

RAYMOND E. FEIST'S

Return to Kronador™



Foreword by
Raymond E. Feist



SIERRA
STUDIOS


Mark Walker

Return to Kronador®

Prima's Official Strategy Guide

Mark Walker

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 FOREWORD 

by Raymond E. Feist

A little more than six years ago, I got a phone call from a gentleman named John Cutter, and an idea was born. The idea was to create a fantasy game within Midkemia, the realm in which my books exist.

Midkemia was a game world, created by a group of friends while we were students at the University of California, San Diego. That was 25 years ago, so as you can imagine, it's a pretty well-fleshed-out world by now.

I write stories about an imaginary place, one that exists only on paper or on the computer screen or, most importantly, in the minds of a lot of creative, talented, and slightly odd people. I like to think I write "historical novels about a place that doesn't exist." But Midkemia does exist, in a virtual sense, and there's a lot I can tell you about it.



I can tell you the story of why the LaMutians are viewed as odd by most of the other citizens of the Kingdom, or how the smoking crater that was once the City of Panam came about. Or where the Grey Tower Mountains went. Actually, if I keep writing long enough about Midkemia, I probably will. Because Midkemia is like a huge pie, and each story is but a tiny little taste, a thin slice that I dish out to you.

But for now, let me tell you about the game *Return to Krondor*. It's the follow-up to *Betrayal at Krondor* created by John Cutter and his team at Dynamix, a Sierra company, back in 1993. That game won awards and was on the best-seller lists for more than six months. The story in *Betrayal* was good enough that I adapted it for a novel, *Krondor: the Betrayal*, and like my other works, it's just a tiny slice of the pie.

Return to Krondor is more than a satisfactory follow-up to the first game, it's another tiny slice of that very large pie. And that's what I wanted to stress most. This game is "canon"—that is, the story contained within it is part and parcel with my novels and future stories as being "official history" of Midkemia. It's an adventure story in the old style, with dire consequences for those who fail and great triumph for those who succeed.

When you're finished, I sincerely hope you're left with the feeling you've visited a real place, participated in an adventure that ranks with those others I've written about, and that you've caught a glimpse of a vast and dangerous world in which brave people struggle against an ancient evil.

If you're left with the desire to see more, we've done our job well. And if you want another taste, rest assured it's coming, for Midkemia is a very large pie and I've only cut out a few slices for you so far.

 RETURN TO KRONDOR 

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A Book Ahead

The last two years have been the best of times for computer role-playing games (CRPGs). What was once the most lucrative genre in the industry had fallen on hard times in the early 1990s, but the smashing success of *Diablo* and *Fallout* put CRPGs back on the electronic entertainment industry's map.

The trend continued in 1998 with the release of *Might and Magic VI* and the computer version of the PlayStation hit, *Final Fantasy VII*. Now, *Return to Kronedor*—the true sequel to Raymond E. Feist's *Betrayal at Kronedor*—stands ready to lead the next wave of games in this role-playing renaissance.

Return to Kronedor is a unique game. Yes, you'll slide into the familiar world of Midkemia, like a foot slides into a well-known slipper, and grasp the basics of combat and movement within moments of booting the game. Yes, *Kronedor* has the familiar trappings of the genre, but its magnificent plot, beautifully life-like characters, and Hollywood voice acting create an ambiance not often found in a game.

Fantasy fans love *Kronedor's* world. Raymond Feist's books on Midkemia have sold more than 13 million copies and the original computer game *Betrayal at Kronedor* is one of the most successful CRPGs ever. *Return to Kronedor* delivers this popular world onto your hard drive and takes you for a whirlwind tour of Midkemia. Whether you're freeing enslaved children, chasing Bear the arch-criminal, or solving the mystery behind a vampire ring, while you're playing *Kronedor* your living room will fade to black and your monitor will dominate your life.

But, of course, what is a world tour without a guide? That guide is what you hold in your hands. We've worked hard to make it as good as possible, and we hope it serves you well on your voyage to recover the Tear of the Gods.

Using This Book

Hey, this is a great book. But not everyone...okay, not anyone, is going to curl up on the sofa and read it cover to cover. Most folks want to read whatever section they need to solve the problem du jour.

To that end, let me give you a brief tour of the book.

Chapter 1: Life in Midkemia, The Basics

Return to Kronedor has a great user manual, and we won't repeat it here. No, this chapter covers how to navigate, how to fight, how to brew chemicals, and how to build your characters. When you're done here, you'll be ready to sally forth into Midkemia and face the best that Bear can give.

Chapters 2 through 9: Main Story Walkthroughs

This is the meat of the guide, and most of you will want to scarf it up. These chapters hold the walkthroughs for the *Return to Krondor* story. These are “best way” walkthroughs. Rarely will we stray from the beaten path as we hunt for the Tear of the Gods. If you're looking for side quests, you'll want to turn to the next section.

Chapter 10: The Side Quests

Where are Gerard's rubies? What is in the Calastius Mountains? Are there really trolls in that cave? *Return to Krondor* is a big game. “Playing the plot” as we do in our walkthrough is an absorbing endeavor, but there are many side quests and out-of-the-way places to visit. It is in this chapter that we will visit them.

Chapter 11: The Magic of Midkemia

You have to love it when Jazhara binds an enemy in bands of lighting or when Kendaric morphs into a beast. Magic is one of the most viscerally enticing elements of *Return to Krondor*. This chapter describes the spells. It also lists the magic potions and the items used to brew them.

Chapter 12: The Weapons, Armor, and Other Stuff of Midkemia

What does all that cursed stuff do? What's the catch with the Shield Ring? Which is better, a Military Longbow or a Ranger's Longbow? There are a few wagonloads of “stuff” in this game, and sorting through it can be tough. This chapter will let you peruse the cornucopia of swords, bows, amulets, rings, shields, and other items available in the game, and help you decide what equipment is best for your party.

Chapter 13: The Men, Women, and Monsters of Midkemia


From vampires to Sewer Monsters, thieves to Gray Talon mercenaries, your Midkemean travels will cough up a legion of foes to fight. This chapter describes them all—at least all of the fightable ones. From hit points to skills you'll find—among these pages—the information you need to emerge triumphant from your travails.

Appendices

Appendix A is an experience points event table. It describes the amount of experience points allocated to the adventurers as the quest for the Tear of the Gods. Appendix B includes all of *Return to Krondor's* potions and their alchemical ingredients. We've got your swords, health potions, and various sundries right here in Appendix C. Wondering where to buy the last piece of equipment to complete your set of alchemy tools? Look no further, for in the hallowed pages of this section is the location of every shop in the game and what it sells.

The End of the Beginning

Okay, we've told you what we're going to tell you, now it's time to get on with the telling. So, without further ado, turn the page and begin your voyage into Midkemia.



O N E

Life in Midkemia

To fully enjoy the treasures of Midkemia, you have to understand the best way to maximize the riches it offers. That's what this chapter is about. From navigation to combat, these are the basics of playing Return to Kronador well.

GETTING AROUND

Here are a few things that may help your navigational abilities.

Time for a New Perspective

Although it's mentioned in the user manual, gamers sometimes forget that they can change their view of the world by using the **[I]** and **[J]** keys.

Frequently, the camera angle changes when you enter a room. It may be impossible to locate the door from the new camera angle, and hence impossible to leave the room. Many times, changing the camera angle will bring the door into view and allow you to escape your predicament.

Similarly, use the camera angle to your advantage when fighting. I like to zoom away from the battlefield to plan strategy. Frequently, it's difficult to determine exactly where you can move when you are close to the ground.



Figure 1-1

AN OVERVIEW OF THE
BATTLEFIELD

TIP *Don't forget the arrow keys. Sometimes it's cumbersome to direct James's movement with the mouse. The arrow keys can really help, especially in the sewers. And remember pressing **[Ctrl]** forces James to run whether you are using the mouse or the arrow keys.*

Finally, remember that you can access the world map whenever you are outside and there are no enemies about. This is especially important during your travels to Widow's Point. More often than not you'll find it difficult to find the hotspot from which you may exit the battlefield. Simply tap the Krondor button in the lower left of the screen, select Map, and move on.

COMBAT

Krondor has an excellent turn-based combat system. There is plenty of depth for die-hard RPG fans, yet it is simple enough for beginners to learn quickly. What follows are *the* tips for playing the system well.

Understanding Your Actions

It's easy to beat up on a couple of poorly equipped thieves like those Squire James meets in the game's opening chapter. But there is much tougher fare to follow and you'll be lucky to win those tough battles without a basic understanding of how the combat works and how to take advantage of the system.


Combat Basics

Krondor's combat occurs in rounds. During a round, each character has a turn. Some, due to the effects of magic or other inconveniences, may not be able to perform any actions in that turn, but it is given nonetheless.

A character can move as far as his movement rate allows and attack with half his normal number of strikes. On the other hand, characters may move up to half of their normal movement rate and still perform a limited number of actions, or stay put and choose from a multitude of actions. The following table specifically outlines what you can and can't do.


The previous table shows what you do when you can move, but Initiative decides *when* you can move. At the beginning of every round of combat, each character's Initiative is determined. The character with the highest Initiative moves or attacks first. The one with the next highest moves second, and so on. The formula and modifiers used are as follows:

D100 + Agility Modifier + Class Modifier + Initiative Skill = Initiative Score



Class Modifiers

Character Type	Modifier
THIEF	+70
FIGHTER	+60
CLERIC	+40
LESSER PATH MAGE	+30



Attribute Modifiers

Agility	Modifier
0 – 10	20
11 – 20	-15
21 – 30	-10
31 – 70	0
71 – 80	+10
81 – 90	+15
91 – 100	+20
101 – 133	+30
134 – 166	+35
167 – 200	+40

NOTE *It's no wonder Squire James often moves first in a round of combat. He's a Thief (+70 Class modifier), and his agility adds another 35 points.*

Fate is the final universal factor affecting a round of combat. You may be the best tactician this side of the Keshian desert, but poor luck can make any encounter an uphill battle.

At the beginning of each Melee Round, the computer determines that round's Fate Condition. With one exception, the determination is random. If two or more of the main characters are incapacitated, or if the average party Health Points falls below 25 percent, 10 percent is subtracted from the Fate Determination roll, making a player-favorable outcome more likely.

When the Fate Condition is determined for the Melee Round, the player receives a message detailing the condition and its precise effects. Each condition is described in the following table.



Figure 1-2

FIRST AGAIN,
JIMMY THE HAND
GETS THE DROP ON HIS
ADVERSARIES.



Fate Determination Percentages



Roll	Fate Condition
01 – 05	ROLL TWICE
06 – 10	HEROES RALLY
11 – 15	HEROES FLURRY
16 – 20	HEROES EVADE
21 – 25	HEROES REFRESHED
26 – 30	HEROES ACCELERATE
31 – 35	HEROES PRESS
36 – 65	NO FATE CONDITION
66 – 70	VILLAINS RALLY
71 – 75	VILLAINS FLURRY
76 – 80	VILLAINS EVADE
81 – 85	VILLAINS REFRESHED
86 – 90	VILLAINS ACCELERATE
91 – 95	VILLAINS PRESS
96 – 100	ROLL TWICE

Heroes Rally: This condition provides a +10 percent attack bonus to all player characters, and any allies they may have in the battle. This bonus applies to Hit rolls for all weapons, both Melee and Missile. It doesn't affect spellcasting or damage rolls.

Heroes Flurry: This condition gives all player characters and their allies an extra action during the Melee Round. The Initiative procedure is followed as normal, but after a character has finished his normal action, he receives a second action.

Heroes Evade: This condition gives all player characters and their allies a +10 percent defense bonus for the Melee Round. This bonus applies to both Defense skills and to Resistance rolls.

Heroes Refreshed: This condition heals all player characters 10 percent of their total health. Unlike most Fate Conditions, this effect is permanent.

Heroes Accelerate: This condition gives all player characters +50 points to their Initiative scores for the round.

Heroes Press: This condition increases the player characters' chance to inflict a Critical Hit, raising the percentage from 20 percent to 35 percent.

Villains Rally: This condition provides a +10 percent attack bonus to all enemies, and any allies they may have in the battle. This bonus applies to Hit rolls for all weapons, both Melee and Missile. It doesn't affect spellcasting or damage rolls.

Villains Flurry: This condition gives all enemies an extra action during the Melee Round. The Initiative procedure is followed as normal, but after an enemy has finished his normal action, he receives a second action.

Villains Evade: This condition gives all enemies and their allies a +10 percent defense bonus for the Melee Round. This bonus applies to both Defense skills and to Resistance rolls.

Villains Refreshed: This condition heals all enemies 10 percent of their total health. Unlike most Fate Conditions, this effect is permanent.

Villains Accelerate: This condition gives all enemies +50 points to their Initiative scores for the Round.

Villains Press: This condition increases the enemies' chance to inflict a Critical Hit, raising the percentage from 20 percent to 35 percent.

TIP *Read the Fate message faithfully. Make it part of your battle strategy. If the Fate Condition is “Villains Flurry,” you may want to choose a Conservative Attack Style and set your orders to Guard. On the other hand, a “Heroes Press” message might be your cue to get Aggressive. See the section titled “Attack Styles” for more information.*

Why It Hurts

To injure a target, you must first hit it. To determine whether an individual’s slash, smash, or arrow meets its target, the computer uses a formula that is modified by Weapon skills, Attributes, Defense skills, and situational modifiers. It then compares this number to a randomly generated number between 0–100. The specific formula follows:

% To Hit = 50% + (AV - DV)

- ⊗ AV (attack value) = (Weapon Skill + Attribute Modifiers + situational modifiers)
- ⊗ DV (defense value) = (Defensive Skill + Attribute Modifiers + situational modifiers)

Of course, there are a lot of modifiers and, although it isn’t necessary to memorize the percentages, it will help to understand the concepts. Note that Strength, Agility, and Reason are the Attribute Modifiers mentioned above. The Weapon skill is dependent on the type of weapon being used. I group and describe the weapons by Weapon skill in Chapter 12. The situational modifiers are found in the following pages.

Offensive Modifiers

Condition	ModifierStrength
AGILITY	-15% TO +35% REASON
ADDITIONAL ATTACKERS	+10% PER ATTACKER AFTER THE FIRST
ATTACKING THE FRONT	0%
ATTACKING THE SIDES	+5%
ATTACKING THE BACK	+10%
FIGHTING STYLE	-10% (CONSERVATIVE) TO +20% (AGGRESSIVE)
TARGET HELPLESS	+30% (NO DEFENSE SKILL ALLOWED DEFENDER)
BLIND	-30%
PARTING STRIKE	+20%

The modifiers for Strength, Reason, and Agility are as follows:

Strength and Reason Attack Modifiers

Strength and Reason	Attack Modifier
0 – 15	-10%
16 – 30	-5%
31 – 75	0%
76 – 100	+5%
101 – 135	+10%
136 – 170	+15%
171 – 200	+20%

Agility Attack Modifiers

Agility	Attack Modifier
0 – 15	-15%
16 – 30	-10%
31 – 40	-5%
41 – 60	0%
61 – 75	+5%
76 – 90	+10%
91 – 100	+15%
101 – 125	+20%
126 – 150	+25%
151 – 175	+30%
176 – 200	+35%

NOTE *Strength, Reason, and Agility, like other Attributes, can't be permanently changed during the game. There are, however, certain magical items that can change their numbers. These items are noted in Chapter 11.*

Some of the most effective modifiers are the benefits for multiple attackers and the side/rear attacks. Unless there is a darn good reason, you should always focus your party's attacks on one enemy at a time. Kill that opponent and then move on. This earns the biggest dividends after Solon and Kendaric join your crew. If all four adventurers attack the same target, the final attack will garner a whopping 15 percent bonus.

Another too-cool trick is attacking your enemies from multiple directions. Attacks from the side or rear reap rewards not found in the face-to-face confrontation.

TIP *You've probably noticed that enemies frequently turn to face your attack. How often a character turns to face an attack is a function of the character's Agility and Initiative. Still, each person has his or her limit. He or she may turn once, twice, occasionally thrice, but rarely four times. When a character fails to turn to meet a flank or rear attack is when the advantage is conferred to the attacker.*



Figure 1-3

REAR ATTACKS,
SUCH AS THIS,
CAN BE DEADLY.

Whenever possible refuse (or limit your opponent's access to) your flank. This tactic works well in William's famed battle against the Gray Talon mercenaries. Form a line with William's men, making it difficult for the Talon mercenaries to get flank attack bonuses, and then hack at the mercenaries to your front with William's Greatsword while the archers pincushion them from the side.



Figure 1-4

THE KRONDORIAN
LINE STANDS TALL
AGAINST THE
GRAY TALONS.

TIP *After a target is hit, the target has a chance to Parry the strike (see the following text). To Parry, however, the target must be facing the attack. In other words, characters won't Parry flank or rear attacks—another reason to go for the sides and rear.*

Attack Styles

Choosing the proper attack style is crucial to effective slicing and dicing. When you're outnumbered, it's often best to select the Conservative Attack Style—especially if you can keep your enemy's attention while Jazhara stands back and works her magic.

Coupling a Conservative Attack Style with Guard orders makes a character almost invincible. Frequently opponents will waste turn after turn in a vain attempt to injure your Conservative character while you pepper them with arrows and smash them with lightning bolts.

On the other hand, an Aggressive style works best when you're trying to finish off a couple of weak opponents. The added attack bonus might enable you to fell the first adversary in one swing, leaving your character plenty of hacks to take out the next.

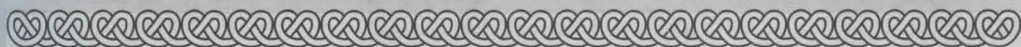
The Effect of Attack Styles

Attack Style	To Hit	Defensive	Damage	Parry
BALANCED	0%	0%	0%	0%
CONSERVATIVE	-15%	+25%	-25%	+25%
AGGRESSIVE	+25%	-25%	+25%	NO PARRY

Poison and Its Uses

Potions—which we'll cover in greater detail in Chapter 11—can be a boon to any attack. Poison, with its ability to infect the target with the hit that keeps on hitting, is beautifully insidious. Obviously, smearing the stuff on your blade will increase your alter ego's effectiveness, but don't forget, blades are not the only weapons that will absorb the putrid liquid.

Poison works equally well on bows and their attendant arrows. The tactic is killer when rolling up the coast to Widow's Point. Many of these coastal battles are fought in expansive fields, and the adversaries shout open hostilities from hundreds of feet away. Coating James' arrows allows him to pop several of his enemies from afar. Each poisoned enemy's strength wanes as the venom plies its trade. At last, when they draw near enough to fight, it only takes a couple whacks from Solon's Warhammer to bring them down.



TIP *You may, however, find nifty uses for Poison far earlier than the game's fifth chapter. The Catalyst Dirk frequently pops up in the beginning of the game. If you fight a villain who strikes four times, you know you've found the Dirk. Although the Dirk does little damage in itself (two to seven Hit Points per strike), it doubles the number of strikes the character gets.*

So James—who normally gets two strikes—can soak that weapon in Poison and prick four opponents—all of whom will eventually die.



NOTE *Oh, by the way, if you press the **Ctrl** key while clicking on an opponent, your character will only attack once. Accordingly, it's possible for James (or whoever) to attack four separate adversaries.*



Critical Hits

A Critical Hit occurs when a character's To Hit "die roll" (the randomly determined number that is compared to the character's hit number) is within 20 percent of the character's final To Hit number. If the party's average Health Points reaches 25 percent of maximum or half or more of its characters are down, the Critical Hit percentage doubles.

A Critical Hit doubles the weapon's damage. Not only does this doubling include bonuses, but it also prohibits Parrying or Blocking the hit.

OK, I've Got a Hit—Now What?

Even if the character makes a successful attack, his or her target has a chance of Parrying or blocking the blow. Parrying uses the target's Melee weapon to check the attack while Blocking is done with the shield.

Parrying

To Parry an incoming blow, the target must have a Melee weapon in his or her hands. Sorry, that Ranger's Bow just won't stop a Warhammer.

To determine if the Parry is successful a Parry Check is made. A character's chance to Parry a blow is equal to one-half of his adjusted attack value with the equipped weapon, thus a character armed with a Broadsword would have a Parry skill equal to one-half of his Blade skill plus modifiers for Attributes and the situation. Some weapons are better at Parrying and possess modifiers that affect the Parry Check. Additionally, situational modifiers, such as blindness, may also affect the Parry Check.

Blocking

Shield-equipped characters may Block. A character's Block Check is equal to his Shield skill plus Attribute and situational modifiers. A character can Block up to three attacks per Melee Round, the first at his or her full Block Check, the second at two-thirds, and the last at one-third of his normal Block Check.

TIP *The blow to be blocked must originate from in front of—or to the left of—the target unit. If you pull off a flank or rear attack, the target character won't be able to block it.*

Damage

If you hit enemies and they don't Block or Parry, then they'll take damage. How much damage depends on three things: the damage the weapon is capable of dealing, the strength of the dealer, and the effectiveness of the armor to which the damage is being dealt. We'll cover armor and weapons in Chapter 12, but let's take a minute to look at the effect of strength on damage.

Strength Damage Modifiers

Strength	Damage Modifier In Health Points
0 – 10	-6
11 – 20	-4
21 – 30	-2
31 – 40	-1
41 – 60	0
61 – 70	+1
71 – 80	+2
81 – 90	+4
91 – 100	+6
101 – 125	+8
126 – 150	+9
151 – 175	+10
176 – 195	+11
196 – 200	+12

NOTE *Hey, it's no wonder William and Solon pack such a wallop. William, with a Strength of 137, gets an additional nine Hit Points added to each attack. Solon's Strength is less (98), but still enough to add six Hit Points to each successful whack with his Warhammer.*

Projectile Weapons

Bows and arrows are great fun. There's nothing sweeter than wasting your opponents from afar—before they can even lay a blade on you. The basic combat probabilities are similar to Melee combat. There are, however, some different modifiers. The exact equations are below:

$$\text{To Hit} = 50\% + (\text{MAV} - \text{DV})$$

⊗ MAV (missile attack value) = Weapon Skill + Missile Combat Modifiers

⊗ DV (defense value) = Defense Skill + Defensive Modifiers

Missile Combat Modifiers

Agility -15% to +35%

Bow Quality -5% to +15%

Defensive Modifiers

Agility -15% to +35%

Shield +20%

Setting Up

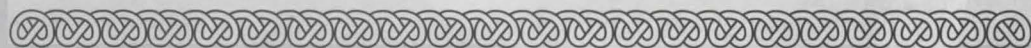
Organizing your party's tactical positioning to maximize its talents and minimize its weaknesses is yet another important aspect of Krondorian combat. The best swordsman in Midkemia is no good if he can't put blade on flesh.

Move your Melee experts (William, Solon, and sometimes James) to the front of your party. Not only will they be able to better employ their weapons, but they'll also draw the attention of the enemies, keeping them away from your weaker Lesser Path Mages.

Conversely, keep the Lesser Path Mages and a bow-equipped James to the rear. Jazhara and Kendaric have less hit points than Solon, James, and William, and virtually no armor. It doesn't take long, especially in the latter chapters, for them to bite the Midkemian dust.



TIP *Ensure the rear ranks have a clear line of sight to their targets. An arrow has unlimited range, but it won't pass through a Blocking ally. I like to put the sword swingers out front and then move the other folks behind them and a little to one side.*



Battle Magic

William's cold steel, Solon's blunt hammer, and James's deadly arrows are all effective weapons, but to consistently win Krondorian encounters, you must learn to effectively use Jazhara's, Solon's, and Kendaric's magic.

How Magic Works

OK, I'm sure you know the basics: There are Spells and Spell Points. Remember, casting Spells costs Spell Points. Lesser Path Mages who run out of Spell Points can't cast. Priests on the other hand can use Health Points to cast Spells. However, this is risky business. The amount of health removed from the Priest—although based on the Spell's casting cost—is randomly generated.

NOTE *Priests can only perform Life Casts when in combat. If you desperately need to heal a party member, you must do so before the combat ends.*

Quick Cast Versus Slow Cast

Slow Casts are always successful. Unfortunately, they use the caster's entire turn. Conversely, a Quick Cast takes effect immediately, but there's a chance that the Lesser Path Mage will fumble the cast and the Spell will tumble to the floor.

The lower the Spell level, the higher the chance for a successful cast. This is also affected by the caster's level and his or her experience in the Path of Magic in question. For example, if a Lesser Path Mage has learned all 10 Path of Storms Spells, a Lightning Blade Quick Cast is nearly a sure thing. On the flip side of the coin, a level 10 Spell is always an iffy Quick Cast proposition.

The initial game parameters you chose also affect whether or not your Lesser Path Mages successfully cast a Spell. See the following table.

Initial Setting Affect On Quick Casting and Resistance

Game Balance	Base Chance for Successful Quick Cast	Base Chance for Target To Resist Spell
MAGIC	65%	10%
BALANCED	40%	25%
COMBAT	25%	50%

NOTE *Priests (like Solon) always cast successfully. This is their biggest advantage.*

Magic Resistance

Just because an offensive Spell is cast doesn't mean it will affect the target. Each target takes a Resistance Check based on a formula modified by one of the target's attributes. Which attribute resists a particular Spell is noted in Chapter 11. A target that passes its Resistance Check halves the Spell's damage or nullifies the effects of enchantment Spells. The equation for the Resistance Check is as follows:

Resistance Check = 25%(or Base Chance for Target to Resist Spell from above table) + Attribute Bonus + (5% X (Target Level – Caster Level))

Attribute/Resistance Table

Attribute Level	Resistance Bonus
0 – 10	-15%
11 – 20	-10%
21 – 30	-5%
31 – 70	No BONUS
71 – 85	+5%
86 – 100	+10%
101 – 125	+15%
126 – 150	+20%
151 – 175	+25%
176 – 200	+30%

Simple Tactics

The Spells in *Return to Krondor* are a diverse lot; that's a good thing. What makes them so much fun is the diversity and the creativity that diversity spawns. Accordingly, there are few battle magic rules written in stone. Or, if there are, I never found the rock. Nevertheless, there are some basic tactics that will help.

- ⊗ Keep your Lesser Path Mages behind your fighter types. I mentioned it earlier, but it's a key point. There are very few enemies that Jazhara can fight toe-to-toe. Conversely, there are very few she can't waste from afar. Let the fighters (James, William, and Solon) absorb the brunt of the enemy's attack while Jazhara and Kendaric waste them with Spells from the rear.
- ⊗ Keep the weapons out of the Lesser Path Mages's hands. Perhaps the only time when Jazhara's staff fighting abilities come in handy is in the close quarters of the Jail. Otherwise she (and Kendaric) should be flinging Spells.
- ⊗ Never underestimate the power of **[Shift] + [S]**. If you are caught with a weapon in your spellcaster's hands, **[Shift] + [S]** will drop the weapon and allow you to cast a Spell. That's much quicker than accessing the character's Inventory, removing the weapon from his or her hands, and then waiting until your next turn to cast a Spell.
- ⊗ Use big Spells on big packs: A Thunderclap can stun the entire opposing side, rendering them impotent and laying them open for your assault. Firestorm can almost wipe out the opposing side.
- ⊗ The bigger they come... If you have a hankering to fling an Enslave the Will spell, always direct it at your most powerful enemy. He'll do the most damage against his ex-comrades.



TIP *By the way, it's not a bad idea to throw an Enslave the Will on a previously poisoned creature. That way, the creature will be dying as it kills off its own friends.*



Alchemy

Potions are a large part of the game. They are, however, expensive to buy and, at times, difficult to find. It's a good idea to learn *Krondor's* alchemy system to ensure you always have a bottle of Fire Oil (or whatever) when you need one.

First, a brief review: You need the following pieces of equipment to brew potions. Note that not all pieces are required for all potions.

Alchemy Equipment

- ⊗ Infusion Bottle: Adds Aqua Fortis or Aqua Regia to the mix
- ⊗ Granulus: Measures and adds Powders to the mixture
- ⊗ Crucible: Melts and mixes Pure Metals
- ⊗ Dissolution Mixer: Adds Essential Salts and Rare Earths
- ⊗ Distillation Chamber: Distills stuff

To brew potions, select the Krondor button at the bottom left of the screen. Choose Party and then select a character with Alchemy skills (Jazhara or Kendaric). Click on the book of potions, and page through it until you find the brew you wish to concoct. Next, click on Assemble 1, 2, or 3 (for how many you wish to brew). If you have all the right stuff, the assembled alchemy equipment will make a pouring or mixing noise. Now set the sundial ahead four hours and click Rest. The equipment will gurgle, and you'll be notified that Kendaric (or whoever) has made a new potion of whatever-you-were-brewing.

Of course, you can experiment with brews, but why try it? Just turn to our handy-dandy recipe book in the appendices and brew away. Please note that although you may know a recipe, for instance by reading this book, unless the game detects that you have the recipe in your alchemy book there is still a chance that the recipe will malfunction when you brew it, hurting either or both you and the equipment.

- ⊗ Remember, you can't brew potions until *Krondor* begins its night and day cycle, which is in Game Chapter Three. Often it's best to sell the alchemy equipment Jazhara carries when she arrives in Krondor to both lighten her load and get some extra cash. You can always buy the equipment at the beginning of Chapter Three.
- ⊗ Kendaric has a complete set of alchemy equipment. Once he joins the party—in Game Chapter Five—you'll be able to brew potions as long as you have the ingredients.
- ⊗ You can't brew potions indoors. This is especially important to remember when you're inside the temple in Game Chapter Nine. Don't forget that you can exit the temple (returning to Haldon Head) and brew up some more Fire Oil.
- ⊗ Unless otherwise specified, all potions last one hour, or the length of a battle.

Locks and Traps

Locks and Traps are covered well in the *Return to Kronedor* user manual. There are, however, a couple of tidbits I'd like to throw on the table.

Be advised that the Locks and Traps interface remains the same even if you chose the Dice Roll option when you're setting up your book. I suggest you still use the Probe to examine the Trigger, Mechanism, and Delivery System. Once they're examined, you chose the appropriate (hopefully) tool to disarm the trap. The difference is that the results are based totally on the character's skill rather than a combination of your reflexes and his or her skill. Below is a list of the various traps found in Midkemia and their components.

- ⊗ Serpentwire: Tripwire, Poison Tanks, Needles
- ⊗ Daggerwire: Tripwire, Poison Tanks, Blades
- ⊗ Venomwire: Tripwire, Poison Tanks, Nozzles
- ⊗ Needlewire: Tripwire, Springs and Gears, Needles
- ⊗ Bladewire: Tripwire, Springs and Gears, Blades
- ⊗ Emberwire: Tripwire, Fire Oil Mixer, Needles
- ⊗ Firewire: Tripwire, Fire Oil Mixer, Nozzles
- ⊗ Serpentplate: Pressure Plate, Poison Tanks, Needles
- ⊗ Daggerplate: Pressure Plate, Poison Tanks, Blades
- ⊗ Venomplate: Pressure Plate, Poison Tanks, Nozzles
- ⊗ Needleplate: Pressure Plate, Springs and Gears, Needles
- ⊗ Bladeplate: Pressure Plate, Springs and Gears, Blades
- ⊗ Emberplate: Pressure Plate, Fire Oil Mixer, Needles
- ⊗ Fireplate: Pressure Plate, Fire Oil Mixer, Nozzles
- ⊗ Serpenthook: Latch, Poison Tanks, Needles
- ⊗ Daggerhook: Latch, Poison Tanks, Blades
- ⊗ Venomhook: Latch, Poison Tanks, Nozzles

- ⊗ Needlehook: Latch, Springs and Gears, Needles
- ⊗ Bladehook: Latch, Springs and Gears, Blades
- ⊗ Emberhook: Latch, Fire Oil Mixer, Needles
- ⊗ Firehook: Latch, Fire Oil Mixer – Nozzles

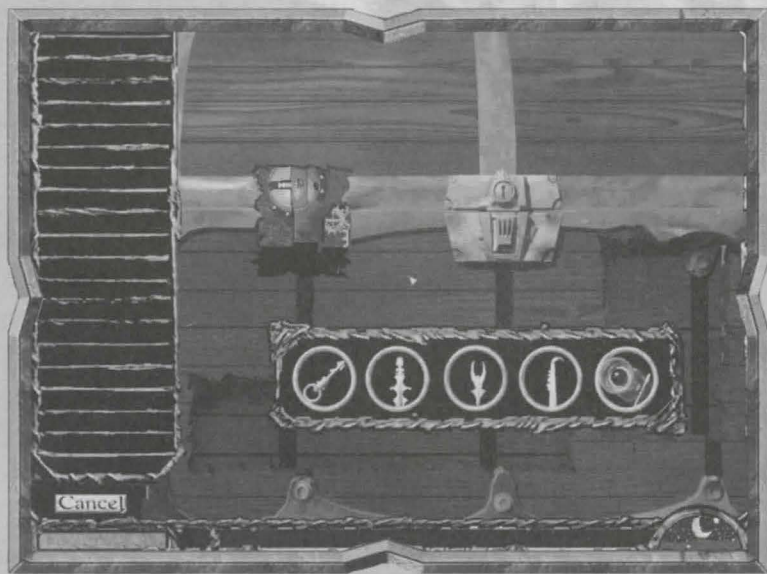


Figure 1-5

THE LOCK PICKING
INTERFACE

Growing a Character

How you groom your party and where you add those precious skill points are important parts of playing *Krondor* well. Here are some suggestions on how to divvy up those valuable points.

Squire James

Initially it's important to buff up James's Blade, Defense, Initiative, and Disarm Trap skills. He fights most of the initial encounters with a sword, so the Blade skill is important. Pumping up the Defense and Initiative will make him a better overall fighter and keep him safe, while the Disarm Traps skill will neutralize dangerous snares.

After James has a couple of levels under his belt, begin pumping the points into Bow and Pick Lock skills, any extra points might go to Evaluate or Stealth skills.

As an archer, James will be invaluable in your trek north to Widow's Point. You'll want to have his Bow skill in the neighborhood of 80 to 90 by the end of Game Chapter Three.

NOTE *All skill points are not created equal. The following table outlines how expensive each skill point is.*

Total Current Skill Points	Points to Advance One Skill Point
0 – 50	1
51 – 75	2
76 – 90	3
91 – 100	4

Jazhara

Jazhara is potentially the most powerful character in the game. But don't try to make her what she isn't. Jazhara is not a fighter. Initial skill points should be spent on Defense, Initiative, and Analyze. It's critical that you are able to assess the equipment you find, and Jazhara is your best bet.

Once you've buffed the aforementioned skills, start learning Spells. The primary path for skill pumping is Path of Storms. It has some of the best Spells in the game (Lightning Blade, Thunderclap) and many of them are fairly low cost.

TIP *Lightning Blade is the most cost-effective Spell in the game. Furthermore, the more proficient Jazhara is in the Path of Storms, the easier it will be for her to cast Lightning Blade.*

William

You won't have many chances to work with William's development. Put all your energy into Two-Handed, Initiative, and Defense. After all, he's a brute, and you want to make him the best brute he can be.

Kendaric

Kendaric, like Jazhara before, is no fighter. Also, you won't have as much time to develop his skills. Your first priority is raising his Initiative from its paltry 25. Once the Initiative is about 70, start concentrating on his Path of Change. Any surplus points should be thrown at the Alchemy skill. After all, he's your man with all the necessary brewing equipment.

Solon

Solon is a complex character. A man of the cloth, he's capable of reasonably powerful magic. On the other hand, he can be devastating with the Warhammer and all its derivatives.

I prefer to develop his fighting skills, after all, you already have two Lesser Path Mages in the group. To that end, pump up his Initiative, Defense, and Blunt skills. Any extra points should be slapped on the Path of Healing. Solon's recuperative skills can come in handy in the temple.

On to the Quest

That's about it for your pre-quest brief. Now it's time to venture out into Midkemia. So, grab a sword and let's go.

Meeting Jazhara

(Same Chapter Zero)

After the Riftwar had ended and the Moredhel had been disbanded and repelled, Arutha con Doin ruled as Prince of the Western Realm for four years. In that time, the city of Krondor regained much of the splendor she had lost in the war with the Tsuranuanni.

When Kulgan, who had served two generations of con Doins as

court mage, retired here to Stardock, Arutha asked for a suitable replacement. I sent Jazhara, a young Keshian noblewoman and one of my finest students, who has learned as much as she can here on Sorcerer's Isle. I trust serving the prince will temper her more fiery disposition, and her experience in the courts of Kesh should increase her value to Arutha.

Jazhara arrived in Krondor well after the strike of midnight. The city slept save for those who conduct their business under the cover of night, and Squire James, who has been sent to meet the Sorceress at the city gates and escort her to the Palace.

Objectives:

- ⊗ Find Jazhara and deliver her to the Palace.
- ⊗ Free the children from Yusuf's shop.



Figure 2-1

TALK WITH THE
PALACE GUARDS

MEETING JAZHARA

Talk to the Guards at the front gate. There you will learn that you must meet Jazhara at the North Gate. Certainly a good night's sleep would be better, but Jazhara is a lovely lady, and her magic will make a welcome addition to your troop.

NOTE I'll give all directions from your (the gamer's) perspective. In other words, "head right" means to move the party toward the right of your screen as you face it.

There are two doors to the right of the Palace Guards. One leads to the servants' quarters, while the second leads to a random encounter. Open the second. If you're lucky, you'll trigger your first battle. Fight cautiously—select the Conservative Attack Style and the Guard command on James' first turn—and let the villains come to you. Once you have triumphed, loot their bodies and move on.

TIP The man with a club is also packing Fire Oil. Move adjacent to him on your first turn or he'll toss it on you.



Figure 2-2

THE DOOR TO THE RIGHT OF THE PALACE GUARDS (THE ONE WITH THE OVERHANG SIGN) HOUSES A RANDOM ENCOUNTER.

Head to the North Gate sector. To do so, tap the Krondor button in the lower left, select Map, and click on the North Gate sector.



Figure 2-3

THE NORTH GATE
SECTOR

On arrival, head left. The first door holds another random encounter. However, you may want to ignore it if James is running low on health.



Figure 2-4

THE DOOR TO THE
LEFT HOLDS A RANDOM
ENCOUNTER. JAZHARA
IS OFFSCREEN
TO THE RIGHT.

Continue down the road until you meet a pair of thieves lurking in a darkened corner of the alley. Kill them, and pillage their bodies for some leather armor and a healing potion.



Figure 2-5

MEETING THE THIEVES

By now you've fought as many as three fights and the game is not yet an hour old. It's time to buff up those hit points. Continue tracing the road until you enter an open area. The Yellow Shield orphanage is on your left; ahead and to the right is Prandur's temple. There you will find a kindly priest who is willing to heal your wounds—for a small donation.



Figure 2-6

EXIT THE ALLEY WHERE YOU FOUGHT THE THIEVES. PRANDUR'S TEMPLE LIES BELOW THE BOTTOM OF THE SCREEN.

Retrace your steps past the entry obelisk and down the road toward the Yellow Shield orphanage. Jazhara waits nearby, next to the north gate. Speak with the Guards and the new court mage to gain a few experience points.



Figure 2-7

MEETING JAZHARA

TIP *You don't have to rush to your date with Jazhara. This is the poor section of Krondor and behind each door lies a mystery. The prince's writ in your backpack allows you to search households. Do it. You may find nothing but rats scurrying across the floor, but often bigger game awaits. An encounter with villains may net you some valuable potions or money.*

Head back to the Palace sector (by way of the Map). When you arrive, a little thief named Nita will pick Jazhara's pocket. Speak with the Guards, and then chase Nita (luckily, she'll wait).



Figure 2-8

SPEAKING WITH NITA

◆ YUSUF'S KIDS ◆

Once you've heard Nita's sad tale, you must decide whether to turn in for the night or track the young girl's tormentors. Those wishing some sack time must return to the Palace gate. The Guards will let you in and you'll witness Squire James' first overtures toward Jazhara. She adeptly and politely turns him down, no ill feelings are harbored, and—as a majestic comet passes overhead—James welcomes the new court mage to Krondor.

On the other hand, if you choose to follow the orphan girl, you're in for a busy night of swordplay. Access the Krondor Map and move to the poor sector. On arrival, knock on the door to the right (Jazhara's left); the room harbors a random encounter.



Figure 2-9

THE DOOR TO
JAZHARA'S LEFT
MASKS A RANDOM
ENCOUNTER.

Deal with the encounter (or lack thereof) and stroll to the street's end. One of Yusuf's henchmen waits here.

Figure 2-10

AT THE END OF THE ALLEY, TO JAZHARA'S LEFT, WAITS YUSUF'S GUARD.



Try to push past the henchman. He'll fight, but it's better to run him through now than later. Take him out, "liberate" his scimitar, and head into Yusuf's sweatshop.

Figure 2-11

JAMES DEFENDS WHILE JAZHARA HANGS BACK, HITTING YUSUF'S MAN WITH LIGHTNING BLADES.



Once you're inside, Yusuf and another of his stooges will sally forth. Run them through. After Yusuf and his comrade have been defeated, it's time to grab the spoils of victory. Stroll into Yusuf's office and—after reading the documents on his desk—pick the lock on the desk drawer. There is a veritable gold mine here. Scoop it up and head out the door.

Check your team's health and have them guzzle some healing potion if necessary. Bound up the stairs and slay the two Guards waiting there. After their blood runs dry, use Yusuf's key to liberate the children, and head back to the Palace for some well-deserved rest.



T H R E E

The Gathering Clouds

(Same Chapter One)

Early the next morning, Squire James introduced Jazhara of Kesh to Prince Arutha. At the request of the prince, James escorted Jazhara through Krondor and introduced her to its people and places to acclimate her to her new home.

Following an exhaustive tour of the Palace and grounds,

Jazhara asked to see William, my son, whom she had not seen since he left us here at Stardock to become a soldier in the prince's city guard.

James, of course, knew exactly where to take her, for William had become infatuated with a local barmaid, a girl named Talia, who worked for Lucas at the Rainbow Parrot.

Objective:

- ⊗ Apprehend the brigands who destroyed the Rainbow Parrot.

◆ WILLIAM AND ◆ THE CLEANSING OF THE JAIL

After a brief rest, you'll wake and guide Jazhara through Krondor. Though impressed with the city sights, Jazhara asks to see her friend, William, who traveled from Stardock (Jazhara's home) to Krondor a few years earlier. James takes Jazhara to the Rainbow Parrot, a bar William frequents, only to find the man confronting his girlfriend's assailants.

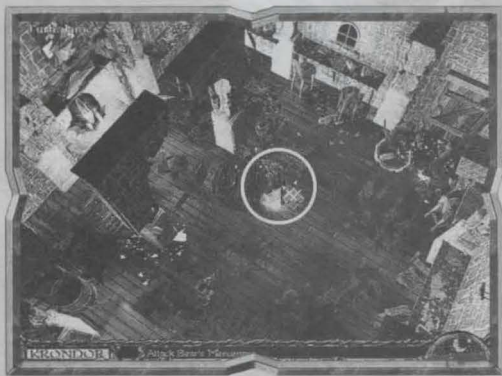


Figure 3-1

TAKE OUT
THE AXEMAN
(CIRCLED) FIRST.

Have Jazhara fling a Contest of Wills at the archer while William and James concentrate on the axe-wielding thug. Once the axeman goes down, take out the sword-bearing scoundrel, and then the archer. Pillage their persons.

After you see an explosion, you'll track the assailants to the jail. The captain of the guard will brief you on the situation and ask for help. Head toward the bottom of the screen to initiate the assault on the jail.

Figure 3-2

HEAD TOWARD
THE BOTTOM OF
THE SCREEN TO
ATTACK THE JAIL.



The ensuing alley fight is great fun. Rush the archers with James and William while Jazhara hangs back, flinging Lightning Blades the length of the alley.

TIP *Be careful, the three archers are not the only villains you'll face in the backstreet brawl. A sword-slinging thug will emerge from the right and another from the left. Use Jazhara's magic on the archers while James and William take care of the others.*

NOTE *You don't have to face the archer's hail of arrows. Run past the arrow-dodging Krondorian soldiers, and take a left at the first alley. Trot down the alley until you reach the burning corner of the jail. Enter the jail and clear it normally. On the other hand, you may continue past the burning corner, take your first left, then another left. This will bring you in on the archer's right flank. Kill them and enter the jail.*

Figure 3-3

TWO MORE OF BEAR'S
MERCENARIES WILL
EMERGE FROM THE
LOCATIONS SHOWN.



Once you've defeated the street rats, move inside to confront three more vermin. It's best to start each battle by issuing "Guard" orders to William and James. This gives them first whack at any approaching villains. Additionally, setting their Attack Style to "Conservative" will confer a further defensive bonus on the pair of swordsmen. Try to keep Jazhara in the background—her lack of armor and low hit points make her easy prey for any would-be assailant.

TIP *In most of these battles, one of the bad guys is swinging an axe. When possible, axe the axemen first. Those Steel Axes can whack up to 25 points of damage from your characters. That's enough to kill your lovely mage and seriously hurt James' or William's feelings.*

Slash these knaves, and then burst into the back room to kill three more thugs amid the flaming ruins of the jail. The captain commends you and then bestows upon you the dubious honor of clearing the rest of the jail. Head upstairs and free the scribe. Don't waste your time talking to him; he won't speak until the scoundrels in the next room are eliminated.

TIP *In the cramped rooms of the jail, Jazhara is more effective with a staff than a spell. Make sure you equip her with one before clearing the correctional house. Not only can she whack the no-gooders with the stick, but she also can access her inventory and fling Fire Oil or scrolled spells at the enemy.*

Speaking of the next room...enter it and kill its occupants. Return to the scribe and interrogate him. Remember Sullen Michael's name; it's not the last time you will hear it.

NOTE *Alternatively, pressing the scribe will eventually make him panic. He'll pull a dagger and try to get rowdy. Of course, he's easily laid to rest. Once he's slain, you may rummage through his desk drawers and frisk his body. Doing so will reveal plenty of incriminating evidence pointing you to Ye Bitten Dog.*

Next, return to the flaming room and run downstairs to the jail cells. Speak with the old man to learn of Knute's sad fate. Return to the waiting captain, and speak with him again. Following the Bear's jailbreak, head to the North Gate sector.



Figure 3-4

BEAR EXITS STAGE LEFT.

TIP *After you speak with the old man, the game asks if you would like to speak to the drunk. As it turns out, this is also the old man. Choose to speak with him. You'll gain no valuable information, but you'll be rewarded with a few experience points.*

Bear Makes His Getaway

You'll find that Bear has unsuccessfully assaulted the North Gate. Ask about the fire, and then head to the orphanage to rescue the children.



Figure 3-5

THE ORPHANAGE IS
TO THE LEFT DOWN
THE ROAD.

NOTE Make Sure Jazhara casts the Fire-Eater spell on you before you enter. To rescue a child, you must pass the cursor over the waif and wait for the "Lips." Left click and the urchin will flee. There are seven orphans to rescue. Be quick about your business; Jazhara's spell will wear off eventually. The good news is, you can exit the orphanage and have her recast the magic.

TIP Walking James through a flame will hurt. Fear not, he can drink health potions in the middle of all this to bolster his health.

Rescuing the Urchins, A Pictorial Walkthrough

Hey, these kids can be a bit difficult to find the first time through the building. To top it off, you're working against a timer. We thought a few pictures might be helpful.

Once the orphans are rescued, visit the Temple of Prandur and heal your party. Now, with fresh bodies and willing spirit, head to the Ye Bitten Dog sector.



Figure 3-6

THE FIRST TWO ORPHANS ARE ON JAMES' LEFT (GAMER'S RIGHT) AS YOU ENTER THE BUILDING.

Figure 3-7

THE NEXT TWO ARE ON
THE OPPOSITE SIDE OF
THE SAME ROOM.



Figure 3-8

THERE'S ONE KID ON
THE LEFT WALL OF THE
BUNKROOM IN THE
BACK...





Figure 3-9

...AND ONE AGAINST
THE BACK WALL OF THE
SAME ROOM.

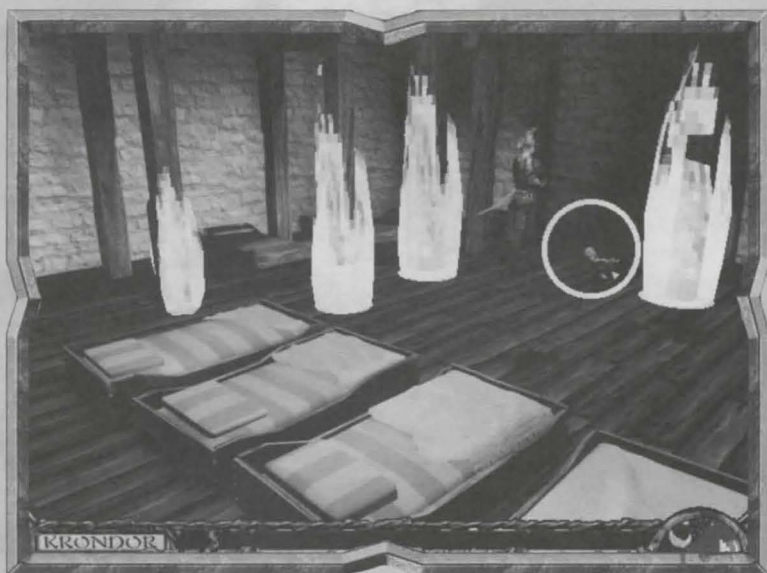


Figure 3-10

AND ANOTHER ONE
AGAINST THE
BACK WALL.

Ye Bitten Dog

After arriving in the sector, head for Ye Bitten Dog. Halfway down the street, you'll notice a spy on the landing of the wooden steps—ignore him.



Figure 3-11

THE MYSTERIOUS SPY

Three thugs will ambush your team outside the door to the pub, but they're really no problem. Kill them and enter the pub. Sullen Michael is at the first table to the right.



Figure 3-12

SULLEN MICHAEL IS AT
THE FIRST TABLE TO
THE RIGHT.

You have two Sullen Michael options: Believe his story or reject it. Belief is the better of the two alternatives. I always thought there was something fishy about the jail scribe's story anyway. Head back to the jail (it's in the Rainbow Parrot sector) and talk with the scribe.

TIP *Don't kill the scribe, if you haven't done so already. Showing mercy awards experience points for sparing his life.*

After knocking the weasel out, check his desk for revealing papers. The documents found point to Ye Bitten Dog and the room Knute rented. Return there and talk with Sullen Michael and then the bartender.

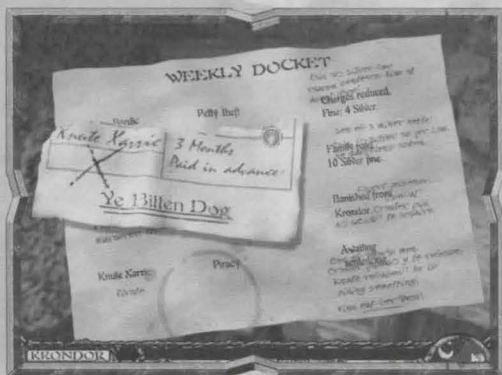


Figure 3-13


EXAMINING THE
 SCRIBE'S DESK REVEALS
 THIS PIECE OF PAPER.

Head upstairs and enter Knute's old room. Kill the knaves, listen to James' ruminations, and head to the sewers.



Figure 3-14

KNUTE'S DOOR IS ON
 THE FAR LEFT.



FOUR

In the Sewers

(Game Chapter Two)

The key found in Knute's room proved that whatever item

Bear sought must still be in the city. Their missing friend Lucas was the only person who might know where the sought-after item was.

Having witnessed Bear's handiwork at the Rainbow Parrot and in the jail, James and William feared what Bear might do to Lucas should he find him first.

James sent a messenger to the prince, alerting him that they were descending into the sewers to find Lucas. Arutha replied that they should all make haste.

THE SEWERS

Aye, and smelly they are. Nonetheless, it's here you must trod if you hope to rescue your friend Lucas and gain insight into the enigmatic Bear.

Walk forward, and take your first left (remember these directions are given as you face the screen, not from the perspective of your character). Follow the passageway until you meet an intersecting entrance—turn here. Four thugs approach from behind. Talk with them. You'll get more information (and experience points) if you keep your cool. Back down when necessary, there's no point in provoking a fight.

Continue down the leg of the "T". The passage will bend to the right, where you'll find your first Sewer Monster. He's not that tough, but it will cough up quite a few experience points when it dies.



Figure 4-1

THE SEWER MONSTER

After eliminating the monster, follow the passage until it dead-ends at a circular spillway. Five Keshian Assassins jump your party as you enter the cavernous room. They want Jazhara's blood, and it's up to you to stop them. Snap William and James into Guard mode, and retreat Jazhara before invoking her Lightning Blade. You can normally take out the Kesh without trouble. Loot their bodies. You'll discover James' and Jazhara's death writ along with some useful potions.

CAUTION *The Assassins are packing poison. Don't use any potion you have lifted from their corpses without first assessing it.*



Figure 4-2

THE KESHIAN
ASSASSINS

Unfortunately, your work isn't done. The Kesh corpses are no sooner growing cold than some local thugs jump you. Invoke the prince's name, however, and they'll run off. Nevertheless, those of you with an insatiable appetite for blood can run them through.

Now enter the wooden-floored passage. Trace it to the end, where you will discover Bear's likely avenue of escape.

Return to the spillway and tramp down the first passage to the left of the timber-floored passage. Take a right where the passage forms a "Y." Three men—members of Krondor's Mockers—approach. You may fight them, but you gain more experience—not to mention information—by greeting them as fellow questers. Pump them for data and then return to the circular spillway.



Figure 4-3

AN ENCOUNTER WITH
THE MOCKERS

NOTE *You don't need to meet these Mockers to solve the next puzzle or find Lucas, but they do help. Besides, a little bit of experience never hurt anyone.*

Enter the passageway with the “Z” above it. This leads to the Mockers’ territory, where you may find Lucas. A man stops you before you go far. Speak with him, and you can strike a deal. His offer is simple: if you kill the Sewer Monsters, he’ll tell you where Lucas is.



Figure 4-4

THE PASSAGE WITH THIS HIGHLIGHTED SYMBOL LEADS TO THE MOCKERS’ TERRITORY.

Once again, return to the spillway, and then enter the tunnel to the right of the Mockers’ tunnel. It has a figure similar to that depicted in Figure 4-5.

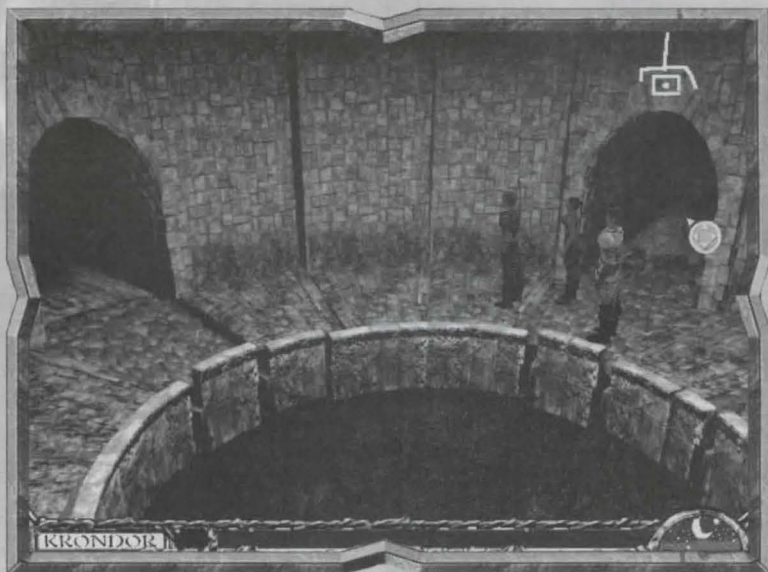


Figure 4-5

THIS IS THE WAY TO THE MONSTER’S LAIR.

Dash down the tunnel until you reach a "T." Take a left and follow the passage to its end. Click on the monster's lair to enter. Two of the foul creatures are in the den. Killing them is fairly easy, but make sure to drink the antidote if you are poisoned. Once the mother and father are out of the way, look for the nest of Sewer Monster eggs in the den. Shatter them.



Figure 4-6

THE SEWER
MONSTERS' LAIR

Return to the spillway and retrace the Mockers' passage. Once again speak with the man who blocks your way. The Mocker will let you through, and at the end of the passageway you'll find Lucas. Listen to his tale and then gaze on the heap of gold. The chapter ends as dreams of an early retirement fill your head.

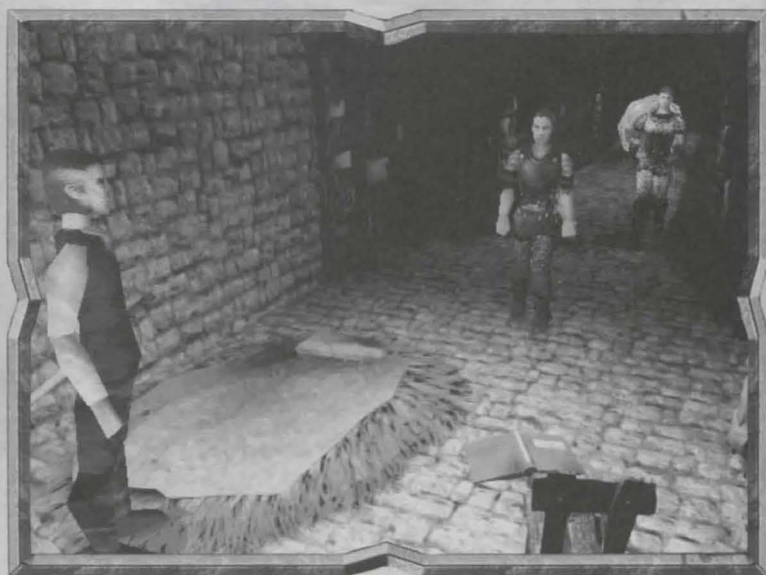



Figure 4-7

LUCAS AND HIS
SLEEPING MAT



§ 1 V E

To Find a Priest

(Same Chapter Three)

A rutha sent word to the Ishapian temple informing them of the discoveries made by the party. The Ishapians, who had been mysteriously reclusive for the previous week, came to the Palace immediately to reclaim their lost treasure.

The High Priest confirmed that the artifacts taken from Lucas's storeroom in the sewer had come

from an Ishapian ship that had disappeared more than a week before. Unfortunately, a particularly ancient artifact of great importance to the temple was not among the loot.

Knute's diary revealed that his crew, under the leadership of Bear, had attacked and sunk the ship a few days' ride up the coast. His notes indicated that the item Bear had been seeking remained on the ship as it sank.

To aid the Ishapians in their efforts to recover the ship and their artifact, Arutha sent James and Jazhara to enlist the aid of the Wreckers' Guild, a magical guild that specialized in retrieving sunken ships for salvage.

William, still brooding over Talia's awful fate, resolved to track down her killer and bring him to justice. Arutha gave him command of a unit of Krondorian soldiers and scouts with orders to find Bear.

Objective:

- ⊗ Enlist the aid of the Wreckers' Guild to raise the Ishapian ship.

◆ THE WRECKERS' GUILD ◆

The downed Ishapian ship is a large vessel, and only the Wreckers' Guild has the knowledge to raise it. The guild is in the Sea Gate sector, but first travel to the North Gate. Visit the Priest and heal both James and Jazhara.

On the other hand, Krondor's day/night cycle begins in this chapter. You may rest if you choose, and this replenishes both hit and spell points.

TIP *Frequently, Chapter 2's closing bestows enough experience points to level up your characters. Make sure you distribute the experience points before moving on.*

It's a good idea to pump up both characters' Initiative and Defense skills. Folks with high Initiative move first in combat, and Defense directly affects your enemies' ability to damage you.

Jazhara also should toss some points into Analyze. Any increase in this skill will help her assess the multitude of weapons, potions, and magical items your party discovers.

On the other hand, James needs to work on both Blade and Bow skills. His talent with a bow will rarely be utilized in Krondor but will come in handy on the trek north to Widow's Point.

NOTE *This is the first time that you may use Jazhara's alchemy skills to brew your own potions. Take a moment to review the procedure, and consult our hints and tips in Chapter 1. Your best bet is to whip up a few bottles of *Potion of Healing* and *Fire Oil*.*

Now head to the Sea Gate sector. Walk over to the Wreckers' Guild. Speak with the chubby guy outside the guild's doors, and then head inside to chat with Jorath. His office is behind the stairs.



Figure 5-1

TALK TO THE CHUBBY GUY OUTSIDE THE WRECKERS' GUILD.

NOTE *The chubby guy also mentions Old Tom the Sailor. He lives down a dead-end alley just before the entrance to the Wreckers' Guild. He's not there now, but after the sun sets, he'll show up.*



Figure 5-2

OLD TOM'S ABODE

Listen to Jorath's diatribe about Kendaric, and then bound upstairs to speak with the old master's maid, Abigail, and search Kendaric's room.

TIP *It's important to note that Kendaric was working on a spell that would allow a single man to raise a ship. Gee, I wonder who would be interested in that?*

Click on the bed, desktop, and desk drawers in Kendaric's room. There is a Shell of Eortis in the bed drawers. Nab it—you'll need it later.

Kendaric has expensive tastes, and it appears that those tastes have placed him in debt. The drawer will reveal a puzzle. When assembled, the jigsaw forms a picture of a sailing ship. The good news is that the solution is not too difficult. Unfortunately, the pieces will disappear if you don't continue to properly fit new ones.



Figure 5-3

THE COMPLETED
PUZZLE

Click on the center of the puzzle to begin. This will open the screen. Click on each of the white shell-like pieces to build the sails. Next, attack the light brown pieces. Many of these have a bit of wood grain on them. These pieces form the hull. Once the hull is in place, click on the small, light gray pieces (there are two). These are the ship's pennants; placing them completes the puzzle.

Assembling the puzzle pops your inventory screen. You'll notice a new scroll that contains the ship-raising spell.

Leave Kendaric's room, and check out Jorath's quarters (next to Kendaric's). Mysteriously, one of his drawers has a complex lock. Mark it for an evening opening.

Leave the guild, and rest until 9:00 p.m.

NOTE *Before your nap, drop by the shop across the street if you need supplies. He doesn't carry a lot, but he has some good potions for sale.*

Return at 9:00 p.m. Take a right at the first alley just before the Wreckers' Guild. Alas! Three Nighthawks are trying to get rough with none other than Old Tom the Sailor. Kill the assassins and pump Tom for information.



Figure 5-4

THE BATTLE FOR
SAILOR TOM

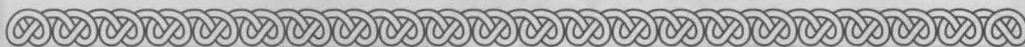
TIP *This is a difficult combat. Nighthawks fight well, and your friend William is sorely missed. Here's how I won it: Have James attack the blond vagabond. Don't worry about Guarding, don't worry about Defending, just take blondie down. Meanwhile, Jazhara should retreat, and then fling an Enslave the Will (if you have learned it) at one of the other two. Take your time; you want the first try to count. With blondie down, the other two fighting each other, Jazhara flinging Lightning Blades at the thug who isn't under her control, and James slicing and dicing, it won't be long until victory is yours.*

After your hard-won victory, interrogate Old Tom, and then head over to the Wreckers' Guild. Bound upstairs to Jorath's room and pick the lock on the desk. Inside, you'll find some very incriminating documents. Seems like Jorath had the Guild Master killed. Imagine that.

Next, duck into Kendaric's room for a sharp battle with three villains, one of whom is a Necromancer. By now, Jazhara will often have a Circle of Madness scroll in her possession; fling the spell. More often than not, you'll confuse all three bad guys. Have Jazhara blaze them with Lightning Blades while James swats away, and you'll soon be victorious.



TIP *As always, concentrate all your attacks on one character at a time. The most dangerous foe is the Necromancer; take him out first.*



You'll find papers that lead you to Ye Bitten Dog, as will Old Tom if you speak with him again. Check your character's health, stock up on Mana Boost and health potions at Lim's Consignment (across the street from the Wreckers' Guild), and head to the Ye Bitten Dog sector.

Lucky Pete is the man of the hour in Ye Bitten Dog. Stroll into the bar and talk to him. Bottom line is this: Try to hire the Nighthawks, speak slyly, and offer a well-paying job. Anything else will lead to a barroom brawl with more Nighthawks than you can currently handle.

After speaking with Pete, head through the door in the back of the bar, down the hall, and into the back room. There's nothing you can do to avoid a fight here, so fight.



Figure 5-6

FIGHT THE
NIGHTHAWKS BEHIND
PETE'S BAR.

Toss firebombs from both Jazhara and James at the Nighthawk on Jazhara's end of the table. This protects the Lesser Path Mage and buys her time to weave some magic. Attack the other Nighthawk with James while Jazhara hits him with Lightning Blades or Lightning Touch if she knows it.

Once the Nighthawks fall, exit through the back door and head down the stairs. There's another tough battle waiting in the alley. Jazhara will normally go down, but James should be able to dispatch the remaining swordsmen himself.



TIP *If James is wearing the Magical Leather Jerkin, he can quickly kill his assailants by tossing a couple of bottles of Strong Fire Oil on them. Of course, the incendiary oil will splash on him, too, but his jerkin will protect him from harm.*

If James is out of Fire Oil, try setting his Attack Style to Conservative and tell him to Guard himself. If you're lucky, you'll weaken your opponents without getting slashed too often. Once your opponents are weak (or sooner if fate throws a Heroes Flurry at you) shift to the Aggressive Attack Style and lay into them.



Once these enemies fall, take a deep breath, buff up Jazhara's health, and enter the alley door. Inside, await a Necromancer and his pet, a level eight demon. Use the Lightning Touch to stun and hold the demon while James kills it. Then have Jazhara throw Lightning Blades at the Necromancer until he falls.



Figure 5-7

THE DEMON, STUNNED BY JAZHARA'S LIGHTNING STRIKE, STANDS BY AS JAZHARA ZAPS THE NECROMANCER.

Now check the chest to the right of the dead Necromancer. It offers conclusive evidence of Jorath's guilt; you only need to find Kendaric.

Return to the main barroom, where you'll find the other Nighthawks lying about with plenty of hurt feelings. Speak to the guards, and then head out to the Wealthy sector.

NOTE *Rest until day. There's no point tromping around the Wealthy sector at night. At least not yet.*

TIP *First stop in the Wealthy sector is Aaron's shop. An old friend of James, Aaron has a reasonable selection of weaponry.*



Figure 5-8

AARON'S SHOP

To the left of Aaron's (as you face the screen) is Gerard's shop, Gerard's Gems and Luxury Goods. Enter and hear Gerard's tale of woe.



Figure 5-9

GERARD'S GEMS AND
LUXURY GOODS

You can blow off Gerard if you desire. Finding the rubies is not a prerequisite for completing the chapter. If, however, you decide to quest for the rubies, you can find the walkthrough in Chapter 10.



Figure 5-10

MORRAINE'S GOLDEN
GRIMOIRE


Next stop—ruby quest excepted—is Morraine's shop, the Golden Grimoire. You may remember that Jorath once spoke of Kendaric's engagement to "some shop girl." Morraine is that girl.

Her shop is a couple hundred feet down the same street that Gerard's shop faces. On arrival, question her about Kendaric; she'll lead you up to the shop loft, where Kendaric is hiding. Though it takes some arm twisting, Kendaric will agree to help you and the chapter will end.



Figure 5-11

SPEAK WITH
MORRAINE.



S I X

The Battle
Against Bear's
Mercenaries and
the Journey North

(Same Chapters
Four and Five)

For two days,
William tracked
Bear and his
mercenaries through
the forests northeast

of Krondor. Krondorian scouts found evidence of a large band of armed men camped in a secluded clearing. William and his men waited until evening to unleash their vengeance.

Objective:

- ⊗ Defeat Bear's forces in pursuit of Talia's murderer.

THE BATTLE AT NORTH FOREST CLEARING

If you like combat, you're going to love the next couple of chapters. Certainly no RPG in recent memory serves up such a rich tactical plate of options as *Return to Krondor*. In Game Chapters Four and Five, you get to dine heartily on the system.



Figure 6-1

OPENING MOVES

The battle often starts with William's move. Open the hostilities by tossing a bottle of Fire Oil. Normally, this fells at least one Gray Talon mercenary. If you have Strong Fire Oil, you may kill—or seriously injure—several.

Move each of your soldiers into a line and order them to defend. This minimizes the effectiveness of the mercenaries' attacks (they'll find it hard to get flanking or rear attacks) and maximizes your defense. It's not important that they initially harm the mercenaries; leave that job to the archers and William.

Figure 6-2

AN ARCHER FIRES AT THE WESTERN GRAY TALON MERCENARY. NOTE THE STRAIGHT LINE OF KRONDORIAN SOLDIERS.



TIP Remember to set your soldiers' Attack Style to Conservative. This gives them an added bonus when defending.



Continue chucking William's Fire Oils while the archers pepper the mercenaries. Once you've thinned the Gray Talon's ranks, work William—and any Krondorian soldier not currently committed—to the mercenaries' rear and chop them to bits.

Now it's gumflapping time. Speak with the mercenary, offer him mercy, and learn of Bear's trap at Two Fangs Pass.

Figure 6-3

TALK TO THE GRAY TALON MERCENARY.



GAME CHAPTER FIVE: JOURNEY

Arutha proclaimed Kendaric innocent of the Guild Master's death on the strength of the evidence against Jorath and the immediacy of the threat from Bear. The party, including Kendaric, was then instructed to proceed to the shipwreck site with all haste and raise the ship to retrieve the Ishapian artifact.

The Ishapians insisted that Solon, one of their warrior-priests, join the party. Only someone of their Order could touch the artifact, called the Tear of the Gods. Solon, a seasoned ex-soldier, was trained by Father Micah of Sarth, the former Lord Dulanic, Knight-Marshal of Krondor.

Arutha instructed the party to meet Alan, an agent of the crown, a day's ride north of Krondor at the Wayfarer Inn. He was a dark-haired man with a beard who would recognize the code word "Citadel." He held information about the area of the attack on the Ishapian vessel.

Finally, the prince urged caution. No word had been heard from William, who had been hunting the murderous Bear for almost a week. Arutha and the Ishapians agreed that the pirate must want the Tear of the Gods himself...and they had all seen what Bear was capable of doing.

Objective:

- ⊗ Travel to Widow's Point

Up the Coast

It's time to head up the coast. Before you do, however, take time to avail yourself of the wealth of equipment Prince Arutha has been so kind as to offer. You'll find that Squire James will best be used as an archer in the upcoming battles; make sure to bring along the Enchanted Bow.

Two Robin Hood types will accost you at the first stop. You can fight them, you can probably best them, but if Solon threatens them, they'll capitulate and you can move on. On the other hand, fighting them will garner approximately 400 experience points (depending on the difficulty level) for your team.



Figure 6-4

THREATENING THE
ROBIN HOOD TYPES

TIP Once the villains are cleaned up, kick back and brew some potions. Kendaric has a complete set of alchemy hardware—make sure to put it to good use. Most important of all potions is Fire Oil, but Poison is a close second.

Try spreading your Poison on James's bow (it can only be done in battle). Voila! James's arrows are now poisoned. Fire one into an assailant, and the poison will eventually kill the man. Too cool.

The fastest way to Widow's Point is straight up the coast. If you're interested in the side quests, turn to Chapter 11, but for those in a hurry to move the story, read on.

The Northern Trek

Continue west up the Krondorian coast. On your next stop, you'll find four slaughtered townsfolk. Swallow your pride, and loot their bodies. Often these corpses have magical rings.

NOTE *Note that the Shield Ring will do you no good unless the wearer has the Shield skill. So, if a Shield Ring is found, give it to someone with the Shield skill.*

Exit the woods and move north. Next on the dance card is an encounter with five thieves. Long ago and far away, this might have been a tough battle. Not so now. Send Solon into the two thieves on the left while Kendaric, a bow-equipped James, and Jazhara handle the right-hand dudes.

TIP *Area-effect weapons—such as Strong Fire Oil—are always a good choice in multiple-enemy, long-range fights. Have Jazhara or Kendaric throw a strong container of the stuff on the three thieves on the right. It may kill a couple and equalize the odds.*



Figure 6-5

THESE THIEVES GIVE
YOU PLENTY OF
OPPORTUNITY TO KILL
THEM BEFORE THEY
REACH YOU.

Again, trace the coastline as you head northwest. Five ruffians also will accost you at the next stop. Use the same tactics as before. Use Jazhara's Scroll of Firestorm if she has one. The enemies you face here are bunched together, and one Firestorm can take down three or four opponents.

Up the coastline one more time. Next you'll have a run-in with a paltry two-man thieving expedition. Need I say more? Slay them and move on.

Click on the Wayfarer Inn after the slaying returns you to the world map. Choose to sleep in the inn for the night. After chewing the fat with the innkeeper, saunter over to the yellow-shirted bystander. His name is Alan, and he knows the secret word. Speak with him about the area.

NOTE *Be careful, there are imposters about. One man identifies himself as Alan and then, if you ask him to repeat his name, calls himself Adam. A fight ensues and, although you'll win the clash of metal without any problem, it's a waste of time.*

A band of Goblins attacks the inn in the middle of the night. The fight isn't too tough. Lay into the Goblins with James (equipped with sword) and Solon. As always Kendaric and Jazhara should hang back, working their magic from afar. Don't dally once the Goblins are slain. Any attempt to pillage their corpses will trap your party in the flaming building and kill them. Push on the corner door and exit the inn.

NOTE *If you chose to sleep outside, you'll still fight the Goblins in the fields beside the inn. Unfortunately, after you defeat the Goblins, the inn will burn to the ground, and you'll get to speak to no one about your trek.*

Return to the site of your previous encounter with the two Keshian-looking burglars (the stop before the Wayfarer Inn), and then head up the coast. At the next site, you'll get to see the flying creature Alan spoke of at the inn.

This isn't a particularly hard battle. It just depends on what your crew is packing. Fire Oil works well against the monster, as does James's enchanted sword. Move your heavily armored types—James and Solon—to the front, fling Fire Oil and toss lightning bolts, and the monster will soon fly away.

Alas, your troubles aren't over yet (as if you thought they were). The next rest stop up the coast is a random encounter zone. Sometimes you fight, sometimes you don't. But five Izmali Assassins assault your party in the dark woods at the next stop en route to Widow's Point. All carry poisoned weapons. Your best bet is to stun them with one of Kendaric's or Jazhara's spells (Thunder for example) and then kill them. Note that these men carry the same death order as the Keshian Assassins that attacked the party in the sewers under Krondor. Next stop, Widow's Point.

Finally, you reach the rock at Widow's Point. No sooner does the party discuss the location of the Ishapian vessel than they are set upon by two Air Elementals. Use immobilization spells from the two Lesser Path Mages while Solon and James slash and dash. Soon the Elementals will grow tired of the pain and depart, and the chapter will end.





SEVEN

Hunting Bear and
Chasing Vampires

(Game Chapters
Six and Seven)

William and
his men
arrived at
Two Fangs

Pass, high in the Calastius
Mountains. Heeding the warn-
ings at the mercenary camp, they
arrived prepared for Bear.

Objective:

⊗ Face Bear at Two Fangs Pass

This is the second in William's big battles. Unfortunately, this is a battle that William can't win. He can, however, avoid losing it. Bear is the problem. Actually, it's the amulet around his neck—it makes him invulnerable.

The goal of the skirmish is to kill the rest of his troop and live to slash Bear two or three times. After doing so, William will realize the futility of fighting the man and flee for his life.

Start by setting William and the two Krondorian soldiers' Attack Style to "Conservative" and commanding them to Guard themselves. This will blunt the initial assault by Bear's mercenaries and inflict some damage.

Continue to fight conservatively with your Krondorian soldiers while William rushes to the mercenaries' rear and slays the archer. Next, he should hack at the remaining mercenaries.

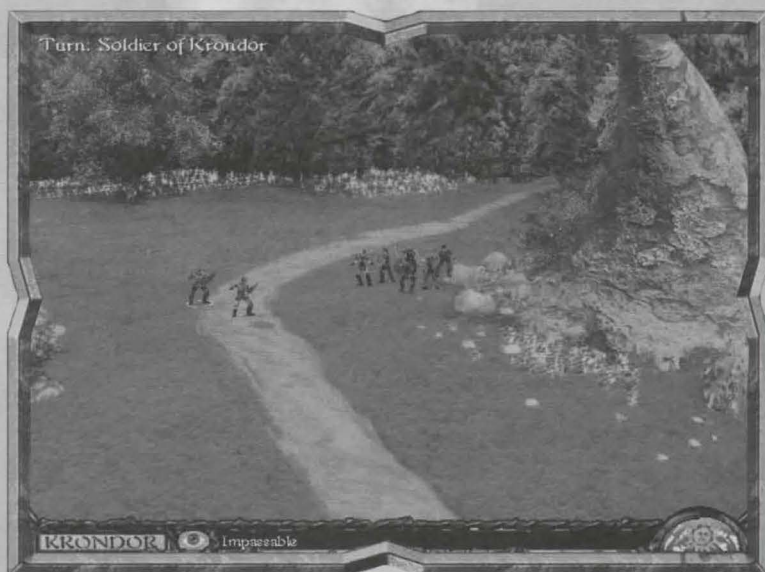


Figure 7-1

FIGHTING BEAR'S
MERCENARIES

TIP *Try your best to avoid Bear. You can't hurt him, but he sure can hurt you. Give him a wide berth in your attempts to slay his men.*

Once you've defeated Bear's entourage, attack the giant himself. It won't do any good, but it's the only way to end the battle. The goal is to weather his attacks until William decides to run away.

HALDON HEAD (GAME CHAPTER SEVEN)

Kendaric tried thrice more to raise the ship, but each attempt met with the same result. Jazhara assumed that some sort of direct magical resistance in the area prevented Kendaric's spell from activating properly. She recalled the rumors of witchcraft and strange disappearances in the nearby town of Haldon Head.

Objectives:

- ⊗ Destroy the creatures that are terrorizing the village.
- ⊗ Free the townspeople from the spell of the Priest.
- ⊗ Cure Merrick's daughter.

Meeting the Innkeeper

Talk to the Innkeeper about what is happening in the town and—if you're motivated—buy a round of drinks. Find out all you can about the creatures and rent a room. Rest for the day because you'll soon need all the health and Mana you can muster. In the middle of the night, you'll wake to screams outside your window.

NOTE *You don't have to fight the vampire in the street. He'll vaporize into the ground regardless of your actions. Do check the body for any useful items.*

TIP *If you decide to fight, waste him with Jazhara's or Kendaric's Lightning Blades. Vampires hate lightning—must have something to do with the bright light—and the voltage takes them down fast. Be careful, however, their “life drains” can ruin your day, night, or whatever.*



Figure 7-2

VAMPIRES DESCEND
FROM THE SKY.

◆ VAMPIRES ◆

68

Click on the map and transport yourself to the pulpit. Two vampire children will descend from the sky as you arrive, so be ready to fight.

NOTE *Heal your fighters before you leave for the pulpit. Although the pulpit fight is relatively easy, there's tougher fare ahead.*

After defeating the kids, loot their belongings. Head to the cemetery and the crypt. Two more vampires, a child and a woman, wait here. Kill the woman first, but be warned that both have a powerful punch. Search the crypt once they're defeated.

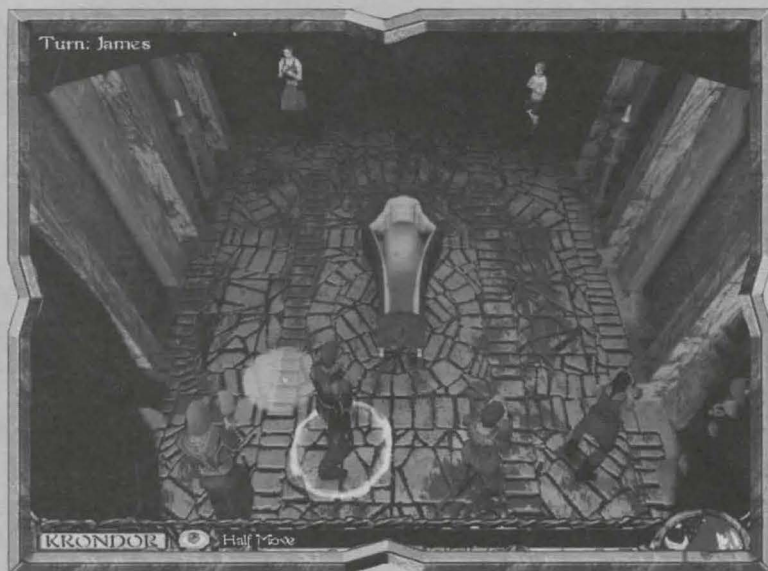


Figure 7-3

VAMPIRES IN
THE CRYPT

NOTE *Rest and recover from the two previous battles. A good place is the pulpit.*

◆ DESTROYING THE CREATURES ◆

In the morning, return to the Innkeeper and pump him for more creature-related information. After you defeat the Wood Cutter, investigate his shack and grab the Night Stone.

TIP *Search the room for anything else that may help you later in the game...a manuscript perhaps.*

Once day breaks, return to the cemetery. Use the Night Stone to open the crypt, draw your swords and battle hammers, and ready your incantations and get ready to rumble—five vampires await.



Figure 7-4

THE CRYPT OPENS



TIP *These vampires are the toughest of the tough. You'll want to be in the pink of health before you enter their crypt. Despite their strength, however, they hate lightning just like the rest of the bloodsuckers. Put James and Solon in front where they can absorb the bulk of the vampires' fury while Jazhara and Kendaric fling bolts at the vampires.*



After defeating the vampires, return to the Innkeeper's, snatch the letter, and receive his congratulations.



Figure 7-5

MERRICK'S DAUGHTER
IN BED

MERRICK'S DAUGHTER

Enter Merrick's cottage on the east side of town, and learn about the beloved Priest Rowland. Visit the store on the corner, and discover the Rowland and Farmer Alton rat poison link.

NOTE *You must touch the items on the shelf to learn the information you seek. The shopkeeper will not offer the news himself.*

FARMER ALTON AND PRIEST ROWLAND

Return to the inn; then head left to the farm. Talk to Farmer Alton about the town and examine the barn and feed. Question Alton about what you find. He will clam up on you, but he leaves some valuable items behind.

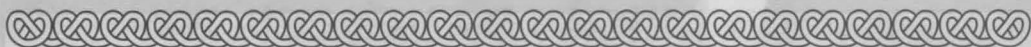
Return to the pulpit once again and confront Rowland with what you have learned. He'll cop an attitude, but who cares?

NOTE *You will have to best Rowland, but be careful not to harm the townspeople in the process. Rowland will make a surprise comeback, so be careful. Remember to pick up anything on the ground and loot Rowland's body.*



Figure 7-5

ROWLAND



TIP *Rowland is easy to kill. He will, however, rise again. Skip turns until he does so, and lay off the possessed townsfolk. You'll gain more experience points if you don't butcher the soon-to-be innocents.*



◆ WITCH ◆

Tell the witch she is no longer a suspect, and grill her for information. She'll show you a vision with valuable insights into your future quest. Take notes; it'll help later.





E I G H T

William's Dream

(Same Chapters

Eight and Nine)

William
plummeted
down the
cliff and

into the raging river below.

Although he had escaped the
clutches of the insane Bear,
swimming was almost impossible
in his heavy armor, and soon my
son drifted off into an endless
darkness.

Objectives:

- ⊗ Defeat demons and free Talia's soul
- ⊗ Join with Sidi

◆ UNDERWORLD ◆

William finds himself in the underworld. He finds Talia, and reaches for her, but he is stopped by a pair of demons. Each step produces two more demons to destroy. William is good with the sword and will have little trouble defeating the three pairs of demons. Talia tells William that she will avenge her death and bids him farewell.

William awakens by the river. Sidi appears and asks William for his help. William agrees to join him, and Sidi transports him to Widow's Point, where he joins with James.

NOTE *This chapter of the game runs more or less on autopilot. Sit back and pay attention to what you are told. The battles are fairly easy.*

TIP *Agree to help Sidi to destroy Bear. You will gain many experience points for going along with the plot.*

◆ FINDING THE BLACK PEARL TEMPLE AND RAISING THE SHIP ◆

The "Witch" of Haldon Head spoke at length of a magical device that caused the resistance to Kendaric's ship-raising ritual. This device, she told them, could be found deep within the bowels of an ancient and evil temple buried beneath Widow's Point.

Her research into the temple suggested that it had been hidden; built long before written history. She had uncovered only a few legends regarding human sacrifices and ritual cannibalism.

Objectives:

- ⊗ Find the Hall of Warriors and unlock the Black Pearl Temple
- ⊗ Destroy the Black Pearl

Shopkeeper

Head to the shop in the eastern part of Haldon Head and trade in your goods for health potions, and alchemy ingredients. The shopkeeper is generous and will buy almost anything from you. Rest and make some health potions and Fire Oil potions before you enter the temple.



NOTE Remember, you can exit the temple to restock or make potions. The journey is easier, however, if you avoid running back and forth.



The Black Pearl Temple

Search for a diagram on the boulders near the plateau on the beach. Push on the markings and enter the Hall of Warriors. The gate to the Black Pearl Temple is ahead, but it's locked and booby trapped. Unfortunately, James can't solve this booby trap, it will take your expertise. Solve the puzzle and enter. Make a mistake and fight. Loot the skeletons and try again. Beware, they carry some tainted items.

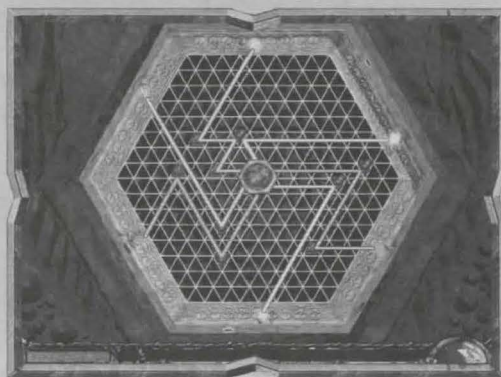


Figure 8-1

ENERGY WEB LOCK

On the door ahead is a maze of brilliant lights. This is the temple lock. Match up the color energy beams with the slots of the same color to release the lock. Yellow is the easiest, so start with that color. Reset the beams in this order: yellow (top), red, white, yellow (bottom), blue, and then purple. One triangle will be left over after solving the puzzle. The door opens once the web is solved.

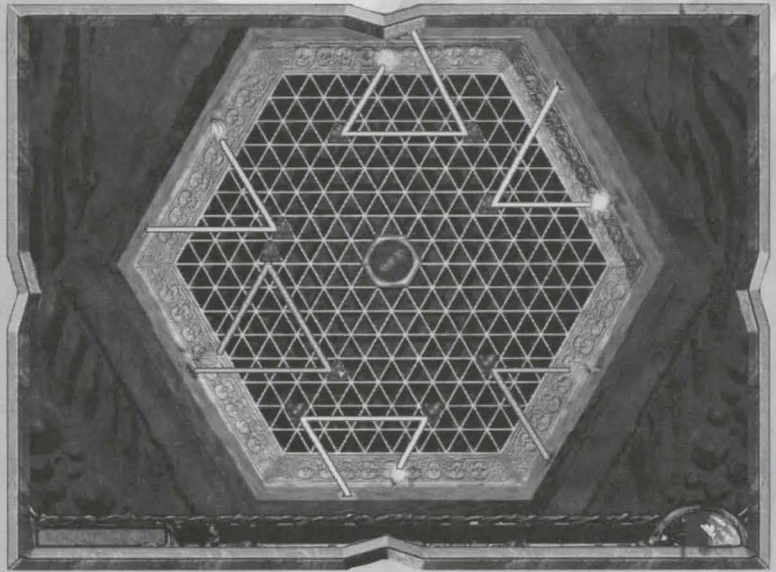


Figure 8-2

THE COMPLETED
PUZZLE

NOTE *Each botched puzzle solution yields two wimpy skeleton warriors. After three wrong answers, check the wall for a key to the lock.*

TIP *Jazhara's and Kendaric's Lightning Blades are great against the skeletons. Not only are they easy for the Lesser Path Mages to cast, they're also devastating.*

Once inside the temple, prepare to fight. Two tentacles will appear, ready for battle. The poison on the tips of the tentacles can cause serious harm, so be careful during the melee.

NOTE *Don't stress about the tentacles. They'll go away after a few rounds, so save your energy. Try a little Poison Antidote and press on.*

NOTE *Also, if you picked up enough Black Pearl Amulets in Game Chapter Seven to equip your party, they will protect you from the tentacles when you enter the temple. Take them off, however, before you enter the Necromancer's workshop with the control pearl on the desk, or you'll choke!*

Go through the door on your left and be ready to charm a few vipers. A little Poison Grease on your weapons and you can taste the victory, but have the Poison Antidote handy—the vipers are poisonous. Search the room. Pick the lock on the trunk. It's booby trapped, so be careful. Loot the items, and assess what you find.

TIP *The snakes don't like lightning, so leave Kendaric and Jazhara in the rear of the party where they can cast Spells unhassled by the vipers' venom.*



Figure 8-3

SNAKES IN BATTLE

Invade the main room, and move to the corridor on the right. Goblins swarm from all sides. Defeat them, and pick one of the three doors. Behind door number one, (down the hall to the left) are Goblins, a Necromancer, and a cell full of townspeople. Kill the Necromancer first, then focus on the Goblins.

NOTE *If the Goblins win, they will imprison you. Despair not. Rest to restore Hit and Spell Points, and then have James pick the lock. From there, however, it'll be touch and go. You must use your party's magic powers—specifically Spells that affect large numbers of bad guys—to defeat the Goblins. Once the Goblins are slain, grab your gear from the lockers and continue your quest.*

Retrace your steps and continue to the end of the hall. There waits door number two. Behind the door hides a room of Goblin Warriors and a Goblin Shaman. Kill them, loot them, and head back to the final room. This is the first room to the Inner Temple, and it is where your quest for the Black Pearl begins in earnest.

NOTE *Ghouls and Goblins travel in large packs, and there are plenty in this first room. Be aggressive, strive to stun or kill several at once so you can handle the rest on more even terms. Give the Goblin archers a high priority.*

TIP *Be careful of getting too close to the Ghouls. They pack poison in their claws. This may be the one battle you want to fight from afar.*

After defeating the Goblins, check your Krondor button on the lower left of the screen. You can now pop up a map of the Inner Temple. Head to the Corpse Storage room, and battle the three Ghouls.

After killing the Ghouls head to Gallery of Statues. There are shadows hiding in the darkness, but—Life Drain excepted—they're lame opponents. Waste them.

NOTE *Lightning and James' Broadsword work well against these adversaries. Searching them will produce nothing—they're only shadows.*

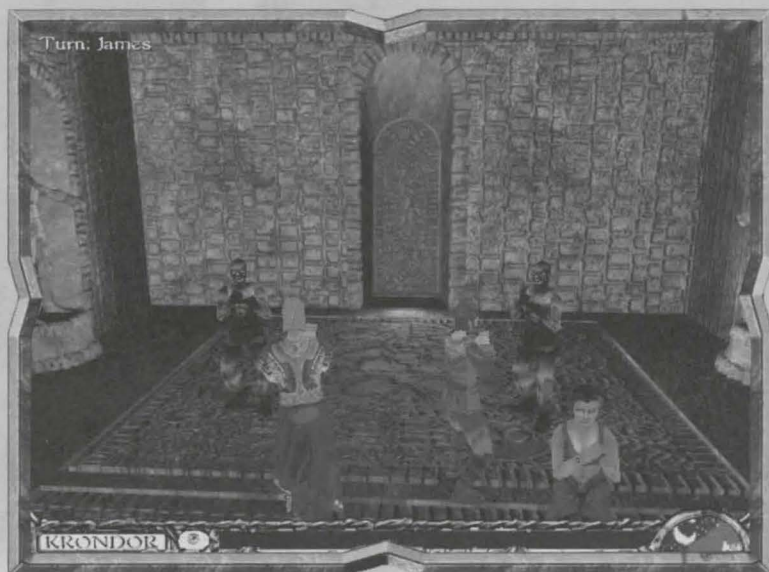


Figure 8-4

SHADOWS IN BATTLE

Nose around the room. The statue with the glowing red inscription holds valuable potions. Access the map and head to the Necromancer's Workshop. Take out the Necromancer first, then focus on the other two creatures: a Skeleton and a Werewolf. Victory provides you with new spell books and ingredients. Loot anything that isn't nailed down.



Figure 8-5

NECROMANCER'S
WORKSHOP

Assess the books and scrolls, and then use them. Heal yourselves, and get ready for your final battle. Pop up the Inner Temple map, and click on the Hall of Skeletons. Two vipers greet you and cough up some interesting stuff when slain. Enter and fight an army of Skeletons. Once you've defeated them, walk into the adjoining room.

TIP *Spread some Poison Grease on James's sword. These bags of bones hate it. Meanwhile, Jazhara and Kendaric can stun them with Thunderclaps.*




Figure 8-6

THE INNER TEMPLE
AND THE BLACK PEARL

Blow off the fetid guy. After all, Kendaric may be a whiner, but he is your friend. Kill the corpse-like guy and his buddies, destroy the Black Pearl, and your mission is complete. The ship will rise.

NOTE *James won't sacrifice Kendaric, no matter how hard you try.*



N I N E

The Tear of

The Gods

(Game Chapter Ten)

Having cleansed the temple and destroyed the Black Pearl, the heroes returned to Widow's Point to once again attempt to raise the great Ishapian ship and finally retrieve the Tear of the Gods.

Objectives:

- ⊗ Enter the ship and recover the Tear of the Gods
- ⊗ Defeat Bear and his henchmen
- ⊗ Return the Tear to Krondor

◆ THE SHIP ◆

Walk on water toward the ship. Some dead dudes and dudettes do that Nautilus thing and break through the stuff that looks like ice. An easy victory allows you to continue into the bowels of the ship.



Figure 9-1

SEASIDE FIGHT

Next on the menu is a large serving of crab; slice and dice him and move on. Mount the stairs and prepare for battle on deck. Four Zombies want your skin. Have Jazhara and Kendaric stun the Zombies with a Thunderclap, and then hit them with a Lightning Blade as James and Solon hack them.

Now comes the big battle. A Dragon's Soul guards the Tear. The Soul is a powerful mage, and Solon can do nothing to help you. Luckily the Dragon Soul's Initiative seems to be fairly low. Only high-level Spells are worth your while, and the Gift of Unbeing seems to work as well as any. You may also want to smear Poison on James's sword or bow. It doesn't help much, but it couldn't hurt.



Figure 9-2

THE BATTLE WITH THE
DRAGON'S SOUL



Figure 9-3

THE TEAR

Return to Shore

Return to shore before the Spell breaks. On shore you find Bear and his men ready to fight. Bear wants the Tear to empower himself. Converse with Bear before you provoke a fight.

NOTE *Bear won't fight in this battle. Focus on the other men, especially the archer. The warrior on your far left is very tough, so be ready to do some major damage to take him out.*

Once Bear's men are defeated, Sidi appears with William. William challenges Bear and, aided by Talia's spirit, defeats him, breaking the evil amulet.



Figure 9-4
BEAR AND WILLIAM
BATTLE

Bear is defeated, yet William's heart is breaking. He bids a tearful final farewell to Talia. Solon warns of the evil ahead, Prince Arutha congratulates the party, and the story ends—or so we think.



Figure 9-5
A HEROES' WELCOME

After the credits roll, we see Sidi repair the broken amulet and plot to find a worthier candidate.



Figure 9-6
THE AMULET
RESTORED



T E N

The Side Quests

Return to Krondor is a great story. But there's more to the game than the walkthrough we provided in chapters 2 through 9. In this chapter, we cover the side quests.

GAME CHAPTER ZERO ALLNIGHT AMY

After the game opens, head to the Ye Bitten Dog sector. Standing on a back-alley stairway is a woman of the night. If you take her up on her offer, you'll wake dazed and confused in Rainbow Parrot sector. Unfortunately, she has taken everything you own.

From the shadows comes your salvation. The Whisperer offers you an excellent dagger in exchange for taking a locket north to his lost love, Selestra.

Now it's time to get some payback. Amy's pimp lurks in the shadows at the bottom of the stairs. Kill him, and recover your gear.



Figure 10-1

AMY AWAITING
YOUR COMPANY

GAME CHAPTER THREE GERARD'S RUBIES

Stop into Gerard's shop (it's beside Aaron's shop). Listen to his tale of woe and descend into the sewers. Run due south from the ladder, and follow the path until you arrive at the circular spillway.



Figure 10-2

GERARD'S SHOP

Turn right and enter the second passageway on your right. Follow the hall until you run into two men. Don't attack! Follow them. They'll lead you to a secret passage in the wall and a stiff fight with three thugs and a Necromancer.

Search the table. You'll find a trap and a lock. Inside the trap is some great stuff, and an incriminating note written by Gerard to Bear. Gee, it seems like Gerard was trying to kill James.

Return to Gerard's. Confront Gerard, and kill both him and his supporting cast. End of mini-quest.

◆ GAME CHAPTER FIVE ◆ INTO THE CALASTIUS MOUNTAINS

Turn north after Solon threatens the thieves on the first stop out of Krondor in Game Chapter Five. Continue north past the slaughtered townfolk.

NOTE *Heading west leads to a couple of random encounters—you could meet five thieves or you could find nothing. The third stop west is the Wayfarer Inn. You can rejoin the main quest here.*

Assuming you continue north, the next stop is a random encounter. Keep heading toward the mountains. The next stop is another encounter of chance. Turn left (west) at the foothills. You may meet two Goblins at this stop, you may not. Continue west to your rendezvous with a strange lady and her two children. Guess “housewife” for a humorous reply.

Again, the paths branch. Head southwest to the Wayfarer Inn and stop at Farmer Toth’s (north of the Inn). Learn of the plight of his daughters, and once again head north to the Troll’s cave (marked on Figure 10-3, fighting random encounters along the way).



Figure 10-3
THE COASTAL MAP

Ensure that both Solon and James have their best Melee weapons ready. Additionally, check their inventory for some Poison Grease—you’ll want to spread this on their swords once combat is joined. Head down the canyon into the Troll cave. These are bad dudes, and James is your best weapon. Have Kendaric cast both Speed of Thought and Demonblade on James’s already poison-coated sword, and watch James carry your party to victory.

NOTE *What a gold mine! Check the bodies, check the lockers, check the ground, check everywhere. There's a ton of goodies here. Although the goodies are random, all of it is high-quality stuff. As a matter of fact, any time you meet a Troll expect high-quality loot.*



Figure 10-4

THE TROLL'S CAVE

Leave the Troll's cave and head toward the area marked "Goblins" on Figure 10-3. Trek to the northernmost hotspot, where you'll meet a band of Goblins defending a stockade. Defeat them and head south to find the Goblin camp.


If you chose to attack the camp, you'll fight the largest Goblin army to take the field in any Krondorian skirmish. Use Kendaric and Jazhara's Thunderclaps to stun the Goblins. The Goblin mages should be high-priority targets. Once the Goblins are destroyed, head back to Toth's farm for a healthy hunk of experience points.

That's it for the Calastius Mountains. The other stops are random encounters where your party can garner experience points.

Figure 10-5

THE GOBLINS'
STOCKADE





E L E V E N

The Magic of Midkemia

Sorcery is a primal part of the world of Midkemia. From the Island of Stardock, where many mages hail, to the vampires of Haldon Head and the goblins of the Calastius Mountains, the world of magic plays a central role in the quests of James and Jazhara. Alchemy, scrolls, and incantations are the two primary types of supernatural rendering to be

found in *Return to Krondor*. The following includes a list of all the spells and potions available.

◆ SPELLS ◆

This game features six paths of magic—or spells. Four of these are for the Lesser Path Mages. The other two are for Priests. Although many of the Priest's incantations are geared toward healing and rejuvenation, some are as vile and offensive in nature as those of the Lesser Path Mages.

Path of Fire

This path is one of the most visually stunning of the mages' repertoire, dealing primarily with bright lights and flaming sorcery. A favorite of mine, there are many attack spells in this path.

Demonblade

Casts a magical flame on the surface of a weapon. For the rest of the combat that weapon delivers an extra 2–8 points of fire damage.

Magic Class: Lesser Path Mage

Spell Level: 1

Spell Point Cost: 3

Range: Touch

Duration: 1–4 Rounds

Resist With: Not Applicable

Spell Target: Any Friend

Sunray

Casts a blinding light on the head of an opponent. Affected victims have trouble fighting and moving, and can't use longbows. Undead take 3–6 points of damage per level of the caster. The more powerful the spellcaster, the longer the spell lasts.

Magic Class: Lesser Path Mage

Spell Level: 2

Spell Point Cost: 4

Range: Line of Sight

Duration: 1–2 Rounds

Resist With: Stamina

Spell Target: Any Enemy

Fire-Eater

Gives immunity to normal fire damage and one-half resistance to damage from magical fire. Lasts until the end of the current combat.

Magic Class: Lesser Path Mage

Spell Level: 3

Spell Point Cost: 5

Range: Line of Sight

Duration: One Battle

Resist With: Not Applicable

Spell Target: Any Friend

Prandur's Touch

Victims of this spell take 2–16 points of fire, plus an additional 2 points per level of the caster.

Magic Class: Lesser Path Mage

Spell Level: 4

Spell Point Cost: 9

Range: Touch

Duration: An Instant

Resist With: Stamina

Spell Target: Any Enemy

Fire Lance

Engulfs the opponent in a blast of magical fire, doing 5–10 points of damage per level of the caster.

Magic Class: Lesser Path Mage

Spell Level: 5

Spell Point Cost: 13

Range: Line of Sight

Duration: An Instant

Resist With: Stamina

Spell Target: Any Enemy

Phoenix Blades

All friendly characters' weapons burst into magical flames. For the rest of the combat, those weapons do an extra 2–8 points of fire damage.

Magic Class: Lesser Path Mage

Spell Level: 6

Spell Point Cost: 17

Range: Battlefield

Duration: 1–4 Rounds

Resist With: Not Applicable

Spell Target: All Friends

Fire Rain

Friend or foe, everyone in range of this spell can take 3–6 points of fire damage times the caster's level, or half that if they successfully resist the magic.

Magic Class: Lesser Path Mage

Spell Level: 7

Spell Point Cost: 18

Range: Line of Sight

Duration: 0

Resist With: Stamina

Spell Target: Anybody

Crown of Flame

A spell of magical protection that cuts down the damage from normal attacks, as well as fire damage. Those who strike a Crown of Flame will themselves take fire damage, as if their own attack were reflected back to them.

Magic Class: Lesser Path Mage

Spell Level: 8

Spell Point Cost: 22

Range: Touch

Duration: 2–8 Rounds

Resist With: Stamina

Spell Target: Any Friend

Behold the Birthing Sun

Similar to the Sunray, except it targets all the caster's opponents. Victims have a slightly better chance of resisting, but the effects are the same. Undead opponents take 3–6 points of sunlight damage per level of the caster.

Magic Class: Lesser Path Mage

Spell Level: 9

Spell Point Cost: 25

Range: Battlefield

Duration: 1–8 Rounds

Resist With: Stamina

Spell Target: All Enemies

Firestorm

All opponents, no matter how they're arranged, are struck with 3–6 points of fire damage for each of the caster's levels. Those who resist take half damage.

Magic Class: Lesser Path Mage

Spell Level: 10

Spell Point Cost: 28

Range: Battlefield

Duration: An Instant

Resist With: Stamina

Spell Target: All Enemies

Path of the Mind

One of the most subtle and useful of all paths. From enslaving an opponent to fight for your side to inflicting your enemy with madness, the Path of the Mind is an art that is both dangerous and useful.

Mindblade

A spell that directly strikes the life force of the victim. Does 2–5 points of damage per level, or half that if the opponent resists magic.

Magic Class: Lesser Path Mage

Spell Level: 1

Spell Point Cost: 1

Range: Line of Sight

Duration: An Instant

Resist With: Reason

Spell Target: Any Enemy

Contest of Wills

The spellcaster and victim are both paralyzed. The target of the spell attempts to resist at the start of the spell, and at the end of every round of combat.

Magic Class: Lesser Path Mage

Spell Level: 2

Spell Point Cost: 3

Range: Line of Sight

Duration: Battle

Resist With: Reason

Spell Target: Any Enemy

My Enemy, My Friend

Those who don't resist this spell will not be able to attack the mage.

Magic Class: Lesser Path Mage

Spell Level: 3

Spell Point Cost: 6

Range: Line of Sight

Duration: 2–8 Rounds

Resist With: Reason

Spell Target: Any Enemy

Taint of Madness

The target character becomes confused and has a 50 percent chance of doing nothing each round and a 50 percent chance of attacking a target randomly. It's possible that the target of a confusion spell will continue to attack the player's characters.

Magic Class: Lesser Path Mage

Spell Level: 4

Spell Point Cost: 10

Range: Line of Sight

Duration: 1–6 Rounds

Resist With: Reason

Spell Target: Any Enemy

Cleanse the Mind

This magic spell is used to dispel any other Path of the Mind spell. Success or failure depends on the difference between the caster and the level of the mental spell being dispelled.

Magic Class: Lesser Path Mage

Spell Level: 5

Spell Point Cost: 14

Range: Line of Sight

Duration: An Instant

Resist With: Not Applicable

Spell Target: Any Friend

Brother to All

Opponents who don't resist this spell can't attack the mage for the duration of the spell.

Magic Class: Lesser Path Mage

Spell Level: 6

Spell Point Cost: 16

Range: Battlefield

Duration: 2–8 Rounds

Resist With: Reason

Spell Target: All Enemies

Enslave the Will

Targeted character must resist or join mage's side for duration of the spell. This spell affects the enemies of the mage. Upon completion of this spell, any live victims will fall unconscious.

Magic Class: Lesser Path Mage

Spell Level: 7

Spell Point Cost: 20

Range: Line of Sight

Duration: 2–8 Rounds

Resist With: Reason

Spell Target: Any Enemy

Setters of Thought

Targeted characters must resist or be paralyzed until spell expires. Duration depends on the level of the caster.

Magic Class: Lesser Path Mage

Spell Level: 8

Spell Point Cost: 23

Range: Line of Sight

Duration: 2–8 Rounds

Resist With: Reason

Spell Target: All Enemies

Circle of Madness

All opponents within the area of effect must resist or be confused. This spell is similar to the lower-level spell Taint of Madness.

Magic Class: Lesser Path Mage

Spell Level: 9

Spell Point Cost: 26

Range: Line of Sight

Duration: 2–8 Rounds

Resist With: Reason

Spell Target: Any Enemy

Hammer of Will

Similar to Enslave the Will, all opponents within the area of effect must resist or they will join the mage's side for the duration of the spell.

Magic Class: Lesser Path Mage

Spell Level: 10

Spell Point Cost: 30

Range: Line of Sight

Duration: 2–8 Rounds

Resist With: Reason

Spell Target: All Enemies

Path of Change

This path is one of the most diverse of the lesser mages' paths. You can heal a wounded friend, put on magical armor, or even transform yourself into a hideous monster with this feature.

Craftsman's Touch

This spell repairs the weapon and all the armor equipped on a single character. Each damaged item receives 50–100 points of quality per level of the caster, permanently.

Magic Class: Lesser Path Mage

Spell Level: 1

Spell Point Cost: 3

Range: Touch

Duration: An Instant

Resist With: Not Applicable

Spell Target: Any Friend

Know the Hidden

Targeted character's inventory screen opens up and player can click on any one item to get a full description. Item remains accessed permanently.

Magic Class: Lesser Path Mage

Spell Level: 2

Spell Point Cost: 6

Range: Touch

Duration: An Instant

Resist With: Not Applicable

Spell Target: Any Friend

Skin to Steel

Characters receiving this spell become magically armored. Duration depends on the level of the caster.

Magic Class: Lesser Path Mage

Spell Level: 3

Spell Point Cost: 6

Range: Touch

Duration: 1–4 Rounds

Resist With: Not Applicable

Spell Target: Any Friend

Swallow Strength

Those who don't resist this magic will find their strength cut in half for the duration of the battle, greatly reducing the amount of damage that they can inflict.

Magic Class: Lesser Path Mage

Spell Level: 4

Spell Point Cost: 9

Range: Line of Sight

Duration: Current Battle

Resist With: Stamina

Spell Target: Any Enemy

Arrows of Disruption

Magical arrows inflict 4–12 points of damage per caster level. Those who resist the magic take half the damage.

Magic Class: Lesser Path Mage

Spell Level: 5

Spell Point Cost: 12

Range: Line of Sight

Duration: An Instant

Resist With: Stamina

Spell Target: Any Enemy

Thy Foes Enfeebled

All opponents who fail to resist will find their strength cut in half. Lasts 1–8 combat rounds for each level of the caster.

Magic Class: Lesser Path Mage

Spell Level: 6

Spell Point Cost: 15

Range: Line of Sight

Duration: 1–8 Rounds

Resist With: Stamina

Spell Target: All Enemies

Speed of Thought

All allies of the caster will be able to act at phenomenal speed. This spell doubles the movement rate and doubles the number of strikes per combat round.

Magic Class: Lesser Path Mage

Spell Level: 7

Spell Point Cost: 19

Range: Line of Sight

Duration: 1–8 Rounds

Resist With: Not Applicable

Spell Target: All Friends

Trollish Blood

Those affected will heal 25 percent of their total health at the end of every combat round for the duration of the battle.

Magic Class: Lesser Path Mage

Spell Level: 8

Spell Point Cost: 23

Range: Touch

Duration: Battle

Resist With: Not Applicable

Spell Target: Any Friend

The Beast Within

Mage transforms into a terrible monster that can be guided by player. Attribute screens aren't accessible while the character is transformed and no actions are available other than Attack, Defend, and Move.

Magic Class: Lesser Path Mage

Spell Level: 9

Spell Point Cost: 27

Range: Touch

Duration: Battle

Resist With: Not Applicable

Spell Target: Self

Gift of Unbeing

Target must resist or be disintegrated, regardless of creature type. Even if the victim resists the magic, he'll still take 5–15 points of damage per caster level.

Magic Class: Lesser Path Mage

Spell Level: 10

Spell Point Cost: 32

Range: Line of Sight

Duration: An Instant

Resist With: Stamina

Spell Target: Any Enemy

Path of Storms

Ready to tame the lightning of the gods or the four winds? Along with the Path of Fire, this is one of the most impressive of the Lesser Path Mages' repertoire.

Lightning Blade

During the spell, a blade of lightning forms in the mage's hand for use in Melee Attacks. The blade inflicts damage of 2–8 Hit Points plus the caster's level per strike and ignores the target's armor.

Magic Class: Lesser Path Mage

Spell Level: 1

Spell Point Cost: 3

Range: Touch

Duration: Random 2–8 plus caster's level Rounds

Resist With: Not Applicable

Spell Target: Self

Shield of Winds

Target becomes immune to missile weapons. Adds +25 to defense as the winds rage.

Magic Class: Lesser Path Mage

Spell Level: 2

Spell Point Cost: 5

Range: Touch

Duration: 2–8 Rounds

Resist With: Not Applicable

Spell Target: Any Friend

Thunderclap

All characters in the range of the spell must resist or they'll be stunned for 2–8 combat rounds times the level of the caster.

Magic Class: Lesser Path Mage

Spell Level: 3

Spell Point Cost: 7

Range: Line of Sight

Duration: 2–8 Rounds

Resist With: Stamina

Spell Target: Anybody

Lightning Touch

Target must resist or take 5–10 points of damage +2 hit points per level of the caster and become stunned for the duration of the spell. Those who resist the magic take half the damage and avoid being stunned.

Magic Class: Lesser Path Mage

Spell Level: 4

Spell Point Cost: 10

Range: Touch

Duration: 1–4 Rounds

Resist With: Agility

Spell Target: Any Enemy

Ride the Lightning

After selecting a location on the battlefield, the caster disappears in a sheath of magic, and then reappears at the new location.

Magic Class: Lesser Path Mage

Spell Level: 5

Spell Point Cost: 13

Range: Line of Sight

Duration: An Instant

Resist With: Not Applicable

Spell Target: Self

Lightning Strike

Stuns and inflicts 2–10 points of damage per caster level. Those who resist the magic take half the damage and resist being stunned.

Magic Class: Lesser Path Mage

Spell Level: 6

Spell Point Cost: 16

Range: Line of Sight

Duration: 1–4 Rounds

Resist With: Stamina

Spell Target: Any Enemy

Shield of Lightning

The caster is sheathed in lightning, which can be used to inflict damage and stun enemies once per combat round. Opponents who strike the lightning-shielded mage take as much damage as they inflict and risk being stunned.

Magic Class: Lesser Path Mage

Spell Level: 7

Spell Point Cost: 20

Range: Touch

Duration: 1–8 Rounds

Resist With: Agility

Spell Target: Self

Maelstrom

Summons a spiraling web of lightning that strikes all those in range for 2–10 points of damage per caster level. Those who resist take half the damage and avoid being stunned.

Magic Class: Lesser Path Mage

Spell Level: 8

Spell Point Cost: 24

Range: Line of Sight

Duration: 1–5 Rounds

Resist With: Agility

Spell Target: Anybody

Conjure Sky Warrior

A globe of self-directed lightning appears over the caster, where it will remain for the duration of the combat. With each round of combat, it will direct a bolt of lightning against one of the foes, doing 8–24 points of damage per caster level.

Magic Class: Lesser Path Mage

Spell Level: 9

Spell Point Cost: 27

Range: Line of Sight

Duration: Battle

Resist With: Not Applicable

Spell Target: Self

Chaos Storm

The mage casts a special lightning bolt that initially does damage of 6–12 Hit Points times the caster's level. What makes this bolt different is that it ricochets from opponent to opponent, gradually weakening in power and damage for as many opponents as the caster has levels.

Magic Class: Lesser Path Mage

Spell Level: 10

Spell Point Cost: 30

Range: Line of Sight

Duration: An Instant

Resist With: Agility

Spell Target: Any Enemy

Path of Life

Some of the most powerful spells of all Midkemia lie here. A bridge to the realm of the gods, this path gives Priests the ability to heal as well as to harm.

Breath of Sung

Performs a magical healing for 8–12 points of health.

Magic Class: Priest

Spell Level: 1

Spell Point Cost: 3

Range: Touch

Duration: An Instant

Resist With: Not Applicable

Spell Target: Any Friend

Wound Touch

Harms target character 8–12 Hit Points plus 2 points per caster's level. Those who resist take only half the damage.

Magic Class: Priest

Spell Level: 2

Spell Point Cost: 4

Range: Touch

Duration: An Instant

Resist With: Stamina

Spell Target: Any Enemy

Restoration

The spell can remove blindness, confusion, or paralysis. Effectiveness varies according to the level of the caster and the number of harmful conditions.

Magic Class: Priest

Spell Level: 3

Spell Point Cost: 6

Range: Touch

Duration: An Instant

Resist With: Not Applicable

Spell Target: Any Friend

Sung's Caress

Magically heals 20–30 points of health.

Magic Class: Priest

Spell Level: 4

Spell Point Cost: 8

Range: Touch

Duration: An Instant

Resist With: Not Applicable

Spell Target: Any Friend

Cleanse the Blood

A spell to remove poison from the blood.

Magic Class: Priest

Spell Level: 5

Spell Point Cost: 10

Range: Touch

Duration: An Instant

Resist With: Not Applicable

Spell Target: Any Friend

Dire Grasp

Inflicts great harm, 10–30 points, plus 2 points per level of the caster. Those who resist suffer half the damage.

Magic Class: Priest

Spell Level: 6

Spell Point Cost: 12

Range: Touch

Duration: An Instant

Resist With: Stamina

Spell Target: Any Enemy

Life Drain

Drains 30–45 points of health from a victim. The caster automatically uses the drained health for personal healing. Those who resist the magic will be unaffected.

Magic Class: Priest

Spell Level: 7

Spell Point Cost: 15

Range: Touch

Duration: An Instant

Resist With: Stamina

Spell Target: Any Enemy

The Hero Reborn

A major healing spell that restores one to full health.

Magic Class: Priest

Spell Level: 8

Spell Point Cost: 18

Range: Touch

Duration: An Instant

Resist With: Not Applicable

Spell Target: Any Friend

Hand of Death

Those who don't resist this powerful spell die instantly. If one is successful in resisting the magic, the damage will be 10–30 points, plus 2 points per level of caster.

Magic Class: Priest

Spell Level: 9

Spell Point Cost: 21

Range: Touch

Duration: An Instant

Resist With: Stamina

Spell Target: Any Enemy

Call the Healing Wind

All friendly characters are healed of 40–60 points of damage.

Magic Class: Priest

Spell Level: 10

Spell Point Cost: 24

Range: Touch

Duration: An Instant

Resist With: Not Applicable

Spell Target: All Friends

Path of the Divine

With the gods on your side, how can you lose? This path allows Priests to tap into the strength of the divine and almighty. As direct gifts of the gods, these spells can manipulate reality or direct powers against the Undead.

Battle Blessing

All party members in range of the blessing receive +25 To Hit, +25 Defensive Skill, and +15 percent on all resistance to magic for the duration of the spell.

Magic Class: Priest

Spell Level: 1

Spell Point Cost: 3

Range: Line of Sight

Duration: 1–4 Rounds

Resist With: Not Applicable

Spell Target: Any Friend

Curse

All opponents in range of the Curse's circle receive -25 To Hit, -25 Defensive Skill, and -15 on their resistance to magic for the duration of the spell.

Magic Class: Priest

Spell Level: 2

Spell Point Cost: 4

Range: Line of Sight

Duration: 1–4 Rounds

Resist With: Reason

Spell Target: Any Enemy

Bane of the Unliving

Undead victims take 10–30 points of damage plus another point for each level of the caster.

Magic Class: Priest

Spell Level: 3

Spell Point Cost: 6

Range: Line of Sight

Duration: An Instant

Resist With: Stamina

Spell Target: Any Undead

Divine Armor

Confers a mystical layer of armor that reduces the amount of damage received. The duration depends on the level of the caster.

Magic Class: Priest

Spell Level: 4

Spell Point Cost: 8

Range: Touch

Duration: 1–4 Rounds

Resist With: Not Applicable

Spell Target: Any Friend

Heroes Luck

The spell invokes the luck of the gods, changing the balance for the duration of the battle.

Magic Class: Priest

Spell Level: 5

Spell Point Cost: 10

Range: Battlefield

Duration: Current Battle

Resist With: Not Applicable

Spell Target: All Friends

Divine Favor

Characters granted this spell gain 25–45 points of health, have a +25 to attack and defend, and have an extra 25 percent chance of resisting hostile magic. Lasts 1–8 combat rounds times the level of the caster.

Magic Class: Priest

Spell Level: 6

Spell Point Cost: 13

Range: Touch

Duration: 1–8 Rounds

Resist With: Not Applicable

Spell Target: Any Friends

Enthrall the Unliving

A spell that controls the will of the Undead. Those who don't resist will join the side of the caster.

Magic Class: Priest

Spell Level: 7

Spell Point Cost: 15

Range: Line of Sight

Duration: 1–4 Rounds

Resist With: Reason

Spell Target: Any Undead

Wrath

Victims are consumed by divine flame, taking 2–12 points of damage per caster level.

Magic Class: Priest

Spell Level: 8

Spell Point Cost: 17

Range: Line of Sight

Duration: An Instant

Resist With: Stamina

Spell Target: Any Enemy

Great Blessing

All friendly characters gain 20–60 Hit Points, and +20 to attack and defend.

Magic Class: Priest

Spell Level: 9

Spell Point Cost: 20

Range: Battlefield

Duration: 1–8 Rounds

Resist With: Not Applicable

Spell Target: All Friends

Battle Hymn

All conditions of fate will be either neutral or in the favor of the caster's group for the duration of the battle. For example, Heroes Refreshed may appear, but never Villains Refreshed.

Magic Class: Priest

Spell Level: 10

Spell Point Cost: 24

Range: Battlefield

Duration: Current Battle

Resist With: Not Applicable

Spell Target: All Friends

◆ ALCHEMY INGREDIENTS ◆

Vampire ashes, lotus petals, pure gold...all have magical qualities in Midkemia. In fact, these are just a few of the ingredients that can be found in the marshes and mountains of the game. To practice alchemy, you will need to possess the Alchemy skill.

Aqua Fortis

A clear, viscous liquid found only in small pools high in the Trollhome Mountains. Aqua Fortis is a rare substance and adds great strength to an alchemical potion.

Value: 15

Encumbrance: 0.5

Aqua Regia

Aqua Regia has a golden hue and can be found deep inside the caves of the Trollhome Mountains. Like Aqua Fortis, it's a rare substance and adds great strength to an alchemical potion.

Value: 45

Encumbrance: 0.5

Essential Salts

These can be found under dead trees and in old, dead forests. It is a milky-white powder that acts as the medium by which alchemical components can be combined. An ingredient needed in all potions.

Value: 4

Encumbrance: 0.05

Powdered Fennel

Fennel has natural curative properties and is used by doctors across the world. The seeds of the plant, when dried and ground up, may be used in potions.

Value: 2

Encumbrance: 0.05

Fire Lotus Dust

This plant is an exotic flower found in the marshes at the island of Queg. When dried, the petals may be scraped for a dust that can be used in potions. Beware, the dust is highly flammable.

Value: 25

Encumbrance: 0.05

Powdered Opal

Opal is a semi-rare gemstone found generally in wooded mountainsides. The opal is sought after for its characteristic of changing color when held. It may be ground and used in potions.

Value: 75

Encumbrance: 0.05

Vampire Ashes

Vampires are Undead creatures that feast on human blood. When these Undead creatures are dispatched, they leave behind a pile of ash. These ashes are the remnants of death itself.

Value: 150

Encumbrance: 0.05

Elixir of Bloodwine

Bloodwine is a moss that is highly sought after, by both alchemists and farmers. It's impregnated with life-giving nutrients and can be pressed to create a powerful liquid.

Value: 8

Encumbrance: 0.5

Essence of Ergot

The ergot is a small, magical insect found only in the deepest parts of the Blackwood forest. They are rarely seen or caught. To create the essence, ergot must be boiled in a still, and the condensation collected.

Value: 15

Encumbrance: 0.5

Tincture of Vitriol

This substance is created by suspending stomach bile in a special alcohol solution for several weeks. The liquid that rises becomes the tincture, generally used in potions meant to cause harm.

Value: 75

Encumbrance: 0.5

True Copper

True Copper is very rare, for copper often is found mixed in iron. Copper is believed to possess the essence of the earth itself.

Value: 85

Encumbrance: 0.1

True Iron

True Iron must be pure iron, untouched or mixed with any other metal. It's fairly common and is used for protection.

Value: 40

Encumbrance: 0.1

True Lead

Poisonous by nature, True Lead has never been touched by any other metal.

Value: 25

Encumbrance: 0.1

True Gold

Rare and expensive, True Gold must be absolutely pure.

Value: 245

Encumbrance: 0.1

Flasks

These are glass containers used for all sorts of liquids. Since broken glass was becoming a hazard, Prince Arutha commanded all the shops of Krondor to charge a deposit of two gold coins and to redeem empties.

Value: 2

Encumbrance: 0.25

ALCHEMY EQUIPMENT

Now you know what ingredients you're looking for. But wait. First, you'll need some bare essentials for creating your concoctions. Lesser Path Mages will need the Alchemy Lab to do their thing. The following is a brief rundown on the equipment.

Mortar and Pestle

The mortar and pestle are used to finely grind powders for alchemical mixes.

Value: 275

Encumbrance: 4

Melting Pan

This is used to turn metals into liquid so they can be poured into the alchemical mix.

Value: 125

Encumbrance: 5

Distillation Chamber

The distillation chamber is used to remove water from liquids, leaving behind a pure essence.

Value: 150

Encumbrance: 4

Infusion Bottle

This is used to add Aqua Fortis or Aqua Regia to a potion. These substances seep into the potion slowly, preventing disastrous reactions.

Value: 150

Encumbrance: 2

Dissolution Mixer

An essential tool for any alchemical process, this device is used to mix in Essential Salts.

Value: 125

Encumbrance: 6

Retrieval Apparatus

This apparatus is used to reclaim the final potion formula.

Value: 350

Encumbrance: 3

◆ POTIONS ◆

Along with spells, the potions make up a majority of the magic to be found in Midkemia. These vials of liquid are endowed with numerous characteristics, many of which are critical to outcomes on the battlefield. Almost all of these chemicals have two variants (a weak and a strong). The following is a complete list of potions in *Krondor*.

Alchemical Catalyst

The Alchemical Catalyst has the ability to counteract evil magic cast upon a person.

Value: 1,200

Encumbrance: 1.25

Weak Potion of Healing

This potion has the ability to revitalize and heal damage to a person.

Value: 150

Encumbrance: 0.5

Strong Potion of Healing

A stronger version of the Potion of Healing, capable of removing twice as much damage.

Value: 300

Encumbrance: 1.5

Resin of Repair

Spread this on a weapon or piece of armor and this substance repairs from 1 to 99 points of damage, restoring the item to a full 100, 200, 300, or 400 points. For example, fixing 63/300 to 100/300.

Value: 240

Encumbrance: 0.5

Resin of Total Repair

Spread it on a damaged item, and this substance will magically repair all damage. For example, fixing 63/300 to 300/300.

Value: 450

Encumbrance: 1.5

Weak Potion of Abjuration

An alchemical formula for removing harmful magic such as blindness and paralysis.

Value: 105

Encumbrance: 0.5

Strong Potion of Abjuration

Once taken, this potion removes blindness and paralysis. It also provides protection against these conditions and afflictions for a short time.

Value: 410

Encumbrance: 1.5

Fire Oil

Fire Oil is a dangerous mixture that bursts into flame when it contacts something. It also sticks, causing even more damage.

Value: 345

Encumbrance: 0.5

Strong Fire Oil

Even more dangerous than standard Fire Oil, this formula can affect a wide area and does even more damage.

Value: 515

Encumbrance: 1.5

Weak Potion of Beastwalk

The potion of the beast is a dangerous mixture. It transforms the user into a Sewer Monster.

Value: 540

Encumbrance: 0.5

Strong Potion of Beastwalk

This potion is an even more potent mixture.

Value: 1140

Encumbrance: 1.5

Weak Potion of Fire Shield

The Fire Shield will surround the character in flames, repelling blows and damaging attackers.

Value: 300

Encumbrance: 0.5

Strong Potion of Fire Shield

The stronger version of the flame attacker.

Value: 150

Encumbrance: 0.5

Poison Grease

Spread it on a weapon, and it'll inflict a deadly poison.

Value: 150

Encumbrance: 0.5

Deadly Poison Grease

Another fatal poison for dressing weapons.

Value: 375

Encumbrance: 1.5

Weak Potion of Holy Balm

The Holy Balm enhances the ability to harm Undead creatures.

Value: 275

Encumbrance: 0.5

Strong Potion of Holy Balm

A stronger version of the standard form.

Value: 510

Encumbrance: 1.5

Blade Grease

This potion will imbue a weapon with a magical force, making it more accurate and damaging.

Value: 465

Encumbrance: 0.5

Extra Damage Blade Grease

This potion will make a weapon even more damaging than the standard.

Value: 1,200

Encumbrance: 1.5

Resin of Quality

Spread it on a weapon or piece of armor, and this substance will magically transform the item into one of superior quality, but it doesn't repair damage. For example, a 92/100 would be transformed into 192/200.

Value: 2,250

Encumbrance: 0.5

Resin of Maximum Quality

Spread it on a weapon or piece of armor, and this substance will magically change the item into one of excellent quality. For example, 92/100 will turn into 392/400.

Value: 3,800

Encumbrance: 1.5

Potion of Spellcasting

This potion will replenish magical energies.

Value: 690

Encumbrance: 0.5

Great Potion of Spellcasting

This potion will replenish magical energies to a greater extent than the standard.

Value: 1,800

Encumbrance: 1.5

Weak Potion of Magic

This potion can temporarily enhance spellcasting abilities.

Value: 1,500

Encumbrance: 0.5

Strong Potion of Magic

This potion is a stronger variant of the standard potion.

Value: 3,000

Encumbrance: 1.5

Weak Potion of Regeneration

The potion of regeneration gives the power of continual healing, although for a limited time.

Value: 450

Encumbrance: 0.5

Strong Potion of Regeneration

A stronger variant of the standard.

Value: 1,200

Encumbrance: 1.5

Potion of Strength

This potion will temporarily increase a person's strength

Value: 432

Encumbrance: 0.5

Potion of Might

Temporarily raises strength to awesome levels, greatly increasing the amount of damage that can be inflicted.

Value: 1,025

Encumbrance: 1.5

Weak Potion of Magic Protection

This portion grants protection from spells and other magic.

Value: 345

Encumbrance: 0.5

Strong Potion of Magic Protection

Grants strong protection from spells and other magic.

Value: 825

Encumbrance: 1.5

Weak Potion of Undead Protection

This potion protects you from the Undead.

Value: 240

Encumbrance: 0.5

Strong Potion of Undead Protection

Stronger variant of the standard potion.

Value: 345

Encumbrance: 1.5

Weak Potion of Fire Protection

This potion grants protection from magical flames and heat.

Value: 285

Encumbrance: 0.5

Strong Potion of Fire Protection

Potion grants strong protection from magical flames and heat.

Value: 630

Encumbrance: 1.5

Weak Potion of Iron Skin

A potion that will harden the skin, transforming it into armor.

Value: 430

Encumbrance: 0.5

Strong Potion of Iron Skin

A stronger version of the standard formula.

Value: 1,200

Encumbrance: 1.5

Poison Antidote

Will counteract most forms of poison.

Value: 150

Encumbrance: 0.5

Strong Poison Antidote

In addition to removing the effects of poison, this potion also renders the user immune to any additional poisons for a short time.

Value: 375

Encumbrance: 1.5

Weak Potion of Striking

This potion will increase damage dealt by the drinker.

Value: 525

Encumbrance: 0.5

Strong Potion of Striking

This potion will increase even more the damage dealt by the drinker.

Value: 1,050

Encumbrance: 1.5

Potion of Poison

A deadly brew of toxins. Do not ingest; not recommended for human consumption. Store in an approved container. Keep away from children.

Value: 75

Encumbrance: 0.5

ALCHEMY RECIPES

Some more sorcery and witchcraft at your disposal. The following is a list of the ready-made recipes you can buy in Midkemia's shops. See appendices B and C for ingredients and shop locations.

Recipe for Weak Potion of Healing

Value: 350

Encumbrance: 0.5

Recipe for Strong Potion of Healing

Value: 1,000

Encumbrance: 0.5

Recipe for Resin of Repair

Value: 250

Encumbrance: 0.5

Recipe for Resin of Total Repair

Value: 700

Encumbrance: 0.5

Recipe for Weak Potion of Abjuration

Value: 300

Encumbrance: 0.5

Recipe for Strong Potion of Abjuration

Value: 800

Encumbrance: 0.5

Recipe for Fire Oil

Value: 750

Encumbrance: 0.5

Recipe for Strong Fire Oil

Value: 2,000

Encumbrance: 0.5

Recipe for Weak Potion of the Beast

Value: 5,000

Encumbrance: 0.5

Recipe for Strong Potion of the Beast

Value: 7,700

Encumbrance: 0.5

Recipe for Weak Potion of Fire Shield

Value: 3,250

Encumbrance: 0.5

Recipe for Strong Potion of Fire Shield

Value: 12,000

Encumbrance: 0.5

Recipe for Grease of Poison

Value: 650

Encumbrance: 0.5

Recipe for Grease of Deadly Poison

Value: 1,900

Encumbrance: 0.5

Recipe for Weak Potion of Holy Balm

Value: 1,000

Encumbrance: 0.5

Recipe for Strong Potion of Holy Balm

Value: 4,000

Encumbrance: 0.5

Recipe for Blade Grease

Value: 7,000

Encumbrance: 0.5

Recipe for Extra Damage Blade

Value: 13,000

Encumbrance: 0.5

Recipe for Resin of Quality

Value: 2,400

Encumbrance: 0.5

Recipe for Resin of Maximum Quality

Value: 10,000

Encumbrance: 0.5

Recipe for Potion of Spellcasting

Value: 1,250

Encumbrance: 0.5

Recipe for Great Potion of Spellcasting

Value: 3750

Encumbrance: 0.5

Recipe for Weak Potion of Magic

Value: 850

Encumbrance: 0.5

Recipe for Strong Potion of Magic

Value: 3,000

Encumbrance: 0.5

Recipe for Weak Potion of Regeneration

Value: 1,000

Encumbrance: 0.5

Recipe for Strong Potion of Regeneration

Value: 2,500

Encumbrance: 0.5

Recipe for Potion of Strength

Value: 500

Encumbrance: 0.5

Recipe for Potion of Might

Value: 8,000

Encumbrance: 0.5

Recipe for Weak Potion of Protection from Magic

Value: 1,200

Encumbrance: 0.5

Recipe for Strong Potion of Protection from Magic

Value: 3,900

Encumbrance: 0.5

Recipe for Weak Potion of Protection from Undead

Value: 280

Encumbrance: 0.5

Recipe for Strong Potion of Protection from Undead

Value: 1,000

Encumbrance: 0.5

Recipe for Weak Potion of Fire Protection

Value: 1,400

Encumbrance: 0.5

Recipe for Strong Potion of Fire Protection

Value: 3,000

Encumbrance: 0.5

Recipe for Weak Potion of Iron Skin

Value: 1,800

Encumbrance: 0.5

Recipe for Strong Potion of Iron Skin

Value: 5,600

Encumbrance: 0.5

Recipe for Poison Antidote

Value: 750

Encumbrance: 0.5

Recipe for Strong Poison Antidote

Value: 1,250

Encumbrance: 0.5

Recipe for Weak Potion of Striking



Value: 900

Encumbrance: 0.5

Recipe for Strong Potion of Striking

Value: 2,400

Encumbrance: 0.5

 BOOKS 

Open up the secret books of magic lore and spells to get a trick or two ahead of your enemies. The following is an extensive library to put you on the right "Path."

The Secret Book of Flame

A book containing some of the secrets of the Path of Fire. It may contain knowledge leading to new spells.

Value: 22,500

Encumbrance: 3

Add 20 to Path of Fire

The Secret Book of the Mind

Contains some of the secrets of the Path of the Mind. May contain knowledge leading to new incantations.

Value: 21,500

Encumbrance: 3

Add 20 to Path of the Mind

The Secret Book of Storms

This book reveals some of the secrets for the Path of Storms. It also may contain knowledge leading to new spells.

Value: 24,500

Encumbrance: 3

Add 20 to Path of Storms

The Secret Book of Change

A secret book with some of the secrets for the fourth path of Lesser Path Mages, possibly containing information leading to new spells.

Value: 25,000

Encumbrance: 3

Add 20 to Path of Change

The Secret Mage Book of Flames

Another secret book on the Path of Fire with valuable tips from mages, containing knowledge that may lead to new incantations.

Value: 12,500

Encumbrance: 2

Add 10 to Path of Fire

The Secret Mage Book of the Mind

A book with tips on the Path of the Mind from certain sorcerers and mages, revealing information that could lead to new spells.

Value: 13,500

Encumbrance: 2

Add 10 to Path of the Mind

The Secret Mage Book of the Storms

Gives the secrets of some mages on the Path of Storms, possibly leading to new incantations.

Value: 15,000

Encumbrance: 2

Add 10 to Path of Storms

The Secret Mage Book of Change

Tips and secrets from various mages and sorcerers on the Path of Change, possibly leading to new spells.

Value: 17,500

Encumbrance: 2

Add 10 to Path of Change

The Book of Necromancy

From the dark cover—stained with glyphs of dried blood—to the thin, cracked pages, everything about this book is foul and reeking of the Undead's stench.

Value: 25,000

Encumbrance: 4

Subtract and add from all Paths

 SCROLLS 

Unroll the sheets of papyrus and see what incantation lies in your hands. Here is a brief list of all the scrolls you'll find in *Return to Krondor*.

Secret Mage Scroll (Fire)

A scroll containing some of the secrets of certain mages. It may also contain knowledge leading to new spells.

Value: 5,000

Encumbrance: 0.5

Add 5 to Path of Flames

Secret Mage Scroll (Mind)

Another scroll containing secrets and tips of certain mages and sorcerers. It may also contain knowledge leading to new spells.

Value: 8,000

Encumbrance: 0.5

Add 5 to Path of the Mind

Secret Mage Scroll (Storms)

A secret scroll revealing tips from various mages and sorcerers. It may also have information that leads to new spells.

Value: 8000

Encumbrance: 0.5

Add 5 to Path of Storms

Secret Mage Scroll (Change)

A scroll that has some of the secrets of certain mages. It may contain knowledge leading to new spells.

Value: 10,000

Encumbrance: 0.5

Add 5 to Path of Change

Scroll of Breath of Sung

This scroll has a transcription of the spell Breath of Sung. It must be used by a Priest or a mage.

Value: 1,500

Encumbrance: 0.5

Casts Breath of Sung

Scroll of Heroes Reborn

This scroll contains a transcription of the spell Hero Reborn. It must be used by a Priest or a mage.

Value: 2,500

Encumbrance: 0.5

Casts Hero Reborn

Scroll of Lightning Strike

This scroll contains a transcription of the spell Lightning Strike. It must be used by a mage.

Value: 5,000

Encumbrance: 0.5

Casts Lightning Strike

Scroll of Chain Lightning

This scroll contains a transcription of the spell Chain Lightning. It can be used by a mage or Priest.

Value: 2,000

Encumbrance: 0.5

Casts Chaos Storm

Scroll of Cleanse the Blood

This scroll contains a transcription of the spell Cleanse the Blood. It can be used by any character.

Value: 6,500

Encumbrance: 0.5

Casts Cleanse the Blood

Scroll of Restoration

This scroll contains a single transcription of the Restoration spell.

Value: 6,000

Encumbrance: 0.5

Casts Restoration

Scroll of Cleanse the Mind

This scroll contains a transcription of the spell Cleanse the Mind. It can be used by any character.

Value: 2,850

Encumbrance: 0.5

Casts Cleanse the Mind

Scroll of Protection from Elementals

This scroll contains a transcription of the spell Protection from Elementals. Can only be used by a mage.

Value: 1,250

Encumbrance: 0.5

Makes user immune to Elemental attacks

Scroll of Transformation

This scroll contains a transcription of the spell Transformation. It must be used by a mage.

Value: 2,250

Encumbrance: 0.5

Transforms user into monster

Scroll of Ride the Lightning

This scroll contains a transcription of the spell Ride the Lightning. Used by mages only.

Value: 6000

Encumbrance: 0.5

Casts Ride the Lightning

Ship-Raising Ritual

Kendaric's Ship-Raising Scroll. To raise a sunken ship requires this scroll, a guild member, and the help of another mage.

Value: 7,500

Encumbrance: 0.5

Used to raise ship

Scroll of Madness

This scroll holds a single transcription of the spell Circle of Madness. It can be used by any disciple of the Path of the Mind.

Value: 200

Encumbrance: 0.5

Casts Circle of Madness

Scroll of Tith

This scroll holds a single transcription of the spell, Battle Hymn. Used by Priests of the Path of the Divine.

Value: 200

Encumbrance: 0.5

Casts Battle Hymn

Scroll of Silban

This scroll contains a single transcription of the spell Call the Healing Wind. It can be used only by Priests.

Value: 200

Encumbrance: 0.5

Casts Call Healing Wind

Scroll of Firestorm

This scroll contains a single transcription of the spell Firestorm. It can be used by any disciple of the Path of Fire.

Value: 200

Encumbrance: 0.5

Casts Firestorm

Scroll of Chaos

This scroll holds a single transcription of the spell Chaos Storm. It can be used by any disciple of the Path of Storms.

Value: 200

Encumbrance: 0.5

Casts Chaos Storm

Scroll of Unbeing


This scroll holds a single transcription of the spell Gift of Unbeing. Any disciple of the Path of Change can use it.

Value: 5,000

Encumbrance: 0.5

Casts Gift of Unbeing





TWELVE

The Weapons and Other Equipment of Midkemia

As with most role-playing games, combat constitutes a major element of Return to Krondor. The people and creatures of Midkemia use an assortment of battle gear, from cursed bows and enchanted rapiers to magic wands and rings.

 WEAPONS 

This section covers tools of war. Not only are magic and mystery a part of this world, so are duels and brawls. If you're going to go up against Bear and his evil henchmen, you'll need more than just wit and courage, you'll need sweat, too.

Daggers (Bladed)

Daggers are stilettos or knives. Of course, they're not the choice for full-blown battles, but they do provide good protection in the Krondorian streets at night. They also come in handy when harm is only an arm's length away.

Keshian Dagger

Better used as a kitchen knife than as a weapon, Keshian daggers are decorative and inexpensive.

Quality: 100

Encumbrance: 1

Value: 5

Damage: Random (2-7)

Kingdom Dagger

Made throughout the Kingdom, the dagger is a standard in Krondor, carried by nearly everyone.

Quality: 200

Encumbrance: 1

Value: 20

Damage: Random (2-7)

Free City Dagger

Technically, a stiletto, these fine blades are from Free Cities and are favored by Mockers.

Quality: 300

Encumbrance: 1

Value: 50

Damage: Random (2-7)

Highcastle Dagger

Made of sword-quality steel, this dagger is a hack-up weapon for warriors and knights.

Quality: 400

Encumbrance: 1

Value: 100

Damage: Random (2-8)

Moredhel Dagger

An enchanted weapon that strikes with unnatural accuracy, inflicting greater damage than mundane daggers. The metal seems indestructible.

Value: 500

Damage: Random (2–7)

Encumbrance: 1

Effect: +15 to Attack and +5 Damage

Hellblade

The blade of this magical dagger dances with a demonic flame. Inflicts fire damage as well as normal damage.

Value: 1,000

Damage: Random (2–7)

Encumbrance: 1

Effect: +25 to Attack and +5 Demonblade

The Catalyst Dirk

A magical dagger, deadly and quick. It may have been the murder weapon in several famous assassinations.

Value: 8,500

Damage: Random (2–7)

Encumbrance: 1

Effect: Double Strikes

Dagger of Hesperion

A terrible weapon, but whoever wields it has insights when assessing other items.

Value: 145

Damage: Random (4–8)

Encumbrance: 2

Effect: +20 Assess skill

Miller's Dagger

Keeps the user safe, but otherwise not much of a weapon.

Value: 400

Effect: 3% chance of Critical Hit, -3 Damage

Encumbrance: 2

Effect: Immune to Critical Hits

Damage: Random (3–7)

Dagger of Sorrow

This dark weapon seems possessed by some ghost or uneasy spirit.

Value: 445

Damage: Random (4–8)

Encumbrance: 1

Effect: +10 to Defense, acts like a Demonblade

Cursed Dagger

Once, an ancient army was foolish enough to march against their Valheru masters. All that remains of that doomed force are their chaos-cursed weapons and armor. It's wise to dispose of this worthless item immediately, before being afflicted.

Value: 25

Damage: Random (4–8)

Encumbrance: 2

Effect: +4 Damage, Cursed 100% Critical Hits

Slicer

The blade of this dagger seems unnaturally, even supernaturally, razor sharp.

Value: 445

Damage: Random (4–8)

Encumbrance: 1

Effect: +3 Damage, extra attack every round

Dagger of Dala

Engraved with the symbol of Dala, goddess of passive strength, this dagger fits in the hand of a mage, rogue, or warrior.

Value: 845

Damage: Random (4–8)

Encumbrance: 1

Effect: +20% Agility

Izmali Poison Dagger

This vile weapon, used exclusively by the dark assassins of Kesh, the dread Izmalis, secretes a lingering poison. Otherwise, the weapon does little damage.

Value: 3,000

Damage: Random (1–7)

Encumbrance: 1

Effect: Same poison as the Death Naga yields.

Shortswords (Bladed)

Shortswords are one of the most common weapons found in Midkemia. Because the shortsword is carried by many—from noblemen to soldiers—you'll find this "arm of standard issue" here, there, and about.

Goblin Shortsword

Forged by Goblins, for Goblins, the quality and durability of this weapon is doubtful.

Quality: 100

Encumbrance: 4

Value: 8

Damage: Random (4–10)

Durbin Shortsword

The standard military arm is the shortsword. It's often used in conjunction with a small shield and forms the backbone for most military forces.

Quality: 200

Encumbrance: 4

Value: 40

Damage: Random (4–10)

Kingdom Shortsword

The standard-issue weapon for the infantry of the Kingdom of Midkemia, often used with a shield.

Quality: 300

Encumbrance: 4

Value: 300

Damage: Random (5–11)

Highcastle Shortsword

A shortsword made for nobility, with the detail work and craftsmanship that's missing from the common versions.

Quality: 400

Encumbrance: 4

Value: 950

Damage: Random (6–12)

Enchanted Shortsword

Magical runes have been engraved into the blade of this shortsword.

Value: 750

Damage: Random (6–12)

Encumbrance: 6

Effect: +15 to Attack and +3 Damage

Gladiator

A blade of great power, it seems eager for battle—and for blood.

Value: 1200

Damage: Random (6–12)

Encumbrance: 4

Effect: +25 to Attack, +5 Damage

Centurion

An ancient and powerful weapon, filled with a magic that lends power and deadly accuracy to the wielder.

Value: 2,000

Damage: Random (4–10)

Encumbrance: 4

Effect: +30 to Attack, +6 Damage, and Double Critical Hit percent

Cullen Blade

Does fire damage but is difficult to wield.

Value: 150

Effect: -10 to Attack and -5 Damage

Encumbrance: 5

Effect: 10% chance of a Critical Hit

Damage: Random (5-9)

con Doin's Cursed Blade

Not worth the effort of examining.

Value: 200

Damage: Random (5-8)

Encumbrance: 6

Effect: -25% Strength, -5 Damage

Warden Blade

A shortsword marked as belonging to the Wardens of Law, worshippers of Astalon.

Value: 1,250

Damage: Random (4-10)

Encumbrance: 6

Effect: +20 to Attack

Strong Blade

A feeling of strength and power instantly fills whoever handles this beautiful shortsword.

Value: 3,000

Damage: Random (4-10)

Encumbrance: 6

Effect: + 25 Strength

Rapiers (Bladed)

These thin, narrow-pointed swords are the choice of weaponry among noblemen. More often than not, they are swift to action and, if you can excuse the pun, to the "point."

Durbin Rapier

Poorly balanced, rather cheaply made rapier. Worn at the side, it looks much classier than a dagger or club.

Quality: 100

Encumbrance: 2

Value: 32

Damage: Random (1-10)

Highcastle Rapier

The rapier is referred to as, “the aristocrat’s blade,” both for its tendency to be used to resolve duels and its tendency to be heavily accessorized.

Quality: 200

Encumbrance: 2

Value: 160

Damage: Random (2–12)

Dueling Rapier

Originally part of a matched set, this is a very well-made, beautifully balanced weapon that is deadly in the right hands.

Quality: 300

Encumbrance: 3

Value: 400

Damage: Random (2–12)

Noble’s Rapier

Slightly heavier than a standard rapier, embossed with the crest of a noble house.

Quality: 400

Encumbrance: 3

Value: 350

Damage: Random (2–13)

Enchanted Rapier

Some unknown mage has enchanted this rapier with magical runes, making it more accurate as well as more damaging.

Value: 1,000

Damage: Random (2–12)

Encumbrance: 2

Effect: +15 to Attack and +3 Damage

Argent

It’s rumored that the blade of this rapier can pass through the armor of an opponent, even through plate armor.

Value: 4,000

Damage: Random (2–12)

Encumbrance: 2

Effect: +25 to Attack, +5 Damage, and ignores armor

Peregrine

Like a trained falcon, the blade of this rapier seems to have the ability to fly to a target’s heart.

Value: 5,500

Damage: Random (2–12)

Encumbrance: 2

Effect: +10 Attack, +3 Damage, +1 strike per round

Vanguard

The name is engraved on the blade. If this is the Vanguard of legend, it provides great protection.

Value: 4,700 **Effect:** + 25 Attack, +6 Damage, +35 Defense
Encumbrance: 2 **Effect:** +2 Damage, blocked by armor
Damage: Random (2–12)

RatTooth

A dark rapier, with faint markings on the blade. Those markings are similar to those used by the Mockers.

Value: 800 **Damage:** Random (2–12)
Encumbrance: 3 **Effect:** +10 to Attack and +4 Damage

BentBlade

This rapier seems magical, but some great force has bent or twisted its flawed blade.

Value: 60 **Damage:** Random (2–12)
Encumbrance: 3 **Effect:** +10 Agility and +5 Damage

Blade of Banath

A dark gray rapier marked with a crescent moon, symbolic of Banath, the Silent Thief God.

Value: 780 **Damage:** Random (2–12)
Encumbrance: 3 **Effect:** +20% Agility

Kiss of Ruthia

Ruthia is a goddess of both kinds of luck. Whoever handles this rapier is gambling, hoping the luck will be good, because Ruthia is also goddess of disaster.

Value: 2,050 **Damage:** Random (4–12)
Encumbrance: 3 **Effect:** -25 Defense, triple chance for Critical Hit

Slayer Bane

A magical rapier, engraved with a rune against the Undead. On the blade is engraved, "Death to the Black Slayers." Provides quality and original magic.

Value: 875 **Damage:** Random (2–12)
Encumbrance: 4 **Effect:** +2.5 damage against Undead

Scimitars (Bladed)

Although scimitars are used by a variety of characters, buccaneers, mariners, and rogues usually carry this sword.

Iron Scimitar

Popular on ships and especially popular with the pirates of Queg, the scimitar is easily recognizable by its curved blade. Scimitars make great slashing weapons, and are easy to carry as pirates jump from one ship to another.

Quality: 100

Value: 38

Encumbrance: 4

Damage: Random (4–14)

Durbin Scimitar

A weapon common to pirates, slaves, and the other dregs of criminality.

Quality: 200

Value: 100

Encumbrance: 4

Damage: Random (4–14)

Keshian Scimitar

Fine steel and expert craftsmanship give swords from Kesh an outstanding reputation in battle.

Quality: 300

Value: 380

Encumbrance: 4

Damage: Random (5–15)

Starblood Scimitar

Crafted by Keshian swordmasters near the Pillar of the Stars. The steel that goes into a Starblood is the finest in Great Kesh.

Quality: 400

Value: 800

Encumbrance: 4

Damage: Random (5–16)

Prophet's Wrath

Curving runes along the blade mark this weapon as enchanted. No doubt it inflicts greater wounds, but its main advantage is its magical accuracy.

Value: 1,600

Encumbrance: 3

Damage: Random (4–14)

Effect: +25 to Attack and +5 Damage

Wrath of the Prophet

While difficult to use, this weapon inflicts awesome damage—when it hits anything.

Value: 1,000

Damage: Random (6–16)

Encumbrance: 5

Effect: 20% chance of Critical Hit, +15 Damage.

Faith Point

A very, very sharp Keshian scimitar.

Value: 650

Damage: Random (4–14)

Encumbrance: 4

Effect: +3 Damage

The Imp's Revenge

For strange reasons this Keshian scimitar has been crudely marked as “cursed.” Strange, as it's definitely magical and handles well.

Value: 220

Damage: Random (4–14)

Encumbrance: 4

Effect: +1 Damage, +5 Attack, only 5% chance Critical Hit

Enchanted Scimitar

Curving runes along the blade mark this weapon as enchanted.

Value: 1,600

Damage: Random (5–15)

Encumbrance: 3

Effect: +25 to Attack and +6 Damage

140

Broadswords (Bladed)

Think of these swords as the counterpart of the aristocrat's rapier. They are large and heavy; although cumbersome to yield, they're durable and quite effective.

Durbin Broadsword

A cheap blade, useful in combat, but given to breaking at inconvenient times.

Quality: 100

Encumbrance: 6

Value: 50

Damage: Random (5–15)

Military Broadsword

When the word “sword” is spoken, the image most frequently called up is that of the broadsword.

Quality: 200

Encumbrance: 6

Value: 75

Damage: Random (5–15)

Silden Broadsword

Fine steel and good workmanship mark this blade. A worthy sidearm.

Quality: 300

Encumbrance: 6

Value: 250

Damage: Random (5–15)

Highcastle Broadsword

While expensive, the blades of Highcastle are more likely to survive the rigors of a long military campaign.

Quality: 400

Encumbrance: 6

Value: 500

Damage: Random (5–16)

Enchanted Broadsword

Forged under the supervision of a mage, this weapon is more accurate, more damaging, and indestructible.

Value: 1,250

Damage: Random (5–15)

Encumbrance: 6

Effect: +15 to Attack, +3 Damage

Woundlord

Great runes run the length of this deadly blade. It's said that the weapon always bites deep and always seeks mortal wounds.

Value: 3,200

Damage: Random (5–15)

Encumbrance: 6

Effect: +25 to Attack, +5 Damage, and Double Critical Hit percentage.

Edge of Onan-ka

Engraved on the blade of this broadsword is a prayer to the War God, Onan-ka. It's a prayer for victory, as well as a prayer for the wielder to have a glorious death in combat.

Value: 1,200

Damage: Random (5–15)

Encumbrance: 7

Effect: Extra attack per round

Cursed Broadsword

Forget about using this blade in combat—that is, if you want to live.

Value: 1

Damage: Random (5–15)

Encumbrance: 7

Effect: +4 Damage, cursed

Greatswords (Two Handed)

Some of the grandest and most beautiful of swords in this game are greatswords. They're the stuff of legend.

Trophy Greatsword

One of the favorite pieces of home decoration in Krondor is the Trophy Greatsword. Built mostly for decoration, it can also be used in combat.

Quality: 100

Encumbrance: 12

Value: 150

Damage: Random (7–27)

Military Greatsword

The king of swords, and the most unwieldy, greatswords are the longest and heaviest swords available. Although slower than other swords, they're far more damaging.

Quality: 200

Encumbrance: 11

Value: 350

Damage: Random (7–27)

Royal Greatsword

Only one of a hundred greatswords have perfect balance, and are considered royal.

Quality: 300

Encumbrance: 11

Value: 750

Damage: Random (8–28)

Killanon Greatsword

The finest quality greatswords are made to order for the Knight-Commander of the Wardens of Law.

Quality: 400

Encumbrance: 11

Value: 1,500

Damage: Random (9–29)

Life Bane Blade

A larger-than-average greatsword, enchanted and magically powerful.

Value: 5,800

Damage: Random (8–28)

Encumbrance: 12

Effect: +15 to Attack and +15 Damage

Sword of Lims-kragma

More a binding for some great demonic force, more a gateway than a mere sword.

Value: 15,000

Damage: Random (8–28)

Encumbrance: 12

Effect: +20 to Attack and +20 Demonblade

Death Blade

A silent beast of a sword that seems to swallow up the soul of each victim.

Value: 6,500

Damage: Random (8–28)

Encumbrance: 12

Effect: +15 to Attack, +12 Damage, and +50% Critical Hit percentage

Beauty Blade

Glittering with gold and silver marks, this greatsword is one of the most gorgeous weapons ever made. It seems perfectly balanced.

Value: 520

Damage: Random (8–18)

Encumbrance: 12

Effect: +50 to Attack and -8 Damage

Sword of Darkmoor

The mark of the swordsmith clearly points to this greatsword as having been made in Darkmoor.

Value: 5,200

Damage: Random (8–28)

Encumbrance: 12

Effect: +10 to Attack and +2 Damage

Cursed Greatsword

The name is self-explanatory.

Value: 105

Damage: Random (8–28)

Encumbrance: 12

Effect: +5 Attack, +8 Damage, (Cursed) 100% Critical Hits

Elders Blade DemonSlayer

Along with pulsing lines of energy, this greatsword seems to be whispering some arcane spell of protection, some chant only William can hear...

Value: 5,200

Damage: Random (8–28)

Encumbrance: 12

Effect: +10 to Attack, 3 times strikes per round, 2 times damage to the Undead

Quarterstaves (two-handed)

These long, stout staves make quite a formidable weapon, especially those with special powers.

Simple Quarterstaff

Quarterstaves are frequently made from hardwood, either heated or coated to prevent splintering. A leather wrap is added for a firm grip.

Quality: 100

Encumbrance: 6

Value: 5

Damage: Random (2–10)

Oak Quarterstaff

Seasoned wood from the finest oak trees makes for a more durable weapon.

Quality: 200

Encumbrance: 6

Value: 15

Damage: Random (2–10)

Ironshod Quarterstaff

Iron caps, properly affixed, give this staff greater accuracy and more power.

Quality: 300

Encumbrance: 6

Value: 35

Damage: Random (2–10)

Blackwood Quarterstaff

The wood of this staff has magical qualities, making it far harder and more resistant to damage.

Quality: 400

Encumbrance: 6

Value: 65

Damage: Random (2–10)

Enchanted Quarterstaff

Mystic runes make this weapon indestructible as well as more damaging.

Value: 1,500

Damage: Random (2–10)

Encumbrance: 6

Effect: +15 to Attack and +3 Damage

Fire Staff

Filled with a magical fire, perhaps drawn from an Elemental, this weapon does fire damage with every blow. It also contains a limited number of spells that can be resisted.

Value: 4,800

Damage: Random (2–10)

Encumbrance: 6

Effect: +15 Attack, +7 Demonblade

Thunder Staff

Clearly magical, containing spells and other mystic powers.

Value: 6,000

Damage: Random (2–10)

Encumbrance: 6

Effect: Casts Lightning Strike spell, +25 Attack, +5 Damage (acts as a Lightning Blade)

Sway Staff

A strangely wrought magical quarterstaff. It seems that the tree from which it was made had a most peculiar wood grain.

Value: 140

Damage: Random (4–10)

Encumbrance: 4

Effect: +15 to Attack, +4 Damage

Staff of Ironwood

A quarterstaff made of some kind of very heavy wood. Dark magical symbols are carved upon it.

Value: 550

Damage: Random (4–12)

Encumbrance: 8

Effect: +30% to Strength

Dragon Staff

A magical quarterstaff, decorated with dragons in the style of Elvander. Great magic, perhaps the Path of Storms, seems contained within it.

Value: 6,000

Damage: Random (2–10)

Encumbrance: 4

Effect: Casts Chaos Storm 1 time per combat

Maces (Blunt)

There are clubs, and there are maces. The latter, in general, are clubs with spikes—an extra advantage for pummeling your opponent into a pulp.

Iron Mace

Priests and monks, those forbidden by sacred vows from the use of edged or pointed weapons, use the bone-breaking mace.

Quality: 100

Value: 35

Encumbrance: 9

Damage: Random (1–9)

Footman's Mace

Quality: 200

Value: 60

Encumbrance: 9

Damage: Random (2–10)

Knight's Mace

Quality: 300

Value: 150

Encumbrance: 9

Damage: Random (2–10)

Noble's Mace

Quality: 400

Value: 900

Encumbrance: 9

Damage: Random (2–11)

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Enchanted Mace

Value: 800

Encumbrance: 9

Damage: Random (2–10)

Effect: +15 to attack and +3 Damage

Mace of Light

Glowing with the light of day, this holy weapon is especially damaging to the unholy creatures of the night.

Value: 2,400

Encumbrance: 8

Damage: Random (2–10)

Effect: +25 Attack, +5 Damage, double damage against Undead

The Grey Mace

The name is clearly imprinted on the handle, and the mace seems magical.

Value: 800

Damage: Random (2–10)

Encumbrance: 9

Effect: -25% Agility, ignores armor

Cursed Mace

Value: 10

Damage: Random (2–10)

Encumbrance: 9

Effect: Cursed, +25 to Attack, and +6 Damage.

Mace of Ishap

A holy artifact of the priesthood of Ishap. It confers a Path of Life spell, Call the Healing Wind, once per combat.

Value: 18,000

Damage: Random (2–10)

Encumbrance: 9

Effect: Casts Healing Wind 1 time per combat

Warhammers (Blunt)

This is the weapon of choice for warrior-priests. Warhammers are among the most powerful of arms on the Midkemian planet, known to tear through armor and the death-souls of the Undead.

Mercenary Warhammer

A two-handed weapon of great power, considered effective against plate armor.

Quality: 100

Encumbrance: 16

Value: 75

Damage: Random (4–24)

Mountain Warhammer

Quality: 200

Encumbrance: 16

Value: 125

Damage: Random (5–25)

Warhound Hammer

Quality: 300

Encumbrance: 16

Value: 325

Damage: Random (5–25)

Hammer of Prayer

When the church goes to war, this is the weapon for warrior-priests. Prayer warhammers are typically carved with entire inscriptions and prayers.

Quality: 400

Encumbrance: 16

Value: 750

Damage: Random (6–26)

Blessed Hammer

A weapon and a holy relic. The Undead will be particularly vulnerable to this weapon, taking double damage.

Value: 6,000

Damage: Random (5–25)

Encumbrance: 16

Effect: +10 Attack, +5 Damage, double damage for Undead

Hammer of Fire

Brimming with a righteous fire, this is another priestly weapon, empowered to inflict great harm on the unholy.

Value: 9,600

Damage: Random (5–25)

Encumbrance: 16

Effect: +25 Attack, +12 Demonblade, double damage for Undead

Wrath of Astalon

This impressive warhammer, nearly twice the mass of a weapon of similar size, is covered with the hundred glyphs of Astalon, the just god.

Value: 9,000

Damage: Random (8–38)

Encumbrance: 30

Effect: +35 to Attack, +7 Damage, and target must resist or be stunned for the next 1–4 rounds

The Day Hammer

A powerful weapon against vampires and the forces of the Undead. However, it's awkward and difficult to wield.

Value: 1,500

Damage: Random (5–25)

Encumbrance: 16

Effect: -10 Agility and triple damage against Undead

Cursed Warhammer

Value: 5

Damage: Random (5–25)

Encumbrance: 16

Effect: +10 Attack, +7 Damage

Battlehammer of Onan-ka

A massive warhammer dedicated to the Midkemian War God, Onan-ka, its power can be invoked once per combat.

Value: 5,000

Damage: Random (5–25)

Encumbrance: 16

Effect: Casts Battle Hymn once per combat

Warhammer of Lactor Bain

Among the warrior-priests, this weapon is considered the holiest of the holy, as well as the most powerful weapon available to the righteous.

Value: 26,000

Damage: Random (9–39)

Encumbrance: 27

Effect: +25 to Attack, +25 Defense, +6 Damage, stun for 1–4 rounds, three times damage to Undead

Clubs (Blunt)

Clubs are more often than not carried by lower-level characters, like thieves and criminals. Although they can give you a good thud on the head, they're the least efficient item of Midkemian battle gear.

Club

The most common weapon that exists is a club—perhaps because anything from a table leg to a live chicken can be used as one.

Quality: 100

Encumbrance: 4

Value: 2

Damage: Random (2–6)

Belaying Pin

A common tool aboard a ship, the belaying pin is a step up from the common club. Favored by sailors and commonly used in brawls.

Quality: 200

Encumbrance: 4

Value: 4

Damage: Random (2–6)

Club of Conquest

Strange...this seems to be a magical club. It seems to have power, but is too heavy for a mortal to wield effectively.

Value: 275

Damage: Random (4–12)

Encumbrance: 20

Effect: -20% Strength, -20% Agility, 200% Critical Hit

Elfwood

A club made from nearly weightless wood. It also seems charged with static electricity.

Value: 1,200

Damage: Random (2–4)

Encumbrance: 1

Effect: -25 Attack, +7 Damage, +15 Defense, ignores metal, Casts Chaos Storm 1 time per combat

Bane of Bartsch

The gnarled wood of this club seems to form a pair of faces.

Value: 120

Damage: Random (2–6)

Encumbrance: 4

Effect: -50 Defense, +2 Damage, +20 Attack, 200% Critical Hit

Battleaxe (Axe)

Just about anybody can carry one of these impressive harbingers of death, from Goblins and Trolls to mercenaries and thieves.

Goblin Battleaxe

A two-handed weapon of war, requiring great strength and skill.

Quality: 100

Encumbrance: 14

Value: 70

Damage: Random (8–18)

Steel Battleaxe

Quality: 200

Encumbrance: 14

Value: 210

Damage: Random (8–20)

Kingdom Battleaxe

Quality: 300

Encumbrance: 14

Value: 350

Damage: Random (8–22)

Dwarven Battleaxe

Quality: 400

Encumbrance: 14

Value: 600

Damage: Random (8–24)

Obsidian

A battleaxe flickering with some dark power, capable of inflicting horrible wounds.

Value: 1,800

Damage: Random (8–24)

Encumbrance: 14

Effect: +12 to Attack, +12 Damage

Arclight

Bound within this battleaxe is a magical power, particularly harmful to the Undead.

Value: 8,000

Damage: Random (8–24)

Encumbrance: 14

Effect: +25 Attack, +10 Damage, double damage to Undead, blinded for 1–4 rounds

Axe of Yabon

The haft of this great battleaxe has been repeatedly stained with blood—either the blood of previous wielders, or of their victims.

Value: 680

Damage: Random (8–24)

Encumbrance: 14

Effect: +20 Attack, +4 Damage, -25 Defense

The Moon Axe

A moon symbol has been engraved into the striking blade of this battleaxe.

Value: 1,000

Damage: Random (8–24)

Encumbrance: 14

Effect: Extra attack per round

Wood Axe

This battleaxe looks like it was a conversion from a woodsman's axe, done by an incompetent blacksmith. A weapon not worthy of the attention of any serious battleaxe warrior.

Value: 18

Damage: Random (6–18)

Encumbrance: 12

Effect: -15 Attack, -15 Defense

Bows (Bow)

Archery is one of the great arts in the Midekemian forests. From hunting game to knocking off would-be attackers, the bow and arrow are significant tools in a warrior's arsenal.

Hunter's Longbow

Used for hunting everything from small game to the largest beasts. An effective weapon, durable and easy to carry.

Quality: 100

Encumbrance: 3

Value: 80

Damage: Random (2–10)

Military Longbow

Heavier than the Hunter's Longbow, both in terms of weight, and also in the strength needed by the archer. Better at punching through armor.

Quality: 200

Encumbrance: 4

Value: 100

Damage: Random (4–12)

Ranger's Longbow

Quality: 300

Encumbrance: 4

Value: 180

Damage: Random (4–12)

Elven Longbow

Rare woods and exquisite skill go into making these beautiful longbows.

Quality: 400

Encumbrance: 3

Value: 500

Damage: Random (4–14)

Enchanted Longbow

The magic of this weapon propels arrows with unnatural accuracy, straight into the chinks and gaps of armor.

Value: 850

Damage: Random (4–12)

Encumbrance: 3

Effect: +20 Attack, ignores armor

Sarkiller

The runes on this longbow seem to glow as it is used, and the archer is able to fire more frequently.

Value: 3,000

Damage: Random (4–12)

Encumbrance: 3

Effect: +15 Attack, +2 Damage, +1 attack per round

Kahooli's Bow

Dedicated to the god, Kahooli, the arrows from this longbow deliver massive damage.

Value: 9,500

Damage: Random (4–12)

Encumbrance: 3

Effect: +20 Attack, +5 Damage, and double Critical Hit percent

Cursed Longbow

Not endorsed by the Krondorian Archery Association.

Value: 55

Damage: Random (4–12)

Encumbrance: 3

Effect: Cursed, +5 to Attack, +4 Damage

Armor-Piercing Longbow

Requiring special training and great strength, this bow is effective against most armor.

Value: 500

Damage: Random (2–8)

Encumbrance: 5

Effect: Ignores armor

Arrow

The arrows used for a longbow are made of hard wood and tipped with armor-piercing steel points.

Value: 5

Damage: 0

Encumbrance: 0.25

Wands

Forget the fairy godmother stuff, wands are serious business in *Return to Krondor*. Part magic, part weapon, scepters are—in essence—spells on a staff.

Wand of Prandur's Wrath

A wand containing a limited number of Prandur's Wrath spells.

Value: 20,000

Effect: Casts Prandur's Touch

Encumbrance: 2

Wand of Domination

A wand containing a limited number of Enslave the Will spells.

Value: 25,000

Effect: Casts Enslave the Will

Encumbrance: 2

Wand of the Sun

A wand containing a limited number of Behold the Birthing Sun spells.

Value: 12,000

Effect: Casts Behold the Birthing Sun

Encumbrance: 2

Bone of Death

A wand containing a limited number of Hand of Death spells.

Value: 5,000

Effect: Casts Hand of Death

Encumbrance: 2.5

Scepter of Karack

The ghost of an ancient Ishapian warrior-priest, Michael, gave this scepter to Solon to help destroy all evil and perverse tools and artifacts.

Value: 12,000

Effect: Use in fake Black Pearl's presence

Encumbrance: 1

Wand of Madness

This wand can cast a Circle of Madness spell, but at a cost of permanent damage to the caster.

Value: 1,900

Effect: Casts Circle of Madness, subtracts one point from Path of the Mind

Encumbrance: 1

Wand of Firestorm

A defective wand, containing the Firestorm spell. Each use is a setback to the unfortunate mage.

Value: 1,200

Effect: Casts Firestorm, subtracts one point from Path of the Fire

Encumbrance: 1

Wand of Chaos

Can cast a Chaos Storm spell, but only by permanently draining the unfortunate Mage.

Value: 1,100

Effect: Casts Chaos Storm, subtract one point from Path of Storms

Encumbrance: 1

Wand of Unbeing

Glyphs of Unbeing cover this ancient bone, making it clear that a spell could be easily released, but at some cost to the wielder.

Value: 3,300

Effect: Cast Gift of Unbeing, subtract one point from Path of Change

Encumbrance: 1

Monster Attacks

In the quest for the Tear of the God, Jazhara and James encounter several hideous beasts and monsters. Here's a brief rundown on some of the "parts" of these monsters in terms of value and damage.

Claws—Sewer Monster

Quality: 200

Damage: Random (5–20)

Value: 0

Effect: Claws are poisonous

Encumbrance: 0

Claws—Sea Monster

Quality: 200

Encumbrance: 0

Value: 0

Damage: Random (75–120)

Claws—Demon

Quality: 200

Damage: Random (5–25)

Value: 0

Effect: Monster has the Crown of Flames for protection

Encumbrance: 0

Claws — Vampire

Value: 0

Damage: Random (2–12)

Encumbrance: 0

Effect: Vampire Life Drain

Claws — Flying Demon

Quality: 200

Damage: Random (16–36)

Value: 0

Effect: Same as Prandur's Touch

Encumbrance: 0

Teeth — Deadly Naga

Quality: 200

Damage: Random (5–15)

Value: 0

Effect: Monster teeth of Death Naga are poisonous

Encumbrance: 0

Claws — Ghoul

Quality: 200

Damage: Random (5–15)

Value: 0

Effect: Paralysis

Encumbrance: 0

Staff Lich Priest

Value: 0

Damage: Random (4–12)

Encumbrance: 0

Effect: Life Drain

Stinger Tentacle

Quality: 200

Damage: Random (19–29)

Value: 0

Effect: Poison

Encumbrance: 0

Touch Shadow

Quality: 200

Damage: Random (5–15)

Value: 0

Effect: Life Drain

Encumbrance: 0

Teeth—Dragon Soul

Quality: 200

Damage: Random (10–40)

Value: 0

Effect: Monster has Crown of Flames Protection

Encumbrance: 0

Claws—Air Elemental

Quality: 200

Damage: Random (2–10)

Value: 0

Effect: Stunning

Encumbrance: 0

ARMOR

Now that you've taken up arms, you'll need to suit up with some armor. From pigskin to iron, an assortment of protection is provided to people in the lands of Midkemia.



NOTE *The equation used to calculate how much damage armor will block is somewhat complex. You can, however, use the following information to compare the different types of armor. Note that strikes aren't computed against specific parts of the body, but evenly distributed.*

Torso Armor Values

Type	Poor	Average	Good	Excellent	Enchanted
LEATHER	1.0	1.5	2.0	2.5	2.5
CHAIN	3.0	4.0	5.0	6.0	6.0
PLATE	5.0	7.0	9.0	11.0	11.0

Leg and Arm Armor Values

Type	Poor	Average	Good	Excellent	Enchanted
LEATHER	0.5	0.75	1.0	1.25	1.25
CHAIN	1.5	2.0	2.5	3.0	3.0
PLATE	2.5	3.5	4.5	5.5	5.5



Leather Armor

Leather armor is a piece for body protection, made from the hides of animals. Some of these animals include not only swine and cattle but also dragons and komondors.

Dig Leather Jerkin

The cheapest, most readily available form of armor in Krondor. Although it's protective, the smell from the curing process lingers.

Quality: 100

Encumbrance: 4

Value: 80

Guard's Leather Jerkin

A lightweight armor, suitable for long stints of guard duty or naval action.

Quality: 200

Encumbrance: 5

Value: 300

Keshian Leather Jerkin

Fine quality, good protection, and comfort make leather armor from Kesh highly valued.

Quality: 300

Encumbrance: 4

Value: 1,500

Studded Leather Jerkin

Metal studs and braces give additional protection, but also add to the armor's weight.

Quality: 400

Encumbrance: 6

Value: 3,000

Enchanted Leather Jerkin

Ordinary leather inscribed with magical runes of protection.

Value: 7,000

Effect: Toughened as enchanted

Encumbrance: 4

Dragonskin Jerkin

Clearly made of scaled hide of some beast. Whether or not it comes from a dragon, it is fine armor and also offers protection against fire.

Value: 14,000

Effect: Toughened as special and immune to fire damage

Encumbrance: 6

Komondor Skin Jerkin

The skin of this rare Gordosian beast is resistant to fire and protects from many different attacks. Self-healing, it never needs repair.

Value: 5,000

Effect: Toughened as enchanted and immune to

Encumbrance: 7

Critical Hits

Poison-Proof Jerkin

This legendary leather jerkin is said to be a foolproof protection against poison.

Value: 4,800

Effect: Enchanted and immune to poison

Encumbrance: 7

Jerkin of Graff

The heaviest, thickest leather jerkin made in Midkemia. Superb protection, even against fire. The weight is said to weaken the wearer, reducing their strength.

Value: 1,680

Effect: Enchanted, but -50% Strength, immunity to

Encumbrance: 7

Critical Hits and fire

Ironskin Jerkin

Leather jerkin soaked and treated to provide additional protection from attacks. Although it's useful as armor, the stiffness of the treated leather slows down movement and restricts agility.

Value: 825

Effect: Enchanted, but -40% Agility

Encumbrance: 8

Ironskin Vambraces

Leather vambraces, soaked and treated for use as armor. They're also stiff, which makes it difficult to move freely.

Value: 500

Effect: Enchanted, but -40% Agility

Encumbrance: 3

Ironskin Greaves

Leather greaves, soaked and treated for use as armor. They're also stiff, making it difficult to move freely.

Value: 500

Effect: Enchanted, but -40% Agility

Encumbrance: 4

Dragonskin Vambraces

Vambraces made of some strange leather.

Value: 5,000

Effect: Toughened as enchanted, +15 Defense

Encumbrance: 3

Dragonskin Greaves

Greaves made of some strange kind of leather.

Value: 5,000

Effect: Ready

Encumbrance: 5

Effect: Toughened as enchanted, +15 Defense



Miscellaneous Leather Armor



Leather Armor Type	Quality	Value	Encumbrance	Effect
PIG LEATHER VAMBRACES	100	35	2	—
GUARD'S LEATHER VAMBRACES	200	150	3	—
KESHIAN LEATHER VAMBRACES	300	750	2	—
STUDDED LEATHER VAMBRACES	400	1,500	4	—
ENCHANTED LEATHER VAMBRACES	—	3,500	2	AS ENCHANTED
PIG LEATHER GREAVES	100	50	3	—
GUARD'S LEATHER GREAVES	200	150	4	—
KESHIAN LEATHER GREAVES	300	750	3	—
STUDDED LEATHER GREAVES	400	1,500	5	—
ENCHANTED LEATHER GREAVES	—	3500	4	AS ENCHANTED

Chainmail Armor

Chainmail armor, with its woven "threads" of steel, allows for the most body movement—thus its popularity as fitted leggings and sleeves.

Rusted Chainmail Shirt

Military surplus chainmail. At the first sign of rust, these suits made of iron links are sold for scrap but end up in disreputable shops and markets.

Quality: 100

Encumbrance: 25

Value: 250

Cavalry Chainmail Shirt

A lightweight form of chainmail protection.

Quality: 200

Encumbrance: 20

Value: 750

Keshian Chainmail Shirt

Fine steel, in a very tight weave, makes for superior protection as well as ease of movement.

Quality: 300

Encumbrance: 20

Value: 3,750

Heavy Chainmail Shirt

The standard armor of the infantry of the Kingdom is heavy and uncomfortable, but reliable against most weapons.

Quality: 400

Encumbrance: 25

Value: 5,500

Elven Chainmail Shirt

By some mystic process, the metal of this armor weighs less and provides more protection.

Value: 10,000

Effect: Toughened as enchanted

Encumbrance: 15

Mail of Invulnerability

Crafted by mage and armorer together, weapons seem to turn away and the chainmail seems to magically mend itself.

Value: 20,000

Effect: as special and immune to Critical Hits

Encumbrance: 20

Chainmail Leggings of Clumsiness

Wearing them is like having two left feet.

Value: 135

Effect: Strength increased, but Agility reduced

Encumbrance: 10

Viox Chainmail Shirt

A magical shirt of chainmail, blessed by a goddess to give the wearer great strength and courage.

Value: 15,000

Effect: Special, with +50% Strength

Encumbrance: 20

Sleeves of Strength

Magical chainmail sleeves that confer great strength on the wearer, but also may have less-pleasant side effects.

Value: 100

Effect: Special, +25% Strength, -50% Agility

Encumbrance: 9



Miscellaneous Chainmail Armor



Chainmail Armor Type	Quality	Value	Encumbrance	Effect
RUSTY CHAINMAIL LEGGINGS	100	150	10	—
CAVALRY CHAINMAIL LEGGINGS	200	450	8	—
KESHIAN CHAINMAIL LEGGINGS	300	2,250	7	—
MILITARY CHAINMAIL LEGGINGS	400	4,500	10	—
ELVEN CHAINMAIL LEGGINGS	—	8,000	10	AS ENCHANTED
RUSTED CHAINMAIL SLEEVES	200	450	5	—
CAVALRY CHAINMAIL SLEEVES	200	450	5	—
KESHIAN CHAINMAIL SLEEVES	300	2,250	5	—
MILITARY CHAINMAIL SLEEVES	400	4,500	6	—
ELVEN CHAINMAIL SLEEVES	—	8,000	5	AS ENCHANTED
CURSED CHAINMAIL SHIRT	—	20	17	ENCHANTED, BUT 100% CRITICAL HITS TO WEARER
CURSED CHAINMAIL LEGGINGS	—	10	13	AS ENCHANTED, CURSED, 100% CRITICAL HITS TO WEARER
CURSED CHAINMAIL SLEEVES	—	10	11	ENCHANTED, CURSED, 100% CRITICAL HITS TO WEARER

Plate Armor

The most durable armor consists of breastplates (protects the chest), greaves (for the leg below the knee), and vambraces (protective arm gear). Although quite heavy and cumbersome, plate armor is one of a warrior's best defenses against being wounded in combat.

Warrior's Breastplate

Nothing provides better protection than plates of solid metal. Uncomfortable, heavy, inconvenient, and terribly expensive, yet lifesaving.

Quality: 100

Encumbrance: 30

Value: 700

Magical Breast Plate

Engraved into the metal are spells of protection and strength.

Value: 20,000

Effect: Toughened as enchanted

Encumbrance: 25

Armor of Ishap

Crafted for the Church of Ishap, and imbued with a deity's protection, this armor makes one immune to poison.

Value: 25,000

Effect: Toughened as special and immune to poison

Encumbrance: 25

Warrior's Plate Vambraces

Plate vambraces are solid metal arm protection.

Quality: 100

Encumbrance: 15

Value: 300

Draken Plate

A golden breastplate from the dreaded Valheru. Powerful, but deadly to mortals.

Value: 2,000

Effect: Special, 85% resist magic fire, 100% Critical Hits

Encumbrance: 20



Miscellaneous Plate Armor



Plate Armor Type	Quality	Value	Encumbrance	Effect
KNIGHT'S BREASTPLATE	200	1,400	30	—
NOBLE'S BREASTPLATE	300	6,000	30	—
GREY TOWER BREASTPLATE	400	10,000	30	—
WARRIOR'S PLATE GREAVES	100	400	20	—
KNIGHT'S PLATE GREAVES	200	900	20	—
NOBLE'S PLATE GREAVES	300	3,000	20	—
GREY TOWER GREAVES	400	6,000	20	—
ENCHANTED PLATE GREAVES	—	12,000	20	AS ENCHANTED
KNIGHT'S PLATE VAMBRACES	200	600	15	—
NOBLE'S PLATE VAMBRACES	300	3,000	15	—
GREY TOWER PLATE VAMBRACES	400	6,000	15	—
ENCHANTED PLATE VAMBRACES	—	12,000	12	AS ENCHANTED

Shields

A shield is either a metal and wood plate held on one arm and used with a one-handed sword. This, of course, is another form of viable protection in battle.



Shields



Shield Type	Quality	Value	Encumbrance	Effect
PINE SHIELD	100	75	18	—
OAK SHIELD	220	225	20	—
IRONBOUND SHIELD	300	825	24	—
BLACKWOOD SHIELD	400	1,400	21	—
ENCHANTED SHIELD	—	3,800	12	+25% TO SHIELD SKILL
SHIELD OF AGILITY	—	4,500	14	+30% SHIELD SKILL AND NO PENALTY FOR FULL MOVEMENT
CURSED SHIELD	—	30	22	CURSED, ENCHANTED, +10% TO SHIELD SKILL

MISCELLANEOUS EQUIPMENT

Many elements and artifacts are important to the successful journey of Jazhara and James into the realms of Werewolves, vampires, and Goblins. Most of these are documents, jewelry endowed with magic powers, and relics of value and piety in the Midkemian world. Although not comprehensive, here's a sizeable list of some of these items.

Documents

Documents include the letters, notes, decrees, and other pieces of paper in the game. Most documents will help give the party direction or information, others (like the "Useless Scrap of Paper") are at best...well, useless.

Woodcutter's Journal

A diary that contains information about the Woodcutter's family and the Night Stone.

Value: 5 Encumbrance: 1

Goblin Camp Note

This is a note from the Goblins' camp revealing plans given by Bear.

Value: 5 Encumbrance: 0.1

Chai Recipe Document

Yusuf's recipe for chai.

Value: 250 Encumbrance: 0.5

Letter from Hazara-Khan

A letter from Jazhara's uncle, the head of Keshian intelligence.

Value: 250 Encumbrance: 0.1

Order for Death

A death mark from Great Kesh.

Value: 250 Encumbrance: 0.1

Symbol Drawing

The Witch of Haldon Head's drawing of an evil symbol.

Value: 5

Encumbrance: 0.1

Mayor's Letter of Recommendation

A letter to allow the party to help Merrick's daughter.

Value: 250

Encumbrance: 0.5

Note from Slavers

This parchment scroll is well worn, having been passed through many hands.

Value: 2

Encumbrance: 0.5

Useless Scrap of Paper

A worn and tattered piece of parchment, blank and devoid of meaning.

Value: 0

Encumbrance: 0.1

Old Documents

These are some kind of shipping papers or invoice, with an export mark from the port of Durbin.

Value: 0

Encumbrance: 0.5

Gems and Currency

The riches of the land, including the currency of Krondor (gold) all the way to such lavish gems as diamonds, emeralds, and rubies.

Gold

Gold Sovereigns are the coin of trade and the common currency in the city of Krondor.

Value: 1

Encumbrance: 0.05

Small Flawless Diamond

In Krondor, these small diamonds are equal to 100 Gold.

Value: 100

Encumbrance: 0.05

Large Flawless Diamond

Worth 1,000 Gold in Krondor.

Value: 1,000

Encumbrance: 0.1

Small Emerald

Small, beautiful, emeralds, worth 50 Gold each in any Krondor shop.

Value: 50

Encumbrance: 0.05

Large Emerald

These emeralds are worth 500 Gold in Krondor.

Value: 500

Encumbrance: 0.1

Small Flawed Diamond

A small diamond of no great value.

Value: 38

Encumbrance: 0.05

Large Flawed Diamond

A large diamond of no great value.

Value: 112

Encumbrance: 0.1

Ruby

A valuable red jewel.

Value: 1,250

Encumbrance: 0.1

Fake Gems

The following list details the faux gems and jewelry of the Midkemian world.

Fake Ruby (dissolved)

This “ruby” has been made from paste. It’s partially dissolved.

Value: 1 Encumbrance: 0.1

Fake Ruby

This “ruby” has been made from paste.

Value: 5 Encumbrance: 0.1

Fake Diamond

This “diamond” has been constructed from paste.

Value: 25 Encumbrance: 0.1

Fake Emerald

This “emerald” has been made from paste.

Value: 10 Encumbrance: 0.1

Keys

If you need to get into a room—the mission depends on it—what can you do? Well, maybe one of the keys below will be of some help.

Lucas's Key

Opens Lucas's Trapdoor.

Value: 10 Encumbrance: 0.05

Skull Key

Opens Hall of Skeleton Warriors.

Value: 10 Encumbrance: 0.05

Pete's Key

Opens Knute's Room.

Value: 10

Encumbrance: 0.05

Yusuf's Key

Opens children's cages.

Value: 10

Encumbrance: 0.05

Skeletal Hand

Opens Black Pearl Temple door.

Value: 5

Encumbrance: 1

Slave Pen Key

Opens Slave Pen.

Value: 10

Encumbrance: 0.1

Necromancer's Key

Opens Necromancer's Workshop.

Value: 10

Encumbrance: 0.1

Magic Key

A magical skeleton key.

Value: 750

Encumbrance: 0.1

Rings

These finger ornaments are anything but that in *Krondor*. Some of them bestow the wearer with magical powers, others are lined with poison waiting to be absorbed into someone's unsuspecting finger. Welcome to the enchanted jewelry of Midkemia.

Ring of Prandur's Blessing

When worn by a mage on the Path of Fire, this item confers protection from the magical fire, and the wearer's spells do more damage.

Value: 1,850

Encumbrance: 0.05

Ring of Freedom

Magical protection against paralysis and stun effects. The wearer is supernaturally quick.

Value: 3,100

Encumbrance: 0.05

Ring of Makala

Drastically reduces spellcasting cost.

Value: 2,500

Encumbrance: 0.05

Ring of the Eagle's Eye

When wearing this ring, it's as if the world comes into focus and everything is being seen through a magical telescope.

Value: 4,800

Encumbrance: 0.05

Shield Ring

This ring will shield the wearer from physical harm.

Value: 3,500

Encumbrance: 0.05

Ring of the Winds

A wind wraps around the wearer, turning aside weapons and sending arrows spinning away.

Value: 6,000

Encumbrance: 0.05

Storm Ring

Contained within this powerful ring are some kind of Elemental forces. Clearly, there's power to be used.

Value: 17,000

Encumbrance: 0.05

Mage's Ring

This item contains a powerful spell that can be used once each combat. The mage who wears this ring will have more powerful magic, at a lower spellcasting cost.

Value: 22,000

Encumbrance: 0.05

Ring of Guis-wa

Forged in the name of Guis-wa, the Red-Jawed Hunter God, this ring imparts an unfair advantage during any hunt or in combat. It should be cast aside by any worshipper of Kahooli.

Value: 9,000

Encumbrance: 0.05

Rogue's Ring

It enhances the abilities of a thief.

Value: 30,000

Encumbrance: 0.05

Alchemist's Ring

This ring will grant abilities and talent to the alchemist wearing it.

Value: 19,000

Encumbrance: 0.05

Poison Ring

Inside this ring is a cleverly concealed needle covered with some deadly poison.

Value: 5

Encumbrance: 0.05

Mind Ring

This piece of jewelry is based on the Path of the Mind. It also contains a powerful spell that may be cast in each combat.

Value: 14,000

Encumbrance: 0.05

Iron Ring

A cheap piece of jewelry—very cheap!

Value: 1

Encumbrance: 0.05

Cursed Ring

This item exposes the wearer to greater levels of harm.

Value: 17

Encumbrance: 0.1

Anti-Rogue's Ring

This ring reduces the abilities and talents of any rogues wearing it.

Value: 9

Encumbrance: 0.05

Silver Ring

An attractive piece of jewelry.

Value: 10

Encumbrance: 0.05

Gold Ring

A simple, stylish piece of jewelry.

Value: 25

Encumbrance: 0.05

Ornate Gold Ring

An expensive, well-crafted ring.

Value: 125

Encumbrance: 0.05

Jewel-Encrusted Ring

A gold ring decorated with numerous valuable gems.

Value: 350

Encumbrance: 0.05

Poison Ring

This ring is contaminated with deadly poison.

Value: 5

Encumbrance: 0.05

Prandur's Gold Ring

A decorative piece of jewelry.

Value: 225

Encumbrance: 0.05

Poison Ring

You get the picture.

Value: 5

Encumbrance: 0.05

Poison Ring

Another one of the deadly poisoned pieces of jewelry in *Krondor*.

Value: 5

Encumbrance: 0.3

Elegant Ring

A beautiful piece of craftsmanship.

Value: 675

Encumbrance: 0.05

Ring of the Apprentice

Designed for those learning the *Path of Magic*, this ring makes casting somewhat easier and less of a drain on spellcasting points.

Value: 5,000

Encumbrance: 0.05

Ring of the Assembly

Marked with strange Tsurani lettering, this ring from their Assembly of Magicians seems to reduce the casting cost of any spell.

Value: 13,000

Encumbrance: 0.05

Poison Ring

Another of the poison-lined rings.

Value: 5

Encumbrance: 0.05

Ring of the Hawk

Magical perception and archery abilities are given to the wearer.

Value: 1,800

Encumbrance: 0.05

Poison Ring

The most valuable of the poison rings.

Value: 290

Encumbrance: 0.05

Antique Heraldry Ring

Displays the shield of an ancient house.

Value: 1,750

Encumbrance: 0.05

Shield Ring

Adds to the defense of the wearer.

Value: 3,500

Encumbrance: 0.05

Luck Ring

Sold as a ring of salvation and protection by the Church of Dala.

Value: 250

Encumbrance: 0.05

Ring of Necromancer

Adds to the defense of the wearer.

Value: 3,500

Encumbrance: 0.05

Poison Ring

A valuable poison ring.

Value: 15

Encumbrance: 0.05

Ring of Appraisal

Allows for easier assessment of items when worn.

Value: 3,500

Encumbrance: 0.05

Ring of Inspection

Helps to assess items when worn.

Value: 1,700

Encumbrance: 0.05

Poison Ring

One of the more valuable poison rings.

Value: 85

Encumbrance: 0.05

Ring of Lightning

This ring seems almost alive with an electrical force straining within. Casts lighting bolts.

Value: 10,000

Encumbrance: 0.05

Poison Ring

Another one.

Value: 55

Encumbrance: 0.05

Storm Mage Ring

The mage who wears this ring will cast spells in the Path of Storms without fault.

Value: 4,600

Encumbrance: 0.05

Poison Ring

Another of the more valuable poison rings.

Value: 120

Encumbrance: 0.05

Sword Ring

Ring worn by the veterans of the Riftwar.

Value: 285

Encumbrance: 0.05

Warrior's Ring

This ring enhances the attacking capabilities of the warrior.

Value: 1,900

Encumbrance: 0.3

Path of Change Ring

Helps the focus of the mage attempting a spell from the Path of Change, allowing perfect concentration.

Value: 2,300

Encumbrance: 0.05

Path of Mind Ring

Helps a mage concentrate on Path of the Mind spells, assuring casting success.

Value: 3,000

Encumbrance: 0.05

Ring of Flames

Wearing this ring lends power to a mage while casting a Path of Fire spell.

Value: 5,000

Encumbrance: 0.05

Antidote Ring

This item casts the Cleanse the Blood Spell.

Value: 13,500

Encumbrance: 0.05

Poison Ring

Yep, another poisoned ring.

Value: 11

Encumbrance: 0.05

Charmed Ring

Although its use is unknown, light scratches, inside and out, mark a complex maze of magic.

Value: 60

Encumbrance: 0.05

Spiked Ring

A ring covered in spikes; uncomfortable, but very popular at certain taverns.

Value: 200

Encumbrance: 0.05

Yellow Shield Ring

The shield on this ring is a crude imitation of the shield used by the Order of the Yellow Shield. Durbin slavers can use this item as a lure for homeless children.

Value: 200

Encumbrance: 0.05

Amulets

Like the rings in this game, amulets are more than just decorative items put around the neck. All of these locket contain power—some good, some bad.

Amulet of Sung

This magical amulet contains a form of the priest spell Breath of Sung that can be used once per combat.

Value: 18,000 **Encumbrance:** 0.5

Amulet of Protection

The Amulet of Protection increases the wearer's defense skills as well as their ability to resist magic.

Value: 5,000 **Encumbrance:** 0.25

Amulet of Poison Resistance

It increases the wearer's resistance to all forms of poison

Value: 7,500 **Encumbrance:** 0.25

Amulet of Nalor

This is a dangerous artifact, granting the wearer great abilities, but at a harsh cost to the wearer's sanity.

Value: 6,000 **Encumbrance:** 1

Amulet of the Sword

The Amulet of the Sword increases the wearer's combat abilities.

Value: 17,500 **Encumbrance:** 1

Fake Charm of Sung

This is a fake charm of the god Sung.

Value: 30 **Encumbrance:** 0.75

Amulet of the Bow

This amulet grants the wearer added proficiency when firing ranged weapons.

Value: 1,900

Encumbrance: 0.75

Amulet of the Missile Shield

It protects the wearer from all forms of missiles.

Value: 7,500

Encumbrance: 0.75

Amulet of Macros

Wearing this amulet adds to memory and intuition, making it easier to assess them.

Value: 13,400

Encumbrance: 0.5

Amulet of Domination

This necklace allows the wearer to take over an enemy for a time, causing them to fight for the wearer.

Value: 25,000

Encumbrance: 0.25

Amulet of Fire

The Amulet of Fire can be used to bring a rain of fire down on a set of opponents.

Value: 24,000

Encumbrance: 0.25

Black Pearl Necklace

The members of the occult group in Haldon Head wear this strange piece of jewelry. It helps the wearer gain passage in the Pool Room of Black Pearl Temple and Skull Door of the Hall of Skeleton Warriors. Beware, however, of the Black Pearl attack in the Necromancer's Workshop.

Value: 1,800

Encumbrance: 0.5

Snake Amulet of the Sword

This necklace is known to cripple warriors.

Value: 4

Encumbrance: 1

The Whisperer's Locket

This locket was given to James by the Whisperer in the well as an apology to his long lost love, Selestra. He asked that James search her out and give it to her in his name.

Value: 250

Encumbrance: 1

Amulet of the Upright Man

The Upright Man, mysterious leader of the Mockers, has put his mark upon this charm.

Value: 2,500

Encumbrance: 0.75

The Miscellaneous of the Miscellaneous

Some items of note, although few, remain (at least most of them) quite significant. After all, what kind of quest would you have without such relics as the Tear of the Gods?

Lock Picks

A set of tools, including the Probe, the Ratchet, the Cutter, the Lever, and the Lock Pick.

Value: 150

Encumbrance: 2

Chocha

An herbal remedy for exhaustion.

Value: 2

Encumbrance: 0.5

Shell of Eortis

Not just any shell; a necessary element for raising the ship.

Value: 200

Encumbrance: 2

Night Stone

The heart-shaped stone that glows with an eldritch power is crucial for solving the Haldon Head mystery.

Value: 1,400

Encumbrance: 0.5

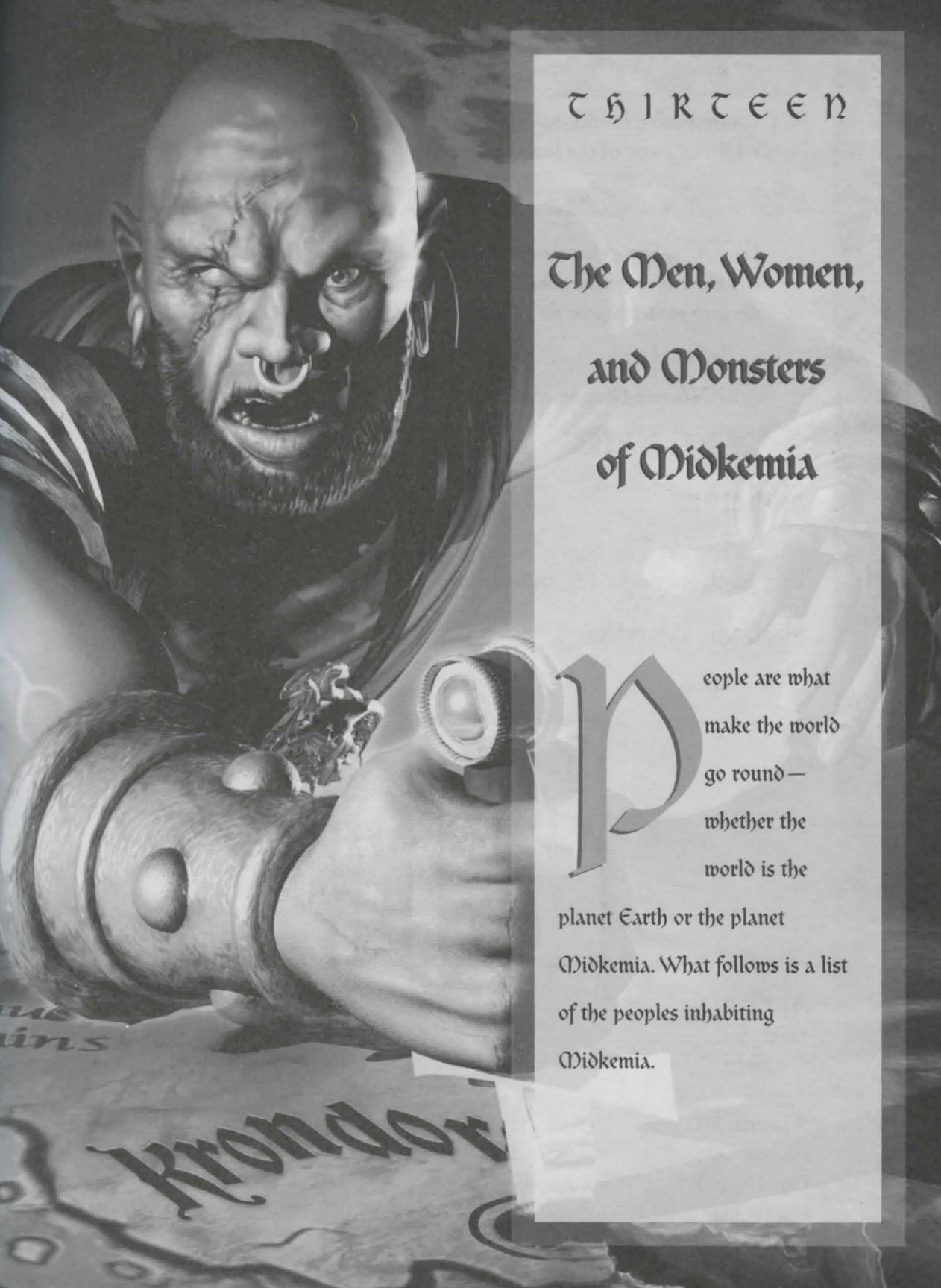
The Tear of the Gods

One of the most important artifacts of the Church of Ishap, reputed to be a direct link to the gods. Bear and his entourage are in search of this powerful relic.

Value: 5,000

Encumbrance: 4





THIRTEEN

The Men, Women,
and Monsters
of Midkemia

People are what make the world go round—whether the world is the planet Earth or the planet Midkemia. What follows is a list of the peoples inhabiting Midkemia.

MONSTERS

As I'm sure you've found out by now, not all the beings in Midkemia are human. Here's a list of some of the less-than human.

NOTE *Some characters have attribute values that increase as the characters move through the game chapters. In such cases, we have included the value for each game chapter, for example: "Level: 2(B), 3(GC1), 4(GC2), 5(GC5)".*

B=Base Level

GC=Game Chapter

Skeletons

You'll encounter these bags of bones as you wander through the Black Pearl Temple. They hate your mages' Lightning Blade attacks.

Skeleton Warrior

Class: Warrior



Figure 13-1

SKELTON WARRIOR

Attributes

Level: 5

Strength: 87

Agility: 50

Stamina: 80

Reason: 0

Charisma: 0

Hit Points: 75

Spell Points: 0

Strikes Per Round: 1

Initiative: 110

Movement: 50

Primary Weapon: Shortsword

Secondary Weapon: None

Significant Skills

Brawling: 30

Blade: 75

Two-Handed: 85

Defense: 50

Giant Skeleton Warrior

Class: Warrior

Attributes

Level: 10

Strength: 170

Agility: 50

Stamina: 130

Reason: 0

Charisma: 0

Hit Points: 200

Spell Points: 0

Strikes Per Round: 4

Initiative: 110

Movement: 50

Primary Weapon: None

Secondary Weapon: None

Significant Skills

Brawling: 100

Blade: 100

Defense: 40

Initiative: 50

Vampires

Unlike Hollywood's vampires, Midkemia's bloodsuckers are not at all sneaky. They are, however, dangerous opponents.

Class: Warrior



Figure 13-2

VAMPIRES ARE TOUGH
OPPONENTS.

Attributes

Level: 10

Strength: 135

Agility: 110

Stamina: 80

Reason: 196

Charisma: 75

Hit Points: 125

Spell Points: 25

Strikes Per Round: 3

Initiative: 130

Movement: 50

Primary Weapon: Claws of Vampire

Secondary Weapon: None

Significant Skills

Brawling: 80
Defense: 85
Initiative: 90
Stealth: 75

Disarm Traps: 75
Perception: 75
Mind: 60

Male Vampire 1

Class: Warrior

Attributes

Level: 5
Strength: 145
Agility: 60
Stamina: 80
Reason: 20
Charisma: 75
Hit Points: 59

Spell Points: 5
Strikes Per Round: 1
Initiative: 130
Movement: 50
Primary Weapon: Claw of Vampire
Secondary Weapon: None

Significant Skills

Brawling: 50
Defense: 55
Initiative: 90
Stealth: 75

Disarm Traps: 75
Perception: 75
Mind: 60

Male Vampire 2

Class: Warrior

Attributes

Level: 5
Strength: 125
Agility: 80
Stamina: 110
Reason: 30
Charisma: 75
Hit Points: 55

Spell Points: 5
Strikes Per Round: 1
Initiative: 130
Movement: 50
Primary Weapon: Claws of Vampire
Secondary Weapon: None

Significant Skills

Brawling: 50
Defense: 55
Initiative: 60
Stealth: 75

Disarm Traps: 75
Perception: 75
Mind: 60

Female Vampire 1

Class: Warrior

Attributes

Level: 5
Strength: 55
Agility: 130
Stamina: 100
Reason: 60
Charisma: 95
Hit Points: 65

Spell Points: 15
Strikes Per Round: 2
Initiative: 130
Movement: 50
Primary Weapon: Claws of Vampire
Secondary Weapon: None

Significant Skills

Brawling: 55
Defense: 65
Initiative: 90
Stealth: 75

Disarm Traps: 75
Perception: 75
Mind: 60

Female Vampire 2

Class: Warrior

Attributes

Level: 5
Strength: 55
Agility: 90
Stamina: 60
Reason: 20
Charisma: 95
Hit Points: 65

Spell Points: 15
Strikes Per Round: 1
Initiative: 130
Movement: 50
Primary Weapon: Claws of Vampire
Secondary Weapon: None

Significant Skills

Brawling: 55
Defense: 65
Initiative: 90
Stealth: 75

Disarm Traps: 75
Perception: 75
Mind: 60

Female Vampire 3

Class: Warrior

Attributes

Level: 5
Strength: 105
Agility: 75
Stamina: 60
Reason: 40
Charisma: 95
Hit Points: 75

Spell Points: 15
 Strikes Per Round: 1
 Initiative: 130
 Movement: 50
 Primary Weapon: Claw of Vampire
 Secondary Weapon: None

Significant Skills

Brawling: 70
Defense: 35
Initiative: 90
Stealth: 75

Pick Locks: 75
Perception: 75
Mind: 60

Vampire Boy

Class: Warrior

Attributes

Level: 5
Strength: 35
Agility: 50
Stamina: 80
Reason: 60
Charisma: 75
Hit Points: 35

Spell Points: 15
 Strikes Per Round: 2
 Initiative: 130
 Movement: 50
 Primary Weapon: Claws of Vampire
 Secondary Weapon: None

Significant Skills

Brawling: 50
Defense: 45
Initiative: 90
Stealth: 75

Disarm Traps: 75
Perception: 75
Mind: 60

Vampire Girl

Class: Warrior

Attributes

Level: 5
Strength: 40
Agility: 67
Stamina: 50
Reason: 80
Charisma: 85
Hit Points: 40

Spell Points: 10
Strikes Per Round: 2
Initiative: 130
Movement: 50
Primary Weapon: Claws of Vampire
Secondary Weapon: None

Significant Skills

Brawling: 75
Defense: 35
Initiative: 90
Stealth: 10

Disarm Traps: 75
Perception: 75
Mind: 60

Goblins

What would a fantasy game be without Goblins? Ignore the cute mewling sounds they make when they die; Goblins can be tough adversaries.



Figure 13-3

A GOBLIN

Goblin-Leader

Class: Warrior

Attributes

Level: 6

Strength: 144

Agility: 45

Stamina: 130

Reason: 81

Charisma: 33

Hit Points: 56

Spell Points: 0

Strikes Per Round: 2

Initiative: 65

Movement: 50

Primary Weapon: Dagger

Secondary Weapon: None

Significant Skills

Brawling: 75

Blade: 65

Blunt: 65

Axe: 65

Two-Handed: 25

Defense: 60

Initiative: 55

Goblin-Shaman

Class: Priest

Attributes

Level: 9

Strength: 70

Agility: 60

Stamina: 65

Reason: 81

Charisma: 55

Hit Points: 75

Spell Points: 48

Strikes Per Round: 2

Initiative: 90

Movement: 40

Primary Weapon: None

Secondary Weapon: None

Significant Skills

Brawling: 35

Blunt: 66

Defense: 50

Initiative: 50

Perception: 25

Fire: 50

Divine: 80

Goblin-Archer

Class: Warrior

Attributes

Level: 4

Strength: 85

Agility: 81

Stamina: 75

Reason: 40

Charisma: 10

Hit Points: 45

Spell Points: 0

Strikes Per Round: 2

Initiative: 105

Movement: 40

Primary Weapon: Bow

Secondary Weapon: Shortsword

Significant Skills

Brawling: 30

Blade: 50

Blunt: 40

Axe: 40

Bow: 75

Defense: 30

Initiative: 35

Stealth: 25

Perception: 35

Goblin-Basic

Class: Warrior

Attributes

Level: 3

Strength: 77

Agility: 65

Stamina: 75

Reason: 40

Charisma: 10

Hit Points: 46

Spell Points: 0

Strikes Per Round: 1

Initiative: 105

Movement: 40

Primary Weapon: Shortsword

Secondary Weapon: None

Significant Skills

Brawling: 30

Blade: 60

Blunt: 40

Axe: 40

Bow: 30

Defense: 35

Initiative: 45

Analyze: 25

Disarm Traps: 25

Evaluate: 50

Goblin-Warlord

Class: Warrior

Attributes

Level: 11

Strength: 112

Agility: 65

Stamina: 99

Reason: 60

Charisma: 60

Hit Points: 150

Spell Points: 0

Strikes Per Round: 2

Initiative: 120

Movement: 40

Primary Weapon: Greatsword

Secondary Weapon: None

Significant Skills

Brawling: 75

Blade: 75

Blunt: 75

Axe: 80

Two-Handed: 80

Bow: 35

Defense: 65

Initiative: 60

Stealth: 25

Perception: 50

Priests

The name "priest" is ill-suited for these practitioners of the dark arts. Fortunately they're not often encountered.



Figure 13-4

LICH PRIEST

Lich Priest

Class: Priest

Attributes

Level: 13

Strength: 80

Agility: 50

Stamina: 98

Reason: 193

Charisma: 72

Hit Points: 250

Spell Points: 1,000

Strikes Per Round: 2

Initiative: 80

Movement: 40

Primary Weapon: Staff of Lich Priest

Secondary Weapon: None

Significant Skills

Brawling: 75

Two-Handed: 100

Defense: 75

Initiative: 50

Flames: 90

Mind: 70

Life: 90

Divine: 20

Zombie Priest

Class: Priest

Attributes

Level: 9

Strength: 77

Agility: 50

Stamina: 75

Reason: 30

Charisma: 10

Hit Points: 75

Spell Points: 50

Strikes Per Round: 2

Initiative: 25

Movement: 25

Primary Weapon: Mace

Secondary Weapon: None

Significant Skills

Brawling: 60

Blunt: 75

Defense: 25

Life: 70

Divine: 70

Trolls

Hands down, Trolls are some of the baddest dudes in the game. That's the bad news. The good news is that you can find some great stuff when you loot them.



Figure 13-5

THE BATTLE AT THE
TROLLS' CAVE

Lowland Troll 1—Without Armor

Class: Warrior

Attributes

Level: 5

Strength: 185

Agility: 50

Stamina: 120

Reason: 38

Charisma: 21

Hit Points: 110

Spell Points: 0

Strikes Per Round: 2

Initiative: 55

Movement: 50

Primary Weapon: Battleaxe

Secondary Weapon: None

Significant Skills

Brawling: 65

Blunt: 65

Axe: 65

Two-Handed: 65

Defense: 45

Initiative: 25

Lowland Troll 2—With Armor

Class: Warrior

Attributes

Level: 5

Strength: 179

Agility: 50

Stamina: 110

Reason: 38

Charisma: 21

Hit Points: 108

Spell Points: 0

Strikes Per Round: 2

Initiative: 55

Movement: 50

Primary Weapon: Battleaxe

Secondary Weapon: None

Significant Skills

Brawling: 55

Blunt: 65

Axe: 65

Two-Handed: 65

Defense: 25

Initiative: 85

Demons, Shouls, and Other Things that Go Bump in The Night

This is a broad class. From the big guy below Ye Bitten Dog to the flying abomination encountered en route to Widow's Point, there's a lot of diversity in Midkemia.

Flying Demon

Class: Lesser Path Mage

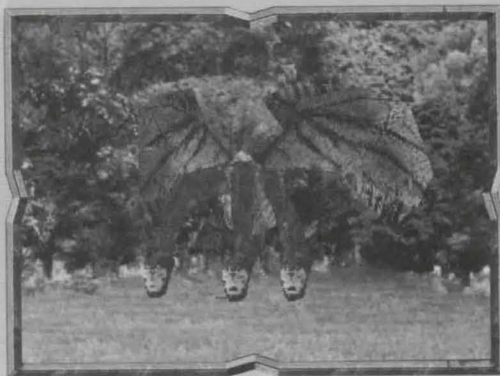


Figure 13-6

FLYING DEMON

Attributes

Level: 12
 Strength: 125
 Agility: 65
 Stamina: 125
 Reason: 55
 Charisma: 25
 Hit Points: 250

Spell Points: 50
 Strikes Per Round: 2
 Initiative: 95
 Movement: 40
 Primary Weapon: Claws of Flying
 Demon/Air Elemental
 Secondary Weapon: None

Significant Skills

Brawling: 90
 Defense: 50

Initiative: 35
 Flames: 100

Demon

Class: Warrior



Figure 13-7

DEMON

Attributes

Level: 8
 Strength: 185
 Agility: 50
 Stamina: 95
 Reason: 70
 Charisma: 70
 Hit Points: 131

Spell Points: 30
 Strikes Per Round: 2
 Initiative: 95
 Movement: 35
 Primary Weapon: Claws of Demon
 Secondary Weapon: None

Significant Skills

Brawling: 80
 Defense: 60

Initiative: 35
 Flames: 70

Shadow

These are the hazy folks you fight in the Black Pearl Temple. They're really no big deal, at least until they pop a Life Drain on you. They're best destroyed from afar.

Class: Warrior



Figure 13-8

SHADOW BOXING

Attributes

Level: 7

Strength: 50

Agility: 50

Stamina: 50

Reason: 20

Charisma: 50

Hit Points: 75

Spell Points: 0

Strikes Per Round: 2

Initiative: 135

Movement: 60

Primary Weapon: Touch of Shadow

Secondary Weapon: None

Significant Skills

Brawling: 75

Defense: 75

Initiative: 75

Stealth: 75

Air Elemental

Class: Warrior

Figure 13-9

AN AIR ELEMENTAL
ATTACKS AT WIDOW'S
POINT.



Attributes

Level: 5

Strength: 73

Agility: 98

Stamina: 66

Reason: 50

Charisma: 35

Hit Points: 60

Spell Points: 25

Strikes Per Round: 3

Initiative: 155

Movement: 60

Primary Weapon: Claws of Elemental

Secondary Weapon: None

Significant Skills

Brawling: 50

Defense: 60

Initiative: 75

Storms: 50

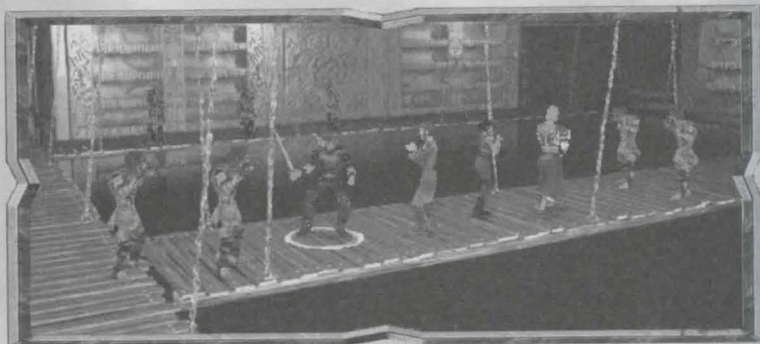
196

Ghoul

Class: Warrior

Figure 13-10

GHOULS AND GOBLINS
DEFEND THE INNER
TEMPLE.



Attributes

Level: 5
Strength: 75
Agility: 60
Stamina: 65
Reason: 25
Charisma: 0
Hit Points: 80

Spell Points: 0
Strikes Per Round: 2
Initiative: 110
Movement: 60
Primary Weapon: Claws of Ghoul
Secondary Weapon: None

Significant Skills

Brawling: 60
Defense: 50

Initiative: 50

Tentacle

Class: Warrior



Figure 13-11

TENTACLES

Attributes

Level: 9
Strength: 150
Agility: 35
Stamina: 50
Reason: 50
Charisma: 0
Hit Points: 85

Spell Points: 0
Strikes Per Round: 1
Initiative: 25
Movement: 25
Primary Weapon: Stinger of Tentacle
Secondary Weapon: None

Significant Skills

Brawling: 50
Blade: 35
Blunt: 45

Defense: 30
Initiative: 15
Perception: 25

Death Naga

Class: Warrior



Figure 13-12

DEATH NAGA

Attributes

Level: 5

Strength: 60

Agility: 60

Stamina: 60

Reason: 10

Charisma: 5

Hit Points: 65

Spell Points: 50

Strikes Per Round: 2

Initiative: 110

Movement: 35

Primary Weapon: Teeth of Death Naga

Secondary Weapon: None

Significant Skills

Brawling: 75

Defense: 60

Initiative: 50

Stealth: 35

Disarm Traps: 35

Mind: 30

Life: 60

Sewer Monster

Class: Warrior



Figure 13-13

THE SEWER
MONSTER'S LAIR

Attributes

Level: 5

Strength: 125

Agility: 100

Stamina: 180

Reason: 35

Charisma: 0

Hit Points: 90

Spell Points: 0

Strikes Per Round: 2

Initiative: 75

Movement: 40

Primary Weapon: Claws of Sewer
Monster

Secondary Weapon: None

Significant Skills

Brawling: 70

Dragon Soul

Class: Warrior



Figure 13-14

DRAGON SOUL: THIS
IS ONE TOUGH ENEMY.

Attributes

Level: 13
Strength: 112
Agility: 50
Stamina: 133
Reason: 0
Charisma: 0
Hit Points: 260

Spell Points: 140
Strikes Per Round: 2
Initiative: 50
Movement: 25
Primary Weapon: Teeth of Dragon Soul
Secondary Weapon: None

Significant Skills

Brawling: 100
Defense: 50

Initiative: 50
Storms: 100

Sea Monster

Class: Warrior

Figure 13-15

SEA MONSTER
SKIRMISH



Attributes

Level: 5
Strength: 92
Agility: 45
Stamina: 80
Reason: 35
Charisma: 0
Hit Points: 135

Spell Points: 0
Strikes Per Round: 2
Initiative: 75
Movement: 40
Primary Weapon: None
Secondary Weapon: None

Significant Skills

Brawling: 50

Zombies

You know, the dead guys (and girls).

Zombie Warrior

Class: Warrior



Figure 13-16

ZOMBIE WARRIOR
CONFRONTATION

Attributes

Level: 9

Strength: 88

Agility: 50

Stamina: 75

Reason: 20

Charisma: 10

Hit Points: 100

Spell Points: 0

Strikes Per Round: 2

Initiative: 25

Movement: 25

Primary Weapon: Warhammer

Secondary Weapon: None

Significant Skills

Brawling: 75

Blade: 95

Blunt: 95

Axe: 95

Two-Handed: 95

Defense: 50

Zombie Townsman

Class: Warrior

Attributes

Level: 7

Strength: 77

Agility: 50

Stamina: 75

Reason: 0

Charisma: 0

Hit Points: 75

Spell Points: 50

Strikes Per Round: 2

Initiative: 25

Movement: 25

Primary Weapon: Mace

Secondary Weapon: None

Significant Skills

Brawling: 60

Blunt: 75

Life: 70

Divine: 70

Zombie Townswoman

Class: Priest

Attributes

Level: 7

Strength: 77

Agility: 50

Stamina: 75

Reason: 0

Charisma: 0

Hit Points: 75

Spell Points: 50

Strikes Per Round: 2

Initiative: 25

Movement: 25

Primary Weapon: Mace

Secondary Weapon: None

Significant Skills

Brawling: 60

Blunt: 75

Defense: 50

Life: 70

Divine: 70

Skull

Class: Lesser Path Mage

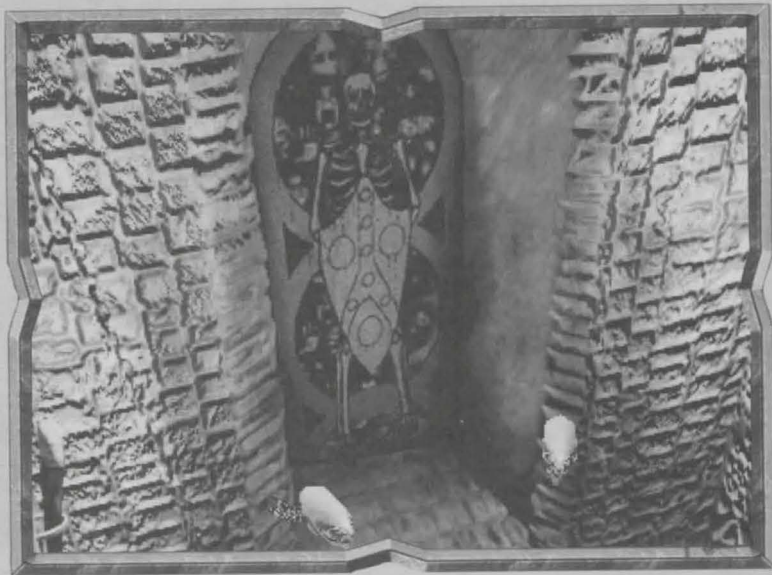


Figure 13-17

SKULL

Attributes

Level: 9

Strength: 150

Agility: 35

Stamina: 50

Reason: 50

Charisma: 0

Hit Points: 85

Spell Points: 130

Strikes Per Round: 1

Initiative: 25

Movement: 25

Primary Weapon: None

Secondary Weapon: None

Significant Skills

Brawling: 50

Blade: 35

Blunt: 45

Defense: 30

Perception: 25

Flames: 90

Men and Women

These are the humans of Krondor. But make no mistake, some of them are no less vicious than the monsters.

Keshian Thugs

They're first seen in the employ of Yusuf, but you'll meet them again en route to Widow's Point. Although they're tough opponents for your embryonic characters, they're little challenge in the latter stages of the game.



Figure 13-18

A MIDDLE EASTERN
KIND OF BATTLE

Keshian Thug 1—Clean Shaven

Class: Warrior

Attributes

Level: 2(B), 3(GC1), 4(GC2), 4(GC3),
5(GC5)

Strength: 76

Agility: 40

Stamina: 78

Reason: 35

Charisma: 30

Hit Points: 28(B), 35(GC1), 42(GC2),
48(GC3), 58(GC5)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5)

Strikes Per Round: 2

Initiative: 60

Movement: 50

Primary Weapon: Scimitar

Secondary Weapon: Dagger



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	30	30	30	30	30
BLADE 1	30	40	50	60	75
BLADE 2	30	40	50	50	45
DEFENSE	15	30	45	55	65

Keshian Thug 2—Beard and Hood

Class: Warrior

Attributes

Level: 2(B), 3(GC1), 4(GC2), 5(GC5)	Spell Points: 0(B), 0(GC1), 0(GC2), 0(GC3), 0(GC5)
Strength: 81	Strikes Per Round: 2
Agility: 40	Initiative: 60
Stamina: 89	Movement: 50
Reason: 35	Primary Weapon: Scimitar
Charisma: 30	Secondary Weapon: None
Hit Points: 30(B), 38(GC1), 46(GC2), 54(GC5)	



Significant Skills





Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	30	30	30	30	30
BLADE 1	35	45	55	55	65
BLADE 2	35	40	50	50	50
DEFENSE	20	40	50	50	60

Thug 1—Short and Dark

Class: Thief

Attributes

Level: 1(B), 2(GC1), 3(GC2), 4(GC3), 5(GC5)	Spell Points: 0(B), 0(GC1), 0(GC2), 0(GC3), 0(GC5)
Strength: 60	Strikes Per Round: 2
Agility: 50	Initiative: 85
Stamina: 50	Movement: 50
Reason: 45	Primary Weapon: Bladed Weapons (varies)
Charisma: 35	Secondary Weapon: Bladed, Club, Quarterstaff (varies)
Hit Points: 14(B), 22(GC1), 26(GC2), 34(GC3), 42(GC5)	

 Significant Skills 



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	25	25	25	25	25
BLADE 1	25	40	50	60	70
BLADE 2	25	30	40	50	60
BLUNT	25	25	25	25	25
AXE	25	25	25	25	25
TWO-HANDED	25	25	25	25	25
DEFENSE	25	35	45	55	65
STEALTH	25	25	25	25	25
DISARM TRAPS	25	25	25	25	25
PERCEPTION	25	25	25	25	25

Thug 2

Class: Thief

Attributes

Level: 1(B), 2(GC1), 3(GC2), 4(GC3), 5(GC5)	Spell Points: 0(B), 0(GC1), 0(GC2), 0(GC3), 0(GC5)
Strength: 60	Strikes Per Round: 2
Agility: 50	Initiative: 85
Stamina: 50	Movement: 50
Reason: 35	Primary Weapon: Bladed Weapons (varies)
Charisma: 35	Secondary Weapon: Bladed, Club, Rapier (varies)
Hit Points: 12(B), 20(GC1), 25(GC2), 34(GC3), 44(GC5)	

 Significant Skills 

Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	25	25	25	25	25
BLADE 1	25	40	45	50	55
BLADE 2	25	30	35	40	45
BLUNT	25	25	25	25	25
AXE	25	25	25	25	25
TWO-HANDED	25	25	25	25	25
DEFENSE	15	25	40	55	70
STEALTH	25	25	25	25	25
DISARM TRAPS	25	25	25	25	25
PERCEPTION	25	25	25	25	25

Thug 3—Strong

Class: Thief

Attributes

Level: 2(B), 3(GC1), 4(GC2), 5(GC3),
6(GC5)

Strength: 78

Agility: 40

Stamina: 76

Reason: 35

Charisma: 35

Hit Points: 23(B), 32(GC1), 41(GC2),
50(GC3), 58(GC5)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5)

Strikes Per Round: 2

Initiative: 85

Movement: 50

Primary Weapon: Bladed Weapons
(varies)

Secondary Weapon: Bladed, Club,
Rapier (varies)



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	35	35	35	35	35
BLADE 1	25	35	45	55	65
BLADE 2	25	35	45	55	65
BLUNT	25	25	25	25	25
AXE	25	25	25	25	25
TWO-HANDED	25	25	25	25	25
DEFENSE	25	35	45	55	65
STEALTH	25	25	25	25	25
DISARM TRAPS	25	25	25	25	25
PERCEPTION	25	25	25	25	25

Thug 4—Leader

Class: Thief

Attributes

Level: 3(B), 4(GC1), 5(GC2), 6(GC3),
7(GC5)

Strength: 60

Agility: 90

Stamina: 60

Reason: 55

Charisma: 45

Hit Points: 19(B), 31(GC1), 39(GC2),
48(GC3), 56(GC5)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5)

Strikes Per Round: 2

Initiative: 85

Movement: 50

Primary Weapon: Bladed Weapons
(varies)

Secondary Weapon: Bladed, Club,
Rapier (varies)



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	45	45	45	45	45
BLADE 1	35	55	65	75	85
BLADE 2	35	45	53	61	65
BLUNT	35	35	35	35	35
AXE	25	25	25	25	25
TWO-HANDED	25	25	25	25	25
DEFENSE	30	60	63	66	70
STEALTH	25	25	25	25	25
DISARM TRAPS	25	25	25	25	25
PERCEPTION	25	25	25	25	25

The Soldiers of Krondor

William will use these faithful and strong men on a couple occasions. The battle with the Gray Talon Mercenaries is one of the best in the game.

Krondor Soldier 1

Class: Soldier

Figure 13-19

KRONDORIAN SOLDIERS SKIRMISH WITH THE GRAY TALON MERCENARIES.



Attributes

Level: 4

Strength: 68

Agility: 70

Stamina: 71

Reason: 55

Charisma: 55

Hit Points: 59

Spell Points: 0

Strikes Per Round: 1

Initiative: 135

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: None

Significant Skills

Brawling: 50

Blade: 60

Blunt: 50

Axe: 50

Two-Handed: 50

Bow: 50

Defense: 60

Initiative: 65

Perception: 35

Shield: 75

Soldier 2

Class: Warrior

Attributes

Level: 4

Strength: 68

Agility: 70

Stamina: 71

Reason: 55

Charisma: 55

Hit Points: 59

Spell Points: 0

Strikes Per Round: 1

Initiative: 135

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: None

Significant Skills

Brawling: 50

Blade: 60

Axe: 50

Two-Handed: 50

Bow: 50

Defense: 60

Initiative: 65

Perception: 35

Shield: 75

Soldier 3

Class: Warrior

Attributes

Level: 4

Strength: 68

Agility: 70

Stamina: 71

Reason: 55

Charisma: 55

Hit Points: 59

Spell Points: 0

Strikes Per Round: 1

Initiative: 135

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: None

Significant Skills

Brawling: 50
Blade: 60
Blunt: 50
Axe: 50
Two-Handed: 50

Bow: 50
Defense: 60
Initiative: 65
Perception: 35
Shield: 75

Soldier 4

Class: Warrior

Attributes

Level: 4
Strength: 68
Agility: 70
Stamina: 71
Reason: 55
Charisma: 55
Hit Points: 59

Spell Points: 0
Strikes Per Round: 1
Initiative: 135
Movement: 50
Primary Weapon: Broadsword
Secondary Weapon: None

Significant Skills

Brawling: 50
Blade: 60
Axe: 50
Two-Handed: 50
Bow: 50

Defense: 60
Initiative: 65
Perception: 35
Shield: 75

Krondor Archer

Class: Warrior

Attributes

Level: 6
Strength: 75
Agility: 71
Stamina: 75
Reason: 40
Charisma: 10
Hit Points: 50

Spell Points: 0
Strikes Per Round: 1
Initiative: 105
Movement: 40
Primary Weapon: Bow
Secondary Weapon: Shortsword

Significant Skills

Brawling: 50

Blade: 60

Axe: 50

Two-Handed: 50

Bow: 90

Defense: 60

Initiative: 75

Perception: 35

Shield: 75

Townpeople

These are the generic townpeople used throughout the game. If you're not careful, you'll have to kill a couple in Game Chapter Seven.



Figure 13-20

SIMPLE TOWNSPEOPLE

Townsmen 1

Class: Warrior

Attributes

Level: 2

Strength: 50

Agility: 50

Stamina: 50

Reason: 50

Charisma: 50

Hit Points: 24

Spell Points: 0

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Club

Secondary Weapon: None

Significant Skills

Brawling: 25

Blunt: 25

Townsmen 2

Class: Warrior

Attributes

Level: 2

Strength: 62

Agility: 50

Stamina: 50

Reason: 50

Charisma: 50

Hit Points: 24

Spell Points: 0

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Club

Secondary Weapon: None

Significant Skills

Brawling: 25

Blunt: 35

Townsmen 3

Class: Warrior

Attributes

Level: 2

Strength: 50

Agility: 50

Stamina: 50

Reason: 50

Charisma: 50

Hit Points: 2

Spell Points: 0

Strikes Per Round: 1

Initiative: 95

Movement: 50

Primary Weapon: None

Secondary Weapon: None

Significant Skills

Brawling: 25

Two-Handed: 40

Initiative: 35

Townsmen 4

Class: Warrior

Attributes

Level: 2(B), 3(GC1), 4(GC2), 5(GC3)

Strength: 71

Agility: 50

Stamina: 65

Reason: 50

Charisma: 50

Hit Points: 30(B), 40(GC1), 46(GC2),
52(GC3)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5)

Strikes Per Round: 2

Initiative: 90

Movement: 50

Primary Weapon: Shortsword

Secondary Weapon: None



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	35	35	35	35	35
BLADE	25	35	41	47	47
DEFENSE	25	35	41	47	47
INITIATIVE	30	30	30	30	30

Townswoman 1

Class: Warrior

Attributes

Level: 2

Strength: 45

Agility: 95

Stamina: 55

Reason: 50

Charisma: 50

Hit Points: 31

Spell Points: 0

Strikes Per Round: 2

Initiative: 95

Movement: 50

Primary Weapon: Dagger

Secondary Weapon: Rapier

Significant Skills

Two-Handed: 25

Initiative: 35

Townswoman 2

Class: Warrior

Attributes

Level: 3

Strength: 45

Agility: 155

Stamina: 55

Reason: 50

Charisma: 50

Hit Points: 21

Spell Points: 0

Strikes Per Round: 3

Initiative: 95

Movement: 50

Primary Weapon: None

Secondary Weapon: None

Significant Skills

Brawling: 89

Two-Handed: 25

Defense: 80

Initiative: 35

Townswoman 3

Class: Warrior

Attributes

Level: 2

Strength: 45

Agility: 65

Stamina: 55

Reason: 50

Charisma: 50

Hit Points: 21

Spell Points: 0

Strikes Per Round: 2

Initiative: 95

Movement: 50

Primary Weapon: Rapier

Secondary Weapon: None

Significant Skills

Blade: 35

Two-Handed: 25

Initiative: 35

Townswoman 4

Class: Warrior

Attributes

Level: 2

Strength: 45

Agility: 65

Stamina: 55

Reason: 50

Charisma: 50

Hit Points: 21

Spell Points: 0

Strikes Per Round: 2

Initiative: 95

Movement: 50

Primary Weapon: Quarterstaff

Secondary Weapon: None

Significant Skills

Two-Handed: 25

Initiative: 35

The Nighthawks

These are the men of the Death Guild. Highly skilled warriors, they put up a tough fight.



Figure 13-21

A BACK ROOM
ENCOUNTER WITH
NIGHTHAWKS

Nighthawk 1-Blond

Class: Thief

Attributes

Level: 4(B), 5(GC1), 6(GC2), 7(GC3)

Strength: 76

Agility: 80

Stamina: 60

Reason: 55

Charisma: 45

Hit Points: 58(B), 69(GC1), 80(GC2),
91(GC3)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5)



Strikes Per Round: 2

Initiative: 120

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: Bow

 Significant Skills 



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	45	45	45	45	45
BLADE	65	80	95	110	110
BOW	0	10	20	30	30
DEFENSE	60	80	100	120	120
INITIATIVE	50	50	50	50	50
STEALTH	40	40	40	40	40
DISARM TRAPS	40	40	40	40	40

Nighthawk 2

Class: Thief

Attributes

Level: 5(B), 6(GC1), 7(GC2), 8(GC3)	Spell Points: 0(B), 0(GC1), 0(GC2), 0(GC3)
Strength: 75	Strikes Per Round: 2
Agility: 77	Initiative: 135
Stamina: 73	Movement: 50
Reason: 55	Primary Weapon: Broadsword
Charisma: 45	Secondary Weapon: Rapier
Hit Points: 55(B), 64(GC1), 73(GC2), 82(GC3)	

 Significant Skills 

Attribute	Base	Chapter 1	Chapter 2	Chapter 3
BRAWLING	55	55	55	55
BLADE 1	75	90	100	100
BLADE 2	75	85	95	105
DEFENSE	75	85	90	95
INITIATIVE	85	85	85	85
STEALTH	55	55	55	55
DISARM TRAPS	55	55	55	55

Nighthawk 3—With Mask

Class: Thief

Attributes

Level: 4(B), 5(GC3)

Strength: 60

Agility: 75

Stamina: 60

Reason: 55

Charisma: 45

Hit Points: 42(B), 102(GC3)

Spell Points: 0(B), 0(GC3)

Strikes Per Round: 2

Initiative: 120

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: Shortsword



Significant Skills



Attribute	Base	Chapter 3
BRAWLING	45	45
BLADE 1	65	90
BLADE 2	65	65
DEFENSE	60	80
INITIATIVE	40	40
STEALTH	40	40
DISARM TRAPS	40	40

Nighthawk 4—Headband and Black Hair

Class: Thief

Attributes

Level: 4(B), 5(GC3)

Strength: 60

Agility: 75

Stamina: 60

Reason: 55

Charisma: 45

Hit Points: 42(B), 56(GC3)

Spell Points: 0(B), 0(GC3)

Strikes Per Round: 2

Initiative: 120

Movement: 50

Primary Weapon: Shortsword

Secondary Weapon: Broadsword



Significant Skills



Attribute	Base	Chapter 3
BRAWLING	45	45
BLADE 1	65	80
BLADE 2	65	75
DEFENSE	60	80
INITIATIVE	40	40
STEALTH	40	40
DISARM TRAPS	40	40

The Mockers

Squire James' old "family." The Mockers are a loose collection of thieves with their own code of honor.



Figure 13-22

THE MOCKERS

Mocker 1—Muttonchops

218

Class: Thief

Attributes

Level: 3(B), 4(GC1), 5(GC2), 6(GC3)

Strength: 56

Agility: 66

Stamina: 65

Reason: 51

Charisma: 32

Hit Points: 32(B), 38(GC1), 44(GC2),
50(GC3)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5)

Strikes Per Round: 2

Initiative: 25

Movement: 50

Primary Weapon: Club

Secondary Weapon: None



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BLUNT	30	45	60	70	70
DEFENSE	20	35	45	55	55
INITIATIVE	25	25	25	25	25
PERCEPTION	55	55	55	55	55

Mocker 2—Hefty

Class: Thief

Attributes

Level: 3

Strength: 66

Agility: 71

Stamina: 67

Reason: 47

Charisma: 44

Hit Points: 34

Spell Points: 2

Strikes Per Round: 2

Initiative: 40

Movement: 50

Primary Weapon: Shortsword

Secondary Weapon: None

Significant Skills

Brawling: 25

Blade: 35

Defense: 25

Initiative: 30

Perception: 55

Mocker 3—Smirking

Class: Thief

Attributes

Level: 4

Strength: 72

Agility: 77

Stamina: 75

Reason: 60

Charisma: 59

Hit Points: 45

Spell Points: 0

Strikes Per Round: 2

Initiative: 50

Movement: 50

Primary Weapon: Rapier

Secondary Weapon: None

Significant Skills

Brawling: 40

Blade: 40

Defense: 35

Initiative: 40

Perception: 75

Bandits

Thieves and criminals, these men would steal from their own mothers. You'll see a lot of them on the way to Widow's Point.



Figure 13-23

AN ENCOUNTER WITH
A BAND OF BANDITS

Bandit 1—Goatee

Class: Thief

Attributes

Level: 4(B), 5(GC1), 6(GC2), 7(GC3),
8(GC5)

Strength: 60

Agility: 75

Stamina: 60

Reason: 55

Charisma: 45

Hit Points: 47(B), 55(GC1), 62(GC2),
75(GC3), 80(GC5)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5)

Strikes Per Round: 2

Initiative: 120

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: Bow



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	35	35	35	35	35
BLADE	45	55	65	75	85
BLUNT	35	35	35	35	35
AXE	35	35	35	35	35
BOW	0	0	0	0	0
DEFENSE	45	55	65	75	85
INITIATIVE	40	40	40	40	40
STEALTH	40	40	40	40	40
DISARM TRAPS	40	40	40	40	40

Bandit 2—Red Hair and Sword

Class: Thief

Attributes

Level: 4(B), 5(GC1), 6(GC2), 7(GC3), 8(GC5) Spell Points: 0(B), 0(GC1), 0(GC2), 0(GC3), 0(GC5)
 Strength: 60 Strikes Per Round: 2
 Agility: 75 Initiative: 120
 Stamina: 60 Movement: 50
 Reason: 55 Primary Weapon: Broadsword
 Charisma: 45 Secondary Weapon: Bow
 Hit Points: 47(B), 57(GC1), 65(GC2), 72(GC3), 79(GC5)



Significant Skills





Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	25	25	25	25	25
BLADE	45	55	63	69	75
DEFENSE	40	55	60	65	70
BOW	0	10	13	18	22
INITIATIVE	40	40	40	40	40
STEALTH	40	40	40	40	40
DISARM TRAPS	40	40	40	40	40

Bandit 3—Black Hair, Chain Armor, and Sword

Class: Thief

Attributes

Level: 4(B), 5(GC1), 6(GC2), 7(GC3), 8(GC5) Spell Points: 0(B), 0(GC1), 0(GC2), 0(GC3), 0(GC5)
 Strength: 80 Strikes Per Round: 2
 Agility: 105 Initiative: 120
 Stamina: 60 Movement: 50
 Reason: 75 Primary Weapon: Broadsword
 Charisma: 45 Secondary Weapon: Bow
 Hit Points: 51(B), 58(GC1), 65(GC2), 72(GC3), 79(GC5)

 Significant Skills 


Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	25	25	25	25	25
BLADE	45	65	75	85	95
BOW	0	15	20	25	30
DEFENSE	40	60	70	80	90
INITIATIVE	40	40	40	40	40
STEALTH	40	40	40	40	40
DISARM TRAPS	40	40	40	40	40

Bandit 4—Dark Brown Hair, Armor, and Sword

Class: Thief

Attributes

Level: 4(B), 5(GC1), 6(GC2), 7(GC3)	Spell Points: 0(B), 0(GC1), 0(GC2), 0(GC3), 0(GC5)
Strength: 74	Strikes Per Round: 2
Agility: 85	Initiative: 120
Stamina: 60	Movement: 50
Reason: 55	Primary Weapon: Broadsword
Charisma: 40	Secondary Weapon: Bow
Hit Points: 44(B), 54(GC1), 59(GC2), 64(GC3)	

 Significant Skills 

Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	25	25	25	25	25
BLADE	45	60	75	90	90
BOW	0	15	30	35	35
DEFENSE	40	65	70	80	80
INITIATIVE	40	40	40	40	40
STEALTH	40	40	40	40	40
DISARM TRAPS	40	40	40	40	40

Bandit 5—Brown Hair, Light Colors, and Sword

Class: Thief

Attributes

Level: 4(B), 5(GC1), 6(GC2), 7(GC3), 8(GC5) Spell Points: 0(B), 0(GC1), 0(GC2), 0(GC3), 0(GC5)
Strength: 90 Strikes Per Round: 2
Agility: 55 Initiative: 120
Stamina: 100 Movement: 50
Reason: 55 Primary Weapon: Broadsword
Charisma: 45 Secondary Weapon: Bow
Hit Points: 42(B), 54(GC1), 62(GC2), 72(GC3), 82(GC5)



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	65	65	65	65	65
BLADE	55	65	75	85	95
BOW	0	10	20	30	40
DEFENSE	40	50	60	70	80
INITIATIVE	40	40	40	40	40
STEALTH	40	40	40	40	40
DISARM TRAPS	40	40	40	40	40

Bandit Spy, Bandit Scout

Class: Thief

Attributes

Level: 6 Spell Points: 0
Strength: 76 Strikes Per Round: 2
Agility: 99 Initiative: 140
Stamina: 85 Movement: 50
Reason: 80 Primary Weapon: Broadsword
Charisma: 50 Secondary Weapon: Bow
Hit Points: 58

Significant Skills

Brawling: 35 Initiative: 40
Blade: 65 Stealth: 40
Defense: 70 Disarm Traps: 40

Bear's Mercenaries

A motley crew of fighters, Bear's mercenaries run the gamut from archer to swordsman.



Figure 13-24

FIGHTING SOME OF
BEAR'S BEST

Bear's Mercenary 1—Goatee

Class: Warrior

Attributes

Level: 2(B), 2(GC1), 3(GC2), 4(GC3),
5(GC5), 5(GC6), 6(GC10)

Strength: 95

Agility: 55

Stamina: 80

Reason: 45

Charisma: 30

Hit Points: 25(B), 25(GC1), 40(GC2),
47(GC3), 55(GC5), 55(GC6),
63(GC10)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5), 0(GC6),
0(GC10)

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: Rapier

Significant Skills

Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5	Chapter 6	Chapter 10
BRAWLING	25	25	25	25	25	25	25
BLADE 1	35	35	50	55	60	60	65
BLADE 2	35	35	45	50	55	55	65
DEFENSE	20	20	40	45	50	50	60

Bear's Mercenary 2

Class: Warrior

Attributes

Level: 2(B), 3(GC2), 4(GC5), 4(GC6),
5(GC10)

Strength: 60

Agility: 60

Stamina: 60

Reason: 45

Charisma: 30

Hit Points: 25(B), 35(GC2), 45(GC5),
39(GC6), 57(GC10)

Spell Points: 0(B), 0(GC2), 0(GC5),
0(GC6), 0(GC10)

Strikes Per Round: 1

Initiative: 75

Movement: 50

Primary Weapon: Bow

Secondary Weapon: Broadsword



Significant Skills



Attribute	Base	Chapter 2	Chapter 5	Chapter 6	Chapter 10
BRAWLING	25	25	25	25	25
BLADE	25	25	25	25	25
BOW	40	60	70	70	80
DEFENSE	15	30	45	45	55

Bear's Mercenary 3

Class: Warrior

Attributes

Level: 2(B), 2(GC1), 3(GC2), 4(GC3),
5(GC5), 6(GC6), 6(GC10)

Strength: 113

Agility: 80

Stamina: 91

Reason: 40

Charisma: 25

Hit Points: 30(B), 30(GC1), 39(GC2),
46(GC3), 53(GC5), 64(GC6),
64(GC10)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5), 0(GC6),
0(GC10)

Strikes Per Round: 2

Initiative: 70

Movement: 50

Primary Weapon: Battleaxe

Secondary Weapon: Dagger



Significant Skills



Attributes	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5	Chapter 6	Chapter 10
BRAWLING	35	35	35	35	35	35	35
BLADE	25	25	35	45	50	55	55
AXE	25	25	40	45	50	55	55
DEFENSE	15	15	25	35	40	45	45

Bear's Mercenary 4

Class: Warrior

Attributes

Level: 3(B), 3(GC1), 4(GC2), 5(GC3),
6(GC5), 6(GC6), 7(GC10)

Strength: 81

Agility: 86

Stamina: 65

Reason: 50

Charisma: 50

Hit Points: 40(B), 40(GC1), 54(GC2),
60(GC3), 67(GC5), 67(GC6),
79(GC10)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5), 0(GC6),
0(GC10)

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: Dagger



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5	Chapter 6	Chapter 10
BRAWLING	30	30	30	30	30	30	30
BLADE 1	35	35	50	55	60	60	70
BLADE 2	0	0	10	10	10	10	20
DEFENSE	25	25	35	50	65	65	75
INITIATIVE	25	25	25	25	25	25	25
DISARM TRAPS	25	25	25	25	25	25	25
PERCEPTION	25	25	25	25	25	25	25
SHIELD	35	35	35	35	35	35	35

Sailors

You'll find these guys hanging out in front of the fire at Ye Bitten Dog. Like most sailors (myself included), they don't fight nearly as well as they drink beer.



Figure 13-25

THE SAILORS IN YE
BITTEN DOG

Sailor 1—Naval Jacket with Braid

Class: Warrior

Attributes

Level: 2(B), 3(GC1), 3(GC2), 4(GC3),
5(GC5)

Strength: 100

Agility: 65

Stamina: 110

Reason: 80

Charisma: 40

Hit Points: 35(B), 50(GC1), 53(GC2),
58(GC3), 65(GC5)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5)

Strikes Per Round: 2

Initiative: 85

Movement: 50

Primary Weapon: Shortsword

Secondary Weapon: Dagger



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	35	35	35	35	35
BLADE 1	40	55	58	63	70
BLADE 2	40	40	40	40	40
DEFENSE	10	25	28	33	40

Sailor 2-Shabby

Class: Warrior

Attributes

Level: 1(B), 1(GC1), 2(GC2),
3(GC3)

Strength: 88

Agility: 49

Stamina: 111

Reason: 40

Charisma: 40

Hit Points: 17(B), 17(GC1), 27(GC2),
37(GC3)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3)

Strikes Per Round: 2

Initiative: 85

Movement: 50

Primary Weapon: Mace

Secondary Weapon: Dagger



Significant Skills



Attributes	Base	Chapter 1	Chapter 2	Chapter 3
BRAWLING	55	55	55	55
BLADE	20	20	30	40
BLUNT	20	20	30	40
DEFENSE	20	20	30	40

Sailor 3-Vest

Class: Warrior

Attributes

Level: 2(B), 3(GC1), 4(GC2), 5(GC3),
6(GC5)

Strength: 86

Agility: 100

Stamina: 90

Reason: 70

Charisma: 30

Hit Points: 25(B), 40(GC1), 55(GC2),
70(GC3), 85(GC5)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5)

Strikes Per Round: 2

Initiative: 85

Movement: 40

Primary Weapon: Club

Secondary Weapon: Dagger

Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	30	30	30	30	30
BLADE	25	35	40	45	50
BLUNT	40	50	55	60	65
BOW	40	40	40	40	40
DEFENSE	40	50	55	60	65

Slaves

These are the slaves you'll find in Game Chapter 9. Why do the women always wear less clothes than the men?



Figure 13-26

THE SLAVE PEN

Male Slave

Class: Warrior

Attributes

Level: 2(B), 2(GC1), 3(GC2), 4(GC3)

Strength: 86

Agility: 60

Stamina: 69

Reason: 20

Charisma: 30

Hit Points: 10(B), 10(GC1), 14(GC2),
23(GC3)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3)

Strikes Per Round: 2

Initiative: 85

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: Greatsword



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3
BLADE 1	15	15	30	40
BLADE 2	15	15	20	25
DEFENSE	15	15	25	40
DISARM TRAPS	25	25	25	25
PERCEPTION	25	25	25	25

Female Slave

Class: Thief

Attributes

Level: 3(B), 4(GC1), 5(GC2), 6(GC3)

Strength: 55

Agility: 130

Stamina: 40

Reason: 75

Charisma: 60

Hit Points: 20(B), 23(GC1), 26(GC2),
36(GC3)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3)

Strikes Per Round: 2

Initiative: 85

Movement: 50

Primary Weapon: Rapier

Secondary Weapon: Dagger



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3
BLADE 1	64	76	82	92
BLADE 2	64	74	79	84
AXE	25	25	25	25
DEFENSE	55	65	75	85
INITIATIVE	40	40	40	40
PICK LOCKS	40	40	40	40
PERCEPTION	50	50	50	50

Thieves

These are the generic thieves sprinkled throughout the book. Some are tough, some aren't.



Figure 13-27

FIGHTING THIEVES

Thief 1—Better Looking

Class: Thief

Attributes

Level: 3(B), 4(GC1), 4(GC2), 5(GC3)

Strength: 55

Agility: 70

Stamina: 60

Reason: 50

Charisma: 40

Hit Points: 29(B), 40(GC1), 49(GC2),
53(GC3)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3)

Strikes Per Round: 2

Initiative: 100

Movement: 50

Primary Weapon: Shortsword

Secondary Weapon: Dagger



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3
BLADE 1	35	50	55	60
BLADE 2	25	25	25	25
DEFENSE	25	40	45	50
STEALTH	25	25	25	25
PERCEPTION	30	30	30	30

Thief 2—Lean and Mean

Class: Thief

Attributes

Level: 4(B), 5(GC1), 6(GC2), 6(GC3),
7(GC5)

Strength: 88

Agility: 95

Stamina: 72

Reason: 50

Charisma: 40

Hit Points: 45(B), 50(GC1), 55(GC2),
60(GC3), 65(GC5)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3), 0(GC5)

Strikes Per Round: 2

Initiative: 85

Movement: 50

Primary Weapon: Mace

Secondary Weapon: Dagger



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5
BRAWLING	40	40	40	40	40
BLADE	35	50	55	60	65
DEFENSE	30	55	60	65	70
PERCEPTION	25	25	25	25	

Thief 3—Arm and Headband

Class: Thief

Attributes

Level: 5

Strength: 71

Agility: 75

Stamina: 73

Reason: 75

Charisma: 66

Hit Points: 56

Spell Points: 0

Strikes Per Round: 2

Initiative: 105

Movement: 50

Primary Weapon: Shortsword

Secondary Weapon: Dagger

Significant Skills

Blade: 60

Blunt: 25

Defense: 40

Initiative: 25

Stealth: 40

Disarm Traps: 35

Perception: 50

Treasure Hunters

The folks you meet in the sewers. Sometimes you fight them, sometimes you don't.



Figure 13-28

TREASURE HUNTERS

Treasure Hunter

Class: Warrior

Attributes

Level: 1

Strength: 50

Agility: 40

Stamina: 60

Reason: 40

Charisma: 40

Hit Points: 13

Spell Points: 0

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Shortsword

Secondary Weapon: None

Treasure Hunter 2—Blue Shirt and Belt Pouch

Class: Warrior

Attributes

Level: 1

Strength: 50

Agility: 40

Stamina: 60

Reason: 40

Charisma: 40

Hit Points: 14

Spell Points: 0

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: None

Treasure Hunter 3—Dark Eye

Class: Warrior

Attributes

Level: 1

Strength: 50

Agility: 40

Stamina: 60

Reason: 40

Charisma: 40

Hit Points: 14

Spell Points: 0

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Club

Secondary Weapon: None

Treasure Hunter 4

Class: Thief

Attributes

Level: 2

Strength: 65

Agility: 59

Stamina: 80

Reason: 89

Charisma: 43

Hit Points: 18

Spell Points: 0

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Club

Secondary Weapon: None

Significant Skills

Brawling: 40

Defense: 30

Gray Talon Mercenaries

A tough band of soldiers, the Gray Talons will fight well against William and his men. Treat them with respect.

Figure 13-29

GRAY TALON
MERCENARIES
IN BATTLE



Gray Talon Mercenary 1

Class: Warrior

Attributes

Level: 6

Strength: 117

Agility: 74

Stamina: 74

Reason: 51

Charisma: 45

Hit Points: 95

Spell Points: 0

Strikes Per Round: 2

Initiative: 120

Movement: 50

Primary Weapon: Battleaxe

Secondary Weapon: Dagger

Significant Skills

Brawling: 40

Blade: 85

Blunt: 50

Axe: 65

Two-Handed: 75

Bow: 80

Defense: 60

Initiative: 60

Perception: 25

Shield: 65

Gray Talon Mercenary 2

Class: Warrior

Attributes

Level: 3

Strength: 92

Agility: 55

Stamina: 89

Reason: 45

Charisma: 45

Hit Points: 25

Spell Points: 0

Strikes Per Round: 2

Initiative: 115

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: Dagger

Significant Skills

Brawling: 50

Blade: 50

Blunt: 50

Axe: 70

Two-Handed: 70

Bow: 50

Defense: 55

Initiative: 55

Perception: 25

Gray Talon Mercenary 3

Class: Warrior

Attributes

Level: 5

Strength: 131

Agility: 94

Stamina: 74

Reason: 51

Charisma: 45

Hit Points: 25

Spell Points: 0

Strikes Per Round: 2

Initiative: 120

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: Dagger

Significant Skills

Brawling: 45

Blade: 65

Blunt: 50

Axe: 65

Two-Handed: 50

Bow: 50

Defense: 60

Initiative: 60

Perception: 25

Shield: 65

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Necromancers

These are the darker equivalent of Solon, Kendaric, and Jazhara. Handle with care; they're dangerous.



Figure 13-30

A NECROMANCER
HELPS HIS BUDDIES.

Necromancer

Class: Lesser Path Mage

Attributes

Level: 6(B), 6(GC1), 6(GC2), 7(GC3),
8(GC5), 8(GC9)

Strength: 42

Agility: 53

Stamina: 55

Reason: 135

Charisma: 30

Hit Points: 39(B), 39(GC1), 39(GC2),
49(GC3), 59(GC5), 59(GC9)

Spell Points: 53(B), 53(GC1),
53(GC2), 80(GC3), 98(GC5),
98 (GC9)

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Wands (various)

Secondary Weapon: None



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3	Chapter 5	Chapter 9
BLADE	30	30	30	30	30	30
DEFENSE	40	40	40	60	75	75
INITIATIVE	50	50	50	50	50	50
FLAMES	40	40	40	50	60	60
MIND	20	20	20	30	40	40
LIFE	20	20	20	20	20	20
DIVINE	20	20	20	20	20	20

Necromancer 2

Class: Lesser Path Mage

Attributes

Level: 9

Strength: 44

Agility: 45

Stamina: 60

Reason: 118

Charisma: 33

Hit Points: 56

Spell Points: 79

Strikes Per Round: 2

Initiative: 65

Movement: 50

Primary Weapon: Wands (various)

Secondary Weapon: Dagger

Significant Skills

Blade: 35

Two-Handed: 25

Defense: 40

Initiative: 35

Flames: 50

Mind: 40

Storms: 60

Life: 60

Necromancer 3

Class: Lesser Path Mage

Attributes

Level: 7(B), 8(GC5)

Strength: 51

Agility: 44

Stamina: 66

Reason: 88

Charisma: 35

Hit Points: 64(B), 80(GC5)

Spell Points: 78(B), 100(GC5)

Strikes Per Round: 2

Initiative: 75

Movement: 50

Primary Weapon: Wands (various)

Secondary Weapon: Dagger



Significant Skills



Attribute

Base

Chapter 5

BLADE

40

50

TWO-HANDED

35

35

DEFENSE

40

55

INITIATIVE

45

45

FLAMES

60

70

MIND

60

60

LIFE

90

90

Necromancer 4

Class: Lesser Path Mage

Attributes

Level: 8(B), 9(GC5)

Strength: 50

Agility: 60

Stamina: 70

Reason: 111

Charisma: 40

Hit Points: 79(B), 90(GC5)

Spell Points: 71(B), 85(GC5)

Strikes Per Round: 2

Initiative: 95

Movement: 50

Primary Weapon: Wands (various)

Secondary Weapon: Potions (various)



Attribute	Base	Chapter 5
BLADE	50	60
TWO-HANDED	50	50
DEFENSE	65	75
INITIATIVE	65	65
FLAMES	70	80
MIND	70	80
CHANGE	30	30
STORMS	60	60
LIFE	70	70

Necromancer 5

Class: Lesser Path Mage

Attributes

Level: 11

Strength: 45

Agility: 65

Stamina: 72

Reason: 125

Charisma: 60

Hit Points: 100

Spell Points: 89

Strikes Per Round: 2

Initiative: 105

Movement: 50

Primary Weapon: Wands (various)

Secondary Weapon: Potions (various)

Significant Skills

Brawling: 35

Blade: 55

Two-Handed: 55

Defense: 75

Initiative: 75

Flames: 80

Mind: 80

Change: 50

Storms: 60

Life: 90

Moving Men And Women

These are the folks you see strolling about. They're also used in other parts of the story.

Moving Man 2

Class: Thief

Attributes

Level: 1(B), 0(GC1), 2(GC2), 2(GC3)

Strength: 100

Agility: 50

Stamina: 85

Reason: 15

Charisma: 35

Hit Points: 20(B), 25(GC1), 28(GC2),
31(GC3)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3)

Strikes Per Round: 2

Initiative: 85

Movement: 50

Primary Weapon: Shortsword

Secondary Weapon: Club



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3
BRAWLING	25	25	25	25
BLADE	25	35	45	50
BLUNT	25	30	35	40
AXE	25	25	25	25
TWO-HANDED	25	25	25	25
DEFENSE	15	20	30	35
STEALTH	25	25	25	25
DISARM TRAPS	25	25	25	25
PERCEPTION	25	25	25	25



Figure 13-31

MOVING MAN 3

Moving Man 3

Class: Thief

Attributes

Level: 1(B), 1(GC1), 2(GC2), 2(GC3) Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3)
Strength: 90 Strikes Per Round: 2
Agility: 50 Initiative: 85
Stamina: 105 Movement: 50
Reason: 25 Primary Weapon: Shortsword
Charisma: 75 Secondary Weapon: None
Hit Points: 23(B), 28(GC1), 31(GC2),
34(GC3)



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3
BLADE	35	45	55	60
TWO-HANDED	45	45	45	45
DEFENSE	25	30	40	45
STEALTH	25	25	25	25
DISARM TRAPS	25	25	25	25
PERCEPTION	25	25	25	25

The Characters

The individual characters from *Return to Kronдор* are the significant players in the plot. Solon, William (except dream William), Kendaric, Jazhara, and James aren't included here because their statistics are constantly changing and you're probably familiar with their current statistics in your game.

Yusuf ben Ali

Class: Warrior

Attributes

Level: 3 Spell Points: 0
Strength: 62 Strikes Per Round: 2
Agility: 75 Initiative: 70
Stamina: 60 Movement: 55
Reason: 69 Primary Weapon: Scimitar
Charisma: 74 Secondary Weapon: Dagger
Hit Points: 34



Figure 13-32

YUSUF BEN ALI

Significant Skills

Brawling: 20

Blade: 40

Defense: 25

Perception: 30

William in Kahooli (in dream)

Class: Warrior



Figure 13-33

WILLIAM IN
KAHOOLI DREAM

Attributes

Level: 3

Strength: 132

Agility: 65

Stamina: 89

Reason: 67

Charisma: 55

Hit Points: 49

Spell Points: 0

Strikes Per Round: 1

Initiative: 80

Movement: 50

Primary Weapon: Two-Handed

Secondary Weapon: None

Significant Skills

Brawling: 25

Blade: 25

Two-Handed 25

Farmer Alton

Class: Warrior



Figure 13-34

FARMER ALTON TALKS.

Attributes

Level: 3(B), 4(GC1), 5(GC2), 6(GC3)

Strength: 62

Agility: 75

Stamina: 60

Reason: 69

Charisma: 74

Hit Points: 39(B), 50(GC1), 61(GC2),
72(GC3)

Spell Points: 0(B), 0(GC1), 0(GC2),
0(GC3)

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Dagger

Secondary Weapon: Rapier



Significant Skills



Attribute	Base	Chapter 1	Chapter 2	Chapter 3
BLADE 1	40	50	60	70
BLADE 2	40	50	60	70
DEFENSE	25	45	65	85
PERCEPTION	30	30	30	30

Lucas

Class: Warrior



Figure 13-35

LUCAS

Attributes

Level: 4

Strength: 55

Agility: 71

Stamina: 74

Reason: 60

Charisma: 62

Hit Points: 47

Spell Points: 0

Strikes Per Round: 2

Initiative: 100

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: Dagger

Significant Skills

Brawling: 50

Blade: 45

Bow: 25

Defense: 35

Analyze: 60

Stealth: 25

Pick Locks: 50

Perception: 50

Sullen Michael

Class: Thief

Attributes

Level: 3

Strength: 62

Agility: 76

Stamina: 60

Reason: 65

Charisma: 50

Hit Points: 35

Spell Points: 0

Strikes Per Round: 2

Initiative: 100

Movement: 50

Primary Weapon: Rapier

Secondary Weapon: None



Figure 13-36

JAMES SPEAKS WITH
SULLEN MICHAEL.

Significant Skills

Brawling: 25

Blade: 35

Blunt: 25

Axe: 25

Two-Handed: 25

Bow: 25

Defense: 30

Initiative: 30

Perception: 25

Alan

Class: Warrior



Figure 13-37

ALAN

Attributes

Level: 5

Strength: 92

Agility: 104

Stamina: 84

Reason: 77

Charisma: 68

Hit Points: 68

Spell Points: 0

Strikes Per Round: 2

Initiative: 140

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: Bow

Significant Skills

Brawling: 35

Blade: 65

Defense: 70

Initiative: 40

Stealth: 40

Disarm Traps: 40

Gerard

Class: Thief



Figure 13-38

GERARD

Attributes

Level: 5

Strength: 45

Agility: 60

Stamina: 45

Reason: 55

Charisma: 55

Hit Points: 49

Spell Points: 0

Strikes Per Round: 2

Initiative: 95

Movement: 50

Primary Weapon: Shortsword

Secondary Weapon: Broadsword

Significant Skills

Brawling: 25

Blade: 40

Defense: 25

Initiative: 25

Analyze: 75

Old Tom

Class: Thief



Figure 13-39

OLD TOM

Attributes

Level: 3

Strength: 35

Agility: 70

Stamina: 42

Reason: 37

Charisma: 22

Hit Points: 1

Spell Points: 0

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Dagger

Secondary Weapon: None

Significant Skills

Brawling: 40

Defense: 76

Perception: 45

Aaron

Class: Thief



Figure 13-40

AARON

Attributes

Level: 4
 Strength: 72
 Agility: 77
 Stamina: 75
 Reason: 60
 Charisma: 59
 Hit Points: 45

Significant Skills

Brawling: 40
 Blade: 40
 Defense: 35

Scribe

Class: Warrior



Figure 13-41

SCRIBE

Attributes

Level: 2
 Strength: 50
 Agility: 50
 Stamina: 50
 Reason: 50
 Charisma: 50
 Hit Points: 20

Significant Skills

Brawling: 25

Spell Points: 0
 Strikes Per Round: 2
 Initiative: 50
 Movement: 50
 Primary Weapon: Rapier
 Secondary Weapon: None

Initiative: 40
 Perception: 75

Spell Points: 0
 Strikes Per Round: 2
 Initiative: 80
 Movement: 50
 Primary Weapon: Dagger
 Secondary Weapon: None

Blunt: 25

Priest Rowland

Class: Lesser Path Mage



Figure 13-42

PRIEST ROWLAND

Attributes

Level: 5
Strength: 42
Agility: 53
Stamina: 55
Reason: 75
Charisma: 30
Hit Points: 37

Spell Points: 83
Strikes Per Round: 2
Initiative: 80
Movement: 50
Primary Weapon: Potions and Fire Oil
Secondary Weapon: None

Significant Skills

Blade: 30
Defense: 30
Initiative: 50
Flames: 70
Mind: 70

Jorath

Class: Lesser Path Mage



Figure 13-43

JORATH

Attributes

Level: 4

Strength: 40

Agility: 50

Stamina: 50

Reason: 78

Charisma: 35

Hit Points: 28

Spell Points: 26

Strikes Per Round: 2

Initiative: 70

Movement: 50

Primary Weapon: Dagger

Secondary Weapon: None

Significant Skills

Blade: 25

Defense: 35

Initiative: 40

Flames: 30

Mind: 30

Bear

Class: Warrior



Figure 13-44

BEAR

Attributes

Level: 9(B), 12(GC10)

Strength: 71

Agility: 76

Stamina: 65

Reason: 50

Charisma: 50

Hit Points: 100(B), 130(GC10)

Spell Points: 0(B), 0(GC10)

Strikes Per Round: 2

Initiative: 80

Movement: 50

Primary Weapon: Broadsword

Secondary Weapon: Dagger



Significant Skills



Attribute	Base	Chapter 10
BRAWLING	80	80
BLADE 1	75	110
BLADE 2	75	90
BLUNT	60	60
AXE	80	80
TWO-HANDED	90	90
DEFENSE	75	105
INITIATIVE	25	25
DISARM TRAPS	25	25
PERCEPTION	25	25
SHIELD	35	35

Izmali (Keshian Assassins)

They're not really individual characters per se, so these Keshian assassins all have the same statistics. Watch out for their poison knives.

Class: Thief



Figure 13-45

IZMALI ASSASSINS

Attributes

Level: 4

Strength: 60

Agility: 85

Stamina: 60

Reason: 55

Charisma: 45

Hit Points: 39

Spell Points: 0

Strikes Per Round: 2

Initiative: 120

Movement: 50

Primary Weapon: Dagger

Secondary Weapon: Scimitar

Significant Skills

Brawling: 35

Blade: 40

Blunt: 35

Axe: 35

Defense: 40

Initiative: 40

Stealth: 40

Disarm Traps: 40

APPENDIX A


Experience Points Table

Game Chapter Zero Experience Points Event Table


Event	James	Jazhara	William	Solon	Kendaric
BEGIN GAME CHAPTER ZERO	500	1000	0	0	0
PICK UP JAZHARA	100	0	0	0	0
RESIST AMY'S CHARMS	50	0	0	0	0
HELP WHISPERER	100	0	0	0	0
PURSUE NITA	100	100	0	0	0
PASS GUARD WITHOUT COMBAT	50	50	0	0	0
PLAY ALONG WITH YUSUF, TRICK JAZHARA OUT OF OFFICE	0	100	0	0	0
AGREE WITH YUSUF, JAZHARA TURNS AGAINST CROWN	0	25	0	0	0
REFUSE TO HELP YUSUF, JAZHARA SLAPS YUSUF	100	100	0	0	0
DISCOVER YUSUF PLOT, JAZHARA TRANSLATES DOCUMENTS	100	100	0	0	0
FREE YUSUF'S CHILDREN	250	250	0	0	0

Game Chapter One Experience Points Event Table

Event	James	Jazhara	William	Solon	Kendaric
BEGIN GAME CHAPTER ONE	500	500	850	0	0
ENTER JAIL (FRONT DOOR)	50	50	50	0	0
ENTER JAIL (BACK DOOR), AVOID ARCHER	100	100	100	0	0
TALK TO SCRIBE, FIRST TIME	25	25	25	0	0
DON'T FOLLOW RED HERRING, PRESS SCRIBE, WITHOUT HAVING TO SEE SULLEN MICHAEL	50	50	50	0	0
TALK TO DRUNK	50	50	50	0	0
SCRIBE ALIVE (GUILTY)	150	150	150	0	0
SCRIBE DEAD (GUILTY)	75	75	75	0	0
YE BITTEN DOG, NO COMBAT	100	100	100	0	0
SAVE ALL ORPHAN CHILDREN	250	250	250	0	0
BELIEVE SULLEN MICHAEL	200	200	200	0	0
GET PETE'S KEY	200	200	200	0	0




Game Chapter Two




Experience Points Event Table

Event	James	Jazhara	William	Solon	Kendaric
BEGIN GAME CHAPTER TWO	750	750	750	0	0
ACCEPT MOCKER'S MISSION, KILL MONSTERS	100	100	100	0	0
GREET MOCKERS, NO COMBAT	250	100	100	0	0
EXIT DRUNK TREASURE HUNTERS, NO COMBAT	100	100	100	0	0
EXIT HOSTILE TREASURE HUNTERS, NO COMBAT	100	100	100	0	0
FIND BEAR'S ESCAPE	150	150	150	0	0
DESTROY SEWER MONSTER EGGS	250	250	250	0	0
MOCKER PEACE, AVOID COMBAT	250	150	150	0	0
SAVE LUCAS	200	200	200	0	0
FOUNTAIN OF YOUTH	300	300	300	0	0



Game Chapter Three



Experience Points Event Table

Event	James	Jazhara	William	Solon	Kendaric
BEGIN CHAPTER THREE	1000	1000	1000	0	0
FIND PROOF, CLEAR KENDARIC	500	500	0	0	0
OPEN DEMON CHEST	100	100	0	0	0
SAVE OLD THOM	200	200	0	0	0
SOLVE PUZZLE LOCK	500	500	0	0	0
GET JORATH'S NIGHTHAWK NOTES	200	200	0	0	0
AMBUSH TO GET BACKROOM KEY	250	250	0	0	0
NO AMBUSH TO GET BACKROOM KEY	350	350	0	0	0
PROOF AGAINST GERARD	750	750	0	0	0

Game Chapter Four Experience Points Event Table

Event	James	Jazhara	William	Solon	Kendaric
BEGIN CHAPTER FOUR	1500	1500	0	0	0
TACTICAL VICTORY WIN CONFLICT AGAINST MERCENARIES	0	0	1500	0	0
SPEAK TO SHANE, PEACEFUL	0	0	100	0	0
SPARE SHANE, DON'T KILL PRISONER	0	0	250	0	0

Game Chapter Five Experience Points Event Table

Event	James	Jazhara	William	Solon	Kendaric
BEGIN CHAPTER FIVE	0	0	2000	27001	4501
PICK ALLEN OUT IN BAR	150	150	0	150	150
GO TO GOBLIN'S CAMP AND BACK, SAVE TOTH'S TWINS	350	350	0	350	350
DEFEAT AIR ELEMENTALS	500	500	0	500	500
DEFEAT FLYING ELEMENTALS	1000	1000	0	1000	1000

Game Chapter Six Experience Points Event Table

Event	James	Jazhara	William	Solon	Kendaric
BEGIN CHAPTER SIX	1500	1500	0	3850	1174
FIGHT BATTLE WITH BEAR	0	0	1250	0	0

Game Chapter Seven

Experience Points Event Table

Event	James	Jazhara	William	Solon	Kendaric
BEGIN GAME CHAPTER SEVEN	0	0	1500	0	0
EXPOSE ROWLAND	1000	1000	0	1000	2000
FIND NIGHT STONE	350	350	0	350	350
DESTROY BOSS VAMPIRE	1500	1500	0	1500	1500
SAVE MERRICK'S DAUGHTER	500	500	0	500	500
TASTE WITCH'S STEW	500	500	0	500	500
GIVE WITCH LOCKET	200	200	0	200	200
FIND RAT POISON	100	100	0	100	100
NO TOWNSPEOPLE KILLED	1000	1000	0	1000	1000
SOME TOWNSPEOPLE KILLED	100	100	0	100	100

Game Chapter Eight

Experience Points Event Table

Event	James	Jazhara	William	Solon	Kendaric
BEGIN GAME CHAPTER EIGHT	2500	2500	0	2500	2500

Game Chapter Nine

Experience Points Event Table

Event	James	Jazhara	William	Solon	Kendaric
BEGIN GAME CHAPTER NINE	0	0	3500	0	0
DEFEAT TENTACLES	400	400	0	400	400
SOLVE ENERGY PUZZLE, FIRST TRY	1000	1000	0	1000	1000
SOLVE ENERGY PUZZLE, NOT FIRST TRY	800	800	0	800	800
SOLVE FEIST PUZZLE, FIRST TRY	100	100	0	100	100
SOLVE FEIST PUZZLE, NOT FIRST TRY	80	80	0	80	80
WEAR BLACK PEARL NECKLACE, AT THE RIGHT TIME	100	100	0	100	100
SAVE REMY	250	250	0	250	250
RESCUE SLAVES, WITHOUT CAPTURE	1000	1000	0	1000	1000
USE SCEPTER OF KARACK	600	600	0	1000	600

Game Chapter Ten

Experience Points Event Table

Event	James	Jazhara	William	Solon	Kendaric
BEGIN GAME CHAPTER TEN	3500	3500	0	3500	3500
RAISE SHIP	5000	5000	5000	5000	5000
DEFEAT DRAGON SOUL	1500	1500	0	1500	1500



APPENDIX B

Potion Recipe Chart



Potion Recipe Chart



Level	Potion Name	Effects	Duration	Use	Components	Cost	Price
1	POTION OF HEALING—WEAK	HEALS 20–30 HEALTH POINTS	—	DRINK	ESSENTIAL SALTS, AQUA FORTIS, POWDERED FENNEL, ELIXIR OF BLOODWINE	210	300
3	POTION OF HEALING—STRONG	HEALS 40–60 HEALTH POINTS	—	DRINK	ESSENTIAL SALTS, AQUA REGIA, POWDERED FENNEL, ELIXIR OF BLOODWINE	310	500
1	POTION OF REPAIR—WEAK	RECOVER 100 QUALITY POINTS	—	ON ITEM	ESSENTIAL SALTS, AQUA FORTIS, POWDERED FENNEL, TRUE COPPER	510	600
3	POTION OF REPAIR—STRONG	RETURN TO ORIGINAL QUALITY	—	ON ITEM	ESSENTIAL SALTS, AQUA REGIA, POWDERED FENNEL, TRUE COPPER	610	1,200
3	POTION OF ABJURATION—WEAK	REMOVES EXISTING HARMFUL MAGIC CONDITIONS	—	DRINK	ESSENTIAL SALTS, AQUA FORTIS, POWDERED FENNEL, ESSENCE OF ERGOT	285	850
4	POTION OF ABJURATION—STRONG	PREVENTS HARMFUL MAGIC CONDITIONS, REMOVES ANY THAT CURRENTLY EXIST	—	DRINK	ESSENTIAL SALTS, AQUA REGIA, POWDERED FENNEL, ESSENCE OF ERGOT	385	1,600
3	FIRE OIL—WEAK	DOES 25–50 HITS OF DAMAGE TO A SINGLE TARGET	—	ON ITEM	ESSENTIAL SALTS, AQUA FORTIS, FIRE LOTUS DUST, TINCTURE OF VITRIOL, TRUE COPPER	1,075	3,000
5	FIRE OIL—STRONG	AREA OF EFFECT IS 30 FEET, DOES 35–65 HITS OF DAMAGE PER TARGET	—	ON ITEM	ESSENTIAL SALTS, AQUA REGIA, FIRE LOTUS DUST, TINCTURE OF VITRIOL, TRUE COPPER	1,175	5,000



Potion Recipe Chart (continued)



Level	Potion Name	Effects	Duration	Use	Components	Cost	Price
3	POTION OF THE BEAST—WEAK	TRANSFORMS USER INTO SEWER MONSTER	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA FORTIS, POWDERED OPAL, ELIXIR OF BLOODWINE, TRUE LEAD	1,100	3,500
5	POTION OF THE BEAST—STRONG	TRANSFORMS USER INTO DEMON	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, POWDERED OPAL, ELIXIR OF BLOODWINE, TRUE LEAD	1,200	6,000
2	POTION OF FIRE SHIELD—WEAK	USER TAKES ONE-HALF PHYSICAL DAMAGE (0 FROM FIRE), ROLLED DAMAGE REFLECTED BACK TO ATTACKER AS FIRE DAMAGE	5 ROUNDS	DRINK	ESSENTIAL SALTS, AQUA FORTIS, FIRE LOTUS DUST, ELIXIR OF BLOODWINE, TRUE IRON	675	1,250
4	POTION OF FIRE SHIELD—STRONG	USER TAKES ONE-HALF PHYSICAL DAMAGE (0 FROM FIRE), ROLLED DAMAGE REFLECTED BACK TO ATTACKER AS FIRE DAMAGE	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, FIRE LOTUS DUST, ELIXIR OF BLOODWINE, TRUE IRON	775	2,500
1	POISON—WEAK	DOUBLES ROLLED DAMAGE	4 STRIKES	ON ITEM	ESSENTIAL SALTS, AQUA FORTIS, ELIXIR OF BLOODWINE, TRUE LEAD	325	425
3	POISON—STRONG	OPPONENT MUST RESIST OR LOSE ONE-HALF HEALTH	ONE STRIKE	ON ITEM	ESSENTIAL SALTS, AQUA REGIA, ELIXIR OF BLOODWINE, TRUE LEAD	425	800
1	POTION OF HOLY BALM—WEAK	UNDEAD TARGETS TAKE DOUBLE ROLLED DAMAGE	CURRENT BATTLE	ON ITEM	ESSENTIAL SALTS, AQUA FORTIS, VAMPIRE ASHES, TINCTURE OF VITRIOL	1,000	1,100
3	POTION OF HOLY BALM—STRONG	UNDEAD TARGETS TAKE TRIPLE ROLLED DAMAGE	CURRENT BATTLE	ON ITEM	ESSENTIAL SALTS, AQUA REGIA, VAMPIRE ASHES, TINCTURE OF VITRIOL	1,100	2,000



Potion Recipe Chart (continued)



Level	Potion Name	Effects	Duration	Use	Components	Cost	Price
2	POTION OF MAGIC BLADE—WEAK	USER'S WEAPON BECOMES MAGICAL; +15% TO HIT, +5 DAMAGE	CURRENT BATTLE	ON ITEM	ESSENTIAL SALTS, AQUA FORTIS, ESSENCE OF ERGOT, TRUE COPPER	625	1,000
4	POTION OF MAGIC BLADE—STRONG	USER'S WEAPON BECOMES MAGICAL; +35% TO HIT, +10 DAMAGE	CURRENT BATTLE	ON ITEM	ESSENTIAL SALTS, AQUA REGIA, ESSENCE OF ERGOT, TRUE COPPER	725	2,000
3	POTION OF QUALITY—WEAK	IMPROVES ITEM QUALITY ONE LEVEL	CURRENT BATTLE	ON ITEM	ESSENTIAL SALTS, AQUA FORTIS, POWDERED OPAL, TRUE COPPER	875	1,500
5	POTION OF QUALITY—STRONG	IMPROVES ITEM QUALITY TO EXCELLENT	PERMANENT	ON ITEM	ESSENTIAL SALTS, AQUA REGIA, POWDERED OPAL, TRUE COPPER	975	2,500
3	POTION OF MANA BOOST—WEAK	ADD 15–25 SPELL POINTS	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA FORTIS, ESSENCE OF ERGOT, TRUE GOLD	1,150	3,000
5	POTION OF MANA BOOST—STRONG	ADD 35–50 SPELL POINTS	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, ESSENCE OF ERGOT, TRUE GOLD	1,250	5,000
3	POTION OF MAGIC—WEAK	USER CASTS SPELLS AT 3 LEVELS HIGHER	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA FORTIS, POWDERED OPAL, ESSENCE OF ERGOT, TRUE GOLD	775	2,000
5	POTION OF MAGIC—STRONG	USER CASTS SPELLS AS TWENTIETH-LEVEL CASTER	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, POWDERED OPAL, ESSENCE OF ERGOT, TRUE GOLD	875	4,500
2	POTION OF REGENERATION—WEAK	USER REGENERATES 5 HEALTH POINTS PER ROUND	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA FORTIS, POWDERED FENNEL, ELIXIR OF BLOODWINE, TRUE GOLD	710	1,250
4	POTION OF REGENERATION—STRONG	USER REGENERATES 15 HEALTH POINTS PER ROUND	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, POWDERED FENNEL, ELIXIR OF BLOODWINE, TRUE GOLD	810	3,000



Potion Recipe Chart (continued)



Level	Potion Name	Effects	Duration	Use	Components	Cost	Price
2	POTION OF STRENGTH-WEAK	USER'S STRENGTH RAISED 30 POINTS	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA FORTIS, ELIXIR OF BLOODWINE, TRUE GOLD	700	1,200
3	POTION OF STRENGTH-STRONG	USER'S STRENGTH RAISED 50 POINTS	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, ELIXIR OF BLOODWINE, TRUE GOLD	800	2,000
1	POTION OF PROTECTION FROM MAGIC-WEAK	USER'S CHANCE OF SUCCESSFUL RESISTANCE CHECKS IS INCREASED 25%	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA FORTIS, ESSENCE OF ERGOT, TRUE IRON	775	900
3	POTION OF PROTECTION FROM MAGIC-STRONG	USER'S CHANCE OF SUCCESSFUL RESISTANCE CHECKS IS INCREASED 50%	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, ESSENCE OF ERGOT, TRUE IRON	875	1,800
1	POTION OF PROTECTION FROM UNDEAD-WEAK	UNDEAD CREATURES DO ONLY ONE-HALF DAMAGE AND RESISTANCE CHECKS AGAINST THEIR SPECIAL ATTACKS ARE INCREASED 25%	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA FORTIS, VAMPIRE ASHES, TRUE IRON	900	1,000
3	POTION OF PROTECTION FROM UNDEAD-STRONG	UNDEAD CREATURES DO ONLY ONE-QUARTER DAMAGE AND RESISTANCE CHECKS AGAINST THEIR SPECIAL ATTACKS ARE INCREASED 50%	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, VAMPIRE ASHES, TRUE IRON	1,000	1,500
2	POTION OF PROTECTION FROM FIRE-WEAK	USER IS IMMUNE TO NORMAL FIRE AND TAKES ONLY ONE-HALF DAMAGE FROM MAGICAL FIRE ATTACKS	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA FORTIS, FIRE LOTUS DUST, TRUE IRON	625	1,250
4	POTION OF PROTECTION FROM FIRE-STRONG	USER IS IMMUNE TO NORMAL AND MAGICAL FIRE ATTACKS	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, FIRE LOTUS DUST, TRUE IRON	725	2,500



Potion Recipe Chart (continued)



Level	Potion Name	Effects	Duration	Use	Components	Cost	Price
2	POTION OF IRONSKIN-WEAK	USER'S DEFENSE IS INCREASED 25% AND HIS DAMAGE BLOCKED INCREASES BY 3	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA FORTIS, TINCTURE OF VITRIOL, TRUE IRON	750	1,000
4	POTION OF IRONSKIN-STRONG	USER'S DEFENSE IS INCREASED BY 50% AND DAMAGED BLOCKED INCREASES BY 6	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, TINCTURE OF VITRIOL, TRUE IRON	850	2,000
1	POISON ANTIDOTE-WEAK	REMOVES POISONED CONDITION	PERMANENT	DRINK	ESSENTIAL SALTS, AQUA FORTIS, POWDERED FENNEL, ELIXIR OF BLOODWINE, TRUE LEAD	335	450
3	POISON ANTIDOTE-STRONG	PREVENTS POISON FROM AFFECTING THE CHARACTER, AND PERMANENTLY REMOVES ANY EXISTING POISON	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, POWDERED FENNEL, ELIXIR OF BLOODWINE, TRUE LEAD	435	1,000
2	POTION OF STRIKING-WEAK	DOUBLES DAMAGE DONE BEFORE ARMOR IS SUBTRACTED	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA FORTIS, TINCTURE OF VITRIOL, TRUE GOLD	1,000	1,500
4	POTION OF STRIKING-STRONG	TRIPLES DAMAGE DONE BEFORE ARMOR IS SUBTRACTED	CURRENT BATTLE	DRINK	ESSENTIAL SALTS, AQUA REGIA, TINCTURE OF VITRIOL, TRUE GOLD	1,100	2,500

APPENDIX C

The Shops of Midkemia

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Appendix C
The Shops of Midkemia

Aaron's Weapons: Open during the Day

Located in the Merchant sector. A good selection of fine weapons; buys mostly military-oriented items.

Morraine's Golden Grimoire: Open during the Day (accessible at night under certain conditions)

Located in the Merchant sector. The best place in town for alchemical supplies and often pays the highest prices for exotic items.

Argus's Smithy: Open during the Day

Located in the Poor sector. Sells a range of simple weapons and armor at good prices. Not the best place to sell anything because the prices are low and he won't deal in most exotic items.

Palace Provisions: Open Day and Night

Located next to the Palace Gate (where James first appears). Has a good stock of the basic potions, as well as most of the "necessaries."

Lim's Consignment: Open Day and Night

Located in the Sea Gate sector. Fair prices on weapons and armor, very few alchemy supplies.

The Fair Trader: Open Day and Night

Located in the Ye Bitten Dog sector. Carries very little stock. Offers poor trade prices. Good prices on weapons (of the few there are to choose from).

Ward's General Store: Open Day and Night

Located in Game Chapter Seven in Haldon Head, Merchant sector. Great inventory. Prices reflect his desire to leave town quickly.

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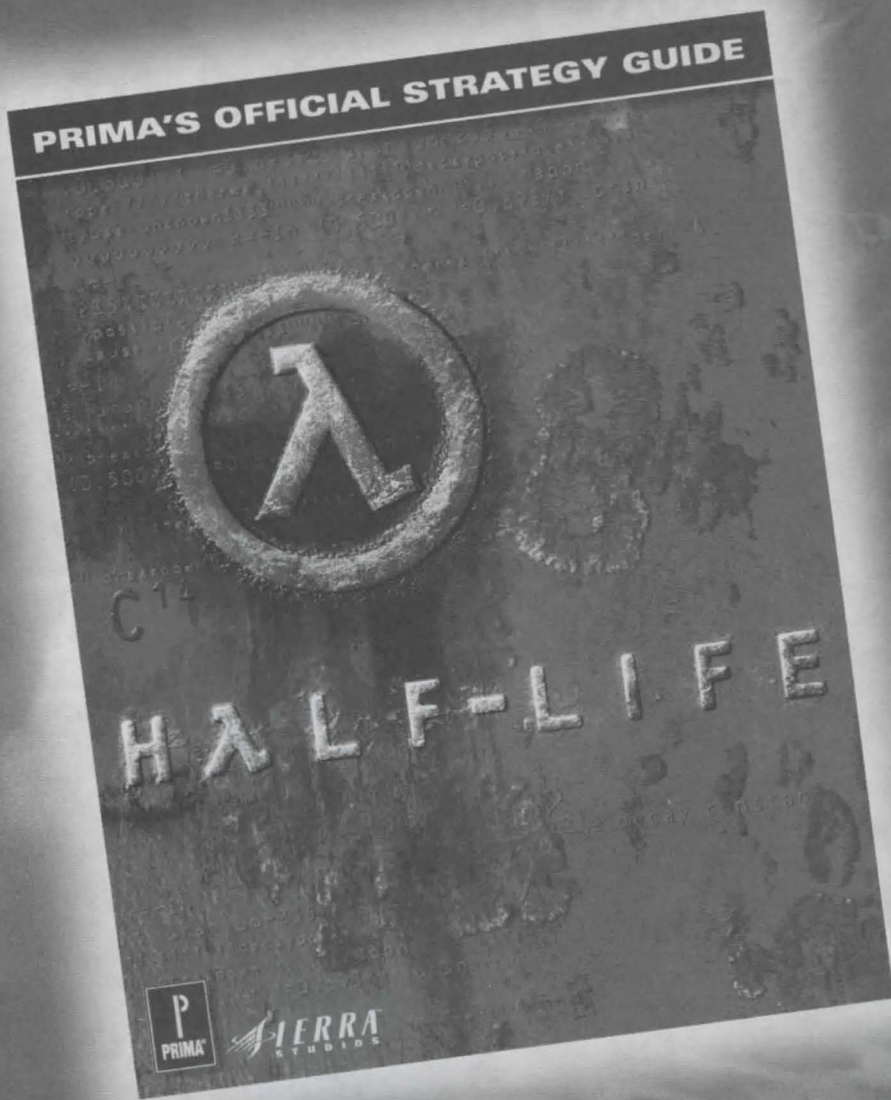
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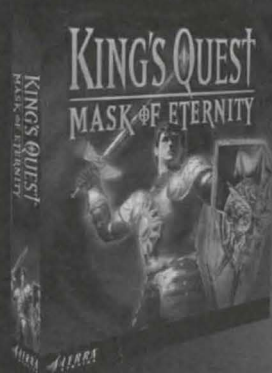


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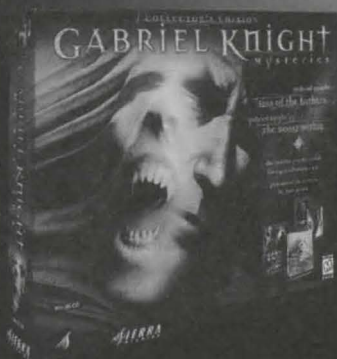
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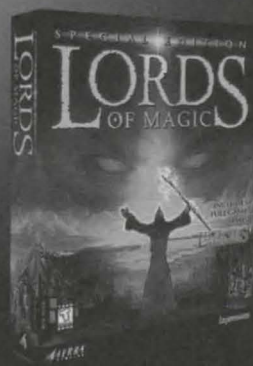
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