have resistances to.

### Tip

*When a creature has a particularly high resistance in one area, such as Elemental, avoid attacking the creature with those attacks. Use spells and weapons that deal damage types the creature isn't very resistant to.*

## Creatures

### Monsters by Type



#### Banshees

FRIGHT  
DREAD  
TERROR



#### Basilisks

BASILISK  
FIBRASE BASILISK  
KING BASILISK



#### Bigfoot

BIGFOOT  
SASQUATCH  
YETI



#### Clan Warriors

CLAN SOLDIER  
CLAN CORPORAL  
CLAN SERGEANT

**Colloidal Warriors**

COLLOIDAL SOLDIER  
COLLOIDAL WARRIOR  
COLLOIDAL GUARDIAN

**Dagrell**

DAGRELL  
VENOMOUS DAGRELL  
SPECTER DAGRELL

**Demons**

LESSER DEMON  
GREATER DEMON

**Dragonflies**

DRAGONFLY MITE  
DRAGONFLY  
FIRE DRAGONFLY

**Dwarves**

DWARVEN GUARD  
DWARVEN SOLDIER  
DWARVEN COMMANDER

**Evil Sorcerers**

EVIL APPRENTICE  
EVIL SORCERER  
EVIL GRAND SORCERER

**Floating Eyes**

EYE  
ORBUS  
OCULUS

**Gezzampt**

GEZZAMPTLING  
GEZZAMPT  
GEZZAMPT ELDER

**Ghosts**

SHADOW  
APPARITION  
SPECTER

**Ghouls**

GHAST  
GHOUL  
REVENANT

**Giants**

PLAIN GIANT  
FOREST GIANT

**Half-Orcs**

HALF-ORC RECRUIT  
HALF-ORC SOLDIER  
HALF-ORC CAPTAIN



### Honk Worshipper

HONK  
ELDER HONK  
HONK SEER



### Horde Warriors

HORDE GRUNT  
HORDE WARRIOR  
HORDE LEADER



### Ickies

AIRBORNE ICKY  
FLYING ICKY  
ASTRAL ICKY



### Imps

IMPLY  
IMP  
IMP ELDER



### Liches

LICH  
POWER LICH  
LICH KING



### Lizard-Orcs

LIZARD-ORC  
LIZARD-ORC WARRIOR  
LIZARD-ORC MAGE



### Lobbers

LOBBER POD  
LOBBER POD  
(STRONGER VARIANT)  
LOBBER  
ICE LOBBERCICLE  
ICE LOBBER



### Magreeb

MAGREEB SPAWN  
MAGREEB  
ARMORED MAGREEB  
MAGREEB BABY



### Monks

INITIATE  
MONK  
REVEREND MONK



### Mummies

CANOPIC MUMMY  
EMBALMED MUMMY  
PETRIFIED MUMMY



### Nagate

NAGATE HATCHLING  
NAGATE  
NAGATE ELDER



### Noblemen

BARON  
VISCOUNT  
COUNT



**Nosferatu**

BLOODSUCKER  
ANNELID  
VAMPIR

**Scholars**

SCHOLAR  
MASTER SCHOLAR

**Sea Monsters**

SEA MONSTER MALE  
SEA MONSTER FEMALE

**Skeletoids**

SKELETOID  
BONE THRASHER  
SKULL THROWER

**Skeletons**

SKELETON  
SKELETON WARRIOR  
SKELETON MASTER  
SKELETON (GREATER)

**Spores**

JELLYSPORE  
GELATINOUS SPORE  
NETTLE SPORE

**Terrors**

AMPHIBIOUS TERROR  
DESERT TERROR  
REPTILIAN TERROR

**Thieves**

CUTPURSE  
BURGLAR  
BANDIT

**Thralls**

FIELD THRALL  
THRALL  
THRALL MASTER

**Town Guards**

GUARD  
TOWN GUARD  
GUARD SERGEANT  
TOWN GUARD 2  
GUARD CAPTAIN  
TOWN GUARD 3  
TOWN GUARD 4

**Trellborg**

TRELLBORG  
KIN TRELLBORG  
ANCIENT TRELLBORG

**Troglodytes**

TROGLODYTE  
TROGLODYTE WREN  
TROGLODYTE GNOLL



### Winged Mutants

WINGED ODDITY  
WINGED MUTANT  
WINGED ABERRATION



### Wolves

GREY WOLF  
RED WOLF  
BLACK WOLF



### Zombies

ROTTER  
DRIPPER  
ZOMBIE



## Unique and Unusual Characters and Creatures

### Weak Individuals

These creatures and characters are all beneath Level 10.

ALBERIK GUSMUNDSSSEN  
ALVAR THE CLUMSY  
CLEIRACH A'LYRAE  
EDINA A'MOR  
EHWAZ  
SOWELU AXELDOTIR



### Mid-Level Individuals

These creatures and characters are all at or above Level 10, but below Level 30.

ARIENH A'KLINDOR  
CONCUBINE  
FLORIE DE LATHARNA A'WASHADI  
PHANTOM FIGHTER  
TESAR OLIN



### Powerful Individuals

These powerful creatures are all higher than Level 30; some are *much* higher.

AKE THE RIGHTEOUS  
BEAGAN A'GHRIE  
DRAGON KING  
EBORA  
HROLF SPEARMASTER  
RANDVER HEADCRUSHER  
YANMIR

## Monsters by Alpha

## Airborne Icky

Type	Icky
Level	7
Hit Points	29
AC	9
Maximum Speed	300
Movement	6
Fly	Yes
Attack Reach	36
Attack Range	50
Recovery	30
Bonus	Disease (Minor)
Experience	179
Treasure Type	—
Treasure Level	1

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d5+2
Ranged	Physical	1d5+2

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

## Ake the Righteous

Type	Powerful Individual
Level	50
Hit Points	525
AC	18
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	4,500
Treasure Type	—
Treasure Level	—

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d10+3
Ranged	—	—

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Sparks	Normal	3	2
Elemental Bolt	Normal	3	1

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	10
Dark	10
Light	10
Spirit	20

## Alberik Gusmundssen

Type	Weak Individual
Level	1
Hit Points	4
AC	3
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	17
Treasure Type	—
Treasure Level	—

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d2+2
Ranged	—	—

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	5
Dark	5
Light	5
Spirit	5

## Alvar the Clumsy

Type	Weak Individual
Level	1
Hit Points	4
AC	3
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	17
Treasure Type	—
Treasure Level	—

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d2+1
Ranged	—	—

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	5
Dark	5
Light	5
Spirit	5

### Amphibious Terror

Type	Terror
Level	45
Hit Points	439
AC	40
Maximum Speed	150
Movement	5
Fly	No
Attack Reach	100
Attack Range	125
Recovery	30
Bonus	Afraid
Experience	3,713
Treasure Type	Item
Treasure Level	5

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	10d6
Ranged	Physical	2d12

#### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	20
Dark	20
Light	40
Spirit	20

#### Spells: None

### Ancient Trelborg

Type	Trelborg
Level	50
Hit Points	525
AC	80
Maximum Speed	200
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	4,500
Treasure Type	Weapon
Treasure Level	5

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	9d6+30
Ranged	Physical	5d10+15

#### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	30
Dark	30
Light	100
Spirit	30

#### Spells: None

### Apparition

Type	Ghost
Level	44
Hit Points	423
AC	30
Maximum Speed	150
Movement	7
Fly	Yes
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Age x 2
Experience	3,564
Treasure Type	Item
Treasure Level	2

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Dark	10d4+10
Ranged	Dark	2d6+6

#### Resistances

RESISTANCE	VALUE
Physical	15
Elemental	15
Dark	100
Light	15
Spirit	15

#### Spells: None

### Annelid

Type	Nosferatu
Level	33
Hit Points	263
AC	35
Maximum Speed	200
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Drain SP
Experience	2,129
Treasure Type	Random
Treasure Level	5

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Dark	3d8+25
Ranged	Dark	3d8+25

#### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	10
Dark	100
Light	20
Spirit	20

#### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Dark Grasp	Master	7	1
Wound	Expert	7	1

## Arieh A'Klindor

Type	Mid-Level Individual
Level	20
Hit Points	120
AC	14
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	900
Treasure Type	—
Treasure Level	—

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		3d2
Ranged	—		—

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Elemental Blast	Expert	6	1
Poison Cloud	Master	7	4

## Resistances

RESISTANCE	VALUE
Physical	0
Elemental	20
Dark	20
Light	20
Spirit	20

## Armored Magreeb

Type	Magreeb
Level	33
Hit Points	263
AC	14
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	40
Bonus	—
Experience	2,129
Treasure Type	Random
Treasure Level	4

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		8d6
Ranged	Physical		6d6

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

## Astral Icky

Type	Icky
Level	18
Hit Points	103
AC	17
Maximum Speed	300
Movement	6
Fly	Yes
Attack Reach	36
Attack Range	50
Recovery	30
Bonus	Disease (Moderate)
Experience	756
Treasure Type	Item
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d5+8
Ranged	Physical		1d5+8

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

## Bandit

Type	Thief
Level	22
Hit Points	139
AC	16
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Steal x 2
Experience	1,056
Treasure Type	Random
Treasure Level	2

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d4+10
Ranged	Physical		2d4+10

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	15
Elemental	15
Dark	15
Light	15
Spirit	15

### Basilisk

Type	Basilisks
Level	15
Hit Points	79
AC	25
Maximum Speed	150
Movement	6
Fly	No
Attack Reach	36
Attack Range	60
Recovery	40
Bonus	Poison (Moderate)
Experience	563
Treasure Type	Item
Treasure Level	3

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d8+2
Ranged	Physical		2d8+2

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Poison	Normal	2	1

### Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	10
Light	10
Spirit	10

### Baron

Type	Nobleman
Level	45
Hit Points	439
AC	30
Maximum Speed	175
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	3,713
Treasure Type	Random
Treasure Level	3

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		15d4
Ranged	Physical		9d4

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	10
Elemental	20
Dark	20
Light	20
Spirit	20

### Beagan A'Ghrie

Type	Powerful Individual
Level	50
Hit Points	525
AC	18
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	4,500
Treasure Type	—
Treasure Level	—

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		3d8+2
Ranged	—		—

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	30
Dark	30
Light	30
Spirit	30

### Bigfoot

Type	Bigfoot
Level	18
Hit Points	103
AC	18
Maximum Speed	300
Movement	4
Fly	No
Attack Reach	40
Attack Range	60
Recovery	30
Bonus	Stun
Experience	756
Treasure Type	Random
Treasure Level	5

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d10+4
Ranged	Physical		4d5+2

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	100
Dark	100
Light	100
Spirit	100

## Black Wolf

Type	Wolf
Level	40
Hit Points	360
AC	30
Maximum Speed	300
Movement	5
Fly	No
Attack Reach	36
Attack Range	130
Recovery	40
Bonus	—
Experience	3,000
Treasure Type	Item
Treasure Level	3

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d12+20
Ranged	Physical		2d10+8

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Paralyze Bite	Expert	7	1

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	100
Dark	20
Light	20
Spirit	20

## Bloodsucker

Type	Nosferatu
Level	20
Hit Points	120
AC	25
Maximum Speed	200
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Disease (Moderate)
Experience	900
Treasure Type	Random
Treasure Level	5

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Dark		3d8+15
Ranged	Dark		3d8

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Wound	Expert	5	1

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	5
Dark	100
Light	10
Spirit	10

## Bone Thrasher

Type	Skeletoid
Level	3
Hit Points	11
AC	8
Maximum Speed	150
Movement	4
Fly	No
Attack Reach	36
Attack Range	42
Recovery	30
Bonus	—
Experience	59
Treasure Type	—
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		3d4
Ranged	Physical		2d4

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	10
Dark	90
Light	10
Spirit	10

## Burglar

Type	Thief
Level	14
Hit Points	72
AC	14
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Steal x 2
Experience	504
Treasure Type	Random
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d4+5
Ranged	Physical		2d4+5

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	10
Light	10
Spirit	10

### Canopic Mummy

Type	Mummy
Level	20
Hit Points	120
AC	16
Maximum Speed	175
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	40
Bonus	—
Experience	900
Treasure Type	Random
Treasure Level	3

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Dark	3d7+6
Ranged	Dark	9d4

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Disease	Normal	2	1

### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	20
Dark	20
Light	20
Spirit	20

### Clan Corporal

Type	Clan Warrior
Level	44
Hit Points	423
AC	35
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	3,564
Treasure Type	Armor
Treasure Level	2

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d8+12
Ranged	Physical	2d8+12

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	10
Light	10
Spirit	10

### Clan Sergeant

Type	Clan Warrior
Level	54
Hit Points	600
AC	38
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	5,184
Treasure Type	Weapon
Treasure Level	3

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d8+20
Ranged	Physical	2d8+20

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	15
Elemental	15
Dark	15
Light	15
Spirit	15

### Clan Soldier

Type	Clan Warrior
Level	34
Hit Points	276
AC	20
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	2,244
Treasure Type	Armor
Treasure Level	2

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d8+4
Ranged	Physical	2d8+4

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	5
Elemental	5
Dark	5
Light	5
Spirit	5



## Cleirach A'Lyrae

Type	Weak Individual
Level	9
Hit Points	40
AC	4
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	257
Treasure Type	—
Treasure Level	—

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d4+5
Ranged	—	—

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	20
Dark	20
Light	20
Spirit	20

## Colloidal Guardian

Type	Colloidal Warrior
Level	70
Hit Points	945
AC	40
Maximum Speed	200
Movement	7
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Dead
Experience	8,400
Treasure Type	Armor
Treasure Level	5

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	25d3
Ranged	Physical	3d7+60

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	30
Dark	30
Light	30
Spirit	30

## Colloidal Soldier

Type	Colloidal Warrior
Level	50
Hit Points	525
AC	30
Maximum Speed	200
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	4,500
Treasure Type	Weapon
Treasure Level	5

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	15d3
Ranged	Physical	3d7+25

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	10
Light	10
Spirit	10

## Colloidal Warrior

Type	Colloidal Warrior
Level	60
Hit Points	720
AC	35
Maximum Speed	200
Movement	6
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Insane
Experience	6,300
Treasure Type	Weapon
Treasure Level	5

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	20d3
Ranged	Physical	3d7+40

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	20
Dark	20
Light	20
Spirit	20

### Concubine

Type	Mid-Level Individual
Level	20
Hit Points	120
AC	18
Maximum Speed	450
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	900
Treasure Type	—
Treasure Level	5

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee		Physical	9d6+66
Ranged		—	—

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Sparks	Normal	3	2
Elemental Bolt	Normal	3	1

### Resistances

RESISTANCE	VALUE
Physical	—
Elemental	0
Dark	0
Light	0
Spirit	0

### Count

Type	Nobleman
Level	65
Hit Points	829
AC	40
Maximum Speed	175
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	7,313
Treasure Type	Random
Treasure Level	4

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee		Physical	24d4
Ranged		Physical	16d4

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	40
Dark	40
Light	40
Spirit	40

### Cutpurse

Type	Thief
Level	8
Hit Points	34
AC	12
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Steal
Experience	216
Treasure Type	Random
Treasure Level	1

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee		Physical	2d4+1
Ranged		Physical	2d4+1

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	5
Elemental	5
Dark	5
Light	5
Spirit	5

### Dagrell

Type	Dagrell
Level	39
Hit Points	346
AC	30
Maximum Speed	400
Movement	6
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Break Weapon
Experience	2,867
Treasure Type	Item
Treasure Level	2

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee		Physical	3d7+25
Ranged		Physical	1d6

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	100
Elemental	50
Dark	90
Light	50
Spirit	50

## Desert Terror

Type	Terror
Level	50
Hit Points	525
AC	50
Maximum Speed	150
Movement	5
Fly	No
Attack Reach	100
Attack Range	125
Recovery	30
Bonus	Paralyze
Experience	4,500
Treasure Type	Weapon
Treasure Level	5

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		12d6
Ranged	Physical		2d12+4

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	40
Elemental	30
Dark	30
Light	50
Spirit	30

## Dragonfly

Type	Dragonfly
Level	3
Hit Points	11
AC	8
Maximum Speed	250
Movement	6
Fly	Yes
Attack Reach	36
Attack Range	50
Recovery	30
Bonus	—
Experience	59
Treasure Type	—
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		5d2+1
Ranged	Elemental		3d2+1

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Elemental Bolt	Normal	2	2

## Resistances

RESISTANCE	VALUE
Physical	0
Elemental	20
Dark	0
Light	0
Spirit	0

## Dragonfly Mite

Type	Dragonfly
Level	2
Hit Points	7
AC	4
Maximum Speed	250
Movement	6
Fly	Yes
Attack Reach	36
Attack Range	50
Recovery	30
Bonus	—
Experience	36
Treasure Type	—
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		3d2
Ranged	Elemental		2d2

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Elemental Bolt	Normal	1	1

## Resistances

RESISTANCE	VALUE
Physical	0
Elemental	10
Dark	0
Light	0
Spirit	0

## Dragon King

Type	Powerful Individual
Level	1,000
Hit Points	153,000
AC	300
Maximum Speed	500
Movement	8
Fly	Yes
Attack Reach	150
Attack Range	250
Recovery	30
Bonus	Break Armor
Experience	20,000
Treasure Type	—
Treasure Level	5

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Elemental		24d8+100
Ranged	Elemental		24d8+100

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Column of Fire	Grandmaster	15	15
Paralyze	Expert	5	1

## Resistances

RESISTANCE	VALUE
Physical	120
Elemental	120
Dark	120
Light	120
Spirit	120

### Dread

Type	Banshee
Level	55
Hit Points	619
AC	50
Maximum Speed	350
Movement	7
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	5,363
Treasure Type	Item
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Dark	3d6+35
Ranged	Dark	4d12

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Fear	Expert	8	1

### Resistances

RESISTANCE	VALUE
Physical	60
Elemental	15
Dark	100
Light	15
Spirit	15

### Dripper

Type	Zombie
Level	13
Hit Points	65
AC	14
Maximum Speed	150
Movement	4
Fly	No
Attack Reach	36
Attack Range	50
Recovery	30
Bonus	Disease (Major)
Experience	449
Treasure Type	Random
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d7+4
Ranged	Physical	2d6+4

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Disease	Expert	5	1

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	100
Dark	30
Light	30
Spirit	30

### Dwarven Commander

Type	Dwarf
Level	30
Hit Points	225
AC	20
Maximum Speed	150
Movement	4
Fly	No
Attack Reach	30
Attack Range	60
Recovery	30
Bonus	Break Armor
Experience	1,800
Treasure Type	Weapon
Treasure Level	3

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	4d2+16
Ranged	Physical	4d2+8

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	50
Elemental	30
Dark	40
Light	50
Spirit	40

### Dwarven Guard

Type	Dwarf
Level	10
Hit Points	45
AC	6
Maximum Speed	150
Movement	4
Fly	No
Attack Reach	30
Attack Range	60
Recovery	30
Bonus	—
Experience	300
Treasure Type	Armor
Treasure Level	2

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	4d2+4
Ranged	Physical	4d2+2

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	10
Dark	20
Light	30
Spirit	20

## Dwarven Soldier

Type	Dwarf
Level	20
Hit Points	120
AC	12
Maximum Speed	150
Movement	4
Fly	No
Attack Reach	30
Attack Range	60
Recovery	30
Bonus	—
Experience	900
Treasure Type	Weapon
Treasure Level	2

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	4d2+8
Ranged	Physical	4d2+4

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	40
Elemental	20
Dark	30
Light	40
Spirit	30

## Ebora

Type	Powerful Individual
Level	99
Hit Points	1,768
AC	99
Maximum Speed	450
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	16,187
Treasure Type	—
Treasure Level	5

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	9d6+66
Ranged	—	—

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Column of Fire	Grandmaster	15	15
Souldrinker	Grandmaster	12	4

## Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

## Edina A'Mor

Type	Weak Individual
Level	1
Hit Points	4
AC	3
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	17
Treasure Type	—
Treasure Level	—

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d2+1
Ranged	—	—

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	5
Dark	5
Light	5
Spirit	5

## Ehwaz

Type	Weak Individual
Level	1
Hit Points	4
AC	3
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	17
Treasure Type	—
Treasure Level	—

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d2+1
Ranged	—	—

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	5
Dark	5
Light	5
Spirit	5

### Elder Honk

Type	Honk Worshipper
Level	24
Hit Points	159
AC	15
Maximum Speed	150
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	1,224
Treasure Type	Random
Treasure Level	1

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		4d6+4
Ranged	Physical		2d4+4

### Resistances

RESISTANCE
Physical
Elemental
Dark
Light
Spirit

### Spells: None

### Embalmed Mummy

Type	Mummy
Level	30
Hit Points	225
AC	22
Maximum Speed	175
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	40
Bonus	—
Experience	1,800
Treasure Type	Random
Treasure Level	3

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Dark		3d7+12
Ranged	Dark		12d4

### Resistances

RESISTANCE
Physical
Elemental
Dark
Light
Spirit

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Disease	Expert	5	1

### Evil Apprentice

Type	Evil Sorcerer
Level	25
Hit Points	169
AC	25
Maximum Speed	175
Movement	5
Fly	No
Attack Reach	36
Attack Range	160
Recovery	30
Bonus	—
Experience	1,313
Treasure Type	Random
Treasure Level	4

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		9d4
Ranged	Physical		2d8+10

### Resistances

RESISTANCE
Physical
Elemental
Dark
Light
Spirit

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Elemental Bolt	Expert	6	1

### Evil Grand Sorcerer

Type	Evil Sorcerer
Level	50
Hit Points	525
AC	45
Maximum Speed	175
Movement	5
Fly	No
Attack Reach	36
Attack Range	160
Recovery	30
Bonus	—
Experience	4,500
Treasure Type	Random
Treasure Level	4

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		16d4
Ranged	Physical		2d8+20

### Resistances

RESISTANCE
Physical
Elemental
Dark
Light
Spirit

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Chain Lightning	Master	10	1
Spell Reaver	Master	8	1

## Evil Sorcerer

Type	Evil Sorcerer
Level	35
Hit Points	289
AC	35
Maximum Speed	175
Movement	5
Fly	No
Attack Reach	36
Attack Range	160
Recovery	30
Bonus	—
Experience	2,363
Treasure Type	Random
Treasure Level	3

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee		Physical	12d4
Ranged		Physical	2d8+15

## Spells

SPELL	SKILL	LEVEL	PRIMARY SKILL	SECONDARY SKILL
Elemental Blast	Expert	6	6	1
Elemental Bolt	Expert	8	8	1

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	30
Dark	30
Light	30
Spirit	30

## Eye

Type	Floating Eye
Level	35
Hit Points	289
AC	20
Maximum Speed	250
Movement	8
Fly	Yes
Attack Reach	40
Attack Range	60
Recovery	30
Bonus	Asleep
Experience	2,363
Treasure Type	Item
Treasure Level	4

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee		Spirit	8d4+5
Ranged		Spirit	8d5

## Spells

SPELL	SKILL	LEVEL	PRIMARY SKILL	SECONDARY SKILL
Fear	Expert	4	4	1

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	30
Dark	100
Light	30
Spirit	30

## Fibrase Basilisk

Type	Basilisk
Level	23
Hit Points	149
AC	35
Maximum Speed	150
Movement	6
Fly	No
Attack Reach	36
Attack Range	60
Recovery	40
Bonus	Poison (Strong)
Experience	1,139
Treasure Type	Item
Treasure Level	3

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee		Physical	2d8+6
Ranged		Physical	2d8+6

## Spells

SPELL	SKILL	LEVEL	PRIMARY SKILL	SECONDARY SKILL
Poison	Normal	5	5	3

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	20
Dark	20
Light	20
Spirit	20

## Field Thrall

Type	Thrall
Level	8
Hit Points	34
AC	8
Maximum Speed	200
Movement	2
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Disease (Minor)
Experience	216
Treasure Type	—
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee		Physical	3d4+3
Ranged		Physical	3d4+1

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	5
Dark	5
Light	5
Spirit	5

### Fire Dragonfly

Type	Dragonfly
Level	5
Hit Points	19
AC	12
Maximum Speed	250
Movement	6
Fly	Yes
Attack Reach	36
Attack Range	50
Recovery	30
Bonus	—
Experience	113
Treasure Type	Item
Treasure Level	1

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	6d2+2
Ranged	Elemental	4d2+2

#### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Elemental Bolt	Normal	4	4

#### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	0
Dark	0
Light	0
Spirit	0

### Florie de Latharna A'Washadi

Type	Mid-Level Individual
Level	25
Hit Points	169
AC	16
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	1,313
Treasure Type	—
Treasure Level	—

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d10+3
Ranged	—	—

#### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Heal	Grandmaster	10	8

#### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	20
Dark	20
Light	20
Spirit	20

### Flying Icky

Type	Icky
Level	11
Hit Points	52
AC	14
Maximum Speed	300
Movement	6
Fly	Yes
Attack Reach	36
Attack Range	50
Recovery	30
Bonus	Disease (Minor)
Experience	347
Treasure Type	—
Treasure Level	1

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d5+4
Ranged	Physical	1d5+4

#### Spells: None

#### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

### Forest Giant

Type	Giant
Level	60
Hit Points	720
AC	35
Maximum Speed	300
Movement	6
Fly	No
Attack Reach	15
Attack Range	160
Recovery	30
Bonus	—
Experience	6,300
Treasure Type	—
Treasure Level	5

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Elemental	2d20+35
Ranged	Elemental	1d20+35

#### Spells: None

#### Resistances

RESISTANCE	VALUE
Physical	40
Elemental	0
Dark	100
Light	0
Spirit	0



## Fright

Type	Banshee
Level	35
Hit Points	289
AC	40
Maximum Speed	350
Movement	7
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	2,363
Treasure Type	Item
Treasure Level	5

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Dark		3d6+20
Ranged	Dark		3d12

## Spells

SPELL	SKILL	PRIMARY SKILL	SECONDARY SKILL
Fear	Expert	4	1

## Resistances

RESISTANCE	VALUE
Physical	50
Elemental	10
Dark	100
Light	10
Spirit	10

## Gelatinous Spore

Type	Spore
Level	20
Hit Points	120
AC	15
Maximum Speed	200
Movement	6
Fly	Yes
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	900
Treasure Type	—
Treasure Level	2

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		5d6+2
Ranged	Physical		2d6

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	30
Dark	10
Light	15
Spirit	10

## Gezzampt

Type	Gezzampt
Level	20
Hit Points	120
AC	14
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Break Armor
Experience	900
Treasure Type	Item
Treasure Level	5

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d5+15
Ranged	Physical		4d10+30

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	25
Elemental	40
Dark	40
Light	40
Spirit	40

## Gezzampt Elder

Type	Gezzampt
Level	28
Hit Points	202
AC	16
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Break Armor
Experience	1,596
Treasure Type	Item
Treasure Level	5

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d5+20
Ranged	Physical		5d10+40

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	50
Dark	50
Light	50
Spirit	50

### Gezzamptling

Type	Gezzampt
Level	15
Hit Points	79
AC	12
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Break Armor
Experience	563
Treasure Type	Item
Treasure Level	4

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d5+10
Ranged	Physical	3d10+20

### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	30
Dark	30
Light	30
Spirit	30

### Spells: None

### Ghast

Type	Ghoul
Level	20
Hit Points	120
AC	20
Maximum Speed	200
Movement	7
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Disease (Minor)/Afraid
Experience	900
Treasure Type	Item
Treasure Level	4

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	5d13
Ranged	Physical	1d7

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	50
Dark	100
Light	50
Spirit	50

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Fear	Normal	2	1

### Ghoul

Type	Ghoul
Level	27
Hit Points	191
AC	25
Maximum Speed	200
Movement	7
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Paralyze/Afraid
Experience	1,499
Treasure Type	Item
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	6d13
Ranged	Physical	2d7+2

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	50
Dark	100
Light	50
Spirit	50

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Paralyze	Expert	5	1
Disease	Expert	5	1

### Greater Demon

Type	Demon
Level	75
Hit Points	1,069
AC	80
Maximum Speed	200
Movement	8
Fly	No
Attack Reach	40
Attack Range	60
Recovery	30
Bonus	—
Experience	9,563
Treasure Type	Item
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Elemental	12d5+15
Ranged	Elemental	12d5+15

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	40
Dark	20
Light	40
Spirit	20

### Spells: None

## Grey Wolf

Type	Wolf
Level	20
Hit Points	120
AC	20
Maximum Speed	290
Movement	5
Fly	No
Attack Reach	36
Attack Range	130
Recovery	40
Bonus	—
Experience	900
Treasure Type	—
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d12+12
Ranged	Physical		1d10+2

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Poison Bite	Normal	2	2

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	100
Dark	10
Light	10
Spirit	10

## Guard

Type	Town Guard
Level	11
Hit Points	52
AC	16
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	347
Treasure Type	Weapon
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		3d3+5
Ranged	Physical		3d3+3

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	10
Light	10
Spirit	10

## Guard Captain

Type	Town Guard
Level	33
Hit Points	263
AC	36
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Break Weapon
Experience	2,129
Treasure Type	Armor
Treasure Level	2

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		3d3+20
Ranged	Physical		3d3+10

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	30
Dark	30
Light	30
Spirit	30

## Guard Sergeant

Type	Town Guard
Level	19
Hit Points	112
AC	24
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	827
Treasure Type	Weapon
Treasure Level	2

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		3d3+10
Ranged	Physical		3d3+5

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	20
Dark	20
Light	20
Spirit	20

### Half-Orc Captain

Type	Half-Orc
Level	35
Hit Points	289
AC	32
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	2,363
Treasure Type	Weapon
Treasure Level	2

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d3+14
Ranged	Physical	3d3+7

Spells: None

#### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	20
Dark	20
Light	20
Spirit	20

### Half-Orc Recruit

Type	Half-Orc
Level	14
Hit Points	72
AC	18
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	504
Treasure Type	Weapon
Treasure Level	1

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d3+6
Ranged	Physical	3d3+3

Spells: None

#### Resistances

RESISTANCE	VALUE
Physical	5
Elemental	10
Dark	10
Light	10
Spirit	10

### Half-Orc Soldier

Type	Half-Orc
Level	24
Hit Points	159
AC	24
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	1,224
Treasure Type	Weapon
Treasure Level	1

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d3+10
Ranged	Physical	3d3+5

Spells: None

#### Resistances

RESISTANCE	VALUE
Physical	10
Elemental	15
Dark	15
Light	15
Spirit	15

### Honk

Type	Honk Worshipper
Level	15
Hit Points	79
AC	10
Maximum Speed	150
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	563
Treasure Type	Random
Treasure Level	1

#### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	4d6
Ranged	Physical	2d4

Spells: None

#### Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	5
Light	5
Spirit	5

## Honk Seer

Type	Honk Worshipper
Level	30
Hit Points	225
AC	25
Maximum Speed	150
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	1,800
Treasure Type	Random
Treasure Level	2

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	4d6+8
Ranged	Physical	2d4+8

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	15
Dark	15
Light	15
Spirit	15

## Horde Grunt

Type	Horde Warrior
Level	34
Hit Points	276
AC	20
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	2,244
Treasure Type	Weapon
Treasure Level	2

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d6+2
Ranged	Physical	2d6+2

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	5
Dark	5
Light	5
Spirit	5

## Horde Leader

Type	Horde Warrior
Level	54
Hit Points	600
AC	40
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	5,184
Treasure Type	Armor
Treasure Level	3

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d7+3
Ranged	Physical	3d7+3

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	15
Elemental	15
Dark	15
Light	15
Spirit	15

## Horde Warrior

Type	Horde Warrior
Level	44
Hit Points	423
AC	35
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	3,564
Treasure Type	Weapon
Treasure Level	2

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d6+3
Ranged	Physical	3d6+3

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	10
Light	10
Spirit	10

### Hrolf Spearmaster

Type	Powerful Individual
Level	34
Hit Points	276
AC	10
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	2,244
Treasure Type	—
Treasure Level	—

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	5d4+10
Ranged	Physical	5d3+10

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

### Ice Lobber

Type	Lobber
Level	20
Hit Points	120
AC	10
Maximum Speed	—
Movement	4
Fly	No
Attack Reach	—
Attack Range	100
Recovery	30
Bonus	Poison (Moderate)
Experience	900
Treasure Type	Item
Treasure Level	1

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d7+10
Ranged	Elemental	2d7+10

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Elemental Bolt	Expert	6	1

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

### Ice Lobbercicle

Type	Lobber
Level	13
Hit Points	65
AC	8
Maximum Speed	225
Movement	4
Fly	No
Attack Reach	24
Attack Range	60
Recovery	30
Bonus	Poison (Weak)
Experience	449
Treasure Type	—
Treasure Level	1

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d7+5
Ranged	Elemental	2d7+5

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

### Imp

Type	Imp
Level	6
Hit Points	24
AC	10
Maximum Speed	150
Movement	3
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Curse x 2
Experience	144
Treasure Type	—
Treasure Level	1

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	1d9+2
Ranged	Physical	4d2+2

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	10
Elemental	5
Dark	5
Light	5
Spirit	5

## Imp Elder

Type	Imp
Level	10
Hit Points	45
AC	14
Maximum Speed	150
Movement	3
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	300
Treasure Type	Weapon
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		1d9+4
Ranged	Physical		4d2+4

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	15
Elemental	10
Dark	10
Light	10
Spirit	10

## Imply

Type	Imp
Level	4
Hit Points	15
AC	6
Maximum Speed	150
Movement	3
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Drunk
Experience	84
Treasure Type	—
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		1d9
Ranged	Physical		4d2

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	5
Dark	5
Light	5
Spirit	5

## Initiate

Type	Monk
Level	25
Hit Points	169
AC	14
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	1,313
Treasure Type	Item
Treasure Level	2

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		9d4
Ranged	—		—

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Sparks	Normal	4	1

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	5
Dark	5
Light	5
Spirit	5

## Jellyspore

Type	Spore
Level	15
Hit Points	79
AC	9
Maximum Speed	200
Movement	5
Fly	Yes
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	563
Treasure Type	—
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		5d6
Ranged	Physical		2d4

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	5
Light	5
Spirit	5

### King Basilisk

Type	Basilisks
Level	30
Hit Points	225
AC	40
Maximum Speed	150
Movement	6
Fly	No
Attack Reach	36
Attack Range	60
Recovery	40
Bonus	Poison (Strong) x 2
Experience	1,800
Treasure Type	Item
Treasure Level	4

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d8+10
Ranged	Dark	2d8+10

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Poison	Expert	8	5

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	30
Dark	30
Light	30
Spirit	30

### Kin Trelborg

Type	Trelborg
Level	35
Hit Points	289
AC	60
Maximum Speed	200
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	2,363
Treasure Type	Weapon
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	7d6+25
Ranged	Physical	4d10+10

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	10
Dark	20
Light	100
Spirit	20

### Lesser Demon

Type	Demon
Level	70
Hit Points	945
AC	60
Maximum Speed	200
Movement	7
Fly	No
Attack Reach	40
Attack Range	60
Recovery	30
Bonus	—
Experience	8,400
Treasure Type	Item
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Elemental	10d5+10
Ranged	Elemental	10d5+10

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	30
Dark	10
Light	30
Spirit	10

### Lich

Type	Lich
Level	45
Hit Points	439
AC	15
Maximum Speed	200
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	3,713
Treasure Type	Random
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Spirit	3d8+6
Ranged	Spirit	3d8+6

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Fear	Expert	6	1

### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	20
Dark	20
Light	20
Spirit	20



## Lich King

Type	Lich
Level	65
Hit Points	829
AC	25
Maximum Speed	200
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Insane
Experience	7,313
Treasure Type	Random
Treasure Level	5

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Dark	5d8+20
Ranged	Dark	5d8+20

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Dark Grasp	Master	10	1
Curse	Master	8	5

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	30
Dark	30
Light	30
Spirit	30

## Lizard-Orc

Type	Lizard-Orcs
Level	40
Hit Points	360
AC	45
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	3,000
Treasure Type	Weapon
Treasure Level	4

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	4d5+20
Ranged	Physical	4d5+10

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	0
Dark	20
Light	100
Spirit	20

## Lizard-Orc Mage

Type	Lizard-Orcs
Level	80
Hit Points	1,200
AC	85
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Break Item
Experience	10,800
Treasure Type	Weapon
Treasure Level	5

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	4d5+40
Ranged	Physical	4d5+20

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	40
Elemental	0
Dark	40
Light	100
Spirit	40

## Lizard-Orc Warrior

Type	Lizard-Orcs
Level	60
Hit Points	720
AC	65
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	6,300
Treasure Type	Weapon
Treasure Level	4

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	4d5+30
Ranged	Physical	4d5+15

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	0
Dark	30
Light	100
Spirit	30

### Lobber

Type	Lobber
Level	7
Hit Points	29
AC	10
Maximum Speed	—
Movement	—
Fly	No
Attack Reach	—
Attack Range	60
Recovery	30
Bonus	Poison (Weak)
Experience	179
Treasure Type	Item
Treasure Level	1

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d7+10
Ranged	Dark		2d4+1

### Spells

SPELL	SKILL	PRIMARY SKILL	SECONDARY SKILL
LEVEL			
Poison	Normal	1	1

### Resistances

RESISTANCE	VALUE
Physical	—
Elemental	0
Dark	0
Light	0
Spirit	0

### Lobber Pod

Type	Lobber
Level	1
Hit Points	4
AC	3
Maximum Speed	225
Movement	4
Fly	No
Attack Reach	30
Attack Range	50
Recovery	30
Bonus	—
Experience	17
Treasure Type	—
Treasure Level	—

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d2+2
Ranged	Dark		2d2+2

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

### Lobber Pod (Stronger Variant)

Type	Lobber
Level	2
Hit Points	7
AC	5
Maximum Speed	225
Movement	4
Fly	No
Attack Reach	40
Attack Range	60
Recovery	30
Bonus	—
Experience	36
Treasure Type	—
Treasure Level	—

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d2+5
Ranged	Dark		2d2+5

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

### Magreeb

Type	Magreeb
Level	22
Hit Points	139
AC	12
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	40
Bonus	—
Experience	1,056
Treasure Type	Random
Treasure Level	3

### Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		5d6
Ranged	Physical		4d6

### Spells: None

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

## Magreeb Baby

Type	Magreeb
Level	50
Hit Points	100
AC	18
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	100
Treasure Type	Random
Treasure Level	3

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	6d10
Ranged	Physical	4d6

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

## Magreeb Spawn

Type	Magreeb
Level	16
Hit Points	87
AC	10
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	40
Bonus	—
Experience	624
Treasure Type	Random
Treasure Level	3

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d6
Ranged	Physical	2d6

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

## Master Scholar

Type	Scholar
Level	28
Hit Points	202
AC	24
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	1,596
Treasure Type	Random
Treasure Level	2

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d4+4
Ranged	Physical	2d4+4

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

## Monk

Type	Monk
Level	35
Hit Points	289
AC	18
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	2,363
Treasure Type	Item
Treasure Level	2

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	12d4
Ranged	—	—

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Sparks	Expert	6	1
Bless	Expert	7	3

## Resistances

RESISTANCE	VALUE
Physical	15
Elemental	10
Dark	10
Light	10
Spirit	10

### Nagate

Type	Nagate
Level	10
Hit Points	45
AC	15
Maximum Speed	150
Movement	3
Fly	No
Attack Reach	30
Attack Range	50
Recovery	40
Bonus	Poison (Moderate)
Experience	300
Treasure Type	Item
Treasure Level	1

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d3+4
Ranged	Physical	3d2+3

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

Spells: None

### Nagate Elder

Type	Nagate
Level	14
Hit Points	72
AC	20
Maximum Speed	150
Movement	3
Fly	No
Attack Reach	30
Attack Range	50
Recovery	40
Bonus	Poison (Strong)
Experience	504
Treasure Type	Item
Treasure Level	1

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d3+8
Ranged	Elemental	3d2+6

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

Spells: None

### Nagate Hatchling

Type	Nagate
Level	6
Hit Points	24
AC	12
Maximum Speed	150
Movement	3
Fly	No
Attack Reach	30
Attack Range	50
Recovery	40
Bonus	Poison (Weak)
Experience	144
Treasure Type	Item
Treasure Level	1

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d3
Ranged	Physical	3d2

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

Spells: None

### Nettle Spore

Type	Spore
Level	25
Hit Points	169
AC	21
Maximum Speed	200
Movement	7
Fly	Yes
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	1,313
Treasure Type	—
Treasure Level	2

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	5d6+4
Ranged	Physical	2d6+3

### Resistances

RESISTANCE	VALUE
Physical	45
Elemental	45
Dark	10
Light	15
Spirit	15

Spells: None

## Oculus

Type	Floating Eye
Level	50
Hit Points	525
AC	40
Maximum Speed	250
Movement	8
Fly	Yes
Attack Reach	40
Attack Range	60
Recovery	30
Bonus	Insane
Experience	4,500
Treasure Type	Item
Treasure Level	5

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Spirit	14d4+15
Ranged	Spirit	14d15

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Paralyze	Expert	10	1
Curse	Master	8	5

## Resistances

RESISTANCE	VALUE
Physical	50
Elemental	40
Dark	40
Light	50
Spirit	100

## Orbus

Type	Floating Eye
Level	45
Hit Points	439
AC	30
Maximum Speed	250
Movement	8
Fly	Yes
Attack Reach	40
Attack Range	60
Recovery	30
Bonus	Afraid
Experience	3,713
Treasure Type	Item
Treasure Level	5

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Spirit	10d4+10
Ranged	Spirit	10d10

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Fear	Expert	7	1

## Resistances

RESISTANCE	VALUE
Physical	40
Elemental	100
Dark	30
Light	40
Spirit	40

## Petrified Mummy

Type	Mummy
Level	40
Hit Points	360
AC	34
Maximum Speed	175
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	3,000
Treasure Type	Random
Treasure Level	3

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Dark	3d7+18
Ranged	Dark	16d4

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Curse	Master	12	3
Paralyze	Master	10	1

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	40
Dark	40
Light	40
Spirit	40

## Phantom Fighter

Type	Mid-Level Individual
Level	20
Hit Points	120
AC	18
Maximum Speed	150
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	45
Bonus	—
Experience	900
Treasure Type	—
Treasure Level	2

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	5d3+6
Ranged	Physical	3d3+6

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	10
Light	10
Spirit	10

### Plain Giant

Type	Giant
Level	50
Hit Points	525
AC	30
Maximum Speed	300
Movement	6
Fly	No
Attack Reach	15
Attack Range	160
Recovery	30
Bonus	—
Experience	4,500
Treasure Type	—
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Elemental	2d20+25
Ranged	Elemental	1d20+25

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	0
Dark	100
Light	0
Spirit	0

Spells: None

### Power Lich

Type	Lich
Level	55
Hit Points	619
AC	20
Maximum Speed	200
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	5,363
Treasure Type	Random
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Dark	4d8+12
Ranged	Dark	4d8+12

### Resistances

RESISTANCE	VALUE
Physical	25
Elemental	25
Dark	25
Light	25
Spirit	25

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Curse	Expert	7	5

### Randver Headcrusher

Type	Powerful Individual
Level	40
Hit Points	360
AC	15
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	3,000
Treasure Type	—
Treasure Level	—

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	8d4+15
Ranged	Physical	5d3+25

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	10
Dark	10
Light	10
Spirit	10

Spells: None

### Red Wolf

Type	Wolf
Level	30
Hit Points	225
AC	25
Maximum Speed	300
Movement	5
Fly	No
Attack Reach	36
Attack Range	130
Recovery	40
Bonus	—
Experience	1,800
Treasure Type	—
Treasure Level	2

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d12+16
Ranged	Physical	1d10+6

### Resistances

RESISTANCE	VALUE
Physical	15
Elemental	100
Dark	15
Light	15
Spirit	15

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Disease Bite	Expert	4	3

## Reptilian Terror

Type	Terror
Level	60
Hit Points	720
AC	60
Maximum Speed	150
Movement	6
Fly	No
Attack Reach	100
Attack Range	125
Recovery	30
Bonus	Paralyze
Experience	6,300
Treasure Type	Armor
Treasure Level	5

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	14d6
Ranged	Physical	2d12+8

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	100
Elemental	50
Dark	50
Light	70
Spirit	50

## Revenant

Type	Ghoul
Level	38
Hit Points	331
AC	30
Maximum Speed	200
Movement	7
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Paralyze/Afraid
Experience	2,736
Treasure Type	Item
Treasure Level	5

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	7d13
Ranged	Physical	3d7+4

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Fear	Master	10	1

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	50
Dark	100
Light	50
Spirit	50

## Reverend Monk

Type	Monk
Level	50
Hit Points	525
AC	30
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	4,500
Treasure Type	Item
Treasure Level	3

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	16d4
Ranged	—	—

## Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Natural Armor	Master	10	2
Heal	Master	7	1

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	15
Dark	15
Light	15
Spirit	15

## Rotter

Type	Zombie
Level	9
Hit Points	40
AC	8
Maximum Speed	150
Movement	4
Fly	No
Attack Reach	36
Attack Range	50
Recovery	30
Bonus	Disease (Moderate)
Experience	257
Treasure Type	Random
Treasure Level	2

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d7+2
Ranged	Physical	2d6+2

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	100
Dark	20
Light	20
Spirit	20

### Sasquatch

Type	Bigfoot
Level	28
Hit Points	202
AC	28
Maximum Speed	300
Movement	4
Fly	No
Attack Reach	40
Attack Range	60
Recovery	30
Bonus	Stun
Experience	1,596
Treasure Type	Random
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d10+6
Ranged	Physical	5d5+4

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	100
Dark	100
Light	100
Spirit	100

Spells: None

### Scholar

Type	Scholar
Level	20
Hit Points	120
AC	18
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	900
Treasure Type	Random
Treasure Level	2

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d4
Ranged	Physical	2d4

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	0
Light	0
Spirit	0

Spells: None

### Sea Monster Female

Type	Sea Monster
Level	70
Hit Points	945
AC	80
Maximum Speed	200
Movement	8
Fly	No
Attack Reach	36
Attack Range	130
Recovery	30
Bonus	—
Experience	8,400
Treasure Type	Item
Treasure Level	3

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	6d15
Ranged	Physical	4d6

### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	35
Dark	35
Light	0
Spirit	0

Spells: None

### Sea Monster Male

Type	Sea Monster
Level	50
Hit Points	525
AC	60
Maximum Speed	200
Movement	8
Fly	No
Attack Reach	36
Attack Range	130
Recovery	30
Bonus	—
Experience	4,500
Treasure Type	Item
Treasure Level	2

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	5d15
Ranged	Physical	2d6

### Resistances

RESISTANCE	VALUE
Physical	10
Elemental	15
Dark	15
Light	0
Spirit	0

Spells: None



## Shadow

Type	Ghost
Level	33
Hit Points	263
AC	25
Maximum Speed	150
Movement	7
Fly	Yes
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Afraid
Experience	2,129
Treasure Type	Item
Treasure Level	2

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Dark		8d4+8
Ranged	Dark		1d6+6

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	100
Light	10
Spirit	10

## Spells: None

## Skeletoid

Type	Skeletoid
Level	3
Hit Points	11
AC	8
Maximum Speed	150
Movement	4
Fly	No
Attack Reach	36
Attack Range	42
Recovery	30
Bonus	—
Experience	59
Treasure Type	—
Treasure Level	1

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		3d4
Ranged	Physical		2d4

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	10
Dark	90
Light	10
Spirit	10

## Spells: None

## Skeleton

Type	Skeleton
Level	16
Hit Points	87
AC	12
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	624
Treasure Type	Weapon
Treasure Level	2

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		2d12
Ranged	Physical		2d12

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	0
Dark	90
Light	0
Spirit	0

## Spells: None

## Skeleton (Greater)

Type	Skeleton
Level	40
Hit Points	360
AC	30
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	3,000
Treasure Type	Weapon
Treasure Level	2

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		5d4
Ranged	Physical		3d4

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	50
Dark	90
Light	50
Spirit	50

## Spells: None

### Skeleton Master

Type	Skeleton
Level	33
Hit Points	263
AC	25
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Curse
Experience	2,129
Treasure Type	Weapon
Treasure Level	3

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d12+8
Ranged	Physical	2d12+4

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	0
Dark	90
Light	0
Spirit	0

Spells: None

### Skeleton Warrior

Type	Skeleton
Level	22
Hit Points	139
AC	20
Maximum Speed	200
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Afraid
Experience	1,056
Treasure Type	Weapon
Treasure Level	3

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	2d12+4
Ranged	Physical	2d12+2

### Resistances

RESISTANCE	VALUE
Physical	5
Elemental	0
Dark	90
Light	0
Spirit	0

Spells: None

### Skull Thrower

Type	Skeletoid
Level	2
Hit Points	7
AC	8
Maximum Speed	150
Movement	4
Fly	No
Attack Reach	36
Attack Range	42
Recovery	30
Bonus	—
Experience	36
Treasure Type	—
Treasure Level	1

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d4
Ranged	Physical	2d4

### Resistances

RESISTANCE	VALUE
Physical	5
Elemental	10
Dark	90
Light	10
Spirit	10

Spells: None

### Sowelu Axeldotir

Type	Weak Individual
Level	1
Hit Points	4
AC	3
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	17
Treasure Type	—
Treasure Level	—

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d2+1
Ranged	—	—

### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	10
Dark	10
Light	10
Spirit	30

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Heal	Master	7	6

## Specter

Type	Ghost
Level	55
Hit Points	619
AC	35
Maximum Speed	150
Movement	7
Fly	Yes
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Unconscious
Experience	5,363
Treasure Type	Item
Treasure Level	3

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Dark		12d4+12
Ranged	Dark		3d6+6

## Spells

SPELL	SKILL	PRIMARY	SECONDARY
SPELL	LEVEL	SKILL	SKILL
Dark Grasp	Master	10	4

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	20
Dark	100
Light	20
Spirit	20

## Specter Dagrell

Type	Dagrell
Level	79
Hit Points	1,174
AC	40
Maximum Speed	400
Movement	6
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Break Item
Experience	10,547
Treasure Type	Item
Treasure Level	4

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		3d7+60
Ranged	Physical		5d6

## Spells

SPELL	SKILL	PRIMARY	SECONDARY
SPELL	LEVEL	SKILL	SKILL
Paralyze	Expert	7	1

## Resistances

RESISTANCE	VALUE
Physical	100
Elemental	50
Dark	90
Light	50
Spirit	50

## Terror

Type	Banshee
Level	65
Hit Points	829
AC	60
Maximum Speed	350
Movement	7
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	7,313
Treasure Type	Item
Treasure Level	5

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Dark		3d6+50
Ranged	Dark		6d12

## Spells

SPELL	SKILL	PRIMARY	SECONDARY
SPELL	LEVEL	SKILL	SKILL
Fear	Master	10	1

## Resistances

RESISTANCE	VALUE
Physical	70
Elemental	20
Dark	100
Light	20
Spirit	20

## Tesar Olin

Type	Mid-Level Individual
Level	15
Hit Points	79
AC	9
Maximum Speed	150
Movement	—
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	563
Treasure Type	—
Treasure Level	—

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		6d4+5
Ranged	Physical		5d3+10

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	10
Dark	10
Light	10
Spirit	10

### Thrall

Type	Thrall
Level	12
Hit Points	58
AC	14
Maximum Speed	200
Movement	2
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Disease (Moderate)
Experience	396
Treasure Type	—
Treasure Level	1

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d4+6
Ranged	Physical	3d4+3

### Resistances

RESISTANCE	VALUE
Physical	20
Elemental	10
Dark	10
Light	10
Spirit	10

Spells: None

### Thrall Master

Type	Thrall
Level	18
Hit Points	103
AC	20
Maximum Speed	200
Movement	2
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Disease (Moderate)
Experience	756
Treasure Type	Item
Treasure Level	1

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d4+12
Ranged	Physical	3d4+6

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	15
Dark	15
Light	15
Spirit	15

Spells: None

### Town Guard

Type	Town Guard
Level	14
Hit Points	72
AC	15
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	504
Treasure Type	Weapon
Treasure Level	1

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d4+4
Ranged	Physical	2d4+4

### Resistances

RESISTANCE	VALUE
Physical	5
Elemental	10
Dark	10
Light	10
Spirit	10

Spells: None

### Town Guard 2

Type	Town Guard
Level	20
Hit Points	120
AC	18
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	900
Treasure Type	Weapon
Treasure Level	2

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	5d3+6
Ranged	Physical	3d3+6

### Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	10
Light	10
Spirit	10

Spells: None

## Town Guard 3

Type	Town Guard
Level	34
Hit Points	276
AC	16
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	2,244
Treasure Type	Armor
Treasure Level	2

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d8+4
Ranged	Physical	2d8+4

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	5
Dark	5
Light	5
Spirit	5

Spells: None

## Town Guard 4

Type	Town Guard
Level	37
Hit Points	317
AC	30
Maximum Speed	250
Movement	4
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Break Weapon
Experience	2,609
Treasure Type	Armor
Treasure Level	2

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	5d3+14
Ranged	Physical	3d3+14

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	30
Dark	30
Light	30
Spirit	30

Spells: None

## Trellborg

Type	Trellborg
Level	22
Hit Points	139
AC	40
Maximum Speed	200
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	1,056
Treasure Type	Weapon
Treasure Level	5

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	5d6+20
Ranged	Physical	3d10+5

## Resistances

RESISTANCE	VALUE
Physical	10
Elemental	5
Dark	10
Light	100
Spirit	10

Spells: None

## Troglydte

Type	Troglydte
Level	10
Hit Points	45
AC	10
Maximum Speed	150
Movement	3
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	300
Treasure Type	Random
Treasure Level	1

## Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d7+4
Ranged	Spirit	3d7+2

## Resistances

RESISTANCE	VALUE
Physical	5
Elemental	5
Dark	10
Light	10
Spirit	10

Spells: None

### Troglodyte Gnoll

Type	Troglodyte
Level	24
Hit Points	159
AC	20
Maximum Speed	150
Movement	3
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Poison (Weak)
Experience	1,224
Treasure Type	Random
Treasure Level	2

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d7+8
Ranged	Dark	3d7+4

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Disease	Expert	6	1

### Resistances

RESISTANCE	VALUE
Physical	15
Elemental	15
Dark	30
Light	30
Spirit	30

### Troglodyte Wren

Type	Troglodyte
Level	17
Hit Points	95
AC	15
Maximum Speed	150
Movement	3
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	689
Treasure Type	Random
Treasure Level	1

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d7+6
Ranged	Elemental	3d7+3

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Poison	Normal	3	1

### Resistances

RESISTANCE	VALUE
Physical	10
Elemental	10
Dark	20
Light	20
Spirit	20

### Vampir

Type	Nosferatu
Level	48
Hit Points	490
AC	45
Maximum Speed	200
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Drain SP
Experience	4,176
Treasure Type	Random
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Dark	3d8+35
Ranged	Dark	3d8+35

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Soulrinker	Grandmaster	12	4
Wound	Master	10	1

### Resistances

RESISTANCE	VALUE
Physical	30
Elemental	15
Dark	100
Light	30
Spirit	30

### Venomous Dagrell

Type	Dagrell
Level	59
Hit Points	700
AC	35
Maximum Speed	400
Movement	6
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	Break Armor
Experience	6,107
Treasure Type	Item
Treasure Level	3

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d7+40
Ranged	Physical	3d6

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Fear	Expert	5	1

### Resistances

RESISTANCE	VALUE
Physical	100
Elemental	50
Dark	90
Light	50
Spirit	50

## Viscount

Type	Nobleman
Level	55
Hit Points	619
AC	35
Maximum Speed	175
Movement	5
Fly	No
Attack Reach	36
Attack Range	60
Recovery	30
Bonus	—
Experience	5,363
Treasure Type	Random
Treasure Level	3

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		18d4
Ranged	Physical		12d4

## Spells: None

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	30
Dark	30
Light	30
Spirit	30

## Winged Aberration

Type	Winged Mutant
Level	51
Hit Points	544
AC	40
Maximum Speed	350
Movement	7
Fly	Yes
Attack Reach	36
Attack Range	200
Recovery	30
Bonus	Break Armor
Experience	4,667
Treasure Type	Item
Treasure Level	5

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		5d10+30
Ranged	Physical		5d10+30

## Spells

SPELL	SKILL	PRIMARY	SECONDARY
SPELL	LEVEL	SKILL	SKILL
Sparks	Master	9	7

## Resistances

RESISTANCE	VALUE
Physical	40
Elemental	30
Dark	30
Light	30
Spirit	100

## Winged Mutant

Type	Winged Mutant
Level	39
Hit Points	346
AC	30
Maximum Speed	350
Movement	7
Fly	Yes
Attack Reach	36
Attack Range	200
Recovery	30
Bonus	—
Experience	2,867
Treasure Type	Item
Treasure Level	4

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		4d10+25
Ranged	Physical		4d10+25

## Spells

SPELL	SKILL	PRIMARY	SECONDARY
SPELL	LEVEL	SKILL	SKILL
Sparks	Expert	6	4

## Resistances

RESISTANCE	VALUE
Physical	30
Elemental	20
Dark	20
Light	20
Spirit	20

## Winged Oddity

Type	Winged Mutant
Level	27
Hit Points	191
AC	20
Maximum Speed	350
Movement	7
Fly	Yes
Attack Reach	36
Attack Range	200
Recovery	30
Bonus	—
Experience	1,499
Treasure Type	Item
Treasure Level	4

## Attacks

ATTACK	DAMAGE	TYPE	DAMAGE
Melee	Physical		3d10+20
Ranged	Physical		3d10+20

## Spells

SPELL	SKILL	PRIMARY	SECONDARY
SPELL	LEVEL	SKILL	SKILL
Sparks	Normal	3	2

## Resistances

RESISTANCE	VALUE
Physical	20
Elemental	10
Dark	10
Light	10
Spirit	10

### Yanmir

Type	Powerful Individual
Level	70
Hit Points	945
AC	70
Maximum Speed	300
Movement	6
Fly	No
Attack Reach	55
Attack Range	120
Recovery	30
Bonus	Afraid
Experience	8,400
Treasure Type	Random
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Elemental	2d20+45
Ranged	Elemental	1d20+45

### Resistances

RESISTANCE	VALUE
Physical	50
Elemental	0
Dark	100
Light	0
Spirit	0

Spells: None

### Yeti

Type	Bigfoot
Level	38
Hit Points	331
AC	38
Maximum Speed	300
Movement	4
Fly	No
Attack Reach	40
Attack Range	60
Recovery	30
Bonus	Stun
Experience	2,736
Treasure Type	Random
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	4d10+10
Ranged	Physical	6d5+8

### Resistances

RESISTANCE	VALUE
Physical	0
Elemental	100
Dark	100
Light	100
Spirit	100

Spells: None

### Zombie

Type	Zombie
Level	17
Hit Points	95
AC	20
Maximum Speed	150
Movement	4
Fly	No
Attack Reach	36
Attack Range	50
Recovery	30
Bonus	Drain SP
Experience	689
Treasure Type	Random
Treasure Level	5

### Attacks

ATTACK	DAMAGE TYPE	DAMAGE
Melee	Physical	3d7+8
Ranged	Physical	2d6+8

### Resistances

RESISTANCE	VALUE
Physical	40
Elemental	100
Dark	40
Light	40
Spirit	40

### Spells

SPELL	SKILL LEVEL	PRIMARY SKILL	SECONDARY SKILL
Spell Reaver	Master	10	1
Wound	Master	8	1





## CHAPTER EIGHT

# ITEMS

**T**his chapter is a catalogue of the weapons, armor, and varied miscellaneous items that you'll encounter in the game. Items are listed by the skills needed to use them, such as Blade, Cudgel, or Armor, and then by general category. Within each category, they're listed roughly in ascending order of power.

You'll find an entry for every non-quest item, plus entries for quest-related items that can be used as weapons, sold for a reasonable price, or used for a magical effect—in short, items that have uses beyond the actual quest.

What you *won't* find here are listings for valueless quest items, such as letters and keys. Those items appear only once in the game, and they have only one function. You'll find information on those items in the appropriate quest walkthroughs, in Chapter 5.

Items are listed in this order:

- Weapons
  - Blades
  - Bows
  - Cudgels
  - Spears
  - Thrown Weapons
- Armor
  - Belts
  - Body Armor
  - Boots
  - Gloves
  - Helmets
  - Shields
- Non-Armor, Worn Items
  - Amulets
  - Rings
- One-Shot Magical Items
  - Potions
  - Skill Books
  - Spell Books
  - Scrolls
  - Runestones
- Wands and Miscellaneous Items
  - Wands
  - Miscellaneous Items
- Matched Artifact Sets

## Definitions

What follows is an explanation of the information that is listed in the following tables.

### Item Type

Item type is the item's general category. This is sometimes identical to the section the item is listed in, but not always.

For example, there are lots of weapons listed in the Blade Weapons section—but within that section, there are several different weapon types: swords, daggers, axes, and so forth. Item type lets you know exactly what sort of item you're dealing with.

### Tip

*Item type can be very important. For example, Assassins that have Grandmastered in Blade get incredible attack bonuses, but the best bonuses happen only when they're using daggers. Use item type to determine whether a particular weapon is categorized as a dagger.*

### Equipment Location

This entry is only given for nonweapons and nonarmor items.

Equipment location is the spot where the item is carried or worn. (This isn't given for weapons and armor, because it's obvious that weapons go in your hands, helmets go on your head, and so forth.)

If this entry says "Items," it isn't worn at all; it just goes into your character's general inventory until you decide to use it.

### Treasure Level

If you look at the Atlas of Chedian (Chapter 6), you'll see that every map has a treasure value between 1 and 6. It's a measure of how good the randomly generated treasure is on that particular map.

The items in this chapter have a treasure level that directly corresponds to maps' treasure value. If a map has treasure value of three, you're likely to find items of up to three treasure level on that map.

### Base Value

This is the base price of the item. If you're a Grandmaster Merchant, this is the price you'll buy and sell at. If you have lesser Merchant skill, you'll pay more and sell for less.

### Identify and Repair

This dual-purpose number shows you the Identify skill value needed to identify the item, and the Repair value needed to repair the item.

### Damage

Damage is listed for weapons and shows the base amount of damage dealt by them. Extra damage and special effects are listed in the Effects area.

Damage is expressed as a formula, such as:  $2d4+3$ . This example formula means: "Roll two virtual four-sided dice (which yields a number between two and eight), then add three to the result." That's the damage dealt by the weapon in any given attack. In the above example, the damage would be 5-11.

Sometimes you see a "Q" in the formula, as:  $2d4+Q$ . The Q stands for weapon quality, which varies from weapon to weapon. Determine a weapon's quality by looking at it in your inventory.

The exact "Q" bonus depends both on the quality of the item (Normal, Good, Excellent) and the treasure level (1-5). Weapons have the "Q" bonus applied both to the damage and the "to hit" calculation; with armor, the bonus affects the bottom-line armor class (AC).

## Effects of Quality on Items of Various Treasure Levels

TREASURE LEVEL	NORMAL	GOOD	EXCELLENT
1	0	1	2
2	2	3	4
3	4	5	6
4	6	7	8
5	8	9	10

### Armor Class

Armor class is listed for armor items. It's a numerical rating of the armor's protective value. This value figures into the "to hit" calculation whenever an enemy attacks your character; a higher armor value makes the character less likely to be hit.

### Recovery

Recovery is the base amount of time required to "recover" from using the item. A large, unwieldy item such as a quarterstaff has a longer recovery time than a dagger. As a result, most characters will attack more frequently with the dagger than with the quarterstaff.

### Note

Even nonweapons, such as armor, potions, and scrolls, have a recovery time.

Armor's recovery time is the amount of time the armor *adds* to whatever task you're performing.

### Restrictions

Any character classes listed here are banned from using the item.

Some items have attributes or skills listed here, such as: Might 20. In this case, only characters with a 20 or better in Might can use the item.

### Effects and Enchantments

This entry lists any special properties that don't show up in the "Damage" category. For example, in addition to its damage, a weapon may confer +10 Might upon its wielder. Also, certain items have enchantment properties, such as: "of Regeneration." These properties are listed here also.

#### Tip

*Enchantments properties are sometimes referred to as "concatations."*

Here's a list of possible enchantments (or concatations):

#### Index of Item Enchantments

ENCHANTMENT	EFFECT
<b>Accurate</b>	+5 Accuracy
<b>Agile</b>	+1 skill level to Dodging
<b>Anima Resistance</b>	+5 resistance to Spirit Magic
<b>Eagle Eye</b>	+30 Accuracy
<b>Entropic</b>	+20 resistance to Light Magic
<b>Flamed</b>	+3d6 Elemental damage
<b>Fragile</b>	30 percent chance of being broken each hit
<b>Hollow</b>	+10 resistance to Spirit Magic
<b>Icy</b>	+2d6 Elemental damage
<b>Master</b>	+3 skill level for its associated weapon skill. Armor provides a +2 skill level to Armor
<b>Nimble</b>	+3 skill level to Dodging
<b>of Ablation</b>	Anyone struck by a weapon of ablation or striking a target wearing armor of ablation takes an additional 4-10 points of damage,
<b>of Agile Fingers</b>	+3 skill level to Disarm Trap
<b>of Agility</b>	-10 armor recovery
<b>of All-Seeing</b>	+5 skill level to Perception
<b>of Amelioration</b>	Doubles the character's regeneration of hit and spell points
<b>of Animals</b>	+1 skill level to ID Monster

ENCHANTMENT	EFFECT
<b>of Arms Mastery</b>	+1 skill level to Armsmaster
<b>of Arms Mastery</b>	+3 skill level to Armsmaster
<b>of Arms Mastery</b>	+5 skill level to Armsmaster
<b>of Bartering</b>	+3 skill level to Merchant
<b>of Being</b>	+5 skill levels in Light Magic
<b>of Brawlers</b>	Knocks the target back 2d5 feet, does an additional 2d6 in damage, and stuns the target
<b>of Bruisers</b>	Knocks the target back 2d5 feet and does an additional 2d4 in damage
<b>of Brutes</b>	Knocks the target back 2d5 feet
<b>of Conjuring</b>	+3 skill levels in Elemental Magic
<b>of Craft</b>	+1 skill level to Repair Item
<b>of Death</b>	+5 skill levels in Dark Magic
<b>of Defense</b>	+2 armor class
<b>of Disease</b>	Anyone struck by a weapon of disease or striking a target wearing armor of disease takes an additional 3-12 points of damage.
<b>of Dragon Slaying</b>	2x damage when fighting Dragon
<b>of Durability</b>	Item is slightly harder to break and has a higher value
<b>of Endurance</b>	Item is moderately harder to break and has a higher value
<b>of Erosion</b>	Anyone struck by a weapon of erosion or striking a target wearing armor of erosion takes an additional 2-7 points of damage.
<b>of Existence</b>	+3 skill levels in Light Magic
<b>of Fear</b>	Paralyzes target
<b>of Fine Reflexes</b>	-5 armor recovery
<b>of Flight</b>	-15 weapon recovery
<b>of Goo</b>	Slows target
<b>of Guarding</b>	+10 armor class
<b>of Haste</b>	-5 weapon recovery
<b>of Health</b>	Doubles character's regeneration of hit points
<b>of Incantation</b>	+5 skill levels in Elemental Magic
<b>of Item Lore</b>	+1 skill level to ID Item
<b>of Item Lore</b>	+3 skill level to ID Item
<b>of Item Lore</b>	+5 skill level to ID Item
<b>of Life</b>	+1 skill level in Light Magic
<b>of Magic</b>	+1 skill level in Elemental Magic

ENCHANTMENT	EFFECT
of <b>Mastery</b>	+5 skill level to Repair Item
of <b>Meditation</b>	Doubles character's regeneration of spell points
of <b>Monster Lore</b>	+5 skill level to ID Monster
of <b>Monsters</b>	+3 skill level to ID Monster
of <b>Mortal Rest</b>	+3 skill levels in Dark Magic
of <b>Mortality</b>	+5 resistance to Light Magic
of <b>Nimbleness</b>	+1 skill level to Disarm Trap
of <b>Perception</b>	+3 skill level to Perception
of <b>Permanance</b>	Item is unbreakable and has the highest value
of <b>Practiced Hands</b>	+5 skill level to Disarm Trap
of <b>Protection</b>	+5 armor class
of <b>Recovery</b>	-15 armor recovery
of <b>Release</b>	+10 resistance to Light Magic
of <b>Sensing</b>	+1 skill level to Perception
of <b>Skill</b>	+3 skill level to Repair Item
of <b>Soul</b>	+3 skill levels in Spirit Magic
of <b>Speed</b>	-10 weapon recovery
of <b>Spirit</b>	+1 skill level in Spirit Magic
of <b>Stoning</b>	Stuns target
of <b>Swapping</b>	+1 skill level to Merchant
of <b>the Bigfoot</b>	+5 to Endurance
of <b>the Elf</b>	+30 to Luck
of <b>the Fairy</b>	+15 to Luck
of <b>the Gezzampit</b>	+15 to Might
of <b>the Giant</b>	+30 to Might
of <b>the Gladiator</b>	+5 to Might
of <b>the Jajarb</b>	+30 to Magic
of <b>the Jarb</b>	+5 to Magic
of <b>the Jig</b>	1 extra attack with weapon
of <b>the Pixie</b>	+5 to Luck
of <b>the Polka</b>	1 extra attack with weapon
of <b>the Punjarb</b>	+15 to Magic
of <b>the Reel</b>	1 extra attack with weapon
of <b>the River</b>	+10 resistance to Elemental Magic
of <b>the Rock</b>	+20 resistance to Elemental Magic
of <b>the Sasquatch</b>	+15 to Endurance
of <b>the Sleep</b>	+1 skill level in Dark Magic
of <b>the Tree</b>	+5 resistance to Elemental Magic
of <b>the Wight</b>	+5 to Speed
of <b>the Wraith</b>	+30 to Speed
of <b>the Wrath</b>	+15 to Speed

ENCHANTMENT	EFFECT
of <b>the Yeti</b>	+30 to Endurance
of <b>Trading</b>	+5 skill level to Merchant
of <b>Vampiric Drain</b>	1/3 of damage taken is transferred to both spell and hit points
of <b>Vampiric Meditation</b>	1/3 of damage taken is transferred to spell points
of <b>Vital Flame</b>	+20 resistance to Dark Magic
of <b>Vital Force</b>	+5 skill levels in Spirit Magic
of <b>Vital Spark</b>	+10 resistance to Dark Magic
of <b>Vitality</b>	+5 resistance to Dark Magic
of <b>Wind</b>	+1d6 Elemental damage
<b>Soulless</b>	+20 resistance to Spirit Magic
<b>Spry</b>	+5 skill level to Dodging
<b>The Expert's</b>	+1 skill level for its associated weapon or armor skill
<b>The Grandmaster's</b>	+5 skill level for its associated weapon skill or +3 skill level bonus to Armor
<b>Vampiric</b>	1/3 of damage taken is transferred to character's hit points
<b>Vigilant</b>	+15 to Accuracy

### Tip

Keep your eyes peeled for "normal" items that are enchanted with one of these properties. For example, in addition to the basic long sword listed in this chapter, you might find a Long Sword of Wind. That sword will have all the properties of the basic long sword, plus 1-6 Elemental damage per attack.

### Description

This slightly abridged version of the description found within the game itself is printed here for easy reference.

### Weapons

#### Blades

You must have the Blade skill to use any of these weapons.

#### Poor Sword



<b>Item Type</b>	Short Sword
<b>Treasure Level</b>	1
<b>Base Value</b>	50
<b>Identify and Repair</b>	1
<b>Damage</b>	2d4+Q
<b>Recovery</b>	50
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid

#### Effects

This type of sword is often taken in raids of the far south.

#### Shaba Couta



<b>Item Type</b>	Short Sword
<b>Treasure Level</b>	2
<b>Base Value</b>	200
<b>Identify and Repair</b>	3
<b>Damage</b>	2d4+Q
<b>Recovery</b>	50
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid

#### Effects

Literally Old Ursanian for "short cutter," this style of short sword has been popular for many centuries, and its making is a closely guarded secret.

#### Scramasax



<b>Item Type</b>	Long Sword
<b>Treasure Level</b>	2
<b>Base Value</b>	400
<b>Identify and Repair</b>	3
<b>Damage</b>	3d3+Q
<b>Recovery</b>	50
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid

#### Effects

The name comes from Chedian natives and means "wound-making implement." This single-bladed sword is a Chedian favorite.

#### Imperial Sword



<b>Item Type</b>	Long Sword
<b>Treasure Level</b>	5
<b>Base Value</b>	900
<b>Identify and Repair</b>	12
<b>Damage</b>	3d3+Q
<b>Recovery</b>	50
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid

#### Effects

This sword was used by the Ursanian Imperial Guard, before the fall of the Ursanian Empire.

#### Mercenary Sword




<b>Item Type</b>	Broad Sword
<b>Treasure Level</b>	3
<b>Base Value</b>	600
<b>Identify and Repair</b>	6
<b>Damage</b>	4d3+Q
<b>Recovery</b>	50
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid

#### Effects


This is the favored sword of the mercenaries.

## Mortuary Sword

	<b>Item Type</b>	Broad Sword
	<b>Treasure Level</b>	4
	<b>Base Value</b>	800
	<b>Identify and Repair</b>	9
	<b>Damage</b>	4d3+Q
	<b>Recovery</b>	50
	<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
	<b>Effects</b>	—


This sword was issued by the Heronport Death Cult before they were stamped out by King Ichvan II.

## Sven's Sword

	<b>Item Type</b>	Long Sword
	<b>Treasure Level</b>	Quest Item
	<b>Base Value</b>	300
	<b>Identify and Repair</b>	20
	<b>Damage</b>	3d3+Q
	<b>Recovery</b>	50
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This is the sword Sven took into battle.

## Bjarni's Sword

	<b>Item Type</b>	Long Sword
	<b>Treasure Level</b>	Quest Item
	<b>Base Value</b>	300
	<b>Identify and Repair</b>	20
	<b>Damage</b>	3d3+Q
	<b>Recovery</b>	50
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This is the sword Bjarni took into battle.

## Sigmund's Sword

	<b>Item Type</b>	Long Sword
	<b>Treasure Level</b>	Quest Item
	<b>Base Value</b>	300
	<b>Identify and Repair</b>	20
	<b>Damage</b>	3d3+Q
	<b>Recovery</b>	50
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This is the sword Sigmund took into battle.

## Tryggva's Sword

	<b>Item Type</b>	Long Sword
	<b>Treasure Level</b>	Quest Item
	<b>Base Value</b>	300
	<b>Identify and Repair</b>	20
	<b>Damage</b>	3d3+Q
	<b>Recovery</b>	50
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This is the sword Tryggva took into battle.

## Saber

	<b>Item Type</b>	Scimitar
	<b>Treasure Level</b>	4
	<b>Base Value</b>	900
	<b>Identify and Repair</b>	9
	<b>Damage</b>	3d3+Q
	<b>Recovery</b>	50
	<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
	<b>Effects</b>	—

A more civilized weapon from a more civilized time.

## Scimitar

	<b>Item Type</b>	Scimitar
	<b>Treasure Level</b>	1
	<b>Base Value</b>	300
	<b>Identify and Repair</b>	1
	<b>Damage</b>	3d3+Q
	<b>Recovery</b>	50
	<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
	<b>Effects</b>	—

Commissioned by Kira the Cold for her cavalry, this sword is primarily a slashing weapon.

### Kira's Sword



<b>Item Type</b>	Long Sword
<b>Treasure Level</b>	Quest Item
<b>Base Value</b>	300
<b>Identify and Repair</b>	20
<b>Damage</b>	3d3+Q
<b>Recovery</b>	50
<b>Restrictions</b>	—
<b>Effects</b>	—

This is the sword Kira took into battle.

### Flamberge



<b>Item Type</b>	Two-Handed Sword
<b>Treasure Level</b>	5
<b>Base Value</b>	900
<b>Identify and Repair</b>	12
<b>Damage</b>	4d5+Q
<b>Recovery</b>	65
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

The bastard son of the Ursanian Emperor used this type of sword during the earthquakes that tore the Empire apart, and the revolution that followed. Its way blade was thought to cause more damage.

### The Chopper



<b>Item Type</b>	Two-Handed Sword
<b>Treasure Level</b>	5
<b>Base Value</b>	900
<b>Identify and Repair</b>	6
<b>Damage</b>	4d5+Q
<b>Recovery</b>	65
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

The Chopper was originally a ritual sword until it was discovered that it had surprising military value.

### Stiletto



<b>Item Type</b>	Dagger
<b>Treasure Level</b>	1
<b>Base Value</b>	5
<b>Identify and Repair</b>	1
<b>Damage</b>	2d2+Q
<b>Recovery</b>	45
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

This dagger is designed for stabbing and piercing mail.

### Elite Dagger



<b>Item Type</b>	Dagger
<b>Treasure Level</b>	2
<b>Base Value</b>	100
<b>Identify and Repair</b>	3
<b>Damage</b>	2d2+Q
<b>Recovery</b>	45
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

Standard issue dagger of the Drangheim Prison guards.

### Baselard



<b>Item Type</b>	Dagger
<b>Treasure Level</b>	4
<b>Base Value</b>	500
<b>Identify and Repair</b>	9
<b>Damage</b>	2d3+Q
<b>Recovery</b>	45
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

This dagger is often worn by peasants.



## Chedian Dirk



<b>Item Type</b>	Dagger
<b>Treasure Level</b>	5
<b>Base Value</b>	700
<b>Identify and Repair</b>	12
<b>Damage</b>	2d3+Q
<b>Recovery</b>	45
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

This dagger is the Chedian's constant companion. Should he ever have to go somewhere without his sword, he would take this dagger with him.

## Battle Witch



<b>Item Type</b>	Axe
<b>Treasure Level</b>	4
<b>Base Value</b>	600
<b>Identify and Repair</b>	9
<b>Damage</b>	3d7+Q
<b>Recovery</b>	65
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

The favored axe of the Chedian warriors, this axe got its name through hundreds of successful battles.

## Hatchet



<b>Item Type</b>	Axe
<b>Treasure Level</b>	1
<b>Base Value</b>	50
<b>Identify and Repair</b>	1
<b>Damage</b>	3d2+Q
<b>Recovery</b>	65
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

Although it is more a tool than a weapon, when necessary, one could make do with this axe

## Storm Axe



<b>Item Type</b>	Axe
<b>Treasure Level</b>	5
<b>Base Value</b>	900
<b>Identify and Repair</b>	12
<b>Damage</b>	3d7+Q
<b>Recovery</b>	65
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

It is very rare to see the blade of this axe, enchanted by the Sturmford Mages, dulled.

## Combat Axe



<b>Item Type</b>	Axe
<b>Treasure Level</b>	2
<b>Base Value</b>	100
<b>Identify and Repair</b>	3
<b>Damage</b>	4d2+Q
<b>Recovery</b>	65
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

Cheap and plentiful, this axe is often the primary weapon of soldiers throughout Chedian.

## Sing Sword



<b>Item Type</b>	Short Sword
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Damage</b>	2d6+35
<b>Recovery</b>	50
<b>Restrictions</b>	—
<b>Effects</b>	+30 to Might, of Arms Mastery

This sword was enchanted by an unknown mage for the doctor-turned-skald known as Frank. It is said to cast a pleasing tone in battle, causing the wielder to become stronger.

### Excala Banna



<b>Item Type</b>	Long Sword
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Damage</b>	4d6+50
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	-5 Accuracy, -5 Endurance, +50 Luck

This yellow-hued sword is legendary among the native people of Frosgard. They claim that it was carried by their hero Eric, who it seemed was never prepared for battle. It is supposed to have surfaced from a lake when Eric cried out, "Yoohoo!"

### Mevan Sword



<b>Item Type</b>	Broad Sword
<b>Treasure Level</b>	6
<b>Base Value</b>	1,500
<b>Identify and Repair</b>	20
<b>Damage</b>	10d5+35
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	Breaks after first use

The Mevan Sword is pure evil. It surfaced early this century, after being buried under a pile of rubble since the Great Cataclysm. It is not known who made it, or why, but those who have used it either swore by it or died by it.

### Jorghamesh



<b>Item Type</b>	Scimitar
<b>Treasure Level</b>	6
<b>Base Value</b>	21,000
<b>Identify and Repair</b>	20
<b>Damage</b>	3d6+25
<b>Recovery</b>	55
<b>Restrictions</b>	25 Accuracy
<b>Effects</b>	-50 to SP, +20 to Accuracy, +10 to Speed

Jorghamesh was commissioned by Olaf the Fat during his short reign as Jarl of Frosgard. He believed that with this sword he could conquer and unite all the Clans of Chedian.

### Black's Heart



<b>Item Type</b>	Dagger
<b>Treasure Level</b>	6
<b>Base Value</b>	23,000
<b>Identify and Repair</b>	20
<b>Damage</b>	5d6+70
<b>Recovery</b>	45
<b>Restrictions</b>	—
<b>Effects</b>	Increased damage, increased chance to hit, increased Speed

Long ago, a group of Chedian warriors was led by Halfred the Black. This dagger was his constant companion. After his death, the dagger was buried with him. His grave, however, was soon looted; its contents taken and sold.

### Integris



<b>Item Type</b>	Dagger
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Damage</b>	2d6+60
<b>Recovery</b>	45
<b>Restrictions</b>	—
<b>Effects</b>	+60 to hit and damage, +15 points of poison, Fragile

Named after the Old Ursanian Emperor who committed suicide in 225 BC, this is the dagger that he used to finally end his life.



## Bloodaxe



<b>Item Type</b>	Axe
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Damage</b>	3d6+35
<b>Recovery</b>	60
<b>Restrictions</b>	—
<b>Effects</b>	40 percent chance to “poison” target at Grandmaster level, +20 Endurance, +10 to all resistances

This axe is named after the Sturmford warrior Sven Bloodaxe who was ever victorious in combat. Although it is denied by many, he finally died of old age in 340 AC.

## Svynir



<b>Item Type</b>	Axe
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	20
<b>Damage</b>	3d6+75
<b>Recovery</b>	60
<b>Restrictions</b>	—
<b>Effects</b>	Fragile, extra damage, +6 Armsmaster, +6 Blade skill, Regeneration

This axe was forged in 200 BC at Minespring. The dwarves of that era were weaponsmiths of exceptional ability.

## Bows

These weapons all require the Bow skill.

## Student's Bow



<b>Item Type</b>	Bow
<b>Treasure Level</b>	1
<b>Base Value</b>	100
<b>Identify and Repair</b>	1
<b>Damage</b>	4d2+Q
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	—

This small bow is used by the elves of Chedian to teach their children how to shoot.

## Cavalry Bow



<b>Item Type</b>	Bow
<b>Treasure Level</b>	2
<b>Base Value</b>	300
<b>Identify and Repair</b>	3
<b>Damage</b>	4d2+Q
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	—

This bow is meant to be fired from horseback.

## Coward's Bow



<b>Item Type</b>	Bow
<b>Treasure Level</b>	3
<b>Base Value</b>	600
<b>Identify and Repair</b>	6
<b>Damage</b>	5d2+Q
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	—

This bow earned its name because of its extremely long range.

### Composite Bow



<b>Item Type</b>	Bow
<b>Treasure Level</b>	3
<b>Base Value</b>	900
<b>Identify and Repair</b>	9
<b>Damage</b>	5d3+Q
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	—

This bow is made up of several layers of different woods to increase its durability and strength.

### Dark Bow



<b>Item Type</b>	Bow
<b>Treasure Level</b>	4
<b>Base Value</b>	1,500
<b>Identify and Repair</b>	12
<b>Damage</b>	5d3+Q
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	—

Made of yew and ironwood, and backed with steel, this bow is one of the most deadly missile throwers ever made.

### Deadman's Crossbow



<b>Item Type</b>	Crossbow
<b>Treasure Level</b>	3
<b>Base Value</b>	600
<b>Identify and Repair</b>	3
<b>Damage</b>	4d2+Q
<b>Recovery</b>	75
<b>Restrictions</b>	Slow
<b>Effects</b>	—

This crossbow never became popular because of its complicated loading mechanism. After firing the first shot, the user often finds himself dead....

### Thjoradric Arbalest



<b>Item Type</b>	Crossbow
<b>Treasure Level</b>	5
<b>Base Value</b>	1,500
<b>Identify and Repair</b>	12
<b>Damage</b>	5d3+Q
<b>Recovery</b>	65
<b>Restrictions</b>	30 Might
<b>Effects</b>	—

This massive, hulking crossbow is normally mounted on a carriage for easy transportation. It has been removed for some reason, and if you have the strength to carry it, it is certain to put fear (and a bolt) into your opponent's heart.

### Everstrike



<b>Item Type</b>	Longbow
<b>Treasure Level</b>	6
<b>Base Value</b>	25,000
<b>Identify and Repair</b>	30
<b>Damage</b>	5d3+35
<b>Recovery</b>	60
<b>Restrictions</b>	Fighter, Mercenary, Crusader, Initiate, Scholar, Mage, Lich, Healer, Paladin, Gladiator, Assassin, Druid
<b>Effects</b>	100 percent Accuracy

Made of Elemental Thjorad, this weapon was one of the finest creations from the famed weaponsmith Borfinn Ironhands. He always claimed he was not adept at making missile throwers, but this weapon is clearly the finest example of anything he ever made.

## Kraftig Bage



<b>Item Type</b>	Light Crossbow
<b>Treasure Level</b>	6
<b>Base Value</b>	25,000
<b>Identify and Repair</b>	20
<b>Damage</b>	5d4+45
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	+10 to all stats, + 7 Bow skill

This bow was carried into battle by the mighty warrior Halfnorr the Ox-Shouldered. It conferred upon him great strength and skill. He was slain by another warrior, Sven Bloodaxe, when they met in battle in Thjorgard.

## Blackpowder



<b>Item Type</b>	Hand Cannon
<b>Treasure Level</b>	6
<b>Base Value</b>	30,000
<b>Identify and Repair</b>	30
<b>Damage</b>	5d3+45
<b>Recovery</b>	55
<b>Restrictions</b>	30 Strength
<b>Effects</b>	Bypass AC, extra damage, slow reload, 2 percent chance per use of it breaking and damaging player

This device was created by the mad scholar Roj'ere sometime before his death in 320 AC. He was called a genius by some, a madman by others. This particular invention uses a strange black powder to propel a projectile from its muzzle.

## Cudgels

These weapons all require the Cudgel skill.

## Bone Club



<b>Item Type</b>	Club
<b>Treasure Level</b>	1
<b>Base Value</b>	1
<b>Identify and Repair</b>	1
<b>Damage</b>	1d3+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This club is just a thighbone from a large animal.

## Crude Mace



<b>Item Type</b>	Club
<b>Treasure Level</b>	2
<b>Base Value</b>	50
<b>Identify and Repair</b>	3
<b>Damage</b>	1d3+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This mace is just a metal stick.

## Spiked Club



<b>Item Type</b>	Club
<b>Treasure Level</b>	3
<b>Base Value</b>	100
<b>Identify and Repair</b>	6
<b>Damage</b>	1d3+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This club has spikes on one end to increase the damage.

### Dragon Club



<b>Item Type</b>	Club
<b>Treasure Level</b>	4
<b>Base Value</b>	300
<b>Identify and Repair</b>	9
<b>Damage</b>	2d5+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This club is made from the strong bones of a dragon.

### Thjoradric Mace



<b>Item Type</b>	Club
<b>Treasure Level</b>	5
<b>Base Value</b>	700
<b>Identify and Repair</b>	12
<b>Damage</b>	2d5+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This style mace was made for one purpose: crushing armor and shattering bones. It was made when the Thjoradric Raiders were fighting across the sea during the first invasion.

### Flail



<b>Item Type</b>	Flail
<b>Treasure Level</b>	1
<b>Base Value</b>	100
<b>Identify and Repair</b>	1
<b>Damage</b>	2d6+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

It's similar to a grain flail, except this one was designed to hurt people.

### Horseman's Flail



<b>Item Type</b>	Flail
<b>Treasure Level</b>	2
<b>Base Value</b>	175
<b>Identify and Repair</b>	3
<b>Damage</b>	2d6+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This flail has a shorter shaft and longer chains. It was designed to be used from a horse.

### Morning Star



<b>Item Type</b>	Flail
<b>Treasure Level</b>	3
<b>Base Value</b>	400
<b>Identify and Repair</b>	6
<b>Damage</b>	2d6+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

The morning star evolved from the flail, but with added spikes on the balls to cut through armor.

### War Star



<b>Item Type</b>	Flail
<b>Treasure Level</b>	4
<b>Base Value</b>	500
<b>Identify and Repair</b>	9
<b>Damage</b>	2d6+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This morning star is made for use in battle.

**Imperial Star**

<b>Item Type</b>	Flail
<b>Treasure Level</b>	5
<b>Base Value</b>	800
<b>Identify and Repair</b>	12
<b>Damage</b>	2d6+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This morning star was used by the Ursanian Army during its Imperial period.

**Wooden Staff**

<b>Item Type</b>	Staff
<b>Treasure Level</b>	1
<b>Base Value</b>	40
<b>Identify and Repair</b>	1
<b>Damage</b>	2d4+Q
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	—

This is nothing more than a polished stick.

**Tournament Staff**

<b>Item Type</b>	Staff
<b>Treasure Level</b>	2
<b>Base Value</b>	250
<b>Identify and Repair</b>	3
<b>Damage</b>	2d4+Q
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	—

This staff is often used in the Arena. Its stout construction is resistant to breakage, and its even balance makes it easier to handle.

**Steel Staff**

<b>Item Type</b>	Staff
<b>Treasure Level</b>	3
<b>Base Value</b>	500
<b>Identify and Repair</b>	6
<b>Damage</b>	2d4+Q
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	—

This staff is made of steel instead of wood. It breaks less, is heavier, and causes greater damage.

**Monastic Staff**

<b>Item Type</b>	Staff
<b>Treasure Level</b>	4
<b>Base Value</b>	700
<b>Identify and Repair</b>	9
<b>Damage</b>	2d4+Q
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	—

This is the favored weapon of the Monks of Lindisfarne.

**Truth Staff**

<b>Item Type</b>	Staff
<b>Treasure Level</b>	5
<b>Base Value</b>	1,000
<b>Identify and Repair</b>	12
<b>Damage</b>	2d4+Q
<b>Recovery</b>	65
<b>Restrictions</b>	Fighter, Mercenary, Crusader, Assassin, Gladiator, Ranger, Paladin, Initiate, Scholar, Mage, Lich
<b>Effects</b>	—

This staff was made by the legendary priest Ezerim for his followers. Despite being wood, it is light and strong.

### Hammer



<b>Item Type</b>	Hammer
<b>Treasure Level</b>	1
<b>Base Value</b>	40
<b>Identify and Repair</b>	1
<b>Damage</b>	3d4+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This hammer is made for building things. It is also very effective at breaking them.

### Dwarven Hammer



<b>Item Type</b>	Hammer
<b>Treasure Level</b>	2
<b>Base Value</b>	120
<b>Identify and Repair</b>	3
<b>Damage</b>	3d4+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This short hammer is still very heavy. It was made by and for the dwarves.

### Pondata



<b>Item Type</b>	Hammer
<b>Treasure Level</b>	3
<b>Base Value</b>	350
<b>Identify and Repair</b>	6
<b>Damage</b>	3d4+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This hammer, literally Old Ursanian for “pounder,” was made centuries ago. Mysteriously, it looks like it was made yesterday.

### Dragon Hammer



<b>Item Type</b>	Hammer
<b>Treasure Level</b>	4
<b>Base Value</b>	500
<b>Identify and Repair</b>	9
<b>Damage</b>	4d4+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This hammer is engraved with fanciful dragon markings. With its sharp spike and heavy hammer face, it is a devastating weapon.

### Trellborg Hammer



<b>Item Type</b>	Hammer
<b>Treasure Level</b>	5
<b>Base Value</b>	900
<b>Identify and Repair</b>	12
<b>Damage</b>	4d4+Q
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

This hammer is so massive, it might take two men to wield it. Legend has it that these hammers were made by the Trellborgs of Froggard. Whether Trellborgs exist is legend, but the hammers do exist, and they are deadly.

### Vanir's Hammer



<b>Item Type</b>	Hammer
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Damage</b>	2d5+35
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	+20 Magic, of Incantation, of Mortal Rest, of Existence

Vanir's Hammer was created by the legendary sorcerer Vanir several hundred years ago. He was as adept at wielding this weapon as he was at sorcery.



## Bluttbunger



<b>Item Type</b>	Flail
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	20
<b>Damage</b>	6d6+50
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	5 percent chance of stunning opponent, of Bruisers, if fail vs. Skill, 70 percent chance of knocking self unconscious

Bluttbunger was a popular weapon in 480 AC when it was discovered. It can confound an opponent, making it popular in barroom brawls as well as on the battlefield.

## Manarus



<b>Item Type</b>	Morning Star
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Damage</b>	5d6+30
<b>Recovery</b>	55
<b>Restrictions</b>	Fighter, Crusader, Mercenary, Assassin, Gladiator, Paladin, Ranger
<b>Effects</b>	+80 SP, the Grandmaster's, of the Jajarb

This morning star is named after the mythical hero Manarus who became the guiding star in the northern sky. The history of this weapon is not known, but it is said to bestow great skill on magic users.

## Samarjit



<b>Item Type</b>	Staff
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	30
<b>Damage</b>	6d4+50
<b>Recovery</b>	55
<b>Restrictions</b>	20 Might, 30 Accuracy
<b>Effects</b>	+ 20 Endurance, +20 Might, of Endurance, of Mastery

This staff is made of an unknown metal. It is surprisingly light, and also very old. It was found with documents written in Old Ursanian that suggest it predates even the earliest mention of the Ursanian Empire.

## Thjorad



<b>Item Type</b>	Maul
<b>Treasure Level</b>	6
<b>Base Value</b>	25,000
<b>Identify and Repair</b>	9
<b>Damage</b>	5d4+20
<b>Recovery</b>	50
<b>Restrictions</b>	60 Might
<b>Effects</b>	+5–15 points of Elemental damage, 10 percent chance of killing target

This maul first appeared about 10 years AC, when most people were still picking up the pieces of the Great Cataclysm. It is said to be made out of pure Elemental Thjorad, and is extremely heavy.

### Spencer's Obedience



<b>Item Type</b>	Club
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Damage</b>	8d4+25
<b>Recovery</b>	45
<b>Restrictions</b>	—
<b>Effects</b>	+10 to Speed, very fast, of the Jig

General Spencer used this club to keep his troops in line. He often found them playing card games instead of staying at their posts, so he had this magical club created to "inspire" them to do their jobs. It proved to be very effective.

### Mjølfnir



<b>Item Type</b>	Hammer
<b>Treasure Level</b>	6
<b>Base Value</b>	35,000
<b>Identify and Repair</b>	30
<b>Damage</b>	3d6+65
<b>Recovery</b>	50
<b>Restrictions</b>	25 Might
<b>Effects</b>	+16–25 points of Elemental damage, +60 Might, Divine Intervention will always fail, -20 Speed

Mjølfnir is often called "The Hammer of the Gods" and for good reason. It is said that the god Krohn lost it when he hurled it at his wife after a quarrel. It is a massive weapon, meant to be wielded by a massive warrior.

### Spears

#### Crude Spear



<b>Item Type</b>	Spear
<b>Treasure Level</b>	50
<b>Base Value</b>	1
<b>Identify and Repair</b>	1d9+Q
<b>Damage</b>	55
<b>Recovery</b>	—
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

This spear looks like nothing more than a butter knife tied to a broomstick.

#### Sergeant's Spear



<b>Item Type</b>	Spear
<b>Treasure Level</b>	2
<b>Base Value</b>	150
<b>Identify and Repair</b>	3
<b>Damage</b>	1d9+Q
<b>Recovery</b>	55
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

Although used more often to intimidate than to fight, this spear is still sharp and pointy.

#### Abli Duta



<b>Item Type</b>	Spear
<b>Treasure Level</b>	600
<b>Base Value</b>	6
<b>Identify and Repair</b>	1d9+Q
<b>Damage</b>	55
<b>Recovery</b>	—
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

This type of spear is often found in ancient burial grounds. The meaning of the name has been lost in time, but knowledge of this spear's use will never be forgotten.

## Pike



<b>Item Type</b>	Spear
<b>Treasure Level</b>	4
<b>Base Value</b>	700
<b>Identify and Repair</b>	9
<b>Damage</b>	2d9+Q
<b>Recovery</b>	55
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

Commonly seen on many battlefields, this long spear is meant to keep distance between the attacker and his opponent.

## Imperial Spear



<b>Item Type</b>	Spear
<b>Treasure Level</b>	5
<b>Base Value</b>	1,000
<b>Identify and Repair</b>	12
<b>Damage</b>	2d9+Q
<b>Recovery</b>	55
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

This is probably the most feared spear ever created. Made by the metalsmiths of Ursana during Ursana's Imperial Period, this was the weapon that forged an empire.

## Halberd



<b>Item Type</b>	Halberd
<b>Treasure Level</b>	1
<b>Base Value</b>	150
<b>Identify and Repair</b>	1
<b>Damage</b>	3d6+Q
<b>Recovery</b>	55
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

It is not uncommon to see town guards carrying this weapon with them on their rounds.

## Ronenguard Bill



<b>Item Type</b>	Halberd
<b>Treasure Level</b>	2
<b>Base Value</b>	300
<b>Identify and Repair</b>	3
<b>Damage</b>	3d6+Q
<b>Recovery</b>	55
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

This halberd is based on hedge cutters. When the Ronenguard were away at war, and mercenaries attacked Ronenguard Palace, the gardeners defended the palace with these weapons. Since then, the Ronenguard have embraced them.

## Yagar Axe



<b>Item Type</b>	Halberd
<b>Treasure Level</b>	3
<b>Base Value</b>	600
<b>Identify and Repair</b>	6
<b>Damage</b>	3d6+Q
<b>Recovery</b>	55
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

This poleaxe was invented and issued to the infantry by the legendary General Yagar.

## Regimental Halberd



<b>Item Type</b>	Halberd
<b>Treasure Level</b>	4
<b>Base Value</b>	900
<b>Identify and Repair</b>	9
<b>Damage</b>	3d6+Q
<b>Recovery</b>	55
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

This halberd is used by the Mercantile Regiment, which formed when highwaymen were making off with much of the Trade Merchants' profits. It is tall, heavy, and deadly.

### Laga Couta



<b>Item Type</b>	Halberd
<b>Treasure Level</b>	5
<b>Base Value</b>	1,500
<b>Identify and Repair</b>	12
<b>Damage</b>	3d6+Q
<b>Recovery</b>	55
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

Old Ursanian for "Large Cutter." Because of its even balance and sharp blade, this type of weapon has been popular for centuries.

### Gungnir



<b>Item Type</b>	Spear
<b>Treasure Level</b>	6
<b>Base Value</b>	35,000
<b>Identify and Repair</b>	30
<b>Damage</b>	3d9+35
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	—

Gungnir was fashioned by Hanndl himself to serve as his weapon during the Great Reckoning that is fated to happen one day.

### Formanir



<b>Item Type</b>	Spear
<b>Treasure Level</b>	6
<b>Base Value</b>	35,000
<b>Identify and Repair</b>	30
<b>Damage</b>	2d9+55
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	-10 to AC, -20 Endurance, the Grandmaster's, of Endurance, +30 Might

This spear was cast over the heads of the Tredskas rebels by Krohn himself when they rebelled against the gods and tried to capture Arslegard.

### Einherjar



<b>Item Type</b>	Halberd
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Damage</b>	5d6+45
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	Vampiric, +20 Might, 10 percent chance of insanity per week, 10 percent chance -30 HP per week

This halberd is said to carry with it the souls of men slain by it. It has an unusual effect on those wielding it. Its first owner was said to have gone mad. Its second owner gave it away and threw himself from a cliff.

### Stouka Couta



<b>Item Type</b>	Halberd
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Damage</b>	4d10+55
<b>Recovery</b>	55
<b>Restrictions</b>	—
<b>Effects</b>	5 percent chance to cast "Enrage" on target at Grandmaster level, +30 Might, +10 Endurance

Literally Old Ursanian for "stick cutter," this is the only surviving example left. It was used by the Ursanian Persana Garda, the men who were personally responsible for the Emperor's safety.

## Thrown Weapons

These weapons all require the Thrown skill.

### Throwing Dagger



<b>Item Type</b>	Dagger
<b>Treasure Level</b>	2
<b>Base Value</b>	125
<b>Identify and Repair</b>	3
<b>Damage</b>	2d3+Q
<b>Recovery</b>	65
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

This dagger is weighted and balanced for throwing. Like the other throwing weapons found in Chedian, it is magically enchanted to return to its wielder.

### Throwing Axe



<b>Item Type</b>	Axe
<b>Treasure Level</b>	2
<b>Base Value</b>	200
<b>Identify and Repair</b>	3
<b>Damage</b>	3d7+Q
<b>Recovery</b>	65
<b>Restrictions</b>	Initiate, Scholar, Healer, Mage, Lich, Priest, Druid
<b>Effects</b>	—

This axe is balanced and weighted for throwing. And like all the throwing weapons found in Chedian, it is magically enchanted to return.

### Trolleri



<b>Item Type</b>	Throwing Dagger
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	20
<b>Damage</b>	7d3+50
<b>Recovery</b>	75
<b>Restrictions</b>	—
<b>Effects</b>	Slow, +100 HP, 3 attacks

This dagger was given as a reward to Aesir the Scholar from the Thronish town of Nirheim. She spent most of her life traveling across Chedian from town to town healing children and teaching her skills to townsfolk.

## Tillhygge

### Item Type



<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Damage</b>	5d3+35
<b>Recovery</b>	60
<b>Restrictions</b>	—
<b>Effects</b>	+30 Accuracy, +10 Strength, of Disease, of Mastery

Tillhygge was unearthed on the Isle of Ashes in 75 AC when Scavengers were picking through the remains of Verhoffin's Tower.

## Armor

### Belts

These armor items don't require any particular skill to use.

#### Peasant Belt



<b>Item Type</b>	Belt
<b>Treasure Level</b>	1
<b>Base Value</b>	40
<b>Identify and Repair</b>	1
<b>Armor Class</b>	2+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This belt is commonly seen all over Chedian.

#### Fancy Belt



<b>Item Type</b>	Belt
<b>Treasure Level</b>	2
<b>Base Value</b>	100
<b>Identify and Repair</b>	3
<b>Armor Class</b>	2+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This belt is often sold by merchants to lower classes, who often try to copy the fashion of the Jarls.

### Soldier's Belt



<b>Item Type</b>	Belt
<b>Treasure Level</b>	3
<b>Base Value</b>	450
<b>Identify and Repair</b>	6
<b>Armor Class</b>	2+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This is the belt most often worn by soldiers in Framon.

### Regal Belt



<b>Item Type</b>	Belt
<b>Treasure Level</b>	4
<b>Base Value</b>	500
<b>Identify and Repair</b>	9
<b>Armor Class</b>	2+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This belt is a symbol of nobility and is often worn to show status.

### Dragon Belt



<b>Item Type</b>	Belt
<b>Treasure Level</b>	5
<b>Base Value</b>	600
<b>Identify and Repair</b>	12
<b>Armor Class</b>	2+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This nearly unbreakable belt was made from dragon scales.

### Hubris



<b>Item Type</b>	Belt
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Armor Class</b>	6
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	+30 Might, increased

chance to hit target, of Endurance, of Protection, of Arms Mastery

This belt was looted from the Chasm of the Dead, and is allegedly the belt that was worn by Emperor Hubris himself when he began to forge the Ursanian Empire. Some scholars believe that this belt helped him defeat the invaders and forge an empire.

### Body Armor

This armor is worn on the torso, and generally requires some knowledge of the Armor skill.

### Arming Doublet



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	1
<b>Base Value</b>	500
<b>Identify and Repair</b>	1
<b>Armor Class</b>	5+Q
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

This padded leather jacket is usually worn under more armor.

## Padded Leather



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	1
<b>Base Value</b>	800
<b>Identify and Repair</b>	1
<b>Armor Class</b>	8+Q
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

Similar to an arming doublet, it is thicker and stronger, yet unlike an arming doublet often worn without more armor.

## Hardened Leather



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	2
<b>Base Value</b>	750
<b>Identify and Repair</b>	3
<b>Armor Class</b>	5+Q
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

This armor is made by taking normal leather armor and soaking it in a bath of heated beeswax mixed with dragon fat. This method produces a harder, more rigid type of armor.

## Beldonian Hard Leather



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	2
<b>Base Value</b>	1,200
<b>Identify and Repair</b>	3
<b>Armor Class</b>	8+Q
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

Using a method learned from the Beldonian region of the Old Usanian Empire, this leather armor has a magical enchantment instead of dragon fat to prevent the protective wax from melting in the sun.

## Scaled Leather



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	3
<b>Base Value</b>	1,000
<b>Identify and Repair</b>	6
<b>Armor Class</b>	5+Q
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

This armor is made by riveting thick pieces of leather to a lighter leather backing, giving it a scale-like appearance, and making it much more flexible.

## Imperial Scale



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	3
<b>Base Value</b>	1,600
<b>Identify and Repair</b>	6
<b>Armor Class</b>	8+Q
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

These were made during Ursana's Imperial period for the city guard. The scales are backed with steel for more protection.

## Brigandine



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	4
<b>Base Value</b>	1,250
<b>Identify and Repair</b>	9
<b>Armor Class</b>	5+Q
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

This armor is made by sewing or riveting steel plates to the inside of a thick leather coat. It is both stronger and more flexible than hard leather.

### Combat Brigandine



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	4
<b>Base Value</b>	2,000
<b>Identify and Repair</b>	9
<b>Armor Class</b>	8+Q
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

This armor is mass-produced for the conscripted peasant armies of Mendossus. It is not uncommon to find the original owner's initials engraved on one of the inside plates.

### Brigan der Combitt



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	5
<b>Base Value</b>	1,500
<b>Identify and Repair</b>	12
<b>Armor Class</b>	5+Q
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

This is sturdy brigandine armor made in Thjorgard according to an ancient tradition. Its name comes from Old Ursanian, literally meaning "cover for fighting." Its sturdiness and ready availability makes it very popular among rogues.

### Aklean Bouila



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	5
<b>Base Value</b>	2,400
<b>Identify and Repair</b>	12
<b>Armor Class</b>	8+Q
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

This leather armor is imported by the Chedian traders. It is not known why it is called Aklean Bouila, or where it came from. It is only known that it is the best leather armor that can be bought.

### Butted Chain



<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	3
<b>Base Value</b>	1,000
<b>Identify and Repair</b>	1
<b>Armor Class</b>	10+Q
<b>Recovery</b>	10
<b>Restrictions</b>	Fighter, Initiate, Scholar
<b>Effects</b>	—

This armor is made up of several thousand interlocking rings. It has seen better days, however. A few of the links have opened, and holes are starting to appear.

### Riveted Chain



<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	3
<b>Base Value</b>	1,200
<b>Identify and Repair</b>	1
<b>Armor Class</b>	12+Q
<b>Recovery</b>	10
<b>Restrictions</b>	Fighter, Initiate, Scholar
<b>Effects</b>	—

This armor is made up of several thousand interlocking rings that have been riveted together. It is both stronger and more flexible than butted mail.

### Iron Chain



<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	3
<b>Base Value</b>	1,500
<b>Identify and Repair</b>	3
<b>Armor Class</b>	10+Q
<b>Recovery</b>	10
<b>Restrictions</b>	Fighter, Initiate, Scholar
<b>Effects</b>	—

This is a short-sleeved mail shirt with rings of riveted iron. It is very flexible, but it's also very, very heavy.



**Steel Chain**

<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	3
<b>Base Value</b>	1,800
<b>Identify and Repair</b>	3
<b>Armor Class</b>	12+Q
<b>Recovery</b>	10
<b>Restrictions</b>	Fighter, Initiate, Scholar
<b>Effects</b>	—

This short-sleeved mail shirt is often worn by inland raiders. It's valued for its flexibility and light weight.

**Chain Haubergeon**

<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	4
<b>Base Value</b>	2,000
<b>Identify and Repair</b>	6
<b>Armor Class</b>	10+Q
<b>Recovery</b>	10
<b>Restrictions</b>	Fighter, Initiate, Scholar
<b>Effects</b>	—

This armor is made of several thousand interlocking riveted rings. The haubergeon is big, strong, and very flexible.

**Chain Hauberk**

<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	4
<b>Base Value</b>	2,400
<b>Identify and Repair</b>	6
<b>Armor Class</b>	12+Q
<b>Recovery</b>	10
<b>Restrictions</b>	Fighter, Initiate, Scholar
<b>Effects</b>	—

This hauberk has its links riveted together and is very well constructed. It's mass produced in the Ronenhall Armories.

**Chedian Chain**

<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	4
<b>Base Value</b>	2,500
<b>Identify and Repair</b>	9
<b>Armor Class</b>	10+Q
<b>Recovery</b>	10
<b>Restrictions</b>	Fighter, Initiate, Scholar
<b>Effects</b>	—

Often called "Foe-of-Arrows," or "Swordsbane" by the Chedian, this armor, while not made by a master craftsman, is sturdy nonetheless, and guaranteed to fulfill both of those names during its lifetime.

**Chain Harness**

<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	5
<b>Base Value</b>	3,000
<b>Identify and Repair</b>	9
<b>Armor Class</b>	12+Q
<b>Recovery</b>	10
<b>Restrictions</b>	Fighter, Initiate, Scholar
<b>Effects</b>	—

This is a complete suit of mail.

**Lachmon Hauberk**

<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	5
<b>Base Value</b>	3,000
<b>Identify and Repair</b>	12
<b>Armor Class</b>	10+Q
<b>Recovery</b>	10
<b>Restrictions</b>	Fighter, Initiate, Scholar
<b>Effects</b>	—

It is not known where this suit of mail came from. Most of the suits in circulation were looted from the shipwreck of an unknown ship outside of Lachmon Cove. What is known about this armor is it fits well, it's light, and it's very strong.

### Trigvianian Mail



<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	5
<b>Base Value</b>	3,600
<b>Identify and Repair</b>	12
<b>Armor Class</b>	12+Q
<b>Recovery</b>	10
<b>Restrictions</b>	Fighter, Initiate, Scholar
<b>Effects</b>	—

Part of the collection made by Trigva Ironhands, often considered the greatest mailsmith of all time, this suit is made from a metal known only to Trigva. Despite the size of the rings, it's still strong and very light.

### Ronenguard Plate



<b>Item Type</b>	Plate Armor
<b>Treasure Level</b>	3
<b>Base Value</b>	3,000
<b>Identify and Repair</b>	3
<b>Armor Class</b>	15+Q
<b>Recovery</b>	15
<b>Restrictions</b>	Fighter, Mercenary, Crusader, Initiate, Scholar, Mage, Lich, Healer
<b>Effects</b>	—

This plate is made in the Ronenhall Armories especially for the Ronenhall Guard. The rivets are made of high carbon steel, and special care is taken to ensure a proper fit.

### Field Plate



<b>Item Type</b>	Plate Armor
<b>Treasure Level</b>	3
<b>Base Value</b>	3,750
<b>Identify and Repair</b>	3
<b>Armor Class</b>	17+Q
<b>Recovery</b>	15
<b>Restrictions</b>	Fighter, Mercenary, Crusader, Initiate, Scholar, Mage, Lich, Healer
<b>Effects</b>	—

This plate armor was mass-produced to be used by large armies during wartimes. It isn't the most beautiful or ornate armor, but it will keep you alive.

### Full Plate



<b>Item Type</b>	Plate Armor
<b>Treasure Level</b>	3
<b>Base Value</b>	4,000
<b>Identify and Repair</b>	6
<b>Armor Class</b>	19+Q
<b>Recovery</b>	15
<b>Restrictions</b>	Fighter, Mercenary, Crusader, Initiate, Scholar, Mage, Lich, Healer
<b>Effects</b>	—

This plate armor was forged by a master blacksmith. The metal is thick where it needs to be and is surprisingly well fitting. The joints and rivets are well oiled, and the metal has been polished to a keen shine.



### Paladin's Plate



<b>Item Type</b>	Plate Armor
<b>Treasure Level</b>	4
<b>Base Value</b>	5,000
<b>Identify and Repair</b>	6
<b>Armor Class</b>	20+Q
<b>Recovery</b>	15
<b>Restrictions</b>	Fighter, Mercenary, Crusader, Initiate, Scholar, Mage, Lich, Healer
<b>Effects</b>	—

This is the armor of choice for almost all Paladins. Centuries of tradition have made it one of the few symbols of the Paladin.

### Heavy Plate



<b>Item Type</b>	Plate Armor
<b>Treasure Level</b>	4
<b>Base Value</b>	5,000
<b>Identify and Repair</b>	9
<b>Armor Class</b>	22+Q
<b>Recovery</b>	15
<b>Restrictions</b>	Fighter, Mercenary, Crusader, Initiate, Scholar, Mage, Lich, Healer
<b>Effects</b>	—

This heavy plate armor was made thicker to thwart powerful bows and crossbows. It protects you better than any of the lighter plate, but is very heavy.

### Thjoradric Plate



<b>Item Type</b>	Plate Armor
<b>Treasure Level</b>	4
<b>Base Value</b>	6,250
<b>Identify and Repair</b>	9
<b>Armor Class</b>	23+Q
<b>Recovery</b>	15
<b>Restrictions</b>	Fighter, Mercenary, Crusader, Initiate, Scholar, Mage, Lich, Healer
<b>Effects</b>	—

This armor is very strong, but like anything made by Thjoradric Smiths, very heavy.

### Imperial Harness



<b>Item Type</b>	Plate Armor
<b>Treasure Level</b>	5
<b>Base Value</b>	6,000
<b>Identify and Repair</b>	12
<b>Armor Class</b>	24+Q
<b>Recovery</b>	15
<b>Restrictions</b>	Fighter, Mercenary, Crusader, Initiate, Scholar, Mage, Lich, Healer
<b>Effects</b>	—

A complete suit of armor like this is hard to find. Made during the Imperial Period of Ursana, most were looted or destroyed during the earthquakes that tore the Ursanian Empire apart.

### Dark Plate



<b>Item Type</b>	Plate Armor
<b>Treasure Level</b>	5
<b>Base Value</b>	7,500
<b>Identify and Repair</b>	12
<b>Armor Class</b>	25+Q
<b>Recovery</b>	15
<b>Restrictions</b>	Fighter, Mercenary, Crusader, Initiate, Scholar, Mage, Lich, Healer
<b>Effects</b>	—

This plate armor was made by the Dark Mage Verhoffin. It is said that armor of this type corrupted the souls of his army.

### Igdrasine



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	6
<b>Base Value</b>	25,000
<b>Identify and Repair</b>	20
<b>Armor Class</b>	18
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	+10 Magic

Legend has it this armor was a gift from Igrassa herself to Dagna Kramatrag, for his service to her temple.

### Poltergeist



<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	6
<b>Base Value</b>	25,000
<b>Identify and Repair</b>	20
<b>Armor Class</b>	20
<b>Recovery</b>	10
<b>Restrictions</b>	Fighter, Initiate, Scholar
<b>Effects</b>	of Regeneration, -20 Move Silently, 10 percent chance of opponent becoming Afraid

This armor was allegedly made from the chains that some ghosts carry with them. Whether that is true or not, it certainly has some ghostly properties. It weighs nearly nothing and carries with it a foreboding cloud.

### Swordsbane



<b>Item Type</b>	Plate Armor
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Armor Class</b>	75
<b>Recovery</b>	15
<b>Restrictions</b>	Fighter, Mercenary, Crusader, Initiate, Scholar, Mage, Lich, Healer
<b>Effects</b>	+40 AC vs. melee attacks, -10 AC vs. ranged attacks

This armor was worn by Leit the Crusader during his reign as leader of the Thronheim Clan. It was with this armor he slew the foul creatures that inhabited the area that would become Thronheim City. It is said to prevent a sword from ever touching the skin of the wearer.

### Boots

These items are worn on the feet; they require no special skills.

#### Leather Boots



<b>Item Type</b>	Boots
<b>Treasure Level</b>	1
<b>Base Value</b>	200
<b>Identify and Repair</b>	1
<b>Armor Class</b>	2+Q
<b>Recovery</b>	-
<b>Restrictions</b>	-
<b>Effects</b>	-

These are barely more than leather shoes. They are comfortable, but that comfort comes at the price of protection.

#### Hardened Boots



<b>Item Type</b>	Boots
<b>Treasure Level</b>	1
<b>Base Value</b>	300
<b>Identify and Repair</b>	1
<b>Armor Class</b>	3+Q
<b>Recovery</b>	-
<b>Restrictions</b>	-
<b>Effects</b>	-

These boots have gone through a hardening process to increase the protection to the feet. They are boiled in beeswax mixed with fat, which results in a strong, flexible boot.

#### Chain Boots



<b>Item Type</b>	Boots
<b>Treasure Level</b>	2
<b>Base Value</b>	450
<b>Identify and Repair</b>	3
<b>Armor Class</b>	2+Q
<b>Recovery</b>	-
<b>Restrictions</b>	-
<b>Effects</b>	-

These boots are made from leather, covered with mail on the outside. They are flexible and tough, but not the most comfortable on the feet.

**Ronenguard Boots**

<b>Item Type</b>	Boots
<b>Treasure Level</b>	2
<b>Base Value</b>	450
<b>Identify and Repair</b>	3
<b>Armor Class</b>	3+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

These are the boots worn by the Ronenhall Guard. They are soft leather covered with steel plates on the outside. They are comfortable and flexible, but still protective.

**Steel Boots**

<b>Item Type</b>	Boots
<b>Treasure Level</b>	3
<b>Base Value</b>	600
<b>Identify and Repair</b>	6
<b>Armor Class</b>	3+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

These boots are made from steel, with leather inside to increase comfort.

**Sabaton**

<b>Item Type</b>	Boots
<b>Treasure Level</b>	4
<b>Base Value</b>	700
<b>Identify and Repair</b>	9
<b>Armor Class</b>	3+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

These are steel boots made to be worn with a suit of plate armor. Made of steel, they have leather insoles and mail to cover the ankle bone.

**Prote der Fatta**

<b>Item Type</b>	Boots
<b>Treasure Level</b>	5
<b>Base Value</b>	1,000
<b>Identify and Repair</b>	12
<b>Armor Class</b>	3+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

Old Ursanian for “protector of feet,” the making of these shoes has been lost to history. They are strong, have virtually no break-in period, and have magical wardings in them to stop your heel from being disconnected from your ankle.

**Walking Boots**

<b>Item Type</b>	Boots
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Armor Class</b>	20
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	+10 speed, of Endurance, of Health, of Amelioration, +10 to all resistances

These boots were made for walking. However, because of the special enchantments put upon them to protect the traveler’s feet, they have been used more often by the fortunate soldier who happened upon them.



### Gloves

This armor is worn on the hands. It requires no special skills.

#### Leather Gloves



<b>Item Type</b>	Gloves
<b>Treasure Level</b>	1
<b>Base Value</b>	200
<b>Identify and Repair</b>	1
<b>Armor Class</b>	2+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

These gloves are more often seen at the Thing than in combat. Nonetheless, they offer better protection than a bare hand.

#### Leather Gauntlets



<b>Item Type</b>	Gloves
<b>Treasure Level</b>	1
<b>Base Value</b>	300
<b>Identify and Repair</b>	1
<b>Armor Class</b>	3+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

These hardened leather gauntlets have articulated fingers and a softer leather palm for better feel of the weapon.

#### Mail Gauntlets



<b>Item Type</b>	Gloves
<b>Treasure Level</b>	2
<b>Base Value</b>	400
<b>Identify and Repair</b>	3
<b>Armor Class</b>	2+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

These gloves have a leather palm and are backed with mail. They don't fit quite properly, but they stop glancing blows from doing serious damage.

### Steel Gauntlets



<b>Item Type</b>	Gloves
<b>Treasure Level</b>	2
<b>Base Value</b>	500
<b>Identify and Repair</b>	3
<b>Armor Class</b>	3+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

These steel gauntlets are the first major step in protecting the hand. They offer more protection than mail gauntlets, while not sacrificing flexibility.

### Exceptional Mail Gauntlets



<b>Item Type</b>	Gloves
<b>Treasure Level</b>	3
<b>Base Value</b>	600
<b>Identify and Repair</b>	6
<b>Armor Class</b>	2+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

These mail gauntlets are made of a resilient alloy whose secret is only known to mailsmiths. The flexibility and strength of this gauntlet mean it offers great protection.


### Superior Steel Gauntlets



<b>Item Type</b>	Gloves
<b>Treasure Level</b>	3
<b>Base Value</b>	700
<b>Identify and Repair</b>	6
<b>Armor Class</b>	3+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—


These gauntlets are made from the finest steel available. Each finger is separately articulated, and the rivets holding them in place are of the highest quality. You would be hard pressed to find better armor for the hand than this.

### Prote der Hanne

	<b>Item Type</b>	Gloves
	<b>Treasure Level</b>	4
	<b>Base Value</b>	800
	<b>Identify and Repair</b>	9
	<b>Armor Class</b>	2+Q
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	—


Old Ursanian for “protector of hands,” these gloves are copied from pictures in tapestries and plates from centuries ago. They offer a great deal of protection, but it is certain, as many scholars attest, these copies are no match for the originals.

### Processional Gauntlets

	<b>Item Type</b>	Gloves
	<b>Treasure Level</b>	4
	<b>Base Value</b>	900
	<b>Identify and Repair</b>	9
	<b>Armor Class</b>	3+Q
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	—


These gauntlets are used more for parades and stately matters than for fighting. They are comfortable and sharp looking, and they keep your hands safe.

### Magreeb Gauntlets

	<b>Item Type</b>	Gloves
	<b>Treasure Level</b>	5
	<b>Base Value</b>	1,000
	<b>Identify and Repair</b>	12
	<b>Armor Class</b>	3+Q
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	Attack bonus to unarmored and melee combat

These gauntlets are so named because they resemble the clawlike arm of the Magreeb. Despite the fancied claws, they are still flexible and strong. The claws on them are also very sharp, and could possibly be used as a weapon themselves.

### Laet'ax


	<b>Item Type</b>	Gloves
	<b>Treasure Level</b>	6
	<b>Base Value</b>	25,000
	<b>Identify and Repair</b>	20
	<b>Armor Class</b>	20
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	-10 Accuracy, +10 Luck, +5 Disarm Trap

This pair of soft leather gloves was found outside Verhoffin's tower in 300 AC. They are soft and somewhat slippery. No matter the size of the wearer's hand, they always seem to fit.

## Helmets


These items are worn on the head. No particular skill is needed to wear them.

### Coif

	<b>Item Type</b>	Helm
	<b>Treasure Level</b>	1
	<b>Base Value</b>	200
	<b>Identify and Repair</b>	1
	<b>Armor Class</b>	2+Q
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	—

This is a simple mail hood. It is well made, but is missing a few links.

### Plain Helm

	<b>Item Type</b>	Helm
	<b>Treasure Level</b>	2
	<b>Base Value</b>	450
	<b>Identify and Repair</b>	3
	<b>Armor Class</b>	3+Q
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	—

This is a round skullcap that has been fitted with a nose guard.

### Barbute Helm



<b>Item Type</b>	Helm
<b>Treasure Level</b>	2
<b>Base Value</b>	450
<b>Identify and Repair</b>	3
<b>Armor Class</b>	3+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This helm is produced from the many armorsmiths across Chedian.

### Loaf Helm



<b>Item Type</b>	Helm
<b>Treasure Level</b>	3
<b>Base Value</b>	400
<b>Identify and Repair</b>	6
<b>Armor Class</b>	2+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This helmet was so named because it resembles a loaf of bread.

### Bascinet



<b>Item Type</b>	Helm
<b>Treasure Level</b>	3
<b>Base Value</b>	600
<b>Identify and Repair</b>	6
<b>Armor Class</b>	3+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This helm is similar to the barbute, but it's made of a better material and is lighter and stronger.

### Sallet



<b>Item Type</b>	Helm
<b>Treasure Level</b>	4
<b>Base Value</b>	700
<b>Identify and Repair</b>	9
<b>Armor Class</b>	2+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This helm is often worn by the Chedian town guards. It contains a special enchantment to increase its hardness and resistance to damage.

### Dragon Helm



<b>Item Type</b>	Helm
<b>Treasure Level</b>	4
<b>Base Value</b>	800
<b>Identify and Repair</b>	9
<b>Armor Class</b>	3+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This helm was made from dragon scales. The downward slope of the scales helps deflect blows away from the head.

### Imperial Helm



<b>Item Type</b>	Helm
<b>Treasure Level</b>	5
<b>Base Value</b>	900
<b>Identify and Repair</b>	12
<b>Armor Class</b>	2+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This helm is extremely rare. It was made during the Imperial Period of Ursana.



## Jarl's Helm



<b>Item Type</b>	Helm
<b>Treasure Level</b>	5
<b>Base Value</b>	1,000
<b>Identify and Repair</b>	12
<b>Armor Class</b>	3+Q
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This helm was made for the Jarls. It is comfortable to wear and offers great protection.

## Witchbane



<b>Item Type</b>	Helm
<b>Treasure Level</b>	6
<b>Base Value</b>	25,000
<b>Identify and Repair</b>	20
<b>Armor Class</b>	15
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	+20 all resistances, +20 AC vs. magic attacks

It is said that this helm is made from the skull of Ithric, the most powerful witch of the Ursanian Empire. Rumor says that Emperor Ralfor himself severed her head. After removing the unnecessary parts, he had the new helmet enchanted against magical attacks.

## Brongnoker



<b>Item Type</b>	Helm
<b>Treasure Level</b>	6
<b>Base Value</b>	35,000
<b>Identify and Repair</b>	20
<b>Armor Class</b>	25
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	+10 all stats, +10 Armor skill

Pitted and dented, this helm does not look like much. Looks can be deceiving however. Brongnoker was made before the founding of the Ursanian Empire, with long-lost forging techniques.

## Shields

The use of all shields requires some proficiency in the Shield skill.

## Footman's Buckler



<b>Item Type</b>	Shield
<b>Treasure Level</b>	1
<b>Base Value</b>	600
<b>Identify and Repair</b>	1
<b>Armor Class</b>	6+Q
<b>Recovery</b>	5
<b>Restrictions</b>	Initiate, Scholar, Mage, Lich
<b>Effects</b>	—

Mass-produced for the Arena, the Footman's Buckler was quickly adopted for use during the Clan Wars.

## Small Shield



<b>Item Type</b>	Shield
<b>Treasure Level</b>	2
<b>Base Value</b>	900
<b>Identify and Repair</b>	3
<b>Armor Class</b>	6+Q
<b>Recovery</b>	5
<b>Restrictions</b>	Initiate, Scholar, Mage, Lich
<b>Effects</b>	—

This small round shield is cheap and easy to make. Its price makes it very popular.

## Kite Shield



<b>Item Type</b>	Shield
<b>Treasure Level</b>	3
<b>Base Value</b>	1,200
<b>Identify and Repair</b>	6
<b>Armor Class</b>	6+Q
<b>Recovery</b>	5
<b>Restrictions</b>	Initiate, Scholar, Mage, Lich
<b>Effects</b>	—

The favored shield of the Jarls of Chedian, the Kite Shield provides better protection than the Footman's Buckler. It is often painted with the Jarl's Bindrune.

### Heater



<b>Item Type</b>	Shield
<b>Treasure Level</b>	3
<b>Base Value</b>	1,600
<b>Identify and Repair</b>	6
<b>Armor Class</b>	8+Q
<b>Recovery</b>	5
<b>Restrictions</b>	Initiate, Scholar, Mage, Lich
<b>Effects</b>	—

This medium-sized shield is a favorite of Mercenaries. It is made of wood and reinforced with steel.

### Pavise



<b>Item Type</b>	Shield
<b>Treasure Level</b>	4
<b>Base Value</b>	1,500
<b>Identify and Repair</b>	9
<b>Armor Class</b>	6+Q
<b>Recovery</b>	5
<b>Restrictions</b>	Initiate, Scholar, Mage, Lich
<b>Effects</b>	—

This is the shield used by crossbowmen to protect themselves while reloading their weapon.

### Ronenguard Shield



<b>Item Type</b>	Shield
<b>Treasure Level</b>	4
<b>Base Value</b>	2,000
<b>Identify and Repair</b>	9
<b>Armor Class</b>	8+Q
<b>Recovery</b>	5
<b>Restrictions</b>	Initiate, Scholar, Mage, Lich
<b>Effects</b>	—

This is the shield used most often by the Ronenhall Guard. It is made of solid steel. It is heavier than most other shields, but the strong members of the Ronenhall Guard use it well.

### Prote der Solle



<b>Item Type</b>	Shield
<b>Treasure Level</b>	5
<b>Base Value</b>	1,800
<b>Identify and Repair</b>	12
<b>Armor Class</b>	6+Q
<b>Recovery</b>	5
<b>Restrictions</b>	Initiate, Scholar, Mage, Lich
<b>Effects</b>	—

Literally Old Ursanian for "Soldier Protector." These shields were found in an abandoned warehouse in Old Ursana. They are rare and exceptionally strong.

### Haklea Shovis



<b>Item Type</b>	Shield
<b>Treasure Level</b>	5
<b>Base Value</b>	2,400
<b>Identify and Repair</b>	12
<b>Armor Class</b>	8+Q
<b>Recovery</b>	5
<b>Restrictions</b>	Initiate, Scholar, Mage, Lich
<b>Effects</b>	—

This shield comes from a shipment of shields that washed up on Lachmon Cove from an unknown shipwreck. Its name is derived from the words written on the side of the crates.

### Arrowfoe



<b>Item Type</b>	Shield
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Armor Class</b>	30
<b>Recovery</b>	10
<b>Restrictions</b>	Initiate, Scholar, Mage, Lich
<b>Effects</b>	+ 30 AC vs. missile weapons

This shield was carried by the mighty warrior Hrothgar Krohnssen. He claimed to be the son of Krohn himself, and he possessed mighty strength.


## Non-Armor, Worn Items

The following items are worn on the body. They might in some cases provide protection, but technically, these items are not armor. No special skills are required for their use.

### Amulets


Some amulets are simply decorations that you can sell for profit. Others have potent enchantments.

#### Bronze Amulet

	<b>Equipment Location</b>	Amulet
	<b>Treasure Level</b>	1
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	1
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This plain bronze amulet was probably meant as a blank for some other design. It's not worth much.

#### Platinum Amulet

	<b>Equipment Location</b>	Amulet
	<b>Treasure Level</b>	2
	<b>Base Value</b>	750
	<b>Identify and Repair</b>	3
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This is a lightly decorated platinum amulet.

#### Gemmed Amulet

	<b>Equipment Location</b>	Amulet
	<b>Treasure Level</b>	3
	<b>Base Value</b>	1,000
	<b>Identify and Repair</b>	6
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This golden amulet is star shaped and encrusted with gems.

#### Warrior Amulet

	<b>Equipment Location</b>	Amulet
	<b>Treasure Level</b>	4
	<b>Base Value</b>	1,250
	<b>Identify and Repair</b>	9
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This amulet was cast to resemble the face of a now-unknown Warrior-God.

#### Thjoradric Amulet

	<b>Equipment Location</b>	Amulet
	<b>Treasure Level</b>	5
	<b>Base Value</b>	2,500
	<b>Identify and Repair</b>	12
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	—

Made from elemental Thjorad by Thjoradric Smiths, it is of a very high quality.

#### The Green Man

	<b>Equipment Location</b>	Amulets
	<b>Treasure Level</b>	6
	<b>Base Value</b>	30,000
	<b>Identify and Repair</b>	30
	<b>Recovery</b>	—
	<b>Restrictions</b>	—
	<b>Effects</b>	+20 SP, +3 Meditation, +5 Light, +5 Spirit, of Regeneration

This amulet was a gift from The Green Man. Very few are blessed with a visit to The Green Man, and fewer still have a gift bestowed upon them for it.

### Mountbatten



<b>Equipment Location</b>	Amulets
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	+5 Dark, +3 Perception, of Amelioration

This amulet was carried by the four mystical sages, Dirk, Stig, Nasty, and Barry. These four men had, for a time, carried a message of peace and happiness to the Chedian, before they were chased out forever. In their hurry to go, they left this behind.

### Pendant of the Spheres



<b>Equipment Location</b>	Amulets
<b>Treasure Level</b>	6
<b>Base Value</b>	23,000
<b>Identify and Repair</b>	20
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	+5 all magic skills, +3 Learning, +3 Meditation

This pendant was taken by Nazrim the Assassin from Verhoffin's Tower around 10 BC.

### Screever



<b>Equipment Location</b>	Amulets
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	Immune to all conditions, -3 Learning, gain 85 percent of normal experience

Beggars are often seen in the major towns of Chedian, and many complain to have any sort of adverse condition. Oftentimes, a healer would curse the beggar with the affliction he claimed to have.

### Rings

Each character may wear several rings.

#### Iron Ring



<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	1
<b>Base Value</b>	100
<b>Identify and Repair</b>	1
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

Not the most fancy of jewelry, this is a simple ring made of iron.

#### Gold Ring



<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	2
<b>Base Value</b>	500
<b>Identify and Repair</b>	3
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This is a small gold band, popular with the Chedian nobles.

#### Puzzle Ring



<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	3
<b>Base Value</b>	900
<b>Identify and Repair</b>	6
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

The initial design of the puzzle ring was made by the Archmage Jesper, who found that the twisted puzzle-like ring was very susceptible to enchantment.

**Pearl Ring**

<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	4
<b>Base Value</b>	1,250
<b>Identify and Repair</b>	9
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

A large, lovely pearl adorns this otherwise unremarkable ring.

**Diamond Ring**

<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	5
<b>Base Value</b>	1,500
<b>Identify and Repair</b>	12
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

Simple gold band with several fat diamonds mounted in it.

**Weregild**

<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	+1,000 gold per week, -40 party Endurance

Weregild was created by Snorri the Dwarf as a wedding gift for his soon to be son-in-law. Unfortunately, another of his daughter's suitors became jealous and stole the ring on the wedding night.

**Soulband**

<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	20
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	+5 Light, +3 Meditation, +50 SP, of Speed

Soulband wasn't so much created as evolved from something else. It started its life as a trinket worn by a small child who became possessed by a Revenant. Since that time it has passed from owner to owner.

**Sturkabygel**

<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	+10 Might, +5 Endurance, +100 HP

Sturkabygel was looted from the dwarven town of Minespring when it was razed by Ichvan I in 75 AC. It was taken by one of his soldiers who went on to become one of his most prominent generals. After his death, it was kept in the family as an heirloom.

**Lubricious**

<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	6
<b>Base Value</b>	20,000
<b>Identify and Repair</b>	20
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	+20 AC, +5 Dodge, -3 percent to damage

Some claim that Lubricious was actually made from these ingredients: the slip of a snake, the sly of a fox, and the nimbleness of a hare. It was given to Helga Gunnarsdotir by a salacious suitor. Not caring a whit for him, she promptly sold the ring.


### One-Shot Inventory Items

The following items are stored in your inventory and can be used exactly once.

#### Potions


Potions can be used by just about anyone. The main limitation is that the stat-increasing potions (Pure Might, Pure Magic, etc.) can be used only once per character.

#### Cure Wounds

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	5
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	Cure 5xQ hit points


This potion heals hit points.

#### Magic Potion

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	5
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	Cure 5xQ spell points


This potion restores spell points.

#### Cure Weakness

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	5
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	Cures Weakness


This potion cures Weakness.

#### Cure Disease

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	50
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	Cures Disease condition


This potion cures Disease.

#### Awaken

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	50
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	Removes Asleep condition


This potion removes Asleep condition.

#### Cure Poison

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	50
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	Cure Poison condition

This potion cures the Poisoned condition.

#### Haste

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	Vigor for 6 hours

This potion grants Haste.

**Bless**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	3
<b>Base Value</b>	150
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—
<b>Effects</b>	Bless for 6 hours

This potion grants Bless.

**Remove Fear**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	3
<b>Base Value</b>	150
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—
<b>Effects</b>	Cures Fear

This potion cures Fear.

**Remove Curse**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	3
<b>Base Value</b>	150
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—
<b>Effects</b>	Cures Curse

This potion cures Curse.

**Might Boost**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	750
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—
<b>Effects</b>	Increases Might 3xQ

for 30 minutes per level

Increases temporary Might by three times the strength of the potion, for 30 minutes per point of strength of the potion.

**Magic Boost**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	750
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—
<b>Effects</b>	Increases Magic 3xQ

for 30 minutes per level

This potion increases temporary Magic by three times the strength of the potion, for 30 minutes per point of strength of the potion.

**Endurance Boost**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	750
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—
<b>Effects</b>	Increases Endurance 3xQ

for 30 minutes per level

This potion increases temporary Endurance by three times the strength of the potion, for 30 minutes per point of strength of the potion.



### Accuracy Boost



Equipment Location	Items
Treasure Level	5
Base Value	750
Identify and Repair	0
Recovery	45
Restrictions	—
Effects	Increases Accuracy

3xQ for 30 minutes per level  
 This potion increases temporary Accuracy by three times the strength of the potion, for 30 minutes per point of strength of the potion.

### Speed Boost



Equipment Location	Items
Treasure Level	5
Base Value	750
Identify and Repair	0
Recovery	45
Restrictions	—
Effects	Increases Speed 3xQ for 30 minutes per level

This potion increases temporary Speed by three times the strength of the potion, for 30 minutes per point of strength of the potion.

### Luck Boost



Equipment Location	Items
Treasure Level	5
Base Value	750
Identify and Repair	0
Recovery	45
Restrictions	—
Effects	Increases Luck 3xQ for 30 minutes per level

This potion increases temporary Luck by three times the strength of the potion, for 30 minutes per point of strength of the potion.

### Cure Paralysis



Equipment Location	Items
Treasure Level	5
Base Value	750
Identify and Repair	0
Recovery	45
Restrictions	—
Effects	Cures Paralysis condition

This potion cures Paralysis.

### Flaming Potion



Equipment Location	Items
Treasure Level	5
Base Value	750
Identify and Repair	0
Recovery	45
Restrictions	—
Effects	Temporary concat of weapon

This potion adds the "Flamed" property to a nonmagic weapon for 30 minutes per point of strength of the potion.

### Freezing Potion



Equipment Location	Items
Treasure Level	5
Base Value	750
Identify and Repair	0
Recovery	45
Restrictions	—
Effects	Temporary concat of weapon

This potion adds the "Icy" property to a nonmagic weapon for 30 minutes per point of strength of the potion.



**Vampiric Potion**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	750
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—

**Effects** Temporary concat of weapon

This potion adds the “of Vampiric Drain” property to a nonmagic weapon for 30 minutes per point of strength of the potion.

**Shocking Potion**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	750
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—

**Effects** Temporary concat of weapon

This potion adds the “of Wind” property to a nonmagic weapon for 30 minutes per point of strength of the potion.

**Divine Cure**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	750
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—

**Effects** Heal HP up to maximum

This potion restores your character’s hit points.

**Divine Power**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	750
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—

**Effects** Restore SP up to maximum

This potion restores your character’s spell points.

**Divine Restoration**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	750
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—

**Effects** Remove all adverse conditions (except Death, Stoned, or Eradicated)

This potion removes all adverse conditions (except Death, Stoned, or Eradicated)

**Pure Might**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	2,000
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	Once per character

**Effects** Adds 20 (permanent) to Might

This potion adds 20 (permanent) to Might.

**Pure Magic**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	2,000
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	Once per character

**Effects** Adds 20 (permanent) to Magic

This potion adds 20 (permanent) to Magic.

### Pure Endurance



<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	2,000
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	Once per character
<b>Effects</b>	Adds 20 (permanent) to Endurance

This potion adds 20 (permanent) to Endurance.

### Pure Accuracy



<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	2,000
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	Once per character
<b>Effects</b>	Adds 20 (permanent) to Accuracy

This potion adds 20 (permanent) to Accuracy.

### Pure Speed



<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	2,000
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	Once per character
<b>Effects</b>	Adds 20 (permanent) to Speed

This potion adds 20 (permanent) to Speed.

### Pure Luck



<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	2,000
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	Once per character
<b>Effects</b>	Adds 20 (permanent) to Luck

This potion adds 20 (permanent) to Luck.

### Slaying Potion



<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	2,000
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	Works on weapons only
<b>Effects</b>	Adds "of Dragon Slaying" to weapon

This potion adds "of Dragon Slaying" to a nonmagic weapon—permanently.

### Skill Books



There's a skill book for every skill in the game. These skill books allow a character to learn a skill at the Normal level. They have no effect on characters that already have the skill, or characters who cannot learn the skill due to class restrictions.

All skill books are essentially the same except for the skills they teach, so there's no benefit in listing them here individually. There is a moderate price difference between skill books, though, as follows:

- Weapon skill books (Blade, Cudgel) are worth 50.
- Armor, Dodge, Disarm Trap, Shield, Identify Item, and Identify Monster are worth 50.
- Spell skill books (Dark, Light) are worth 75
- Armsmaster is worth 75
- Merchant, Perception, Repair Item, Body Building, Learning, and Meditation are worth 250.

## Spell Books



Spell books teach characters a single spell; there's a book for every spell in the game.


These books have no effect on characters who already know the spell. Also, spells cannot be learned by someone who doesn't already have the necessary skills.

Spell books are essentially the same except for the spells they teach; therefore, we won't list them individually. Refer to Chapter 3 for details on specific spells.

Spell books range in cost. Low-level spells that require only Normal skill levels tend to cost 250; spells requiring Expert status range from 500 to 750; and books with the very best spells go for 2,000.


## Scrolls

### Scroll of Blessing

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the "Bless" spell.

### Scroll of Curses

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the "Curse" spell.

### Scroll of Heal

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the "Heal" spell.

### Scroll of Elemental Bolt

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the "Elemental Bolt" spell.

### Scroll of Elemental Protection

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the "Elemental Protection" spell.

### Scroll of Poison

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the "Poison" spell.

### Scroll of Turn Undead

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Turn Undead” spell.

### Scroll of Wizard Eye

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Wizard Eye” spell.

### Scroll of Wound

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Wound” spell.

### Scroll of Sparks

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Sparks” spell.

### Scroll of Spell Reaving

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	1
	<b>Base Value</b>	150
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Spell Reaver” spell.

### Scroll of Earth

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Arms of Earth” spell.

### Scroll of Elemental Blast

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Elemental Blast” spell.

### Scroll of Elemental Aura

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Elemental Aura” spell.

**Scroll of Enchanting**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Enchant Item” spell.

**Scroll of Purification**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Purify” spell.

**Scroll of Rage**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Enrage” spell.

**Scroll of Resist Death**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Resist Death” spell.

**Scroll of Faith**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Faith” spell.

**Scroll of Fear**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—

This scroll casts the “Fear” spell.


**Scroll of Feather Fall**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—

This scroll casts the “Feather Fall” spell.




### Scroll of Fleet Foot

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Fleet Foot” spell.

### Scroll of Haste

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Haste” spell.

### Scroll of Disease

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	8


This scroll casts the “Disease” spell.

### Scroll of Pain Reflection

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Pain Reflection” spell.

### Scroll of Paralysis

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Paralyze” spell.

### Scroll of Phantoms

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Phantom Fighter” spell.

### Scroll of Torchlight

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Torchlight” spell.

### Scroll of Lightning

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	2


This scroll casts the “Chain Lightning” spell.

**Scroll of Fire**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	4


This scroll casts the “Column of Fire” spell.

**Scroll of Dark Grasp**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	6


This scroll casts the “Dark Grasp” spell.

**Scroll of Leggib**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Eye of Leggib” spell.

**Scroll of Natural Armor**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Natural Armor” spell.

**Scroll of Regeneration**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Regeneration” spell.

**Scroll of Shared Life**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Shared Life” spell.

**Scroll of Town Portal**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Town Portal” spell.

**Scroll of Transfusion**

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Transfusion” spell.

### Scroll of the Bugs

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Wrath of the Bugs” spell.

### Scroll of Beacons

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	4
	<b>Base Value</b>	750
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Lloyd’s Beacon” spell.

### Scroll of Death’s Touch

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	4
	<b>Base Value</b>	750
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	7


This scroll casts the “Death’s Touch” spell.

### Scroll of Divine Intervention

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	4
	<b>Base Value</b>	750
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	9


This scroll casts the “Divine Intervention” spell.

### Scroll of Meteors

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	4
	<b>Base Value</b>	750
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


This scroll casts the “Meteor Shower” spell.

### Scroll of Poison Cloud

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	4
	<b>Base Value</b>	750
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—

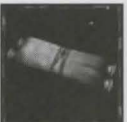
This scroll casts the “Poison Cloud” spell.

### Scroll of Resurrection

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	4
	<b>Base Value</b>	750
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—

This scroll casts the “Resurrection” spell.


### Scroll of Souldrinking

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	4
	<b>Base Value</b>	750
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—

This scroll casts the “Souldrinker” spell.



### Scroll of the Storm


	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	5
	<b>Base Value</b>	1,000
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—

This scroll casts the “Eye of the Storm” spell.

### Runestones


Throw these runestones to cause an instant spell effect. Think of them as a different type of scroll.

#### Elemental Runestone

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	11


Throw this runestone to cast the “Elemental Blast” spell.

#### Flint Runestone

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	2
	<b>Base Value</b>	250
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	40


Throw this runestone to cast the “Sparks” spell.

### Runestone of Earth

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	500
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	—


Throw this runestone to cast the “Arms of Earth” spell.

### Fire Runestone

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	750
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	4

Throw this runestone to cast the “Column of Fire” spell.

### Lightning Runestone

	<b>Equipment Location</b>	Items
	<b>Treasure Level</b>	3
	<b>Base Value</b>	750
	<b>Identify and Repair</b>	0
	<b>Recovery</b>	45
	<b>Restrictions</b>	—
	<b>Effects</b>	2

Throw this runestone to cast the “Chain Lightning” spell.



### Meteor Runestone



<b>Equipment Location</b>	Items
<b>Treasure Level</b>	3
<b>Base Value</b>	500
<b>Identify and Repair</b>	0
<b>Recovery</b>	45
<b>Restrictions</b>	—
<b>Effects</b>	26

Throw this runestone to cast the “Meteor Shower” spell.

### Wands and Miscellaneous Items

These hard-to-categorize items have a wide variety of functions.

#### Wands

Wands lie somewhere between one-shot items and permanent items; they can be used several times, but they eventually run out of power. Therefore, you shouldn't rely upon them.

The “Effects” row of a wand is almost always a number. This number indicates the number of “charges” the wand typically possesses. When the wand is out of charges, it becomes useless.

### Wand of Elemental Bolts



<b>Equipment Location</b>	Weapon
<b>Treasure Level</b>	2
<b>Base Value</b>	750
<b>Identify and Repair</b>	0
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	12

This wand launches a magical bolt of one of the four elements at the target. The bolt always hits the target.

### Wand of Poison



<b>Equipment Location</b>	Weapon
<b>Treasure Level</b>	2
<b>Base Value</b>	750
<b>Identify and Repair</b>	0
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	31

Target is blasted with poison that does immediate and continual damage until the poison has run its course.

### Wand of Elemental Blast



<b>Equipment Location</b>	Weapon
<b>Treasure Level</b>	3
<b>Base Value</b>	1,500
<b>Identify and Repair</b>	0
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	11

This wand launches a magical attack outward from a targeted creature.

### Wand of Sparks



<b>Equipment Location</b>	Weapon
<b>Treasure Level</b>	3
<b>Base Value</b>	1,500
<b>Identify and Repair</b>	0
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	40

Sparks fires small balls of lightning that bounce around until they hit something or dissipate. It is hard to tell where they will go, so this spell is best used in a room crowded with small monsters.

**Wand of Chain Lightning**

<b>Equipment Location</b>	Weapon
<b>Treasure Level</b>	4
<b>Base Value</b>	2,500
<b>Identify and Repair</b>	0
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	2

The lightning bolt discharges electricity from the hand of the caster to a single target. It always hits and does 1–8 points of damage per point of skill. If there are any monsters within a certain range of the target, they will be hit as well.

**Wand of Poison Cloud**

<b>Equipment Location</b>	Weapon
<b>Treasure Level</b>	4
<b>Base Value</b>	2,500
<b>Identify and Repair</b>	0
<b>Recovery</b>	65
<b>Restrictions</b>	—
<b>Effects</b>	32

A poisonous cloud of noxious gases is formed in front of the caster and moves slowly away from your party. The cloud does 25 points of damage plus 1–10 per point of skill.

**Miscellaneous Items****Clover**

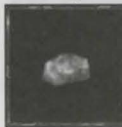
<b>Equipment Location</b>	none
<b>Treasure Level</b>	4
<b>Base Value</b>	100
<b>Identify and Repair</b>	0
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

Use this four-leaf clover to gain a skill point.

**Fizbin of Misfortune**

<b>Equipment Location</b>	Amulets
<b>Treasure Level</b>	Quest Item
<b>Base Value</b>	25,000
<b>Identify and Repair</b>	20
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	Party Luck -20, chance of random encounter +15 percent

The Fizbin appear at the worst times. Its fame precedes it, and most owners have a hard time getting rid of it.

**Lump of Elemental Thjorad**

<b>Equipment Location</b>	Items
<b>Treasure Level</b>	1
<b>Base Value</b>	500
<b>Identify and Repair</b>	0
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This is a small piece of the ore that the Thjoradric Smiths use to make their weapons.



### Chunk of Elemental Thjorad



<b>Equipment Location</b>	Items
<b>Treasure Level</b>	3
<b>Base Value</b>	1,000
<b>Identify and Repair</b>	0
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This is a medium piece of the ore that the Thjoradric Smiths use to make their weapons.

### Lode of Elemental Thjorad



<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	2,500
<b>Identify and Repair</b>	0
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This is a large piece of the ore that the Thjoradric Smiths use to make their weapons.

### Basilisk Skin



<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	500
<b>Identify and Repair</b>	0
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This is a skin that came off a dead basilisk.

### King Basilisk Skin



<b>Equipment Location</b>	Items
<b>Treasure Level</b>	5
<b>Base Value</b>	750
<b>Identify and Repair</b>	0
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

This is a skin that came off a dead King Basilisk.

## Matched Artifact Sets

Most artifacts and unique items are listed in the appropriate category—for example, artifact swords are listed under Blades, and artifact crossbows are listed under Bows.

The following artifacts have been grouped in this section, however, because they belong to special sets. When a character possesses the entire set of items, there are special bonuses.

### Broderick's Items

There is a myth about a great Holy Warrior named Broderick, whom the Gods charged to destroy the demon Nodens. With his mighty sword, Broderick destroyed the demon and presented the Gods with the trophy of the demon's ugly head. These items are ideal for Crusaders and Paladins.

#### Broderick's Two-Handed Sword



<b>Item Type</b>	Two-Handed Sword
<b>Treasure Level</b>	6
<b>Base Value</b>	13,000
<b>Identify and Repair</b>	15
<b>Damage</b>	5d2+25
<b>Recovery</b>	60
<b>Restrictions</b>	Fighter, Ranger, Mercenary, Assassin, Gladiator, Initiate, Scholar, Healer, Mage, Lich, Druid, Priest
<b>Effects</b>	+2 Blade, +2 Learning (+40to hit with complete Broderick set)

## Broderick's Hauberk



<b>Item Type</b>	Chain Armor
<b>Treasure Level</b>	6
<b>Base Value</b>	13,000
<b>Identify and Repair</b>	15
<b>Armor Class</b>	32
<b>Recovery</b>	45
<b>Restrictions</b>	Fighter, Ranger, Mercenary, Assassin, Gladiator, Initiate, Scholar, Healer, Mage, Lich, Druid, Priest
<b>Effects</b>	+2 Blade, +2 Armor (+10 all resistances with complete Broderick set)

## Broderick's Helm



<b>Item Type</b>	Helm
<b>Treasure Level</b>	6
<b>Base Value</b>	13,000
<b>Identify and Repair</b>	15
<b>Armor Class</b>	12
<b>Recovery</b>	—
<b>Restrictions</b>	Fighter, Ranger, Mercenary, Assassin, Gladiator, Initiate, Scholar, Healer, Mage, Lich, Druid, Priest
<b>Effects</b>	+2 Blade, +2 Might (of Regeneration with complete Broderick set)

## Broderick's Gloves



<b>Item Type</b>	Gloves
<b>Treasure Level</b>	6
<b>Base Value</b>	13,000
<b>Identify and Repair</b>	15
<b>Armor Class</b>	10
<b>Recovery</b>	—
<b>Restrictions</b>	Fighter, Ranger, Mercenary, Assassin, Gladiator, Initiate, Scholar, Healer, Mage, Lich, Druid, Priest
<b>Effects</b>	+2 Blade, +2 Vitality (+10 to all stats with complete Broderick set)

## Broderick's Amulet



<b>Equipment Location</b>	Amulets
<b>Treasure Level</b>	6
<b>Base Value</b>	13,000
<b>Identify and Repair</b>	15
<b>Recovery</b>	—
<b>Restrictions</b>	Fighter, Ranger, Mercenary, Assassin, Gladiator, Initiate, Scholar, Healer, Mage, Lich, Druid, Priest
<b>Effects</b>	+2 Blade, +2 Armsmaster (of Arms Mastery with complete set)

## Death Items

When followers of Skraelos reached the highest state of communion with him, he awarded them with objects to show their status. No scholar has reached this status in many years, but the objects still exist.

If you've got a Lich in your party, this is the best set of items you could hope for.

## Death Hammer



<b>Item Type</b>	Hammer
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	15
<b>Damage</b>	4d4+25
<b>Recovery</b>	55
<b>Restrictions</b>	Initiate, Mage, Healer, Priest, Druid, Fighter, Crusader, Mercenary, Paladin, Ranger, Assassin, Gladiator
<b>Effects</b>	+2 Dark, +2 Armsmaster, (of Death with complete Death set)

### Death Cuirass



<b>Item Type</b>	Leather Armor
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	15
<b>Armor Class</b>	40
<b>Recovery</b>	10
<b>Restrictions</b>	Initiate, Mage, Healer, Priest, Druid, Fighter, Crusader, Mercenary, Paladin, Ranger, Assassin, Gladiator
<b>Effects</b>	+2 Dark, +2 Meditation (+10 all resistances with complete Death set)

### Death Cap



<b>Item Type</b>	Helm
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	15
<b>Armor Class</b>	8
<b>Recovery</b>	—
<b>Restrictions</b>	Initiate, Mage, Healer, Priest, Druid, Fighter, Crusader, Mercenary, Paladin, Ranger, Assassin, Gladiator
<b>Effects</b>	+2 Dark, +2 Learning (of Jajarb with complete Death set)

### Death Boots



<b>Item Type</b>	Boots
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	15
<b>Armor Class</b>	7
<b>Recovery</b>	—
<b>Restrictions</b>	Initiate, Mage, Healer, Priest, Druid, Fighter, Crusader, Mercenary, Paladin, Ranger, Assassin, Gladiator
<b>Effects</b>	+2 Dark, +2 ID Monster (+20 to Speed with complete Death set)

### Death Ring



<b>Item Type</b>	Ring
<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	15
<b>Recovery</b>	—
<b>Restrictions</b>	Initiate, Mage, Healer, Priest, Druid, Fighter, Crusader, Mercenary, Paladin, Ranger, Assassin, Gladiator
<b>Effects</b>	+2 Dark, +2 Elemental (+10 to all stats with complete Death set)



## The Gathering Set

This set of items can be won at a fair known as the Gathering. The items are not very helpful, but you can sell the complete set to the Collector for a hefty premium.

### Wooden Sword



<b>Item Type</b>	Wooden Sword
<b>Treasure Level</b>	Quest Item
<b>Base Value</b>	5
<b>Identify and Repair</b>	20
<b>Damage</b>	1d3
<b>Recovery</b>	45
<b>Restrictions</b>	—
<b>Effects</b>	—

The Wooden Sword you won at the Gathering; it looks like something with which a child would play.

### Wooden Shield



<b>Item Type</b>	Wooden Shield
<b>Treasure Level</b>	Quest Item
<b>Base Value</b>	5
<b>Identify and Repair</b>	20
<b>Armor Class</b>	1
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

The Wooden Shield you won at the Gathering; it looks like something with which a child would play.

### Fur Cap



<b>Item Type</b>	Fur Cap
<b>Treasure Level</b>	Quest Item
<b>Base Value</b>	5
<b>Identify and Repair</b>	20
<b>Armor Class</b>	1
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

The Fur Cap you won at the Gathering is small, but it fits all right.

### Cloth Gloves



<b>Item Type</b>	Cloth Gloves
<b>Treasure Level</b>	Quest Item
<b>Base Value</b>	5
<b>Identify and Repair</b>	20
<b>Armor Class</b>	1
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

Gloves you won at the Gathering; they might be helpful.

### Fuzzy Slippers



<b>Item Type</b>	Fuzzy Slippers
<b>Treasure Level</b>	Quest Item
<b>Base Value</b>	5
<b>Identify and Repair</b>	20
<b>Armor Class</b>	1
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	—

Slippers you won at the Gathering; they might be helpful.

### Quilted Armor



<b>Item Type</b>	Quilted Armor
<b>Treasure Level</b>	Quest Item
<b>Base Value</b>	5
<b>Identify and Repair</b>	20
<b>Armor Class</b>	1
<b>Recovery</b>	5
<b>Restrictions</b>	—
<b>Effects</b>	—

Little more than a quilt with string to hold it on; it's a little small, but it fits all right.

### Prize Items

During the Rise of the Old Ursanian Empire, great Gladiatorial Games were held in honor of the current Emperor's feast-day. The greatest Gladiator of those games was honored with a set of armor and weapons. This potent set of artifacts is only for Gladiators.

### Prize Gladius



<b>Item Type</b>	Short Sword
<b>Treasure Level</b>	6
<b>Base Value</b>	10,000
<b>Identify and Repair</b>	15
<b>Damage</b>	5d3+15
<b>Recovery</b>	50
<b>Restrictions</b>	Fighter, Assassin, Crusader, Paladin, Ranger, Initiate, Scholar, Healer, Mage, Lich, Druid, Priest
<b>Effects</b>	+2 Body Building, +4 Armsmaster (+40 to hit with complete Prize set)

### Prize Plate



<b>Item Type</b>	Plate Armor
<b>Treasure Level</b>	6
<b>Base Value</b>	10,000
<b>Identify and Repair</b>	15
<b>Armor Class</b>	60
<b>Recovery</b>	15
<b>Restrictions</b>	Fighter, Assassin, Crusader, Paladin, Ranger, Initiate, Scholar, Healer, Mage, Lich, Druid, Priest
<b>Effects</b>	+2 Body Building, +4 Might (+10 all stats with complete Prize set)

### Prize Skullcap



<b>Item Type</b>	Skullcap
<b>Treasure Level</b>	6
<b>Base Value</b>	10,000
<b>Identify and Repair</b>	15
<b>Damage</b>	3
<b>Recovery</b>	—
<b>Restrictions</b>	Fighter, Assassin, Crusader, Paladin, Ranger, Initiate, Scholar, Healer, Mage, Lich, Druid, Priest
<b>Effects</b>	+2 Body Building, +2 Armor (of Regeneration with complete Prize set)

### Prize Shield



<b>Item Type</b>	Shield
<b>Treasure Level</b>	6
<b>Base Value</b>	10,000
<b>Identify and Repair</b>	15
<b>Damage</b>	10
<b>Recovery</b>	5
<b>Restrictions</b>	Fighter, Assassin, Crusader, Paladin, Ranger, Initiate, Scholar, Healer, Mage, Lich, Druid, Priest
<b>Effects</b>	+2 Body Building, +2 Dodge (Spry with complete Prize set)





## Prize Ring



<b>Item Type</b>	Ring
<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	6
<b>Base Value</b>	10,000
<b>Identify and Repair</b>	15
<b>Recovery</b>	—
<b>Restrictions</b>	Fighter, Assassin, Crusader, Paladin, Ranger, Initiate, Scholar, Healer, Mage, Lich, Druid, Priest
<b>Effects</b>	+2 Body Building, +2 Learning (+10 to all resistances with complete Prize set)

## Fre's Ring



<b>Item Type</b>	Ring
<b>Equipment Location</b>	Rings
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	15
<b>Recovery</b>	—
<b>Restrictions</b>	Initiate, Druid, Scholar, Mage, Lich, Fighter, Crusader, Mercenary, Paladin, Ranger, Assassin, Gladiator
<b>Effects</b>	+2 Light, +2 Spirit (+10 to all stats with complete Fre's set)

## Fre's Items

Hundreds of years ago, the Priests of Ratasok had smiths. These smiths forged weapons and armor to protect the priests when they accompanied the Crusaders on their Holy Wars. This matching set is the ultimate Priest gear.

## Fre's Smooth Mace



<b>Item Type</b>	Weapon
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	15
<b>Damage</b>	8d2+20
<b>Recovery</b>	55
<b>Restrictions</b>	Initiate, Druid, Scholar, Mage, Lich, Fighter, Crusader, Mercenary, Paladin, Ranger, Assassin, Gladiator
<b>Effects</b>	+2 Light, +2 Might (of Body with complete Fre's set)

## Fre's Helm



<b>Item Type</b>	Helm
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	15
<b>Armor Class</b>	13
<b>Recovery</b>	—
<b>Restrictions</b>	Initiate, Druid, Scholar, Mage, Lich, Fighter, Crusader, Mercenary, Paladin, Ranger, Assassin, Gladiator
<b>Effects</b>	+2 Light, +2 Meditation (+10 all resistances with complete Fre's set)

### Fre's Gloves



<b>Item Type</b>	Gloves
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	15
<b>Armor Class</b>	7
<b>Recovery</b>	—
<b>Restrictions</b>	Initiate, Druid, Scholar, Mage, Lich, Fighter, Crusader, Mercenary, Paladin, Ranger, Assassin, Gladiator
<b>Effects</b>	+2 Light, +2 Repair Item (of Repair Items with complete Fre's set)

### Fre's Chain Boots



<b>Item Type</b>	Boots
<b>Treasure Level</b>	6
<b>Base Value</b>	15,000
<b>Identify and Repair</b>	15
<b>Armor Class</b>	7
<b>Recovery</b>	—
<b>Restrictions</b>	Initiate, Druid, Scholar, Mage, Lich, Fighter, Crusader, Mercenary, Paladin, Ranger, Assassin, Gladiator
<b>Effects</b>	+2 Light, +2 Speed (+20 to Speed with complete Fre's set)

### Fre's Heart



<b>Equipment Location</b>	Amulets
<b>Treasure Level</b>	6
<b>Base Value</b>	25,000
<b>Identify and Repair</b>	20
<b>Recovery</b>	—
<b>Restrictions</b>	—
<b>Effects</b>	+50 to HP, -10 SP,

of Regeneration, Fragile

This heart-shaped amulet was created in honor of Fre, the goddess of Vita. It was last carried by D'vorna Life-Toucher, the Healer who traveled through Chedian, healing its inhabitants for exorbitant prices.











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This game has received the following rating from the ESRB



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