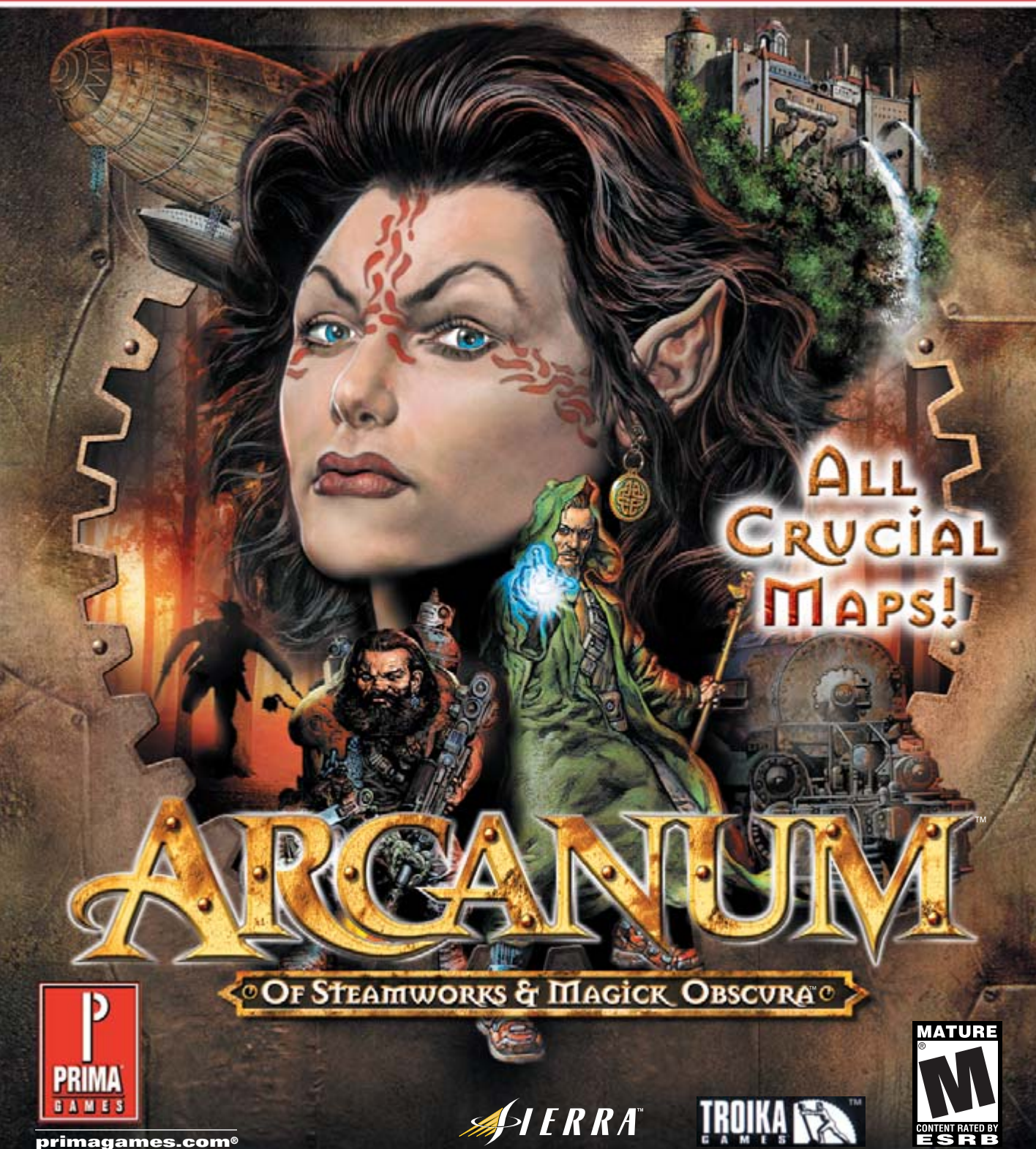


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PLAYER CHARACTERS

Character Choices

The very first thing that must be done before the adventure can begin is choosing the character you will play. The fundamental nature of a character is outlined by its race and gender. There are eight possible races, but for some races it is not possible to play a female. For each possible race/gender combination there is a Pre-Generated Character available.

For information on how the Auto-Leveling Schemes work, see page 25.

Human Characteristics

Humans have no special modifiers to their stats and abilities. Humans are the most populous and distributed race by far, having numerous cities and kingdoms throughout the world. They interact with the other races as much as the Gnomes, and they interbreed with everything (hence, Half-Elves, Half-Ogres and Half-Orcs). They are not inherently predisposed towards magick or technology, but they are the front-runners in the latest technological race. Being shorter-lived than most of the other races as well as fairly ingenious tinkerers, they are probably attracted to the quick return on investment that technology promises.

Base Stats

HUMAN MALE		HUMAN FEMALE	
<i>Strength</i>	8	<i>Strength</i>	7
<i>Constitution</i>	8	<i>Constitution</i>	9
<i>Dexterity</i>	8	<i>Dexterity</i>	8
<i>Beauty</i>	8	<i>Beauty</i>	8
<i>Intelligence</i>	8	<i>Intelligence</i>	8
<i>Willpower</i>	8	<i>Willpower</i>	8
<i>Perception</i>	8	<i>Perception</i>	8
<i>Charisma</i>	8	<i>Charisma</i>	8
<i>Carry Weight</i>	4000	<i>Carry Weight</i>	3500
<i>Damage Bonus</i>	-1	<i>Damage Bonus</i>	-1
<i>Armor Class Adj.</i>	-2	<i>Armor Class Adj.</i>	-2
<i>Speed</i>	8	<i>Speed</i>	8
<i>Heal Rate</i>	3	<i>Heal Rate</i>	3
<i>Poison Recovery</i>	8	<i>Poison Recovery</i>	9
<i>Reaction Modifier</i>	-7	<i>Reaction Modifier</i>	-7



Doone



Human Male

Solomon Doone

Solomon Doone was born the 13th son of Derzin Doone, the most evil necromancer in a long line of evil necromancers. It was the night of the full moon, and Solomon's mother, a frightful witch whose body was covered in strange birthmarks of the most evil shapes and configurations, died in childbirth at the stroke of midnight. Bezzle Gerts, the twisted, one-armed midwife who delivered the child, remarked that Fergel, the Doone's black housecat, had crossed the threshold into the room just as Solomon uttered his first cry.

Oftentimes Fate is not subtle. After a family dispute that left most of the Doone clan unrecognizable or immobilized, Solomon has purchased a ticket for Tarant on the IFS *Zephyr*. He doesn't bother looking at the seat number.

Cash: 400

Doone's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Melee	10	Fire	4
Black Necro	1	Meta	1	Black Necro	5
Max Fatigue	34	Black Necro	3	Constitution	12
Constitution	9	Max Fatigue	91	Max Fatigue	148
Force	1	Summoning	2	Intelligence	19
Max Fatigue	48	Max Fatigue	105	Summoning	4
Fire	1	Fire	3	Max Fatigue	162
Black Necro	2	Conveyance	1	Fire	5
Max Fatigue	62	Melee	3	Morph	1
Summoning	1	Black Necro	4	Constitution	13
Melee	2	Constitution	11	Max Fatigue	176
Constitution	10	Max Fatigue	119	Intelligence	20
Max Fatigue	77	Summoning	3	Summoning	5
Fire	2	Max Fatigue	133	Max Fatigue	500



Warrington



Human Female

Victoria Warrington

Victoria Warrington was the daughter of nobility, one of the lesser families who lost both land and power in the aftermath of the great wars. As the years have passed, the Warrington name has come to mean less and less, but the family has survived, and holds on to as much of its past glory as society will permit. Victoria is the youngest of three daughters, beautiful and quick-witted. Having been educated in the finest schools of knowledge and magick, she is the model of strong character and good breeding.

But Victoria craves adventure. Many nights, she frequents the local taverns in disguise, hungry for stories, a strong glass of ale, and a game of dice. Tonight she's been lucky, and the poor soul across from her has lost his last remaining possession ... a ticket on the IFS *Zephyr* to Tarant

Cash: 400

Warrington's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Beauty	10	Beauty	13	Persuasion	4
Persuasion	1	Mental	3	Divination	4
Haggle	1	Conveyance	2	Beauty	17
Mental	1	Gambling	2	Persuasion	5
Divination	1	Beauty	14	Haggle	5
Beauty	11	Persuasion	3	Mental	5
Conveyance	1	Haggle	3	Beauty	18
Mental	2	Divination	3	Divination	5
Gambling	1	Beauty	15	Beauty	19
Beauty	12	Mental	4	Beauty	20
Persuasion	2	Beauty	16	Max HPs	500
Haggle	2	Haggle	4		
Divination	2	Gambling	3		



Gnome Characteristics

The character gains +2 Willpower, 2 ranks of Haggle and +10 to any bad reaction, but suffers -2 points of Constitution. Gnomes are short with very big noses and while not usually overweight, they do tend to get pot-bellied in later years. Gnomes tend to be a hard-working people. They are equally at home in cities, underground or in the forest. Since they get along well with most other races and because they love wealth, they tend to be merchants and traders. Like Humans, they have little predisposition to either magick or technology. They can use either, but most often they choose to abstain from both.

You cannot play a female Gnome.

Base Stats

Strength	8	Carry Weight	4000
Constitution	6	Damage Bonus	-1
Dexterity	8	Armor Class Adj.	-2
Beauty	8	Speed	8
Intelligence	8	Heal Rate	2
Willpower	10	Poison Recovery	6
Perception	8	Reaction Modifier	-7
Charisma	8		

Godfrey Castleburger

Godfrey Castleburger grew up on the rolling hills of his family's estate. The son of a wealthy and influential businessman, Godfrey was tutored daily by the best teachers, and excelled in economics and the dialectic method. In his free time, he was trained by a master in the technological discipline of Gunsmithy, and is well trained in the making of firearms and hopes to become an expert marksman.

Having finished his compulsory education, young Godfrey is being sent to Tarant on the IFS *Zephyr* to broaden his experience in the new world, as well as to sow any of his proverbial wild oats before he returns to assume control of the family business.

Cash: 400

Castleburger's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS
Persuasion	1	Gun Smithy	3
Heal	1	Repair	3
Firearms	1	Persuasion	4
Gun Smithy	1	Firearms	4
Repair	1	Gun Smithy	4
Haggle	1	Persuasion	5
Dexterity	9	Firearms	5
Persuasion	2	Gun Smithy	5
Firearms	2	Gun Smithy	6
Gun Smithy	2	Dexterity	12
Heal	2	Gun Smithy	7
Repair	2	Perception	2
Persuasion	3	Max HPs	2000
Haggle	2		
Firearms	3		
Dexterity	10		



Castleburger



Dwarf Characteristics

A Dwarf gains +1 Strength, +1 Constitution, +15% to Technological Aptitude and +2 ranks to all tech skills. The character suffers -1 Charisma and Dexterity and is hampered in throwing spells, finding that they cost twice as much to cast. Dwarven males are short, stocky, bearded people. Although very wide and stout for their height, Dwarves tend to be muscular and not fat. They are hard working, prideful and focused almost to the point of being humorless, although most Dwarves enjoy a good mead. Dwarves tend to be quick to judge and quick to anger. Dwarves dislike Elves but are respectful to Humans and Gnomes.

You cannot play a female Dwarf.

Base Stats

<i>Strength</i>	9	<i>Carry Weight</i>	4500
<i>Constitution</i>	9	<i>Damage Bonus</i>	0
<i>Dexterity</i>	7	<i>Armor Class Adj.</i>	-3
<i>Beauty</i>	8	<i>Speed</i>	7
<i>Intelligence</i>	8	<i>Heal Rate</i>	3
<i>Willpower</i>	8	<i>Poison Recovery</i>	9
<i>Perception</i>	8	<i>Reaction Modifier</i>	-7
<i>Charisma</i>	7		

Lugard Bloodstone

Lugard Bloodstone is a miner's son, and over the front door of his home is a plaque that reads: Any Work Not Done With Your Hands Is No Such Thing. Unfortunately, as a child Lugard seemed to excel at what his father dubbed 'senseless tinkering,' and a young

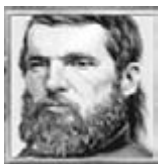
Lugard's birthday gift to his father of a steam-powered shovel went over like stone shoes at the swimming hole. Still, regardless of his father, Lugard studied long and hard, and looked to the day when he might study among the great inventors and scientists of Tarant.

Lugard's father is old-fashioned, but he is also wise. Upon completing the Dwarven rights of adulthood, Lugard has been permitted to enroll at Tarant University, and he's booked passage on the IFS *Zephyr*, bound for the greatest industrial city in all of Arcanum.

Cash: 400

Bloodstone's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS
<i>Firearms</i>	1	<i>Gun Smithy</i>	6
<i>Melee</i>	1	<i>Mechanical</i>	4
<i>Gun Smithy</i>	1	<i>Strength</i>	11
<i>Mechanical</i>	1	<i>Electrical</i>	4
<i>Haggle</i>	1	<i>Firearms</i>	5
<i>Electrical</i>	1	<i>Gun Smithy</i>	7
<i>Strength</i>	9	<i>Mechanical</i>	5
<i>Firearms</i>	2	<i>Strength</i>	13
<i>Melee</i>	2	<i>Electrical</i>	5
<i>Gun Smithy</i>	2	<i>Mechanical</i>	6
<i>Mechanical</i>	2	<i>Strength</i>	15
<i>Haggle</i>	2	<i>Electrical</i>	6
<i>Electrical</i>	2	<i>Mechanical</i>	7
<i>Strength</i>	10	<i>Strength</i>	17
<i>Firearms</i>	3	<i>Electrical</i>	7
<i>Gun Smithy</i>	4	<i>Strength</i>	20
<i>Mechanical</i>	3	<i>Max HPs</i>	500
<i>Electrical</i>	3		
<i>Firearms</i>	4		



Bloodstone



Elf Characteristics

The character gains +1 Dexterity, Willpower and Beauty and +15% to Magickal Aptitude but suffers -2 Constitution and -1 Strength and -2 ranks to all tech skills. Elves are slender and pale, having a natural, exotic Beauty that is the envy of the other races. Elves are a philosophical race, the dreamers and poets of Arcanum. They prefer to live near forests and rivers, spending their time feasting, singing and talking. Elves can be rather arrogant to all other races, but they especially disdain Dwarves.

Elf Male

Base Stats

Strength	7	Carry Weight	3500
Constitution	6	Damage Bonus	-1
Dexterity	9	Armor Class Adj.	-1
Beauty	9	Speed	9
Intelligence	8	Heal Rate	2
Willpower	9	Poison Recovery	6
Perception	8	Reaction Modifier	-3
Charisma	8		

D'ren L'elor

D'ren L'elor is a dreamer. The son of an Elven hunter, D'ren found himself more interested in the history of Arcanum than he did in bowmanship, although he was quite proficient in the latter as well, and was often found in the library, poring over

the ancient texts and manuscripts. Magick came easily to him, and he spent much time studying the ancient runes while his friends were off engaging in contests of physical skill and horseplay.

To D'ren the world is a large and wonderful place. So tonight, after leaving a heartfelt note to his parents saying he would return soon, he has stolen away to the nearest town, where he's booked passage on the IFS *Zephyr*, bound for Tarant at first light.

Cash: 400

L'elor's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS
Bow	1	Water	2
White Necro	1	Nature	3
Constitution	9	Constitution	14
Nature	1	Bow	4
Perception	9	White Necro	4
Constitution	10	Perception	12
Charisma	9	Air	3
White Necro	2	Constitution	15
Air	1	Water	3
Constitution	11	Nature	4
Charisma	10	Constitution	17
Bow	2	Dexterity	20
Perception	10	Perception	13
Water	1	White Necro	5
Nature	2	Air	4
Constitution	12	Constitution	18
Charisma	11	Water	4
White Necro	3	Nature	5
Air	2	Water	5
Constitution	13	Air	5
Charisma	12	Perception	20
Perception	11	Max HPs	500
Bow	3		



L'elor



Elf Female

Base Stats

<i>Strength</i>	6	<i>Carry Weight</i>	3000
<i>Constitution</i>	7	<i>Damage Bonus</i>	-2
<i>Dexterity</i>	9	<i>Armor Class Adj.</i>	-1
<i>Beauty</i>	9	<i>Speed</i>	9
<i>Intelligence</i>	8	<i>Heal Rate</i>	2
<i>Willpower</i>	9	<i>Poison Recovery</i>	7
<i>Perception</i>	8	<i>Reaction Modifier</i>	-3
<i>Charisma</i>	8		

B'elan T'Seraa

The T'Seraa family name is an old one, and B'elan has been raised with one standard: Elven honor above all. She has been taught the true Elven ways from birth, and holds them in her heart like a gemstone. Magick and warcraft are as familiar to her as the sun through the leaves of her treetop home, and she feels a strong kinship with Nature and Her mysteries ...

But all is not right in Arcanum, and B'elan has been chosen by her people to go out into the world, and see what is to be seen. And although her heart breaks to leave the deep Elven forests she has always known, there is a peculiar excitement she feels at boarding this ... airship? ... the IFS *Zephyr*, and traveling to someplace called Tarant ...

Cash: 400

T'Seraa's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS
<i>Melee</i>	1	<i>Fire</i>	1
<i>Nature</i>	1	<i>Charisma</i>	11
<i>White Necro</i>	1	<i>Melee</i>	3
<i>Strength</i>	9	<i>Dodge</i>	2
<i>Bow</i>	1	<i>Water</i>	3
<i>Air</i>	1	<i>Strength</i>	11
<i>Dodge</i>	1	<i>Bow</i>	3
<i>Charisma</i>	10	<i>Melee</i>	4
<i>Meta</i>	1	<i>Earth</i>	1
<i>Water</i>	1	<i>Nature</i>	4
<i>Strength</i>	10	<i>Charisma</i>	12
<i>Force</i>	1	<i>Water</i>	4
<i>Melee</i>	2	<i>Nature</i>	5
<i>Nature</i>	3	<i>Water</i>	5
<i>Water</i>	2	<i>Melee</i>	5
<i>Bow</i>	2	<i>Max HPs</i>	500
<i>Phantasm</i>	1		

Hint!

Easy - Moderate - Hard

If you choose Easy at the start of the game, all skills have their chance to succeed increased 50%, you do 50% more damage and gain 50% more experience.

If you choose Hard, all skills have their chance to succeed decreased 25%, you do 25% less damage and gain 25% less experience.



T'Seraa



Half-Elf Characteristics

The character gains +1 Dexterity and Beauty and +5% to Magical Aptitude but loses 1 point of Constitution and 1 rank to all tech skills. In build and appearance, they resemble their Human parents more, but some Half-Elves possess the pointed ears and pale, delicate features associated with their Elven parents. Half-Elven personality ranges the entire gamut available to Humans and Elves, although most of them have a natural bent to their personality and enjoy spending time out-of-doors. Half-Elves do not come across as arrogant to the other races and are generally well liked by everyone.

Half-Elf Male

Base Stats

Strength	8	Carry Weight	4000
Constitution	7	Damage Bonus	-1
Dexterity	9	Armor Class Adj.	-1
Beauty	9	Speed	9
Intelligence	8	Heal Rate	2
Willpower	8	Poison Recovery	7
Perception	8	Reaction Modifier	-3
Charisma	8		

Horace McGinley

Horace McGinley was born under a bad sign. An orphan from birth, he found himself in a daily battle with life and its

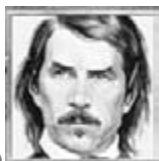
peculiar quandaries. After running away from various homes and institutions, Horace found himself on the streets, homeless and hungry. Carving a niche for oneself in such an environment is difficult, but Horace was nothing if not determined. After falling in with a group of local street toughs, Horace began to learn the ways of combat and thievery, and even began dabbling in the ways of magick.

With the money from a few successful heists, Horace has booked passage on the IFS *Zephyr* to Tarant. It's not that life won't give you anything, he thinks, it's just all in the way that you ask.

Cash: 400

McGinley's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS
Pick Pocket	1	Melee	3
Melee	1	Conveyance	3
Bow	1	Dodge	3
Prowling	1	Temporal	3
Conveyance	1	Perception	11
Dodge	1	Pick Pocket	4
Temporal	1	Bow	4
Perception	9	Divination	2
Strength	9	Perception	12
Pick Pocket	2	Pick Pocket	5
Bow	2	Conveyance	4
Conveyance	2	Dodge	4
Dodge	2	Temporal	4
Temporal	2	Bow	5
Prowling	2	Divination	3
Melee	2	Conveyance	5
Divination	1	Dodge	5
Perception	10	Temporal	5
Strength	10	Perception	13
Pick Pocket	3	Strength	13
Bow	3	Max HPs	500



McGinley



Half-Elf Female

Base Stats

<i>Strength</i>	7	<i>Carry Weight</i>	3500
<i>Constitution</i>	8	<i>Damage Bonus</i>	-1
<i>Dexterity</i>	9	<i>Armor Class Adj.</i>	-1
<i>Beauty</i>	9	<i>Speed</i>	9
<i>Intelligence</i>	8	<i>Heal Rate</i>	3
<i>Willpower</i>	8	<i>Poison Recovery</i>	8
<i>Perception</i>	8	<i>Reaction Modifier</i>	-3
<i>Charisma</i>	8		

Ke'ree Melange

Ke'ree Melange has always lived in two worlds. Her father was a Human politician and her mother an Elven sorceress, and she has learned to be a little like them both. Having grown up in both Elven villages and bustling cities, she has come to appreciate the powers of adaptation and persuasion. She has always excelled in everything she has done.

Ke'ree also remembers arguments between her mother and father concerning the nature of magick and technology, and why one was better than the other. After studying them both, she has concluded that both have merit, and that each has its place. After all, she thinks, if you can't live in two worlds, then you're obviously trapped in one

Having come to that conclusion, this very afternoon she has purchased a ticket on the IFS *Zephyr*, bound for Tarant. If there is a new world, she wants to be in it

Cash: 400

Melange's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS
<i>Melee</i>	1	<i>Therapeutics</i>	3
<i>White Necro</i>	1	<i>Meta</i>	3
<i>Heal</i>	1	<i>White Necro</i>	4
<i>Herbology</i>	1	<i>Heal</i>	2
<i>Nature</i>	1	<i>Persuasion</i>	4
<i>Persuasion</i>	2	<i>Herbology</i>	4
<i>Therapeutics</i>	1	<i>Nature</i>	4
<i>Meta</i>	1	<i>Therapeutics</i>	4
<i>White Necro</i>	2	<i>Herbology</i>	5
<i>Herbology</i>	2	<i>Nature</i>	4
<i>Nature</i>	2	<i>Therapeutics</i>	5
<i>Persuasion</i>	3	<i>Meta</i>	4
<i>Therapeutics</i>	2	<i>Herbology</i>	6
<i>Charisma</i>	10	<i>Therapeutics</i>	6
<i>Meta</i>	2	<i>Persuasion</i>	5
<i>White Necro</i>	3	<i>Charisma</i>	20
<i>Herbology</i>	3	<i>Max HPs</i>	500
<i>Nature</i>	3		

Hint!

Everyone, even mages, should consider taking the beginning Herbalism schematic for Healing Salve (Heal Lite). It's easy to make, tremendously useful, and doesn't burn Fatigue.



Melange



Half-Orc Male

Base Stats

Strength	9	Carry Weight	4500
Constitution	9	Damage Bonus	0
Dexterity	8	Armor Class Adj.	-2
Beauty	6	Speed	8
Intelligence	8	Heal Rate	3
Willpower	8	Poison Recovery	9
Perception	8	Reaction Modifier	-18
Charisma	6		

Merik Luggerton

The story of Merik Luggerton is not an unfamiliar one. Born into abject poverty, Merik lived with his family in a one-room shanty, working at odd jobs in the factory district of the city in which he lived. Orcish wages being what they were, the family had a lot of trouble putting food on the table.

As in many orcish ghettos, there was a great demand for pugilists, and many were the men who placed bets on the outcome of a brawl between two strapping young Half-Orcs. Merik found himself in the ring one night, and, upon winning, had more than a month's wages.

Merik fought, and Merik won. Having taken care of his family, he's purchased a ticket for the IFS *Zephyr*, in hopes of finding a new and better life in the great city of Tarant.

Cash: 400

Luggerton's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Bow	4
Dodge	1	Max HPs	115
Bow	1	Melee	5
Strength	9	Strength	13
Haggle	1	Dodge	5
Max HPs	34	Constitution	13
Constitution	9	Bow	5
Melee	2	Dexterity	19
Strength	10	Max HPs	135
Dodge	2	Strength	14
Max HPs	54	Dexterity	20
Constitution	10	Constitution	14
Bow	2	Strength	15
Haggle	2	Constitution	15
Melee	3	Strength	16
Max HPs	74	Max HPs	155
Strength	11	Constitution	16
Dodge	3	Strength	17
Constitution	11	Constitution	17
Bow	3	Strength	18
Max HPs	94	Constitution	18
Melee	4	Strength	20
Strength	12	Constitution	20
Dodge	4	Max HPs	500
Constitution	12		

Half-Orc Characteristics

The character gains +1 Constitution, +1 Strength, 2 ranks to both Melee and Dodge, and an extra 10% poison resistance, but loses 2 points of Beauty and 2 points of Charisma. Half-Orcs are the progeny of Orc and Human parents, usually a male Orc and an unwilling female Human. This history makes Half-Orcs a despised segment of the Human population. Most Half-Orcs can pass as



Luggerton



full Humans (albeit ugly ones), but they usually have some trait that identifies their Orcish blood (upturned nose, hairiness, foul temper) to the careful observer, and people usually discriminate against them when they discover their race. Half-Orcs are quick-tempered and violent like their Orcish parent. Some have learned to control their temper, but this usually means that instead of attacking immediately, they will plot revenge.

Half-Orc Female

Base Stats

<i>Strength</i>	8	<i>Carry Weight</i>	4000
<i>Constitution</i>	10	<i>Damage Bonus</i>	-1
<i>Dexterity</i>	8	<i>Armor Class Adj.</i>	-2
<i>Beauty</i>	6	<i>Speed</i>	8
<i>Intelligence</i>	8	<i>Heal Rate</i>	3
<i>Willpower</i>	8	<i>Poison Recovery</i>	10
<i>Perception</i>	8	<i>Reaction Modifier</i>	-18
<i>Charisma</i>	6		

Clarisse Vorak

Until a little while ago, Clarisse Vorak had a bright future. Having recently moved to the city from a small town, she had apprenticed herself to a well-respected doctor and was well on her way to earning advanced degrees in the Herbology and Therapeutic disciplines. She was a gifted student, and a quick learner.

That all changed when it was discovered that the small town she was from was actually an Orcish tribe. Times and attitudes being what they are, she has been asked to leave her apprenticeship. All of her friends have abandoned her, and her landlord has evicted her on “social” grounds. In the hopes that the new world has shed such prejudices, she has purchased a ticket on the IFS *Zephyr*, bound for Tarant

Cash: 400

Vorak's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS
<i>Melee</i>	1	<i>Bow</i>	3
<i>Heal</i>	1	<i>Herbology</i>	6
<i>Perception</i>	9	<i>Therapeutics</i>	3
<i>Herbology</i>	2	<i>Chemistry</i>	3
<i>Bow</i>	1	<i>Therapeutics</i>	4
<i>Therapeutics</i>	1	<i>Perception</i>	13
<i>Herbology</i>	3	<i>Chemistry</i>	4
<i>Chemistry</i>	1	<i>Therapeutics</i>	5
<i>Perception</i>	10	<i>Perception</i>	14
<i>Bow</i>	2	<i>Bow</i>	4
<i>Herbology</i>	4	<i>Chemistry</i>	5
<i>Therapeutics</i>	2	<i>Melee</i>	3
<i>Melee</i>	2	<i>Therapeutics</i>	6
<i>Herbology</i>	5	<i>Chemistry</i>	6
<i>Chemistry</i>	2	<i>Bow</i>	5
<i>Perception</i>	12	<i>Max HPs</i>	500
<i>Heal</i>	2		



Vorak



Halfling Characteristics

The character gains +2 Dexterity, 2 ranks of Prowling, 1 rank of Dodge and +5% critical hit chance, but then suffers -3 points of Strength. Halflings are short people, smaller even than Gnomes and Dwarves. They enjoy cooking and eating and tend to be overweight. They do not wear shoes, instead relying on their heavily-soled and hair-topped feet. This also means Halflings can be very quiet when they want to be. Halflings are a quiet, rustic folk who tend not to dabble in either magick or technology, although nothing inherent prevents them from doing so. They are regarded as lazy by the other races, but despite this reputation, they are generally well liked.

You cannot play a female Halfling.

Base Stats

Strength	5	Carry Weight	2500
Constitution	8	Damage Bonus	-2
Dexterity	10	Armor Class Adj.	0
Beauty	8	Speed	10
Intelligence	8	Heal Rate	3
Willpower	8	Poison Recovery	8
Perception	8	Reaction Modifier	-7
Charisma	8		

Merwin Tumblebrook

Merwin Tumblebrook was raised in a small Halfling town, where he showed a proficiency in various technological disciplines,

but was also prone to random acts of theft and pilfery. Although not an evil child, his dresser was often full of the ill-gotten possessions of his friends and neighbors, as well as the occasional gold-leafed religious relic from a temple in the nearby Human village. When young Merwin's tastes began drifting to explosives and the contents of the local treasury, his parents thought it time to take action.

Merwin has boarded the IFS *Zephyr* en route to Tarant, where he is enrolled in the spring semester at the Westrel Military Academy for Promising Young Men. Needless to say, he is less than exuberant over the whole affair.

Cash: 400

Equipment: Crude Lockpicks

Tumblebrook's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS
Bow	1	Spot Trap	2
Pick Locks	1	Pick Locks	4
Dexterity	9	Mechanical	3
Prowling	1	Throwing	2
Pick Pocket	1	Prowling	3
Bow	2	Mechanical	4
Spot Trap	1	Throwing	3
Pick Locks	2	Haggle	2
Mechanical	1	Pick Pocket	4
Throwing	1	Bow	5
Haggle	1	Spot Trap	3
Pick Pocket	2	Pick Locks	5
Bow	3	Dexterity	19
Pick Locks	3	Mechanical	5
Mechanical	2	Dexterity	20
Prowling	2	Pick Pocket	5
Pick Pocket	3	Spot Trap	5
Bow	4	Max HPs	500



Tumblebrook



Half-Ogre Characteristics

The character gains +4 Strength and an extra 10% damage resistance but then loses 1 point of Beauty, 4 points of intelligence and 2 ranks of Prowling. Half-Ogres are half-Human, Half-Ogre individuals, a seemingly rare combination. They tend to be large and heavy and thus cannot wear most armor or use certain technological items. In appearance, they resemble, but are not as violent as, their ogrish parents. They are slow to anger and tend to be gentle with smaller folk and if acting as bodyguards, they will defend their charges to the death. Due to their large size, they rarely face open discrimination in Human cities.

You cannot play a female Half-Ogre.

Base Stats

Strength	12	Carry Weight	6000
Constitution	8	Damage Bonus	2
Dexterity	8	Armor Class Adj.	-2
Beauty	7	Speed	8
Intelligence	4	Heal Rate	3
Willpower	8	Poison Recovery	8
Perception	8	Reaction Modifier	-12
Charisma	8		

Muck Evil Eye

Muck Evil Eye was born in a remote Ogre village, the offspring of an unusual union between a Human male and Histreg Wide Thighs, an Ogre female whose appetites tended toward the exotic. Muck grew up

an outcast, scorned by his fellow Ogres because of his Human heritage. He frequently found himself fighting because of aspersions cast at his family and his character; in time, he became the most feared, if not the most despised, warrior in his village.

Muck, because of his Human blood, is a tad smarter than the common Ogre. Upon hearing of employment opportunities in the new world for Half-Ogre bodyguards, he's taken a job in the boiler room of the IFS *Zephyr* in exchange for passage to Tarant.

Cash: 400

Evil Eye's Auto-Leveling Scheme

STATS & SKILLS	PTS	STATS & SKILLS	PTS
Strength	9	Melee	5
Melee	1	Strength	14
Dodge	1	Max HPs	130
Max HPs	54	Constitution	14
Constitution	9	Strength	15
Throwing	1	Max HPs	140
Strength	10	Constitution	15
Melee	2	Strength	16
Dodge	2	Max HPs	150
Max HPs	70	Constitution	16
Constitution	10	Strength	17
Strength	11	Max HPs	160
Melee	3	Constitution	17
Max HPs	100	Strength	18
Dodge	3	Max HPs	170
Constitution	11	Dodge	5
Throwing	2	Constitution	18
Strength	12	Strength	19
Melee	4	Max HPs	180
Max HPs	110	Constitution	19
Dodge	4	Strength	20
Constitution	12	Max HPs	190
Strength	13	Constitution	20
Max HPs	120	Max HPs	500
Constitution	13		



Evil Eye



Character Stats

Basic Stats

Strength (ST) determines how much damage the character can inflict with a blow, as well as how many blows he or she can withstand, how much he or she can carry and how far an item can be hurled.

Dexterity (DX) relates to the character's coordination. It affects performance in Speed and more Skills than any other.

Constitution (CN) determines how easily a character will become fatigued, the rate of healing, and resistance to poison.

Beauty (BE) affects whether the initial response of others is attraction or repulsion.

Intelligence (IN) has an impact on several Skills, as well as being the limiting factor in the learning of Spells and Technological Disciplines, and for maintaining Spells.

Perception (PE) primarily affects the ability to use ranged weapons effectively. It also controls how far you can scroll around the screen.

Willpower (WP) controls the availability of Spells, as well as his or her resistance to the effects of certain Spells and Skills. WP also contributes to the character's hit points, aptitude for haggling and level of fatigue.

Charisma (CH) affects his or her ability to persuade others, and also determines the maximum number of Non-Player Characters who will become followers. (You may also gain followers through Quests.)

Derived Stats

Hit Points measure the character's current physical well-being. The starting number of Hit Points for a character is based on his Strength and Willpower. Extra Hit Points may be purchased with Character Points.

Carry Weight is the maximum weight that the character is capable of carrying. It is determined by Strength. As the maximum carry weight is approached, the character becomes slower in travel and combat.

Damage Bonus is also determined by Strength. Characters with a high Strength will do more damage (receive a positive bonus) than characters with low Strength.

Armor Class (AC) measures how likely a character is to be seriously harmed by an attack, with a higher AC being more protection. It is determined by Dexterity, which is applied to AC.

Speed, also determined by Dexterity, tells how fast characters can move and how many attacks they can make in a given period of time. Speed is reduced by encumbrance, and is also affected by the Speed Factor of the character's weapon.

Fatigue (based on Constitution) measures how much a character can do before losing consciousness (at a Fatigue of 0 or below). The character will regain consciousness when Fatigue rises to 1 by resting. Recovery from Fatigue occurs at a rate proportional to Heal Rate (see below). Fatigue can be purchased with Character Points.

Heal Rate, determined by Constitution, gives the rate at which a character heals. A character recovers from Fatigue continuously; Hit Points return only during sleep.

Poison Recovery Rate is based on Constitution. It gives the number of poison units that are subtracted from the character's poison level every few minutes. The number is doubled while resting.

Reaction Modifier is mostly determined by Beauty, but can be affected by your character's reputation or blessings. It determines how people initially react.

Resistance Stats

Resistance Stats may be modified by armour, background, race, technological therapeutics and magick.

Damage Resistance measures the character's resistance to physical damage.

Fire Resistance measures one's resistance to damage caused by fire or fire spells.

Electrical Resistance measures one's resistance to electricity and lightning.

Poison Resistance measures the resistance to any kind of poisoning.

Magick Resistance demonstrates the amount of innate resistance to Magick the character has. It's a common evolutionary feature on a magick world. Your Magick Resistance does not affect your own use of magickal items or spells.

Magick/Tech Aptitude The more you use Magick, the higher your Magick aptitude and the lower your Tech aptitude will become. Similarly, the more you use Technology, the lower your Magick aptitude becomes.

Game-Acquired Stats

Level indicates how much experience the character has. New levels (and Character Points) are achieved by the acquisition of Experience Points. The highest level is 50.

Experience Points (XPs) are awarded for achieving certain goals in the game, including finishing quests and killing monsters. See also **Leveling Up**, page 24.

Alignment is neutral for every beginning character. The character's actions affect alignment, and alignment affects NPC responses. It also restricts the use of certain spells and magickal items. Quest completion can change your alignment in either direction, good or bad. Killing a good creature (or a creature less evil than you) always makes you more evil/less good.

Reputations are created during the course of a character's life and are based on his actions. One character may have many different Reputations at the same time, all determining how NPCs react to them. Be warned that while Alignment can shift back and forth at the conclusion of every quest, Reputations accumulate. A character's Reputations are noted in his Logbooks.

Fate Points are given to characters for the completion of heroic quests. See **Fate Points**, page 29.

Character Points are acquired at each new experience level. They can be spent to raise Stats and Skills or acquire new Spells.

Poison Level begins at 0, but changes when the character encounters a poisonous monster or weapon. The Hit Point bar turns yellowish-green when the character has been poisoned, and the Poison Level is also displayed.

Unique Backgrounds

You can choose to enhance certain of your stats by selecting certain background histories. Unfortunately, advantages will always be at the cost of lowering some other skill or stat.

Abbreviations: Strength = ST, Dexterity = DX, Constitution = CN, Beauty = BE, Intelligence = IN, Perception = PE, Willpower = WP, Charisma = CH

You always get 400 gold unless listed otherwise.

- Afraid of the Dark.** (Only Human, Halfling) PE +2 / In Dark Area: IN -2, DX -2, WP -2, ST +2
- Agoraphobic.** (Only Human, Dwarf, Gnome, Halfling) Indoors or Under Tree Cover: IN +2 /
Outdoor Open Area: IN -2, DX -2, WP -2, ST +2
- Apprenticed to a Blacksmith.** ST +1 / Repair +2 / DX -2
- Apprenticed to a Shopkeeper.** Haggle +3 / DX -1
- Army Training.** (Not Half-Ogre) ST +1 / Bow +1 / Melee +1 / DX -1
- Arsonist.** (Only Human, Gnome, Halfling or Half-Orc) Explosives Expertise +20 / ST -1 / CN -1
- Bandit.** (Only Human, Half-Orc, Half-Elf) Firearms +2 / CH -1 / 0 Gold / Quality Revolver / 5 bullets
- Barbarian.** (Not Elf or Half-Ogre) ST +2 / CN +1 / IN -1 / CH -2 / Melee +1 / Haggle -2 / 100 Gold /
Dark Barbarian Clothes
- Beat with an Ugly Stick.** BE -6 / ST +2 / DX +2 / Melee +1 / Dodge +1 / Bow +1 / Throwing +1
- Bookworm.** (Not Half-Orc or Half-Ogre) IN +1 / PE -1
- Born Under a Sign.** % Chance of Critical Hit Success or Failure -10 /
Modifier for Critical Hit or Failure Effect +10
- Bride of Frankenstein.** (Only Human female, Half-Orc female) BE +4 / CN +4 / DX -4 /
Electrical Resistance +20 / Poison Resistance +10 / Fire Resistance -10 / 0 Gold
- Bully.** (Not Half-Orc or Half-Ogre) IN -1 / ST +1
- Charlatan's Protégé.** (Not Half-Orc or Half-Ogre) CH +6 / ST -2 / CN -2 / Melee -1 / Dodge -1 / Bow -1 /
Throwing -1
- Child of a Hero.** Bad Reaction Adjustment x2 / Enchanted Sword
- Clanless Dwarf.** (Only Dwarf) Repair -2 / Firearms -2 / Pick Locks -2 / Disarm Traps -2 / Quality Hammer
- Dark Elf Follower.** (Only Elf) WP +2 / CH -2
- Dark Sight.** In the Light: PE -15 / In the Dark: PE +15
- Day Mage.** (Not Dwarf) 6am-6pm: Magick Ability +2 / 6pm-6am: Magick Ability -2
- Debutante.** (Only female) BE +3 / CH +3 / ST -1 / DX -1 / Melee -2 / Dodge -2 / Bow -2 / Throwing -2
- Disenfranchised Gnome.** (Only Gnome) Haggle -2 / ST +1
- Educator.** Max # of Followers -1 / Followers improve faster
- Elven Blood.** (Only Human, Gnome, Halfling or Half-Orc) Repair -1 / Firearms -1 / Pick Locks -1 /
Disarm Traps -1 / Magick Points +1
- Escaped Lunatic.** (Only Human) Resist Damage +25 / Fire Resistance +25 / Electrical Resistance +25 /
Poison Resistance +25 / Reaction -25 / 0 Gold/ Rustic Finery/Dress
- Extreme Personality.** Bad Reaction Adjustment -30 / Good Reaction Adjustment +30

Player Characters: Backgrounds

Factory Escapee. (Only Half-Orc) ST +1 / 50 Gold

Feral Child. (Only Human, Half-Elf, Half-Orc, Half-Ogre, Gnome) IN -6 / Persuasion -1 / Haggle -1 / DX +3 / Prowling +1 / Pick Pocket +1 / 200 Gold

Foppish Elf. (Only Elf) DX -1 / Persuasion +2

Frankenstein Monster. (Only Human male, Half-Orc male) ST +4 / CN +4 / DX -6 / Electrical Resistance +30 / Poison Resistance +20 / Fire Resistance -20 / 0 Gold

Freed Bodyguard. (Only Half-Ogre) IN -1 / 500 Gold

Halfling Orphan. (Only Halfling) Pick Pocket +2 / IN -1

Hydrophobic. (Not Elf, Half-Elf, Halfling) Persuasion +2 / In Water: IN -2, DX -2, WP -2, ST +2

Hyperactive. Speed +1 / CH -1

Idiot Savant. (Only Human / Half-Elf / Half-Orc or Half-Ogre) IN +6 / ST -1 / CN -1 / DX -2 / WP -2 / Gambling +3 / 0 Gold

Inheritance. WP -1 / 800 Gold

Lady's Man. (Only male) BE +6 / CN -2 / ST -2 / DX -2

Mad Doctor. IN +2 / PE +2 / Electrical Resistance +20 / Poison Resistance +20 / Heal +4 / BE -1 / CH -1 / DX -2 / CN -3

Magick Allergy. (Not Elf or Half-Elf) Tech Points +2

Miracle Operation. IN +3 / CH +3 / PE +5 / ST -3 / DX -3 / CN -5

Nature Mage. (Not Dwarf) On Natural Surface: Magick Ability +2 / On Man-Made Surface: Magick Ability -2

Nietzsche Poster Child. Experience Point Bonus +10% / % Chance of Critical Fail +20

Night Mage. (Not Dwarf) 6am-6pm: Magick Ability -2 / 6pm-6am: Magick Ability +2

Only Child. WP +6 / CH -4 / Haggle -2 / Persuasion -2

Professional Knife Tossers. PE -1 / Throwing +3

Raised by Elves. (Only Human) Repair -1 / Firearms -1 / Pick Locks -1 / Disarm Traps -1 / Elven Chainmail

Raised by Monks. PE +1 / 100 Gold

Raised by Orcs. (Not Dwarf, Elf, Half-Elf) CH -6 / ST +2 / PE +2 / Melee +1 / Dodge +1 / Bow +1 / Throwing +1

Raised by Snake Handlers. Resist Poison +20 / BE -1

Raised in the Pits. IN -6 / ST +2 / DX +2 / Melee +1 / Dodge +1 / Bow +1 / Throwing +1 / 100 Gold / Rusty Axe

Ran Away with the Circus. ST +6 / IN -2 / WP -3 / PE -1

Rare Half-Ogre Birth. (Only Half-Ogre) IN +2 / ST -1 / CN -1

Sent To Charm School. (Only Human female) BE +1 / CH +2 / IN -1 / ST -2

Sheltered Childhood. (Not Dwarf or Half-Ogre) ST -6 / IN +2 / WP +2 / PE +1

Sickly. IN +6 / ST -2 / CN -4 / DX -1

Sky Mage. (Not Dwarf) In View Of Sky: Magick Ability +2 / Can't See Sky: Magick Ability -2

Sold Your Soul. Magick Points +4 / Reaction -20 / Alignment -200 / Alignment max -200

Special Person. IN -2 / Good Reaction Adjustment x2

Super Model. (Only female) BE +6 / ST -2 / IN -4

Suppressed Orcish Looks. (Only Half-Orc) BE +2 / CH -2

Technophobia. (Only Human / Half-Elf / Halfling / Half-Orc) ST +1 / CN +1

Tomboy. (Only female) ST +1 / CN -1

Tough Hide. (Only Half-Orc or Half-Ogre) Resist Damage +10 / BE -1

Troll Offspring. BE -4 / CH -4 / ST +2 / CN +2 / DX +1

Wild Half-Ogre. (Only Half-Ogre) WP +1 / CH -1

Leveling Up

The manual explains that you can either disperse character points yourself whenever you go up a level, or you can use the auto-level feature to assign your points “behind the scenes.” While it is possible to set a scheme and just let it run, knowing how it works allows you to create your own personal growth plan for your character.

The fundamentals of understanding new levels can be summed up as three things: when do you go up, how do you go up, and what do to do once you’ve gone up a level.

Level Ranges

There’s no secret to when you go up a level. No matter who or what you are, your level goes up when you reach the next Experience Point “goal.”

LEV	MIN EXP PTS	LEV	MIN EXP PTS
1	0	26	257,900
2	2,100	27	280,600
3	4,600	28	304,600
4	7,700	29	330,000
5	11,400	30	356,800
6	15,500	31	385,100
7	20,300	32	414,900
8	25,600	33	446,300
9	31,600	34	479,500
10	38,300	35	514,300
11	45,600	36	551,000
12	53,600	37	589,500
13	62,400	38	630,000
14	71,900	39	672,500
15	82,200	40	717,100
16	93,300	41	764,000
17	105,300	42	813,100
18	118,200	43	864,600
19	132,000	44	918,500
20	146,700	45	975,000
21	162,500	46	1,034,200
22	179,300	47	1,096,200
23	197,200	48	1,161,100
24	216,300	49	1,229,000
25	236,500	50	1,300,000

Experience Points

Opportunities

Of course if you’re interested in reaching your next Experience Point goal, you’re also interested in what will earn you the points you need.

You get Experience Points for completing quests and for killing things. The points you get for killing something depends on its level. The points you get for completing each quest are given on pages 200-203.

OPP LEV	EXP PTS	OPP LEV	EXP PTS
0	10	26	1,800
1	160	27	1,880
2	200	28	1,980
3	240	29	2,080
4	300	30	2,180
5	340	31	2,300
6	400	32	2,400
7	440	33	2,520
8	500	34	2,640
9	560	35	2,760
10	620	36	2,880
11	660	37	3,000
12	720	38	3,140
13	780	39	3,280
14	860	40	3,420
15	920	41	3,560
16	980	42	3,720
17	1,060	43	3,860
18	1,120	44	4,020
19	1,200	45	4,200
20	1,280	46	4,360
21	1,360	47	4,540
22	1,440	48	4,720
23	1,520	49	4,900
24	1,600	50	5,100
25	1,700		

Auto-Level Schemes

For each new level you get a Character Point. You can either assign it yourself or allow the game's Auto-Leveling Scheme to assign it for you according to the scheme you've chosen (if you've chosen one).

You — or the game — assign Character Points to either Stats or Interests (see the lists below).

Terms

Stats. Strength, Dexterity, Constitution, Beauty, Intelligence, Perception, Willpower, Charisma

Skills. Bow, Dodge, Melee, Throwing, Backstab, Pick Pocket, Prowling, Spot Trap, Gambling, Haggle, Heal, Persuasion, Repair, Firearms, Pick Locks, Disarm Traps

Spells. Conveyance, Divination, Air, Earth, Fire, Water, Force, Mental, Meta, Morph, Nature, Black Necro, White Necro, Phantasm, Summoning, Temporal

Tech. Chemistry, Electric, Explosives, Gun Smithy, Mechanical, Smithy, Herbology, Therapeutics

Misc. Max Hit Points (HPs), Max Fatigue

The Way the Auto-Leveler Works

For each new Character Point, the game will use the chosen scheme as a checklist. It will start with the first stat/interest listed and check if you have at least that many assigned points. If you do, it will move on to the next stat/interest. If the number of character points assigned to the stat/interest is *lower* than indicated on the list, the game will assign the point to that stat/interest.

Here is what the Auto-Leveler does for each available scheme. Also listed are the Auto-Leveling Schemes for your followers and other NPCs. (The Auto-Leveling schemes for Pre-Generated Characters are listed in **Character Choices** on page 8.)

Gun Technologist

Firearms	1	Firearms	4
Gun Smithy	1	Perception	14
Melee	1	Constitution	10
Heal	1	Gun Smithy	4
Perception	9	Repair	8
Firearms	2	Firearms	5
Perception	10	Perception	16
Constitution	9	Melee	3
Gun Smithy	2	Gun Smithy	5
Firearms	3	Heal	3
Perception	12	Constitution	11
Melee	2	Repair	12
Gun Smithy	3	Perception	18
Heal	2	Gun Smithy	6
Repair	4	Constitution	18

Necromancer

Black Necro	1	White Necro	4
Constitution	9	Constitution	13
White Necro	1	Black Necro	5
Black Necro	2	White Necro	5
White Necro	2	Melee	2
Melee	1	Dexterity	10
Dexterity	9	Willpower	20
Black Necro	3	Constitution	15
Constitution	11	Dexterity	12
Intelligence	12	Intelligence	18
White Necro	3	Constitution	20
Black Necro	4	Strength	20

Air Elementalist

Air	1	Air	5
Constitution	9	White Necro	3
White Necro	1	Melee	2
Air	2	Dexterity	10
Melee	1	Intelligence	15
Dexterity	9	Willpower	20
Air	3	Constitution	15
Constitution	11	Force	2
Air	4	Dexterity	12
White Necro	2	Intelligence	18
Force	1	Constitution	20
Constitution	13	Strength	20
Intelligence	12		

Earth Elementalist

Earth	1	Constitution	13
Constitution	9	Intelligence	12
Nature	1	Earth	5
Earth	2	Nature	5
Nature	2	Melee	2
Melee	1	Dexterity	10
Dexterity	9	Constitution	15
Earth	3	Intelligence	15
Constitution	11	Dexterity	12
Nature	3	Intelligence	18
Earth	4	Constitution	20
Nature	4	Strength	20

Fire Elementalist

Black Necro	1	Fire	3
Constitution	9	Constitution	13
Fire	1	Black Necro	5
White Necro	1	Fire	4
Black Necro	2	Melee	2
Melee	1	Dexterity	10
Dexterity	9	Fire	5
Black Necro	3	Constitution	15
Constitution	11	Intelligence	18
Intelligence	12	Dexterity	12
Fire	2	Constitution	20
Black Necro	4	Strength	20

Water Elementalist

Water	1	White Necro	4
Constitution	9	Constitution	13
White Necro	1	Intelligence	15
Water	2	Water	5
White Necro	2	White Necro	5
Melee	1	Melee	2
Dexterity	9	Dexterity	10
Water	3	Intelligence	18
Constitution	11	Constitution	15
Intelligence	12	Dexterity	12
White Necro	3	Constitution	20
Water	4	Strength	20

Guard

Melee	1	Strength	10
Dodge	1	Perception	11
Bow	1	Melee	4
Throwing	1	Dodge	4
Strength	9	Bow	4
Perception	10	Throwing	4
Melee	2	Strength	12
Dodge	2	Melee	5
Bow	2	Dodge	5
Throwing	2	Bow	5
Melee	3	Throwing	5
Dodge	3	Strength	14
Bow	3	Perception	14
Throwing	3	Strength	20

Priest

White Necro	1	White Necro	4
Heal	1	Heal	4
Constitution	10	Constitution	16
White Necro	2	White Necro	5
Heal	2	Heal	5
Constitution	12	Constitution	18
White Necro	3	Willpower	20
Heal	3	Strength	20
Constitution	14		

Druid

Nature	1	Nature	4
Constitution	9	White Necro	4
White Necro	1	Constitution	13
Nature	2	Nature	5
White Necro	2	White Necro	5
Intelligence	12	Melee	2
Melee	1	Dexterity	10
Dexterity	9	Intelligence	18
Nature	3	Constitution	15
Constitution	11	Dexterity	12
Intelligence	15	Constitution	20
White Necro	3	Strength	20

Summoner

Summoning	1	Intelligence	18
Constitution	9	Summoning	5
Temporal	1	Temporal	5
Summoning	2	Melee	2
Temporal	2	Dexterity	10
Melee	1	Constitution	15
Dexterity	9	Dexterity	12
Intelligence	12	Constitution	20
Summoning	3	Strength	20
Constitution	11		
Intelligence	15		
Temporal	3		
Summoning	4		
Temporal	4		
Constitution	13		

Force Mage

Force	1	Constitution	13
Constitution	9	Force	4
Fire	1	Fire	5
Force	2	Melee	2
Melee	1	Dexterity	10
Dexterity	9	Force	5
Fire	2	Intelligence	18
Constitution	11	Constitution	15
Intelligence	15	Dexterity	12
Fire	3	Constitution	20
Force	3	Strength	2
Fire	4		

Conveyance Mage

Conveyance	1	Divination	4
Constitution	9	Constitution	13
Divination	1	Conveyance	5
Conveyance	2	Divination	5
Divination	2	Melee	2
Melee	1	Dexterity	10
Dexterity	9	Intelligence	15
Conveyance	3	Constitution	15
Constitution	11	Dexterity	12
Intelligence	12	Constitution	20
Divination	3	Strength	20
Conveyance	4		

Temporal Thaumaturgist

Temporal	1	Constitution	13
Constitution	9	Intelligence	15
Force	1	Temporal	5
White Necro	1	Force	5
Temporal	2	Melee	2
Melee	1	Dexterity	10
Force	2	Fire	5
Temporal	3	Intelligence	18
Constitution	11	Constitution	15
Intelligence	12	Dexterity	12
Force	3	Constitution	20
Temporal	4	Strength	20
Force	4		

Morph Mage

Summoning	1	Summoning	4
Constitution	9	Morph	4
Morph	1	Constitution	13
Summoning	2	Summoning	5
Morph	2	Morph	5
Melee	1	Melee	2
Intelligence	12	Dexterity	10
Dexterity	9	Intelligence	18
Summoning	3	Constitution	15
Constitution	11	Dexterity	12
Intelligence	15	Constitution	20
Morph	3	Strength	20

Warrior

Melee	1	Willpower	12
Dodge	1	Melee	4
Strength	10	Dodge	4
Dexterity	10	Strength	18
Melee	2	Dexterity	18
Dodge	2	Willpower	14
Strength	12	Melee	5
Dexterity	12	Dodge	5
Willpower	10	Strength	20
Melee	3	Willpower	16
Dodge	3	Dexterity	20
Strength	15	Max HPs	300
Dexterity	15		

Warrior Mage Good

Melee	1	Dodge	4
White Necro	2	Air	3
Dodge	1	Strength	15
Force	1	Dodge	5
Air	1	Force	5
Strength	12	Air	5
Melee	3	Intelligence	15
Dodge	3	Strength	20
White Necro	4	Constitution	20
Intelligence	12	Intelligence	18
Melee	3	Dexterity	20
Force	3		

Warrior Mage Evil

Melee	1	Dodge	4
Black Necro	2	Intelligence	12
Dodge	1	Fire	3
Force	1	Strength	15
Fire	1	Melee	5
Strength	12	Dodge	5
Melee	3	Black Necro	5
Dodge	3	Fire	5
Black Necro	4	Intelligence	18
Melee	4	Strength	20
Summoning	2	Dexterity	20

Pure Melee-Dodge

Melee	1	Willpower	12
Dodge	1	Melee	4
Strength	10	Dodge	4
Dexterity	10	Strength	18
Melee	2	Dexterity	18
Dodge	2	Willpower	14
Strength	12	Melee	5
Dexterity	12	Dodge	5
Willpower	10	Strength	20
Melee	3	Strength	18
Dodge	3	Willpower	16
Strength	15	Max HPs	300
Dexterity	15		

Gunfighter-Doctor

Firearms	1	Heal	3
Heal	1	Firearms	4
Firearms	3	Perception	15
Perception	10	Heal	4
Melee	1	Firearms	5
Heal	2	Melee	3
Constitution	8	Heal	5
Melee	2	Perception	18
Perception	12	Constitution	20

Basic Thief

Pick Locks	1	Pick Pocket	3
Melee	1	Melee	3
Prowling	1	Throwing	3
Pick Pocket	1	Intelligence	15
Throwing	1	Pick Locks	4
Melee	2	Dodge	3
Pick Locks	2	Prowling	4
Dodge	1	Pick Pocket	4
Prowling	2	Pick Locks	5
Pick Pocket	2	Prowling	5
Throwing	2	Pick Pocket	5
Strength	11	Constitution	20
Pick Locks	3	Dexterity	20
Dodge	2	Willpower	20
Prowling	3	Strength	20
Willpower	14		

Ruffian

Melee	1	Dexterity	11
Dodge	1	Firearms	3
Gambling	5	Melee	3
Strength	10	Dodge	3
Constitution	9	Gambling	3
Dexterity	9	Prowling	3
Firearms	1	Heal	2
Prowling	1	Max HPs	55
Haggle	1	Max Fatigue	55
Max HPs	40	Strength	14
Max Fatigue	40	Constitution	14
Strength	11	Dexterity	12
Constitution	10	Willpower	10
Dexterity	10	Firearms	4
Firearms	2	Melee	4
Melee	2	Dodge	4
Dodge	2	Gambling	5
Gambling	2	Prowling	4
Prowling	2	Willpower	15
Heal	1	Max HPs	60
Haggle	2	Max Fatigue	60
Max HPs	45	Prowling	5
Max Fatigue	45	Max HPs	70
Strength	13	Max Fatigue	70
Constitution	13		

Bowman

Bow	1	Perception	15
Dodge	1	Prowling	4
Prowling	1	Melee	2
Perception	10	Bow	5
Strength	10	Spot Trap	2
Bow	2	Dodge	5
Prowling	2	Prowling	5
Dodge	2	Dexterity	20
Perception	12	Perception	20
Strength	12	Constitution	20
Bow	3	Willpower	20
Prowling	3	Strength	20
Melee	1	Melee	5
Dodge	3	Max HPs	300
Bow	4		

Constable

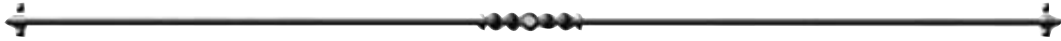
Melee	1	Dexterity	15
Dodge	1	Strength	12
Firearms	1	Melee	4
Dexterity	9	Dodge	4
Throwing	1	Throwing	4
Strength	9	Firearms	4
Melee	2	Dexterity	18
Dodge	2	Strength	14
Throwing	2	Melee	5
Firearms	2	Dodge	5
Dexterity	12	Throwing	5
Strength	10	Firearms	5
Melee	3	Strength	16
Dodge	3	Dexterity	20
Throwing	3	Strength	20
Firearms	3	Max HPs	300

Herbology

Heal	2	Perception	14
White Necro	1	Dodge	1
Haggle	1	Charisma	10
Herbology	1	Herbology	3
Gambling	1	Heal	4
Gambling	2	Haggle	4
Haggle	2	Gambling	4
Perception	10	Melee	2
Heal	3	Dodge	2
White Necro	2	Haggle	5
Haggle	3	Herbology	4
Herbology	2	Gambling	5
Gambling	3	Perception	20
White Necro	3	Willpower	20
Melee	1	Constitution	20
Strength	10	Herbology	5

Fate Points

You can, throughout the game, acquire Fate Points. These can be used to guarantee that you will be successful, on command, in any of 12 uses.



Fate Point Uses

Full heal now
Force good reaction
Critical success on next attack
Critical failure on next opponent attack
Save against magick
Spell at maximum

Critical success at Gambling
Critical success at Heal
Critical success at Pick Pocket
Critical success at Repair
Critical success at Pick Locks
Critical success at Disarm Traps

Fate Point Opportunities

<i>Bedokaan Village</i>	Sell out the Bedokaan Villagers
<i>Caladon</i>	Cure the werewolf
<i>Caladon</i>	Half-Ogre Island ... (after smoking Gnome)
<i>Caladon</i>	Killing King Farad of Caladon
<i>Caladon</i>	Uncover the truth behind the Panarii (Tell Alexander.)
<i>Iron Clan</i>	Help Magnus find his lost clan
<i>Isle of Despair</i>	Help Cynthia Boggs in her escape
<i>Qintarra</i>	Clear Sharpe's name
<i>Random</i>	Killing the real Stillwater Giant
<i>Shrouded Hills</i>	Get rid of the thieves in Shrouded Hills
<i>Stillwater</i>	Become the Butcher of Stillwater
<i>Tarant</i>	Betray Bates to Appleby
<i>Tarant</i>	Convince Donn Throgg to escape
<i>Tarant</i>	Free Gar
<i>Tarant</i>	Inspire the Orc Uprising
<i>Tarant</i>	Kill Bates
<i>Tarant</i>	Kill Donn Throgg
<i>Tarant</i>	Sneak into Bates Mansion through the tunnel
<i>Tarant</i>	You and Magnus destroy the Schuylers
<i>T'sen-Ang</i>	Free the Ogres in T'sen-Ang
<i>Void</i>	Join Kerghan
<i>Vooriden</i>	Fix the altar in Vooriden (before Stringy Pete asks you to)
<i>Wheel Clan</i>	Convince Loghaire to return and be King

Mentors

Practice and point allocation will make you very good in any given skill, but in order to really advance you need to find teachers.

Once you've spent a point on a skill and practiced it a bit, you should find an Apprentice Master who will let you apprentice with him or her. It's painless, takes no time and is usually cheap or free. The only trouble is finding a Mentor.

Once you're an apprentice, practice some more, add two more points (to a total of 3 points) and then find an Expert Mentor in that skill (in some cases, it can be the same one who apprenticed you) and ask to be trained to the level of Expert.

When you've practiced that skill as an Expert and given it the full 5 points, you'll need to seek out the Master of that field. There's only one Master per field in all Arcanum, but often the Expert Mentor will be able to point you in the right direction. It's not easy to achieve Mastery ... quite often you'll have to complete tasks or prove yourself in some way.

Mastering a College of Magick is a little different. Instead of studying with an Expert Mentor, you just need to continue learning spells until you can cast all the spells of that type (Necromantic White, Mental, etc.). After you've done that, you need to go to Tulla and study with a Master. You can only master one type of magick.

The specific effects of Training in a skill are described in the manual on pages 30-32.

Apprentice

SKILL	MENTOR	LOCATION
<i>Bow</i>	Elite Bow Guards	Caladon/Dernholm/ Shrouded Hills
<i>Dodge</i>	Generic Guards	All
<i>Melee</i>	Generic Guards	All
<i>Throwing</i>	Generic Guards	All
<i>Backstab</i>	Pick Pockets	Caladon/Tarant
<i>Backstab</i>	Evil Generic Guards	Tarant/Shrouded Hills
<i>Pick Pocket</i>	Pick Pockets	Caladon/Tarant
<i>Pick Pocket</i>	Pub Maidens	All - if evil alignment
<i>Prowling</i>	Pick Pockets	Caladon/Tarant
<i>Prowling</i>	Elite Bowmen Guards	Caladon/Dernholm
<i>Spot Trap</i>	Pick Pockets	Caladon/Tarant
<i>Spot Trap</i>	Guards	All
<i>Gambling</i>	Bar Patrons	All

<i>Haggle</i>	Gen. Store shopkeeper	All
<i>Haggle</i>	Mag. Arm. shopkeeper	Tarant/Caladon
<i>Heal</i>	Herbology	All
<i>Heal</i>	Doc Roberts	Shrouded Hill: Home
<i>Persuasion</i>	Prostitutes	Tarant: Madam Lil's
<i>Repair</i>	Rural Blacksmiths	Shrouded Hills/ Roseborough/Black Root
<i>Repair</i>	Factory Foremen	Tarant
<i>Repair</i>	Inventor Shopkeepers	Tarant/Ashbury
<i>Firearms</i>	Gunsmith Shopkeepers	Tarant/Ashbury
<i>Firearms</i>	Inventor Shopkeepers	Tarant/Ashbury
<i>Firearms</i>	Doc Roberts	Shrouded Hill: Home
<i>Locksmith</i>	Rural Blacksmiths	Shrouded Hills/ Roseborough/Black Root
<i>Traps</i>	Rural Blacksmiths	Shrouded Hills/ Roseborough/Black Root
<i>Traps</i>	Inventor Shopkeepers	Tarant/Ashbury

Expert

SKILL	MENTOR	LOCATION
<i>Bow</i>	Elite Bow Captains	Caladon/Dernholm: On patrol
<i>Dodge</i>	Herkemer Ogg	Black Root: His home
<i>Dodge</i>	Wynde	Qintarra
<i>Melee</i>	Gorrin	Isle of Despair: The Pit
<i>Melee</i>	Herkemer Ogg	Black Root: His home
<i>Throwing</i>	Lianna Pel Dar	Dernholm
<i>Throwing</i>	Theo Brightstart	Ashbury: His farm
<i>Backstab</i>	Mr. Black/Mr. Razzia	Caladon/Tarant: Only Thieves' Underground
<i>Backstab</i>	Black Market Man	Caladon/Tarant: Black Market
<i>Backstab</i>	Jerrold Aymes	Ashbury: Prison
<i>Pick Pocket</i>	Mr. Black/Mr. Razzia	Caladon/Tarant: Only Thieves' Underground
<i>Pick Pocket</i>	Flophouse Innkeeper	Tarant: Flophouse
<i>Pick Pocket</i>	Guido Lightouch	Ashbury: Prison
<i>Prowling</i>	Mr. Black/Mr. Razzia	Caladon/Tarant: Only Thieves' Underground
<i>Prowling</i>	Elite Bow Captains	Caladon/Dernholm: On patrol
<i>Spot Trap</i>	Herkemer Ogg	Black Root: His home
<i>Spot Trap</i>	Vegard MoltenFlow	Wheel Clan
<i>Gambling</i>	Bartenders	All
<i>Haggle</i>	Bartenders	All
<i>Heal</i>	Herbology	All
<i>Heal</i>	Perriman Smythe	Tarant
<i>Persuasion</i>	Madam Lil	Tarant: Brothel
<i>Persuasion</i>	Tailors - City	Caladon/Tarant/Ashbury
<i>Repair</i>	Junk Dealers	Black Root/Dernholm
<i>Repair</i>	Garret Almstead	Black Root: Blacksmith
<i>Firearms</i>	Herkemer Ogg	Black Root: His home
<i>Firearms</i>	Doc Roberts	Shrouded Hills: Home
<i>Pick Locks</i>	Adam Maxwell	Caladon: Home
<i>Pick Locks</i>	Garret Almstead	Black Root: His shop
<i>Disarm Traps</i>	Thrayne Iron Heart	Wheel Clan: High IQ only
<i>Disarm Traps</i>	Jason Guy	Roseborough: Inn
<i>Disarm Traps</i>	Adam Maxwell	Caladon: His home

Masters

SKILL	MENTOR	LOCATION
<i>Bow</i>	Kietzel Pearce	Black Root: Inn bar
<i>Dodge</i>	Adkin Chambers	Stillwater: His home
<i>Melee</i>	Sir Garrick Stout	Dernholm: Near castle
<i>Throwing</i>	Clarissa Shalmo	Black Root: Inn bar
<i>Backstab</i>	Dr Edmund Craig	Roseborough: His home
<i>Pick Pocket</i>	Sammie White	Tarant: Near Metro Station
<i>Prowling</i>	Albert Leek	Caladon: Sobbing Onion Bar
<i>Spot Trap</i>	F.T. Fitzgerald	Tarant: His home
<i>Gambling</i>	Gurin Rockhollow	Tarant: Gentlemen's Club
<i>Haggle</i>	J.M. Morat	Tarant: The bar
<i>Heal</i>	Fawn	Qintarra: Outside her house
<i>Persuasion</i>	Ed. Willoughsby	Caladon: Near castle
<i>Repair</i>	Maxim	Caladon: Burned-out factory
<i>Firearms</i>	William Thorndop	Ashbury (south): His home
<i>Pick Locks</i>	J.T. Morgan	Caladon: High security prison
<i>Disarm Traps</i>	Daniel McPherson	Caladon: His home

Magick Mentors

Magick Masters are all in the city of Tulla.

SKILL	MENTOR
<i>Master of Air</i>	Wel' K'ene
<i>Master of Conveyance</i>	Ve' Tura
<i>Master of Divination</i>	Cassandra Johanson
<i>Master of Earth</i>	Addo Terrin
<i>Master of Fire</i>	Naph'Tha
<i>Master of Force</i>	Rys' Ard
<i>Master of Hydromancy</i>	V'ed Eckes
<i>Master of Meta</i>	Liam Raymond
<i>Master of Morphing</i>	S'Btin'ka
<i>Master of Nature</i>	Ferko Lydell
<i>Master of Necromantic Black</i>	D' Ary
<i>Master of Necromantic White</i>	Bilko Gavin
<i>Master of Phantasm</i>	Daemon Gardi
<i>Master of Temporal</i>	S'yala
<i>Master of Mental</i>	Edgar Jerryl
<i>Master of Summon</i>	Harold Sumner

Hint!

Skills such as Gambling and Haggle can be extremely useful. You can really pile up the gold if you know how to sweet-talk your way around a shopkeeper.

Blessings and Curses

The only way to permanently adjust your stats is to receive a blessing or curse from someone. Usually that someone is a god of Arcanum. Occasionally it's just someone who has his own reason to like or hate you. There's a system to making friends and influencing the right people, and if you go through the steps carefully, there are big benefits to be had.

The Gods of Arcanum

It's usually pretty obvious when you've been cursed or blessed by a god, but with regular people it's harder to tell. However, there's always a "clue" to let you know what just happened.

Before you run out and start making friendly with the gods, however, be warned. They are fickle, and have rules that might not make sense to the uninitiated. Particularly, be aware that some gods will curse you for making offerings to other gods ... unless you've first made an offering to an in-between god.

Aldous Buxington at Tarant University can explain them to you, give you a book describing them in detail, and show you the diagram for Mazzerin's Mystery — the key to Velorien's Blessing of Ultimate Power — see below).

There are lesser gods and greater gods, and each one has an altar. Each god gives a blessing when the correct offering is made.

Be careful out there.

Gods and Altars

GOD	CLASSIFICATION	LOCATION	OFFERING
<i>Shakar</i>	Lesser God	Kree	Bone-Handled weapons
<i>Ter'el</i>	Lesser God	Falcon's Ache	Li'tani
<i>Torg</i>	Lesser God	77797, 72805	Rubies
<i>Bolo</i>	Lesser God	04104, 104610	Rings
<i>Kerlin</i>	Lesser God	56490, 26977	Mnura Coin
<i>Geshtianna</i>	Lesser God	Stillwater	Passion Root
<i>Makaal</i>	Lesser God	Village of the Bedokaan	Heartstone
<i>Alberich</i>	Lesser God	Wheel Clan	Lava Rock
<i>Halcyon</i>	Greater God	Vooriden	Olive Branch
<i>Moorindal</i>	Greater God	Temple of the Derian-Ka	Black Diamond
<i>Kai'tan</i>	Greater God	Gorgoth Pass	Geode
<i>Velorien</i>	Greater God	Vendigroth	Your Life

Offering Locations

OFFERING	LOCATION
<i>Heartstone</i>	Village of the Bedokaan
<i>Li'tani</i>	Elven Traders, Dwarven Caves
<i>Mnura Coins</i>	Magickal Treasure Chests
<i>Lava Rock</i>	Dwarven Caves and Chests
<i>Olive Branch</i>	Wheel Clan (Terrarium)
<i>Geode</i>	Wheel Clan, BMC, Stonecutter Clan (randomly placed)
<i>Black Diamonds</i>	Black Market, Wheel Clan Smith, Bangellian Deepes
<i>Passion Root</i>	Elven Forest and Tropical Forest Near Geshtianna's altar, in still water Random Encounters
<i>Rings</i>	All Over
<i>Rubies</i>	Treasure Chests and Wheel Clan Smith
<i>Bone-Handled Weapons</i>	Weapon Sellers (also try pre-patch Kite swords)

The Opposing Pairs

If you make an offering to a lesser god while you are not on the correct path to receive the Ultimate Blessing from Velorien (see below), you'll receive the curse of the opposing god.

If you're cursed by a god, then you must bring another offering to the god who cursed you. This only removes the curse ... if you want the blessing again, you'll have to make an additional offering.

Geshtianna/Kerlin
Ter'el/Bolo
Alberich/Shakar
Makaal/Torg

Velorien's Ultimate Blessing

You must do the blessings in this order to receive the ultimate blessing of Velorien in Vendigroth:

- | | |
|---------------|---------------|
| 1. Ter'el | 9. Shakar |
| 2. Makaal | 10. Moorindal |
| 3. Alberich | 11. Alberich |
| 4. Geshtianna | 12. Makaal |
| 5. Halcyon | 13. Kerlin |
| 6. Torg | 14. Bolo |
| 7. Bolo | 15. Kai'tan |
| 8. Kerlin | 16. Velorien |

Blessings

ALBERICH'S BLESSING

For making an offering to the god Alberich
Effect: Strength +1

BOLO'S BLESSING

For making an offering to the god Bolo
Effect: Pick Pocket +4, Pick Locks +4

GESHTIANNA'S BLESSING

For making an offering to the goddess Geshtianna
Effect: Beauty +1

HALCYON'S BLESSING

For completing the First Circle, that of Goodness
Effect: Will Power +2, Perception +2, Heal +4, Spot Trap +4

KAI'TAN'S BLESSING

For completing the Third Circle, that of Neutrality
Effect: Persuasion +8, Haggle +4, Bow +4, Charisma +1, Beauty +1

KERLIN'S BLESSING

For making an offering to the god Kerlin
Effect: Haggle +4, Persuasion +4

MAKAAL'S BLESSING

For making an offering to the god Makaal
Effect: Dexterity +1

MOORINDAL'S BLESSING

For completing the Second Circle, that of Evil
Effect: Backstab +8, Melee +4, Critical Hit Chance +10, Prowling +4

SHAKAR'S BLESSING

For making an offering to the god Shakar
Effect: Melee +4, Dodge +4

TER'EL'S BLESSING

For making an offering to the god Ter'el
Effect: Perception +1, Bow +4

TORG'S BLESSING

For making an offering to the god Torg
Effect: Constitution +1

VELORIEN'S BLESSING

For joining the Three Circles, and offering your life to Velorien, the All-Father
Effect: Resist Magick +30, Dexterity +4, Resist Damage +30, Max Hit Points +100, Max Fatigue +100, Melee +12, Pick Pocket +12, Persuasion +12, Firearms +12, Dodge +12

Curses

If you make an offering to a lesser god outside the order required to complete Velorian's Ultimate Blessing, you're going to annoy the opposite god ... and get cursed. Greater gods don't curse.

TER'EL'S CURSE

Effect: Perception -1, Bow -4

MAKAAL'S CURSE

Effect: Dexterity -1

ALBERICH'S CURSE

Effect: Strength -1

GESHTIANNA'S CURSE

Effect: Beauty -1

TORG'S CURSE

Effect: Constitution -1

BOLO'S CURSE

Effect: Pick Pocket -4, Pick Locks -4

KERLIN'S CURSE

Effect: Haggle -4, Persuasion -4

SHAKAR'S CURSE

Effect: Melee -4, Dodge -4

Hint!

If you're dropping something on the ground that you intend to pick back up again, try not to be standing behind a rock, a counter, any piece of stationary scenery that's blocking your view of the ground. It's nearly impossible to pick up something that you can't see.

Non-Divine Blessings and Curses

A few talented people around Arcanum will bless you for doing them favors.

It's usually pretty obvious when you've been cursed or blessed by a god, but with regular people it's harder to tell. However, there's always a "clue" to let you know what just happened.

Blessings

ARBALAH'S BLESSING

For returning Arbalah's sacred artifact to him

Clue: You feel a warm, pleasant sensation as Arbalah bestows his blessing upon you.

Effect: Reaction Adjustment +5

JEWEL OF HEBE MEDALLION

For wearing the Jewel of Hebe

Clue: You suddenly feel very good about yourself.

Effect: Beauty +2, Charisma +1

MADAME TOUSSAUDE'S GYPSY BLESSING

For helping Madame Toussaude

Clue: You feel a slight tingle as Madame Toussaude gestures before you.

Effect: Charisma +1

PRIESTESS BRIGITTE'S BLESSING

For returning the idol of Geshtianna

Clue: You feel an inner joy build as Brigitte blesses you.

Effect: Beauty +1

Note: This is only how people react to you; your actual Beauty has not changed.

Curses

GYPSY BLOOD CURSE

For killing Madame Toussaude, you have received an ancient gypsy blood curse

Clue: Gypsy Blood Curse!

Effect: Charisma -2

THE CURSE OF STRINGY PETE

For killing Molly Williamson, you have received the evil curse of Stringy Pete! Your body feels weaker, almost as if you were diseased.

Clue: Stringy Pete's Curse of Pestilence!

Effect: Constitution -1, Strength -1, Dexterity -1, Beauty -1

Reputations

Some reputations are good for your continued survival, some aren't. Several are mutually contradictory. It's a really good idea to know what the result of your actions will be before you do something you'll have to live with permanently.

The way reputation affects how people treat your character is twofold: they'll say things to you that they wouldn't say otherwise, such as "thank you" or "you rotten scoundrel." Their attitudes will also change, sometimes to the point of attacking on sight.

The positive or negative number after each entry refers to how much those people change in how much they like (positive number) or dislike (negative number) your character.

Member of the Thieves' Underground

Get a lurker's respect (e.g., get in good with Lukan in Shrouded Hills, sell Appleby Bates' journal), talk to Maynor in Tarant, and steal the sewer plans.

Joining the Thieves' Underground enables you to buy from black market stores and get free information and leads on jobs from other members.

Thieves Underground +10

Member of the Clan Maug

Do a job for Muggs, who'll recommend you to Maug, who'll give you a task.

As such, you are a sworn enemy of the Pollock Gang, and there is a fair chance that they will attack you on sight.

Clan Maug +10, Pollock Gang -100

Member of the Pollock Gang

Talk to Miranda Tears, do her task. She'll recommend you to Pollock, who'll give you a task.

As such, you are a sworn enemy of the Clan Maug, and there is a fair chance that they will attack you on sight.

Pollock Gang +10, Clan Maug -100

Enemy of the Clan Maug

You killed Maug.

Members of the Maug Gang will generally attack you on sight.

Clan Maug -100

Master Healer

You were trained by Fawn in Qintarra.

You are respected and admired by anyone from Qintarra and favorably regarded in all other major cities.

Anyone from Qintarra +10, All others +5

Murderer of Fawn, the Healing Master

You killed Fawn in Qintarra.

This act of infamy has earned you the hatred of all in Qintarra.

Anyone from Qintarra -20, All others -10

Killer of the beautiful Clarissa Shalmo, the Throwing Master of Caladon

You killed Clarissa in Black Root.

This has earned you the disfavor of the guards of Caladon.

Caladon Guards -25

Pervert of Tarant

You ran naked through the streets of Tarant.

Your exhibitionist antics in Tarant have earned you the scorn of its citizens.

Anyone from Tarant -25, Everyone else -5

Champion of the Pit on the Isle of Despair

Talk to Ogdin, who'll set up Pit Combat.

By defeating all in the pit, you are considered the top pit fighter of them all.

*Anyone on the Isle of Despair +10,
Unique Monsters +10*

Honorary Ambassador to Tarant

You successfully negotiated with Caladon.

Because of your excellent performance in the negotiations for Caladon's membership in the Unified Kingdom, you are seen as a hero by many of Tarant's citizens.

Anyone from Tarant +15

Enemy of Tulla

You've killed a citizen of Tulla.

You have brought the wrath of every citizen of Tulla upon yourself.

Anyone from Tulla -100

Betrayer of Gilbert Bates

You gave Bates' journal to the press.

The citizens of Tarant are less cordial.

Anyone from Tarant -10

Friend of the Molochean Hand

Read Joachim's book in Stillwater. Tell Gideon Lair in T'sen-Ang about Arronax and his pact with the Dark Elves.

The Dark Elves talk more openly to you.

Anyone in T'sen Ang +100

Butcher of Stillwater

You killed everyone in Stillwater.

You will find that most city-dwellers will have a dislike of you.

City-dwellers -25

Deadbeat

You lost to Rockharrow and didn't pay up.

You have defaulted on your debt with Gurin Rockharrow.

Everyone -10

Enemy of Qintarra

You killed Raven.

You have become the sworn enemy of every Elf in Qintarra.

Anyone from Qintarra -100

Instigator of the Orc Riots

You talked Donn Throg into rioting.

You are now considered an enemy not only of Tarant, but Caladon as well.

Anyone in Tarant or Caladon -100

Debtor to Gurin Rockharrow

You played against Rockharrow and lost.

You owe Rockharrow 5000 coins for debts.

Everyone -5

Enemy of T'sen-Ang

Kill a citizen of T'sen-Ang.

Should you enter T'sen-Ang again, you should be prepared for a violent end.

Anyone in T'sen-Ang -100

Savior of Bessie Toone

Get the mine deed for Sarah Toone.

The people of Shrouded Hills have taken a liking to you because you freed the ghost of Bessie Toone.

Anyone in Shrouded Hills +10

Player Characters: Reputations

Destroyer of the Dread Crystal Spider

Talk to Arvid Millstone to get the quest of killing the spider.

For killing the Dread Crystal Spider, you've become a hero in the eyes of the people of the Wheel Clan.

Anyone from the Wheel Clan +15

Hero of Shrouded Hills

Work with Doc Roberts to foil the bank robbery.

Because of your heroic efforts in helping Doc Roberts stop the bank robbery, the people of Shrouded Hills are definitely friendlier to you than they once were.

Anyone from Shrouded Hills +15

Outlaw of Shrouded Hills

You robbed the bank in public. This does not count if you sneak in and don't get caught.

Everyone in Shrouded Hills is looking to kill you for robbing their bank.

Anyone from Shrouded Hills -100

Survivor of the crash of the I.F.S. Zephyr

Tell Mr. Wright your story.

Since selling your story to the Tarantian, it seems some people have begun to recognize you, for better or worse.

Anyone in Tarant +2

Killer of the Whytechurch Murderer

Talk to Chief Inspector Henderson and convince him to let you work on the case. Hunt down the killer.

The Caladonians have taken a liking to you for ridding their city of the murderer.

Anyone in Caladon +10

Rescuer of Thorvald

Talk to Thorvald on the Isle of Despair, then tell Randver where he is.

Because you have safely returned Thorvald to his clan, the dwarves of the Wheel Clan have taken a liking to you.

Anyone in the Wheel Clan +10

Hero of the Wheel Clan

Talk to Randver. Get Loghaire to return.

As the person responsible for convincing Loghaire to return to the throne, you have become extremely well liked by members of the Wheel Clan.

Anyone in the Wheel Clan +20

Assassin of King Farad

Talk to Heinrich Jenks in Tarant. Kill the king of Caladon.

As the killer of the beloved King of Caladon, you will find yourself in grave danger if you ever set foot in Caladon again.

Anyone in Caladon -100

Orator of Ashbury

Talk to the mayor of Ashbury. Sway the people with your diplomatic speech.

Because of your rousing speech that enabled the townspeople of Ashbury to finally build their monument, you find the people there to be friendlier to you.

Anyone in Ashbury +5

Kerghan's Apprentice

Join Kerghan's cause after you meet him in the Void.

Because you have joined Kerghan, you are despised by most everyone.

Reputation is not applicable.

Betrayer of Magnus Shale Fist

Come to an agreement with Schuyler and Sons.

Because you have betrayed the friendship of Magnus Shale Fist, you are his sworn enemy.

Magnus Shale Fist -150

Companion of a Fair Lady

Ask Druella, in Cumbria, to go with you. She'll only stay until her goal is met.

Because the Lady Druella has joined your party, you benefit from a temporary increase in your Beauty and Charisma when dealing with others.

People's attitude toward you doesn't change.

Thief of Shrouded Hills/Tarant/Ashbury/Black Root/Caladon/Dernholm

Get caught stealing from the merchants of a major city.

Because of your repeated attempts to steal from the merchants, the merchants and the guards of that town take a dim view of you and your activities.

Merchants (of that town) -20 and Guards (of that town) -10

Enemy of Shrouded Hills/Tarant/Ashbury/Black Root/Caladon/Dernholm

Kill some of the people of that location.

Because of your cold-hearted killing of guards and citizens, you will be attacked on sight if you return to that town.

Anyone in that town -150

Owner of the Bates Mansion

After Bates is gone, you buy the mansion from W. Thomas Moreau.

As the purchaser of the famed Bates Mansion, the people of Tarant have slightly more respect for you than they did before.

Anyone in Tarant +5

Liberator of Maug Maulman

When in T'sen-Ang, talk to Maug Maulman, then kill T'val Nor.

Because you killed T'val Nor and broke the spell that was enslaving the Half-Ogres of T'sen-Ang, you have earned their friendship, and the enmity of T'sen-Ang.

Dark Elves from T'sen-Ang -25, Half-Ogres +20

Enemy of the Wheel Clan

Talk to Randver, kill Loghaire, and then admit you did it.

For admitting to the murder of Loghaire Thunder Stone, you have become the sworn enemy of every Dwarf in the Wheel Clan.

Anyone from the Wheel Clan -100

The Most Honored Dialectician in the Known Universe

In the Void, talk to Kerghan and convince him of the errors of his ways. Sever him from the living world.

Because you have convinced Kerghan to turn from his diabolical plan, you are seen as the most skilled negotiator in the history of Arcanum.

Reputation is not applicable.

Magick-Tech Effects

Item Complexity

When you use a magickal or technological item, how well it works depends on your magickal or technological aptitude (respectively). The more you deal in magick, the higher your magickal aptitude. The more you work with technology, the higher your technological aptitude.

You can't have it both ways. In fact, if you have magickal aptitude, you have *negative* tech aptitude, and vice versa.

All magickal and technological items have a complexity value. Both aptitude and complexity are measured on a scale from 0 to 100. If you're very magickally (technologically) inclined, and have studied it a great deal, your magickal (technological) aptitude will be near 100. If you have studied neither magick nor technology very much, your aptitude will be near 0. The more complex an item, the higher its complexity value, either magickal or technological. (Please excuse us for stating the obvious.)

Most of the following discussion refers to magickal aptitude and complexity. Identical principles apply to technological aptitude and complexity. However, note that what we're talking about here is the item's *power*, not its normal aspects. Thus, a magick sword can still cut an opponent even if its magickal power isn't functioning. And a gun doesn't care who pulls the trigger — the bullet is just as deadly, whether fired by a tech or a mage.

Magickal items are more likely than tech items to have power of some sort; by definition, a magickal item is imbued with magickal power. Tech items without power

function normally if used correctly by anyone (but see **Mage/Tech Critical Failure**, below). Each item's magickal or technological power is listed in the description of that item.

If you're a mage using a magickal item, you produce full power only if your magickal aptitude is at least as high as the item's complexity. If you try to use a magickal item with a higher complexity than your current aptitude, you lose power proportional to half the difference between your aptitude and its complexity. (For example, if you have aptitude 30 and use a complexity 50 item, it only functions at 80% power efficiency: $50 - 30 = 20$; half of 20 = 10; $50 - 10 = 40$; $40/50 = 80\%$.)

If you're a mage trying to use a technological item whose complexity is *higher* than your aptitude, its power (if any) is proportional to half the difference between your aptitude and its complexity. (For example, if you have aptitude 30 and use a complexity 50 item, it only functions at 20% power efficiency: $50 - 30 = 20$; half of 20 = 10; $10/50 = 20\%$.)

If you're a mage, you cannot get any tech power bonus for an item whose complexity is *lower* than your aptitude.

Failure

When a magickal or tech item is used by someone on a target, it has a chance to simply fail to operate due to magick/tech interaction. If a mage tries to use a tech item on another mage, the chance of failure is equal to the magickal aptitude of the *targeted* mage.

If a mage uses a magickal item on someone with technological aptitude, the chance of failure is based on the two people's aptitudes. The higher the mage's aptitude, the lower the chance of failure. The higher the tech's aptitude, the higher the chance of failure. The following table lists a few sample chances of failure.

<i>Magick Apt.</i>	10	25	50	75	90	100	75	25	10	10
<i>Tech Apt.</i>	10	25	50	75	90	100	25	75	90	100
<i>Chance of Failure (%)</i>	9	19	25	19	9	0	6	55	81	90

This chance of failure is independent of the chance of skill failure. So a mage using a gun may fail because of this chance, or he may fail to hit because he has a low Firearms skill. This is why mages should stay away from guns, and techies from magickal items.

Mage/Tech Critical Failure

A technological item may also critically fail if used by someone with a magickal aptitude. The higher the aptitude or the complexity, the greater the chance of a critical failure. The following table lists a few sample chances of critical failure.

<i>Magickal Aptitude</i>	10	20	40	70	90
<i>Technological Complexity</i>	20	40	70	90	100
<i>Chance of Critical Failure (%)</i>	2	8	28	63	90

Again, note that this chance of critical failure is independent of skill critical failure. A mage may critically fail with a gun because of this chance and also because he misses his target and critically fails normally. So if you are wearing a pointy hat with stars and moons, put the gun down slowly and step away.

Chance of Critical Success and Failure

If you succeed, you have a chance for a critical success. If you fail, there's a chance that you critically fail.

In addition to the other modifiers mentioned below, there can also be effects (from spells, items, blessings, curses, backgrounds and so forth) that adjust the chance of a critical success or failure. And remember that you can occasionally take fate into your own hands (see **Fate Points**, p. 29).

Non-Combat Skills

The base chance of a critical success (given that you have succeeded) is half your original chance of success. (For example, if your original chance of success was 50%, your chance of a critical success — given that you succeeded — is 25%: $50/2 = 25$.)

The base chance of a critical failure (given that you have failed) is half your original chance of failure. (For example, if your original chance of failure was 50%, your chance of a critical failure — given that you failed — is 25%: $50/2 = 25$.) However, the chance of critical failure is *never* less than 2%, regardless of what these numbers say.

Combat Critical Success (Critical Hit)

For Firearms and all other Combat skills, the chance of a skill success being a critical success is a bit more complicated (and less likely). As with all other critical successes, you must achieve a success to even have a chance of a critical success. The base chance of a critical success is 5% ($1/20^{\text{th}}$) of your original skill chance.

(For example, if your original chance of success was 60%, your chance of a critical success — given that you succeeded — is 3%: $60/20 = 3$.)

But it's not that easy to figure. Your chances improve if you hit with a called shot (see Manual, p. 60), if your weapon has a magick success bonus, and if you successfully Backstab (especially if you're a Master at Backstabbing). Your chances decrease if your weapon's magick success "bonus" is actually negative or if you're trying to Backstab a skilled target.

Add 50 to the percentage for a called shot to the head, 30 for a called shot to the arm/leg.

Add (or subtract) your weapon's magick success bonus (it might be negative). This can be affected by your magickal or technological aptitude (see **Item Complexity**, p. 39).

If you're Backstabbing, add a small amount if you are skilled in backstabbing, but subtract a small amount based on your opponent's level. Add 20 to the percentage if you're a Master Backstabber.

Combat Critical Failure (Critical Miss)

As with all other critical failures, you must fail to even have a chance of a critical failure. The base chance of a skill failure being a critical failure is one-seventh of your original chance of failure. The more damaged your weapon, the greater the chance of a critical failure. And just as some weapons have magickal success bonuses (or penalties), some also have magickal failure bonuses (or penalties). You want the bonuses — they *decrease* your chance of critical failure.

Critical Hit Effects

The effect of a critical hit depends on the weapon, the attacker and the target. Only creatures can give or receive critical hits (doors, traps and other inanimate objects can't be involved). Each weapon's stats (given on pp. 75-89) list the type of damage it inflicts with a critical hit (cutting, crushing, impaling, electrical or fire). Weaponless attacks inflict crushing critical hits.

A critical hit always inflicts regular damage (but *not* automatic maximum damage). In fact, there's a small chance a critical hit will not inflict any additional damage, if none of the triple/double/+50% damage chances come through. (But note that if *none* of the critical hit possibilities come through, +50% damage is applied anyway).

Modifiers. Some weapons have a modifier (Magick Critical Hit Bonus/Penalty) that is added to (or subtracted from) any of the base chances below to increase (or decrease) the chance of that critical effect. This is part of the weapon's "power" (see **Item Complexity**, p. 39), so it is reduced (or even eliminated) if the weapon's wielder has too much tech aptitude or not enough magickal aptitude. There can also be effects (from spells, items, blessings, curses, backgrounds and so forth) that adjust the base chance of a specific critical effect, and called shots add 10% to the chance of any effect. The sum of all of these numbers is added to each and every chance listed on the next page.

Called Shots. Note that called shots can only target the head, arms or legs. Non-called shots are randomly distributed to parts of the body (not equally; most are torso shots). So if you do not make a called shot, you will still hit your target's head, arms or legs occasionally.

You can't make a called arm shot on an avian, but you can target a quadruped's forelegs with a called "arm" shot. You can't make *any* called shots on amorphous creatures. **Creatures** (pp. 134-153) lists what each monster is.

Called shot bonus +10% to chance of any effect listed below

Possible Effects. All of the following effects are possible with a single blow — a critical hit can inflict triple damage and cripple an arm *and* stun its target. Of course, some of the effects can't happen at once (for example, you can't cripple both an arm and a leg with one blow). And the first three effects (tripled, doubled and +50% damage) are mutually exclusive — you can't get more than one of these.

Triple damage	10% (base)
Double damage	30% (base)
+50% damage	60% (base; automatic if no other critical result occurs)
Stun	5% (base)
<i>Crushing attack</i>	+10%
<i>Electrical attack</i>	+10%
<i>Head hit</i>	+10% (if no helmet)
<i>Defense (save)</i>	((5 x Constitution) -25)% (no effect if save)
<i>Exceptions</i>	Amorphous monsters (elementals, wisps and so forth) and undead cannot be stunned.
Knock Out	If stunned, there is an equal chance for a knock out.
<i>Exceptions</i>	Your own character (your PC) can't be knocked out.

Crippled Arm	1% (base, but only if an arm is hit)
<i>Defense (save)</i>	((5 x Constitution) -25)% (no effect if save)
<i>Exceptions</i>	Amorphous monsters, snakes, birds and undead cannot get crippled arms.
Crippled Leg	1% (base, but only if a leg is hit)
<i>Defense (save)</i>	((5 x Constitution) -25)% (no effect if save)
<i>Exceptions</i>	Amorphous monsters, snakes and undead can't get crippled legs.
Helmet Knocked Off	5% (base, but only if a crushing blow to a helmeted head)
Blinded	1% (base, but only if head is hit)
<i>Target wears helmet</i>	-1%
<i>Defense (save)</i>	((5 x Constitution)% (no effect if save)
Scarring	5% (base)
<i>Exceptions</i>	If you're already scarred, then you can't scar yourself again on a critical miss.
Knock Down	5% (base; only to biped creatures)
<i>Crushing weapon</i>	+5
<i>Leg is hit</i>	+10%
Weapon damage	10% base chance to damage the opponent's wielded weapon
Weapon dropped	10% base chance to disarm the opponent
Armor damaged	10% base chance to damage opponent's armor

Critical Miss Effects

If you critically miss your target with a ranged attack, you hit someone else within range instead — yourself, friend, enemy or even neutral observer. If you critically miss with a melee weapon, you hit yourself instead.

Each weapon's stats (given on pp. 75-89) list the type of damage it inflicts with a critical miss (bladed, bludgeon, handled, guns, bows, hands, explosive, fire or electrical).

Modifiers. Critical miss modifiers are like critical hit modifiers. For example, some weapons have a Magick Critical Miss Bonus/Penalty that works like a Magick Critical Hit Bonus/Penalty. Spells, items, blessings, curses, backgrounds and so forth

can modify the chance of any specific effect, and magic/tech interaction can reduce the chance of an effect.

Possible Effects. A critical miss means that you inflict a critical hit on yourself or someone else; see the list under **Critical Hit Effects** (p. 41) to see what might happen. In addition, the following effects are also possible.

Weapon destroyed	1% (base)
Weapon exploded	1% (base; only for a weapon marked as explosive, fire or electrical)
All ammo lost	1% (base, but only if the weapon uses ammo — bullets, arrows, fuel or charges)
Some ammo lost	10% (base, but only if the weapon uses ammo — bullets, arrows, fuel or charges)

Buying and Selling

The factors that affect what you can buy and sell, and at what price, can best be listed as a set of brief notes.

- For lists of what merchants will buy and sell, see pages 117-133.
- If a merchant is willing to buy an item, you'll get at least 2 gold for it.
- Any item for sale has a base price. This price before modifiers (for reaction, etc.) is listed in the item's description (pages 74-115). Merchants generally offer about 1/3 of the selling price to buy an item.
- You can't buy any item for less than 3 gold.
- You will never be offered *more* for an item than what it would cost you to buy it — you can't make a profit in trade.
- Only fences will buy items that are recognizably stolen.
- Wear and damage reduce the amount for which you can sell an item.
- You'll be offered about 250 gold for an *unidentified* magical item that you are trying to sell, before modifiers.
- Hagglng can increase what you get for an item (when you sell it) by up to 50%.
- Hagglng can decrease the cost of an item (when you buy it) by up to 45%.
- Hagglng can convince someone to change his mind about selling or buying.
- If the vendor really likes you (has a good reaction), he will lower the price as much as 20%. If the vendor really hates you (has a bad reaction), he will raise the price as much as 100%. Most price modifications based on reaction fall between those two extremes.
- If an NPC makes at least 50 gold by gambling with you, he likes you more. The cap on the modified reaction is +15 (if he has gained 1000 gold or more). If an NPC loses any money by gambling or hagglng with you, he likes you less. The cap on the modified reaction is -30 (if he has lost 3000 gold or more).
- You can still haggle or gamble with someone who lost money to you, unless his dislike turns to hate, in which case he refuses to speak with you. If he already had a significantly negative reaction to you, losing money might send him into animosity, in which case he attacks you on sight.

FOLLOWERS

Followers play a vital part in your adventures. It is conceivable to make your way through alone, but it's not really recommended. Followers can be given some of your inventory to hold, to lessen your encumbrance, they will stand and fight with you, heal you when you need it, and occasionally come out with little tidbits about Arcanum that will keep you on the right path.

Chukka

Chukka is Gilbert Bates' personal Half-Ogre bodyguard. If you play nice with Bates he'll offer you the chance of having Chukka join you.

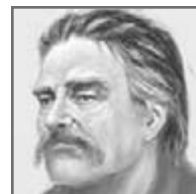


Chukka's a good guy. If you get too shady in what you do, he'll warn you once or twice, and then he'll leave. That's it. You can't give him little presents and make him happy again.

Chukka's not much of a conversationalist. He's a fighter and a carrier of heavy things. In general you'll find that you'll run out of space in his inventory before he starts to slow down significantly. Half-Ogres are *wonderful* followers that way.

Dante

You meet Dante in Black Root, trying to forget his troubles in a less-than-savory environment. He used to be the head of the Church of Cumbria and an advisor to the king, but currently he's in disfavor and exile.



If you are on the quest to collect the taxes for Praetor of Cumbria, you might convince him that helping you might win back some of the favor of his king. He's in no position to be choosy about his traveling companions, so if he joins you, you can expect him to stick around no matter what you're up to. If your quest to clear his name is successful, however, he'll want to part ways in Cumbria.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Melee	3	Willpower	14	Melee	1	White Necro	4	Dodge	5
Dodge	1	Dodge	3	Melee	5	White Necro	2	Intelligence	12	Force	5
Strength	10	Strength	15	Dodge	5	Dodge	1	Melee	3	Air	5
Dexterity	10	Dexterity	15	Strength	20	Force	1	Force	3	Intelligence	15
Melee	2	Willpower	12	Willpower	16	Air	1	Dodge	4	Strength	20
Dodge	2	Melee	4	Max HPs	300	Strength	12	Air	3	Constitution	20
Strength	12	Dodge	4			Melee	3	Strength	15	Intelligence	18
Dexterity	12	Strength	18			Dodge	3	Melee	5	Dexterity	20
Willpower	10	Dexterity	18								

Dog

In Ashbury you'll encounter a local bully being mean to a poor defenseless dog. Rescuing Dog from his abuser is the gift that lasts: Dog is a combat canine that earns his kibble by taking on all comers. As far as he's concerned, granite creatures keep his teeth clean.

Dog is loyal with no agenda of his own. You wanna do good deeds, he's your buddy. You wanna walk the dark underside of Arcanum, he'll keep the baddies at bay. There's nothing you can give him that will make him like you any more, but he's not inclined to like you any less, anyway.



Franklin Payne

You run into Franklin Payne in Black Root. It's a small place to find someone who takes up that much emotional space, but that's where you find him. Franklin Payne is British. Never mind that there is no Britain in Arcanum, they don't need it because they've got the whole empire condensed into one man.

Payne fights the good fight, climbs the mountain because it's there, and can talk your ear off about the adventures he's had. He's useful in a lot of little ways, but he's not a specialist in anything. If he starts to get snippy, just give him some Earl Grey tea, and he's good to go.



STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Melee	3	Willpower	14	Dodge	1	Firearms	3	Perception	19		
Dodge	1	Dodge	3	Melee	5	Gun Smithy	1	Mechanical	1	Gambling	3		
Strength	10	Strength	15	Dodge	5	Firearms	1	Melee	3	Max HPs	110		
Dexterity	10	Dexterity	15	Strength	20	Smithy	1	Max HPs	70	Perception	20		
Melee	2	Willpower	12	Willpower	16	Melee	1	Therapeutics	1	Dodge	4		
Dodge	2	Melee	4	Max HPs	300	Max HPs	38	Firearms	4	Max HPs	120		
Strength	12	Dodge	4			Herbology	1	Electric	1	Gambling	4		
Dexterity	12	Strength	18			Firearms	2	Melee	4	Max HPs	128		
Willpower	10	Dexterity	18			Chemistry	1	Gambling	2	Dodge	5		
						Melee	2	Max HPs	86	Dexterity	19		
						Gambling	1	Dodge	3	Max HPs	138		
						Max HPs	54	Firearms	5	Dexterity	20		
						Dodge	2	Melee	5	Max HPs	400		
						Explosives	1	Max HPs	98				

Hint!

When looting a body, don't forget to check their wielded items. You can find the best weapons clutched in the cold, dead fingers of your latest adversary!

Gar

You meet Gar (Garfield Thelonius Remington) in Parnell's museum in Tarant. He has the body of an Orc, but the mental abilities of a Human. He's not in the best of situations, but it's far better than most things someone who looks like an Orc can expect. However, if the situation is right he'll be pleased to go along with you ... and someone with the muscle of an Orc is always helpful. What he can't fight he can carry.

Gar, despite appearances, is good. He likes Earl Grey tea, and if he starts to become dissatisfied with your way of thinking, giving him a cup will keep him happy.



Geoffrey Tarrelond-Ashe



You meet Geoffrey in Ashbury. He's your typical snooty upper-crust aristocrat, with an interest in being a salaried Black Necromancer ... except that he can't quite get himself to apply for any openings. Instead, he's interested in acquiring a gem from the local cemetery. He's well educated about the towns and cities of Arcanum.

He's evil in a dark-gray sort of way. He doesn't like Smythe, and he won't join your group if Smythe is a current follower. He does, however, like Chateau de Be'ron Brandy ... and it'll smooth over any rough times you might have with him.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Melee	3	Willpower	14
Dodge	1	Dodge	3	Melee	5
Strength	10	Strength	15	Dodge	5
Dexterity	10	Dexterity	15	Strength	20
Melee	2	Willpower	12	Willpower	16
Dodge	2	Melee	4	Max HPs	300
Strength	12	Dodge	4		
Dexterity	12	Strength	18		
Willpower	10	Dexterity	18		

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Black Necro	2	Constitution	15	Dexterity	15
Fire	3	Intelligence	15	Constitution	20
Force	2	Black Necro	5	Backstab	3
Intelligence	12	Melee	2	Strength	9
Dodge	1	Dodge	3	Perception	12
Black Necro	4	Fire	5	Force	5
Fire	4	Constitution	18	Max Fatigue	200
Force	4	Intelligence	18	Max HPs	200

Hint!

Don't forget that you can do called shots to the head (□) arms (□) and legs (□). This is especially useful for knocking someone out.

Jayna Styles



You meet Jayna in Cumbria ... and frankly she doesn't want to be there. She's a scientific healer, and technology is outlawed in that part of Arcanum. If you're technologically inclined (and can take on another follower), she's more than happy to go with you to Tarant. She'll accept a few detours, but Tarant is her intended destination. She likes sweet cakes, and if she starts to get antsy, a few of those will help her feel more relaxed.

She's good to have if you need a healer, and after a while of traveling with you, she'll get pretty good at defending herself as well.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Dodge	3	Heal	5
Herbology	1	Therapeutics	3	Beauty	11
Dodge	1	Max HPs	70	Max HPs	110
Therapeutics	1	Herbology	4	Perception	20
Heal	1	Dodge	4	Melee	4
Max HPs	38	Therapeutics	4	Max HPs	120
Herbology	2	Heal	3	Gambling	4
Dodge	2	Beauty	10	Max HPs	128
Therapeutics	2	Max HPs	86	Melee	5
Heal	2	Melee	3	Dexterity	19
Beauty	9	Dodge	5	Max HPs	138
Max HPs	54	Heal	4	Dexterity	20
Melee	2	Max HPs	98	Max HPs	400
Herbology	3	Perception	19		

Jormund



Jormund is a confused fellow. He's a Dwarf, but against all odds he's a magickal Dwarf. Since Dwarves are usually Tech users, he's in a difficult position. You meet him in Quintarra, where he's been permanently apprenticed to the Elf Wrath. He really hates Elves, but it's the only game around for him.

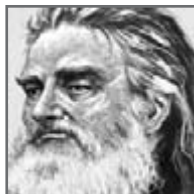
He doesn't talk much, since he's a Dwarf, but he does talk more than most Dwarves, since he's a mage. He's not inclined to either good or evil, so you don't have to worry about finding little goodies to keep him happy. He has some rather dramatic Fire spells that come in handy in battles.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Force	1	Intelligence	15	Dexterity	10
Constitution	9	Fire	3	Force	5
Fire	1	Force	3	Intelligence	18
Force	2	Fire	4	Constitution	15
Melee	1	Cn	13	Dexterity	12
Dx	9	Force	4	Constitution	20
Fire	2	Fire	5	Strength	20
Constitution	11	Melee	2		

Hint!

It's perfectly possible to make it through the game with a character that does almost no fighting. Create a good talker with a large party and take a good ranged attack for insurance.

Loghaire Thunderstone

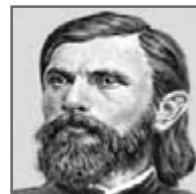


You originally meet Loghaire Thunderstone in the Wheel Clan area, but he's not interested in joining you until after he returns to the throne. Just keep mentioning you know about the Black Mountain Clan until he pays attention. Once he's back on the throne, if the conditions are right, he gets either a serious case of patriotism or wanderlust, and will join you. Of course, he's not really happy with the Elves, and especially with the Dark Elves.

If Z'an Al'urin is in your group, it will take some talking to make him accept her presence. He's good, but like most other Dwarves, Dwarven snuff makes him a bit fuzzy on what kind of people he'll keep company with.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Melee	3	Willpower	14
Dodge	1	Dodge	3	Melee	5
Strength	10	Strength	15	Dodge	5
Dexterity	10	Dexterity	15	Strength	20
Melee	2	Willpower	12	Willpower	16
Dodge	2	Melee	4	Max HPs	300
Strength	12	Dodge	4		
Dexterity	12	Strength	18		
Willpower	10	Dexterity	18		

Magnus Shale Fist



Magnus is a surly Dwarf that you meet outside the Schuylers' shop in Tarant. Magnus is an important person to know, even if he doesn't become a follower. If he does, more the better, since he's got his finger on the pulse of an important element of the storyline. He *definitely* has opinions on the Schuylers.

If he starts to get particularly unhappy about the state of things, a pinch or two of Dwarven snuff will put him into a more congenial frame of mind. He hates Torian Kel, however, and including Kel in your group will make him very unhappy.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Constitution	11	Strength	15
Smithy	1	Dodge	3	Constitution	15
Strength	9	Max HPs	82	Max HPs	145
Mechanical	1	Smithy	4	Strength	16
Constitution	9	Strength	12	Constitution	16
Dodge	1	Mechanical	4	Max HPs	160
Max HPs	50	Constitution	12	Strength	17
Melee	2	Max HPs	100	Constitution	17
Smithy	2	Melee	4	Max HPs	175
Strength	10	Strength	13	Strength	18
Mechanical	2	Constitution	13	Constitution	18
Constitution	10	Dodge	4	Max HPs	190
Dodge	2	Max HPs	120	Strength	19
Max HPs	60	Melee	5	Constitution	19
Melee	3	Strength	14	Max HPs	210
Smithy	3	Constitution	14	Strength	20
Strength	11	Dodge	5	Constitution	20
Mechanical	3	Max HPs	130	Max HPs	400

Perriman Smythe



You meet Smythe in Tarant. He's an accomplished mage; in fact, he might be able to serve as an Expert Healer if you're looking for one. He's primarily interested in the College of Phantasm. He knows a lot about Tulla, and is useful to talk to, even if he doesn't join your group.

He's drawn to adventure and "seeing the world," but he doesn't like traveling with evil people, and he particularly doesn't like traveling with Tarrelond-Ashe. A spot of Earl Grey tea will do wonders for his outlook if he starts to disapprove of your actions.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
White Necro	1	Dodge	2	Fire	4
Fire	1	Max HPs	62	Dodge	4
Max HPs	36	Melee	3	Max HPs	106
Dodge	1	White Necro	3	Melee	5
Melee	1	Fire	3	White Necro	5
Phantasm	2	Phantasm	3	Fire	5
Dodge	1	Dodge	3	Phantasm	5
Melee	2	Max HPs	90	Dodge	5
White Necro	2	Melee	4	Max HPs	200
Fire	2	White Necro	4		

Raven



You'll meet the Elf named Raven in Quintarra: as the Silver Queen's daughter, you have to talk to her before you can talk to the queen. She'll give you a quest to prove yourself, but nothing new there. She may prove a little different from the other followers as far as her attitude toward you goes. She's very useful and is a major plot point even if she doesn't join you.

When times get tough, Elven Spring Water makes her happy. When times get weird, Z'an Al'urin makes her very unhappy. Elves and Dark Elves are like that.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Bow	3	Constitution	12	Intelligence	18
White Necro	2	White Necro	4	Dexterity	21
Dodge	3	Water	4	Dodge	5
Water	2	Bow	5	Max Fatigue	200
Strength	9	Dodge	4	Max HPs	200
White Necro	3	Perception	12	Melee	3
Melee	1	Intelligence	15	Heal	5
Bow	4	White Necro	5	Max Fatigue	250
Strength	12	Water	5		
Intelligence	12	Constitution	18		

Hint!

If you walk into town and can't talk to anyone because they're running away, check your party. Did you remember to release that daemonic follower you summoned for the last combat?

Sebastian

The traditional way to meet Sebastian is to talk to Mr. Willoughsby in Tarant, who sends you over to



Caleb Malloy's bar to see if you can help Sebastian with a problem. If you help him with his problem, he'll be more inclined to help you with yours. He's a handy guy, in a general, all-purpose kind of way. He's not the kind of fellow you'd catch bringing a knife to a gunfight

He's definitely inclined towards evil. If he starts to get upset about the overall tone of your adventures, a bottle of wine should make him more pleasant about any mutual misunderstandings.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Firearms	3	Pick Locks	5
Electric	1	Explosives	3	Throwing	3
Firearms	1	Max HPs	70	Max HPs	110
Explosives	1	Electric	4	Perception	20
Pick Locks	1	Firearms	4	Melee	4
Max HPs	38	Explosives	4	Throwing	4
Electric	2	Pick Locks	3	Max HPs	128
Firearms	2	Throwing	2	Melee	5
Explosives	2	Max HPs	86	Dexterity	19
Pick Locks	2	Melee	3	Max HPs	138
Throwing	1	Firearms	5	Throwing	5
Max HPs	54	Prowling	4	Dexterity	20
Melee	2	Max HPs	98	Max HPs	400
Electric	3	Perception	19		

Sogg Mead Mugg



Sogg is an uncomplicated Half-Ogre you meet at the local tavern in Shrouded Hills. It's easy to make friends with Mr. Mead Mugg ... just buy him a drink.

Sogg's too tipsy at any given time to really care what your underlying motivations are. Good, bad, magick, tech ... it all looks fuzzy to him. He'll happily hit anyone or anything who looks combative, and if you stuff your excess inventory into his backpack, he'll barely even notice. If at any time he starts to get surly towards you, give him a bottle of wine and he'll settle down into his regular bleary inebriation.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Melee	3	Willpower	14
Dodge	1	Dodge	3	Melee	5
Strength	10	Strength	15	Dodge	5
Dexterity	10	Dexterity	15	Strength	20
Melee	2	Willpower	12	Willpower	16
Dodge	2	Melee	4	Max HPs	300
Strength	12	Dodge	4		
Dexterity	12	Strength	18		
Willpower	10	Dexterity	18		

Hint!

Spells cast by using scrolls last (and drain Fatigue) for eight rounds. That Hellgate scroll calls up a nifty demon, all right, but don't gloat too long ... it won't stick around for much more than a minute, so don't waste any time taking care of business.

Tollo Underhill



You meet Underhill in the Pits of Dernholm. This Halfling's not exactly a joy to travel with, unless you like your companions tough and mean-minded and ... well, pretty evil. If you're already in the Pits, though, he's a useful person to take along until you get out. Even if you don't wind up in the Pits on your own, he does happen to be one of the few people who knows how to get to the Vendigrothian Ruins — although he's more than happy not to share that part of your adventure with you.

He's quick-tempered, but an occasional gift of absinthe keeps him pretty genial.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	2	Backstab	3	Strength	8
Pick Locks	3	Spot Trap	3	Max HPs	120
Dodge	3	Pick Locks	5	Perception	15
Pickpocket	2	Arm Trap	2	Max HPs	150
Backstab	2	Dodge	5	Perception	20
Prowling	1	Dexterity	22	Strength	12
Pick Locks	1	Backstab	5	Prowling	5
Melee	3	Melee	5		
Dodge	4	Prowling	3		

Torian Kel



Torian Kel is found in the Temple of the Derian-Ka. When you first meet him, he's a skeleton, but you can fix him up with a little judicious application of dragon's blood. It turns out that he's an ancient warrior from the early days, and he may be willing to join your band. Unlike most characters, he's not only neutral (well, maybe a bit evil) but he prefers his companions that way, too. There's not much you can do to change his mind except change your ways.

He doesn't care about other followers ... unless it looks like you're going to keep company with the Bane of Kree. He'll absolutely refuse to hang around that guy.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Melee	3	Willpower	14
Dodge	1	Dodge	3	Melee	5
Strength	10	Strength	15	Dodge	5
Dexterity	10	Dexterity	15	Strength	20
Melee	2	Willpower	12	Willpower	16
Dodge	2	Melee	4	Max HPs	300
Strength	12	Dodge	4		
Dexterity	12	Strength	18		
Willpower	10	Dexterity	18		

Hint!

Remember to occasionally riffle through your logbook and check all of the sections. It's not only cool to see your kills and blessings in print, it can help you keep track of where you've been and what you've done.

Virgil

The original follower, Virgil is on hand from the moment you crawl out of the ruins of the Zephyr.



He knows a bit of the legends of the Panarii, and is a bit over-excited about the fact that you seem to be the reincarnation of a very important Elf. You don't have to ask Virgil to follow you: you can be pretty sure he's yours until you tell him to go away. (If he gets mad at you, just talk nice at him for a while till he's happy again.) He's happiest following you if you're good, but with a bit of persuasion can be turned to evil acts.

His most useful talent is healing ... allowing you to focus on other skills if you like. He appreciates being given good armour and weapons.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
White Necro	1	Dodge	2	Heal	4
Heal	1	Max HPs	62	Dodge	4
Max HPs	36	Melee	3	Max HPs	106
Dodge	1	White Necro	3	Melee	5
Melee	1	Heal	3	White Necro	5
Pick Locks	1	Pick Locks	2	Heal	5
Dodge	1	Dodge	3	Pick Locks	3
Melee	2	Max HPs	90	Dodge	5
White Necro	2	Melee	4	Max HPs	200
Heal	2	White Necro	4		

Vollinger

You find Vollinger in a bar in Dernholm. He's definitely not a good character. Still, he's



handy in an adventure as long as you don't expect him to be a front-line warrior or for him to carry a lot of weight. He's a Gnome, and he's sneaky. He and Virgil don't get along ... they mostly ignore each other, but there's a constant tension between the two.

He reacts strangely in many different cities, and is inclined to become annoyed with you if you don't stick to the dark and twisty side of things, but a serving of absinthe sweetens his mood.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Melee	1	Firearms	3	Perception	19
Gun Smithy	1	Chemistry	3	Prowling	5
Firearms	1	Prowling	2	Gambling	3
Chemistry	1	Max HPs	70	Max HPs	110
Prowling	1	Gun Smithy	4	Perception	20
Max HPs	38	Firearms	4	Melee	4
Gun Smithy	2	Chemistry	4	Max HPs	120
Firearms	2	Prowling	3	Gambling	4
Chemistry	2	Gambling	2	Max HPs	128
Prowling	2	Max HPs	86	Melee	5
Gambling	1	Melee	3	Dexterity	19
Max HPs	54	Firearms	5	Max HPs	138
Melee	2	Prowling	4	Dexterity	20
Gun Smithy	3	Max HPs	98	Max HPs	400

Waromon

Waromon is a Lizard Man who may join you in your adventures after you meet him in the Bedokaan



Village. He's more of an enigma than anything else. There's not enough of a cultural background to establish much of a friendship on ... even Dwarves and Elves are both warm-blooded — they may not get along, but they are actually more similar than different. Lizards and people just don't have a lot to talk about. He'll follow you, for good or evil, and fight when you need him to, and that's about it. He has a smattering of magick, but don't count on major fireworks from him in battle.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Bow	3	Constitution	12	Dodge	3
Strength	12	Bow	5	Perception	20
Nature	2	Fire	3	Strength	20
Bow	4	Perception	15	Constitution	20
Fire	1	Strength	18	Dexterity	20
Perception	12	Earth	2	Melee	2
Melee	1	Constitution	18	Max HPs	300

Z'an Al'urin



You meet Z'an Al'urin in T'Sen Ang, the Dark Elf village. She's a warrior-priestess who experiences visions and is decidedly more introspective than most Dark Elves. She's having a crisis of faith — faith that Dark Elves are naturally superior and the only ones fit to rule. She's not so sure; her visions are confusing her confidence. Her visions spawned by each town are interesting, but are always enigmatic.

You can anger her with your actions, but a bottle of pure Elven Spring Water will restore her good will. She doesn't like to travel with Raven any more than Raven wants to travel with her.

STATS & SKILLS	PTS	STATS & SKILLS	PTS	STATS & SKILLS	PTS
Dodge	1	Earth	3	Constitution	18
Melee	1	Temporal	3	Dexterity	15
Force	2	Intelligence	15	Dodge	3
Earth	2	Constitution	15	Melee	2
Temporal	2	Dodge	2	Force	5
Constitution	10	Earth	5	Max Fatigue	200
Intelligence	12	Temporal	5	Max HPs	200
Force	4	Intelligence	18		

Hint!

You can drag heavy items, or items that don't fit into your inventory, by holding down the Alt key (outside of combat mode) and left-clicking and dragging the item with the mouse. This is useful for moving any large objects, such as incriminating dead bodies ...

SCHEMATICS

For those characters who are tech-inclined, schematics are the key to learning how to combine components to create a new object. **Learned** schematics are automatically learned as the character increases in expertise (indicated by the number of the schematic). For descriptions of the learned schematics, see manual pages 163-172.

For **found** schematics, components are listed with a required aptitude level. As long as your Technological Aptitude is at least as high as both requirements, you can create the new item. (Note that a manual in your inventory increases your aptitude in a single discipline by the value of your Intelligence.) Also, even if you can make something doesn't mean you can use it. For instance, a Halfling can use Large Leather Armour and a Spool of Heavy Wire to make Feather-Weight Chainmail, but he still can't wear it.

Herbology (Learned)

1. HEALING SALVES (5 doses)

Ginka Root + Kadura Stem

2. FATIGUE RESTORER (4 doses)

Coca Leaves + Tobacco Leaves

3. POISON CURE (3 doses)

Venom + Kadura Stem

4. FATIGUE LIMITER (2 doses)

Fatigue Restorer + Witchbane

5. ACCELERATE HEALING

Healing Salve + Coca Leaf

6. WONDER DRUG

Accelerate Healing + Poppy Flowers

7. CURE ALL

Wonder Drug + Big Chief Snake Oil

Herbology (Found)

CLOCKWORK PHYSICIAN

Wonder Drug (Hb85) + Clockwork Decoy (Mc70)

Location: Inventor

Description: Ever been in the midst of battle, and find yourself without the time to uncork that heal potion? If so, then the Clockwork Physician is just what you're looking for! This little miracle senses when you're hurt and applies the appropriate dosage! Incredible!

INVIGORATOR (3 doses)

Fatigue Restorer (Hb40) + Accelerate Healing (Hb70)

Location: Herbalist

Description: That last big battle got you feeling a little low? Wondering how you're going to make it through the next to-the-death duel? Well, look no further than the incomparable Invigorator! You'll get a physical boost that's second to none!

MIRACLE CURE

Wonder Drug (Hb85) + Fortifier (Ch55)

Location: Herbalist

Description: Just when you thought you'd seen all there was to see! Here comes the Miracle Cure! This unbelievable elixir not only completely heals you, but it also temporarily increases the rate at which your body heals itself! Do miracles never cease?

REANIMATOR

Cure All (Hb90) + Large Capacitor (EI40)

Location: Isle of Despair: Shade's Beach

Description: [This schematic is printed on a strange sort of paper, and looks to be very old. The writing is faded almost beyond recognition.]

Experiments upon the life force.....regenerative chemical compounds.....unbelievable results.....completely revived and functioning normally.....advances....Vendigrothian science.....

ABBREVIATIONS

Hb = Herbology

Ch = Chemistry

EI = Electrical

Ex = Explosives

GS = Gun Smithy

Mc = Mechanical

Sm = Smithy

Th = Therapeutics

Chemistry (Learned)

1. **STRONG POISON** (3 doses)
Monroe's Cleaner + Varham's Aqua Vitae
2. **CHARGES** (5 charges)
Electrolyte Solution + Metal Plates
3. **ANIMAL SCENT**
Bromide + Morning Star Perfume
4. **CORROSIVE ACID**
Pete's Carboic Acid + Sulphur Pills
5. **HALLUCINITE**
Mushrooms + Varham's Aqua Vitae
6. **PARALYZER**
Potassium Chloride + Strong Poison
7. **ANAESTHESIZER**
Hallucinite + Bromide

Hint!

If you've got a character with light armor, pick up a ranged attack. You don't want to approach the nasties, but you do want to be able to hurt them. A ranged damage spell, a firearm (with Firearms skill) or a thrown weapon (with Throwing skill) keeps you out of the action and can still help take down the enemies.

Chemistry (Found)

FORTIFIER

Wine + Varham's Aqua Vitae (Ch10)

Location: Herbalist

Description: Feeling down just before that all-important to-the-death duel? Dozing just before the decisive battle? Then look no further than the Fortifier! You can create this elixir to bring back your energy, and make you a more formidable opponent! Fascinating!

FUEL (5 charges)

Wine + Brewer's Yeast (Ch25)

Location: Herbalist

Description: Today's technologist is often in need of a quick and accessible source of fuel, and knowledge in chemistry makes this a reality. By using easily found objects as a bottle of Moore's Fine Wine and common brewer's yeast, an efficient fuel is created. [Warning: Personal consumption of fuel not recommended.]

MENTAL INHIBITOR

Corrosive Acid (Ch70) + Mind Marvel (Th85)

Location: Black Mountain Clan (350,120)

Description: Looking for an extra advantage against that inimical magick user? Look no further than the amazing Mental Inhibitor. You can create this insidious weapon to dull the wizard's willpower! You'll have him run through while he's still trying to remember even the most basic of spells!

NECROMIZER

Fortifier (Ch55) + Large Capacitor (El40)

Location: Kerghan's Lab, Stonecutter Clan

Description: Are you always the last man standing? Surrounded by the corpses of friends who just didn't make the grade? Well, with the astonishing Necromizer, you can put those comrades to good use! You can raise even the most mutilated of corpses to fight mindlessly by your side!

POTION OF PARALYSIS

Mushrooms (Ch60) + Varham's Aqua Vitae (Ch10)

Location: Stonecutter Clan (424,306)

Description: Oftentimes, death need not be the only solution, and the Potion of Paralysis was made with this in mind! This lethal liquid will leave their bodies completely disabled while you choose their fate. Be merciful, or save them for torture! Either way, you've won the day!

Electrical (Learned)

1. ELECTRIC LIGHT

Filament + Lantern

2. CHARGED RING

Copper Ring + Capacitor

3. FLOW SPECKTROMETER

Compass + Small Electrical Parts

4. SHOCKING STAFF

Large Capacitor + Staff

5. CHAPEAU OF MAGNETIC INVERSION

Top Hat + Electrical Coil

6. HEALING JACKET

Electrical Harness + Leather Armour

(To create a healing jacket that can be worn, the appropriate sized Leather Armour must be used.)

7. TESLA ROD

Tesla Coil + Shocking Staff

Electrical (Found)

LEMON & POTATO CHARGES

Lemon (EI1) + Potato (EI1)

Location: Ashbury: Scientist's place, behind some crates in a corner

Description: Today's technologist needs to be flexible—oftentimes, we find ourselves away from the urban sprawl that affords us our wares! Worry no more! By combining the decidedly agrarian Lemon and Potato, you can produce a technological power solution from the fruit of the farmer's labor! Splendid!

CHARGED SWORD

Large Capacitor (EI40) + Balanced Sword (Sm5)

Location: Quality Smith, Dwarven Smith

Description: Looking for something to spice up the old, trusty sword? Look no further! Each hit of this electrical wonder brings forth a veritable fountain of voluminous voltage! Wonderful!

FLOW DISRUPTOR SHIELD

Electrical Harness (EI70) + Quality Iron Shield

Location: Inventor

Description: Only now have we discovered the magic-disrupting properties of electricity, and those properties are taken full advantage of in the Flow Disruptor! This incredible shield not only protects you from physical attacks, but also interferes with spells thrown at it! Stupendous!

ELECTRO ARMOR

Electrical Harness (EI70) + Platemail (Sm10)

Location: Quality Smith

Description: There are many deadly electrical weapons available today, and the intelligent technologist must armor himself accordingly. Electro-Armor was created with this very thought in mind! There is no better defense against electrical onslaughts! And stylish as well!

(To create Electro Armor that can be worn, the appropriate sized Platemail must be used. Regular is the same as Medium in this case.)

Explosives (Learned)

1. MOLOTOV COCKTAIL

Fuel + Rag

2. FLASH GRENADE (5 grenades)

Magnesium + Wine

3. SMOKE GRENADE (5 grenades)

Tom's Fertilizer + CK Sugar

4. STUN GRENADE (4 grenades)

Stearic Acid + Saltpeter

5. EXPLOSIVE GRENADE (3 grenades)

Black Powder + Metal Can

6. FIRE OBSTRUCTION (3 charges)

Liquid Soap + Kerosene

7. DYNAMITE

Nitroglycerin + Saltpeter

Explosives (Found)

CONCUSSION GRENADE

Explosive Grenade (Ex60) + Sheet Metal (Sm40)

Location: Black Market

Description: Looking to do some real damage to those pesky Ogres? Then the Concussion Grenade is just what you're looking for! This Frag Grenade was created for the technologist who just needs that extra bit of assurance. They won't be getting up after this one rips them to tatters! Outstanding!

DETONATOR

Small Electrical Parts (EI30) + Clock Parts (Mc80)

Location: Gun Smith

Description: [Only for use with Plastique.] Directions: Place Plastique upon object you wish to destroy. Run from Plastique as quickly as possible. Lower protective eyewear. Use Detonator. Observe results.

ELECTROCUTION GRENADE (3 grenades)

Flash Grenade (Ex15) + Large Capacitor (EI40)

Location: Black Market, Gun Smith

Description: Unfortunately, some creatures are well fortified against the raw force of a standard explosive grenade. For those special occasions, there is the Electrocution Grenade! You can surprise them with an electrical explosion that should leave them wilted and whimpering!

FLAME THROWER

Fire Obstruction (Ex45) + Repeater Rifle (GS50)

Location: Gun Smith

Description: Finding that your trusty old revolver just isn't making the grade against those pesky undead warriors? Well, the Flame Thrower is just what you've been waiting for! This pyrotechnic wonder ignites an incomparable inferno that consumes everything, undead or otherwise!

GRENADE LAUNCHER

Elephant Gun (GS80) + Explosive Grenade (Ex60)

Location: Gun Smith

Description: Sometimes, subtlety isn't going to get the job done. For those times, there is the Grenade Launcher! This ferocious firearm launches explosive projectiles at your enemies! Need we describe the result? Wonderful!

HALLUCINATION GRENADE (3 grenades)

Smoke Grenade (Ex20) + Hallucinite (Ch85)

Location: Gun Smith

Description: Fear is always your greatest ally. And with the Hallucination Grenade, you can be assured that it is your most explosive one as well! Upon detonation, this weapon throws your nemesis into a nasty nightmare! Leave him whimpering or put him out of his misery! It's up to you!

KNOCK OUT GAS (3 grenades)

Stun Grenade (Ex30) + Sleep Aid

Location: Gun Smith

Description: Many technologists have enjoyed the powerful effects of the Stun Grenade, and now it's gone one step further! Ladies and gentlemen, behold the ineffable Knock Out Gas! This weapon renders everyone within its range of influence completely unconscious! Unbelievable, but true!

MUSTARD GAS GRENADE

Explosive Grenade (Ex60) + Corrosive Acid (Ch70)

Location: Gun Smith

Description: Newly developed by the brilliant scientific minds of our age, the Mustard Gas Grenade demoralizes one's opponents by burning the very membranes from their lungs! You'll have no trouble dispatching those maniacal mages as they lie suffocating! Absolutely fascinating!

PARALYSIS GRENADE

Stun Grenade (Ex30) + Strong Poison (Ch75)

Location: Gun Smith

Description: Oftentimes, death need not be the only solution, and the Paralysis Grenade was made with this in mind! The Paralysis Grenade will leave their bodies completely disabled while you choose their fate. Be merciful, or save them for torture! Either way, you've won the day!

PLASTIQUE

Dynamite (Ex85) + Electrolyte Solution (Ch15)

Location: Gun Smith

Description: [Only for use with Plastique.] Directions: Place Plastique upon object you wish to destroy. Run from Plastique as quickly as possible. Lower protective eyewear. Use Detonator. Observe results.

PYROTECHNIC BOW

Fire Obstruction (Ex45) + Compound Bow (Mc20)

Location: Black Mountain Clan down two floors

Description: Plain old wooden arrows just not getting the job done? Well, we've just the solution! The amazing Pyrotechnic Bow shoots flaming arrows, which not only cause more bodily harm, but are also perfect for setting fire to that orcish village you've been despising for so long! Unbelievable!

TIME BOMB

Dynamite (Ex85) + Clock Parts (Mc80)

Location: Gun Smith

Description: Worried about losing a limb or two because of a fast fuse? Such worries are a thing of the past! With the Time Bomb, you can be a comfortable distance away before that fatal explosion! You can watch the destruction in comfort and safety! Genius!

Gun Smithy (Learned)

1. HAND CRAFTED FLINTLOCK

Broken Flintlock Pistol + Small Metal Tube

2. FINE REVOLVER

Revolver Parts + Revolver Chamber

3. REPEATER RIFLE

Hunting Rifle + Revolver Chamber

4. HUSHED REVOLVER

Fine Revolver + Engine Muffler

5. LOOKING-GLASS RIFLE

Marksman's Rifle + Looking Glass

6. HAND CANNON

Clarington Rifle + Fancy Pistol

7. ELEPHANT GUN

Hunting Rifle + Large Pipe

Gun Smithy (Found)

ACID GUN

Repeater Rifle (GS50) + Corrosive Acid (Ch70)

Location: Gun Smith

Description: Is throwing that acid getting you uncomfortably close to your fearsome opponent? You can fire acidic ammunition at the most vicious nemesis without having to worry about anything but the smell! Marvelous!

BLADE LAUNCHER

Elephant Gun (GS80) + Fine Steel Dagger

Location: Quality Smith, Dwarven Smith

Description: Whether it be a Wyvern's hide or a warrior's armor, there are some things a bullet just won't puncture. The Blade Launcher gets around the problem by using bigger ammunition.

BRONWYCK'S GUN

Ancient Gun Chassis (GS40) + Mithril Ore

Location: Isle of Despair: Shade's Beach

Description: [This schematic is old and faded.]

Bronwyck's..... powerful chassis..... Unparalleled design..... chemical properties of mithril..... violent reactions..... controlled destruction..... gunsmiths of Vendigroth...

ACCELERATOR GUN

Repeater Rifle (GS50) + Electrical Coil (EI53)

Location: Gun Smith

Description: Speed often equates to power, clearly illustrated by the Charged Accelerator Gun. This amazing weapon fires ammunition further, and with more destructive power than any weapon to date!

DROCH'S WARBRINGER

Large Bore Vendigrothian Rifle (GS70) +

Ancient (Vendigrothian) Gun Chassis (GS40)

Location: Vendigroth Ruins

Description: [The writing on this schematic is faded, barely legible.].....deadly beyond compare.....Feramin Droch, master of gunsmithy has created.....power beyond even the.....handle with care.....

HIGH VELOCITY PISTOL

Accelerator Gun (GS48) + Fancy Pistol (GS40)

Location: Gun Smith

Description: Speed is power, and nothing shows this better than the incredible High Velocity Pistol! This marvelous firearm accelerates its ammunition to unbelievable speeds, doing considerably more damage upon impact! Never before has so much power come in such a small package!

LONG RANGE PISTOL

Looking-Glass Rifle (GS70) + Gun Chassis (GS10)

Location: Gun Smith

Description: In the past, snipers were forced to rely upon bulky rifles in order to ply their trade. With the Long Range Pistol, the itinerant assassin can still fire at long range with the comfort of a hand-held pistol!

MECHANIZED GUN

Auto-Loading Chamber (GS85) + Repeater Rifle (GS50)

Location: Gun Smith

Description: Modern day weaponry has reached the proverbial pinnacle! This technological terror will rain down a barrage of bullets on your enemies! Fantastic!

PYROTECHNIC GUN

Long Range Pistol (GS40) + Magnesium (Ex20)

Location: Gun Smith

Description: Research has shown that super-heated bullets do much more damage than conventional ammunition. By showering your opponent with these tiny infernos, they suffer both the impact and the subsequent burns!

SCHRECK'S PISTOL

Hand Cannon (GS85) + Auto Loading Chamber (GS85)

Location: Tarant: Bates' Warehouse in a file cabinet

Description: If one is good, then six must be better! With Schreck's Multi-Barreled Pistol, you'll never lose that battle for lack of bullets flying. With its unique multi-fire barrel, this technological wonder fire six bullets at once!

TRANQUILIZER GUN

Anaesthisizer (Ch75) + Marksman Rifle (GS52)

Location: Gun Smith

Description: A sleeping guard attracts less attention than one with an entrance wound. This fortuitous little firearm renders the victim unconscious without the unavoidable mess of conventional firearms! They'll be dreaming instead of screaming!

Mechanical (Learned)

1. SPIKE TRAP (3 traps)

Railroad Spike + Large Spring

2. TRAP SPRINGER (3 springers)

Metal Casing + Small Spring

3. AUTO SKELETON KEY

Lock Picks + Small Spring

4. EYE GEAR

Pocket Watch Parts + Eye Glasses

5. BEAR TRAP (3 traps)

Metal Clamp + Large Spring

6. CLOCKWORK DECOY (2 decoys)

Clock Parts + Small Spring

7. MECHANIZED ARACHNID

Small Steam Engine + Large Gears

Mechanical (Found)

AUTOMATON

Mechanized Arachnid (Mc100) + Elite Plate Mail (Sm20)

Location: Ashbury: Inventor's Basement

Description: The future has arrived! The greatest minds in the Mechanical discipline have collaborated to create the most unbelievable and unparalleled technological creation of all time. All hail the the Automaton! With even more armor and power than the Mechanized Arachnid, this bipedal behemoth is the ultimate destructive force!

COMPOUND BOW

Boat Rigging (Mc22) + Long Bow

Location: Quality Smith, Dwarven Smith

Description: Even the most tried and true of our traditional weapons can use a little technological improvement! With the new Compound Bow, you can fire with just as much power and accuracy as the finest elven hunting bows, and with only a fraction of the necessary arm strength! Remarkable!

ENVENOMED BOW

Compound Bow + Strong Poison

Location: Quality Smith, Dwarven Smith

Description: Unfortunately, we cannot always rely on accuracy when in combat. For those with a blurry eye or an unsteady hand, there is the Envenomed Bow. By coating the tips of its arrows with poison upon release, the Envenomed Bow allows the clumsy technologist a margin of error unknown until now! Amazing!

EXPLOSIVE DECOY

Clockwork Decoy (Mc70) + Explosive Grenade (Ex60)

Location: Inventor

Description: A diversion is good, but a deadly diversion is even better! Behold the Explosive Decoy! They won't stay curious for long!

GOGGLED HELMET

Eye Gear (Mc85) + Helmet of Vision (Sm10)

Location: Inventor

Description: Find yourself needing increased perceptive powers? Your prayers have been answered! The incredible Goggled Helmet will increase your perception beyond what anyone thought previously possible! Absolutely flabbergasting!

MACHINED PLATE MAIL

Minute Steam Works (Mc85) + Elite Plate Mail (Sm20)

Location: Wheel Clan: Dredge area (129,131)

Description: Behold the ultimate in armors-Machined Platemail. This technological miracle increases the wearer's strength and resistance to most kinds of damage. This armor is a weapon in itself!

MEDICAL ARACHNID

Mechanized Arachnid (Mc100) + Wonder Drug (Hb85)

Location: Inventor

Description: In need of a technological ally with the healing power of the greatest Tullan mages? Look no further than the Medical Arachnid. You get a caring companion without the inevitable fuss and bother of a sniveling mage! Staying healthy has never been easier, or more enjoyable!

MECHANIZED ARACHNID (POISON)

(In updated version only)

Mechanized Arachnid (Mc100) + Strong Poison (Ch75)

Location: Inventor

Description: This fast-acting poison weapon not only weakens opponents, but also does so faster than most poisons available today! With added armor strength for durability and improved hydraulics for increased speed, the Poison Arachnid is a must for today's technologist!

Hint!

Potential followers have different types of skills. It's usually better to construct a balanced party with various skillsets that can handle any emergency.

Smithy (Learned)

1. PURE ORE

Iron Ore + Steel

2. BALANCED SWORD

Pure Ore + Fine Hilt and Guard

3. FEATHERWEIGHT AXE

Dwarven Ore + Oak Axe Handle

4. DWARVEN GAUNTLETS

Sheet Metal + Leather Gloves

5. HELMET OF VISION

Great Helm + Leather Straps

6. FEATHER-WEIGHT CHAINMAIL

Leather Armor + Spool of Heavy Wire

(To create Feather-Weight Chainmail that can be worn, the appropriate sized Leather Armour must be used.)

7. ELITE PLATE MAIL

Refined Dwarven Steel + Feather-Weight Chainmail

Smithy (Found)

ENVENOMED AXE

Feather-Weight Axe (Sm20) + Strong Poison (Ch75)

Location: Quality Smith

Description: Is the old faithful axe on its last leg? Then the Envenomed Axe is just the thing you need! This weapon is reliable in close combat, and makes sure they stay down even from the most negligible of flesh wounds!

ENVENOMED SWORD

Balanced Sword (Sm5) + Strong Poison (Ch75)

Location: Quality Smith, Dwarven Smith

Description: Being a master swordsman means not only knowing how to use your weapon, but also knowing what weapon to use. For the wily warrior there is the Envenomed Sword! This fine sword ensures that every swing is a potentially fatal one! You can never be too sure!

IRON CLAN KEY

Heartstone + Mithril Ore

Location: Wheel Clan: Erick Obsidian's Quest

Description: (The writing on this schematic is faded, barely legible.) Search ye.....Place of Iron...where lies the Stone.....Voices.....Book of Truth.....of glass that opens.....beyond belief.....power, such power.....

MINER'S HELMET

Helmet of Vision (Sm10) + Electric Light (El20)

Location: Quality Smith, Dwarven Smith

Description: Ever wonder how dwarves see so well in their caverns? Wonder no more! This authentic dwarven Miner's Helmet will have you seeing in those dark caverns like the most experienced dwarven sappers! And it's comfortable too!

PYROTECHNIC AXE

Feather-Weight Axe (Sm20) + Fuel

Location: Quality Smith, Dwarven Smith

Description: Forget those uncontrollable Fire Elementals that are always attacking you instead of your enemies! With the Pyrotechnic Axe, you can leave behind your magickal miseries and become a fiery god of the inferno all by yourself! Amazing!

RIFLED CANNON

Pure Ore (Sm20) + Accelerator Gun (GS48)

Location: Gun Smith

Description: How many of us have seen our ammunition bounce off a particularly stout piece of armor? You'll never see that again with the Rifled Cannon! This ferocious firearm fires a special, armor-piercing bullet that will have them falling like tenpins before their swords are even drawn!

VENDIGROTHIAN WAR GAUNTLETS

Gauntlets (Sm5) + Vendigrothian Sheet Metal (Sm90)

Location: Vendigroth Ruins

Description: (The writing on this schematic is faded, barely legible.).....engineering.....battle-tested and fierce.....lethal in most cases.....unmatched craftsmanship.....

WHEEL CLAN SPECTACLES

Eye Glasses + Kathorn Crystal

Location: Isle of Despair: Thorvald's Chest

Description: The Wheel cannot be found, With the eyes of your birth.

But only with those of crystal,

With sight born of the earth.

Therapeutics (Learned)

1. **POTION OF PERSUASION** (3 doses)
Migraine Cure + Thermometer
2. **ELIXIR OF PHYSICAL PROWESS** (3 doses)
Famous Blood Pills + Spirit of Camphor
3. **LIQUID OF AWARENESS** (3)
Migraine Cure + Doolittle's Glyceride
4. **TONIC OF INCREASED REFLEXES** (3 doses)
Tincture of Arnica + Rheumatism Cure
5. **MIND MARVEL**
Nerve Pills + Elixir of Persuasion
6. **ENERGIZER**
Quinine + Potion of Physical Prowess
7. **REVITALIZER**
Mind Marvel + Energizer

Hint!

Party members can sometimes get lost in tunnels with lots of adversaries. You can also end up facing a tough enemy with half of your party farther down the hall beating on a rat. Try telling your party (or some of it) to wait, then running forward to attract the enemy and making them follow you back to the party. This helps to concentrate firepower where you want it.

Therapeutics (Found)

BRAIN BUILDER

Mind Marvel (Th85) + Pete's Carbolic Acid (Ch45)

Location: Wheel Clan: Mines (322,105)

Description: Have you realized that your combat skills just aren't taking you as far as you'd hoped? Wishing you would have hit the books a little harder? No worry! With the Brain Builder, you can have that grey matter for the small price of your physical prowess! Wonderful!

BULLETS (10 bullets)

Saltpeter (Ex5) + Charcoal (Ex2)

Location: Gun Smith

Description: With the recent advances in the field of Gunsmithing, it only follows that similar steps forward are necessary in ammunition and explosives. This better bullet can be manufactured quickly and inexpensively, and is effectively used in both pistols and rifles.

ELIXIR OF HYPNOTIC SUGGESTION

Potion of Persuasion (Th56) + Hallucinite (Ch85)

Location: Tarant: Sewers (78,188)

Description: Science has finally unlocked the deepest secrets of the mind! With the Elixir of Hypnotic Suggestion, you can easily control both friend and foe alike with only the sound of your voice! They'll be completely unable to resist your commands! Utterly fantastic!

MUSCLE MAKER

Elixir of Physical Prowess (Th78) + Battery

Location: Stonecutter Clan

Description: Got the brains, but need the brawn? Look no further than the amazing Muscle Maker! You can use this elixir to make you an instant bodily behemoth while shedding some of that needless intellect as well! Absolutely brilliant!

VIVIFIER

Elixir of Physical Prowess (Th78) +

Unknown Chemical Compound (Ch85)

Location: Herbalist

Description: (The writing on this schematic is faded, barely legible.).....regenerative capabilities beyond even the most.....all physical and mental characteristics.....subjects were faster, stronger, smarter and more.....

SPELLS

You don't have to be magickally inclined to cast spells in Arcanum, but the more spells you cast, the more magickally inclined you're going to be. It's not a bad career to choose; there are some devastatingly powerful things you can do, easily equal to a good sword arm or building your own implements of destruction.

Damage and healing spells scale their effect by the caster's Magickal Aptitude. So do most if not all Armour class (etc.) improving spells such as *Shield of Force*. So for a spell such as *Bolt of Lightning*, which does 20-70 points of electrical damage, it will do 70 points for someone with a Magickal Aptitude of 100%, and 45 points for someone with a 50%.

There are 16 colleges of magick, each specializing in certain types of spells. For each college, there are five different spells available. More advanced spells require that you have more Willpower. You don't apprentice with anyone, and you don't need to find an Expert to teach you how to do anything. Just live and learn and do the magick, and when you've achieved the 5th rank in a college you'll be eligible to go to Tulla and apply for Mastery. You can only be a master in one college, but in the field in which you're a Master, you'll be able to cast more powerful spells while using fewer Fatigue points.

Spell Colleges and Spell Order

	1	2	3	4	5
	(Min. Level 1)	(Min. Level 1)	(Min. Level 5)	(Min. Level 10)	(Min. Level 15)
Conveyance	Disarm	Unlocking Cantrip	Unseen Force	Spatial Distortion	Teleportation
Divination	Sense Align.	See Contents	Read Aura	Sense Hidden	Divine Magick
Element (Air)	Vitality of Air	Poison Vapours	Call Winds	Body of Air	Air Elemental
Element (Earth)	Str. of Earth	Stone Throw	Wall of Stone	Body of Stone	Earth Elemental
Element (Fire)	Agility of Fire	Wall of Fire	Fireflash	Body of Fire	Fire Elemental
Element (Water)	Purity of Water	Call Fog	Squall of Ice	Body of Water	Water Elemental
Force	Sh. of Protection	Jolt	Wall of Force	Bolt of Lightning	Disintegrate
Mental	Charm	Stun	Stupefy	Nightmare	Dominate Will
Meta	Resist Magick	Disperse Magick	Dweomer Shield	Bonds of Magick	Reflection Shield
Morph	Hardened Hands	Weaken	Shrink	Flesh to Stone	Polymorph
Nature	Charm Beast	Entangle	Control Beast	Succour Beast	Regenerate
Necro (Black)	Harm	Conjure Spirit	Summon Undead	Create Undead	Quench Life
Necro (White)	Minor Healing	Halt poison	Major Healing	Sanctuary	Resurrect
Phantasm	Illuminate	Flash	Blur Sight	Phantasmal Fiend	Invisibility
Summoning	Plague of Insects	Orcish Champion	Guardian Ogre	Hellgate	Familiar
Temporal	Magelock	Congeval Time	Hasten	Stasis	Tempus Fugit

Spell Statistics

Below, each spell is listed along with the **Minimum Willpower (WP) Level** required to cast the spell, the **Cost** in Fatigue and the **Effect**. (No matter what the spell is, the minimum Intelligence required is 5.)

Many spells must be maintained: you'll spend a certain amount of Fatigue Points every few seconds to keep it active. (To deactivate an active spell, click on its icon on the Maintenance Bar.) The amount of Fatigue it burns is listed in the **Maintain** line. For example, Sense Alignment (p. 64) costs 1pt/10sec, meaning that every 10 seconds you lose 1 Fatigue Point.

Some spells can be **Resisted By** the target if it has the appropriate stat at a high enough level and makes a "saving throw." In other words, if the appropriate stat is high enough, the target gets to "roll the dice" to see if the spell affects it or not.

Conveyance

The college of Conveyance holds spells that deal with motion and transportation.

DISARM

Min. WP Level 6

Cost 5

Resisted by Dexterity

Effect Target's weapon will be knocked out of its hands (if the target fails to save against Dexterity)

UNLOCKING CANTRIP

Min. WP Level 9

Cost 10

Effect The target is unlocked (but not opened) if your Magickal Aptitude exceeds the lock's difficulty rating. Obviously, this spell is only effective on locked doors and chests. Also, unlike the Pick Locks skill, this spell is very loud and attracts the attention (and perhaps hostility) of nearby creatures.

UNSEEN FORCE

Min. WP Level 12

Cost 15

Effect Can only target monsters or people. The target is pushed back several squares, directly away from the caster. If a solid object is encountered, such as a wall or tree, then the target will stop prematurely and a small amount of damage may be inflicted.

SPATIAL DISTORTION

Min. WP Level 15

Cost 25

Effect The caster is magically transported to any empty tile (of the caster's choosing) within sight. It will not take the target through walls or closed doors.

TELEPORTATION

Min. WP Level 18

Cost 50

Effect Brings up the World Map interface. You can click on any known location and your party will be transported there instantly.

Divination

The college of Divination concerns itself with the gathering of knowledge through magickal means.

SENSE ALIGNMENT

<i>Min. WP Level</i>	6
<i>Cost</i>	5
<i>Maintain</i>	1pt/10sec

Effect Reveals the alignment of any creature. If the caster examines the creature while this spell is maintained, its alignment is revealed in the creature's description in the Message Window.

SEE CONTENTS

<i>Min. WP Level</i>	9
<i>Cost</i>	10

Effect Shows the caster the contents of a target container.

READ AURA

<i>Min. WP Level</i>	12
<i>Cost</i>	15

Effect Reveals the underlying attributes of the target creature.

SENSE HIDDEN

<i>Min. WP Level</i>	15
<i>Cost</i>	25
<i>Maintain</i>	5pts/10sec

Effect Reveals all invisible creatures and objects in the vicinity of the caster. They will appear as translucent images. It will also impart a rank of 5 in Spot Traps to the caster.

DIVINE MAGICK

<i>Min. WP Level</i>	18
<i>Cost</i>	30

Effect Determines all of the magickal properties of one item in the caster's inventory. The caster must select the item using a special cursor that appears after casting the spell.

Elemental (Air)

The College of Air holds the spells that manipulate the first elemental material, that of air and wind.

VITALITY OF AIR

<i>Min. WP Level</i>	6
<i>Cost</i>	5
<i>Maintain</i>	1pt/10sec

Effect Raises the target creature's Constitution by 4.

POISON VAPOURS

<i>Min. WP Level</i>	9
<i>Cost</i>	10
<i>Maintain</i>	5pts/10sec
<i>Area of Effect</i>	3x3 tiles (target tile in center)
<i>Damage</i>	15-50 Poison, 2-8 Magick
<i>Resisted by</i>	Constitution

Effect Creates a large cloud of caustic gas centered on the target tile. Any creature within the cloud must save or take damage, which can be reduced by poison resistance. If a creature remains in the cloud, he must repeat his save every few seconds or suffer repeated damage.

CALL WINDS

<i>Min. WP Level</i>	12
<i>Cost</i>	15
<i>Radius</i>	30 feet
<i>Damage</i>	30-50
<i>Resisted by</i>	Constitution-5

Effect Creates a gust of wind, centered on the caster and blowing away from the caster in all directions. Any item that weighs less than 5 pounds will blow away from the caster. Any creature must save or be blown back several squares and take damage if striking a solid object.

BODY OF AIR

Min. WP Level 15
Cost 25
Maintain 2pts/10sec

Effect Transforms the target's body into air, making him translucent. The target's Speed is raised by 10. The spell allows the target to float, which is convenient for floating over traps. The target is still susceptible to traps.

CALL AIR ELEMENTAL

Min. WP Level 18
Cost 50
Maintain 5pts/10sec

Effect Summons an Air Elemental, who will appear in the target tile and immediately attack the caster's enemies. The elemental will remain until killed or until the spell is canceled.

Hint!

Occasionally use the space bar to toggle back and forth between turn-based and real-time combat modes. You may find that while turn-based is much more comfortable at lower levels, real-time is the only way to go for more advanced combat, or vice versa.

Elemental (Earth)

The College of Earth holds the spells that manipulate the second elemental material, that of earth and stone.

STRENGTH OF EARTH

Min. WP Level 6
Cost 5
Maintain 1pt/10sec

Effect Raises the Strength of the target creature by 4.

STONE THROW

Min. WP Level 9
Cost 10
Damage 1-50
Resisted by Constitution -5

Effect Creates a stone missile that unerringly travels from the caster to the target and inflicts damage. The missile disappears after impact.

WALL OF STONE

Min. WP Level 12
Cost 15
Maintain 1pt/10sec
Area of Effect 5 tiles across

Effect Creates a block of stone in the empty tile indicated by the caster. The stone wall lasts until it is cancelled.

BODY OF STONE

Min. WP Level 15
Cost 25
Maintain 2pts/10sec
Damage 50 pts

Effect Transforms the target's body into stone, imparting a Damage Resistance of 50%. The target's Speed is reduced by 5 points, but an unarmed attack by the target does 50 points of damage to his opponent.

CALL EARTH ELEMENTAL

Min. WP Level 18
Cost 50
Maintain 5pts/10sec

Effect Summons an Earth Elemental, who will appear in the target tile and immediately attack the caster's enemies. The elemental will remain until killed or until the spell is canceled.

Elemental (Fire)

The College of Fire holds the spells that manipulate the third elemental material, that of fire and heat.

AGILITY OF FIRE

Min. WP Level 6
Cost 5
Maintain 1pt/10sec
Effect Raises the Dexterity of the target creature by 4.

WALL OF FIRE

Min. WP Level 9
Cost 10
Maintain 1pt/10sec
Radius 5 tiles
Damage 1-4
 1-5 Fire
Effect Creates a wall of fire across the specified empty tile. Any creature passing through the wall takes fire damage. The fire wall lasts until it is cancelled or interrupted.

FIREFLASH

Min. WP Level 12
Cost 15
Damage 15-45 Fire
Resisted by Constitution -5
Effect Creates a ball of superheated plasma, which streaks from the caster's hand to the specified tile and explodes. Any creature in that tile or the surrounding tiles will take fire damage from the resulting explosion. A successful save will halve the inflicted damage.

BODY OF FIRE

Min. WP Level 15
Cost 25
Maintain 10pts/10sec
Damage 15 Fire (with Melee attack)
 5 Fire (when struck)
Effect Immolates the target creature, who gains extra fire resistance and will do extra points of fire damage with any unarmed attack. Further, any creature striking the target with an unarmed attack or a melee weapon will take a few hit points of fire damage as well.

CALL FIRE ELEMENTAL

Min. WP Level 18
Cost 50
Maintain 5pts/10sec
Effect Summons a Fire Elemental, who will appear in the target tile and immediately attack the caster's enemies. The elemental will remain until killed or until the spell is canceled.

Elemental (Water)

The College of Water holds the spells that manipulate the fourth elemental material, that of water and ice.

PURITY OF WATER

Min. WP Level 6
Cost 5
Maintain 1pt/10sec
Effect Raises the Beauty of the target creature by 4.

CALL FOG

Min. WP Level 9
Cost 10
Area of Effect 3x3 tiles (target tile in center)
Maintain 1pt/10sec
Effect Creates a billowing mist, centered on the target tile. Vision is reduced to zero within the mist, and no line of sight is possible through it.

SQUALL OF ICE

Min. WP Level 12
Cost 15
Area of Effect 3x3 tiles (target tile in center)
Maintain 5pts/10sec
Damage (initial) 3-12 / (maintain) 2-6 every few seconds
Resisted by Constitution -5
Effect Creates a storm of ice and sleet centered on the target tile. Any creature within the storm must save or take damage. If a creature remains in the storm, he must repeat his save every few seconds or suffer repeated damage.

BODY OF WATER

<i>Min. WP Level</i>	15
<i>Cost</i>	25
<i>Maintain</i>	2pts/10sec
<i>Damage</i>	15 Fatigue to target (with melee attack)

Effect Liquifies the target creature, making him translucent. The target's Speed is reduced by 5. The target cannot start combat and is difficult to injure by normal damage while under the influence of this spell. Fire spells have no effect.

CALL WATER ELEMENTAL

<i>Min. WP Level</i>	18
<i>Cost</i>	50
<i>Maintain</i>	5pts/10sec

Effect Summons a Water Elemental, who will appear in the target tile and immediately attack the caster's enemies. The elemental will remain until killed or until the spell is canceled.

Force

The College of Force contains spells that manipulate and direct pure energy.

SHIELD OF PROTECTION

<i>Min. WP Level</i>	6
<i>Cost</i>	5
<i>Maintain</i>	1pt/10sec

Effect Creates a deflective energy screen about the target, increasing its Armor Class and damage, fire and electrical resistances. Cumulative applications of this spell have no effect.

JOLT

<i>Min. WP Level</i>	9
<i>Cost</i>	10
<i>Damage</i>	2-25 Electrical
<i>Resisted by</i>	Constitution -10

Effect A surge of electricity will flow from the caster into all adjacent tiles, causing electrical damage to enemies. A successful save will halve this damage.

WALL OF FORCE

<i>Min. WP Level</i>	12
<i>Cost</i>	15
<i>Maintain</i>	2pts/10sec

Effect Creates a shimmering wall of force in the specified empty square. This wall is impassable until cancelled or interrupted.

BOLT OF LIGHTNING

<i>Min. WP Level</i>	15
<i>Cost</i>	25
<i>Damage</i>	20-70 Electrical
<i>Resisted by</i>	Constitution -5

Effect Creates a bolt of lightning from the caster to the specified tile or target. Any creature struck by the bolt will be subjected to electrical damage, or half that damage if a saving throw is successful.

DISINTEGRATE

<i>Min. WP Level</i>	18
<i>Cost</i>	50
<i>Damage</i>	30,000 Electrical
<i>Resisted by</i>	Constitution -5

Effect Eliminates the binding force between atoms, reducing the target to its constituent particles and dispersing them. If the target is a creature, a successful saving throw will avoid this fate. Otherwise, the creature and its inventory are utterly destroyed, and resurrection is not possible.

Hint!

If you're using magick, consider putting points into Constitution. That's what makes Fatigue points regenerate faster, and as a magick user you'll need as much as you can get.

Mental

The Mental College contains spells that influence and control the minds of their targets. Obviously, these spells have no effect on creatures that are mindless, such as zombies and other undead.

CHARM

Min. WP Level 6
Cost 5
Maintain 1pt/10sec
Resisted by Willpower -5

Effect Increases the target's reaction to the caster. When the spell wears off in a few minutes, the target will have a reduced reaction towards the caster. This spell has no effect in combat or on player characters.

STUN

Min. WP Level 9
Cost 10
Resisted by Willpower -5

Effect Stuns the target for a few seconds, if a save is not made. During this time, the target is dazed and cannot move or attack.

DRAIN WILL

Min. WP Level 12
Cost 15
Maintain 1pt/10sec
Resisted by Willpower -5

Effect Causes the target creature's Willpower to drop by half while the spell is maintained, if a saving throw is not made.

NIGHTMARE

Min. WP Level 15
Cost 20
Maintain 6pts/10sec
Resisted by Willpower -5

Effect Causes all creatures within the vicinity of the caster to save or flee in terror. These fleeing creatures will move as far from the caster as possible.

DOMINATE WILL

Min. WP Level 18
Cost (initial) 25 /
 (maintain) 6 every 10 seconds
Resisted by Willpower -5

Effect Places the mind of the target under the control of the caster, unless a saving throw is made. The creature will follow the caster as long as the spell is maintained (regardless of the caster's Charisma), and in combat, it will attack the caster's enemies. While the spell is maintained, the creature will also act as if *Charmed* by the caster, with the same negative reaction effect when the spell is removed.

Meta

The Meta College contains spells that affect other spells.

RESIST MAGICK

Min. WP Level 6
Cost 5
Maintain 1pt/10sec

Effect Increases the target's magick resistance.

DISPERSE MAGICK

Min. WP Level 9
Cost 10

Effect Cancels existing spell effects on the target. If the target is a creature or magickally treated object (such as a door with Magelock on it), all spells being maintained on the target are canceled.

DWEOMER SHIELD

Min. WP Level 12
Cost 15
Maintain 5pts/10sec

Effect Prevents magick from operating on the target. It automatically cancels any existing spells on the target, as per a **Disperse Magick**.

BONDS OF MAGICK

Min. WP Level 15
Cost 35
Maintain 5pts/10sec

Effect Prevents the target from casting any spells. In addition, magick item spells will not function for the target while this spell is maintained.

REFLECTION SHIELD

Min. WP Level 18
Cost 30
Maintain 5pt/10sec

Effect Creates a protective field and any spell is completely reflected back to the caster, exactly as if the target had thrown the spell on the caster. The act of reflecting a spell causes the shield to drain more fatigue.

Morph

The Morph College contains spells that change the substance of the target.

HARDENED HANDS

Min. WP Level 6
Cost 5
Maintain 1pt/10sec
Damage 2 (with unarmed attack)

Effect Makes the hands of the target creature do more damage.

WEAKEN

Min. WP Level 9
Cost 15
Maintain 2pts/10sec
Resisted by Constitution -5

Effect Weakens the substance of the target, reducing its damage resistance for the duration of the spell, and lowering its Strength. If the target is a creature, a successful save will negate the spell.

SHRINK

Min. WP Level 12
Cost 20
Maintain 2pts/10sec
Resisted by Constitution -5

Effect Reduces a creature to half its size. While shrunk, it moves half as fast and does only half damage with any physical attack, and has a lowered Strength. This spell has no effect on inanimate objects.

FLESH TO STONE

Min. WP Level 15
Cost 20
Duration 10sec
Resisted by Constitution -5

Effect Converts flesh to stone. When cast on a creature, it will turn that creature to stone unless a successful save is made. A petrified creature gains a 100% resistance to damage, fire and electricity, but cannot move, attack, talk or do anything else until the spell is canceled.

POLYMORPH

Min. WP Level 18
Cost 30
Maintain 5pts/10sec
Resisted by Constitution -5

Effect Transforms the target creature into a small innocuous creature, such as a bunny rabbit or a sheep, for as long as the spell is maintained. The creature can move normally and retains its original stats, but it cannot talk, attack, or throw spells. This spell has no effect on inanimate objects.

Hint!

Always check the rubbish bins for components you might need for schematics. You can often find that other people's trash is your next weapon.

Nature

The College of Nature contains spells that control plants, animals, and natural forces.

CHARM BEAST

Min. WP Level 6
Cost 8
Resisted by Willpower -5

Effect Similar to *Charm*, but it only affects animals. Every animal in the vicinity will gain a Good reaction to the player. If in combat, the target animal will cease to attack the caster, although subsequent hostile actions may precipitate a new attack.

ENTANGLE

Min. WP Level 9
Cost 5
Maintain 2pt/10sec

Effect Imbues a patch of vegetation with motion; the target creature is then incapable of walking, and is slowed down (Speed at -5) as the plants attempt to grasp and hold them. Prevents targets from walking more than a few feet away, although they can still attack.

CONTROL BEAST

Min. WP Level 12
Cost 15
Maintain 2pts/10sec
Resisted by Willpower -5

Effect Similar to *Dominare Will*, as this spell places the mind of the animal under the control of the caster, unless a saving throw is made. The creature will follow the caster (regardless of the maximum followers allowed by the caster's Charisma), and in combat, it will attack the caster's enemies.

SUCCOUR BEAST

Min. WP Level 15
Cost 20
Maintain 4pts/10sec

Effect Summons an animal, which will appear in the target tile and immediately attack the caster's enemies. The animal will remain until killed or until the spell is canceled. the critter summoned is more powerful based on the caster's magickal aptitude.

REGENERATE

Min. WP Level 18
Cost 25
Maintain 5pts/10sec

Effect Causes all party members to heal faster for as long as it is maintained.

Necromantic (Black)

The Black Necromantic College contains spells that negatively affect the life force of a creature.

HARM

Min. WP Level 6
Cost 5
Damage 3-40

Effect Causes damage to a targeted creature.

CONJURE SPIRIT

Min. WP Level 9
Cost 10
Maintain 3pts/10sec

Effect Allows the caster to speak with the spirit of the target corpse upon which it is cast. If cast upon a dead NPC, the caster can often learn secrets which would not be otherwise revealed.

SUMMON UNDEAD

Min. WP Level 12
Cost 15
Maintain 2pts/10sec

Effect Summons an Undead creature that will fight for the caster. The creature summoned is more powerful the higher the caster's magickal aptitude.

CREATE UNDEAD

Min. WP Level 15
Cost 20
Maintain 3pts/10sec

Effect Animates the target corpse, which will follow the caster (regardless of the maximum followers allowed by the caster's Charisma), and in combat, it will attack the caster's enemies.

QUENCH LIFE

Min. WP Level 18
Cost 50
Damage 50-100
Resisted by Constitution -5

Effect Does a large amount of damage to the target creature, unless it successfully saves. This spell has no effect upon undead.

Hint!

No matter how powerful a fighter you are, it's perfectly acceptable (and often wise) to back away from a fight when your Health gets low. Take a deep breath and run away for a while. Patch yourself up or ask a Healer to get you back into fighting trim, then dive back into the fray.

Necromantic (White)

The White Necromantic College contains spells that positively affect the life force of a creature.

MINOR HEALING

Min. WP Level 6
Cost 5
Healing 5-30

Effect Heals a small amount of damage on the target.

HALT POISON

Min. WP Level 9
Cost 8

Effect Reduces the Poison Factor of the target

MAJOR HEALING

Min. WP Level 12
Cost 20
Healing 40-80

Effect Heals a great deal of damage on the target.

SANCTUARY

Min. WP Level 15
Cost 15
Maintain 5pts/10sec

Effect Makes undead not normally "aggressive" towards the caster. However, they will still fight back if the caster attacks them.

RESURRECT

Min. WP Level 18
Cost 50

Effect Returns the target creature to life, with full hit points and a poison level of zero.

Phantasm

The College of Phantasm contains spells that concern the control of light and illusion.

ILLUMINATE

Min. WP Level 6
Cost 3
Maintain 1pt/10sec

Effect Raises the light level in an area surrounding the target creature. The illumination will move with the creature.

FLASH

Min. WP Level 9
Cost 10
Effect Temporarily blinds a target creature.

BLUR SIGHT

Min. WP Level 12
Cost 15
Maintain 2pts/10sec

Effect Increases the armor class of the caster

PHANTASMAL FIEND

Min. WP Level 15
Cost 20
Maintain 4pts/10sec
Resisted by Willpower -5

Effect Creates the illusion of a formidable monster. If a creature fails its save, it will believe the illusion and attack the monster in favor of the caster. The illusionary monster lasts until killed, cancelled or dispelled.

INVISIBILITY

Min. WP Level 18
Cost 30
Maintain 6pts/10sec

Effect Becomes invisible. Target cannot be seen by any other creature until it exits combat mode.

Summoning

The College of Summoning contains spells that concern the summoning of creatures of progressive power.

PLAGUE OF INSECTS

Min. WP Level 6
Cost 3
Maintain 1pt/10sec

Effect Summons a swarm of insects, which surrounds the target creature. They cause no damage, but they effectively halve the Speed of the creature as it swats and slaps at the bugs.

ORCISH CHAMPION

Min. WP Level 9
Cost 10
Maintain 2pts/10sec

Effect Summons an Orc into the specified empty square. This creature will fight the caster's enemies until killed or dispelled.

GUARDIAN OGRE

Min. WP Level 12
Cost 15
Maintain 3pts/10sec

Effect Summons an Ogre into the specified empty square. This creature will fight the caster's enemies until killed or dispelled.

HELLGATE

Min. WP Level 15
Cost 30
Maintain 6pts/10sec

Effect Summons a demon into the specified empty square. This creature will fight the caster's enemies until killed or dispelled. However, there are rumors that sometimes the demon fails to go away when unsummoned

FAMILIAR

Min. WP Level 18
Cost 60

Effect Summons a familiar to join the caster. This creature will remain until killed. The creature summoned is more powerful based on the caster's magickal aptitude.

Temporal

The Temporal College concerns spells that control the flow of time.

MAGELOCK

Min. WP Level 6
Cost 5
Maintain 1pt/10sec

Effect Effectively locks any portal. The door cannot be lockpicked, although the door can be destroyed to allow passage.

CONGEAL TIME

Min. WP Level 9
Cost 10
Maintain 2pts/10sec
Resisted by Willpower -5

Effect Halves the Speed of all hostile creatures in the vicinity of the caster who fail their saving throw.

HASTEN

Min. WP Level 12
Cost 20
Maintain 3pts/10sec

Effect Doubles the target creature's Speed.

STASIS

Min. WP Level 15
Cost 25
Maintain 4pts/10sec
Resisted by Willpower-10

Effect Paralyzes the target creature, unless it makes its saving throw. The affected creature cannot move, attack, talk, or perform any other action.

TEMPUS FUGIT

Min. WP Level 18
Cost 40
Maintain 5pts/10sec

Effect Speeds the caster and his entire group, granting a +10 to Speed, while slowing down every other creature in the world, with a -10 to their Speed. Note that only one Tempus Fugit can ever be active at the same time in the world. Any secondary casting, by any caster, automatically dispels the first spell. Also note that to dispel the spell directly, Disperse magick must be cast on the caster himself.

Hint!

The hot keys for broadcast commands to all of your followers can be lifesavers in combat:

- [F1] "Walk" – Commands Follower(s) to walk to a target location
- [F2] "Attack" – Commands Follower(s) to attack the selected target
- [F3] "Stay Close" – Commands Follower(s) to follow at a lesser distance
- [F4] "Spread Out" – Commands Follower(s) to follow at a greater distance
- [F5] "Back Off" – Commands Follower(s) to back off until you change your attack/not-attack mode.

EQUIPMENT

The first line of information is always the item's base Value, Hit Points and Weight. Some of the armour and clothing come in varying sizes. If the varying sizes have varying weight (or other values), the differing numbers are in the order: Small / Medium / Large. For example, Magick Chainmail (p. 92) is found in two sizes: Small and Medium. "Wt 490 / 510" means that the small size weighs 490, while the medium size weighs 510.

"*" (an asterisk) indicates an effect that is partially governed by the PC's aptitude, either magical or technical (as explained in **Item Complexity**, p. 39).

Critical Success and Failure, p. 40, describes how critical hits and misses work.

"(Q)" following an item's name indicates that it is necessary to complete a quest.

"(Sc)" following an item's name indicates that it can be created from a schematic.

A "quiet" item can only be heard within about 12 feet. A "loud" item can be heard within about 90 feet.

"Strength Required" for weapons usually lists two values, one in parentheses. Most weapons can be wielded either one-handed (1H) or two-handed (2H). The first value is the Strength required to wield it normally; the second number, in parentheses, is the Strength required to wield it the other way.

In some cases, the patch changes values. In those cases, the new value is in parentheses, preceded by "new." For example, the Hand Crafted Flintlock's has "Value 290 (new: 260)," indicating that the original Value was 290, but it was reduced to 260 in the patch.

The patch can be downloaded at: [www. sierrastudios.com](http://www.sierrastudios.com)

Weapons

Swords

All swords have a Range of about 6 feet.

Critical hits for all are cutting (except the Kite Sword, Short Sword and Rapier, which are impaling).

Critical misses are bladed.

ARCANE GREAT SWORD



Value	6200	HP	120	Wt	120
Magick Complexity			100		
Speed Factor			8		
Strength Req. 2H (1H)		16	(20)		
Damage			4-16		
Fatigue			3-11		
Damage Bonus *			+16		
Additional Fatigue Cost *			+16		
Available Mana (when in hand)			20		
Critical Chance Bonus *			+8		

ARCANE SWORD



Value	6000	HP	80	Wt	65
Magick Complexity			100		
Speed Factor			10		
Strength Required 1H (2H)		11	(9)		
Damage			1-8		
Fatigue			1-4		
Damage Bonus *			+16		
Additional Fatigue Cost *			+8		
Available Mana (when in hand)			16		

BALANCED SWORD (SC)



Value	300	HP	100	Wt	40
Tech Complexity			Smithy / 5		
Speed Factor			18		
Strength Required 1H (2H)		8	(6)		
Damage			3-12		
Fatigue			3-9		
Charged Sword, Envenomed					
Sword component					

BARBARIAN'S HEAVY BLADE



Value	480	HP	150	Wt	150
Speed Factor			12		
Strength Required 2H (1H)		16	(20)		
Damage			8-20		
Fatigue			6-12		

BROADSWORD



Value	480	HP	120	Wt	100
Speed Factor			4		
Strength Required 2H (1H)		14	(18)		
Damage			4-16		
Fatigue			3-11		

CALADON ELITE SWORD



Value	230	HP	80	Wt	70
Speed Factor			12		
Strength Required 1H (2H)		8	(6)		
Damage			2-9		
Fatigue			2-5		

CHARGED SWORD (SC)



Value	290 (new: 1400)	HP	80	Wt	80
Tech Complexity	Electric / 0 (new: 45)				
Speed Factor			10		
Strength Required 1H (2H)		8	(6)		
Damage			3-12		
Fatigue			3-9		
Damage (Electrical)			1-20		

CHARMED GREAT SWORD



Value	830	HP	120	Wt	120
Magick Complexity			25		
Speed Factor			8		
Strength Required 2H (1H)		14	(18)		
Damage			4-16		
Fatigue			3-11		
Damage Bonus *			+4		
Additional Fatigue Cost *			+4		
Available Mana (when in hand)			8		
Critical Chance Bonus *			+2		

CHARMED SWORD



Value	640	HP	80	Wt	80
Magick Complexity			25		
Speed Factor			10		
Strength Required 1H (2H)		8	(6)		
Damage			1-8		
Fatigue			1-4		
Damage Bonus *			+4		
Green pommel					

CLAYMORE



Value	480	HP	120	Wt	120
Speed Factor			8		
Strength Required 2H (1H)		14	(18)		
Damage			2-18		
Fatigue			2-10		

ENCHANTED SWORD



Value 340 | HP 100 | Wt 80
 Magick Complexity 10
 Speed Factor 10
 Strength Required 1H (2H) 7 (5)
 Damage 1-8
 Fatigue 1-4
 Damage Bonus * +3
 Yellow grip

ENVENOMED SWORD (SC)



Value 290 (new: 800) | HP 90 | Wt 50
 Tech Complexity Smithy/ (new: 30)
 Speed Factor 8
 Strength Required 1H (2H) 8 (6)
 Damage 1-8
 Damage (Poison) 10-35
 Fatigue 1-4

FALCHION



Value 230 | HP 90 | Wt 90
 Speed Factor 6
 Strength Required 1H (2H) 8 (6)
 Damage 2-9
 Fatigue 3-9

FILAMENT SWORD



Value 3500 | HP 80 | Wt 50
 Magick Complexity 75
 Speed Factor 10
 Strength Required 1H (2H) 6 (4)
 Damage 1-8
 Fatigue 1-4
 Damage Bonus * +12
 Critical Hit Effect * 50
 Critical Miss Chance * 20

FLAMBERGE



Value 480 | HP 120 | Wt 130
 Speed Factor 6
 Strength Required 2H (1H) 14 (18)
 Damage 1-20
 Fatigue 1-10

KATANA



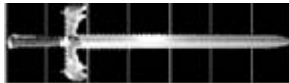
Value 150 | HP 100 | Wt 40
 Speed Factor 15
 Strength Required 1H (2H) 6 (4)
 Damage 3-12
 Fatigue 1-3

KITE SWORD



Value 48 | HP 20 | Wt 20
 Tech Complexity Smithy / 5
 Speed Factor 6
 Strength Required 1H 3
 Critical Hit impaling
 Damage 2-6
 Quiet
 Can be thrown
 Can be offered to Shakar (before the patch)

MAGICK GREAT SWORD



Value 1900 | HP 120 | Wt 120
 Magick Complexity 50
 Speed Factor 8
 Strength Required 2H (1H) 15 (19)
 Damage 4-16
 Fatigue 3-11
 Damage Bonus * +8
 Additional Fatigue Cost * +8
 Available Mana (when in hand) 12
 Critical Chance Bonus * +4

MAGICK SWORD



Value 1700 | HP 80 | Wt 80
 Magick Complexity 50
 Speed Factor 10
 Strength Required 1H (2H) 9 (7)
 Damage 1-8
 Fatigue 1-4
 Damage Bonus * +8
 Additional Fatigue Cost * +2
 Available Mana (when in hand) 4
 Orange grip

MYSTIC GREAT SWORD



Value 3700 | HP 120 | Wt 120
 Magick Complexity 75
 Speed Factor 8
 Strength Required 2H (1H) 16 (20)
 Damage 4-16
 Fatigue 3-11
 Damage Bonus * +12
 Additional Fatigue Cost * +12
 Available Mana (when in hand) 16
 Critical Chance Bonus * +6

MYSTIC SWORD



Value 3500 | HP 80 | Wt 75
 Magick Complexity 75
 Speed Factor 10
 Strength Required 1H (2H) 10 (8)
 Damage 1-8
 Fatigue 1-4
 Damage Bonus * +12
 Additional Fatigue Cost * +4
 Available Mana (when in hand) 8
 Brown pommel

QUALITY BROADSWORD



Value 530 | HP 120 | Wt 100
 Speed Factor 8
 Strength Required 2H (1H) 14 (18)
 Damage 6-18
 Fatigue 4-12

QUALITY SWORD



Value 190 | HP 80 | Wt 80
 Speed Factor 10
 Strength Required 1H (2H) 8 (6)
 Damage 2-9
 Fatigue 2-5

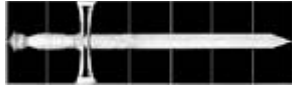
Equipment: Weapons / Swords

RAPIER



Value 170 | HP 80 | Wt 40
 Speed Factor 15
 Strength Required 1H (2H) 5 (3)
 Critical Hit impaling
 Damage 1-8
 Fatigue 1-4

RUSTY BROADSWORD



Value 340 | HP 90 | Wt 100
 Speed Factor 3
 Strength Required 2H (1H) 14 (18)
 Damage 1-14
 Fatigue 1-8

RUSTY SWORD



Value 38 | HP 30 | Wt 90
 Speed Factor 5
 Strength Required 1H (2H) 8 (6)
 Damage 1-4
 Fatigue 1-2

SCIMITAR



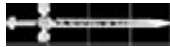
Value 230 | HP 80 | Wt 60
 Speed Factor 11
 Strength Required 1H (2H) 8 (6)
 Damage 2-10
 Fatigue 1-5

SHORT SWORD



Value 120 | HP 80 | Wt 30
 Speed Factor 12
 Strength Required 1H (2H) 5 (3)
 Critical Hit impaling
 Damage 1-6
 Fatigue 1-3

STILLWATER BLADE



Value 1200 | HP 80 | Wt 80
 Magick Complexity 40
 Speed Factor 10
 Strength Required 1H (2H) 8 (6)
 Damage 1-8
 Fatigue 1-4
 Damage Bonus * +4
 Spell summons animal to attack your enemy

Blue grip

SWORD



Value 150 | HP 80 | Wt 80
 Speed Factor 10
 Strength Required 1H (2H) 8 (6)
 Damage 1-8
 Fatigue 1-4

SWORD OF AIR



Value 1400 | HP 120 | Wt 100
 Magick Complexity 40
 Speed Factor 12
 Strength Required 2H (1H) 8 (12)
 Damage 4-16
 Fatigue 3-11
 Weight Adjustment * -80

SWORD OF DEFENSE



Value 410 | HP 100 | Wt 70
 Magick Complexity 15
 Speed Factor 10
 Strength Required 1H (2H) 7 (5)
 Damage 1-8
 Fatigue 1-4

SWORD OF SICKNESS



Value 1400 | HP 120 | Wt 100
 Magick Complexity 40
 Speed Factor 8
 Strength Required 2H (1H) 14 (18)
 Damage 4-16
 Fatigue 3-11
 Damage (Poison) 1-20

VOID SWORD

Value 480 | HP 120 | Wt 100
 Speed Factor 10
 Strength Required 2H (1H) 14 (18)
 Damage 10-25
 Fatigue 6-15

Daggers

Daggers can only be wielded with one hand.

The strength required for all daggers is 3 (except for the Mage's Dagger and Stiletto, which require 2 Strength). All daggers can be thrown.

All have a Range of about 6 feet (except Throwing Dagger, Range 90 feet).

All are quiet (except the Mechanical and Throwing Daggers).

Critical hits are impaling; critical misses are bladed.



ARCANE DAGGER

Value 5800 | HP 60 | Wt 15
 Magick Complexity 100
 Speed Factor 12
 Damage 1-6
 Damage Bonus * +12
 Fatigue 1-2
 Additional Fatigue Cost * +4
 Available Mana (when in hand) 20



BONE DAGGER (Q)

Value 19 | HP 40 | Wt 20
 Speed Factor 6
 Damage 1-3
 Can be offered to Shakar



CHARMED DAGGER

Value 470 | HP 50 | Wt 20
 Magick Complexity 25
 Speed Factor 12
 Damage 1-4
 Fatigue 1-2
 Damage Bonus * +3



DAGGER

Value 38 | HP 50 | Wt 20
 Speed Factor 10
 Damage 1-4
 Fatigue 1-2



DAGGER OF SPEED

Value 170 | HP 50 | Wt 15
 Magick Complexity 10
 Speed Factor 16
 Speed Adjustment * +4
 Damage 1-4
 Fatigue 1-2



FINE STEEL DAGGER

Value 38 | HP 50 | Wt 25
 Speed Factor 12
 Damage 2-6
 Fatigue 1-3
 Blade Launcher, Mechanical
 Dagger component



FINELY CRAFTED DAGGER

Value 260 | HP 50 | Wt 15
 Tech Complexity Smithy / 15
 Speed Factor 16
 Damage 2-6
 Fatigue 1-3



MAGE'S DAGGER

Value 170 | HP 50 | Wt 15
 Magick Complexity 10
 Speed Factor 12
 Strength Required 1H 2
 Damage 1-4
 Fatigue 1-2
 Available Mana (when in hand) 10



MAGICK DAGGER

Value 1500 | HP 50 | Wt 20
 Magick Complexity 50
 Speed Factor 12
 Damage 1-4
 Damage Bonus * +6
 Fatigue 1-2
 Additional Fatigue Cost * +1
 Available Mana (when in hand) 5



MECHANICAL DAGGER (SC)

Value 740 | HP 40 | Wt 20
 Tech Complexity Smithy / 33
 Speed Factor 10
 Damage 2-12
 Fatigue 1-6



MYSTIC DAGGER

Value 3300 | HP 50 | Wt 20
 Magick Complexity 75
 Speed Factor 12
 Damage 1-4
 Damage Bonus * +9
 Fatigue 1-2
 Additional Fatigue Cost * +2
 Available Mana (when in hand) 10



RAILROAD SPIKE

Value 4 | HP 100 | Wt 20
 Tech Complexity Mechanical / 1
 Speed Factor 4
 Damage 1-2
 Spike Trap component

Equipment: Weapons / Daggers, Axes



RUSTY DAGGER

Value 10 | HP 30 | Wt 20
Speed Factor 6
Damage 1-2



STILETTO

Value 190 | HP 50 | Wt 20
Tech Complexity Smithy / 15
Speed Factor 8
Strength Required 1H 2
Damage 3-6



THROWING DAGGER

Value 38 | HP 40 | Wt 15
Speed Factor 10
Range 15
Damage 1-4
Fatigue 1-2
Must be thrown

Axes

All axes have a Range of about 6 feet.
All are usually wielded one-handed.
Critical hits are cutting; critical misses are handled.

ARCANE AXE



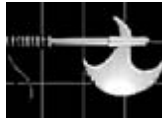
Value 6100 | HP 120 | Wt 120
Magick Complexity 100
Speed Factor 7
Strength Required 1H (2H) 13 (11)
Damage 3-14
Fatigue 2-10
Damage Bonus * +20
Additional Fatigue Cost * +9
Available Mana (when in hand) 16
Critical Chance Bonus * +5

AXE



Value 290 | HP 100 | Wt 120
Speed Factor 4
Strength Required 1H (2H) 10 (8)
Damage 1-12
Fatigue 1-9

AXE OF STRENGTH



Value 510 | HP 100 | Wt 120
Magick Complexity 15
Speed Factor 5
Strength Required 1H (2H) 10 (8)
Damage 1-12
Fatigue 1-9

CHARGED AXE



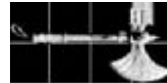
Value 380 (new: 2400) | HP 100
| Wt 120
Tech Complexity Electric/ (new: 60)
Speed Factor 5
Strength Required 1H (2H) 10 (8)
Damage 1-12
Fatigue 1-9
Damage (Electrical) 20-30

CHARMED AXE



Value 740 | HP 100 | Wt 140
Magick Complexity 25
Speed Factor 4
Strength Required 1H (2H) 11 (9)
Damage 1-12
Fatigue 1-9
Damage Bonus * +5
Additional Fatigue Cost * +1

ENVENOMED AXE (SC)



Value 380 (new: 740) | HP 100 |
Wt 120
Tech Complexity Smithy/ (new: 25)
Speed Factor 5
Strength Required 1H (2H) 10 (8)
Damage 1-12
Fatigue 1-9
Damage (Poison) 20-40

FEATHER-WEIGHT AXE (SC)



Value 420 | HP 100 | Wt 70
 Tech Complexity Smithy / 20
 Speed Factor 12
 Strength Required 1H (2H) 6 (4)
 Damage 1-16
 Fatigue 3-11
 Envenomed Axe, Pyrotechnic Axe component

MAGICK AXE



Value 1800 | HP 100 | Wt 130
 Magick Complexity 50
 Speed Factor 5
 Strength Required 1H (2H) 12 (10)
 Damage 1-12
 Fatigue 1-9
 Damage Bonus * +10
 Additional Fatigue Cost * +3
 Available Mana (when in hand) 4

MYSTIC AXE



Value 3600 | HP 110 | Wt 120
 Magick Complexity 75
 Speed Factor 6
 Strength Required 1H (2H) 13 (11)
 Damage 1-13
 Fatigue 1-9
 Damage Bonus * +15
 Additional Fatigue Cost * +6
 Available Mana (when in hand) 8
 Critical Chance Bonus * +3

POWER AXE



Value 1300 | HP 100 | Wt 120
 Tech Complexity Smithy / 40
 Speed Factor 8
 Strength Required 1H (2H) 10 (8)
 Damage 5-18
 Fatigue 3-11

PYROTECHNIC AXE (SC)



Value 380 (new: 3900) | HP 100
 | Wt 120
 Tech Complexity 0
 (new: Smithy / 75)
 Speed Factor 5
 Strength Required 1H (2H) 10 (8)
 Damage 1-12
 Fatigue 1-9
 Damage (Fire) 30-50

QUALITY AXE



Value 380 | HP 120 | Wt 100
 Speed Factor 8
 Strength Required 1H (2H) 10 (8)
 Damage 3-14
 Fatigue 2-10

REAPER'S AXE



Value 510 | HP 100 | Wt 120
 Magick Complexity 20
 Speed Factor 5
 Strength Required 1H (2H) 10 (8)
 Damage 1-12
 Fatigue 1-9
 Can be offered to Shakar

RUSTY AXE



Value 110 | HP 50 | Wt 150
 Speed Factor 3
 Strength Required 1H (2H) 10 (8)
 Damage 1-8
 Fatigue 1-4

Equipment: Weapons / Axes, Maces & Hammers

Maces & Hammers

All maces and hammers have a Range of about 6 feet.

All are usually wielded one-handed.

Critical hits are crushing; critical misses are bludgeon (except Inferno Hammer: fire).

ARCANE MACE



Value 6000 | HP 100 | Wt 110
Magick Complexity 100
Speed Factor 7
Strength Required IH (2H) 12 (10)
Damage 3-9
Fatigue 3-12
Damage Bonus * +16
Additional Fatigue Cost * +12
Available Mana (when in hand) 32
Critical Chance Bonus * +4

CHARMED MACE



Value 640 | HP 110 | Wt 130
Magick Complexity 25
Speed Factor 5
Strength Required IH (2H) 10 (8)
Damage 1-5
Fatigue 1-9
Damage Bonus * +4
Additional Fatigue Cost * +2
Available Mana (when in hand) 8
Critical Chance Bonus * +1

CRUSHING HAMMER



Value 340 | HP 120 | Wt 120
Magick Complexity 10
Speed Factor 5
Strength Required IH (2H) 10 (8)
Damage 1-8
Fatigue 1-10
Critical Chance Bonus * +10

HAMMER



Value 160 | HP 100 | Wt 120
Speed Factor 5
Strength Required IH (2H) 10 (8)
Damage 1-5
Fatigue 1-8

INFERNO HAMMER



Value 510 | HP 120 | Wt 120
Magick Complexity 20
Speed Factor 5
Strength Required IH (2H) 10 (8)
Critical Miss fire
Damage 1-8
Fatigue 1-10
Damage (Fire) 5-10

LARGE PIPE



Value 19 | HP 40 | Wt 80
Speed Factor 3
Strength Required IH (2H) 12 (10)
Damage 1-2
Fatigue 1-3
Elephant Gun component

MACE



Value 150 | HP 100 | Wt 120
Speed Factor 5
Strength Required IH (2H) 10 (8)
Damage 1-4
Fatigue 1-8

MACHINED HAMMER



Value 150 | HP 120 | Wt 90
Tech Complexity Smithy / 100
Speed Factor 8
Strength Required IH (2H) 8 (6)
Damage 3-9
Fatigue 3-12

MAGICK MACE



Value 1700 | HP 110 | Wt 125
Magick Complexity 50
Speed Factor 6
Strength Required IH (2H) 11 (9)
Damage 2-5
Fatigue 2-9
Damage Bonus * +8
Additional Fatigue Cost * +4
Available Mana (when in hand) 16
Critical Chance Bonus * +2

MYSTIC MACE



Value 3500 | HP 100 | Wt 120
Magick Complexity 75
Speed Factor 6
Strength Required IH (2H) 12 (10)
Damage 1-9
Fatigue 1-12
Damage Bonus * +12
Additional Fatigue Cost * +8
Available Mana (when in hand) 24
Critical Chance Bonus * +3

OAK AXE HANDLE



Value 10 | HP 60 | Wt 50
Speed Factor 4
Strength Required IH (2H) 8 (6)
Damage 1-1
Fatigue 1-3

QUALITY HAMMER



Value 190 | HP 120 | Wt 100
Speed Factor 7
Strength Required IH (2H) 8 (6)
Damage 1-7
Fatigue 1-10

QUALITY MACE



Value 190 | HP 120 | Wt 100
 Speed Factor 8
 Strength Required 1H (2H) 8 (6)
 Damage 2-5
 Fatigue 2-9

RUSTY HAMMER



Value 48 | HP 40 | Wt 120
 Speed Factor 3
 Strength Required 1H (2H) 10 (8)
 Damage 1-4
 Fatigue 1-4

RUSTY MACE



Value 38 | HP 40 | Wt 120
 Speed Factor 3
 Strength Required 1H (2H) 10 (8)
 Damage 1-3
 Fatigue 1-4

Stuffs

All staves have a Range of about 6 feet and Speed Factor 8 (except the Quality Staff, with Speed Factor 10). All must be wielded two-handed; all require Strength 5. Critical hits are crushing; critical misses are bludgeon.

ARCANE STAFF



Value 5900 | HP 80 | Wt 60
 Magick Complexity 100
 Damage 1-8
 Fatigue 3-12
 Additional Fatigue Cost * +24
 Available Mana (when in hand) 80

MAGICK STAFF



Value 1600 | HP 60 | Wt 60
 Magick Complexity 50
 Damage 1-8
 Fatigue 3-12
 Additional Fatigue Cost * +12
 Available Mana (when in hand) 40

SHOCKING STAFF (SC)



Value 4800 | HP 50 | Wt 80
 Tech Complexity Electric / 90
 Damage 1-6
 Fatigue 1-3
 1-10 electrical damage with each hit
 Loud
 Tesla Rod component

CHARMED STAFF



Value 550 | HP 50 | Wt 60
 Magick Complexity 25
 Damage 1-8
 Fatigue 3-12
 Additional Fatigue Cost * +6
 Available Mana (when in hand) 20

MYSTIC STAFF



Value 3400 | HP 70 | Wt 60
 Magick Complexity 75
 Damage 1-8
 Fatigue 3-12
 Additional Fatigue Cost * +18
 Available Mana (when in hand) 60

STAFF



Value 10 | HP 50 | Wt 60
 Damage 1-4
 Fatigue 2-9
 Shocking Staff component

MAGE'S STAFF



Value 2200 | HP 50 | Wt 60
 Magick Complexity 60
 Damage 1-8
 Fatigue 3-12
 Spell Light
 Spell Anti Magick Shell
 Available Mana (for own spells) 20
 Available Mana (when in hand) 50

QUALITY STAFF



Value 38 | HP 80 | Wt 70
 Speed Factor 10
 Damage 1-8
 Fatigue 3-12

SHAMAN'S STAFF



Value 2200 | HP 50 | Wt 60
 Magick Complexity 60
 Damage 1-8
 Fatigue 3-12
 Spell Major Healing
 Spell Charm Beast
 Available Mana (for own spells) 20

STAFF OF HEALING



Value 420 | HP 50 | Wt 60
 Magick Complexity 20
 Damage 1-8
 Fatigue 3-12
 Spell Cure Heavy Wounds
 Available Mana (for own spells) 20

Bows

All bows are two-handed.

All bows are quiet.

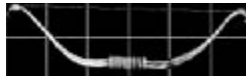
Critical hits are impaling; critical misses are bows.

ARCANE BOW



Value	5900	HP	80	Wt	5
Magick Complexity					100
Speed Factor					8
Range					120 feet
Strength Required 2H					11
Damage					1-10
Fatigue					2-5
Damage Bonus *					+8

BOW



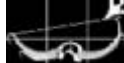
Value	190	HP	80	Wt	5
Speed Factor					8
Range					90 feet
Strength Required 2H					10
Damage					1-10
Fatigue					2-5

BOW OF TERROR



Value	480	HP	80	Wt	5
Magick Complexity					20
Speed Factor					8
Range					120 feet
Strength Required 2H					10
Damage					1-12
Fatigue					3-9

CHARMED BOW



Value	550	HP	80	Wt	5
Magick Complexity					25
Speed Factor					8
Range					120 feet
Strength Required 2H					11
Damage					1-10
Fatigue					2-5
Damage Bonus *					+2

COMPOUND BOW (SC)



Value	800	HP	100	Wt	10
Tech Complexity					Mechanical / 20
Speed Factor					6
Range					90 feet
Strength Required 2H					8
Damage					5-18
Fatigue					3-9
Pyrotechnic Bow, Envenomed Bow component					

ELVEN HUNTER'S BOW



Value	320	HP	80	Wt	5
Magick Complexity					15
Speed Factor					10
Range					90 feet
Strength Required 2H					8
Damage					1-10
Fatigue					2-5

ENVENOMED BOW (SC)



Value	1900	HP	80	Wt	5
Tech Complexity					Mechanical / 55
Speed Factor					8
Range					120 feet
Strength Required 2H					10
Damage					1-10
Fatigue					2-5
Damage (Poison)					10-30

LONG BOW



Value	250	HP	100	Wt	8
Speed Factor					4
Range					150 feet
Strength Required 2H					12
Damage					1-12
Fatigue					3-9
Compound Bow component					

MAGICK BOW



Value	1600	HP	80	Wt	5
Magick Complexity					50
Speed Factor					8
Range					120 feet
Strength Required 2H					11
Damage					1-10
Fatigue					2-5
Damage Bonus *					+4

MYSTIC BOW



Value	3400	HP	80	Wt	5
Magick Complexity					75
Speed Factor					8
Range					120 feet
Strength Required 2H					11
Damage					1-10
Fatigue					2-5
Damage Bonus *					+6

PYROTECHNIC BOW (SC)



Value	4300	HP	80	Wt	5
Tech Complexity					Explosives / 85
Speed Factor					8
Range					120 feet
Strength Required 2H					10
Damage					1-10
Damage (Fire)					5-20
Fatigue					2-5

SHORT BOW



Value	150	HP	60	Wt	3
Speed Factor					12
Range					60 feet
Strength Required 2H					5
Damage					1-8
Fatigue					1-3

Handguns

All handguns are governed by the Gun Smithy tech discipline.

All are usually wielded one-handed.

All are loud (except the Hushed Revolver).

Critical hits are impaling; critical misses are guns.

DROCH'S WARBRINGER (SC)



Value 4200 | HP 80 | Wt 80
Tech Complexity Gun Smithy / 85
Speed Factor 8
Range 90 feet
Strength Required IH (2H) 7 (5)
Damage 20-40
Fatigue 1-10

FANCY PISTOL



Value 970 | HP 90 | Wt 80
Tech Complexity Gun Smithy / 40
Speed Factor 8
Range 60 feet
Strength Required IH (2H) 7 (5)
Damage 2-9
Fatigue 2-5
Hand Cannon, High Velocity Pistol component

FINE REVOLVER (SC)



Value 30 | HP 760 | Wt 50
Tech Complexity Gun Smithy / 35
Speed Factor 12
Range 90 feet
Strength Required IH (2H) 7 (5)
Damage 3-12
Fatigue 3-9
Bonus to Hit +5
Hushed Revolver component

FLINTLOCK PISTOL



Value 24 | HP 70 | Wt 60
Tech Complexity Gun Smithy / 5
Speed Factor 4
Range 50 feet
Strength Required IH (2H) 5 (3)
Damage 1-6
Fatigue 1-3
Penalty to Hit -5

HAND CANNON (SC)



Value 4200 | HP 80 | Wt 80
Tech Complexity Gun Smithy / 85
Speed Factor 8
Range 70 feet
Strength Required IH (2H) 7 (5)
Damage 5-20
Fatigue 1-10
Schreck's Pistol component

HAND CRAFTED FLINTLOCK (SC)



Value 290 (new: 260) | HP 70 | Wt 80
Tech Complexity Gun Smithy / 20
Speed Factor 5
Range 90 feet
Strength Required IH (2H) 7 (5)
Damage 2-6
Fatigue 1-4
Bonus to Hit +5

HIGH VELOCITY PISTOL (SC)



Value 970 | HP 80 | Wt 80
Tech Complexity Gun Smithy / 40
Speed Factor 8
Range 90 feet
Strength Required IH (2H) 7 (5)
Damage 5-12
Fatigue 2-5

HUSHED REVOLVER (SC)



Value 570 | HP 80 | Wt 50
Tech Complexity Gun Smithy / 30
Speed Factor 8
Range 55 feet
Strength Required IH (2H) 7 (5)
Damage 2-9
Fatigue 2-5

LONG RANGE PISTOL (SC)



Value 970 | HP 90 | Wt 100
Tech Complexity Gun Smithy / 40
Speed Factor 5
Range 120 feet
Strength Required 8 (6)
Damage 10-30
Fatigue 2-6
Pyrotechnic Gun component

Equipment: Weapons / Handguns, Firearms

OLD FLINTLOCK PISTOL



Value 18 | HP 60 | Wt 70
Tech Complexity Gun Smithy / 5
Speed Factor 2
Range 30 feet
Strength Required 1H (2H) 5 (3)
Damage 1-5
Fatigue 1-3
Penalty to Hit -10

OLD REVOLVER



Value 240 | HP 70 | Wt 90
Tech Complexity Gun Smithy / 20
Speed Factor 4
Range 50 feet
Strength Required 1H (2H) 7 (5)
Damage 1-5
Fatigue 1-2
Penalty to Hit -10

QUALITY REVOLVER



Value 290 | HP 90 | Wt 70
Tech Complexity Gun Smithy / 20
Speed Factor 10
Range 70 feet
Strength Required 1H (2H) 7 (5)
Damage 3-12
Fatigue 3-9

REVOLVER



Value 270 | HP 90 | Wt 80
Tech Complexity Gun Smithy / 20
Speed Factor 8
Range 60 feet
Strength Required 1H (2H) 7 (5)
Damage 2-9
Fatigue 2-5

SCHRECK'S PISTOL (Q) (SC)



Value 2100 | HP 80 | Wt 100
Tech Complexity Gun Smithy / 60
Speed Factor 15
Range 60 feet
Strength Required 1H (2H) 8 (6)
Damage 1-6
Fatigue 1-3

Firearms

All firearms are governed by the Gun Smithy tech discipline.

All must be wielded two-handed.

All are loud.

Critical hits are impaling; critical misses are guns.

ACID GUN (SC)



Value 1700 | HP 100 | Wt 120
Tech Complexity Gun Smithy / 48
Speed Factor 5
Range 90 feet
Strength Required 2H 8
Damage 1-15
Fatigue 1-3
Also damages armor

BLADE LAUNCHER (SC)



Value 3800 | HP 100 | Wt 120
Tech Complexity Gun Smithy / 75
Speed Factor 1
Range 90 feet
Strength Required 2H 15
Damage 30-60
Fatigue 5-15

ACCELERATOR GUN (SC)



Value 1700 | HP 100 | Wt 120
Tech Complexity Gun Smithy / 48
Speed Factor 8
Range 90 feet
Strength Required 2H 8
Damage 1-15
Fatigue 1-3
Electrical Damage 10
High Velocity Pistol, Rifled Cannon component

CLARINGTON RIFLE



Value 200 | HP 3200 | Wt 110
 Tech Complexity Gun Smithy / 70
 Speed Factor 8
 Range 90 feet
 Strength Required 2H 8
 Damage 1-15
 Fatigue 1-10
 Hand Cannon component

ELEPHANT GUN (SC)



Value 4000 | HP 120 | Wt 120
 Tech Complexity Gun Smithy / 80
 Speed Factor 4
 Range 90 feet
 Strength Required 2H 12
 Damage 20-40 (new: 20-50)
 Fatigue 1-10 (new: 1-15)
 Grenade Launcher, Blade Launcher component

FOLDING RIFLE

Value 2400 | HP 90 | Wt 80
 Tech Complexity Gun Smithy / 60
 Speed Factor 5
 Range 90 feet
 Strength Required 2H 8
 Damage 1-15
 Fatigue 1-3

HUNTING RIFLE



Value 200 | HP 740 | Wt 120
 Tech Complexity Gun Smithy / 25
 Speed Factor 6
 Range 90 feet
 Strength Required 2H 8
 Damage 2-14
 Fatigue 1-10
 Repeater Rifle, Elephant Gun component

LARGE BORE

VENDIGROTHIAN RIFLE



Value 3600 | HP 100 | Wt 110
 Tech Complexity Gun Smithy / 70
 Speed Factor 5
 Range 90 feet
 Strength Required 2H 8
 Damage 5-25
 Fatigue 1-7
 Droch's Warbringer component

LEVERED MACHINE GUN



Value 6300 | HP 100 | Wt 120
 Tech Complexity Gun Smithy / 100
 Speed Factor 15
 Range 90 feet
 Strength Required 2H 12
 Damage 1-15
 Fatigue 1-3

LOOKING GLASS RIFLE (SC)



Value 3200 | HP 80 | Wt 100
 Tech Complexity Gun Smithy / 70
 Speed Factor 1
 Range 150 feet
 Strength Required 2H 8
 Damage 40 (new: 10-30)
 Fatigue 40 (new: 1-15)
 Bonus to Hit +20
 Tesla Gun, Long Range Pistol component

MARKSMAN RIFLE



Value 1900 | HP 100 | Wt 110
 Tech Complexity Gun Smithy / 52
 Speed Factor 4
 Range 120 feet
 Strength Required 2H 8
 Damage 4-14
 Fatigue 3-9
 Looking-Glass Rifle, Tranquilizer Gun component

MECHANIZED GUN (SC)



Value 6300 | HP 100 | Wt 120
 Tech Complexity Gun Smithy / 100
 Speed Factor 20
 Range 90 feet
 Strength Required 2H 10
 Damage 1-30
 Fatigue 1-5

PYROTECHNIC GUN (SC)



Value 5500 | HP 100 | Wt 120
 Tech Complexity Gun Smithy / 95
 Speed Factor 5
 Range 90 feet
 Strength Required 2H 8
 Damage 1-15
 Fatigue 1-3
 Damage (Fire) 1-20

REPEATER RIFLE (SC)



Value 200 | HP 1800 | Wt 120
 Tech Complexity Gun Smithy / 50
 Speed Factor 12
 Range 90 feet
 Strength Required 2H 8
 Damage 2-10 (new: 5-12)
 Fatigue 1-5 (new: 1-8)
 Flame Thrower, Mechanized Gun, Acid Gun, Accelerator Gun component

RIFLE



Value 890 | HP 100 | Wt 100
 Tech Complexity Gun Smithy / 30
 Speed Factor 6
 Range 90 feet
 Strength Required 2H 9
 Damage 2-10
 Fatigue 1-5

Equipment: Weapons / Firearms, Thrown Weapons

RIFLED CANNON (SC)



Value 890 | HP 100 | Wt 120
 Tech Complexity Gun Smithy / 30
 Speed Factor 2
 Range 90 feet
 Strength Required 2H 11
 Damage 10-30
 Fatigue 5-20
 Ignores target's resistances

RUSTED RIFLE



Value 800 | HP 30 | Wt 120
 Tech Complexity Gun Smithy / 30
 Speed Factor 4
 Range 90 feet
 Strength Required 2H 8
 Damage 1-10
 Fatigue 1-3
 Penalty to Hit -5

SHOTGUN



Value 890 | HP 100 | Wt 120
 Tech Complexity Gun Smithy / 30
 Speed Factor 4
 Range 30 feet
 Strength Required 2H 11
 Damage 1-10
 Fatigue 1-10

TRANQUILIZER GUN (SC)



Value 6200 | HP 100 | Wt 120
 Tech Complexity Gun Smithy / 100
 Speed Factor 1
 Range 90 feet
 Strength Required 2H 8
 Damage 1-15
 Takes target to 0 Fatigue (and so passes out)

Thrown Weapons

All thrown weapons can be thrown. (Please excuse the obvious.) All must be wielded one-handed.

All "boomerang" (return to the character who threw it).

Critical hits are cutting; critical misses are bladed (except for most boomerangs, which are crushing and bludgeon).



AERIAL DECAPITATOR

Value 6 | HP 1000 | Wt 150
 Speed Factor 12
 Range 50 feet
 Strength Required 1H 8
 Damage 20-40



AZRAM'S STAR (Q)

Value 3600 | HP 200 | Wt 50
 Magick Complexity 75
 Speed Factor 16
 Range 120 feet
 Strength Required 1H 8
 Damage 1-10
 Fatigue 1-3
 Damage Bonus * +20
 Critical Chance Bonus * +50
 Quiet



BALANCED BOOMERANG

Value 200 | HP 80 | Wt 50
 Tech Complexity Mechanical / 5
 Speed Factor 14
 Range 120 feet
 Strength Required 1H 8
 Critical Hit / Miss crushing / bludgeon
 Damage 1-10
 Fatigue 1-3



BLADED BOOMERANG

Value 190 | HP 80 | Wt 60
 Speed Factor 12
 Range 120 feet
 Strength Required 1H 8
 Critical Hit / Miss cutting / bludgeon
 Damage 1-8
 Fatigue 1-2



BOOMERANG

Value 150 | HP 60 | Wt 20
 Speed Factor 12
 Range 120 feet
 Strength Required 1H 8
 Critical Hit / Miss crushing / bludgeon
 Damage 1-6



CHAKRAM

Value 230 | HP 100 | Wt 70
 Speed Factor 12
 Range 120 feet
 Strength Required 1H 8
 Damage 1-10
 Fatigue 1-3



MYSTICAL CHAKRAM

Value 1600 | HP 120 | Wt 90
 Magick Complexity 50
 Speed Factor 14
 Range 120 feet
 Strength Required 1H 8
 Damage 1-10
 Fatigue 1-3
 Damage Bonus * +7
 Quiet



SERRATED CHAKRAM

Value 1100 | HP 100 | Wt 80
 Magick Complexity 40
 Speed Factor 12
 Range 120 feet
 Strength Required 1H 8
 Damage 1-10
 Fatigue 1-3
 Damage Bonus * +5

Other Weapons



BRONWYCK'S GUN (SC)

Value 2100 | HP 100 | Wt 90
 Tech Complexity Gun Smithy / 60
 Speed Factor 6
 Range 60 feet
 Strength Required 1H (2H) 7 (5)
 Critical Hit / Miss fire
 Damage (Fire) 1-25
 Fatigue 1-8

GRENADE LAUNCHER (SC)



Value 7200 | HP 100 | Wt 130
 Tech Complexity Explosives / 100
 Speed Factor 1
 Range 90 feet
 Strength Required 2H 12
 Critical Hit / Miss fire / explosive
 Damage (Fire) 2-20
 Loud
 5-10 additional damage over 12-foot radius

TESLA GUN (SC)



Value 6700 | HP 100 | Wt 120
 Tech Complexity Electric / 100
 Speed Factor 1
 Range 90 feet
 Strength Required 2H 11
 Critical Hit / Miss electrical
 Damage (Electrical) 10-80

FLAME THROWER (SC)



Value 4000 | HP 100 | Wt 120
 Tech Complexity Explosives / 80
 Speed Factor 2
 Range 20 feet
 Strength Required 2H 15
 Critical Hit / Miss fire
 Damage (Fire) 15-30

TESLA ROD (SC)



Value 1900 | HP 80 | Wt 100
 Tech Complexity Electric / 55
 Speed Factor 5
 Range 90 feet
 Strength Required 2H 8
 Critical Hit / Miss electrical
 Damage (Electrical) 10-40
 Loud
 Tesla Gun component

Ammo

ARROW



Value 2 | HP 1

BULLET (SC)



Value 6 | HP 1
 Tech Complexity Explosives / 30



CHARGE / BATTERY (SC)

Value 6 | HP 1
 Tech Complexity Electric / 30
 Powers many tech items; each such item requires one or more charges to operate
 Muscle Maker component



FUEL (SC)

Value 11 | HP 1
 Tech Complexity Explosives / 8
 Molotov Cocktail, Pyrotechnic Axe component

Equipment: Weapons / Other, Ammo, Hexed Weapons

Hexed Weapons

Stats listed replace the regular stats of the weapon

SHADOW HAND DAGGER

Location: Strange Ceremony Site

Damage 1-6
Backstab +8
Poisons 10
Damages to wielder 10

LIFE STEALER DAGGER

Location: Schuylers' tomb, Level 3

Damage 6-12
Wielder's Heal Rate -95
Wielder's Fatigue -50

SWORD OF BANGELLIAN SCOURGE

Cave of the Bangellian Scourge in a Chest

Damage 5-30
Evil Align Adjustment -750
Random Harm or Poison Damage to Target
5% chance it will cast Quench Life on weakest NPC in area

BLADE OF UNHOLY FIRE

Caladon Sewers in a Barrel

Damage 5-30
Random Fire damage to target
20% chance it will burn wielder for a damage of 20-30

BLACK STONE BLADE

Closed Tarantian Sewers

Damage 1-15
Dexterity -4
15% chance it casts Flesh to Stone on target
Extra Fatiguing to wielder

AXE OF DARK LIGHTNING

Hardin's Pass on the Body of a Barbarian

Damage 5-15
Random Bolts of Lightning to people in area
Electrical Resistance -100

AXE OF LOST TIME

Dungeon of Dragon Pool

Damage 6-72
Cast Slow on all wielder and all followers with each hit
15% chance it casts Hasten on enemies

AXE OF CREEPING DEATH

The Bog

Damage 6-15
20% chance Poisonous Vapors
20% chance it will cast a Poison Cloud Spell on user

MACE OF BETRAYAL

Haunted Castle Ashbury

Damage 1-23
Restores Fatigue points to target 1-12
15% chance it casts Major Healing on enemies.

STAR OF SOUL BONDER

Lair of Bellerogrim

Damage 1-8
Fatigue 1-25
Paralyzes enemy on critical hit
Paralyzes you on critical miss
Casts random Stasis

MACE OF THE DAMNED

Ashbury Crematorium Level 3

Damage 1-10, +15
Fatigue 1-10, +10
20% Chance for Nightmare (NPCs will flee, but monsters won't)
15% Chance for Drain Will
Critical Miss calls 3 Zombies to attack wielder.

BLADE OF VICIOUS HASTE

T'sen-Ang

Damage 20-30
20% chance Damage will affect wielder
Speed +4
Stuns wielder on critical misses

BLADE OF MALEVOLENT STORM

The Ancient Temple in a chest at the altar

Damage 1-20, +10
Fatigue 1-3
10% Chance for Squall of Ice, random target

HURTFUL BOW (LONGBOW)

Thanatos Ashlag tribe in a chest

Damage 5-20
Random Harm (50% chance per hit to impact wielder, it does double damage if hits wielder on a miss)

BOW OF THE CHILL REAPER

The Cold Place, in a Chest

Damage 1-8
Fatigue 1-20
Constitution -6
Willpower -6

GRACK'S BURDENSOME STAFF

Dernholm Pits

Damage 1-23
Fatigue 1-23
Dexterity -4
Weight 200
Reduces wielder's speed to 2

CURSED BERSERKER'S STAFF

Kree, behind a wall

Damage 1-15
The first critical hit with the staff will raise some of the wielder's stats: Dexterity +3, Strength +3, Constitution +3.
The second will lower the stats: Dexterity -4, Strength -4, Constitution -4.
The stats will continue to switch for every critical hit.

STAFF OF HYPOCRISY

Thieves in Tarantian Sewers

Damage 1-9
20% random Shield of Protection.

Armour & Clothing

Leather



ARCANE LEATHER ARMOUR (S, M, L)

Value	6600	HP	80
Wt	160	/ 140 (new: 170)	/ 180
Magick Complexity		100	
AC Bonus		+9	
Damage Resistance	+14	/ +16	/ +18
Fire Resistance		+5	
Silent Movement Penalty		-10	
Silent Movement Bonus *		+6	
AC Bonus *		+20	
Damage Resistance *		+20	
Magick Resistance *		+20	
Fire Resistance *		+20	
Poison Resistance *		+20	
Electrical Resistance *		+20	
Silver with Rust			



CHARMED LEATHER ARMOUR (S, M, L)

Val.	1200	HP	80	Wt	160	/ 170	/ 180
Magick Complexity		25					
AC Bonus		+9					
Damage Resistance	+14	/ +16	/ +18				
Fire Resistance		+5					
Silent Movement Penalty		-10					
AC Bonus *		+5					
Damage Resistance *		+5					
Magick Resistance *		+5					
Fire Resistance *		+5					
Poison Resistance *		+5					
Electrical Resistance *		+5					
Brown							



DRAGON SKIN LEATHER (M)

Value	3000	HP	120	Wt	150
Magick Complexity		60			
AC Bonus		+9			
Damage Resistance		+16			
Fire Resistance		+5			
Silent Movement Penalty		-10			
Damage Resistance *		+10			
Fire Resistance *		+60			



GUARD LEATHER (S, M, L)

Val.	890	HP	80	Wt	145	/ 150	/ 155
AC Bonus		+9					
Damage Resistance	+15	/ +16	/ +17				
Fire Resistance		+5					
Silent Movement Penalty		-10					



LEATHER ARMOUR (S, M, L)

Value	890	HP	80	Wt	140	/ 150	/ 160
AC Bonus		+9					
Damage Resistance	+14	/ +16	/ +17				
Fire Resistance		+5					
Silent Movement Penalty		-10					
Regenerative Jacket, Feather-Weight Chainmail component							

LEATHER, STUDD (S, M, L)

Val.	1000	HP	100	Wt	480	/ 500	/ 520
AC Bonus		+10					
Damage Resistance	+16	/ +18	/ +20				
Fire Resistance		+5					
Silent Movement Penalty		-10					



MAGICK LEATHER ARMOUR (S, M, L)

Value	2300	HP	80	Wt	160
(new: 150)	/ 160	/ 180			
Magick Complexity		50			
AC Bonus		+9			
Damage Resistance	+14	/ +16	/ +18		
Fire Resistance		+5			
Silent Movement Penalty		-10			
Silent Movement Bonus *		+2			
AC Bonus *		+10			
Damage Resistance *		+10			
Magick Resistance *		+10			
Fire Resistance *		+10			
Poison Resistance *		+10			
Electrical Resistance *		+10			
Gray					



MYSTIC LEATHER ARMOUR (S, M, L)

Val.	4100	HP	80	Wt	160	/ 150	/ 180
Magick Complexity		75					
AC Bonus		+9					
Damage Resistance	+14	/ +16	/ +18				
Fire Resistance		+5					
Silent Movement Penalty		-10					
Silent Movement Bonus *		+4					
AC Bonus *		+15					
Damage Resistance *		+15					
Magick Resistance *		+15					
Fire Resistance *		+15					
Poison Resistance *		+15					
Electrical Resistance *		+15					
Brown							

OILED THIEVES LEATHER (S, M, L)

Val.	950	HP	80	Wt	145	/ 150	/ 160
AC Bonus		+9					
Damage Resistance	+14	/ +16	/ +18				
Fire Resistance		+5					
Silent Movement							
Bonus/Penalty		+5	/ 0	/ -5			

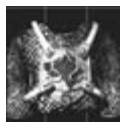
Equipment: Armour & Clothing / Leather, Chain

Chain



**ARCANE
CHAINMAIL**

Value 7400 | HP 150 | Wt 490 / 500
 Magick Complexity 100
 AC Bonus +12
 Damage Resistance +21 / +23
 Fire Resistance +5
 Electrical Vulnerability -10
 Silent Movement Penalty -25
 Silent Movement Bonus * +15
 AC Bonus * +20
 Damage Resistance * +20
 Magick Resistance * +20
 Fire Resistance * +20
 Poison Resistance * +20
 Electrical Resistance * +15
 Black on red emblem



**CALADON ELITE
GUARD
CHAINMAIL**

Value 1400 | HP 150 | Wt 400
 Tech Complexity Smithy / 5
 AC Bonus +13
 Damage Resistance +25
 Fire Resistance +5
 Electrical Vulnerability -5
 Silent Movement Penalty -25



**CHAINMAIL
(S, M)**

Value 1300 | HP 150 | Wt 450 / 500
 Magick Complexity 5
 AC Bonus +12
 Damage Resistance +21 / +23
 Fire Resistance +5
 Electrical Vulnerability -10
 Silent Movement Penalty -25



**CHARMED
CHAINMAIL
(S, M)**

Value 2000 | HP 150 | Wt 500 / 520
 Magick Complexity 25
 AC Bonus +12
 Damage Resistance +10 / +23
 Fire Resistance +5
 Electrical Vulnerability -10
 Silent Movement Penalty -25
 Magick AC Bonus * +5
 Damage Resistance * +5
 Magick Resistance * +5
 Fire Resistance * +5
 Poison Resistance * +5
 Blue on white emblem



**DWARVEN
CHAINMAIL**

Value 1600 | HP 200 | Wt 650
 Tech Complexity Smithy / 10
 AC Bonus +14
 Damage Resistance +27
 Fire Resistance +10
 Electrical Vulnerability -20
 Silent Movement Penalty -25



**ELVEN
CHAINMAIL**

Value 1300 | HP 150 | Wt 500
 Magick Complexity 10
 AC Bonus +14
 Damage Resistance +23
 Silent Movement Penalty -25
 Weight Adjustment * -150
 Electrical Resistance * +10
 Silent Movement Bonus * +10

**FEATHER-WEIGHT
CHAINMAIL
(S, M, L) (SC)**

Value 1500 | HP 200 |
 Wt 200 / 250 / 270
 Tech Complexity Smithy / 20
 AC Bonus +12
 Damage Resistance +23 / +24 / +25
 Fire Resistance +5
 Electrical Vulnerability -10
 Silent Movement Penalty -25
 Weight Adjustment * 250
 Elite Platemail component



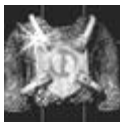
**GNOMISH
CHAINMAIL**

Value 1300 | HP 150 | Wt 200
 Magick Complexity 10
 AC Bonus +12
 Damage Resistance +23
 Fire Resistance +5
 Electrical Vulnerability -10
 Silent Movement Penalty -20
 AC Bonus * +2
 Electrical Resistance * +10



**GUARD
CHAINMAIL
(S, M)**

Value 1300 | HP 80 | Wt 430
 Tech Complexity Smithy / 5
 AC Bonus +12
 Damage Resistance +20
 Fire Resistance +5
 Electrical Vulnerability -10
 Silent Movement Penalty -10



MAGICK CHAINMAIL (S, M)

Val.	3100		HP 150		Wt 490 / 510
Magick Complexity	50				
AC Bonus	+12				
Damage Resistance	+10 / +23				
Fire Resistance	+5				
Electrical Vulnerability	-10				
Silent Movement Penalty	-25				
Silent Movement Bonus *	+5				
AC Bonus *	+10				
Damage Resistance *	+10				
Magick Resistance *	+10				
Fire Resistance *	+10				
Poison Resistance *	+10				
Electrical Resistance *	+5				
Red on yellow emblem					



MITHRIL CHAINMAIL (S, M)

Value	1300		HP 80		Wt 450
Tech Complexity	Smithy / 5				
AC Bonus	+12				
Damage Resistance	+21				
Fire Resistance	+5				
Electrical Vulnerability	-10				
Silent Movement Penalty	-25				



MYSTIC CHAINMAIL (S, M)

Val.	4900		HP 150		Wt 490 / 500
Magick Complexity	75				
AC Bonus	+12				
Damage Resistance	+10 / +23				
Fire Resistance	+5				
Electrical Vulnerability	-10				
Silent Movement Penalty	-25				
Silent Movement Bonus *	+10				
AC Bonus *	+15				
Damage Resistance *	+15				
Magick Resistance *	+15				
Fire Resistance *	+15				
Poison Resistance *	+15				
Electrical Resistance *	+10				
Blue on purple emblem					



OILED CHAINMAIL

Value	1300		HP 150		Wt 500
Tech Complexity	Smithy / 5				
AC Bonus	+12				
Damage Resistance	+23				
Fire Resistance	+5				
Electrical Vulnerability	-10				
Silent Movement Penalty	-10				



QINTARA CHAINMAIL

Value	1500		HP 150		Wt 500
Magick Complexity	20				
AC Bonus	+14				
Damage Resistance	+23				
Fire Resistance	+5				
Silent Movement Penalty	-20				
Weight Adjustment *	-150				
Electrical Resistance *	+10				
Silent Movement Bonus *	+10				



SMALL OILED CHAINMAIL

Value	2200		HP 200		Wt 450
Magick Complexity	40				
AC Bonus	+12				
Damage Resistance	+21				
Fire Resistance	+5				
Electrical Vulnerability	-10				
Silent Movement Penalty	-25				
Weight Adjustment *	-350				
AC Bonus *	+2				
Damage Resistance *	+2				
Magick Resistance *	+20				
Fire Resistance *	+20				
Poison Resistance *	+5				
Electrical Resistance *	+20				

Equipment: Armour & Clothing / Chain, Plate

Plate



**ARCANE
PLATEMAIL
(S, M)**

Val. 8600 | HP 400 | Wt 900 / 1000
 Magick Complexity 100
 AC Bonus +15
 Damage Resistance +32 / +36
 Fire Resistance +10
 Electrical Vulnerability -20
 Silent Movement Penalty -80
 AC Bonus * +10
 Damage Resistance * +10
 Magick Resistance * +10
 Fire Resistance * +10
 Poison Resistance * +10
 Electrical Resistance * +15
 Silent Movement Bonus * +15
 Silver highlights

**BASIC MACHINED PLATE,
PLATEMAIL (S, M (Q))**



Val. 4900 | HP 400 | Wt 900 / 1000
 Tech Complexity Smithy / 60
 AC Bonus +20
 Damage Resistance +25 / +30
 Fire Resistance +10
 Electrical Vulnerability -20
 Silent Movement Penalty -80



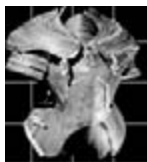
**BASIC
PLATEMAIL
(S, M, L)**

Value 1600 / 1700 / 1700
 HP 250 / 400 / 400
 Wt 900 / 1000 / 1200
 Tech Complexity Smithy / 10
 AC Bonus +14 / +15 / +15
 Dam. Resistance +30 / +36 / +38
 Fire Resistance +8 / +10 / +10
 Electrical Vulnerability -20
 Silent Movement Penalty -80
 Electro-Armor component



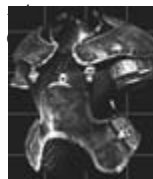
**BRONZED
PLATE
(S, M, L)**

Value 1800 | HP 400
 Wt 900 / 1000 / 1100
 Tech Complexity Smithy / 10
 AC Bonus +15
 Dam. Resistance +32 / +36 / +38
 Fire Resistance +30
 Electrical Vulnerability -10
 Silent Movement Penalty -80



**CHARMED
PLATEMAIL
(S, M)**

Val. 3200 | HP 400 | Wt 900 / 1000
 Magick Complexity 25
 AC Bonus +15
 Damage Resistance +32 / +36
 Fire Resistance +10
 Electrical Vulnerability -20
 Silent Movement Penalty -80
 AC Bonus * +4
 Damage Resistance * +4
 Magick Resistance * +4
 Fire Resistance * +4
 Poison Resistance * +4
 Green highlights



**DWARVEN
PLATEMAIL**

Value 2000 | HP 500 | Wt 1300
 Tech Complexity Smithy / 15
 AC Bonus +17
 Damage Resistance +40
 Fire Resistance +15
 Electrical Vulnerability -20
 Silent Movement Penalty -80



**ELECTRO-
ARMOR
(S, M, L) (SC)**

Value 7400 | HP 400
 Wt 900 / 1000 / 1400
 Tech Complexity Electric / 100
 AC Bonus +18
 Dam. Resistance +40 / +45 / +47
 Fire Resistance +10
 Electrical Resistance +65
 Silent Movement Penalty -80
 AC Penalty * -10
 Damage Vulnerability * -15
 Fire Vulnerability * -10
 Electrical Vulnerability * -75



**ELITE PLATE
(S, M, L) (SC)**

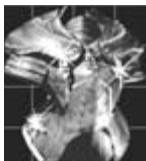
Value 2300 | HP 400 | Wt 600
 / 800 / 900
 Tech Complexity Smithy / 20
 AC Bonus +20
 Dam. Resistance +30 / +40 / +35
 (new: +35 / +40 / +45)
 Fire Resistance +30
 Silent Movement Penalty -35
 Automaton, Machined Plate
 component

GUARD PLATE (S, M)

Val.	3800	HP 400	Wt 900 / 1000
Tech Complexity	Smithy / 60		
AC Bonus	+15		
Damage Resistance	+33	/ +37	
Fire Resistance	+10		
Electrical Vulnerability	-20		
Silent Movement Penalty	-80		

MACHINED PLATE (S, M), MACHINED PLATEMAIL (L) (SC)

Value	2200	HP 600
	Wt 1000/ 1200 / 1000 (new: 1400)	
Tech Complexity	Mechanical / 30	
Dam. Resistance	+38	/ +45 / +38 (new: +53)
AC Bonus	+25	
Fire Resistance	+20	
Poison Resistance	+20	
Electrical Vulnerability	-10	
Silent Movement Penalty	-90	
AC Penalty *	-10	
Damage Vulnerability *	-10	
Fire Vulnerability *	-10	
Poison Vulnerability *	-20	
Electrical Vulnerability *	-10	



MAGICK PLATEMAIL (S, M)

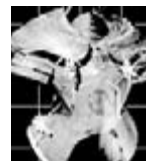
Val.	4300	HP 400	Wt 900 / 1000
Magick Complexity	50		
AC Bonus	+15		
Damage Resistance	+32	/ +36	
Fire Resistance	+10		
Electrical Vulnerability	-20		
Silent Movement Penalty	-80		
AC Bonus *	+6		
Damage Resistance *	+6		
Magick Resistance *	+6		
Fire Resistance *	+6		
Poison Resistance *	+6		
Electrical Resistance *	+5		
Silent Movement Bonus *	+5		
Blue highlights			

MINUTE PLATEMAIL OF REGENERATION

Value	2500	HP 400	Wt 800
Magick Complexity	40		
AC Bonus	+20		
Damage Resistance	+15		
Fire Resistance	+10		
Electrical Vulnerability	-20		
Silent Movement Penalty	-80		
AC Bonus *	+5		
Damage Resistance *	+7		
Fire Resistance *	+10		
Healing Rate (%) *	+40		

MITHRIL PLATEMAIL (S, M, L)

Value	2000	HP 600
	Wt 800 / 900 / 1000	
Magick Complexity	20	
AC Bonus	+15	
Dam. Resistance	+15	/ +20 / +25
Fire Resistance	+15	
Electrical Resistance	+10	
Poison Resistance	+5	
Silent Movement Penalty	-80	
AC Bonus *	+5	
Damage Resistance *	+10	
Magick Resistance *	+20	
Fire Resistance *	+5	
Electrical Resistance *	+5	



MYSTIC PLATEMAIL (S, M)

Val.	6100	HP 400	Wt 900 / 1000
Magick Complexity	75		
AC Bonus	+15		
Damage Resistance	+32	/ +36	
Fire Resistance	+10		
Electrical Vulnerability	-20		
Silent Movement Penalty	-80		
AC Bonus *	+8		
Damage Resistance *	+8		
Magick Resistance *	+8		
Fire Resistance *	+8		
Poison Resistance *	+8		
Electrical Resistance *	+10		
Silent Movement Bonus *	+10		
Red highlights			

Equipment: Armour & Clothing / Plate, Robes and Cloaks

Robes and Cloaks



ARCANE ROBES
(S, M)

Value 5800 | HP 80 | Wt 50
 Magick Complexity 100
 AC Bonus +3
 Damage Resistance +3
 Fire Resistance +2
 Magick Resistance * +50
 Fire Resistance * +50
 Poison Resistance * +50
 Electrical Resistance * +50
 Gold



ARCANE TRAVELER'S CLOAK
(S, M)

Value 5800 | HP 80 | Wt 60
 Magick Complexity 100
 AC Bonus +3
 Damage Resistance +3
 Fire Resistance +2
 Silent Movement Bonus * +5
 AC Bonus * +20
 Damage Resistance * +20
 Fire Resistance * +20
 Poison Resistance * +20
 Electrical Resistance * +20
 Gray



CHARMED ROBES
(S, M)

Value 500 | HP 80 | Wt 50
 Magick Complexity 25
 AC Bonus +3
 Damage Resistance +3
 Fire Resistance +2
 Magick Resistance * +10
 Fire Resistance * +10
 Poison Resistance * +10
 Electrical Resistance * +10
 Blue



CHARMED TRAVELER'S CLOAK
(S, M)

Value 500 | HP 80 | Wt 60
 Magick Complexity 25
 AC Bonus +3
 Damage Resistance +3
 Fire Resistance +2
 AC Bonus * +5
 Damage Resistance * +5
 Fire Resistance * +5
 Poison Resistance * +5
 Electrical Resistance * +5
 Rust



MAGICK ROBES
(S, M)

Value 4000 | HP 80 | Wt 50
 Magick Complexity 80
 AC Bonus +5
 Damage Resistance +7
 Fire Resistance +3
 Weight Adjustment * -30
 AC Bonus * +6
 Damage Resistance * +12
 Magick Resistance * +10
 Fire Resistance * +8
 found only as treasure
 Gray



MAGICK ROBES
(S, M)

Value 1600 | HP 80 | Wt 50
 Magick Complexity 50
 AC Bonus +3
 Damage Resistance +3
 Fire Resistance +2
 Magick Resistance * +20
 Fire Resistance * +20
 Poison Resistance * +20
 Electrical Resistance * +20
 can be bought from merchants
 Gray



MAGICK TRAVELER'S CLOAK
(S, M)

Value 1600 | HP 80 | Wt 60
 Magick Complexity 50
 AC Bonus +3
 Damage Resistance +3
 Fire Resistance +2
 AC Bonus * +10
 Damage Resistance * +10
 Fire Resistance * +10
 Poison Resistance * +10
 Electrical Resistance * +10
 White



MYSTIC ROBES
(S, M)

Value 3300 | HP 80 | Wt 50
 Magick Complexity 75
 AC Bonus +3
 Damage Resistance +3
 Fire Resistance +2
 Magick Resistance * +35
 Fire Resistance * +35
 Poison Resistance * +35
 Electrical Resistance * +35
 Blue



MYSTIC TRAVELER'S CLOAK
(S, M)

Value 3300 | HP 80 | Wt 60
 Magick Complexity 75
 AC Bonus +3
 Damage Resistance +3
 Fire Resistance +2
 Silent Movement Bonus * +5
 AC Bonus * +15
 Damage Resistance * +15
 Fire Resistance * +15
 Poison Resistance * +15
 Electrical Resistance * +15
 Light blue



PRIEST ROBES (S, M)

Value 110		HP 80		Wt 50
AC Bonus				+3
Damage Resistance				+2
Fire Vulnerability				-15
Magick Resistance				+10



QUALITY ROBES (S, M)

Value 340		HP 80		Wt 50
AC Bonus				+5
Damage Resistance				+7
Fire Resistance				+3

ROBE OF THE CHAMELEON (S), SHADOWING ROBES (M)

Value 1300		HP 80		Wt 50
Magick Complexity				40
AC Bonus				+5
Damage Resistance				+7
Fire Resistance				+3
Silent Movement Bonus *				+5



ROBES (S, M)

Value 140		HP 80		Wt 50
AC Bonus				+3
Damage Resistance				+3
Fire Vulnerability				-5
Brown				



VENOM-SHIELDED GARMENT (S, M, L)

Value 780		HP 30		Wt 20
Magick Complexity				30
AC Bonus				+4
Damage Resistance				+5
Fire Resistance				+3
Poison Resistance *				+80

Other Armour



CREEP ARMOUR

Value 2200		HP 70		Wt 70
Magick Complexity				50
AC Bonus				+8
Damage Resistance				+14
Fire Resistance				+5
Silent Movement Penalty				-10
Silent Movement Bonus *				+15



DARK BARBARIAN CLOTHES (S, M)

Value 800 (new: 570)		HP 50		Wt 100
Magick Complexity		20 (new: 0)		
AC Bonus				+11
Damage Resistance				+20
Silent Movement Penalty				-25
Reaction Penalty				-5
AC Bonus *				+9 (new: 0)
Damage Resistance *				+13 (new: 0)



DREAD ARMOUR (S, M)

Val. 3000		HP 10,000		Wt 100
Magick Complexity				60
AC Bonus				+19
Damage Resistance				+5
Fire Resistance *				+5
Silent Movement Penalty				-20
Reaction Penalty				-10

HEALING JACKET

See Regenerative Jacket, below.

OFFICER'S UNIFORM (S, M)

Value 520		HP 50		Wt 50
AC Bonus				+6
Damage Resistance				+10
Fire Resistance				+3

RED BARBARIAN CLOTHES (S, M)

Value 580		HP 50		Wt 100
Tech Complexity				Smithy / 5
AC Bonus				+11
Damage Resistance				+20
Silent Movement Penalty				-25
Reaction Penalty				-5



REGENERATIVE JACKET (S, M, L) (SC)

Value 4400		HP 80		Wt 250
Tech Complexity				Electric / 80
AC Bonus				+8
Damage Resistance				+14
Fire Resistance				+5
Silent Movement Penalty				-20
Heals 1 HP every few seconds for 4 charges				
(new: heals 4 HP for 1 charge)				
also known as Healing Jacket				

Equipment: Armour & Clothing / Other, Headwear

Headwear



ARCANE HELMET

Value 6500 | HP 120 | Wt 60
 Magick Complexity 100
 AC Bonus +10
 Damage Resistance +12
 AC Bonus * +10
 Damage Resistance * +8

CHAPEAU OF MAGNETIC INVERSION (SC)

Value 1800 | HP 30 | Wt 30
 Tech Complexity Electric / 50
 Damage Resistance +20
 +20 vs. missile weapons to avoid being hit



CHARMED HELMET

Value 1100 | HP 120 | Wt 60
 Magick Complexity 25
 AC Bonus +10
 Damage Resistance +12
 AC Bonus * +4
 Damage Resistance * +2



DARK HELM

Value 1100 | HP 100 | Wt 20
 Magick Complexity 40
 AC Bonus +6
 Damage Resistance +9
 Aptitude Bonus * +10
 Alignment Penalty * -100



FINE HELMET

Value 340 | HP 100 | Wt 50
 AC Bonus +6
 Damage Resistance +9



GELEAM'S HELM

Value 420 | HP 100 | Wt 50
 Magick Complexity 20
 AC Bonus +3
 Damage Resistance +7



GOGGLED HELMET (SC)

Value 2300 | HP 120 | Wt 70
 Tech Complexity Mechanical / 60
 AC Bonus +6
 Damage Resistance +9
 Perception * +3



GREAT HELM

Value 230 | HP 200 | Wt 50
 Tech Complexity Smithy / 20
 AC Bonus +18
 Helmet of Vision component



HELM OF LIGHT

Value 1100 | HP 100 | Wt 50
 Magick Complexity 40
 AC Bonus +3
 Damage Resistance +7
 Shines a bright light when worn



HELMET

Value 240 | HP 100 | Wt 50
 AC Bonus +2
 Damage Resistance +5



HELMET OF VISION (SC)

Value 400 | HP 130 | Wt 50
 Tech Complexity Smithy / 10
 AC Bonus +3
 Damage Resistance +7
 Goggled Helmet, Miner's Helmet component



MAGICK HELMET

Value 1700 | HP 120 | Wt 60
 Magick Complexity 50
 AC Bonus +10
 Damage Resistance +12
 AC Bonus * +6
 Damage Resistance * +4



MINER'S HELMET (SC)

Val. 240 (new: 370) | HP 120 | Wt 70
 Tech Complexity 0
 (new: Smithy / 15)
 AC Bonus +15
 Shines a light when worn



MYSTIC HELMET

Value 4000 | HP 120 | Wt 60
 Magick Complexity 75
 AC Bonus +10
 Damage Resistance +12
 AC Bonus * +8
 Damage Resistance * +6



PIG FACE BASSET

Value 520 | HP 120 | Wt 70
 AC Bonus +10
 Damage Resistance +12



TOP HAT

Value 38 | HP 10 | Wt 10
 Chapeau of Magnetic Inversion component

Shields



**ARCANE
SHIELD**

Value 6000 | HP 300 | Wt 85
Magick Complexity 100
AC Bonus +10
Fire Resistance +2
AC Bonus * +16
Fire Resistance * +16



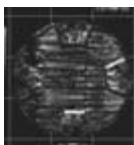
**FLOW
DISRUPTOR
SHIELD (SC)**

Value 2100 | HP 20 | Wt 90
Tech Complexity Electric / 60
AC Bonus +30
Resist Magick Bonus * +30



**MYSTIC
SHIELD**

Value 3500 | HP 300 | Wt 85
Magick Complexity 75
AC Bonus +10
Fire Resistance +2
AC Bonus * +12
Fire Resistance * +12



**BATTERED
WOODEN
SHIELD**

Value 340 | HP 200 | Wt 90
AC Bonus +10



**FLOW
SPEKTROMETER
(SC)**

Value 1500 | HP 10 | Wt 10
Tech Complexity Electric / 40
AC Bonus +10
Increases ability to spot magical traps



**QUALITY
IRON
SHIELD**

Value 1000 | HP 300 | Wt 80
AC Bonus +30
Flow Disruptor component



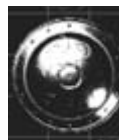
**CHARMED
SHIELD**

Value 700 | HP 300 | Wt 90
Magick Complexity 25
AC Bonus +10
Fire Resistance +2
AC Bonus * +4
Fire Resistance * +4



KITE SHIELD

Value 680 | HP 300 | Wt 90
AC Bonus +20



**SHADOW
SHIELD**

Value 1300 | HP 300 | Wt 80
Magick Complexity 40
AC Bonus +10



**DENTED
IRON SHIELD**

Value 570 | HP 200 | Wt 100
AC Bonus +18



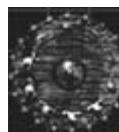
**MAGICK
SHIELD**

Value 1800 | HP 300 | Wt 90
Magick Complexity 50
AC Bonus +10
Fire Resistance +2
AC Bonus * +8
Fire Resistance * +8



**SHIELD OF
FORCE**

Value 1300 | HP 300 | Wt 80
Magick Complexity 40
AC Bonus +30
Spell 3-5 damage to anyone who hits it in melee



**WOODEN
SHIELD**

Value 420 | HP 300 | Wt 80
AC Bonus +15

Equipment: Armour & Clothing / Shields, Neckwear, Rings

Neckwear



AMULET OF LEADERSHIP (Q)

Value 1100 | HP 5 | Wt 1
Magick Complexity 40
Maximum Followers * +1
Good, Bad Reaction Modifiers *x2



DIAMOND NECKLACE

Value 2900 | HP 5 | Wt 1



DORIAN AMULET

Value 3800 | HP 5 | Wt 1
Magick Complexity 80
Magick Resistance * +40



EMERALD NECKLACE

Value 1100 | HP 5 | Wt 1



MALOCLEAN HAND AMULET (Q)

Value 19 | HP 5 | Wt 1



MEDALLION

Value 190 | HP 5 | Wt 1



MEDALLION OF BEAUTY

Value 1100 | HP 5 | Wt 1
Magick Complexity 40
Beauty * +2



RUBY NECKLACE

Value 1700 | HP 5 | Wt 1



SAPPHIRE NECKLACE

Value 2300 | HP 5 | Wt 1



SERPENTINE NECKLACE

Value 1100 | HP 5 | Wt 1
Magick Complexity 40
Poison Rate * x2
Bad Reaction Modifier * -5

Rings

Any ring can be offered to Bolo.



ARCANE RING

Value 5900 | HP 5 | Wt 1
Magick Complexity 100
Magick Resistance * +20
Fire Resistance * +20
Poison Resistance * +20
Electrical Resistance * +20



CHARGED RING (SC)

Value 410 | HP 5 | Wt 1
Tech Complexity Electric / 25
Dexterity * +2



CHARMED RING

Value 550 | HP 5 | Wt 1
Magick Complexity 25
Magick Resistance * +5
Fire Resistance * +5
Poison Resistance * +5
Electrical Resistance * +5
Silver



COPPER RING

Value 38 | HP 5 | Wt 1
Charged Ring component



DECENT GOLD RING

Value 150 | HP 5 | Wt 1



DIAMOND RING

Value 760 | HP 5 | Wt 1



EMERALD RING

Value 290 | HP 5 | Wt 1



FANCY RING

Value 190 | HP 5 | Wt 1



FATED RING

Value 1500 | HP 5 | Wt 1
Magick Complexity 40
Gambling * +1
Critical Hit Chance * +5



GILBERT BATES RING (Q)

Value 570 | HP 5 | Wt 1



MAGICK RING

Value 1600 | HP 5 | Wt 1
Magick Complexity 50
Magick Resistance * +10
Fire Resistance * +10
Poison Resistance * +10
Electrical Resistance * +10
Gold



MITHRIL RING

Value 110 | HP 5 | Wt 1



MYSTIC RING

Value 3400 | HP 5 | Wt 1
Magick Complexity 75
Magick Resistance * +15
Fire Resistance * +15
Poison Resistance * +15
Electrical Resistance * +15



RING OF PROTECTION

Value 1500 | HP 5 | Wt 1
Magick Complexity 40
Damage Resistance * +10



RUBY RING

Value 480 | HP 5 | Wt 1



SAPPHIRE RING

Value 670 | HP 5 | Wt 1



SILVER RING

Value 75 | HP 5 | Wt 1



VOID RING

Value 190 | HP 5 | Wt 1



WOODEN RING

Value 10 | HP 5 | Wt 1

Handwear



ARCANE GAUNTLETS

Value 5900 | HP 100 | Wt 20
 Magick Complexity 100
 Damage Resistance +5
 AC Bonus * +5
 Damage Resistance * +5
 Gray with purple



CHAIN GLOVES

Value 360 | HP 100 | Wt 10
 Tech Complexity Smithy / 5
 AC Bonus +4
 Damage Resistance +6
 Pickpocket -1
 Bonus Dam. (when unarmed) +2



CHARMED GAUNTLETS

Value 530 | HP 100 | Wt 20
 Magick Complexity 25
 Damage Resistance +5
 AC Bonus * +2
 Damage Resistance * +2
 Gray



DWARVEN GAUNTLETS (SC)

Value 400 | HP 100 | Wt 15
 Tech Complexity Smithy / 15
 AC Bonus +3
 Damage Resistance +5
 Pickpocket -2
 Bonus Dam. (when unarmed) +7



GAUNTLETS

Value 190 | HP 100 | Wt 20
 Tech Complexity Smithy / 5
 Damage Resistance +5
 Pickpocket -2
 Bonus Dam. (when unarmed) +3



GLOVES OF DEXTERITY

Value 240 | HP 50 | Wt 1
 Magick Complexity 20
 Damage Resistance +5
 Dexterity * +2



LEATHER GLOVES

Value 57 | HP 50 | Wt 1
 Damage Resistance +2
 Bonus Dam. (when unarmed) +1
 Dwarven Gauntlets component



LIGHT-FINGERED GAUNTLETS

Value 970 | HP 100 | Wt 20
 Magick Complexity 40
 Damage Resistance +5
 Pickpocket * +1



MACHINED GAUNTLETS

Value 510 | HP 100 | Wt 25
 Tech Complexity Smithy / 20
 AC Bonus +5
 Damage Resistance +7
 Pickpocket -4
 Bonus Dam. (when unarmed) +15



MAGICK GAUNTLETS

Value 1600 | HP 100 | Wt 20
 Magick Complexity 50
 Damage Resistance +5
 AC Bonus * +3
 Damage Resistance * +3
 Green



MYSTIC GAUNTLETS

Value 3400 | HP 100 | Wt 20
 Magick Complexity 75
 Damage Resistance +5
 AC Bonus * +4
 Damage Resistance * +4
 Red with green



TEAMSTER GLOVES

Value 320 | HP 50 | Wt 1
 Magick Complexity 20
 Damage Resistance +3
 Carrying Capacity * +1000
 Willpower * -2



VENDIGROTHIAN PADDED LEATHER GLOVES

Value 10 | HP 50 | Wt 1
 AC Bonus +4
 Bonus Dam. (when unarmed) +2
 Vendigrothian War Gauntlets component
 Green-brown



VENDIGROTHIAN WAR GAUNTLETS (SC)

Value 290 | HP 150 | Wt 25
 Tech Complexity Smithy / 10
 AC Bonus +15
 Pickpocket -2
 Bonus Dam. (when unarmed) +15

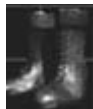


WAR GAUNTLETS

Value 550 | HP 150 | Wt 25
 Tech Complexity Smithy / 10
 AC Bonus +6
 Damage Resistance +8
 Pickpocket -5
 Bonus Dam. (when unarmed) +10

Equipment: Armour & Clothing / Hand, Foot, Eyewear

Footwear



BOOTS

Value 57 | HP 80 | Wt 20
Damage Resistance +5



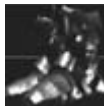
ELVEN BOOTS

Value 970 | HP 80 | Wt 20
Magick Complexity 40
Damage Resistance +5



ENCHANTED WAR BOOTS

Value 2200 | HP 120 | Wt 20
Magick Complexity 60
AC Bonus +5
Silent Movement Penalty -10
Speed * +5
Damage Resistance +6



FINE STOUT BOOTS

Value 250 | HP 100 | Wt 20
Damage Resistance +8



LADIES FANCY BOOTS

Value 29 | HP 80 | Wt 15
Damage Resistance +1



METAL BOOTS

Value 360 | HP 120 | Wt 50
Tech Complexity Smithy / 5
Damage Resistance +10
Silent Movement Penalty -10



SHOES

Value 67 | HP 80 | Wt 10
Damage Resistance +2



WORN BOOTS

Value 170 (new: 76) | HP 40 | Wt 20
Damage Resistance +3



WORN LADIES BOOTS

Value 67 | HP 40 | Wt 15
Damage Resistance +2



WORN SHOES

Value 29 | HP 40 | Wt 10
Damage Resistance +1

Eyewear



EYE GEAR (SC)

Value 4700 | HP 30 | Wt 20
Tech Complexity Mechanical / 85
Perception * +2
Goggled Helmet component



EYE GLASSES

Value 19 | HP 10 | Wt 10
+1 Perception (if Perception < 7)
-1 Perception (if Perception > 6)
Eye Gear, Wheel Clan Spectacles component



WHEEL CLAN SPECTACLES (Q)(SC)

Value 19 | HP 10 | Wt 10
Perception -1
Allows perception of entrance

Clothing



"SUNDAY'S BEST" DRESS

Value 380 | HP 30 | Wt 40
 AC Bonus +2
 Damage Resistance +1
 Reaction Modifier +20
 Silent Movement Penalty -10
 Pink and purple



ELEGANT DRESS (M)

Value 95 | HP 30 | Wt 40
 AC Bonus +2
 Damage Resistance +1
 Reaction Modifier +20
 Only worn by women



HEAVY RAGS (L)

Value 520 | HP 50 | Wt 50
 AC Bonus +6
 Damage Resistance +10
 Fire Resistance +3



HEAVY WOOL CLOTHES (S, M, L)

Value 140 | HP 20 | Wt 20
 AC Bonus +3
 Damage Resistance +3
 Fire Resistance +2



JACKET (S, M)

Value 110 | HP 20 | Wt 10
 AC Bonus +3
 Damage Resistance +2
 Blue



MANSERVANTS CLOTHES (S), MANSERVANTS UNIFORM (L)

Value 95 | HP 30 | Wt 40
 AC Bonus +2
 Damage Resistance +1
 Only worn by men



NICE SUIT (S, M, L)

Value 95 | HP 30 | Wt 40
 AC Bonus +2
 Damage Resistance +1
 Only worn by men



PLAIN DRESS (M)

Value 95 | HP 30 | Wt 40
 AC Bonus +2
 Damage Resistance +1
 Only worn by women
 Blue



RAGS (L)

Value 110 | HP 20 | Wt 10
 AC Bonus +3
 Damage Resistance +2



RUSTIC DRESS (M)

Value 57 | HP 30 | Wt 40
 AC Bonus +2
 Damage Resistance +1
 Only worn by women
 Brown and gray



RUSTIC FINERY (S, M, L)

Value 57 | HP 30 | Wt 40
 AC Bonus +2
 Damage Resistance +1
 Only worn by men



SERVANT'S DRESS (M)

Value 95 | HP 30 | Wt 40
 AC Bonus +2
 Damage Resistance +1
 Only worn by women
 Green



SERVANTS CLOTHES (M)

Value 95 | HP 30 | Wt 40
 AC Bonus +2
 Damage Resistance +1
 Only worn by men



SMOKING JACKET (S, M)

Value 95 | HP 30 | Wt 40
 AC Bonus +2
 Damage Resistance +1
 Only worn by men



SUEDE JACKET (S, M)

Value 520 | HP 50 | Wt 50
 AC Bonus +6
 Damage Resistance +10
 Fire Resistance +3

WOOL JACKET (S, M, L)

Value 650 | HP 20 | Wt 30
 AC Bonus +7
 Damage Resistance +12
 Brown

Equipment: Armour & Clothing / Clothing, Hexed

Hexed Armour

HEXED LEATHER (SMALL)

Location: Chest in Jongles' House

Magick Resistance	+20
Damage Resistance	-50

DISEASED LEATHER (MEDIUM)

Location: Elven Tombs.

Inside Large Urn

Damage Resistance	+20
Poison Resistance	-100
Continual Poison Damage	
Wearer takes Poison Critical Hit more often	

DISEASED CHAIN (MEDIUM)

Location: Cave of Bangellian

Scourge in a magick chest

Damage Resistance	+20
Poison Resistance	-100
Continual Poison Damage	
Continual Fatigue Damage	

VENOMOUS ROBES (SMALL)

Location: Black chest on wall in

Ashbury Haunted Castle

Poison Resistance	-100
Continual Poison Damage	
All Resistances but Poison	+20

CHILL PLATE SHADOW PLATE (SMALL)

Location: Thieves Cave

Damage Resistance	+20
Heal Rate	-100
Max Fatigue	-90

CONSUMING PLATE (MEDIUM)

Location: Dead guy in Gorgoth Pass

Damage Resistance	+20
Continual Fatigue Damage	
A critical hit will max out your Fatigue	

POISONED PLATE (LARGE)

Location: Ship Wreck Near Caladon

All Resistances but Poison	+20
Continual Poison Damage	
A critical hit releases Poison Vapours	

HEXED BARBARIAN ARMOR (MEDIUM)

Location: Kree

Barbarian Guard behind entrance to room with altar.

All Resistance	+20
Strength	-3
Dexterity	-3
Perception	-3
Dodge	-3

HERO'S WEAKNESS BARBARIAN ARMOR (MEDIUM)

Location: Ruby Glade Half-Elf

Corpse

Damage Resistance	+20
Magick Resistance	-100
Poison Resistance	-100

CHILL SHIELD

Location: In the Arcane Chest in

Temple of Derian-Ka

All Resistances	+20
Strength	-3
Dexterity	-3
Intelligence	-3
Fatigue	-75

HELMET OF YZAR'S COST

Location: Torin Quarry.

Corpse of Elven Villager

Damage Resistance	-50
Magick Resistance	-50
Perception	+4
Bow Skill	+1
Damage and Fatigue loss	+25%

NATURE'S WRATH HELM

Location: The Ancient Maze

Damage Resistance	+20
Upon Critical Hits, you and your party will become entangled	

BANEFUL GAUNTLETS

Location: Near the Sorcerous Beast on the Isle of Despair, in a junkpile

All resistances except Poison	+20
Poison Resistance	-100
Continual Poison Damage	
Critical hits result in 20% Poison Damage	

BOOTS OF THE DARK TOLL

Location: On Half-Ogre in

Caladon's Sewers

Dexterity	+2
Continual Fatigue Damage	

RING OF DARK MAGICKS

Location: Kerghan Workshop on desk with journal and necromizer

Stonecutter Clan

Magick Resistance	+20
Damage Resistance	-50
Electrical Resistance	-50
Fire Resistance	-50
Poison Resistance	-50
Intelligence	+1

RING OF SHADOWS

Location: Strange Pond

Invisibility	
Heal Rate	-100
Continual Fatigue and Health Damage	

MEDALLION OF DARK MAGICKS

Location: Kerghan Workshop on desk with journal and necromizer

Stonecutter Clan

Magick Resistance	+20
Damage Resistance	-50

HELLFIRE MEDALLION

Location: Junk pile in a dark corner of the Pit of Fires

Continual Fireflash Damage during combat to you and anyone in the vicinity	
Monsters will be unusually aggressive to you	

Other Items

Chemistry Discipline



ANAESTHISIZER (SC)

Value 48 | HP 1 | Wt 10
Tech Complexity Chemistry / 75
Target falls to 0 Fatigue (and so passes out)
Knock Out Gas, Tranquilizer Gun component



ANIMAL LURE

Value 170 | HP 1 | Wt 2
Tech Complexity Chemistry / 90
Summons a creature that attacks the target



ANIMAL SCENT (SC)

Value 150 | HP 1 | Wt 2
Tech Complexity Chemistry / 85
Keeps animals from attacking



BREWER'S YEAST

Value 13 | HP 3 | Wt 20
Tech Complexity Chemistry / 25
Fuel component



BROMIDE

Value 38 | HP 5 | Wt 2
Tech Complexity Chemistry / 35
Animal Scent, Anaesthisizer component

CHARGES

See Battery, in **Ammunition**, p. 88. Charges are a form of Battery



CHEMISTRY MANUALS

Value 1400 | HP 50 | Wt 200
Chemistry Aptitude+1 / point of IN



CORROSIVE ACID (SC)

Value 110 | HP 1 | Wt 2
Tech Complexity Chemistry / 70
10-100 damage within 12 feet of impact
Must be thrown
Mental Inhibitor, Mustard Gas Grenade, Acid Gun component



DRAGON COLOGNE

Value 10 | HP 1 | Wt 10
Tech Complexity Chemistry / 5



ELECTROLYTE SOLUTION

Value 10 | HP 1 | Wt 5
Tech Complexity Chemistry / 15
Battery (Charges), Plastique component



FORTIFIER (SC)

Value 38 | HP 1 | Wt 10
Tech Complexity Chemistry / 55
Restores Fatigue
Miracle Cure, Necromizer component



HALLUCINITE (SC)

Value 76 | HP 1 | Wt 4
Tech Complexity Chemistry / 85
Target hallucinates
Must be thrown
Must have a target
Anaesthisizer, Hallucination Grenade, Elixir of Hypnotic Suggestion component



LANTERN

Value 150 | HP 50 | Wt 50
Shines a bright light when held
Can be held like a torch
Electric Light component



MENTAL INHIBITOR (SC)

Value 38 | HP 1 | Wt 10
Tech Complexity Chemistry / 74
Reduces Willpower



METAL PLATES

Value 4 | HP 1 | Wt 10
Tech Complexity Chemistry / 5
Battery (Charges) component



MONROE'S CLEANER

Value 10 | HP 1 | Wt 3
Tech Complexity Chemistry / 7
Strong Poison component



MORNING STAR PERFUME

Value 10 | HP 1 | Wt 10
Tech Complexity Chemistry / 5
Animal Scent component



MUSHROOMS

Value 0 | HP 1 | Wt 2
Tech Complexity Chemistry / 60
Hallucinite, Paralyzer component



NECROMIZER (SC)

Value 290 | HP 1 | Wt 10
Tech Complexity Chemistry / 64
Animates dead allies for combat



PARALYZER (SC)

Value 38 | HP 1 | Wt 10
Tech Complexity Chemistry / 80
Paralyzes target

Equipment: Other Items / Chemistry, Electrical



PETE'S CARBOLIC ACID

Value 19 | HP 1 | Wt 10
Tech Complexity Chemistry / 45
Corrosive Acid, Brain Builder component



POISON

Value 76 | HP 1 | Wt 5
Tech Complexity Chemistry / 20
Poisons



POTASSIUM CHLORIDE

Value 38 | HP 5 | Wt 2
Tech Complexity Chemistry / 45
Paralyzer component



STRONG POISON (SC)

Value 290 | HP 1 | Wt 5
Tech Complexity Chemistry / 75
Inflicts Poison
Paralyzer, Paralysis Grenade,
Mechanized Arachnid (Poison),
Envenomed Axe, Envenomed Bow,
Envenomed Sword component



UNKNOWN CHEMICAL COMPOUND

Value 38 | HP 5 | Wt 2
Tech Complexity Chemistry / 85
Vivifier component



SULPHUR PILLS

Value 38 | HP 1 | Wt 5
Tech Complexity Chemistry / 40
Corrosive Acid component



VARHAM'S AQUA VITAE

Value 4 | HP 1 | Wt 5
Tech Complexity Chemistry / 10
Strong Poison, Hallucinite,
Fortifier, Paralyzer component



WINE

Value 19 | HP 1 | Wt 20
Fortifier, Flash Grenade, Fuel
component (can placate
Sebastian, Sogg Mead Mugg)

Electrical Discipline



CAPACITOR

Value 19 | HP 1 | Wt 1
Tech Complexity Electric / 20
Charged Ring, Shocking Staff
component



COMPASS

Value 38 | HP 5 | Wt 2
Flow Speckrometer component



ELECTRIC LIGHT (SC)

Value 190 | HP 50 | Wt 50
Tech Complexity Electric / 20
Shines a very bright light when
wielded
Can be held/worn like a torch
Illum. Decoy, Miner's Helmet comp.



ELECTRICAL COIL

Value 38 | HP 5 | Wt 2
Tech Complexity Electric / 53
Chapeau of Magnetic Inversion,
Accelerator Gun component



ELECTRICAL COMPONENT

Value 38 | HP 1 | Wt 1
Tech Complexity Electric / 40



ELECTRICAL HARNESS

Value 95 | HP 8 | Wt 30
Tech Complexity Electric / 70
Regenerative Jacket, Flow
Disruptor, Electro-Armor
component



ELECTRICAL MANUALS

Value 1400 | HP 50 | Wt 200
Electrical Aptitude+1 / point of IN



FILAMENT

Value 19 | HP 1 | Wt 1
Tech Complexity Electric / 10
Electric Light component



LARGE CAPACITOR

Value 57 | HP 1 | Wt 2
Tech Complexity Electric / 40
Reanimator, Necromizer, Charged
Sword, Electrocutation Grenade
component



LEMON

Value 0 | HP 1 | Wt 2
Tech Complexity Electric / 1
Lemon and Potato Charges
component



POTATO

Value 0 | HP 1 | Wt 2
Tech Complexity Electric / 1
Lemon and Potato Charges
component



SMALL ELECTRICAL PARTS

Value 38 | HP 5 | Wt 2
Tech Complexity Electric / 30
Flow Speckrometer, Detonator
component



TESLA COIL

Value 57 | HP 30 | Wt 100
Tech Complexity Electric / 80
Tesla Rod component

Explosives Discipline



BLACK POWDER

Value 10 | HP 30 | Wt 150
Tech Complexity Explosives / 55
Explosive Grenade component



CHARCOAL

Value 0 | HP 2 | Wt 2
Tech Complexity Explosives / 2
Bullets component



CK SUGAR

Value 10 | HP 2 | Wt 50
Smoke Grenade component



COAL

Value 19 | HP 20 | Wt 5
Tech Complexity Explosives / 2



CONCUSSION GRENADE (SC)

Value 990 | HP 20 | Wt 30
Tech Complexity Explosives / 40
Enhanced explosive damage
Must be thrown



DETONATOR (SC)

Value 190 | HP 5 | Wt 40
Tech Complexity Explosives / 100
Detonates Plastique



DYNAMITE (SC)

Value 380 | HP 20 | Wt 20
Tech Complexity Explosives / 85
Effect damaging explosion
Must have a target
PC can make into a trap
Time Bomb, Plastique component



ELECTROCUTION GRENADE (SC)

Value 990 | HP 20 | Wt 30
Tech Complexity Explosives / 40
Explodes for Electrical damage
Must be thrown



EXPLOSIVE GRENADE (SC)

Value 2200 | HP 20 | Wt 20
Tech Complexity Explosives / 60
Produces damaging explosion
Must be thrown
Grenade Launcher, Concussion
Grenade, Mustard Gas Grenade,
Explosive Decoy component



EXPLOSIVES MANUALS

Value 1400 | HP 50 | Wt 200
Explosives Aptitude+1 / point of IN



FIRE OBSTRUCTION (SC)

Value 2500 | HP 20 | Wt 20
Tech Complexity Explosives / 45
Produces wall of flame
Must be thrown
Pyrotechnic Bow, Flame Thrower
component



FLASH GRENADE (SC)

Value 190 | HP 20 | Wt 20
Tech Complexity Explosives / 15
Produces blinding explosion
Must be thrown
Electrocution Grenade component



HALLUCINATION GRENADE (SC)

Value 910 | HP 20 | Wt 30
Tech Complexity Explosives / 37
Produces hallucination over an area
Must be thrown



KEROSENE

Value 19 | HP 5 | Wt 10
Tech Complexity Explosives / 70
Fire Obstruction component



KNOCK OUT GAS (SC)

Value 360 | HP 20 | Wt 30
Tech Complexity Explosives / 20
Renders targets unconscious
Must be thrown



LIQUID SOAP

Value 4 | HP 10 | Wt 20
Fire Obstruction component



MAGNESIUM

Value 29 | HP 1 | Wt 10
Tech Complexity Explosives / 20
Flash Grenade, Pyrotechnic Gun
component



METAL CAN

Value 10 | HP 5 | Wt 2
Explosive Grenade component



METAL SHAVINGS

Value 0 | HP 1 | Wt 5



MOLOTOV COCKTAIL (SC)

Value 0 | HP 30 | Wt 5
Tech Complexity Explosives / 20
Produces ranged explosion
Must be thrown



MUSTARD GAS GRENADE (SC)

Value 770 | HP 20 | Wt 30
Tech Complexity Explosives / 35
Produces Fatigue loss over an area
Must be thrown



NITROGLYCERIN

Value 76 | HP 1 | Wt 5
Tech Complexity Explosives / 85
Dynamite component



PARALYSIS GRENADE (SC)

Value 1200 | HP 20 | Wt 30
Tech Complexity Explosives / 45
Produces paralysis over an area
Must be thrown



PLASTIQUE (SC)

Value 140 | HP 5 | Wt 50
Tech Complexity Explosives / 90
Produces great explosion

Equipment: Other Items / Explosives, Gun Smithy

POTASSIUM NITRATE

Value 10 | HP 1 | Wt 10
Tech Complexity Explosives / 10



SALTPETER

Value 38 | HP 5 | Wt 10
Tech Complexity Explosives / 5
Stun Grenade, Dynamite, Bullets component



SMOKE GRENADE (SC)

Value 300 | HP 20 | Wt 20
Tech Complexity Explosives / 20
Produces cloud of smoke
Must be thrown
Hallucination Grenade component



RAG

Value 0 | HP 1 | Wt 5
Molotov Cocktail component



STEARIC ACID

Value 38 | HP 1 | Wt 2
Tech Complexity Explosives / 38
Stun Grenade component



STUN GRENADE (SC)

Value 630 | HP 20 | Wt 20
Tech Complexity Explosives / 30
Produces stunning explosion
Must be thrown
Knock Out Gas, Paralysis Grenade component



TIME BOMB (SC)

Value 38 | HP 5 | Wt 50
Tech Complexity Explosives / 87
Produces delayed explosion
must have a target
PC can make into a trap



TOM'S FERTILIZER

Value 10 | HP 2 | Wt 50
Tech Complexity Explosives / 23
Smoke Grenade component

Gun Smithy Discipline



ANCIENT GUN CHASSIS

Value 230 | HP 80 | Wt 80
Tech Complexity Gun Smithy / 40
Bronwyck's Gun, Droch's Warbringer component



AUTO LOADING CHAMBER

Value 290 | HP 80 | Wt 80
Tech Complexity Gun Smithy / 85
Mechanized Gun, Schreck's Pistol component



BREACH LOADING CHAMBER

Value 150 | HP 90 | Wt 80
Tech Complexity Gun Smithy / 70



BROKEN FLINTLOCK PISTOL

Value 4 | HP 20 | Wt 50
Tech Complexity Gun Smithy / 8
Hand Crafted Flintlock component



ENGINE MUFFLER

Value 4 | HP 10 | Wt 20
Hushed Revolver component



GUN CHASSIS

Value 290 | HP 20 | Wt 80
Tech Complexity Gun Smithy / 10
Long Range Pistol component



GUNSMITHY MANUALS

Value 1400 | HP 50 | Wt 200
Gun Smithy Apt. +1 / point of IN



LOOKING GLASS

Value 38 | HP 10 | Wt 20
Looking-Glass Rifle component



REVOLVER CHAMBER

Value 190 | HP 20 | Wt 10
Tech Complexity Gun Smithy / 10
Fine Revolver, Repeater Rifle component



REVOLVER PARTS

Value 4 | HP 20 | Wt 50
Tech Complexity Gun Smithy / 15
Fine Revolver component



SMALL METAL TUBE

Value 10 | HP 100 | Wt 10
Hand Crafted Flintlock component

Herbology Discipline



ACCELERATE HEALING (SC)

Value 86 | HP 5 | Wt 5
Tech Complexity Herbology / 70
Speeds healing
Wonder Drug, Invigorator component



BIG CHIEF SNAKE OIL

Value 10 | HP 1 | Wt 5
Tech Complexity Herbology / 15
Cure All component



COCA LEAVES

Value 4 | HP 1 | Wt 1
Tech Complexity Herbology / 15
Fatigue Restorer, Accelerate Healing component



CURE ALL (SC)

Value 150 | HP 5 | Wt 5
Tech Complexity Herbology / 90
Fully restores HP and Fatigue
Reanimator component



FATIGUE LIMITER (SC)

Value 110 | HP 5 | Wt 5
Tech Complexity Herbology / 60
Reduces Fatigue loss



FATIGUE RESTORER (SC)

Value 110 | HP 1 | Wt 5
Tech Complexity Herbology / 40
Restores Fatigue
Fatigue Limiter, Invigorator component



GINKA ROOT

Value 0 | HP 1 | Wt 1
Tech Complexity Herbology / 10
Healing Salve component



HEALING SALVE (SC)

Value 67 | HP 1 | Wt 5
Tech Complexity Herbology / 65
Heals a few HP
Accelerate Healing component



HERBOLOGY MANUALS

Value 1400 | HP 50 | Wt 200
Herbology Aptitude+1 / point of IN



INVIGORATOR (SC)

Value 38 | HP 1 | Wt 10
Tech Complexity Herbology / 70
Boosts Physical stats



KADURA STEM

Value 0 | HP 1 | Wt 1
Tech Complexity Herbology / 6
Healing Salve, Poison Cure component



MIRACLE CURE (SC)

Value 38 | HP 1 | Wt 10
Tech Complexity Herbology / 95
Complete heal, then faster healing



POISON CURE (SC)

Value 76 | HP 5 | Wt 5
Tech Complexity Herbology / 55
Cures Poison



POPPY FLOWERS

Value 6 | HP 1 | Wt 1
Tech Complexity Herbology / 20
Wonder Drug component



REANIMATOR (SC)

Value 38 | HP 1 | Wt 300
Tech Complexity Herbology / 95
Revives to full life



RESTORE LIFE

Value 1900 | HP 1 | Wt 300
Tech Complexity Herbology / 95
Revives to full life



TOBACCO LEAVES

Value 10 | HP 1 | Wt 1
Tech Complexity Herbology / 3
Fatigue Restorer component



VENOM

Value 19 | HP 1 | Wt 2
Tech Complexity Herbology / 25
Venom
Poison Cure component



WITCHBANE

Value 4 | HP 1 | Wt 1
Tech Complexity Herbology / 10
Fatigue Limiter component



WONDER DRUG (SC)

Value 150 | HP 1 | Wt 2
Tech Complexity Herbology / 85
Restores HP and Fatigue
Cure All, Clockwork Physician, Miracle Cure, Medical Arachnid component

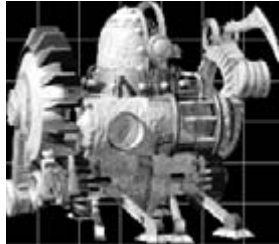
Mechanical Discipline



AUTO SKELETON KEY (SC)

Value 76 | HP 10 | Wt 20
Tech Complexity Mechanical / 35
Bonus to Pick Lock +10

AUTOMATON (Q) (SC)



Value 7600 | HP 300 | Wt 2000
Tech Complexity Mechanical / 100
Enhanced mechanical combat aide
NPCs can't pick it up



BEAR TRAP (SC)

Value 10 | HP 50 | Wt 200
Tech Complexity Mechanical / 10
Traps and damages your prey



BOAT RIGGING

Value 190 | HP 50 | Wt 50
Tech Complexity Mechanical / 22
Compound Bow component



CLOCK PARTS

Value 19 | HP 100 | Wt 50
Tech Complexity Mechanical / 80
Clockwork Decoy, Time Bomb,
Detonator, Mechanical Dagger
component



CLOCKWORK DECOY (SC)

Value 570 | HP 300 | Wt 200
Tech Complexity Mechanical / 70
Confuses and diverts its target
Clockwork Physician, Explosive
Decoy component
NPCs can't pick it up



CLOCKWORK PHYSICIAN (SC)

Value 19 | HP 100 | Wt 1000
Tech Complexity Mechanical / 100
Effect automatically heals you



CRUDE LOCKPICKS

Value 19 | HP 10 | Wt 10
Tech Complexity Mechanical / 20
Allows lockpick attempt, but no
bonus



EXPLOSIVE DECOY (SC)

Value 570 | HP 300 | Wt 200
Tech Complexity Mechanical / 70
Delivers an explosion



LARGE GEARS

Value 950 | HP 50 | Wt 250
Tech Complexity Mechanical / 55
Mechanized Arachnid component



LARGE SPRING

Value 19 | HP 20 | Wt 20
Tech Complexity Mechanical / 10
Spike Trap, Bear Trap component



LOCKPICKS

Value 57 | HP 10 | Wt 10
Tech Complexity Mechanical / 10
Bonus to Pick Lock +5
Auto Skeleton Key component



MECHANICAL MANUALS

Value 1400 | HP 50 | Wt 200
Mechanical Apt. +1 / point of IN

MECHANIZED ARACHNID (SC)



Value 7600 | HP 80 | Wt 1000
Tech Complexity Mechanical / 100
Effect mechanical combat aide
NPCs can't pick it up
Mechanized Arachnid (Poison),
Automaton, Medical Arachnid
component

MECHANIZED ARACHNID (POISON) (SC)



Value 7600 | HP 80 | Wt 1000
Tech Complexity Mechanical / 100
Poisonous mechanical combat aide
NPCs can't pick it up

MEDICAL ARACHNID (SC)



Value 8000 | HP 100 | Wt 1100
Tech Complexity Mechanical / 100
Mechanical healing aide
NPCs can't pick it up



METAL CASING

Value 38 | HP 20 | Wt 20
Tech Complexity Mechanical / 25
Trap Springer component



METAL CLAMP

Value 110 | HP 100 | Wt 100

Tech Complexity Mechanical / 65
Bear Trap component



MINUTE STEAM WORKS

Value 950 | HP 150 | Wt 500
Tech Complexity Mechanical / 85
Machined Plate component



MUSIC BOX

Value 57 | HP 1 | Wt 20
Tech Complexity Mechanical / 60



OLD GEARS

Value 480 | HP 130 | Wt 150
Tech Complexity Mechanical / 55



POCKET WATCH

Value 190 | HP 1 | Wt 2



POCKET WATCH PARTS

Value 95 | HP 1 | Wt 3
Tech Complexity Mechanical / 35
Eye Gear component



SMALL SPRING

Value 19 | HP 10 | Wt 1
Tech Complexity Mechanical / 20
Trap Springer, Auto Skeleton Key,
Clockwork Decoy component

SMALL STEAM ENGINE



Value 4800 | HP 100 | Wt 1000
Tech Complexity Mechanical / 85
Mechanized Arachnid component



SPIKE TRAP (SC)

Value 57 | HP 50 | Wt 50
Tech Complexity Mechanical / 20
PC can make into a trap



TRAP SPRINGER (SC)

Value 230 | HP 80 | Wt 100
Tech Complexity Mechanical / 50
Springs a trap

Smithy Discipline



DWARVEN ORE

Value 190 | HP 200 | Wt 100
Tech Complexity Smithy / 25
Feather-Weight Axe component



FINE HILT AND GUARD

Value 2 | HP 80 | Wt 10
Tech Complexity Smithy / 5
Balanced Sword component



IRON ORE

Value 23 | HP 200 | Wt 20
Tech Complexity Smithy / 1
Pure Ore component



KATHORN CRYSTAL

Value 190 | HP 100 | Wt 20
Wheel Clan Spectacles component



LEATHER STRAPS

Value 19 | HP 20 | Wt 30
Helmets of Vision component



MITHRIL ORE

Value 380 | HP 300 | Wt 200
Magick Complexity 85
Bronwyck's Gun, Iron Clan Key component



OAK AXE HANDLE

Value 10 | HP 60 | Wt 50
Feather-Weight Axe component



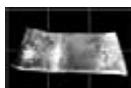
PURE ORE

Value 150 | HP 200 | Wt 30
Tech Complexity Smithy / 20
Has increased strength, reduced weight
Balanced Sword, Rifled Cannon component



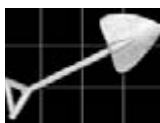
REFINED DWARVEN STEEL

Value 10 | HP 90 | Wt 300
Tech Complexity Smithy / 90
Elite Platemail component



SHEET METAL

Value 10 | HP 90 | Wt 300
Tech Complexity Smithy / 40
Dwarven Gauntlets, Concussion Grenade component



SHOVEL

Value 38 | HP 90 | Wt 100



SMITHY MANUALS

Value 1400 | HP 50 | Wt 200
Smithy Aptitude +1, point of IN



SPOOL OF HEAVY WIRE

Value 38 | HP 300 | Wt 50
Tech Complexity Smithy / 70
Feather-Weight Chainmail component



STEEL

Value 95 | HP 200 | Wt 20
Tech Complexity Smithy / 10
Pure Ore component

VENDIGROTHIAN SHEET METAL



Value 290 | HP 90 | Wt 300
Tech Complexity Smithy / 90
Vendigrothian War Gauntlets component

Therapeutics Discipline



AMMONIA

Value 10 | HP 3 | Wt 20
Tech ComplexityTherapeutics / 15



BRAIN BUILDER (SC)

Value 38 | HP 1 | Wt 10
Tech ComplexityTherapeutics / 83
Increases Intelligence, decreases Strength



DOOLITTLE'S GLYCERIDE

Value 19 | HP 1 | Wt 2
Tech ComplexityTherapeutics / 32
Liquid of Awareness component

ELIXIR OF HYPNOTIC SUGGESTION (SC)

Value 38 | HP 1 | Wt 10
Tech ComplexityTherapeutics / 93
NPCs (friend or foe) obey you



ELIXIR OF PHYSICAL PROWESS (SC)

Value 95 | HP 1 | Wt 10
Tech ComplexityTherapeutics / 78
Boosts Strength
Energizer, Muscle Maker, Vivifier component



ENERGIZER (SC)

Value 170 | HP 3 | Wt 10
Tech ComplexityTherapeutics / 92
Boosts Physical stats
Revitalizer component



FAMOUS BLOOD PILLS

Value 29 | HP 1 | Wt 5
Tech ComplexityTherapeutics / 20
Elixir of Physical Prowess component



LINGHAM'S BELLADONNA

Value 10 | HP 1 | Wt 1
Tech ComplexityTherapeutics / 25



LIQUID OF AWARENESS (SC)

Value 95 | HP 3 | Wt 20
Tech ComplexityTherapeutics / 40
Boosts Perception



MIGRAINE CURE

Value 10 | HP 5 | Wt 2
Tech ComplexityTherapeutics / 8
Potion of Persuasion, Liquid of Awareness component



MIND MARVEL (SC)

Value 140 | HP 3 | Wt 10
Tech ComplexityTherapeutics / 85
Boosts Mental stats
Revitalizer, Mental Inhibitor, Brain Builder component



MUSCLE MAKER (SC)

Value 38 | HP 1 | Wt 10
Tech ComplexityTherapeutics / 83
Increases Strength, decreases Intelligence



NERVE PILLS

Value 19 | HP 1 | Wt
Tech ComplexityTherapeutics / 55
Mind Marvel component



NIMM'S PHOSPHOROUS TINCTURE

Value 10 | HP 1 | Wt 2
Tech ComplexityTherapeutics / 20



POTION OF PERSUASION (SC)

Value 150 | HP 3 | Wt 10
Tech ComplexityTherapeutics / 56
Boosts Intelligence
Mind Marvel, Elixir of Hypnotic Suggestion component



QUININE

Value 57 | HP 1 | Wt 2
Tech ComplexityTherapeutics / 70
Energizer component



REVITALIZER (SC)

Value 290 | HP 3 | Wt 10
Tech ComplexityTherapeutics / 90
Boosts all base stats



RHEUMATISM CURE

Value 19 | HP 5 | Wt 2
Tech ComplexityTherapeutics / 46
Tonic of Increased Reflexes component



SPIRIT OF CAMPHOR

Value 19 | HP 1 | Wt 10
Tech ComplexityTherapeutics / 10
Elixir of Physical Prowess component



THERAPEUTICS MANUALS

Value 1400 | HP 50 | Wt 200
Therapeutics Apt.+1 / point of IN

Equipment: Other Items / Therapeutics, Magical Potions



THERMOMETER

Value 2 | HP 1 | Wt 1
Tech Complexity Therapeutics / 5
Potion of Persuasion component



TINCTURE OF ARNICA

Value 19 | HP 5 | Wt 2
Tech Complexity Therapeutics / 35
Tonic of Increased Reflexes component



TONIC OF INCREASED REFLEXES (SC)

Value 110 | HP 3 | Wt 10
Tech Complexity Therapeutics / 55
Boosts Dexterity



VENDIGROTHIAN ELIXIR

Value 140 | HP 3 | Wt 10
Tech Complexity Therapeutics / 85
Boost Mental



VIVIFIER (SC)

Value 950 | HP 1 | Wt 10
Tech Complexity Therapeutics / 99
Restores health and improves all base stats



WITCH HAZEL EXTRACT

Value 19 | HP 1 | Wt 2
Tech Complexity Therapeutics / 40

Magical Potions



ESSENCE OF INTELLECT

Value 150 | HP 1 | Wt 10
Magick Complexity 50
Spell +10 Intelligence for duration



FATIGUE SLOWER

Value 150 | HP 1 | Wt 10
Magick Complexity 50
Reduces fatigue loss



GREATER FATIGUE RESTORE

Value 76 | HP 1 | Wt 10
Magick Complexity 80
Restores up to 70 Fatigue
Followers will use it if needed



GREATER HEALING

Value 150 | HP 1 | Wt 10
Magick Complexity 80
Heals up to 80 Hit Points
Followers will use it if needed



HEAL LESSER WOUNDS

Value 38 | HP 1 | Wt 10
Magick Complexity 50
Heals up to 20 Hit Points
Followers will use it if needed
Red



HEAL POISON

Value 29 | HP 1 | Wt 10
Magick Complexity 50
Eliminates up to 120 points of poison
Followers will use it if needed



KALISPI'S VENOM

Value 38 | HP 1 | Wt 10
Magick Complexity 50
Increases Poison Resistance



LIGHT FATIGUE RESTORE

Value 29 | HP 1 | Wt 10
Magick Complexity 50
Restores up to 30 Fatigue
Followers will use it if needed
Blue



LIQUID OF SKIN THICKENING

Value 76 | HP 1 | Wt 10
Magick Complexity 50
Damage Resistance bonus



MORGANA'S TEARS

Value 290 | HP 1 | Wt 10
Magick Complexity 80
Restores up to 120 HP, Fatigue and poison
Followers will use it if really needed



POTION OF HASTE

Value 95 | HP 1 | Wt 10
Magick Complexity 50
Speed bonus

Gemstones



BLACK DIAMOND

Value 950 | HP 20 | Wt 3
Can be offered to Moorindal



DIAMOND

Value 480 | HP 10 | Wt 2



EMERALD

Value 190 | HP 10 | Wt 2



GEODE

Value 380 | HP 25 | Wt 20
Can be offered to Kai'tan



HEARTSTONE

Value 950 | HP 500 | Wt 20
Iron Clan Key component
Can be offered to Makaal



ROUGH-CUT DIAMOND

Value 190 | HP 10 | Wt 2



ROUGH-CUT EMERALD

Value 95 | HP 10 | Wt 2



ROUGH-CUT RUBY

Value 120 | HP 10 | Wt 2



ROUGH-CUT SAPPHIRE

Value 140 | HP 10 | Wt 2



RUBY

Value 290 | HP 10 | Wt 2
Can be offered to Torg



SAPPHIRE

Value 380 | HP 10 | Wt 2



STAR RUBY

Value 670 | HP 10 | Wt 2



STAR SAPPHIRE

Value 760 | HP 10 | Wt 2

Miscellaneous Items



ABSINTHE

Value 48 | HP 2 | Wt 3
Can be used to placate Tollo Underhill, Vollinger



AUTHENTIC STILLWATER GIANT PELT (Q)

Value 190 | HP 10 | Wt 50



BANDAGES

Value 38 | HP 5 | Wt 10
10 bandages (10 uses)
Healing skill requires bandages



BREAD

Value 4



CAMERA (Q)

Value 380 | HP 20 | Wt 50
Tech Complexity Mechanical / 50
Must have a target



CANDLE STICK (Q)

Value 29 | HP 60 | Wt 50



CHATEAU DE BE'RON BRANDY

Value 48 | HP 5 | Wt 5
Can be used to placate Geoffrey Tarrelond-Ashe



CHEST OF GOLD (Q)

Value 11,000 | HP 6000 | Wt 3000



CRASH SITE CAMERA (Q)

Value 380 | HP 50 | Wt 100
Tech Complexity Mechanical / 50

Equipment: Other Items / Gemstones, Miscellaneous



CRYSTAL BALL (Q)

Value 380 | HP 2 | Wt 150



DEED TO THE BESSIE TOONE MINE (Q)

Value 4 | HP 10 | Wt 2



DWARVEN SNUFF

Value 48 | HP 5 | Wt 2
Can be used to placate Loghaire Thunderstone, Magnus Shale Fist



EARL GREY TEA

Value 19 | HP 2 | Wt 4
Can be used to placate Franklin Payne, Gar, Perriman Smythe



ELVEN SPRING WATER

Value 48 | HP 3 | Wt 5
Can be used to placate Raven, Z'an Al'urin



EMPTY VIAL (Q)

Value 0 | HP 1 | Wt 1
NPCs can't pick it up



IRON CLAN KEY (Q) (SC)

Value 0 | HP 200 | Wt 1
Provides access to Iron Clan



JADE WIZARD STATUETTE (Q)

Value 570 | HP 100 | Wt 10
Magick Complexity 90
Casts a random spell
Must have a target



KEY

Value 0 | HP 200 | Wt 1



KEY RING

Value 0 | HP 200 | Wt 1



LAVA ROCK

Value 4 | HP 10 | Wt 8
Can be offered to Alberich



LI'TANI

Value 19 | HP 10 | Wt 5
Can be offered to Ter'el



MEDICAL KIT

Value 380 | HP 30 | Wt 90
60 bandages (60 uses)
Healing skill requires bandages



MNURA COIN

Value 190 | HP 5 | Wt 2
Can be offered to Kerlin



OLIVE BRANCH

Value 10 | HP 8 | Wt 5
Can be offered to Halcyon



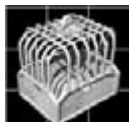
PASSION ROOT

Value 4 | HP 1 | Wt 2
Can be offered to Geshtianna



SMALL STATUETTE

Value 10 | HP 100 | Wt 50



STILLWATER TRAP

Value 19 | Wt 50



SWEET CAKES

Value 19 | HP 2 | Wt 3
Can be used to placate Jayna
Styles



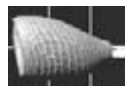
VASE (Q)

Value 38 | HP 1 | Wt 50



VIAL OF DRAGON'S BLOOD (Q)

Value 38 | HP 1 | Wt 10



VOID ANIMAL CARCASS (Q)

Value 10 | HP 10 | Wt 100
Can be fed to Gorgoth in the Void



VOLAR'S WISP ESSENCE (Q)

Value 95 | HP 10 | Wt 2
Magick Complexity 25



WATER

Value 4 | HP 1 | Wt 50



WINE GLASS (Q)

Value 4 | HP 1 | Wt 2
NPCs can't pick it up



WISP ESSENCE

Value 19 | HP 10 | Wt 2
Magick Complexity 25

MERCHANTS

It can be a frustrating experience to want something and not know where it's sold, or to have something and not know who will buy it from you. These lists should help alleviate that frustration.

Do They Have It?

Some items are guaranteed to be in stock every day, but other items appear according to their percentage chance. An item with a 10% chance of being in stock will only rarely appear ... each day there is a 10% chance of it being available. A 10% chance is indicated in the appropriate column as "10" (the percentage symbol is deleted to save space).

Often there will be several items of the same kind, each with its own percentage chance of being available. For instance: "25 (x2) Wine" means that two bottles of wine each have a 25% chance of being in stock. Occasionally there may be two bottles of wine, usually there will only be one bottle of wine, and sometimes wine won't be available that day at all.

When there is a 100% chance of an item being available (as is usually the case with ammunition, for instance), a numeral in a circle tells you how many there are for sale each day. For example, ⑮ means there will be 18 arrows available every day.

Often there will be some items with a percentage chance of being in stock, and then more with a different percentage chance of being in stock. If so, there will

be two numbers in the Have It? column. For example, the Apothecary has "80,50(x2) Heal Poison", meaning that there's an 80% chance of one Heal Poison potion, plus a 50% chance for each of two other such potions. This means that there's a very slight chance that there will be no Heal Poisons, a good chance there will be one or two, and a small but decent chance that three will be in stock on the day you visit.

In several cases, similar stores are listed together in the following pages. For example, what Castleton's General Store (a "city" general store in Tarant) buys and sells is close enough to what the other, more rural general stores buy and sell that they are listed together here. In such cases, the first column lists what the "city" store (Castleton's) might have in stock, while the second column lists what the rural general stores stock.

NOTE

Stores restock every 24 to 48 hours ... if you are at least three screens away from the shop at midnight. Stores you are near will still have the same things the next day.

Do They Buy It?

Most merchants will also buy various goods from you, as long as they're not too damaged. (And a good haggler can often talk a merchant into buying something he usually doesn't want.) When a merchant will buy an item from you, there is a "✓" to the right of the item's name. (For example, any black marketeer will buy an Amulet of Leadership from you, if for some reason you wanted to sell one.)

As with the Do They Have It? columns, when two or more types of merchants are listed together, there is a Do They Buy It? column for each type of merchant.

Abbreviations

Some of the standard armour names have been abbreviated: LA is Leather Armour, CM is Chainmail, PM is Platemail, and TC is Traveler's Cloak.



Apothecary

LOCATION

Qintarra Sharpe's Apothecary (The Apothecary will only buy from you if you have the patch.)

HAVE IT?	ITEM	BUY IT?	HAVE IT?	ITEM	BUY IT?
<i>Other Items</i>			80,50(x2)	Heal Poison	✓
80,50	Essence of Intellect	✓	80	Kaliski's Venom	✓
80	Fatigue Slower	✓	80(x4)	Light Fatigue Restore	✓
80(x4)	Greater Fatigue Restore	✓	80,50	Liquid of Skin Thick.	✓
80(x3)	Greater Healing	✓	80(x4),50	Morgana's Tears	✓
80(x4)	Heal Lesser Wounds	✓	80,50	Potion of Haste	✓

Black Market

LOCATIONS

Tarant 11 Low Dervish Row's Halfling Shopkeeper
Caladon 8 King's Way (The Sobbing Onion: in the backroom)

HAVE IT?	ITEM	BUY IT?	HAVE IT?	ITEM	BUY IT?	HAVE IT?	ITEM	BUY IT?
<i>Armour & Clothing</i>								
	Amulet of Leadership	✓		Arcane LA (lg)	✓		Arcane Shield	✓
	Arcane CM	✓		Arcane LA (sm)	✓		Arcane TC	✓
	Arcane CM (sm)	✓		Arcane PM	✓		Arcane TC (sm)	✓
	Arcane Gauntlets	✓		Arcane PM (sm)	✓		Charmed CM	✓
	Arcane Helmet	✓		Arcane Ring	✓		Charmed CM (sm)	✓
	Arcane LA	✓		Arcane Robes	✓		Charmed Gauntlets	✓
				Arcane Robes (sm)	✓		Charmed Helmet	✓
							Charmed LA	✓

HAVE IT?	ITEM	BUY IT?
	Charmed LA (lg)	✓
	Charmed LA (sm)	✓
	Charmed PM	✓
	Charmed PM (sm)	✓
	Charmed Ring	✓
	Charmed Robes	✓
	Charmed Robes (sm)	✓
	Charmed Shield	✓
	Charmed TC	✓
	Charmed TC (sm)	✓
	Copper Ring	✓
	Creep Armour	✓
	Dark Helm	✓
	Decent Gold Ring	✓
	Diamond Necklace	✓
	Diamond Ring	✓
	Dorian Amulet	✓
	Dragon Skin Leather	✓
	Dragon Skin Lthr. (lg)	✓
	Dragon Skin Lthr. (sm)	✓
	Dread Armour	✓
	Dread Armour (sm)	✓
	Elite Plate	✓
	Elite Plate (lg)	✓
	Elite Plate (sm)	✓
	Elven Boots	✓
	Elven CM	✓
	Emerald Necklace	✓
	Emerald Ring	✓
	Enchanted War Boots	✓
	Eye Glasses	✓
	Fancy Ring	✓
	Fated Ring	✓
	Geleam's Helm	✓
	Gilbert Bates Ring	✓
	Gloves of Dexterity	✓
	Gnomish CM	✓
	Helm of Light	✓
70	Lt-Fingered Gauntlets	✓
	Machined Gauntlets	✓
	Magick CM	✓
	Magick CM (sm)	✓
	Magick Gauntlets	✓
	Magick Helmet	✓
	Magick LA	✓
	Magick LA (lg)	✓
	Magick LA (sm)	✓
	Magick PM	✓
	Magick PM (sm)	✓
	Magick Ring	✓
	Magick Robes	✓

HAVE IT?	ITEM	BUY IT?
	Magick Robes (sm)	✓
	Magick Shield	✓
	Magick TC	✓
	Magick TC (sm)	✓
	Medallion	✓
5	Medallion of Beauty	✓
	Minute PM of Regen.	✓
	Mithril CM	✓
	Mithril CM (sm)	✓
	Mithril PM	✓
	Mithril PM (lg)	✓
	Mithril PM (sm)	✓
	Mithril Ring	✓
	Moloch. Hand Amulet	✓
	Mystic CM	✓
	Mystic CM (sm)	✓
	Mystic Gauntlets	✓
	Mystic Helmet	✓
	Mystic LA	✓
	Mystic LA (lg)	✓
	Mystic LA (sm)	✓
	Mystic PM	✓
	Mystic PM (sm)	✓
	Mystic Ring	✓
	Mystic Robes	✓
	Mystic Robes (sm)	✓
	Mystic Shield	✓
	Mystic TC	✓
	Mystic TC (sm)	✓
70	Oiled CM	
70	Oiled CM (sm)	
70	Oiled TL	✓
	Oiled TL (lg)	✓
70	Oiled TL (sm)	✓
	Pig Face Basset	✓
	Qintarra CM	✓
	Ring of Protection	✓
70	Robe of Champ. (sm)	✓
	Ruby Necklace	✓
	Ruby Ring	✓
	Sapphire Necklace	✓
	Sapphire Ring	✓
	Serpentine Necklace	✓
	Shadow Shield	✓
	Shadowing Robes	✓
	Shield of Force	✓
	Silver Ring	✓
	Teamster Gloves	✓
	Top Hat	✓
	Venom-Shielded Garment	✓

HAVE IT?	ITEM	BUY IT?
	Venom-Shielded Garment (lg)	✓
	Venom-Shielded Garment (sm)	✓
	Wheel Clan Spectacles	✓
	Wooden Ring	✓

Weapons

	Aerial Decapitator	✓
	Arcane Axe	✓
	Arcane Bow	✓
	Arcane Dagger	✓
	Arcane Great Sword	✓
	Arcane Mace	✓
	Arcane Staff	✓
	Arcane Sword	✓
70	Axe	
	Axe of Strength	✓
	Azram's Star	✓
	Balanced Boomerang	✓
	Bow of Terror	✓
	Bronwyck's Gun	✓
	Chakram	✓
	Charmed Axe	✓
	Charmed Bow	✓
	Charmed Dagger	✓
	Charmed Great Sword	✓
	Charmed Mace	✓
	Charmed Staff	✓
	Charmed Sword	✓
	Crushing Hammer	✓
70	Dagger	
	Dagger of Speed	✓
	Elven Hunter's Bow	✓
	Enchanted Sword	✓
	Filament Sword	✓
	Fine Revolver	✓
70	Hammer	
	Inferno Hammer	✓
	Long Range Pistol	✓
70	Mace	
	Machined Hammer	✓
	Mage's Dagger	✓
	Mage's Staff	✓
	Magick Axe	✓
	Magick Bow	✓
	Magick Dagger	✓
	Magick Great Sword	✓
	Magick Mace	✓
	Magick Staff	✓
	Magick Sword	✓

Merchants: Black Market

HAVE IT?	ITEM	BUY IT?
	Mystic Axe	✓
	Mystic Bow	✓
	Mystic Dagger	✓
	Mystic Great Sword	✓
	Mystic Mace	✓
	Mystic Staff	✓
	Mystic Sword	✓
	Mystical Chakram	✓
	Oak Axe Handle	✓
70	Old Flintlock Pistol	
70	Old Revolver	
	Reaper's Axe	✓
	Repeater Rifle	✓
70	Rusty Axe	
70	Rusty Broadsword	
70	Rusty Dagger	
70	Rusty Hammer	
70	Rusty Mace	
70	Rusty Sword	
	Schreck's Pistol	✓
50	Serrated Chakram	✓
	Shaman's Staff	✓
	Staff of Healing	✓
	Stillwater Blade	✓
70	Sword	
	Sword of Air	✓
	Sword of Defense	✓
	Sword of Sickness	✓
	Void Sword	✓

Ammunition

70(x3)	Arrow
70(x3)	Bullet

HAVE IT?	ITEM	BUY IT?
<i>Scrolls</i>		
	Call Air Elem.	✓
	Call Earth Elem.	✓
	Call Fire Elem.	✓
	Call Water Elem.	✓
	Disintegrate	✓
①,20(x2)	Divine Magick	✓
	Dominate Will	✓
①,50(x2)	Exiting	
	Familiar	✓
	Invisibility	✓
	Polymorph	✓
	Quench Life	✓
	Reflection Shield	✓
	Regenerate	✓
①,10	Resurrect	✓
	Teleportation	✓
	Tempus Fugit	✓

Other Items

①,50	Absinthe	
	Auto Skeleton Key	✓
	Automaton	✓
①	Bandages	
15	Black Diamond	✓
	Candle Stick	✓
	Chest of Gold	✓
	Clockwork Decoy	✓
	Clockwork Physician	✓
	Concussion Gren.	✓
	Detonator	✓
	Diamond	✓
	Dynamite	✓
	Electrocution Gren.	✓
	Emerald	✓
30	Essence of Intellect	
	Explosive Decoy	✓

HAVE IT?	ITEM	BUY IT?
	Explosive Gren.	✓
30	Fatigue Slower	
	Fire Obstruction	✓
	Flash Gren.	✓
	Hallucination Gren.	✓
30	Kalisp's Venom	
	Kathorn Crystal	✓
	Knock Out Gas Gren.	✓
30	Liquid of Skin Thick.	
70	Lockpicks	
	Mech. Arach. (poison)	✓
	Medical Arachnid	✓
	Mnura Coin	✓
30	Morgana's Tears	
	Music Box	✓
	Mustard Gas Gren.	✓
	Paralysis Gren.	✓
	Plastique	✓
	Poison	✓
30	Potion of Haste	
	Rough-Cut Diamond	✓
	Rough-Cut Emerald	✓
	Rough-Cut Ruby	✓
	Rough-Cut Sapphire	✓
	Ruby	✓
	Sapphire	✓
	Smoke Gren.	✓
	Star Ruby	✓
	Star Sapphire	✓
	Stun Gren.	✓
	Time Bomb	✓
	Trap Springer	✓
	Unknown Chem. Cpd.	✓
	Vase	✓
	Ven. Elixir	✓
	Vivifier	✓

Hint!

If your followers start to complain or their reactions to you are souring, most of them can be bribed with their favorite items. Check the entries for each follower on pp. 44-53.

Elven Trader Merchant

LOCATIONS

Ashbury (on the dock)
Qintarra

HAVE IT?	ITEM	BUY IT?*	HAVE IT?	ITEM	BUY IT?*	HAVE IT?	ITEM	BUY IT?*
<i>Armour & Clothing</i>			<i>Weapons</i>			<i>Scrolls</i>		
50	Dorian Amulet	✓	70	Bow		①,50	Exiting	
	Dragon Skin Leather	✓	50	Dagger of Speed	✓		Resurrect	✓
80	Elven Boots	✓	80	Elven Hunter's Bow	✓	<i>Other Items</i>		
80	Elven CM		50	Enchanted Sword	✓	①	Bandages	
50	Fated Ring	✓		Katana	✓	①	Elven Spring Water	✓
	Geleam's Helm	✓	50	Long Bow			Essence of Intellect	✓
	Gloves of Dexterity	✓	50	Mage's Dagger	✓	50	Fatigue Slower	✓
60	Oiled TL		40	Mage's Staff			Greater Fatig. Restore	✓
60	Oiled TL (sm)		50	Scimitar		②,50	Heal Lesser Wounds	
40	Shadowing Robes			Shaman's Staff	✓		Li'tani	✓
20	Wooden Ring		50	Short Sword		④	Light Fatigue Restore	
			60	Staff of Healing			Morgana's Tears	✓
				Sword of Defense	✓	50	Potion of Haste	✓
			<i>Ammunition</i>					
			⑩	Arrow	✓			
			⑩	Bullet				

Elven Trader (Random Encounter)

HAVE IT?	ITEM	BUY IT?*	HAVE IT?	ITEM	BUY IT?*	HAVE IT?	ITEM	BUY IT?*
<i>Armour</i>			<i>Weapons</i>			<i>Scrolls</i>		
50(x2)	Dorian Amulet	✓	①	Dagger of Speed	✓	①	Resurrect	✓
①	Dragon Skin Leather	✓	①	Elven Hunter's Bow	✓	<i>Other Items</i>		
50(x2)	Elven Boots	✓	60	Enchanted Sword	✓	①	Elven Spring Water	✓
50(x2)	Fated Ring	✓	50	Katana	✓	①	Essence of Intellect	✓
50(x2)	Geleam's Helm	✓	①	Mage's Dagger	✓	①	Fatigue Slower	✓
50(x2)	Gloves of Dexterity	✓	50	Shaman's Staff	✓	60(x3)	Greater Fatig. Restore	✓
			50	Sword of Defense	✓	①	Morgana's Tears	✓
			<i>Ammunition</i>			80	Li'tani	
			②,30(x2)	Arrow	✓		Potion of Haste	✓

* The Elven Traders will only buy from you if you have the patch.

General Store

CITY LOCATION

Tarant Castleton's General Store

HAVE IT?		ITEM	BUY IT?	
City	Rural		City	Rural
<i>Armour & Clothing</i>				
		Emerald Ring	✓	✓
25	25	Eye Glasses	✓	✓
40	20	Heavy Wool Clothes	✓	✓
20	10	Heavy Wool Clothes (sm)	✓	✓
80	40	Helmet	✓	✓
40	20	Jacket	✓	✓
20	10	Jacket (sm)	✓	✓
60	30	LA (Leather Armour)	✓	✓
20	10	LA (sm)	✓	✓
60	30	Leather Gloves	✓	✓
40	20	Robes	✓	✓
10	5	Robes (sm)	✓	✓
60	30	Rustic Dress	✓	✓
60	30	Rustic Finery	✓	✓
10	5	Rustic Finery (sm)	✓	✓
70	70	Suede Jacket	✓	✓
20	10	Suede Jacket (sm)	✓	✓
80	40	Wooden Shield	✓	✓
80	40	Worn Boots	✓	✓
80	40	Worn Ladies' Boots	✓	✓
80	40	Worn Shoes	✓	✓

Weapons

5	10	Boomerang	✓	✓
80	40	Dagger	✓	✓
80	40	Old Flintlock Pistol	✓	✓
80	40	Old Revolver	✓	✓
80	40	Short Bow	✓	✓
80	40	Staff	✓	✓
80	40	Sword	✓	✓

Ammunition

20	18	Arrow	✓	✓
26	24	Bullet	✓	✓
50,5 (city),		Fuel		
80(x2),10(x2)(rural)				

Scrolls

20,2(x2)	20,2(x2)	Divine Magick		
30,10	10	Exiting		
20,1	20,1	Resurrect		

RURAL LOCATIONS

Shrouded Hills Slim Pickens'
 Black Root Captain's Quarters
 Ashbury Ashbury Sundries
 Roseborough Roseborough Gift Shoppe
 Dernholm Dolan's General Store
 Stillwater General Goods

HAVE IT?		ITEM	BUY IT?	
City	Rural		City	Rural
Other Items				
10	10	Absinthe	✓	✓
		Ammonia	✓	✓
②,20(x2)	①,20(x2)	Bandages	✓	✓
50	25	Big Chief Snake Oil	✓	✓
		Black Diamond	✓	✓
50	25	Black Powder	✓	✓
50	25	Bread	✓	✓
50	25	Brewer's Yeast	✓	✓
②	②	Charcoal	✓	✓
		Chateau de Be'ron Brandy	✓	✓
40	40	CK Sugar	✓	✓
50	25	Coca Leaves	✓	✓
		Crystal Ball	✓	✓
		Diamond	✓	✓
50	25	Doolittle's Glyceride	✓	✓
50	25	Dragon Cologne	✓	✓
①	80	Dwarven Snuff	✓	✓
①	60	Earl Grey Tea	✓	✓
		Electrolyte Solution	✓	✓
		Elven Spring Water	✓	✓
		Emerald	✓	✓
		Essence of Intellect	✓	✓
50	25	Famous Blood Pills	✓	✓
50(x2)	50(x2)	Fatigue Restorer	✓	✓
90	70	Fatigue Slower	✓	✓
		Geode	✓	✓
		Greater Fatigue Restore	✓	✓
90	70	Greater Healing	✓	✓
①,60(x7)	50(x8)	Heal Lesser Wounds	✓	✓
①,60	①,50	Heal Poison	✓	✓
50(x5)	50(x3)	Healing Salve	✓	✓
		Heartstone	✓	✓
		Kalisp'i's Venom	✓	✓
		Kathorn Crystal	✓	✓
20		Kerosene	✓	✓
①	20	Key Ring	✓	✓
60	30	Lantern	✓	✓
90(x8)	70(x8)	Light Fatigue Restore	✓	✓

HAVE IT?		ITEM	BUY IT?		HAVE IT?	ITEM	BUY IT?	
City	Rural		City	Rural	City		City	Rural
50	25	Lingham's Belladonna	✓	✓		Ruby	✓	✓
		Liquid of Skin Thick.	✓	✓	②	② Saltpeter	✓	✓
80	80	Liquid Soap	✓	✓		Sapphire	✓	✓
		Medical Kit	✓	✓	50	25 Shovel	✓	✓
25	25	Metal Can	✓	✓	50	25 Spirit of Camphor	✓	✓
80	40	Migraine Cure	✓	✓		Star Ruby	✓	✓
50	25	Monroe's Cleaner	✓	✓		Star Sapphire	✓	✓
		Morgana's Tears	✓	✓	25	25 Sulphur Pills	✓	✓
50	25	Morning Star Perfume	✓	✓	60	60 Sweet Cakes	✓	✓
25	25	Nerve Pills	✓	✓	50	25 Thermometer	✓	✓
25	25	Nimm's Phosph. Tinct.	✓	✓	50	30 Tincture of Arnica	✓	✓
		Passion Root	✓	✓		Tobacco Leaves	✓	✓
		Pete's Carbohic Acid	✓	✓	40	80 Tom's Fertilizer	✓	✓
		Poison	✓	✓	50	25 Varham's Aqua Vitae	✓	✓
		Potion of Haste	✓	✓		Ven. Elixir	✓	✓
50	25	Quinine	✓	✓		Vial of Dragon's Blood	✓	✓
50	25	Rheumatism Cure	✓	✓		Vivifier	✓	✓
		Rough-Cut Diamond	✓	✓	50	25 Water	✓	✓
		Rough-Cut Emerald	✓	✓	50(x2)	25(x2) Wine	✓	✓
		Rough-Cut Ruby	✓	✓		Witch Hazel Extract	✓	✓
		Rough-Cut Sapphire	✓	✓				

Gun Smith

LOCATIONS

Tarant	67 Grimson Way: Smythe's Gun Shop
Asbury	Side Arms & Saltpeter

HAVE IT?	ITEM	BUY IT?	HAVE IT?	ITEM	BUY IT?	HAVE IT?	ITEM	BUY IT?
<i>Armour & Clothing</i>			50	Hunting Rifle	✓	<i>Schematics</i>		
	Diamond Necklace	✓		Large Bore Ven. Rifle	✓	3	Accelerator Gun	
	Diamond Ring	✓		Long Range Pistol	✓	3	Acid Gun	
	Emerald Necklace	✓	50	Marksman Rifle	✓	75	Bullets	
	Emerald Ring	✓	60	Old Flintlock Pistol		3	Concussion Gren.	
	Mithril Ring	✓	60	Old Revolver		3	Detonator	
	Ruby Necklace	✓		Quality Revolver	✓	3	Electrocution Gren.	
	Ruby Ring	✓		Repeater Rifle	✓	3	Flame Thrower	
	Sapphire Necklace	✓	60	Revolver	✓	3	Gren. Launcher	
	Sapphire Ring	✓	50	Rifle		5	Hallucination Gren.	
	Silver Ring	✓	70	Rusted Rifle		3	High Velocity Pistol	
	Wooden Ring	✓		Schreck's Pistol	✓	3	Knock Out Gas	
<i>Weapons</i>			50	Shotgun	✓	3	Long Range Pistol	
	Bronwyck's Gun	✓	<i>Ammunition</i>			3	Mechanized Gun	
50	Clarrington Rifle	✓	⑱	Bullet		3	Mustard Gas Gren.	
	Droch's Warbringer	✓				3	Paralysis Gren.	
50	Fancy Pistol	✓				3	Plastique	
	Fine Revolver	✓				3	Pyrotechnic Gun	
60	Flintlock Pistol	✓				5	Rifled Cannon	
						3	Time Bomb	
						3	Tranquilizer Gun	

Merchants: General Store, Gun Smith, Gypsy

HAVE IT?	ITEM	BUY IT?	HAVE IT?	ITEM	BUY IT?	HAVE IT?	ITEM	BUY IT?
<i>Other Items</i>				Explosive Gren.	✓		Paralysis Gren.	✓
70,50	Auto Loading Chamber			Fire Obstruction	✓	70	Revolver Chamber	
70	Black Powder			Flash Gren.	✓		Ruby	✓
	Concussion Gren.	✓	70	Gun Chassis			Sapphire	✓
	Diamond	✓		Hallucination Gren.	✓		Smoke Gren.	✓
	Dynamite	✓		Kathorn Crystal	✓		Star Ruby	✓
	Electrocution Gren.	✓		Knock Out Gas	✓		Star Sapphire	✓
	Emerald	✓		Mustard Gas Gren.	✓		Stun Gren.	✓

Gypsy

LOCATIONS: Wise Women in Shrouded Hills, Tarant, Caladon and Ashbury

HAVE IT?	ITEM	BUY IT?	HAVE IT?	ITEM	BUY IT?	HAVE IT?	ITEM	BUY IT?
<i>Armour & Clothing</i>				Magick TC (sm)	✓	20	Mage's Staff	✓
	Amulet of Leadership	✓		Medallion	✓		Magick Dagger	✓
1	Arcane CM			Medallion of Beauty	✓		Magick Staff	✓
1	Arcane CM (sm)			Mithril Ring	✓		Mystic Dagger	✓
1	Arcane Gauntlets			Mystic Ring	✓		Mystic Staff	✓
1	Arcane Helmet			Mystic Robes	✓	10	Mystical Chakram	
1	Arcane LA (each)			Mystic Robes (sm)	✓		Quality Staff	✓
1	Arcane PM			Mystic TC	✓	10	Reaper's Axe	
1	Arcane PM (sm)			Mystic TC (sm)	✓		Shaman's Staff	✓
1	Arcane Ring	✓		Ring of Protection	✓		Staff of Healing	✓
1	Arcane Robes	✓	13	Robe of the Cham. (sm)		10	Sword of Air	
1	Arcane Robes (sm)	✓		Ruby Necklace	✓	10	Sword of Sickness	
1	Arcane Shield			Ruby Ring	✓	<i>Other Items</i>		
1	Arcane TC	✓		Sapphire Necklace	✓		Black Diamond	✓
1	Arcane TC (sm)	✓		Sapphire Ring	✓		Diamond	✓
	Charmed Ring	✓		Serpentine Necklace	✓		Emerald	✓
	Charmed Robes	✓	13	Shadowing Robes	✓	①	Essence of Intellect	✓
	Charmed Robes (sm)	✓		Silver Ring	✓	50(x2)	Fatigue Slower	✓
	Charmed TC	✓		Wooden Ring	✓	60(x2)	Grtr. Fatig. Restore	✓
	Charmed TC (sm)	✓	<i>Weapons</i>			60(x2)	Greater Healing	✓
9	Dark Helm		1	Arcane Axe		④,20(x2)	Heal Lesser Wounds	✓
	Decent Gold Ring	✓	1	Arcane Bow		②,50	Heal Poison	✓
	Diamond Necklace	✓	1	Arcane Dagger	✓		Heartstone	✓
	Diamond Ring	✓	1	Arcane Great Sword			Jade Wizard Statue	✓
	Dorian Amulet	✓	1	Arcane Mace		①	Kalispi's Venom	✓
	Elven Boots	✓	1	Arcane Staff	✓		Kathorn Crystal	✓
	Emerald Necklace	✓	1	Arcane Sword		④,20(x2)	Light Fatigue Restore	✓
	Emerald Ring	✓	10	Axe of Strength		①	Liquid of Skin Thick.	✓
10	Enchanted War Boots		10	Bow of Terror		①	Morgana's Tears	✓
	Fated Ring	✓		Charmed Dagger	✓	①	Potion of Haste	✓
9	Geleam's Helm			Charmed Staff	✓		All Rough-Cut Gems	✓
9	Helm of Light		10	Crushing Hammer			Ruby	✓
10	Lt-Fingered Gauntlets		10	Dagger of Speed			Sapphire	✓
	Magick Ring	✓	10	Elven Hunter's Bow			Star Ruby	✓
13	Magick Robes	✓	10	Filament Sword			Star Sapphire	✓
	Magick Robes (sm)	✓	10	Inferno Hammer			Volar's Wisp Essence	✓
	Magick TC	✓	10	Mage's Dagger			Wisp Essence	✓

Herbalist

LOCATIONS

Shrouded Hills	Gaylin
Tarant	77 Kensington Broadway: Anna's Herbs
Black Root	Therical Herbs
Caladon	Whytechurch Landing: Rosemary's Therapeutic Tinctures
Ashbury	14 Harbor View: Peony's Fyne Herbs
Wheel Clan	Herbalist

HAVE IT?	ITEM	BUY IT?
<i>Armour & Clothing</i>		
	Diamond Necklace	✓
	Diamond Ring	✓
	Emerald Necklace	✓
	Emerald Ring	✓
	Mithril Ring	✓
	Ruby Necklace	✓
	Ruby Ring	✓
	Sapphire Necklace	✓
	Sapphire Ring	✓
	Silver Ring	✓
	Wooden Ring	✓

Schematics

20	Fortifier	
20	Fuel	
20	Invigorator	
20	Miracle Cure	

Other Items

	Absinthe	✓
①	Bandages	
66	Big Chief Snake Oil	
66	Bread	
66	Brewer's Yeast	

HAVE IT?	ITEM	BUY IT?
	Chateau de Be'ron	
	Brandy	✓
	Chest of Gold	✓
66	Coca Leaves	✓
	Diamond	✓
66	Doolittle's Glyceride	
66	Dragon Cologne	
	Earl Grey Tea	✓
66	Electrolyte Solution	
	Emerald	✓
66	Famous Blood Pills	
50(x4)	Fatigue Restorer	✓
66	Ginka Root	✓
50(x5)	Healing Salve	✓
66	Kadura Stem	✓
	Kathorn Crystal	✓
66	Lingham's Belladonna	✓
40	Migraine Cure	
66	Morning Star Perfume	
66	Mushrooms	
66	Nerve Pills	
66	Nimm's Phosph. Tinct.	
	Passion Root	✓
66	Pete's Carbolic Acid	
66	Poppy Flowers	✓

HAVE IT?	ITEM	BUY IT?
66	Quinine	
50	Restore Life	
50	Rheumatism Cure	
	Rough-Cut Diamond	✓
	Rough-Cut Emerald	✓
	Rough-Cut Ruby	✓
	Rough-Cut Sapphire	✓
	Ruby	✓
66	Saltpeter	
	Sapphire	✓
66	Spirit of Camphor	✓
	Star Ruby	✓
	Star Sapphire	✓
66	Sulphur Pills	
50	Tincture of Arnica	
66	Tobacco Leaves	✓
40	Tom's Fertilizer	
66	Varham's Aqua Vitae	
66	Venom	
66	Water	✓
66	Wine	✓
	Witch Hazel Extract	✓
66	Witchbane	✓

Inventor

LOCATIONS

Tarant 77 Kensington Broadway: Geoffrey's Gears and Gadgetry

Black Root Inventor's House

Wheel Clan Inventor's Laboratory

HAVE IT?	ITEM	BUY IT?	HAVE IT?	ITEM	BUY IT?	HAVE IT?	ITEM	BUY IT?
<i>Armour & Clothing</i>			10	Goggled Helmet	✓	80	Looking Glass	✓
	Diamond Necklace	✓	10	Lemon-Potato Chgs.	✓	90	Magnesium	✓
	Diamond Ring	✓	2*	Mech. Arachnid (Poison)		75	Metal Can	✓
	Emerald Necklace	✓	10	Medical Arachnid	✓	50	Metal Casing	✓
	Emerald Ring	✓	10	Tesla Gun	✓	90	Metal Plates	✓
70	Eye Glasses	✓	<i>Other Items</i>			25	Nitroglycerin	✓
	Ruby Necklace	✓		Black Diamond	✓	90	Pocket Watch Parts	✓
	Ruby Ring	✓	75	Bromide	✓	25	Potassium Chloride	✓
	Sapphire Necklace	✓	90	Capacitor	✓		Rough-Cut Diamond	✓
	Sapphire Ring	✓	75	Charcoal	✓		Rough-Cut Emerald	✓
<i>Weapons</i>			90	Clock Parts	✓		Rough-Cut Ruby	✓
80	Large Pipe	✓	75	Compass	✓		Rough-Cut Sapphire	✓
<i>Ammunition</i>			25	Corrosive Acid			Ruby	✓
③	Battery	✓		Diamond	✓	75	Saltpeter	✓
③	Fuel	✓	75	Electrical Coil	✓		Sapphire	✓
<i>Schematics</i>			90	Electrical Harness	✓	90, 75	Small Electrical Parts	✓
				Emerald	✓	10	Small Steam Engine	✓
10	Clockwork Physician	✓	90	Filament	✓	90	Spool of Heavy Wire	✓
	Envenomed Axe	✓	25	Kerosene	✓		Star Ruby	✓
10	Explosive Decoy	✓	90	Large Capacitor	✓		Star Sapphire	✓
10	Flow Disruptor	✓	80	Liquid Soap	✓	75	Stearic Acid	✓
						30	Tesla Coil	✓

* *The Mechanized Arachnid (Poison)* is only available if you have the patch.

Hint!

Don't forget to support your party members with healing, repair and good equipment suited to their skills! You also need to monitor their inventories, to make sure that they're not encumbered and slowing everyone down.

Junk Dealer

✓ A junk dealer buys anything you have to offer (except the most damaged goods).

LOCATIONS

Shrouded Hills Ristezze's Imported Goods
 Tarant (The Boil) Mellin Bungerton's Wagon
 Tarant Junk Dealer
 Black Root Seaside Salvage
 Dernholm Rupert's House of Well-Worn Effects

HAVE IT?	ITEM	HAVE IT?	ITEM	HAVE IT?	ITEM
<i>Weapons</i>		<i>Other Items</i>		70	Metal Clamp
20	Oak Axe Handle	20	Boat Rigging	70	Metal Plates
40	Old Flintlock Pistol	70	Broken Flintlock Pistol	70	Metal Shavings
40	Old Revolver	70	Clock Parts	40	Mnura Coin
70	Railroad Spike	70	Coal	70	Music Box
40	Rusty Axe	50	Engine Muffler	70	Old Gears
40	Rusty Dagger	70	Gun Chassis	70	Pocket Watch Parts
40	Rusty Hammer	70	Iron Ore	80	Rag
40	Rusty Mace	70	Large Gears	70	Revolver Parts
40	Rusty Sword	70,50	Large Spring	70	Sheet Metal
		70	Leather Straps	70	Shovel
		85	Metal Can	70	Small Metal Tube
		50	Metal Casing	70,50	Small Spring
				70	Steel

Hint!

Loot, pillage, plunder. Even if you don't have skills for stealth, lockpicking or pickpocketing, you can rifle through anything that's not locked. Do so. You can improve your economic status greatly by simply taking anything that's not nailed down and selling it in the nearest store. Don't forget the rubbish bins.

Magick

GENERAL MAGICK LOCATIONS

Caladon	13 King's Way: Enchanted Panoply And Mystick Menagerie
Ashbury	The Crooked Staff

LIGHT MAGICK LOCATIONS

Tarant	18 Desaille Terrace: Barach's Magerium
Black Root	Deirdre's Charms And Magickal Potions
Qintarra	Kal-N'Driel

DARK MAGICK LOCATION

Tarant	13 Torry Road: Zeramín's House Of Darke Magick
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HAVE IT?			ITEM	BUY IT?		
Gen	Lt	Dk		Gen	Lt	Dk
<i>Armour & Clothing</i>						
			Amulet of Leadership	✓	✓	✓
			Arcane Ring	✓	✓	✓
			Arcane Robes	✓	✓	✓
			Arcane Robes (sm)	✓	✓	✓
			Arcane TC	✓	✓	✓
			Arcane TC (sm)	✓	✓	✓
			Caladon Elite Guard CM			✓
			Charmed Ring	✓	✓	✓
			Charmed Robes	✓	✓	✓
			Charmed Robes (sm)	✓	✓	✓
			Charmed TC	✓	✓	✓
			Charmed TC (sm)	✓	✓	✓
40			Creep Armour			✓
			Dark Helm			✓
			Decent Gold Ring	✓	✓	✓
			Diamond Necklace	✓	✓	✓
			Diamond Ring	✓	✓	✓
80	40		Dorian Amulet	✓	✓	✓
80	80	80	Dread Armour			
			Elven Boots	✓	✓	
			Emerald Necklace	✓	✓	✓
			Emerald Ring	✓	✓	✓
60	60		Fated Ring	✓	✓	✓
			Lt-Fingered Gauntlets			✓
50	50		Geleam's Helm			
30			Gnomish CM			
			Magick Ring	✓	✓	✓
			Magick Robes	✓	✓	✓
			Magick Robes (sm)	✓	✓	✓
			Magick TC	✓	✓	✓
			Magick TC (sm)	✓	✓	✓
			Medallion	✓	✓	✓
			Medallion of Beauty	✓	✓	✓
			Mithril Ring	✓	✓	✓
			Mystic Ring	✓	✓	✓

HAVE IT?			ITEM	BUY IT?		
Gen	Lt	Dk		Gen	Lt	Dk
			Mystic Robes	✓	✓	✓
			Mystic Robes (sm)	✓	✓	✓
			Mystic TC	✓	✓	✓
			Mystic TC (sm)	✓	✓	✓
10	70		Oiled TL			
			Ring of Protection	✓	✓	✓
①	①		Robes			
20	20		Robes (sm)			
			Ruby Necklace	✓	✓	✓
			Ruby Ring	✓	✓	✓
			Sapphire Necklace	✓	✓	✓
			Sapphire Ring	✓	✓	✓
			Serpentine Necklace	✓	✓	✓
			Shadow Shield		✓	
			Shadowing Robes	✓	✓	
			Silver Ring	✓	✓	✓
70			Venom-Shielded Garment			
10			Venom-Shielded Gar. (lg)			
10			Venom-Shielded Gar. (sm)			
			Wooden Ring	✓	✓	✓

Weapons

			Arcane Dagger	✓	✓	
			Arcane Staff	✓	✓	✓
30			Bow of Terror			✓
			Caladon Elite Sword			✓
			Charmed Dagger	✓	✓	
			Charmed Staff	✓	✓	✓
50			Dagger of Speed			
90	70		Fine Steel Dagger			
30			Inferno Hammer			
30	70	50	Mage's Dagger			
33	55	50	Mage's Staff	✓	✓	
			Magick Dagger	✓	✓	
			Magick Staff	✓	✓	✓
			Mystic Dagger	✓	✓	

HAVE IT?			ITEM	BUY IT?		
Gen	Lt	Dk		Gen	Lt	Dk
			Mystic Staff	✓	✓	✓
80	①	80	Quality Staff	✓	✓	
		30	Reaper's Axe			✓
33	40	70	Shaman's Staff	✓	✓	
①			Staff			
33	55	60	Staff of Healing	✓	✓	
		30	Sword of Sickness			✓

Scrolls

22			Agility of Fire	✓	✓	✓
			Blur Sight	✓	✓	✓
22			Body of Air	✓	✓	✓
	25		Body of Fire	✓	✓	✓
22			Body of Stone	✓	✓	✓
22			Body of Water	✓	✓	✓
	25		Bolt of Lightning	✓	✓	✓
			Bonds of Magick	✓	✓	✓
10			Call Air Elem.	✓	✓	✓
10			Call Earth Elem.	✓	✓	✓
	10		Call Fire Elem.	✓	✓	✓
			Call Fog	✓	✓	✓
	10		Call Water Elem.	✓	✓	✓
10	25		Call Winds	✓	✓	✓
22			Charm	✓	✓	✓
	22		Charm Beast	✓	✓	✓
			Congel Time	✓	✓	✓
	25		Conjure Spirit	✓	✓	✓
	20		Control Beast	✓	✓	✓
	25		Create Undead	✓	✓	✓
	25		Disarm	✓	✓	✓
	5		Disintegrate	✓	✓	✓
			Disperse Magick	✓	✓	✓
①,20(x2),10 (Gen)						
①,20(x3) (Lt)						
	①,20(x2) (Dk)		Divine Magick	✓	✓	✓
	25		Dominate Will	✓	✓	✓
10	22		Drain Will	✓	✓	✓
			Dweomer Shield	✓	✓	✓
			Entangle	✓	✓	✓
①,50(x2) (Gen)						
①,50(x2) (Lt)						
	①,50(x2) (Dk)		Exiting	✓	✓	✓
	10		Familiar	✓	✓	✓
10	20		Fireflash	✓	✓	✓
	22		Flash	✓	✓	✓
10	22		Flesh to Stone	✓	✓	✓
			Guardian Ogre	✓	✓	✓
			Halt Poison	✓	✓	✓
			Hardened Hands	✓	✓	✓
			Harm	✓	✓	✓
	22		Hasten	✓	✓	✓
	15		Hellgate	✓	✓	✓

HAVE IT?			ITEM	BUY IT?		
Gen	Lt	Dk		Gen	Lt	Dk
			Illuminate	✓	✓	✓
	10		Invisibility	✓	✓	✓
22			Jolt	✓	✓	✓
			Kerghan's Attack	✓	✓	✓
			Kerghan's Death	✓	✓	✓
			Magelock	✓	✓	✓
	22		Major Healing	✓	✓	✓
			Med Spider Heal	✓	✓	✓
			Minor Healing	✓	✓	✓
10	25		Nightmare	✓	✓	✓
			Orcish Champion	✓	✓	✓
	25		Phantasmal Fiend	✓	✓	✓
			Plague of Insects	✓	✓	✓
	22		Poison Vapours	✓	✓	✓
	10		Polymorph	✓	✓	✓
22			Purity of Water	✓	✓	✓
			Quench Life	✓	✓	✓
22			Read Aura	✓	✓	✓
			Reflection Shield	✓	✓	✓
	22		Regenerate	✓	✓	✓
10	22		Resist Magick	✓	✓	✓
①,50,10 (Gen)						
②,50,10 (Lt)						
	①,10 (Dk)		Resurrect	✓	✓	✓
	15		Sanctuary	✓	✓	✓
22			See Contents	✓	✓	✓
22			Sense Alignment	✓	✓	✓
	22		Sense Invisible/Traps	✓	✓	✓
			Shield of Protection	✓	✓	✓
10	25		Shrink	✓	✓	✓
	25		Spatial Distortion	✓	✓	✓
10	22		Squall of Ice	✓	✓	✓
			Stasis	✓	✓	✓
10	22		Stone Throw	✓	✓	✓
			Strength of Earth	✓	✓	✓
10	22		Stun	✓	✓	✓
	22		Succour Beast	✓	✓	✓
	25		Summon Undead	✓	✓	✓
10	10		Teleportation	✓	✓	✓
	10		Tempus Fugit	✓	✓	✓
22			Unlocking Cantrip	✓	✓	✓
	25		Unseen Force	✓	✓	✓
22			Vitality of Air	✓	✓	✓
10(x2) (Gen)						
	25 (Dk)		Wall of Fire	✓	✓	✓
			Wall of Force	✓	✓	✓
			Wall of Stone	✓	✓	✓
			Weaken	✓	✓	✓

Merchants: Magick, Smithy

HAVE IT?			ITEM	BUY IT?		
Gen	Lt	Dk		Gen	Lt	Dk
<i>Other Items</i>						
			Black Diamond	✓	✓	✓
			Diamond	✓	✓	✓
			Emerald	✓	✓	✓
①			Essence of Intellect	✓	✓	
70(x2)	(Lt)					
80(x2)	(Dk)		Fatigue Slower	✓	✓	
①	(Gen)					
70(x4)	(Lt)					
70(x3)	(Dk)		Greater Fatigue Restore	✓	✓	
①	(Gen)					
70(x3)	(Lt)					
70(x3)	(Dk)		Greater Healing	✓	✓	
④,50(x4)	(Gen)					
③	(Lt)					
③	(Dk)		Heal Lesser Wounds	✓	✓	
①,50	(Gen)		Heal Poison	✓	✓	
			Heartstone	✓	✓	✓
			Jade Wizard Statuette	✓	✓	
①			Kalispī's Venom	✓	✓	

HAVE IT?			ITEM	BUY IT?		
Gen	Lt	Dk		Gen	Lt	Dk
			Kathorn Crystal	✓	✓	✓
			Li'tani	✓		
⑤,70(x3)	(Gen)					
⑥	(Lt)					
⑥	(Dk)		Light Fatigue Restore	✓	✓	
①			Liquid of Skin Thick.	✓	✓	
70(x3)			Morgana's Tears	✓	✓	
60(x2)	(Lt)					
70(x2)	(Dk)		Potion of Haste	✓	✓	
			Rough-Cut Diamond	✓	✓	✓
			Rough-Cut Emerald	✓	✓	✓
			Rough-Cut Ruby	✓	✓	✓
			Rough-Cut Sapphire	✓	✓	✓
			Ruby	✓	✓	✓
			Sapphire	✓	✓	✓
			Star Ruby	✓	✓	✓
			Star Sapphire	✓	✓	✓
			Volar's Wisp Essence	✓	✓	✓
			Wisp Essence	✓	✓	✓

Smithy

RURAL SMITH LOCATIONS

Shrouded Hills	Gurloes' Metalworkings
Black Root	The Steadfast Anvil
Roseborough	Buckner's Smithy
Dernholm	Wallow's Quality Armour
Stillwater	The Falling Hammer

QUALITY SMITH LOCATIONS

Tarant	63 Grimson Way:
	Wallow's Quality Armour
Ashbury	Ashbury Premium Armature

MAGICK SMITH LOCATION

Tarant	23 Desaille Terrace:
	Xe'Rad's Magick Armoury
Caladon	13 King's Way: Enchanted Panoply

DWARVEN SMITH LOCATION

Caladon	15 King's Way:
	Caladon Fyne Armours

WHEEL CLAN SMITH LOCATION

Armourer*

HAVE IT?			ITEM	BUY IT?		
Rr	Mg	Ql		Rr	Mg	Ql
<i>Armour & Clothing</i>						
			Amulet of Leadership	✓	✓	✓
			Arcane CM	✓	✓	
			Arcane CM (sm)	✓	✓	
			Arcane Gauntlets	✓	✓	
			Arcane Helmet	✓	✓	
			Arcane LA	✓	✓	
			Arcane LA (lg)	✓	✓	
			Arcane LA (sm)	✓	✓	

HAVE IT?			ITEM	BUY IT?		
Rr	Mg	Ql		Rr	Mg	Ql
			Arcane PM	✓	✓	
			Arcane PM (sm)	✓	✓	
			Arcane Ring	✓	✓	
			Arcane Shield	✓	✓	
			Basic Mach. Plate	✓		
			Bas. Mach. PM (sm)			✓
70	50		Basic PM	✓	✓	
			Basic PM (lg)	✓	✓	
			Basic PM (sm)			✓

* The Wheel Clan smithy will only buy from you if you have the patch.

HAVE IT?					ITEM	BUY IT?				
Rr	Mg	Ql	Dw	Wc		Rr	Mg	Ql	Dw	Wc
70					Battered Wooden Shield					
					Bronze Barbarian Clothes	✓			✓	✓
50					Bronzed Plate	✓			✓	
					Bronzed Plate (lg)	✓			✓	
					Bronzed Plate (sm)	✓			✓	✓
70	70	60	80	80	Chain Gloves	✓	✓	✓	✓	✓
70	60	50			CM (Chainmail)	✓			✓	
10	10	10			CM (sm)	✓			✓	✓
					Charmed CM	✓	✓			
					Charmed CM (sm)	✓			✓	
					Charmed Gauntlets	✓	✓			
					Charmed Helmet	✓	✓			
					Charmed LA	✓	✓			
					Charmed LA (lg)	✓	✓			
					Charmed LA (sm)	✓	✓			
					Charmed PM	✓			✓	
					Charmed PM (sm)	✓	✓			
					Charmed Ring	✓	✓	✓	✓	✓
					Charmed Shield	✓	✓			
90	70			5	Copper Ring	✓			✓	✓
					Dark Barbarian Clothes	✓			✓	✓
					Dark Barb. Armor (sm)	✓				
					Decent Gold Ring	✓	✓	✓	✓	✓
70					Dented Iron Shield				✓	✓
					Diamond Necklace	✓	✓	✓	✓	✓
					Diamond Ring	✓	✓	✓	✓	✓
					Dorian Amulet				✓	✓
	80				Dragon Skin Leather					
70	80				Dread Armour	✓				
					Dread Armour (sm)	✓				
2	5	5	90	90	Dwarven CM	✓			✓	✓
			90	90	Dwarven PM	✓			✓	✓
					Elite Plate	✓			✓	
					Elite Plate (lg)	✓			✓	
					Elite Plate (sm)	✓			✓	✓
	60				Elven Boots					
	60				Elven CM	✓	✓			
					Emerald Necklace	✓	✓	✓	✓	✓
					Emerald Ring	✓	✓	✓	✓	✓
	70				Enchanted War Boots	✓	✓			
					Fancy Ring				✓	✓
					Fated Ring	✓	✓	✓	✓	✓
20	70	70	60	60	Fine Helmet	✓	✓	✓	✓	✓
	70				Fine Stout Boots				✓	✓
70	70	60			Gauntlets				✓	✓
	20				Geleam's Helm	✓	✓			
					Gilbert Bates Ring				✓	✓
					Gloves of Dexterity	✓	✓			
	30				Gnomish CM	✓	✓			
①	①	①			Great Helm	✓			✓	✓
					Guard CM				✓	
10					Guard Leather (lg)					

HAVE IT?					ITEM	BUY IT?				
Rr	Mg	Ql	Dw	Wc		Rr	Mg	Ql	Dw	Wc
					Guard Plate					✓
80	70				Helmet					✓
	80				Helm of Light	✓			✓	
	70	60	60		Kite Shield	✓			✓	✓
80					LA (Leather Armour)	✓			✓	
10	10				LA (lg)	✓			✓	
15					LA (sm)	✓			✓	✓
90					Leather Gloves	✓			✓	✓
	80				Lt-Fingered Gauntlets					
					Machined Gauntlets	✓			✓	✓
					Machined PM	✓			✓	
					Machined PM (sm)	✓			✓	✓
					Magick CM	✓	✓			
					Magick CM (sm)	✓	✓			
					Magick Gauntlets	✓	✓			
					Magick Helmet	✓	✓			
					Magick LA	✓	✓			
					Magick LA (lg)	✓	✓			
					Magick LA (sm)	✓	✓			
					Magick PM	✓	✓			
					Magick PM (sm)	✓	✓			
					Magick Ring	✓			✓	✓
					Magick Shield	✓	✓			
					Medallion	✓	✓	✓	✓	✓
					Medallion of Beauty	✓	✓	✓		
	70				Metal Boots				✓	✓
	50				Minute PM of Regen.	✓	✓			
1					Mithril CM					
1					Mithril CM (sm)	✓	✓			
					Mithril PM	✓	✓			
					Mithril PM (lg)	✓				
					Mithril Ring	✓	✓	✓	✓	✓
					Moloch. Hand Amulet	✓	✓	✓		
					Mystic CM	✓	✓			
					Mystic CM (sm)	✓	✓			
					Mystic Gauntlets	✓	✓			
					Mystic Helmet	✓	✓			
					Mystic LA	✓	✓			
					Mystic LA (lg)	✓	✓			
					Mystic LA (sm)	✓	✓			
					Mystic PM	✓	✓			
					Mystic PM (sm)	✓	✓			
					Mystic Ring	✓	✓	✓	✓	
					Mystic Shield	✓	✓			
	60				Oiled CM					
	10				Oiled CM (sm)	✓			✓	✓
					Oiled TL (lg)	✓				
					Oiled TL (sm)	✓				
	70	60	60		Pig Face Basset	✓			✓	✓
					Qintarra CM	✓	✓			
	60	70	60	60	Quality Iron Shield	✓	✓	✓	✓	✓
					Red Barbarian Clothes				✓	

HAVE IT?					ITEM	BUY IT?				
Rr	Mg	Ql	Dw	Wc		Rr	Mg	Ql	Dw	Wc
					Regen. Jacket (sm)			✓	✓	
					Ring of Protection	✓	✓	✓	✓	✓
					Ruby Necklace	✓	✓	✓	✓	✓
					Ruby Ring	✓	✓	✓	✓	✓
					Sapphire Necklace	✓	✓	✓	✓	✓
					Sapphire Ring	✓	✓	✓	✓	✓
					Serpentine Necklace	✓	✓	✓		
70					Shadow Shield					
80					Shield of Force	✓	✓			
					Silver Ring	✓	✓	✓	✓	✓
80	60	70			Studded Leather	✓	✓			
5	5	5			Studded Leather (lg)	✓	✓			
15	10	10			Studded Leather (sm)	✓		✓	✓	
					Ven. Pad. Leath. Gloves	✓		✓	✓	✓
					Ven. War Gauntlets	✓		✓	✓	✓
70	60	80	80		War Gauntlets	✓		✓	✓	✓
					Wooden Ring	✓	✓	✓	✓	✓
					Wooden Shield	✓		✓	✓	✓
10					Wool Jacket (lg)					

Weapons

					Aerial Decapitator	✓		✓	✓	✓
					Arcane Axe	✓	✓			
					Arcane Bow	✓	✓			
					Arcane Dagger	✓	✓			
					Arcane Great Sword	✓	✓			
					Arcane Mace	✓	✓			
					Arcane Staff	✓	✓			
					Arcane Sword	✓	✓			
80	80				Axe	✓		✓	✓	✓
10	70				Axe of Strength	✓	✓			
					Azram's Star	✓	✓			
					Balanced Boomerang	✓		✓	✓	✓
		80	80		Barbarian's Heavy Blade	✓	✓	✓	✓	✓
5	80				Bladed Boomerang	✓		✓	✓	✓
					Bone Dagger	✓				
					Boomerang	✓		✓	✓	✓
80					Bow	✓		✓	✓	✓
	20				Bow of Terror					
80	70				Broadsword	✓		✓	✓	✓
70	70				Caladon Elite Sword					
80					Chakram	✓	✓			
					Charmed Axe	✓	✓			
					Charmed Bow	✓	✓			
					Charmed Dagger	✓	✓			
					Charmed Great Sword	✓	✓			
					Charmed Mace	✓	✓			
					Charmed Staff	✓	✓			
					Charmed Sword	✓	✓			
70		80	80		Claymore	✓		✓	✓	✓
70					Compound Bow					
10	70				Crushing Hammer	✓	✓			

HAVE IT?					ITEM	BUY IT?				
Rr	Mg	Ql	Dw	Wc		Rr	Mg	Ql	Dw	Wc
80					Dagger	✓		✓	✓	✓
10	70				Dagger of Speed	✓	✓			
	20				Elven Hunter's Bow	✓	✓			
10	20				Enchanted Sword					
20					Envenomed Sword					
30	70				Falchion	✓		✓	✓	✓
	50	50			Feather-Weight Axe					
					Filament Sword	✓	✓			
60	70	70	90	90	Fine Steel Dagger	✓	✓	✓	✓	✓
					Finely Crafted Dagger	✓	✓	✓	✓	✓
70					Flamberge	✓		✓	✓	✓
80					Flintlock Pistol					
80	50				Hammer	✓		✓	✓	✓
80					Hunting Rifle					
10	20				Inferno Hammer	✓	✓			
70					Katana	✓	✓	✓	✓	✓
					Kite Sword	✓				
					Long Bow	✓		✓	✓	✓
80	50				Mace	✓		✓	✓	✓
					Machined Hammer	✓		✓	✓	✓
70					Mage's Dagger	✓	✓			
					Magick Axe	✓	✓			
					Magick Bow	✓	✓			
					Magick Dagger	✓	✓			
					Magick Great Sword	✓	✓			
					Magick Mace	✓	✓			
					Magick Staff	✓	✓			
					Magick Sword	✓	✓			
					Mystic Axe	✓	✓			
					Mystic Bow	✓	✓			
					Mystic Dagger	✓	✓			
					Mystic Great Sword	✓	✓			
					Mystic Mace	✓	✓			
					Mystic Staff	✓	✓			
					Mystic Sword	✓	✓			
					Mystical Chakram	✓	✓			
10		5	5		Oak Axe Handle	✓				
60	70	80	80		Quality Axe	✓	✓	✓	✓	✓
50	70				Quality Broadsword	✓	✓	✓	✓	✓
50	70	80	80		Quality Hammer	✓	✓	✓	✓	✓
50	70	80	80		Quality Mace	✓	✓	✓	✓	✓
					Quality Staff	✓				
60	70	70	90	90	Quality Sword	✓	✓	✓	✓	✓
70					Rapier	✓		✓	✓	✓
20					Reaper's Axe	✓				
					Rusty Hammer			✓	✓	✓
70	70				Scimitar	✓	✓	✓	✓	✓
80					Serrated Chakram	✓	✓			
					Short Bow	✓		✓	✓	✓
70					Short Sword	✓		✓	✓	✓
					Staff	✓				
70					Stillwater Blade	✓	✓			

HAVE IT?					ITEM	BUY IT?				
Rr	Mg	Ql	Dw	Wc		Rr	Mg	Ql	Dw	Wc
80		70			Sword	✓		✓	✓	✓
		70			Sword of Air	✓	✓			
10		70			Sword of Defense					
		20			Sword of Sickness					
	70				Throwing Dagger			✓	✓	✓
					Void Sword	✓	✓	✓	✓	✓

Ammunition

⑥ ⑦ ⑩ ⑤	Arrow
⑥ ②	Bullet
80(x3) (Dw)	
10(x3) (Dw)	Fuel

Schematics

5	5	Blade Launcher
5	5	Charged Sword
5	5	Compound Bow
5	5	Electro Armor
10		Envenomed Axe
5	5	Envenomed Bow
5	5	Envenomed Sword
5	5	Miner's Helmet
5	10	Pyrotechnic Axe

HAVE IT?					ITEM	BUY IT?				
Rr	Mg	Ql	Dw	WC		Rr	Mg	Ql	Dw	WC
<i>Other Items</i>										
				15	Black Diamond	✓	✓	✓	✓	✓
				15	Diamond	✓	✓	✓	✓	✓
		40	40		Dwarven Ore	✓	✓	✓	✓	✓
				35	Emerald	✓	✓	✓	✓	✓
80	70		40	40	Fine Hilt and Guard	✓	✓	✓	✓	✓
					Heartstone	✓	✓			
80	70		40	40	Iron Ore	✓	✓	✓	✓	✓
					Kathorn Crystal	✓	✓	✓	✓	✓
80					Leather Straps					
					Metal Plates		✓	✓	✓	✓
80					Metal Shavings					
	①,40	(wc)			Mithril Ore	✓	✓	✓	✓	✓
					Oak Axe Handle		✓	✓	✓	✓
		40	40		Pure Ore	✓	✓	✓	✓	✓
		85	85		Refined Dwarven Steel	✓	✓	✓	✓	✓
					Rough-Cut Diamond	✓	✓	✓	✓	✓
					Rough-Cut Emerald	✓	✓	✓	✓	✓
					Rough-Cut Ruby	✓	✓	✓	✓	✓
					Rough-Cut Sapphire	✓	✓	✓	✓	✓
			25		Ruby	✓	✓	✓	✓	✓
			15		Sapphire	✓	✓	✓	✓	✓
	70		40	40	Sheet Metal	✓	✓	✓	✓	✓
					Smithy Manuals		✓	✓	✓	✓
		40	40		Spool of Heavy Wire	✓	✓	✓	✓	✓
				15	Star Ruby	✓	✓	✓	✓	✓
				15	Star Sapphire	✓	✓	✓	✓	✓
		40	40		Steel	✓	✓	✓	✓	✓

Hint!

When you're trying to persuade someone to do something for you, try to think of what that person would need to hear in order to be convinced of what you're telling them. Telling the truth may make you more good, but it won't always get you what you want!

Tailor

CITY TAILOR LOCATIONS

Tarant 85 Kensington Broadway: Thurston's Fashion Place
 Ashbury Fenwick's Fine Clothing And Accouterments

RURAL TAILOR LOCATION

Black Root The Dancing Needle

HAVE IT?		ITEM	BUY IT?	
City	Rural		City	Rural
Armour & Clothing				
70	80	Decent Gold Ring	✓	✓
		Diamond Necklace	✓	✓
		Diamond Ring	✓	✓
10		Elegant Dress*		
		Emerald Necklace	✓	✓
		Emerald Ring	✓	✓
70		Fancy Ring	✓	✓
20		Heavy Rags	✓	✓
20	90	Heavy Wool Clothes	✓	✓
	10	Heavy Wool Clothes (lg)		✓
	90	Jacket		✓
	20	Jacket (sm)		✓
90		Ladies Fancy Boots	✓	✓
80		Leather Gloves	✓	✓
33		Magick Robes	✓	✓
60		Manservants Clothes (sm)	✓	✓
90		Manservants Uniform (lg)	✓	✓
70	80	Medallion	✓	✓
		Medallion of Beauty	✓	✓
		Mithril Ring	✓	✓
90		Nice Suit	✓	✓
20		Nice Suit (lg)	✓	✓
90		Nice Suit (sm)	✓	✓
80		Plain Dress	✓	✓
		Ring of Protection	✓	✓
20	70	Robes	✓	✓
10	20	Robes (sm)	✓	✓
80		Ruby Necklace	✓	✓
70		Ruby Ring	✓	✓
	90	Rustic Dress		✓

HAVE IT?		ITEM	BUY IT?	
City	Rural		City	Rural
90		Rustic Finery		✓
10		Rustic Finery (lg)		✓
20		Rustic Finery (sm)		✓
		Sapphire Necklace	✓	✓
		Sapphire Ring	✓	✓
		Servant's Dress	✓	✓
		Servants Clothes	✓	✓
90		Shoes	✓	✓
		Silver Ring	✓	✓
90,10		Smoking Jacket	✓	✓
10		"Sunday's Best" Dress*		
90		Smoking Jacket (sm)	✓	✓
90		Top Hat	✓	✓
		Wooden Ring	✓	✓
80		Wool Jacket	✓	✓
20		Wool Jacket (sm)		✓
80		Worn Boots		✓
80		Worn Ladies Boots		✓
80		Worn Shoes		✓

Other Items

		Diamond	✓	✓
80		Dragon Cologne	✓	✓
		Emerald	✓	✓
		Kathorn Crystal	✓	✓
80		Morning Star Perfume	✓	✓
80		Pocket Watch	✓	✓
		Ruby	✓	✓
		Sapphire	✓	✓
		Star Ruby	✓	✓
		Star Sapphire	✓	✓

* City Tailors have Elegant and "Sunday's Best" Dresses only in the patch.

CREATURES

No matter how careful you are, or how good a diplomat you might be, sooner or later you're going to have to face critters on their own turf. Knowing what they are resistant to, and what they can do to you, is invaluable in planning the most effective attack possible.

You can do a called shot (page 60 in the Manual) on any creature. When the body part is not available (such as an arm shot on a snake), you can still *do* a called shot by holding down the appropriate key and attacking. You will get a minus to hit, but a bonus to critical if you hit. The critical will do extra damage, even if it cannot damage the arm of a snake.

Biped: Head, Arm or Leg
 Quadruped: Head, Arm and Leg called shots are identical
 Amorphous: No called shots

Insect: Head, Arm or Leg
 Snake: Head
 Avian: Head or Leg

Common

APISH SHAMAN

Level 15
 Hit Points 58
 Normal Damage 5-15
 Spell Entangle
 Spell Charm Beast
 Spell Control Beast
 Spell Succour Beast
 Spell Regenerate



Damage Resist 50
 Fire Resist 50
 Electrical Resist 50
 Poison Resist 50
 ST (15) DX (7) CN (10) BE (3) IN (12) WP (20) CH (6) PE (10)

ARACHNID, MECHANIZED

Level 20
 Hit Points 60-80
 Normal Damage 5-15
 Damage Resist 30
 Fire Resist 40
 Electrical Resist 10
 Poison/Magick Resist 100/80
 Tech Points 70
 Category Insect
 ST (13) DX (18) CN (12) BE (6) IN (7) WP (18) CH (3) PE (12)



ARACHNID, MECHANIZED (MEDICAL)

Level 25
 Hit Points 60-100
 Normal Damage 1-8
 Damage Resist 30
 Fire Resist 40
 Electrical Resist 10
 Poison/Magick Resist 100/80
 Tech Points 70
 Category Insect
 ST (13) DX (18) CN (12) BE (6) IN (7) WP (18) CH (3) PE (12)

ARACHNID, MECHANIZED (POISON)

Level 25
 Hit Points 60-80
 Normal Damage 5-10
 Poison Damage 5-15
 Damage Resist 30
 Fire Resist 40
 Electrical Resist 10
 Poison/Magick Resist 100/80
 Tech Points 70
 Category Insect
 ST (13) DX (18) CN (12) BE (6) IN (7) WP (18) CH (3) PE (12)

ARACHNID, MOLTEN

Level 15
 Hit Points 58
 Normal Damage 7-15
 Fire Damage 10-15
 Spell Agility of Fire
 Spell Wall of Fire
 Spell Fireflash
 Fire Resist 90
 Alignment -300
 Category Insect
 ST (9) DX (14) CN (7) BE (2) IN (6) WP (19) CH (2) PE (17)



ARACHNIX

Level 12
 HP 50
 Normal Damage 3-8
 Damage Resist 20
 Fire Resist 20
 Electrical Resist 20
 Poison/Magick Resist 20/10
 Alignment -400
 Category Insect
 ST (10) DX (13) CN (9) BE (2) IN (3) WP (2) CH (1) PE (12)



ARACHNIX, CHILD

Level 8
 HP 38
 Normal Damage 3-8
 Damage Resist 20
 Fire Resist 20
 Electrical Resist 20
 Poison/Magick Resist 20/10
 Alignment -400
 Category Insect
 ST (8) DX (11) CN (8) BE (2) IN (3) WP (2) CH (1) PE (10)

ARACHNIX, MOTHER

Level 15
 HP 60
 Normal Damage 10-15
 Damage Resist 40
 Fire Resist 40
 Electrical Resist 40
 Poison Resist 40
 Magick Resist 15
 Alignment -450
 ST (12) DX (15) CN (12) BE (2) IN (3) WP (2) CH (1) PE (12)

AUTOMATON

Level 30
 Hit Points 100
 Normal Damage 10-30
 Damage Resist 50
 Fire Resist 50
 Electrical Resist 10
 Poison Resist 100
 Magick Resist 90
 Tech Points 80
 ST (20) DX (13) CN (19) BE (5) IN (7) WP (2) CH (1) PE (14)



BEAR, GRIZZLY

Level 15
 Hit Points 58
 Normal Damage 15-25
 Damage Resist 30
 Fire Resist 30
 Electrical Resist 30
 Poison Resist 30
 Magick Resist 10
 Category Quadruped
 ST (14) DX (10) CN (16) BE (8) IN (5) WP (8) CH (3) PE (11)



BEAR, GRIZZLY CUB

Level 7
 Hit Points 58
 Normal Damage 4-8
 Damage Resist 20
 Fire Resist 20
 Electrical Resist 20
 Poison Resist 20
 Magick Resist 5
 Category Quadruped
 ST (8) DX (5) CN (6) BE (17) IN (4) WP (5) CH (14) PE (6)

BEAR, ANCIENT

Level 30
 Hit Points 102
 Normal Damage 25-35
 Spell Entangle
 Spell Charm Beast
 Spell Control Beast
 Spell Succour Beast
 Spell Regenerate
 Damage Resist 30
 Fire Resist 30
 Electrical Resist 30
 Poison Resist 30
 Magick Resist 55
 Category Quadruped
 ST (20) DX (17) CN (17) BE (18) IN (14) WP (19) CH (8) PE (16)

BEAR, BLACK

Level 6
 Hit Points 34
 Normal Damage 5-10
 Damage Resist 10
 Fire Resist 10
 Electrical Resist 10
 Poison Resist 10
 Magick Resist 10
 Category Quadruped
 ST (12) DX (6) CN (8) BE (9) IN (4) WP (4) CH (9) PE (8)

BEAR, BLACK CUB

Level 3
 Hit Points 34
 Normal Damage 1-3
 Damage Resist 20
 Fire Resist 20
 Electrical Resist 20
 Poison Resist 20
 Magick Resist 5
 Category Quadruped
 ST (6) DX (3) CN (4) BE (16) IN (3) WP (4) CH (15) PE (4)

BEAR, GOLDEN

Level 20
 Hit Points 68
 Normal Damage 20-30
 Damage Resist 40
 Fire Resist 40
 Electrical Resist 40
 Poison Resist 40
 Magick Resist 10
 Category Quadruped
 ST (17) DX (12) CN (12) BE (19) IN (4) WP (5) CH (14) PE (14)



BEAR, GOLDEN CUB

Level 10
 Hit Points 68
 Normal Damage 5-10
 Damage Resist 20
 Fire Resist 20
 Electrical Resist 20
 Poison Resist 20
 Magick Resist 5
 Category Quadruped
 ST (10) DX (6) CN (7) BE (19) IN (4) WP (5) CH (14) PE (7)

BEAR, POLAR

Level 10
 Hit Points 48
 Normal Damage 10-20
 Damage Resist 20
 Fire Resist 20
 Electrical Resist 20
 Poison Resist 20
 Magick Resist 10
 Category Quadruped
 ST (14) DX (8) CN (10) BE (12) IN (4) WP (5) CH (9) PE (10)

BEAR, POLAR CUB

Level 5
 Hit Points 48
 Normal Damage 3-6
 Damage Resist 20
 Fire Resist 20
 Electrical Resist 20
 Poison Resist 20
 Magick Resist 5
 Category Quadruped
 ST (7) DX (4) CN (5) BE (17) IN (4) WP (5) CH (14) PE (5)

BERSERKER

Level 17
 HP 81
 Normal Damage 10-20
 Damage Resist 65
 Fire Resist 25
 Electrical Resist 25
 Poison Resist 25
 Magick Resist 10
 Alignment -600
 ST (17) DX (15) CN (10) BE (2) IN (8) WP (9) CH (5) PE (9)



BLACK DEFILER SLAVE

Level 15
HP 77
Normal Damage 3-10
Spell Harm
Spell Plague of Insects
Damage Resist 50
Electrical Resist 50
Poison/Magick Resist 50/50
Alignment -400
ST (14) DX (15) CN (12) BE (3) IN (7) WP (15) CH (3) PE (13)



BLOOD SPIRIT

Level 20
HP 84
Normal Damage 20-30
Spell Call Fire Elemental
Damage Resist 65
Fire Resist 50
Electrical Resist 10
Poison/Magick Resist 10/10
Alignment -600
Magick Points 40
ST (11) DX (15) CN (12) BE (2) IN (8) WP (18) CH (5) PE (8)



BLUDGEONER

Level 30
HP 112
Normal Damage 20-50
Damage Resist 85
Fire Resist 10
Electrical Resist 10
Poison Resist 10
Magick Resist 10
Alignment -600
ST (20) DX (19) CN (17) BE (2) IN (8) WP (8) CH (5) PE (7)



BOAR, GREATER

Level 4
HP 27
Normal Damage 2-8
Damage Resist 20
Fire Resist 20
Electrical Resist 20
Poison Resist 20
Magick Resist 0
Alignment 0
Category Quadruped
ST (6) DX (5) CN (4) BE (3) IN (4) WP (3) CH (3) PE (6)



BOAR, LESSER

Level 2
HP 21
Normal Damage 1-4
Damage Resist 20
Fire Resist 20
Electrical Resist 20
Poison Resist 20
Magick Resist 0
Alignment 0
Category Quadruped
ST (5) DX (4) CN (3) BE (3) IN (4) WP (3) CH (3) PE (6)



BONE BUTCHER

Level 15
HP 63
Normal Damage 12-18
Damage Resist 30
Fire Resist 30
Electrical Resist 30
Poison Resist 30
Magick Resist 30
Alignment -150
ST (12) DX (13) CN (10) BE (2) IN (5) WP (5) CH (2) PE (11)



BRUTE FANG

Level 20
Hit Points 68
Normal Damage 30-40
Damage Resist 25
Alignment -100
Category Quadruped
ST (18) DX (15) CN (13) BE (5)
IN (5) WP (7) CH (3) PE (9)



BUNNY

Level 1
Hit Points 30
Normal Damage 1-2
Alignment 100
Category Quadruped
ST (3) DX (17) CN (5) BE (14)
IN (7) WP (8) CH (4) PE (15)



CHICKEN

Level 1
Hit Points 10
Normal Damage 1-2
Alignment 100
ST (3) DX (15) CN (3) BE (4)
IN (1) WP (3) CH (2) PE (8)



COUGAR

Level 4
Hit Points 30
Normal Damage 3-6
Alignment 0
Category Quadruped
ST (8) DX (14) CN (9) BE (9)
IN (5) WP (6) CH (2) PE (13)



COW

Level 1
Hit Points 30
Normal Damage 1-2
Alignment 100
Category Quadruped
ST (16) DX (4) CN (6) BE (5)
IN (6) WP (5) CH (2) PE (4)



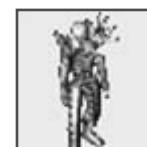
CURSED PALADIN

Level 15
HP 76
Normal Damage 15-20
Spell Resurrect
Damage Resist 60
Fire Resist 30
Electrical Resist 30
Poison Resist 30
Magick Resist 30
Magick Points 40
Alignment -600
ST (11) DX (18) CN (8) BE (2) IN (8) WP (20) CH (5) PE (8)



DARK BERSERKER

Level 25
HP 93
Normal Damage 15-20
Damage Resist 40
Fire Resist 40
Electrical Resist 40
Poison Resist 40
Magick Resist 15
Alignment -550
ST (15) DX (16) CN (10) BE (1) IN (5) WP (9) CH (3) PE (5)



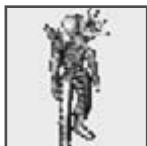
DARK CHAMPION

Level 25
 HP 95
 Normal Damage 15-30
 Spell Summon Undead
 Damage Resist 75
 Magick Resist 25
 Magick Points 30
 Alignment -600
 ST (11) DX (16) CN (14) BE (2) IN (8) WP (19) CH (5) PE (10)



DARK KNIGHT

Level 20
 HP 77
 Normal Damage 10-25
 Damage Resist 40
 Fire Resist 40
 Electrical Resist 40
 Poison Resist 40
 Magick Resist 15
 Alignment -500
 ST (12) DX (14) CN (13) BE (1) IN (8) WP (9) CH (3) PE (10)



DARK WARLORD

Level 35
 HP 119
 Normal Damage 20-30
 Fatigue Damage 5-15
 Damage Resist 40
 Fire Resist 40
 Electrical Resist 40
 Poison Resist 40
 Magick Resist 15
 Alignment -650
 ST (18) DX (15) CN (14) BE (1) IN (11) WP (9) CH (3) PE (14)



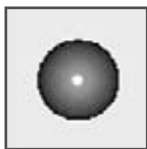
DARK WARRIOR-PRIEST

Level 30
 HP 101
 Normal Damage 15-25
 Fatigue Damage 5-10
 Spell Bolt of Lightning
 Damage Resist 40
 Fire Resist 40
 Electrical Resist 40
 Poison Resist 40
 Magick Resist 15
 Alignment -600
 ST (11) DX (13) CN (16) BE (1) IN (8) WP (15) CH (3) PE (11)



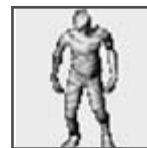
DEATH LANTERN

Level 20
 HP 69
 Normal Damage 10-20
 Damage Resist 15
 Fire Resist 15
 Electrical Resist 30
 Poison Resist 15
 Magick Resist 30
 Alignment -200
 Category Amorphous
 ST (8) DX (19) CN (7) BE (18) IN (9) WP (9) CH (4) PE (14)



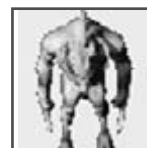
DEMI-LICHE

Level 24
 HP 76
 Normal Damage 3-10
 Spell Harm
 Spell Plague of Insects
 Hit Points 76
 Damage Resist 50
 Electrical Resist 50
 Poison Resist 50
 Magick Resist 50
 Magick Points 80
 Alignment -100
 ST (17) DX (11) CN (9) BE (1) IN (16) WP (17) CH (1) PE (11)



DEMON

Level 10
 HP 200
 Normal Damage 5-15
 Damage Resist 15
 Fire Resist 10
 Electrical Resist 10
 Poison Resist 10
 Magick Resist 30
 Alignment -250
 ST (12) DX (14) CN (13) BE (3) IN (11) WP (6) CH (3) PE (17)



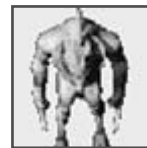
DEMON SHARD

Level 12
 Hit Points 52
 Normal Damage 10-20
 Fatigue Damage 1-5
 Damage Resist 50
 Fire Resist 10
 Electrical Resist 10
 Poison Resist 10
 Magick Resist 10
 Alignment -500
 Category Amorphous
 ST (13) DX (9) CN (12) BE (2) IN (4) WP (7) CH (5) PE (6)



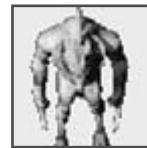
DEMON, GREATER

Level 13
 HP 62
 Normal Damage 10-20
 Fatigue Damage 1-5
 Damage Resist 20
 Fire Resist 15
 Electrical Resist 15
 Poison Resist 15
 Magick Resist 40
 Alignment -200
 ST (12) DX (9) CN (11) BE (1) IN (8) WP (8) CH (3) PE (8)



DEMON, GREATER (ILLUSION OF)

Level 13
 HP 62
 Normal Damage 10-20
 Fatigue Damage 1-5
 Damage Resist 20
 Fire Resist 15
 Electrical Resist 15
 Poison Resist 15
 Magick Resist 40
 Alignment -200
 ST (12) DX (9) CN (11) BE (1) IN (8) WP (8) CH (3) PE (8)



DEMON, LESSER

Level 7
 HP 40
 Normal Damage 4-10
 Damage Resist 10
 Fire Resist 10
 Electrical Resist 10
 Poison/Magick Resist 10/25
 Alignment -300
 ST (7) DX (6) CN (5) BE (1) IN (7) WP (8) CH (3) PE (6)



DREAD LIZARD

Level 25
 HP 99
 Normal Damage 20-25
 Poison Damage 5-10
 Damage Resist 30
 Fire Resist 10
 Electrical Resist 10
 Poison Resist 10
 Magick Resist 0
 Alignment -150
 ST (18) DX (14) CN (13) BE (1) IN (3) WP (9) CH (3) PE (12)



DREAD LIZARD (HIGHER LEVEL)

Level 30
 Normal Damage 20-25
 Fatigue Damage 10-20
 Damage Resist 10
 Fire Resist 10
 Electrical Resist 10
 Poison Resist 10
 Magick Resist 40
 Alignment -200
 ST (18) DX (15) CN (17) BE (1) IN (3) WP (9) CH (3) PE (8)



DREAD SPIDER

Level 15
 Hit Points 58
 Normal Damage 10-15
 Spell Charm
 Spell Stun
 Spell Drain Will
 Alignment -400
 Category Insect
 ST (13) DX (16) CN (10) BE (2) IN (7) WP (15) CH (3) PE (15)



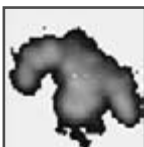
ELEMENTAL SNAKE

Level 32
 Hit Points 92
 Normal Damage 10-15
 Spell Agility of Fire
 Spell Wall of Fire
 Spell Fireflash
 Spell Purity of Water
 Spell Call Fog
 Damage Resist 35
 Fire Resist 35
 Electrical Resist 20
 Poison Resist 35
 Magick Resist 35
 ST (13) DX (14) CN (17) BE (4) IN (13) WP (17) CH (4) PE (14)



ELEMENTAL, AIR

Level 35
 Hit Points 98
 Spell Unseen Force
 Damage Resist 80
 Fire Resist 80
 Electrical Resist 80
 Poison Resist 80
 Magick Resist 80
 Category Amorphous
 ST (6) DX (18) CN (12) BE (16) IN (7) WP (15) CH (2) PE (17)



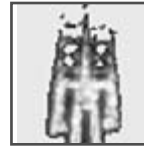
ELEMENTAL, EARTH

Level 35
 Hit Points 122
 Normal Damage 20-40
 Fatigue Damage 1-5
 Damage Resist 80
 Fire Resist 80
 Electrical Resist 80
 Poison Resist 100
 Category Amorphous
 ST (18) DX (9) CN (18) BE (2) IN (4) WP (6) CH (5) PE (10)



ELEMENTAL, FIRE

Level 35
 Hit Points 98
 Fire Damage 20-40
 Damage Resist 30
 Fire Resist 100
 Electrical Resist 100
 Poison Resist 100
 Category Amorphous
 ST (12) DX (18) CN (8) BE (12) IN (7) WP (8) CH (4) PE (12)



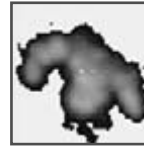
ELEMENTAL, WATER

Level 35
 Hit Points 98
 Normal Damage 10-30
 Fatigue Damage 5-10
 Damage Resist 60
 Category Amorphous
 ST (16) DX (12) CN (14) BE (16)
 IN (7) WP (8) CH (2) PE (13)



EVIL TEMPEST

Level 12
 Hit Points 52
 Normal Damage 10-15
 Fire Damage 5-10
 Spell Fireflash
 Damage Resist 10
 Electrical Resist 10
 Poison Resist 10
 Magick Resist 60
 Alignment -500
 Category Amorphous
 ST (4) DX (13) CN (10) BE (13) IN (7) WP (8) CH (2) PE (12)



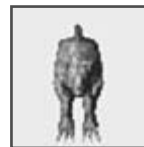
FIRE SPIDER

Level 2
 Hit Points 32
 Normal Damage 1-3
 Fire Damage 1-8
 Fire Resist 90
 Alignment -50
 Category Insect
 ST (2) DX (3) CN (1) BE (1)
 IN (3) WP (2) CH (1) PE (9)



FIREJUMPER

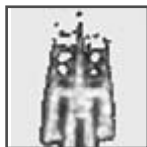
Level 30
 Hit Points 88
 Normal Damage 15-20
 Fire Damage 20-30
 Fire Resist 100
 Alignment -200
 Category Quadruped
 ST (14) DX (17) CN (10) BE (2) IN (3) WP (2) CH (1) PE (8)



Common Creatures: D — H

FLAMESHADE

Level 15
Hit Points 58
Fire Damage 10-15
Damage Resist 10
Fire Resist 80
Electrical Resist 10
Poison Resist 10
Magick Resist 10
Alignment -500
Category Amorphous
ST (8) DX (15) CN (8) BE (4) IN (6) WP (15) CH (2) PE (8)



FOE MANGLER

Level 25
HP 94
Normal Damage 15-20
Fatigue Damage 3-7
Damage Resist 40
Fire Resist 20
Electrical Resist 20
Poison Resist 20
Magick Resist 20
Alignment -400
ST (16) DX (14) CN (12) BE (1) IN (10) WP (8) CH (3) PE (13)



FOREST APE

Level 17
Hit Points 62
Normal Damage 5-15
Damage Resist 50
Fire Resist 50
Electrical Resist 50
Poison Resist 50
ST (14) DX (16) CN (12) BE (7)
IN (7) WP (8) CH (3) PE (9)



GHOUL

Level 6
Hit Points 40
Normal Damage 4-7
Magick Points 10
Alignment -100
ST (9) DX (8) CN (12) BE (1)
IN (3) WP (2) CH (1) PE (8)



GILDED HORROR

Level 12
Hit Points 52
Normal Damage 5-15
Fatigue Damage 5-10
Damage Resist 20
Fire Resist 20
Electrical Resist 20
Poison Resist 20
Magick Resist 40
Alignment -500
Category Amorphous
ST (16) DX (12) CN (14) BE (16) IN (7) WP (8) CH (2) PE (13)



GORE GUARD

Level 22
Hit Points 72
Normal Damage 15-25
Fire Damage 7-12
Damage Resist 40
Fire Resist 40
Electrical Resist 40
Poison Resist 40
Magick Resist 40
Magick Points 20
Alignment -100
ST (14) DX (10) CN (15) BE (1) IN (3) WP (2) CH (1) PE (8)



GORILLA, GREATER

Level 20
Hit Points 82
Normal Damage 20-30
Damage Resist 50
ST (15) DX (11) CN (11) BE (5)
IN (7) WP (7) CH (6) PE (9)



GRANITE-RAT

Level 30
Hit Points 88
Normal Damage 10-25
Spell Hardened Hands
Spell Weaken
Damage Resist 50
Alignment -200
Category Quadruped
ST (17) DX (7) CN (18) BE (2) IN (6) WP (15) CH (1) PE (10)

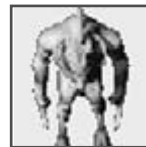
GREY KING

Level 30
HP 112
Normal Damage 10-20
Spell Regenerate
Spell Bolt of Lightning
Spell Polymorph
Fire Resist 20
Electrical Resist 20
Poison Resist 20
Magick Resist 40
Alignment -600
ST (15) DX (17) CN (15) BE (5) IN (8) WP (18) CH (4) PE (16)



GRIM SHADE

Level 30
HP 106
Normal Damage 10-20
Spell Drain Will
Spell Poison Vapours
Damage Resist 60
Fire Resist 10
Electrical Resist 10
Poison Resist 10
Magick Resist 10
Alignment -450
ST (12) DX (17) CN (15) BE (1) IN (10) WP (18) CH (3) PE (12)



GYR-DOLOUR

Level 7
Hit Points 35
Normal Damage 2-7
Fatigue Damage 15-25
Spell Drain Will
Damage Resist 20
Magick Resist 20
Alignment -150
Category Biped
ST (5) DX (9) CN (4) BE (3) IN (7) WP (19) CH (3) PE (18)



HOLY DEFILER SLAVE

Level 15
HP 66
Normal Damage 2-7
Alignment -400
ST (14) DX (12) CN (11) BE (2)
IN (3) WP (4) CH (2) PE (10)



HOWLER

Level	9
HP	48
Normal Damage	10-15
Damage Resist	30
Fire Resist	30
Electrical Resist	30
Poison Resist	30
Magick Resist	30
Alignment	-220
ST (10) DX (12) CN (10) BE (5) IN (7) WP (6) CH (4) PE (14)	



INSECTRESS

Level	15
HP	70
Normal Damage	5-10
Fire Damage	10-20
Spell	Call Fire Elemental
Damage Resist	0
Fire Resist	50
Electrical Resist	20
Poison/Magick Resist	20/20
Alignment	-450
Category	Insect
ST (9) DX (15) CN (8) BE (2) IN (6) WP (18) CH (1) PE (12)	



INSECTRESS HUNTER

Level	15
HP	60
Normal Damage	5-10
Fire Damage	10-20
Damage Resist	30
Fire Resist	50
Electrical Resist	20
Poison/Magick Resist	20/20
Alignment	-500
Category	Insect
ST (12) DX (15) CN (12) BE (2) IN (4) WP (2) CH (1) PE (19)	



INSECTS

Level	1
Hit Points	30
Normal Damage	1-3
Category	Insect
ST (6) DX (18) CN (3) BE (2) IN (1) WP (3) CH (2) PE (14)	

INVISIBLE CRUSHER

Level	30
Hit Points	98
Normal Damage	15-25
Damage Resist	35
Fire Resist	35
Electrical Resist	35
Poison Resist	35
Magick Resist	60
Alignment	-150
ST (15) DX (17) CN (13) BE (13) IN (4) WP (6) CH (4) PE (17)	



L'ANAMELACH

Level	36
HP	124
Normal Damage	10-30
Damage Resist	30
Fire Resist	70
Electrical Resist	10
Poison Resist	30
Magick Resist	15
Alignment	-1000
ST (17) DX (14) CN (14) BE (3) IN (12) WP (14) CH (5) PE (11)	



LIZARD GUARD

Level	17
HP	62
Normal Damage	10-19
Damage Resist	25
Electrical Resist	25
Poison/Magick Resist	25/25
Alignment	Varies
ST (17) DX (19) CN (13) BE (6) IN (8) WP (6) CH (4) PE (17)	



LIZARD MAN

Level	8
Hit Points	44
Normal Damage	6-9
Damage Resist	25
Electrical Resist	25
Poison/Magick Resist	25/25
Alignment	Varies
ST (13) DX (18) CN (9) BE (6) IN (5) WP (6) CH (4) PE (14)	



LIZARD WOMAN

Level	13
Hit Points	54
Normal Damage	9-12
Damage Resist	25
Electrical Resist	25
Poison/Magick Resist	25/25
Alignment	Varies
ST (15) DX (18) CN (12) BE (6) IN (8) WP (6) CH (4) PE (16)	



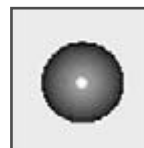
LORD'S SLAVE

Level	22
Hit Points	72
Normal Damage	15-25
Fire Damage	7-12
Damage Resist	40
Fire Resist	40
Electrical Resist	40
Poison/Magick Resist	40/40
Alignment	-100
ST (16) DX (17) CN (14) BE (3) IN (8) WP (16) CH (3) PE (15)	



LOVE LIGHTS

Level	3
HP	27
Normal Damage	1-3
Damage Resist	5
Fire Resist	5
Electrical Resist	15
Poison/Magick Resist	5/20
Alignment	100
Category	Amorphous
ST (4) DX (8) CN (3) BE (15) IN (8) WP (9) CH (4) PE (10)	



LYCANIX

Level	15
HP	66
Normal Damage	10-20
Damage Resist	40
Alignment	-330
ST (16) DX (12) CN (11) BE (5) IN (7) WP (6) CH (4) PE (13)	



LYCANTHROPE

Level	6
HP	40
Normal Damage	5-10
Damage Resist	30
Fire Resist	30
Electrical Resist	30
Poison Resist	30
Magick Resist	30
Alignment	-200
ST (9) DX (11) CN (8) BE (7) IN (6) WP (6) CH (4) PE (13)	



MERCURY MAN

Level 20
Hit Points 84
Normal Damage 10-15
Electrical Damage 5-10
Fatigue Damage 1-5
Damage Resist 30
Fire Resist 10
Electrical Resist 50
Poison Resist 10
Magick Resist 10
Alignment -500

Category Amorphous

ST (17) DX (14) CN (15) BE (16) IN (8) WP (9) CH (3) PE (14)



MONGRELOAN

Level 20
HP 78
Normal Damage 5-10
Poison Damage 10-20
Fatigue Damage 3-8
Damage Resist 15
Poison Resist 35
Alignment -450

ST (14) DX (16) CN (13) BE (5) IN (8) WP (6) CH (4) PE (14)



MONKEY

Level 1
Hit Points 30
Normal Damage 1-3
ST (3) DX (4) CN (2) BE (3)
IN (4) WP (2) CH (5) PE (6)



MONKEY, LEPROUS

Level 3
Hit Points 34
Normal Damage 2-4
Poison Damage 1-5
Poison Resist 50
ST (5) DX (6) CN (4) BE (3)
IN (5) WP (2) CH (5) PE (6)



MONKEY, STONE

Level 8
Hit Points 44
Normal Damage 3-6
Damage Resist 20
Magick Resist 30
Alignment -100
ST (8) DX (8) CN (7) BE (3)
IN (5) WP (2) CH (5) PE (7)



MONKEY, SWARMER

Level 3
Hit Points 34
Normal Damage 1-3
ST (5) DX (16) CN (4) BE (3)
IN (5) WP (2) CH (5) PE (6)



MOUNTAIN LION

Level 15
Hit Points 30
Normal Damage 3-6
Category Quadruped
ST (11) DX (13) CN (9) BE (8)
IN (4) WP (5) CH (2) PE (10)



MUCK WALKER

Level 20
Hit Points 68
Normal Damage 10-20
Damage Resist 60
Fire Resist 60
Poison Resist 60
Magick Resist 60
Magick Points 30
Alignment -100

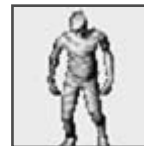
ST (17) DX (13) CN (14) BE (1) IN (6) WP (2) CH (1) PE (11)



MUMMY

Level 6
Hit Points 50
Normal Damage 3-6
Damage Resist 20
Fire Resist 20
Electrical Resist 20
Poison Resist 20
Magick Resist 20
Magick Points 25
Alignment -100

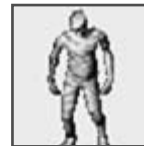
ST (12) DX (9) CN (12) BE (1) IN (8) WP (2) CH (1) PE (8)



MUMMY, GREATER

Level 12
Hit Points 80
Normal Damage 5-10
Damage Resist 40
Fire Resist 40
Electrical Resist 40
Poison Resist 40
Magick Resist 40
Magick Points 30
Alignment -100

ST (16) DX (11) CN (13) BE (1) IN (12) WP (2) CH (1) PE (9)

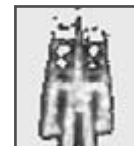


MYSTIC FIEND

Level 12
Hit Points 52
Fire Damage 10-20
Damage Resist 30
Fire Resist 70
Electrical Resist 10
Poison Resist 10
Alignment -500

Category Amorphous

ST (6) DX (12) CN (7) BE (3) IN (2) WP (15) CH (2) PE (6)



ORC BERSERKER

Level 10
HP 61
Normal Damage 4-9
Alignment -230
ST (16) DX (6) CN (11) BE (2)
IN (2) WP (5) CH (2) PE (7)



ORC CHIEF

Level 15
HP 65
Normal Damage 3-8
Alignment -210

ST (13) DX (12) CN (13) BE (2) IN (7) WP (5) CH (2) PE (9)

ORC GRUNT

Level 8
HP 47
Normal Damage 2-7
Alignment -200

ST (11) DX (8) CN (11) BE (2) IN (2) WP (5) CH (2) PE (7)

ORC SHAMAN

Level 12
 HP 63
 Normal Damage 1-6
 Spell Poison Vapours
 Spell Regenerate
 Alignment -200
 ST (8) DX (6) CN (10) BE (2)
 IN (6) WP (19) CH (2) PE (7)



ORE GOLEM

Level 25
 Hit Points 78
 Normal Damage 15-25
 Fatigue Damage 1-5
 Spell Stone Throw
 Damage Resist 75
 Fire Resist 20
 Electrical Resist 20
 Poison/Magick Resist 20/20
 Magick Points 30
 Alignment -500
 Category Amorphous
 ST (18) DX (9) CN (18) BE (2) IN (6) WP (15) CH (5) PE (10)



PATRIARCH WOLF

Level 23
 Hit Points 74
 Normal Damage 15-20
 Spell Entangle
 Spell Charm Beast
 Spell Control Beast
 Spell Succour Beast
 Spell Regenerate
 Magick Resist 50
 Alignment -100
 Category Quadruped
 ST (13) DX (15) CN (13) BE (15) IN (16) WP (20) CH (6) PE (10)



PHANTOM KNIGHT

Level 13
 Hit Points 54
 Normal Damage 5-15
 Damage Resist 25
 Fire Resist 25
 Electrical Resist 25
 Poison Resist 25
 Magick Resist 25
 Alignment -600
 ST (16) DX (15) CN (12) BE (4) IN (14) WP (13) CH (4) PE (12)

PIG

Level 1
 Hit Points 30
 Normal Damage 1-2
 Alignment 100
 Category Quadruped
 ST (6) DX (2) CN (5) BE (2)
 IN (6) WP (3) CH (2) PE (4)



PLAGUIISH MAIDEN

Level 20
 HP 80
 Normal Damage 10-15
 Poison Damage 10-20
 Spell Poison Vapours
 Damage Resist 30
 Fire Resist 20
 Electrical Resist 20
 Poison Resist 50
 Magick Resist 20
 Alignment -550
 Category Insect
 ST (9) DX (15) CN (8) BE (2) IN (6) WP (18) CH (1) PE (12)



PRODIGIOUS VERMIN

Level 4
 Hit Points 36
 Normal Damage 3-6
 Alignment -100
 Category Quadruped
 ST (4) DX (8) CN (6) BE (1)
 IN (1) WP (2) CH (1) PE (7)



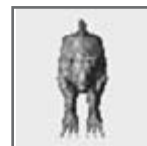
PUTRID HUSK

Level 8
 Hit Points 50
 Normal Damage 3-6
 Damage Resist 20
 Fire Resist 20
 Electrical Resist 20
 Poison Resist 20
 Magick Resist 20
 Alignment -100
 ST (11) DX (4) CN (9) BE (2) IN (3) WP (1) CH (2) PE (3)



PUTRID RODENT

Level 12
 Hit Points 44
 Normal Damage 6-10
 Poison Damage 10-20
 Poison Resist 60
 Alignment -100
 Category Quadruped
 ST (8) DX (11) CN (7) BE (1)
 IN (1) WP (2) CH (1) PE (8)



PUTRID WALKER

Level 12
 Hit Points 52
 Normal Damage 7-10
 Poison Damage 3-6
 Poison Resist 70
 Magick Points 15
 Alignment -100
 ST (10) DX (9) CN (12) BE (1)
 IN (3) WP (2) CH (1) PE (8)



RABID BOAR

Level 10
 HP 48
 Normal Damage 10-15
 Damage Resist 20
 Fire Resist 20
 Electrical Resist 20
 Poison Resist 20
 Magick Resist 0
 Alignment 0
 Category Quadruped
 ST (8) DX (7) CN (7) BE (3) IN (2) WP (8) CH (3) PE (3)



RAGGED FIGHTER

Level 12
 Hit Points 80
 Normal Damage 5-10
 Damage Resist 40
 Fire Resist 40
 Electrical Resist 40
 Poison Resist 40
 Magick Resist 40
 Magick Points 30
 Alignment -100
 ST (16) DX (11) CN (13) BE (1) IN (12) WP (2) CH (1) PE (9)



REPTILIAN MAGE

Level	19
Hit Points	66
Normal Damage	3-7
Spell	Vitality of Air
Spell	Poison Vapours
Spell	Call Winds
Spell	Entangle
Spell	Charm Beast
Spell	Control Beast
Damage Resist	25
Electrical Resist	25
Poison Resist	25
Magick Resist	25
Alignment	Varies
ST (12) DX (15) CN (11) BE (6) IN (11) WP (17) CH (5) PE (17)	



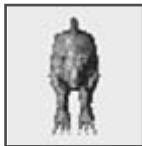
ROCK SPRITE

Level	15
Hit Points	78
Normal Damage	10-20
Fatigue Damage	1-5
Spell	Stone Throw
Damage Resist	40
Fire Resist	20
Electrical Resist	20
Poison Resist	100
Magick Resist	20
Magick Points	30
Alignment	-200
Category	Amorphous
ST (12) DX (9) CN (11) BE (1) IN (8) WP (15) CH (3) PE (8)	



ROCK-RAT

Level	15
Hit Points	58
Normal Damage	10-15
Damage Resist	50
Alignment	-100
Category	Quadruped
ST (10) DX (8) CN (14) BE (2)	
IN (3) WP (2) CH (1) PE (8)	



SEETHER

Level	7
Hit Points	42
Normal Damage	3-6
Fire Damage	3-8
Fire Resist	90
Alignment	-200
Category	Insect
ST (2) DX (10) CN (3) BE (1) IN (3) WP (2) CH (1) PE (9)	



SEETHING MASS

Level	20
Hit Points	68
Normal Damage	5-10
Fire Damage	15-25
Fatigue Damage	1-5
Damage Resist	75
Fire Resist	60
Electrical Resist	10
Poison/Magick Resist	10/10
Alignment	-500
Category	Amorphous
ST (11) DX (14) CN (10) BE (2) IN (4) WP (6) CH (5) PE (9)	



SEWER RAT

Level	1
Hit Points	6
Normal Damage	1-3
Category	Quadruped
ST (2) DX (7) CN (3) BE (1)	
IN (3) WP (2) CH (1) PE (9)	



SEWER SLITHERER

Level	3
Hit Points	34
Normal Damage	2-5
Poison Damage	1-5
Poison Resist	20
ST (3) DX (7) CN (3) BE (2)	
IN (1) WP (3) CH (1) PE (3)	



SHADOW

Level	1
Hit Points	30
Normal Damage	1-5
Alignment	-300
ST (8) DX (8) CN (8) BE (8) IN (8) WP (8) CH (8) PE (8)	

SHADOW CRAWLER

Level	30
Hit Points	88
Normal Damage	10-25
Spell	Harm
Spell	Conjure Spirit
Spell	Summon Undead
Damage Resist	40
Category	Insect
ST (17) DX (15) CN (14) BE (13) IN (6) WP (17) CH (3) PE (17)	



SHADOW HUNTER

Level	13
HP	58
Normal Damage	10-15
Fatigue Damage	5-10
Damage Resist	60
Fire Resist	40
Electrical Resist	40
Poison Resist	40
Magick Resist	0
Alignment	-500
ST (11) DX (13) CN (11) BE (5) IN (7) WP (6) CH (4) PE (19)	



SHADOW WARRIOR

Level	20
HP	75
Normal Damage	15-30
Fatigue Damage	10-20
Damage Resist	60
Fire Resist	25
Electrical Resist	25
Poison Resist	25
Magick Resist	10
Magick Points	10
Alignment	-600
ST (11) DX (17) CN (13) BE (2) IN (8) WP (9) CH (5) PE (17)	



SHEEP

Level	1
Hit Points	30
Normal Damage	1-2
Alignment	100
Category	Quadruped
ST (5) DX (7) CN (6) BE (4)	
IN (1) WP (3) CH (2) PE (4)	



SHIVERBIT

Level	12
Hit Points	52
Normal Damage	10-15
Alignment	-100
Category	Quadruped
ST (12) DX (14) CN (10) BE (9)	
IN (8) WP (7) CH (5) PE (14)	



SIREN QUEEN

Level	30
HP	100
Normal Damage	20-30
Poison Damage	10-15
Damage Resist	40
Fire Resist	40
Electrical Resist	40
Poison Resist	40
Magick Resist	40
Alignment	-650
Category	Insect
ST (17) DX (19) CN (14) BE (2) IN (4) WP (2) CH (1) PE (14)	



SIREN SPIDER

Level	25
HP	86
Normal Damage	10-20
Poison Damage	5-10
Damage Resist	40
Fire Resist	40
Electrical Resist	40
Poison Resist	40
Magick Resist	40
Alignment	-500
Category	Insect
ST (15) DX (16) CN (13) BE (2) IN (4) WP (2) CH (1) PE (13)	



SKELETON WARRIOR

Level	15
HP	63
Normal Damage	12-18
Damage Resist	30
Fire Resist	30
Electrical Resist	30
Poison Resist	30
Magick Resist	30
Alignment	-150
ST (12) DX (13) CN (10) BE (2) IN (5) WP (5) CH (2) PE (11)	



SKELETON, GREATER

Level	7
HP	41
Normal Damage	3-9
Damage Resist	20
Fire Resist	20
Electrical Resist	20
Poison Resist	20
Magick Resist	20
Alignment	-150
ST (9) DX (12) CN (8) BE (2) IN (5) WP (5) CH (2) PE (9)	



SKELETON, LESSER

Level	3
HP	23
Normal Damage	2-5
Damage Resist	20
Fire Resist	20
Electrical Resist	20
Poison Resist	20
Magick Resist	20
Alignment	-150
ST (4) DX (9) CN (8) BE (2) IN (3) WP (5) CH (2) PE (9)	



SKULLCRUSHER

Level	30
Hit Points	98
Normal Damage	15-25
Damage Resist	35
Fire Resist	35
Electrical Resist	35
Poison Resist	35
Magick Resist	60
Alignment	-150
ST (19) DX (12) CN (14) BE (5) IN (3) WP (7) CH (6) PE (8)	



SLIME DEMON

Level	25
Hit Points	78
Normal Damage	10-20
Poison Damage	5-15
Fatigue Damage	1-5
Damage Resist	50
Poison Resist	40
Magick Resist	20
Alignment	-500
Category	Amorphous
ST (8) DX (15) CN (8) BE (5) IN (6) WP (15) CH (2) PE (8)	



SLITHER GUARD

Level	6
Hit Points	40
Normal Damage	5-10
Poison Damage	5-25
Damage Resist	10
Fire Resist	10
Poison Resist	10
Magick Resist	1
ST (8) DX (9) CN (7) BE (2) IN (2) WP (3) CH (1) PE (8)	



SNAKE MAN

Level	17
Hit Points	62
Normal Damage	7-10
Damage Resist	35
Fire Resist	35
Poison Resist	35
Magick Resist	35
ST (16) DX (18) CN (9) BE (6) IN (5) WP (6) CH (4) PE (17)	



SNAKE MENACE

Level	10
Hit Points	48
Normal Damage	3-6
Spell	Unseen Force
Spell	Unlocking Cantrip
Damage Resist	35
Fire Resist	35
Poison Resist	35
Magick Resist	35
ST (9) DX (11) CN (8) BE (3) IN (7) WP (15) CH (1) PE (10)	



SOLDIER, DECAYED

Level	3
Hit Points	34
Normal Damage	3-6
Poison Resist	100
Alignment	-100
ST (11) DX (8) CN (12) BE (3) IN (2) WP (13) CH (2) PE (7)	



SPECTRAL WRAITH

Level	25
Hit Points	78
Fire Damage	15-20
Spell	Fireflash
Damage Resist	20
Fire Resist	90
Electrical Resist	10
Poison Resist	10
Magick Resist	10
Magick Points	30
Alignment	-500
Category	Amorphous
ST (12) DX (18) CN (9) BE (5) IN (6) WP (16) CH (2) PE (13)	



SPIDER

Level	3
Hit Points	34
Normal Damage	3-6
Poison Damage	5-10
Poison Resist	75
Category	Insect
ST (2) DX (14) CN (5) BE (3) IN (4) WP (4) CH (2) PE (14)	



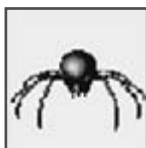
SPIDER, GREATER

Level	7
Hit Points	42
Normal Damage	6-10
Poison Damage	1-15
Damage Resist	45
Category	Insect
ST (7) DX (11) CN (5) BE (2) IN (3) WP (2) CH (1) PE (10)	



SPIDER, LESSER

Level	1
Hit Points	3
Normal Damage	1-2
Poison Damage	1-2
Damage Resist	30
Category	Insect
ST (2) DX (7) CN (1) BE (1) IN (3) WP (2) CH (1) PE (9)	



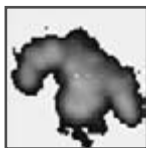
STILLWATER BUNNY

Level	30
Hit Points	500
Normal Damage	1-2
Alignment	100
Category	Quadruped
ST (3) DX (17) CN (5) BE (14) IN (7) WP (8) CH (4) PE (15)	



STORM FURY

Level	25
Hit Points	78
Normal Damage	15-25
Fatigue Damage	10-15
Damage Resist	10
Electrical Resist	10
Poison Resist	10
Magick Resist	60
Alignment	-500
Category	Amorphous
ST (9) DX (19) CN (14) BE (15) IN (7) WP (10) CH (2) PE (15)	



STORM SOLDIER

Level	20
HP	81
Normal Damage	15-25
Spell	Call Air Elemental
Damage Resist	35
Fire Resist	15
Electrical Resist	15
Poison Resist	15
Magick Resist	50
Magick Points	20
Alignment	-600
ST (14) DX (16) CN (15) BE (2) IN (8) WP (9) CH (5) PE (11)	



SWAMP APE

Level	25
Hit Points	82
Normal Damage	10-20



Spell	Invisibility
Damage Resist	10
Fire Resist	10
Electrical Resist	10
Poison/Magick Resist	10/10
Alignment	-50
ST (12) DX (11) CN (11) BE (3) IN (11) WP (20) CH (2) PE (12)	

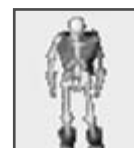
SWAMP SPIRIT

Level	30
Hit Points	34
Normal Damage	1-2
Poison Resist	100
Alignment	-100
ST (8) DX (8) CN (8) BE (8) IN (8) WP (8) CH (8) PE (8)	



TATTERED BOWMAN

Level	12
HP	61
Normal Damage	10-15
Damage Resist	30
Fire Resist	30
Electrical Resist	30
Poison/Magick Resist	30/30
Alignment	-150
ST (9) DX (12) CN (8) BE (2) IN (5) WP (5) CH (2) PE (15)	



TERROR CLAW

Level	17
HP	82
Normal Damage	20-25
Fatigue Damage	5-10
Damage Resist	20
Fire Resist	20
Electrical Resist	20
Poison/Magick Resist	20/10
Alignment	-350
ST (18) DX (10) CN (10) BE (1) IN (8) WP (8) CH (3) PE (12)	



TIGER

Level	6
Hit Points	30
Normal Damage	3-6
Category	Quadruped
ST (10) DX (14) CN (12) BE (11) IN (6) WP (8) CH (3) PE (15)	



TIGER, BANGLE

Level 30
Hit Points 30
Normal Damage 3-6
Category Quadruped
ST (17) DX (18) CN (13) BE (13)
IN (5) WP (9) CH (4) PE (14)



UNDEAD CHAMPION

Level 20
HP 75
Normal Damage 7-12
Fatigue Damage 10-20
Damage Resist 60
Fire Resist 25
Electrical Resist 25
Poison/Magick Resist 25/10
Magick Points 10
Alignment -600
ST (11) DX (17) CN (13) BE (2) IN (8) WP (9) CH (5) PE (17)



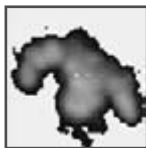
VENOM HOUND

Level 7
Hit Points 42
Normal Damage 6-10
Poison Damage 10-15
Alignment -100
Category Quadruped
ST (9) DX (11) CN (8) BE (7)
N (6) WP (6) CH (4) PE (13)



VENOMOUS GHOUL

Level 20
Hit Points 68
Normal Damage 5-15
Poison Damage 10-20
Damage Resist 10
Fire Resist 10
Electrical Resist 10
Poison Resist 40
Magick Resist 60
Alignment -500
Category Amorphous
ST (10) DX (17) CN (13) BE (10) IN (7) WP (9) CH (2) PE (14)



VOID LIZARD, GREATER

Level 20
HP 77
Normal Damage 12-18
Damage Resist 30
Fire Resist 10
Electrical Resist 10
Poison Resist 10
Magick Resist 0
Alignment -100
ST (12) DX (14) CN (12) BE (1) IN (3) WP (9) CH (3) PE (10)



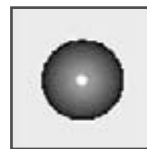
VOID LIZARD, LESSER

Level 15
HP 64
Normal Damage 8-12
Damage Resist 30
Fire Resist 10
Electrical Resist 10
Poison Resist 10
Magick Resist 0
Alignment -50
ST (11) DX (13) CN (11) BE (1) IN (3) WP (8) CH (3) PE (8)



VOLAR'S WISP

Level 12
HP 49
Normal Damage 5-15
Damage Resist 10
Fire Resist 10
Electrical Resist 20
Poison Resist 10
Magick Resist 25
Alignment -50
Category Amorphous
ST (6) DX (15) CN (4) BE (15) IN (8) WP (9) CH (4) PE (13)



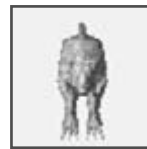
VORPAL BUNNY

Level 40
Hit Points 108
Normal Damage 50-100
Spell Jolt
Magick Points 100
Alignment 100
Category Quadruped
ST (14) DX (17) CN (18) BE (14)
IN (18) WP (19) CH (3) PE (19)



WERE RAT

Level 25
Hit Points 78
Normal Damage 20-30
Damage Resist 25
Alignment -300
Category Quadruped
ST (16) DX (14) CN (17) BE (5)
IN (15) WP (14) CH (6) PE (13)



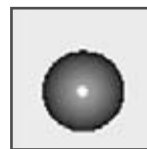
WIDOWER

Level 7
Hit Points 14
Normal Damage 1-5
Poison Damage 50-75
Poison Resist 100
Category Insect
ST (2) DX (3) CN (1) BE (1)
IN (3) WP (2) CH (1) PE (9)



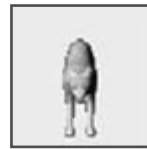
WILL-O-WISP

Level 6
HP 35
Normal Damage 2-8
Damage Resist 10
Fire Resist 10
Electrical Resist 20
Poison/Magick Resist 10/25
Alignment -25
Category Amorphous
ST (5) DX (9) CN (4) BE (16) IN (8) WP (9) CH (4) PE (11)



WOLF

Level 3
Hit Points 34
Normal Damage 3-7
Category Quadruped
ST (11) DX (13) CN (9) BE (12)
IN (3) WP (6) CH (2) PE (11)



WOLF, AILING

Level 1
Hit Points 10
Normal Damage 1-3
Category Quadruped
ST (2) DX (4) CN (3) BE (3) IN (4) WP (3) CH (3) PE (9)

Common Creatures: T — Unique Creatures: B

WOLF, TIMBER

Level 7
Hit Points 42
Normal Damage 6-10
Alignment -50
Category Quadruped
ST (9) DX (11) CN (8) BE (7)
IN (6) WP (6) CH (4) PE (13)



YETI

Level 30
Hit Points 98
Normal Damage 15-25
Damage Resist 35
Electrical Resist 35
Poison Resist 35
Magick Resist 60
Alignment -100
ST (19) DX (13) CN (16) BE (5) IN (4) WP (7) CH (6) PE (14)



ZOMBIE

Level 3
Hit Points 34
Normal Damage 3-6
Poison Resist 100
Alignment -100
ST (11) DX (8) CN (12) BE (3)
IN (2) WP (13) CH (2) PE (7)



Unique

ARAYA, GREATER

Level 35
Hit Points 98
Normal Damage 15-25
Damage Resist 30
Fire Resist 30
Electrical Resist 30
Poison Resist 30
Magick Resist 15
Category Amorphous
ST (16) DX (15) CN (12) BE (13) IN (2) WP (2) CH (1) PE (15)



ARAYA, INFERNAL

Level 30
Hit Points 88
Fire Damage 10-20
Damage Resist 25
Fire Resist 65
Electrical Resist 25
Poison Resist 25
Magick Resist 15
Category Amorphous
ST (11) DX (17) CN (8) BE (14) IN (2) WP (2) CH (1) PE (19)



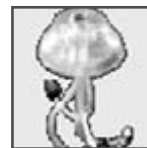
ARAYA, LESSER

Level 25
Hit Points 78
Normal Damage 10-15
Damage Resist 25
Fire Resist 25
Electrical Resist 25
Poison/Magick Resist 25/15
Category Amorphous
ST (7) DX (16) CN (11) BE (15) IN (2) WP (2) CH (1) PE (14)



ARAYA, RIFT

Level 35
Hit Points 98
Normal Damage 10-20
Damage Resist 30
Fire Resist 30
Electrical Resist 65
Poison Resist 30
Category Amorphous
ST (13) DX (20) CN (11) BE (18) IN (2) WP (2) CH (1) PE (16)



ARAYA, SHOCKING

Level 30
Hit Points 88
Electrical Damage 10-20
Damage Resist 30
Fire Resist 30
Electrical Resist 65
Poison Resist 30
Category Amorphous
ST (11) DX (17) CN (8) BE (14) IN (2) WP (2) CH (1) PE (19)



ARAYA, SLAVE

Level 15
Hit Points 78
Normal Damage 10-15
Damage Resist 25
Fire Resist 25
Electrical Resist 25
Poison Resist 25
Magick Resist 15
Category Amorphous
ST (5) DX (11) CN (9) BE (14) IN (4) WP (9) CH (1) PE (13)



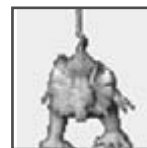
ARAYA, SLAVER

Level 35
Hit Points 98
Normal Damage 10-15
Damage Resist 40
Fire Resist 40
Electrical Resist 40
Poison Resist 40
Magick Resist 15
Category Amorphous
ST (10) DX (14) CN (9) BE (13) IN (11) WP (9) CH (1) PE (15)



BALEFUL HOUND

Level 20
HP 78
Normal Damage 20-30
Damage Resist 50
Fire Resist 20
Electrical Resist 20
Poison Resist 20
Magick Resist 0
Category Quadruped
ST (13) DX (15) CN (8) BE (3) IN (2) WP (8) CH (3) PE (7)



BERSERKER

Level 17
HP 81
Normal Damage 10-20
Damage Resist 65
Fire Resist 25
Electrical Resist 25
Poison Resist 25
Magick Resist 10
ST (17) DX (15) CN (10) BE (2) IN (8) WP (9) CH (5) PE (9)



BLACK DEFILER

Level	25
HP	104
Normal Damage	15-25
Spell	Summon Undead
Damage Resist	30
Fire Resist	25
Electrical Resist	25
Poison Resist	30
Magick Resist	40
Magick Points	-50
ST (16) DX (11) CN (8) BE (3) IN (14) WP (18) CH (3) PE (7)	



BLOOD SPIRIT

Level	20
HP	84
Normal Damage	20-30
Spell	Call Fire Elemental
Damage Resist	65
Fire Resist	50
Electrical Resist	10
Poison Resist	10
Magick Resist	10
Magick Points	-40
ST (11) DX (15) CN (12) BE (2) IN (8) WP (18) CH (5) PE (8)	



BLUDGEONER

Level	30
HP	112
Normal Damage	20-50
Damage Resist	85
Fire Resist	10
Electrical Resist	10
Poison Resist	10
Magick Resist	10
ST (20) DX (19) CN (17) BE (2) IN (8) WP (8) CH (5) PE (7)	



BOLT SLAYER

Level	20
HP	67
Normal Damage	3-8
Electrical Damage	15-25
Damage Resist	20
Fire Resist	20
Electrical Resist	40
Poison Resist	20
Magick Resist	0
Category	Snake
ST (9) DX (15) CN (9) BE (2) IN (2) WP (5) CH (2) PE (11)	



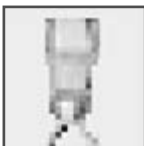
BURNOWAR

Level	30
HP	110
Normal Damage	5-8
Fire Damage	20-30
Spell	Call Fire Elemental
Damage Resist	30
Fire Resist	65
Electrical Resist	15
Poison/Magick Resist	15/15
Category	Avian
ST (14) DX (9) CN (12) BE (6) IN (13) WP (18) CH (3) PE (8)	



CLOCKWORK DECOY

Level	5
HP	30
Normal Damage	0-0
Damage Resist	40
Category	Insect
ST (7) DX (19) CN (8) BE (3) IN (4) WP (2) CH (5) PE (4)	



CURSED PALADIN

Level	15
Normal Damage	15-20
Spell	Resurrect
Damage Resist	60
Fire Resist	30
Electrical Resist	30
Poison/Magick Resist	30/30
Magick Points	-40
ST (11) DX (18) CN (8) BE (2) IN (8) WP (20) CH (5) PE (8)	



DARK ADDER EMPRESS

Level	25
HP	96
Normal Damage	10-15
Spell	Summon Undead
Spell	Call Winds
Spell	Shield of Protection
Spell	Fireflash
Damage Resist	10
Fire Resist	10
Electrical Resist	1-0
Poison Resist	10
Magick Resist	40
Category	Snake
ST (12) DX (11) CN (12) BE (2) IN (7) WP (18) CH (2) PE (12)	



DARK CHAMPION

Level	25
HP	95
Normal Damage	15-30
Spell	Summon Undead
Damage Resist	75
Magick Resist	25
Magick Points	-30
ST (11) DX (16) CN (14) BE (2) IN (8) WP (19) CH (5) PE (10)	



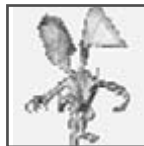
DESECRATOR

Level	35
HP	128
Normal Damage	25-30
Spell	Harm
Spell	Stasis
Spell	Drain Will
Damage Resist	25
Fire Resist	10
Electrical Resist	10
Poison Resist	25
Magick Resist	50
Magick Points	-60
ST (17) DX (11) CN (12) BE (3) IN (19) WP (20) CH (3) PE (10)	



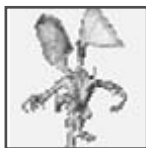
DRAGARON

Level	10
HP	45
Normal Damage	3-8
Damage Resist	15
Fire Resist	15
Electrical Resist	15
Poison/Magick Resist	15/15
Magick Resist	15
Category	Avian
ST (7) DX (12) CN (8) BE (4) IN (5) WP (7) CH (3) PE (7)	



DRAGARON, PHAGE

Level	12
HP	51
Normal Damage	3-8
Poison Damage	5-10
Damage Resist	20
Fire Resist	20
Electrical Resist	20
Poison Resist	45
Magick Resist	20
Category	Avian
ST (8) DX (12) CN (11) BE (8) IN (7) WP (7) CH (3) PE (12)	



ENSANGUINE SOUL

Level	12
HP	62
Normal Damage	7-12
Spell	HARM
Damage Resist	20
Electrical Resist	40
Poison Resist	50
ST (10) DX (15) CN (11) BE (5) IN (8) WP (14) CH (5) PE (8)	



EPIDEMIA

Level	17
HP	59
Normal Damage	3-8
Poison Damage	10-25
Damage Resist	30
Fire Resist	30
Electrical Resist	0
Poison Resist	30
Magick Resist	30
Category	Snake
ST (8) DX (13) CN (6) BE (2) IN (2) WP (5) CH (2) PE (12)	



FAMILIAR

Level	10
HP	47
Normal Damage	8-12
Damage Resist	15
Fire Resist	15
Electrical Resist	15
Poison/Magick Resist	15/15
ST (9) DX (13) CN (7) BE (3) IN (3) WP (5) CH (3) PE (11)	



FAMILIAR, BLOOD-CLAW

Level	35
HP	111
Normal Damage	12-20
Damage Resist	30
Fire Resist	30
Electrical Resist	30
Poison Resist	30
Magick Resist	30
ST (16) DX (18) CN (13) BE (3) IN (3) WP (5) CH (3) PE (15)	



FAMILIAR, SLASHER

Level	20
HP	75
Normal Damage	10-15
Damage Resist	20
Fire Resist	20
Electrical Resist	20
Poison Resist	20
Magick Resist	20
ST (13) DX (16) CN (10) BE (3) IN (3) WP (5) CH (3) PE (13)	



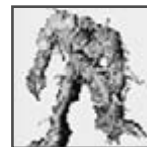
FAMILIAR, UNDERLING

Level	5
HP	29
Normal Damage	5-10
Damage Resist	10
Fire Resist	10
Electrical Resist	10
Poison/Magick Resist	10/10
ST (5) DX (9) CN (5) BE (3) IN (3) WP (5) CH (3) PE (9)	



FEN FIEND

Level	11
HP	62
Normal Damage	10-15
Spell	Regenerate
Damage Resist	80
Fire Resist	50
Electrical Resist	80
Poison/Magick Resist	70/50
Magick Points	-40
ST (11) DX (8) CN (9) BE (5) IN (8) WP (14) CH (5) PE (11)	



FERALOCH

Level	20
HP	75
Normal Damage	15-25
Poison Damage	10-15
Damage Resist	30
Fire Resist	30
Electrical Resist	30
Poison/Magick Resist	50/30
ST (13) DX (9) CN (14) BE (8) IN (3) WP (5) CH (2) PE (7)	



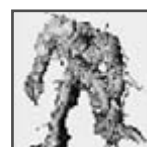
FEVER BEAST

Level	10
HP	42
Normal Damage	7-15
Poison Damage	10-20
Damage Resist	10
Fire Resist	10
Electrical Resist	10
Poison/Magick Resist	50/10
Category	Quadruped
ST (5) DX (7) CN (3) BE (3) IN (2) WP (8) CH (3) PE (6)	



FLESHY MOUND

Level	15
HP	70
Normal Damage	10-20
Damage Resist	60
Fire Resist	0
Electrical Resist	30
Poison/Magick Resist	100
Magick Resist	0
ST (14) DX (10) CN (11) BE (2) IN (4) WP (8) CH (5) PE (8)	



FOUL SPIRIT

Level	25
HP	96
Normal Damage	20-30
Poison Damage	10-20
Fatigue Damage	5-10
Spell	Weaken
Spell	Drain Will
Spell	Poison Vapours
Damage Resist	65
Fire Resist	10
Electrical Resist	10
Poison Resist	30
Magick Resist	10
ST (7) DX (8) CN (15) BE (3) IN (15) WP (18) CH (3) PE (8)	



FRIGIDON

Level	25
HP	85
Normal Damage	10-20
Damage Resist	15
Fire Resist	15
Electrical Resist	15
Poison Resist	15
Magick Resist	50
Category	Avian
ST (12) DX (12) CN (11) BE (8) IN (11) WP (7) CH (3) PE (11)	



GHOUL, SAVAGE

Level	10
HP	54
Normal Damage	5-10
Magick Points	-15
Damage Resist	10
Poison Resist	20
ST (8) DX (14) CN (11) BE (5)	
IN (8) WP (14) CH (5) PE (9)	



GHOUL, STYGIAN

Level	16
HP	65
Normal Damage	10-15
Spell	Fireflash
Damage Resist	20
Electrical Resist	20
Fire Resist	80
Poison Resist	60
ST (6) DX (16) CN (12) BE (5) IN (8) WP (17) CH (5) PE (17)	



GOWRATH, GREATER

Level	18
HP	75
Normal Damage	10-20
Damage Resist	30
Fire Resist	30
Electrical Resist	30
Poison Resist	30
Magick Resist	30
ST (15) DX (9) CN (11) BE (8) IN (3) WP (5) CH (2) PE (6)	



GOWRATH, LESSER

Level	15
HP	67
Normal Damage	5-10
Damage Resist	20
Fire Resist	20
Electrical Resist	20
Poison Resist	20
Magick Resist	20
ST (14) DX (8) CN (10) BE (8) IN (3) WP (5) CH (2) PE (5)	



GRAVE LURKER

Level	20
HP	82
Normal Damage	10-15
Spell	Call Earth Elemental
Damage Resist	40
Fire Resist	10
Electrical Resist	10
Poison Resist	10
Magick Resist	20
Magick Points	-30
ST (10) DX (8) CN (11) BE (3) IN (15) WP (18) CH (3) PE (8)	



HALFLING, NAKED

Level	50
HP	164
Normal Damage	15-40
Spell	Resurrect
Spell	Hellgate
Spell	Bolt of Lightning
Damage Resist	90
Fire Resist	90
Electrical Resist	90
Poison/Magick Resist	90/90
ST (20) DX (20) CN (20) BE (20) IN (20) WP (20) CH (20)	
PE (20)	



HELL BEAST

Level	15
HP	50
Normal Damage	10-15
Fire Damage	10-20
Damage Resist	10
Fire Resist	65
Electrical Resist	10
Poison/Magick Resist	10/30
Category	Quadruped
ST (4) DX (10) CN (4) BE (3) IN (2) WP (8) CH (2) PE (4)	



HOLLOW MAN

Level	12
HP	62
Normal Damage	7-15
Spell	Call Water Elemental
Spell	Bonds of Magick
Damage Resist	10
Fire Resist	10
Electrical Resist	10
Poison/Magick Resist	10/30
Magick Points	-30
ST (8) DX (9) CN (9) BE (3) IN (12) WP (18) CH (3) PE (6)	



HOLY DEFILER

Level	25
HP	102
Normal Damage	15-25
Spell	Resurrect
Damage Resist	40
Fire Resist	25
Electrical Resist	25
Poison/Magick Resist	25/40
Magick Points	-50
ST (16) DX (11) CN (8) BE (3) IN (14) WP (16) CH (3) PE (7)	



KERGHAN, DRAGON STYLE

Level	50
Hit Points	1300
Normal Damage	5-20
Poison Damage	5-20
Fire Damage	5-20
Electrical Damage	5-20
Damage Resist	72
Poison Resist	90
Fire Resist	23
Electrical Resist	48
Category	Biped
ST (20) DX (11) CN (19) BE (6) IN (20) WP (20) CH (13) PE (19)	



KERGHAN, PRE-TURNFORM

Level	50
Hit Points	1300
Damage Resist	40
Poison Resist	90
Fire Resist	20
Electrical Resist	48
Category	Biped
ST (14) DX (18) CN (16) BE (14) IN (20) WP (20) CH (13) PE (19)	



KERGHAN, REGENERATIVE SHELL

Level	50
Hit Points	1300
Normal Damage	5-20
Poison Damage	5-20
Fire Damage	5-20
Electrical Damage	5-20
Damage Resist	40
Poison Resist	90
Fire Resist	20
Electrical Resist	48
Category	Biped
ST (14) DX (18) CN (16) BE (14) IN (20) WP (20) CH (13) PE (19)	



KITE BERSERKER

Level	8
HP	30
Normal Damage	10-15
Damage Resist	20
Fire Resist	10
Electrical Resist	10
Poison Resist	10
Magick Resist	0
ST (3) DX (14) CN (4) BE (4) IN (2) WP (4) CH (3) PE (7)	



KITE BOWMAN

Level	5
HP	24
Normal Damage	5-12
Damage Resist	20
Fire Resist	20
Electrical Resist	20
Poison Resist	20
Magick Resist	20
ST (3) DX (9) CN (4) BE (4) IN (4) WP (4) CH (3) PE (13)	



KITE SCOUT

Level	3
HP	20
Normal Damage	3-8
Damage Resist	10
Fire Resist	10
Electrical Resist	10
Poison Resist	10
Magick Resist	10
ST (3) DX (8) CN (4) BE (4) IN (4) WP (4) CH (3) PE (10)	



KITE SHAMAN

Level	12
HP	50
Normal Damage	5-10
Spell	Regenerate
Damage Resist	5
Fire Resist	5
Electrical Resist	5
Poison Resist	5
Magick Resist	30
ST (2) DX (5) CN (4) BE (4) IN (6) WP (18) CH (3) PE (8)	



KITE WARRIOR

Level	5
HP	26
Normal Damage	4-10
Damage Resist	15
Fire Resist	15
Electrical Resist	15
Poison Resist	15
Magick Resist	15
ST (4) DX (10) CN (4) BE (4) IN (4) WP (4) CH (3) PE (10)	



KRAG BERSERKER

Level	8
HP	44
Normal Damage	10-15
Damage Resist	20
Fire Resist	10
Electrical Resist	10
Poison Resist	10
Magick Resist	0
ST (9) DX (12) CN (4) BE (2) IN (1) WP (6) CH (3) PE (2)	



KRAG CHIEFTAIN

Level	8
HP	36
Normal Damage	5-12
Damage Resist	20
Fire Resist	20
Electrical Resist	20
Poison Resist	20
Magick Resist	20
ST (5) DX (12) CN (3) BE (2) IN (6) WP (6) CH (3) PE (7)	



KRAG SHAMAN

Level	12
HP	55
Normal Damage	5-10
Spell	Regenerate
Damage Resist	5
Fire Resist	5
Electrical Resist	5
Poison Resist	5
Magick Resist	30
ST (5) DX (9) CN (9) BE (2) IN (7) WP (17) CH (3) PE (7)	



KRAG WARRIOR

Level	5
HP	30
Normal Damage	4-10
Damage Resist	15
Fire Resist	15
Electrical Resist	15
Poison Resist	15
Magick Resist	15
ST (5) DX (12) CN (3) BE (2) IN (3) WP (6) CH (3) PE (7)	



KRAG, LESSER

Level	3
HP	24
Normal Damage	3-8
Damage Resist	10
Fire Resist	10
Electrical Resist	10
Poison Resist	10
Magick Resist	10
ST (4) DX (11) CN (3) BE (2) IN (3) WP (6) CH (3) PE (7)	



KULJIN

Level	11
HP	56
Normal Damage	2-10
Damage Resist	10
Poison Resist	20
ST (12) DX (20) CN (5) BE (2)	
IN (3) WP (6) CH (2) PE (20)	



LICH, GREATER

Level	15
HP	78
Normal Damage	10-20
Spell	Bolt of Lightning
Damage Resist	30
Fire Resist	20
Electrical Resist	20
Poison Resist	20
Magick Resist	40
Magick Points	-50
ST (13) DX (8) CN (8) BE (3) IN (15) WP (18) CH (3) PE (8)	



LICH, LESSER

Level	8
HP	50
Normal Damage	5-10
Damage Resist	15
Fire Resist	15
Electrical Resist	15
Poison Resist	15
Magick Resist	30
Magick Points	-20
ST (9) DX (6) CN (8) BE (3) IN (13) WP (12) CH (3) PE (5)	



LORD OF THE DAMNED

Level	30
HP	117
Normal Damage	10-15
Damage Resist	30
Fire Resist	25
Electrical Resist	25
Poison Resist	25
Magick Resist	40
Magick Points	-60
ST (18) DX (12) CN (10) BE (3) IN (18) WP (17) CH (3) PE (7)	



MURDERAIN

Level	15
HP	68
Normal Damage	10-20
Spell	Call Air Elemental
Damage Resist	30
Fire Resist	30
Electrical Resist	0
Poison Resist	30
Magick Resist	30
Category	Snake
ST (8) DX (9) CN (6) BE (2) IN (7) WP (18) CH (2) PE (8)	



MYSTERIOUS APPARITION

Level	50
HP	152
Category	Biped
ST (14) DX (18) CN (16) BE (14) IN (20) WP (20) CH (13) PE (19)	



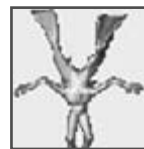
PESTILENT SOUL

Level	15
HP	73
Normal Damage	10-15
Poison Damage	10-20
Spell	Harm
Spell	Stasis
Damage Resist	20
Fire Resist	20
Electrical Resist	20
Poison Resist	65
Magick Resist	35
ST (12) DX (9) CN (9) BE (3) IN (13) WP (15) CH (3) PE (5)	



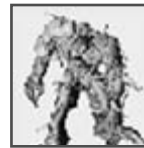
SCREAMING WRETCH

Level	12
HP	59
Normal Damage	15-25
Fatigue Damage	10-15
Spell	Flash
Damage Resist	20
Fire Resist	20
Electrical Resist	20
Poison/Magick Resist	20/35
ST (8) DX (10) CN (9) BE (3) IN (13) WP (15) CH (3) PE (6)	



SEWER SHAMBLER

Level	10
HP	54
Normal Damage	10-20
Damage Resist	60
Fire Resist	0
Electrical Resist	30
Poison Resist	100
Magick Resist	0
ST (11) DX (9) CN (10) BE (2) IN (4) WP (8) CH (5) PE (9)	



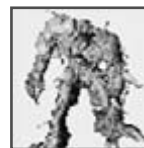
SHADOW WARRIOR

Level	20
HP	75
Normal Damage	15-30
Fatigue Damage	10-20
Damage Resist	60
Fire Resist	25
Electrical Resist	25
Poison/Magick Resist	25/10
Magick Points	-10
ST (11) DX (17) CN (13) BE (2) IN (8) WP (9) CH (5) PE (17)	



SHAMBLER

Level	25
HP	102
Normal Damage	10-20
Damage Resist	60
Fire Resist	0
Electrical Resist	30
Poison Resist	100
Magick Resist	0
Magick Points	-14
ST (18) DX (12) CN (15) BE (2) IN (4) WP (12) CH (5) PE (10)	



SHIVER BEAST

Level	10
HP	58
Normal Damage	10-20
Damage Resist	15
Fire Resist	15
Electrical Resist	15
Poison Resist	15
Magick Resist	50
Category	Quadruped
ST (8) DX (10) CN (7) BE (3) IN (2) WP (8) CH (3) PE (6)	



SLITHER QUEEN

Level	15
HP	63
Normal Damage	15-25
Damage Resist	30
Fire Resist	30
Electrical Resist	0
Poison Resist	30
Magick Resist	30
Category	Snake
ST (12) DX (12) CN (6) BE (2) IN (2) WP (5) CH (2) PE (13)	



SPEAK OF EVIL

Level	20
HP	92
Normal Damage	10-20
Damage Resist	40
Fire Resist	25
Electrical Resist	25
Poison Resist	25
Magick Resist	40
Magick Points	-50
ST (15) DX (10) CN (8) BE (3) IN (16) WP (18) CH (3) PE (7)	



SPIRIT SNAKE

Level	20
HP	83
Normal Damage	5-10
Spell	Bolt of Lightning
Spell	Stasis
Damage Resist	60
Fire Resist	30
Electrical Resist	0
Poison Resist	30
Magick Resist	30
Category	Snake
ST (10) DX (13) CN (9) BE (2) IN (6) WP (19) CH (2) PE (10)	



STILLWATER GIANT

Level	30
Hit Points	500
Normal Damage	10-20
Damage Resist	30
Fire Resist	0
Electrical Resist	0
Poison Resist	50
Magick Resist	0
ST (20) DX (17) CN (17) BE (11) IN (4) WP (13) CH (9) PE (11)	



STONE MISTRESS

Level	12
HP	51
Normal Damage	10-15
Damage Resist	15
Fire Resist	15
Electrical Resist	0
Poison Resist	40
Magick Resist	15
Category	Snake
ST (9) DX (12) CN (6) BE (2) IN (2) WP (5) CH (2) PE (12)	



STORM SOLDIER

Level	20
HP	81
Normal Damage	15-25
Spell	Call Air Elemental
Damage Resist	35
Fire Resist	15
Electrical Resist	15
Poison Resist	15
Magick Resist	50
Magick Points	-20
ST (14) DX (16) CN (15) BE (2) IN (8) WP (9) CH (5) PE (11)	



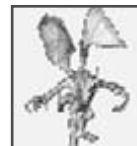
SWAMP SHAMBLER

Level	18
HP	87
Normal Damage	10-20
Damage Resist	60
Fire Resist	0
Electrical Resist	30
Poison Resist	100
Magick Resist	0
Magick Points	-14
ST (18) DX (11) CN (16) BE (5) IN (8) WP (11) CH (5) PE (9)	



VOLTAX

Level	25
HP	100
Normal Damage	5-8
Spell	Bolt of Lightning
Electrical Damage	20-30
Damage Resist	25
Fire Resist	10
Electrical Resist	70
Poison Resist	10
Magick Resist	10
Category	Avian
ST (14) DX (9) CN (11) BE (6) IN (13) WP (18) CH (3) PE (10)	



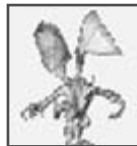
WARGUNN

Level	25
HP	91
Normal Damage	20-30
Damage Resist	50
Fire Resist	20
Electrical Resist	20
Poison Resist	20
Magick Resist	0
ST (16) DX (10) CN (12) BE (8) IN (3) WP (5) CH (2) PE (7)	



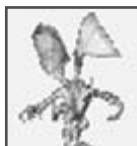
WYVERN, GREATER

Level	20
HP	77
Normal Damage	15-25
Damage Resist	30
Fire Resist	30
Electrical Resist	30
Poison Resist	30
Magick Resist	30
Category	Avian
ST (13) DX (16) CN (10) BE (8) IN (13) WP (7) CH (3) PE (9)	



WYVERN, LESSER

Level	15
HP	63
Normal Damage	10-20
Damage Resist	20
Fire Resist	20
Electrical Resist	20
Poison Resist	20
Magick Resist	20
Category	Avian
ST (11) DX (13) CN (10) BE (8) IN (11) WP (7) CH (3) PE (8)	



WYVERN, LETHE

Level	45
HP	147
Normal Damage	10-20
Poison Damage	20-30
Damage Resist	40
Poison Resist	50
Category	Biped
ST (18) DX (16) CN (17) BE (5) IN (16) WP (17) CH (4) PE (17)	



MAPS *of* ARCANUM

Chests and Barrels and Junk Piles, Oh My!

The vastness of Arcanum is covered in treasure. Oh yes, gentle traveler, it is there for the taking — in barrels, chests of all types, dressers, crates, junk piles or whatever names these clever schemers have come up with. When coming across an area littered with aforesaid receptacles, a quick swipe of your cursor will highlight the ones with potential.

Unfortunately, some ne'er-do-wells may beat you to the punch and empty a receptacle before you get there. I assure you that I left them as I found them ... well, most of them, gentle beings. Even cartographers have expenses.

RIFLE THAT REFUSE!

Check out refuse receptacles as you come across them. They are often a good source for those elusive parts needed to complete a valuable schematic. Alas, I, your humble cartographer, did not mark all of these as I would have never gotten out of Tarant!

At any rate, I tried my best to diligently mark each receptacle as I came across it, short of burglarizing the homes of law-abiding citizens. (A crafty, light-fingered individual could find treasure in almost any home.) I

WARNING!

Beware of trapped receptacles! You will find them everywhere. Search for those traps or be prepared to heal yourself. You have been warned!

hope that helps you manage your expenses as well. I do realize how costly it can be to live the life of a hero reincarnate.

Spoilers

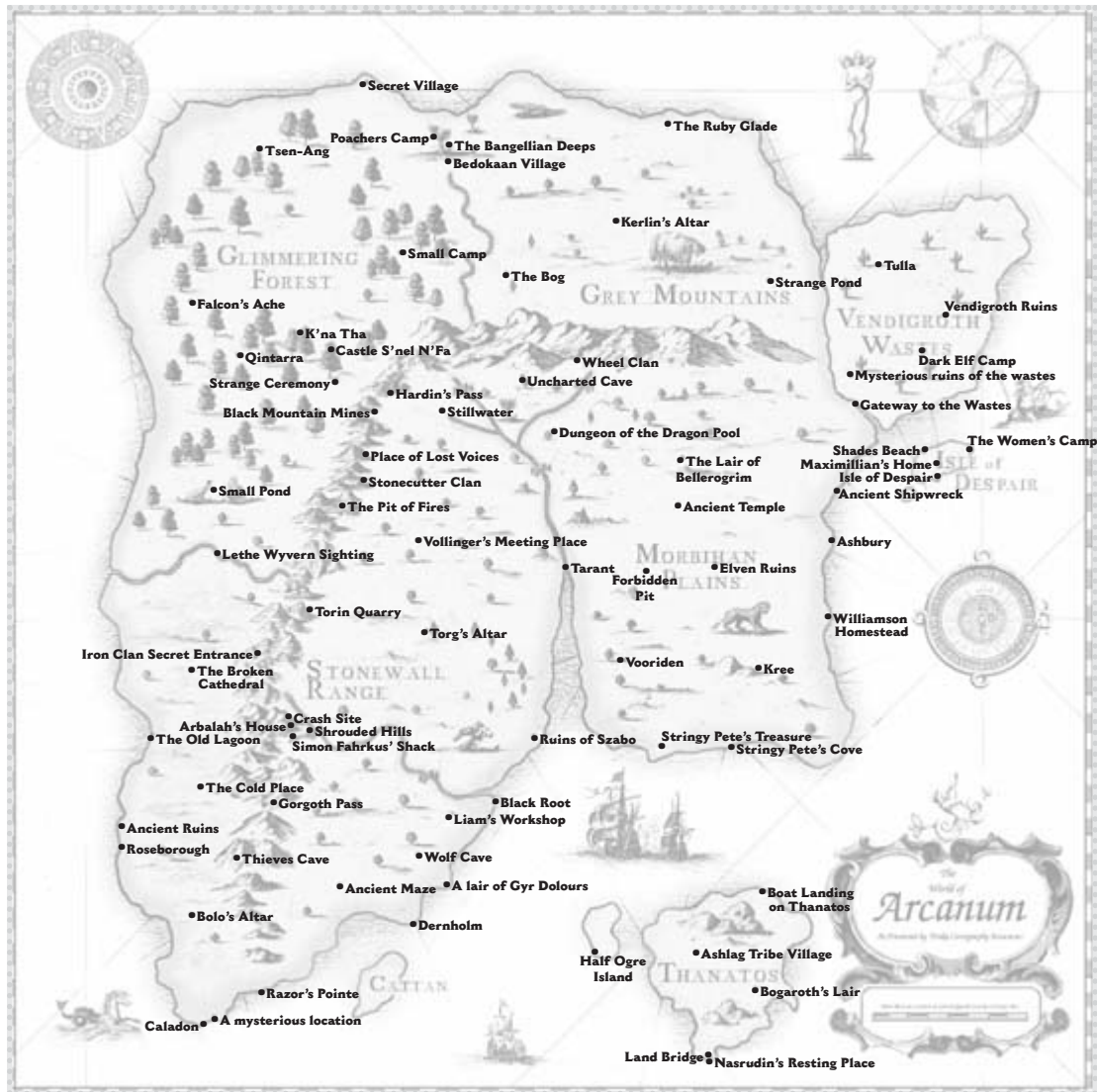
Sadly, such is the consequence of reading another's maps. I have marked my charts with simple numbers that are explained in a nearby box. If you don't want to know what is at a number, don't read the Places of Interest.

Those Pesky Monsters

Challenges abound in Arcanum. To alert you as to what to expect in an area, please refer to the Monster Menu by each map. Since these creatures move about and propagate past all understanding, their exact location at the moment of your visit will be a surprise. I do hope that the list will, at least, help you prepare for what you may find.

These boxes contain my personal opinions. Heed them as you will!

The Vast World of Arcanum



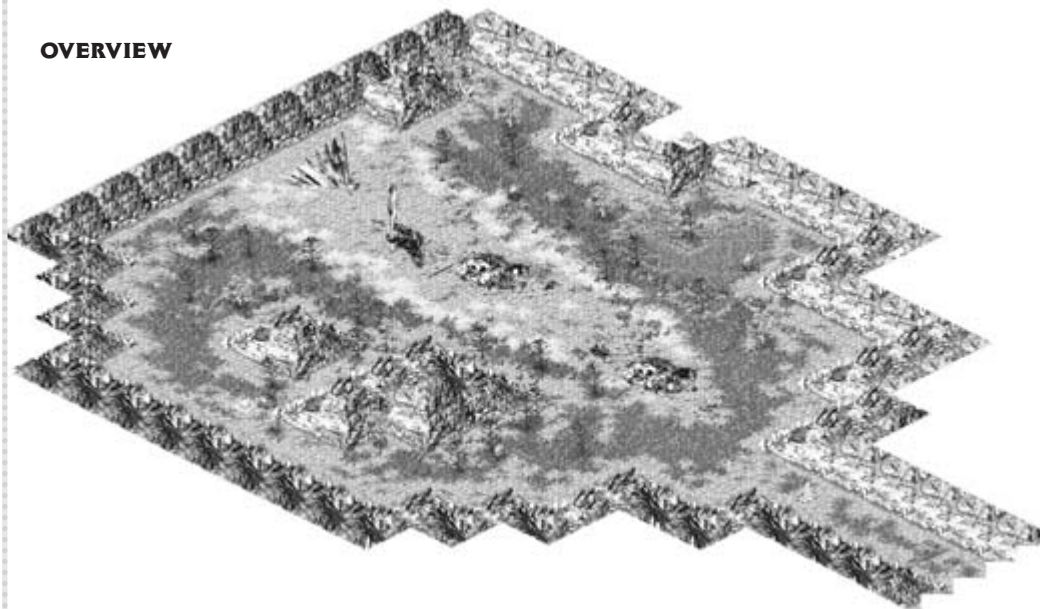
Map Order

This chapter begins as you do, intrepid adventurer — at the Crash Site. That map is immediately followed by one of Shrouded Hills and surrounding areas.

Since your destinations are your own to determine in Arcanum, the subsequent order follows a mostly alphabetical nature. (That premium item — space — did dictate a variance from time to time.)

Crash Site

OVERVIEW



Monster Menu

<i>Ailing Wolf</i>	<i>Lesser Boar</i>
<i>Kite Shaman</i>	<i>Sewer Rat (Cave)</i>
<i>Kite Scout</i>	

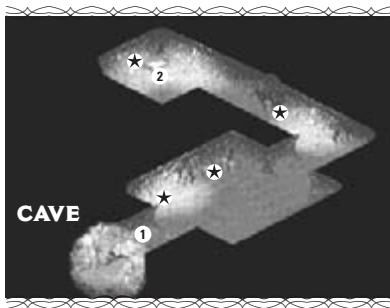
★ — *Receptacles of Potential Riches*

Places of Interest

- ① Meeting with Virgil
- ② Strange flying machine
- ③ Cave entrance
- ④ Panarii shrine
- ⑤ Meeting with elf assassin

Cave

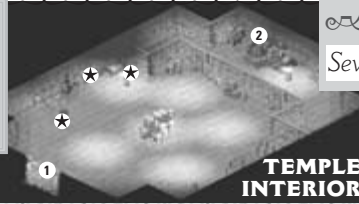
- ① Passage to Overview / ③
- ② Human bandit spirit



Shrouded Hills

∞ Places of Interest ∞

- ① Passage to Overview / ②
- ② Steam engine



∞ Monster Menu ∞

Sewer Rat

OVERVIEW

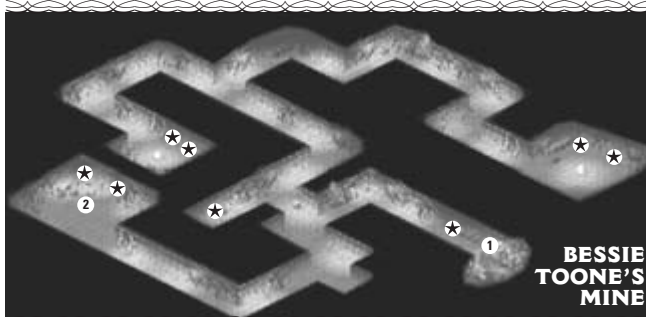


∞ Monster Menu ∞

Wolf Bandit

∞ Shrouded Hills Places of Interest ∞

- | | | |
|--|--------------------------------|---------------------------------|
| ① Meeting with Constable Owens by water well | ⑦ First Bank of Shrouded Hills | ⑫ Gaylin, herbalist |
| ② Temple | ⑧ Shrouded Hills Inn | ⑬ Barracks |
| ③ Doc Roberts | ⑨ Jingle's Enchantments | ⑭ Wise Woman (identifies items) |
| ④ Ristezze Imported Goods | ⑩ Percival Toone's House | ⑮ Bandits at bridge |
| ⑤ Gurloes' Metalworkings | ⑪ Bessie Toone's Mine entrance | ⑯ Bridge materials |
| ⑥ Slim Pickens' | | ⑰ Gnome |



∞ Places of Interest ∞

- ① Passage to Overview / ⑩
- ② Bessie Toone's ghost

∞ Monster Menu ∞

Ailing Wolf Lesser Spider
Wolf Spider

Ashbury

OVERVIEW



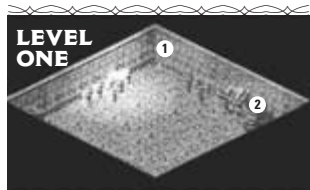
Monster Menu

Zombie
Mechanized Arachnid
Automaton

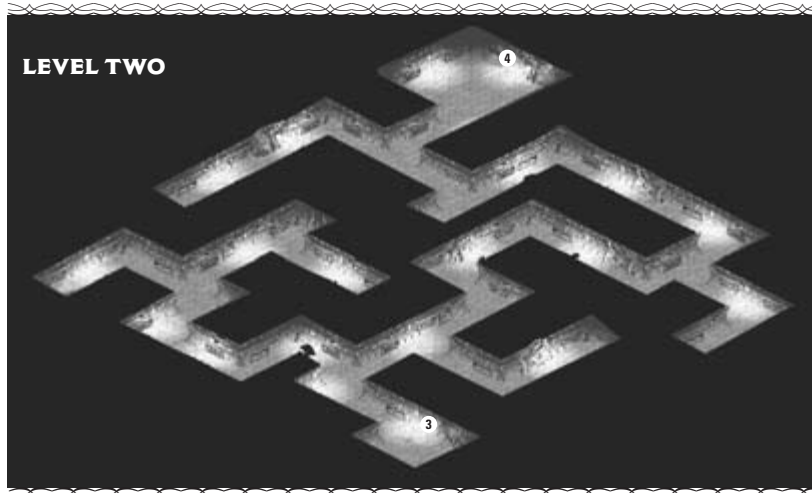
Places of Interest

- | | | |
|--|---|--|
| ① Ashbury Sundries | ⑩ The Meager Draught
(2 Molochean Hand) | ⑱ 14 Trellis Way (Kendrick
Wales, "The Curse of
T'sen-Ang" author) |
| ② The Crooked Staff | ⑪ Ashbury Prison
(Prison Warden, Guards) | ⑲ Theodore |
| ③ Fenwick's Fine Clothing
and Accouterments | ⑫ William Thorndop
(Halcyon Order) | ⑳ 12 Trellis Way (Trapdoor
to Inventor's Basement) |
| ④ Ashbury Premium
Armature | ⑬ Wise Woman
(identifies items) | ㉑ Chester Miller,
Mayor of Ashbury |
| ⑤ Side Arms and Saltpeter | ⑭ Theo Brightstart | ㉒ Ashbury Town Hall |
| ⑥ Ashbury Hostelry | ⑮ Geoffrey Tarellond-Ashe | ㉓ Gypsy Shadow (ship of
Captain Edward Teach) |
| ⑦ Storeroom | ⑯ Ashbury Crematorium
(Trapdoor Passage to
Crematorium,
Level One / ①) | ㉔ Ashbury Train Station |
| ⑧ Raymond's Fine
Spectacles
(Raymond Pierce) | ㉕ 14 Harbor View
(Peony's Fyne Herbs) | ㉖ Passage to Ashbury
Haunted House,
Ground Level / ① |
| ⑨ Elven Trader
(magickal items) | | |

Ashbury — Crematorium



★ — *Receptacles of Potential Riches*



Monster Menu

Sewer Rat
Prodigious Vermin
Zombie

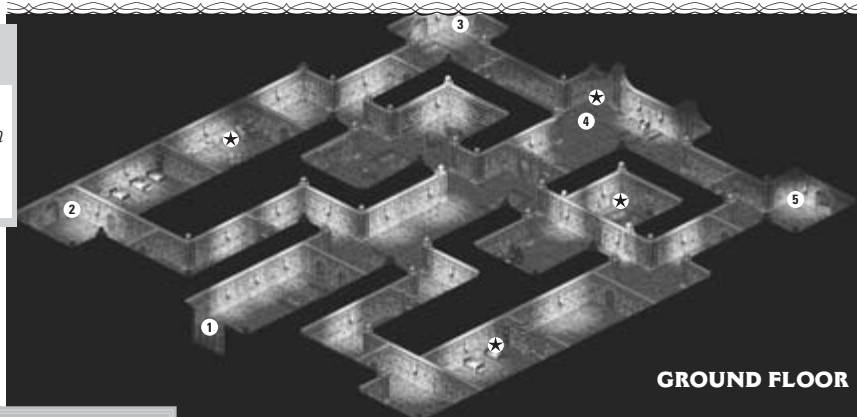
∞ Places of Interest ∞

- ① Passage to Overview / ⑩
- ② Passage to Crematorium, Level Two / ③
- ③ Passage to Crematorium, Level One / ②
- ④ Passage to Crematorium, Level Three / ⑤
- ⑤ Passage to Crematorium, Level Two / ④

Ashbury — Haunted House

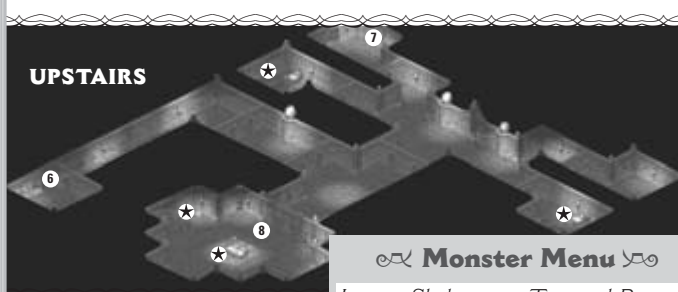
Monster Menu

Ghoul
Lesser Skeleton
Putrid Walker
Gore Guard



∞ Places of Interest ∞

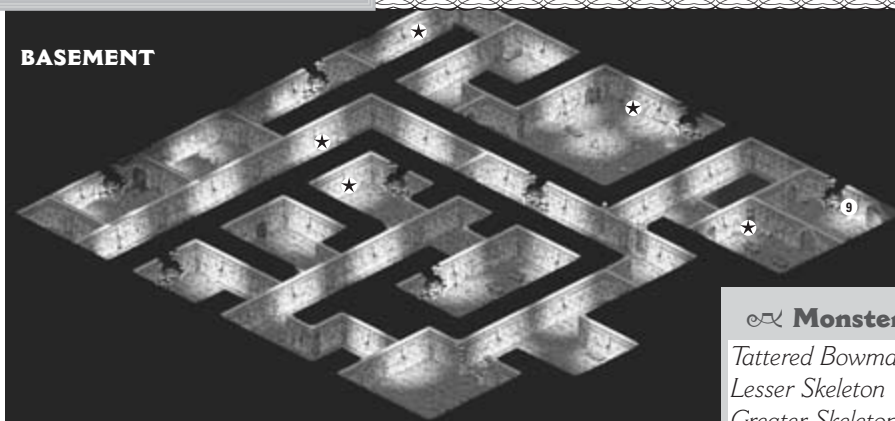
- ① Passage to Overview / ⑤
- ② Passage to Upstairs / ⑥
- ③ Passage to Upstairs / ⑦
- ④ Throne Room
- ⑤ Passage to Basement / ⑨
- ⑥ Passage to Ground Floor / ②
- ⑦ Passage to Ground Floor / ③
- ⑧ Bedroom
- ⑨ Passage to Ground Floor / ⑤



∞ Monster Menu ∞

Lesser Skeleton Tattered Bowman
Lesser Lich

BASEMENT

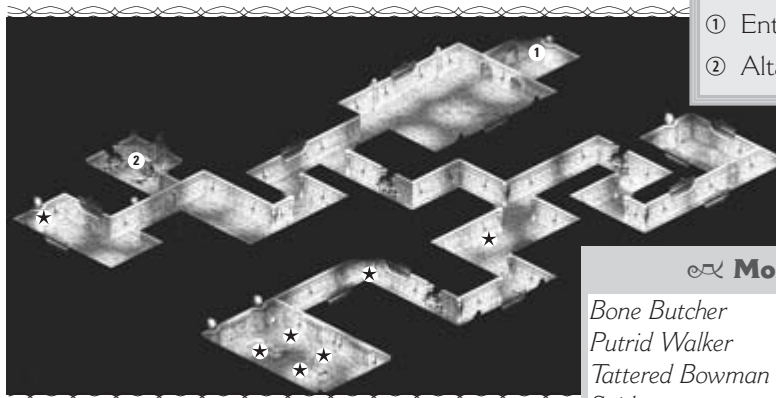


∞ Monster Menu ∞

Tattered Bowman
Lesser Skeleton
Greater Skeleton
Lord's Slave
Lord of the Damned

★ — Receptacles of Potential Riches

Ancient Temple (Derian-Ka)



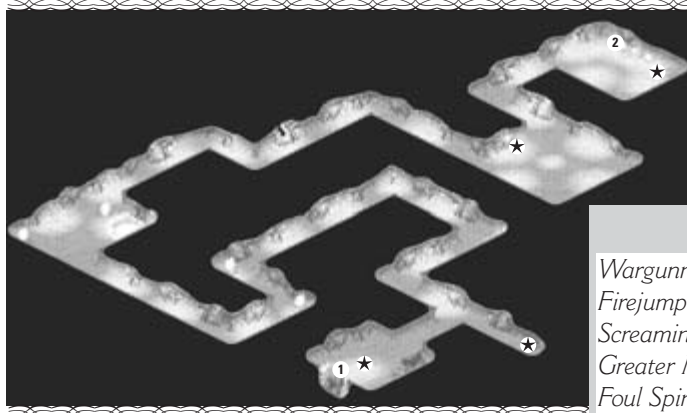
∞ Places of Interest ∞

- ① Entry Passage
- ② Altar to Moorindal

☞ Monster Menu ☜

<i>Bone Butcher</i>	<i>Foul Spirit</i>
<i>Putrid Walker</i>	<i>Gore Guard</i>
<i>Tattered Bowman</i>	<i>Lesser Skeleton</i>
<i>Spider</i>	<i>Crumbling Skeleton</i>
<i>Speaker of Evil</i>	<i>Muck Walker</i>

The Bangellian Deep



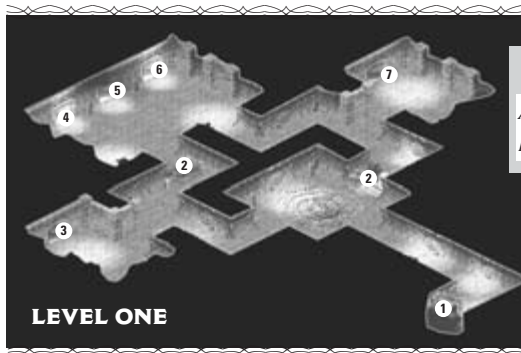
∞ Places of Interest ∞

- ① Entry Passage
- ② Furnace

☞ Monster Menu ☜

<i>Wargunn</i>	<i>Seething Mass</i>
<i>Firejumper</i>	<i>Flameshade</i>
<i>Screaming Wretch</i>	<i>Hell Beast</i>
<i>Greater Mummy</i>	<i>Burnowar</i>
<i>Foul Spirit</i>	<i>Cursed Paladin</i>
<i>Seether</i>	<i>Paladin Slave</i>

Black Mountain Mines



Monster Menu

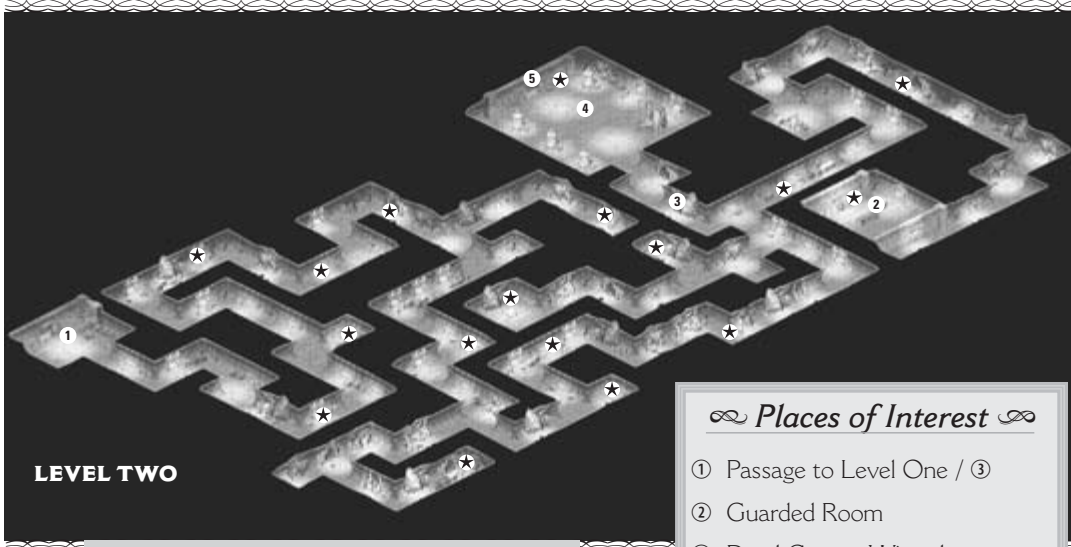
Ailing Wolf
Patriarch Wolf

Brute Fang

Places of Interest

- ① Entry Passage
- ② Barricade
- ③ Passage to Level Two / ①
- ④ Passage to Level Two / ⑤
- ⑤ Passage to Level Three / ①
- ⑥ Passage to Level Four / ①
- ⑦ Passage to Level Four / ⑨

★ — Receptacles of Potential Riches



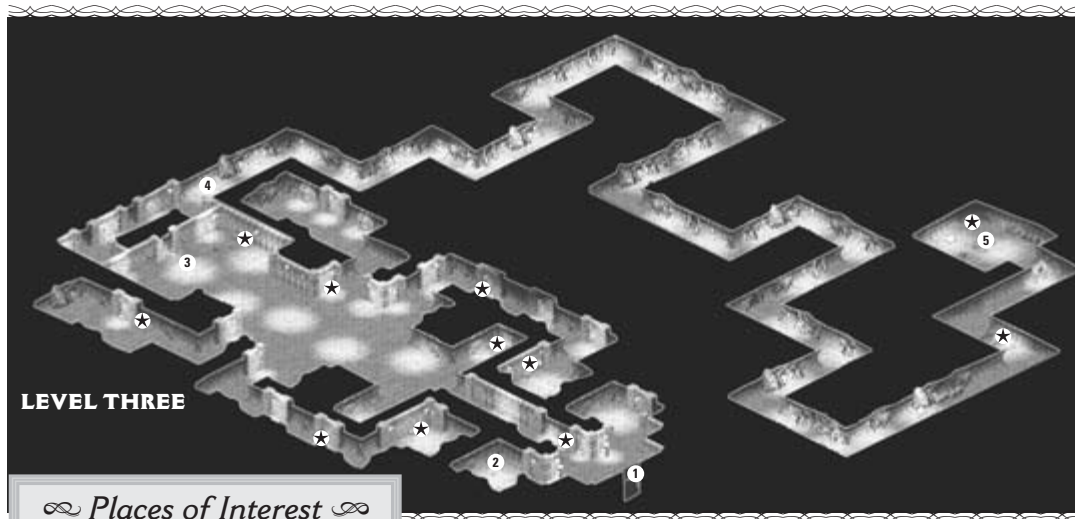
Monster Menu

Prodigious Vermin	Granite Rat
Putrid Rodent	Kite Scout
Kite Bowman	Rock Rat
Kite Berserker	Ore Golem
Kite Warrior	Seething Mass
Kite Shaman	

Places of Interest

- ① Passage to Level One / ③
- ② Guarded Room
- ③ Dead Gnome Wizard
- ④ Dead Half-Ogre Bandit and Elf Thief
- ⑤ Passage to Level One / ④

Maps of Arcanum: Black Mountain Mines



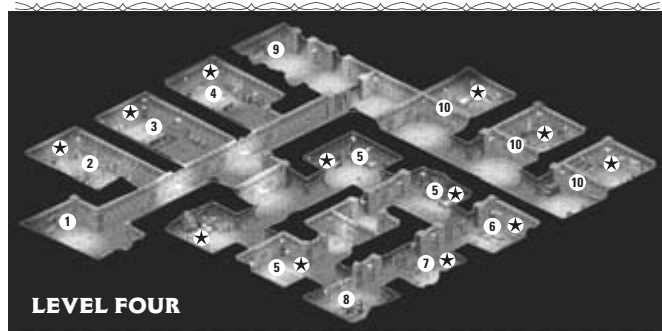
∞ Places of Interest ∞

- ① Passage to Level One / ⑤
- ② Dead Human Thief
- ③ "Throne"/Audience Area
- ④ Beginning of trapped tunnels
- ⑤ Dwarven Pillar (poison trap)

∞ Monster Menu ∞

<i>Kite Bowman</i>	<i>Kite Warrior</i>
<i>Kite Shaman</i>	<i>Were Rat</i>

★ — Receptacles of Potential Riches



LEVEL FOUR

∞ Monster Menu ∞

<i>Granite Rat</i>	<i>Kite Shaman</i>
<i>Kite Bowman</i>	<i>Kite Warrior</i>
<i>Kite Berserker</i>	

∞ Places of Interest ∞

- ① Passage to Level One / ⑥
- ② Room overgrown with vegetation
- ③ Room with dead Dark Elf Bandit and live Dark Elf Thief (well-trapped)
- ④ Storeroom
- ⑤ Barracks
- ⑥ Office
- ⑦ Dining Area
- ⑧ Storeroom
- ⑨ Passage to Level One / ⑦
- ⑩ Bedroom

Black Root

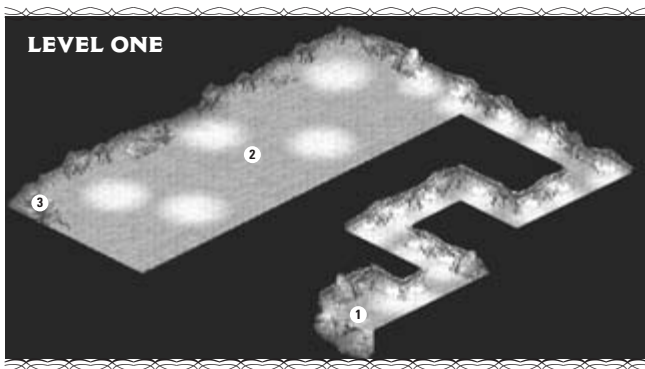
OVERVIEW



∞ Places of Interest ∞

- | | |
|---|--|
| ① Drop Yer Anchor
(Daniel Hallaway) | ⑪ Nice home (Mrs. Lydia Cameron,
repairs items) |
| ② Annabelle's Galley
(Clarissa Shalmo, Kietzel Pierce) | ⑫ Mayor's Mansion |
| ③ Deirdre's Charms and
Magickal Potions | ⑬ Barracks
(Herkemer Oggdoddler, outside) |
| ④ Tugal The Hedgewizard | ⑭ Seaside Salvage
(Junk Dealer, repairs items) |
| ⑤ House (Tyron's Note) | ⑮ The Sour Barnacle (Dante) |
| ⑥ The Dancing Needle | ⑯ Shipbuilder |
| ⑦ The Steadfast Anvil
(Garret Almstead) | ⑰ Barracks |
| ⑧ Inventor's House | ⑱ Captain's Quarters (general store) |
| ⑨ Grunwalde's House (poisons) | ⑲ Train Station |
| ⑩ Nice home | ⑳ Thercial Herbs |

Bellerogrim's Lair



∞ Places of Interest ∞

- ① Entry Passage
- ② Skeleton of Bellerogrim
- ③ Passage to Level Two / ①



🗡 Monster Menu 🗡

Dragaron
Burnowar
Frigidon

∞ Places of Interest ∞

- ① Passage to Level One / ③

★ — Receptacles of Potential Riches

Caladon

OVERVIEW



★ — *Receptacles of Potential Riches*



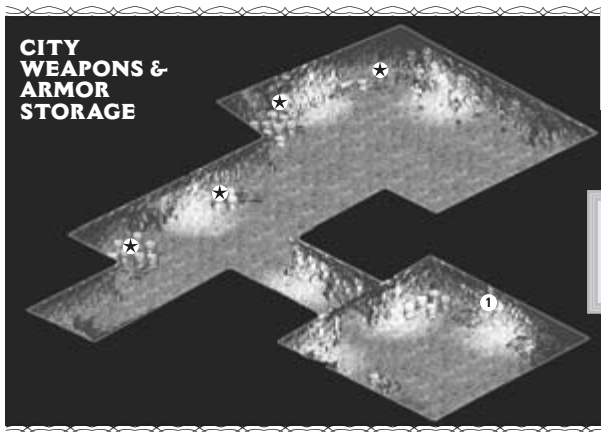
∞ *Places of Interest* ∞

- ① Passage to Overview / ㉔
- ② Passage to starting point

∞ Caladon Places of Interest ∞

- | | | |
|--|--|---|
| ① 3 Old King's Way | ⑩ 8 King's Way (The Sobbing Onion) (Ryan Sanders, Leach Meanface, Albert Leek) | ② 7 Saint's Avenue (Sam Longwell, Branch Office of Tarantian newspaper) |
| ② 15 Old King's Way (Technologist Factory) (Hieronymous Maxim) | ⑪ 1 Whytechurch Landing (site of grisly murder) | ③ ⑩ Passage to High Security Prison of Caladon / ① |
| ③ Barn | ⑫ 5 Whytechurch Landing (Jonathan Sanders, Passage to Sanders Basement / ①) | ④ ⑤ Saint's Avenue (Caladon Police Headquarters) (Chief Inspector Henderson, Renee) |
| ④ 25 Old King's Way (David and Cynthia Wit) | ⑬ Cemetery (Bingham Schulefest, Victor Misk's grave) | ⑤ Caladon Zoo |
| ⑤ 1 Old King's Way (Paul and Molly) | ⑭ Panarii Temple (①) | ⑥ Shoreline Park (L.N. Renford, Elderly Halfling) |
| ⑥ 23 King's Way (The Mushroom Inn) | ⑮ 1 Dragon's Turnabout (Museum of Caladon) | ⑦ Guardhouse (Passage to Caladon — Weapons and Armor Storage / ①) |
| ⑦ The Mushroom Inn, Room One | ⑯ 22 Dragon's Turnabout (Arthur Tyron) | ⑧ Caladon Castle (①) |
| ⑧ The Mushroom Inn, Room Two | ⑰ 24 Dragon's Turnabout (Adam Maxwell) | ⑨ Dock Storage (Passage to Caladon Sewer / ①) |
| ⑨ The Mushroom Inn, Room Three | ⑱ 25 Dragon's Turnabout (note to Carrington) | ⑩ Wise Woman |
| ⑩ The Mushroom Inn, Room Four (Conceal Master note) | ⑲ 23 Dragon's Turnabout (Daniel McPherson, Passage to McPherson Basement / ①) | |
| ⑪ The Toadstool | ⑳ 21 Dragon's Turnabout (site of grisly murder) | |
| ⑫ 15 King's Way (Caladon Fyne Armours) | ㉑ Guarded storeroom (Passage to Secret Sewer / ①) | |
| ⑬ 11 Whytechurch Landing (Rosemary's Therapeutic Tinctures) | ㉒ Caladonian Telegraph Office | |
| ⑭ 9 Gray Wolf Terrace (Misk Residence, Wesley the Butler, Brinda the Maid) | | |
| ⑮ 13 King's Way (Enchanted Panoply and Mystick Menagerie) | | |
-
- | |
|--|
| S1 Sewer Grate — Passage to Sewers / ④
S2 Sewer Grate — Passage to Sewers / ⑦
S3 Sewer Grate — Passage to Sewers / ⑧
S4 Sewer Grate — Passage to Sewers / ③ |
|--|

Caladon — Continued



Monster Menu

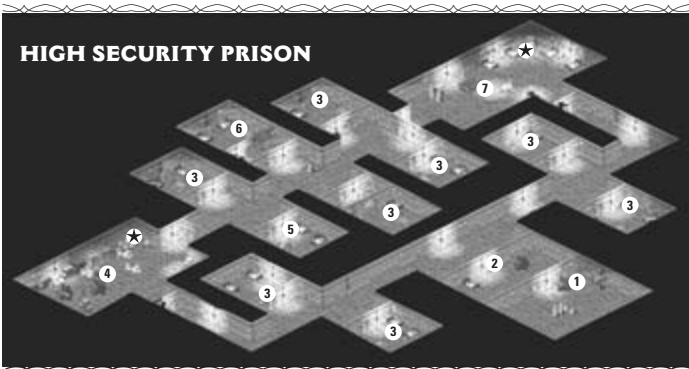
Rock-Rat

Place of Interest

① Passage to Overview / 34

Place of Interest

① Passage to Overview / 18

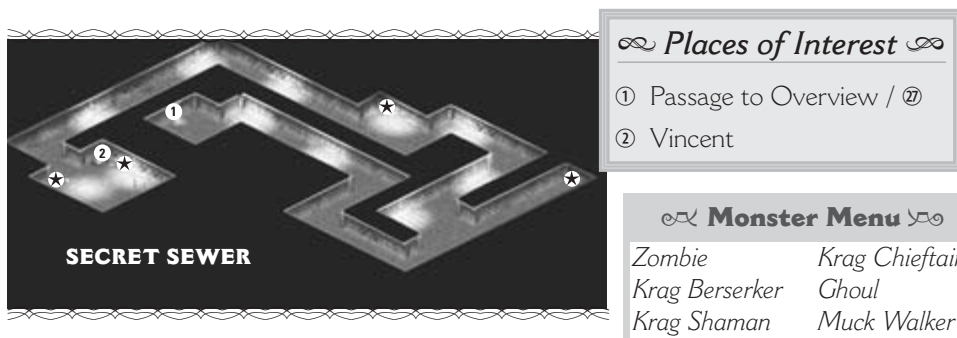
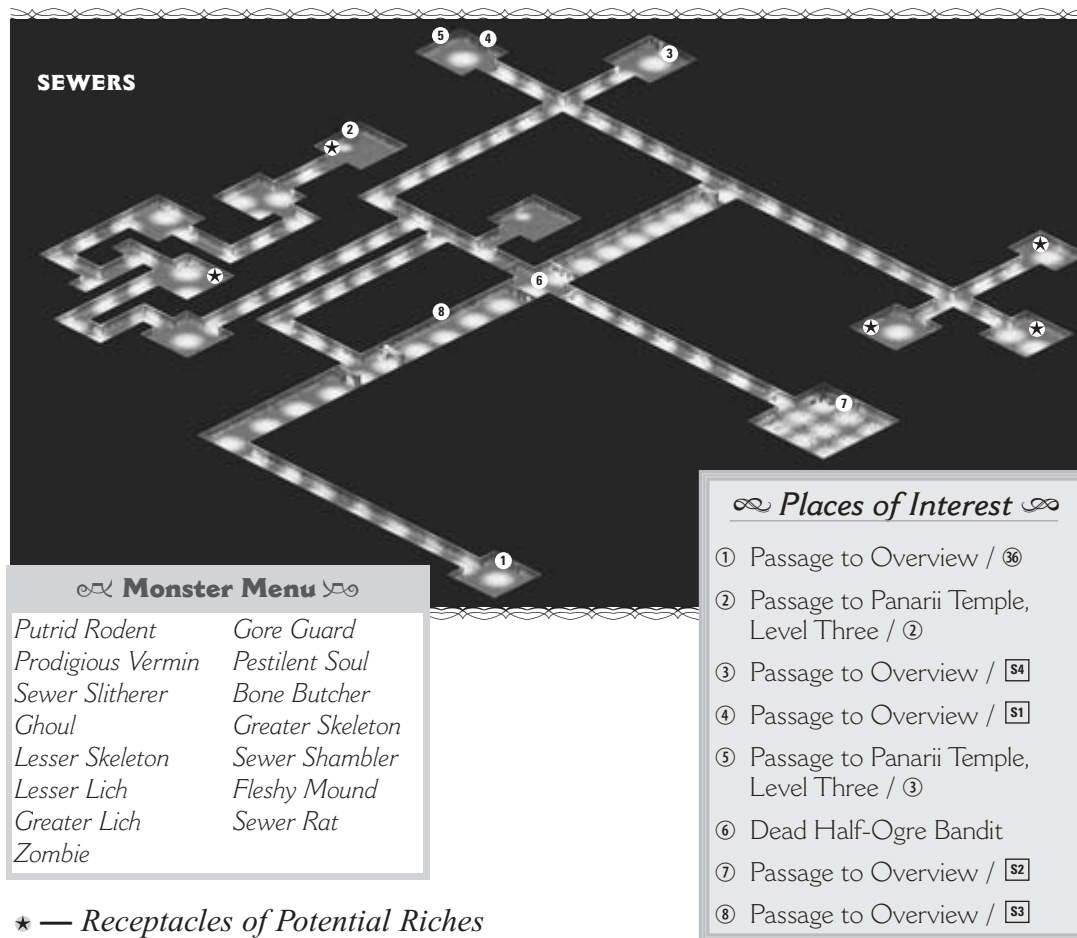


★ — Receptacles of Potential Riches

Places of Interest

- ① Passage to Overview / 30
- ② Guard room
- ③ Prison cell
- ④ Storeroom
- ⑤ Cell with Human Thief
- ⑥ Cell with J.T. Morgan
- ⑦ Guard barracks

Caladon — Sewers



Caladon — Castle

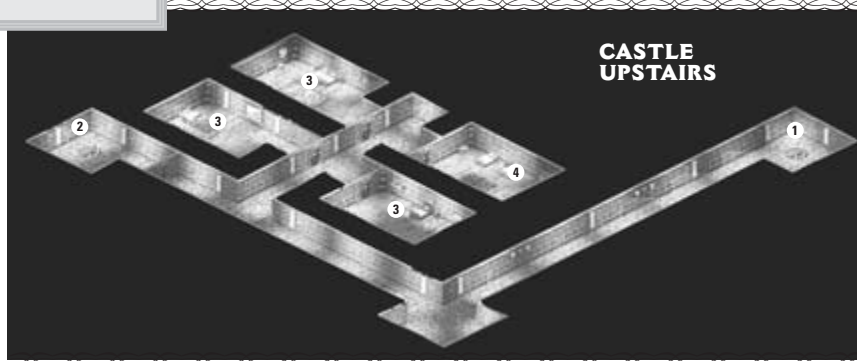


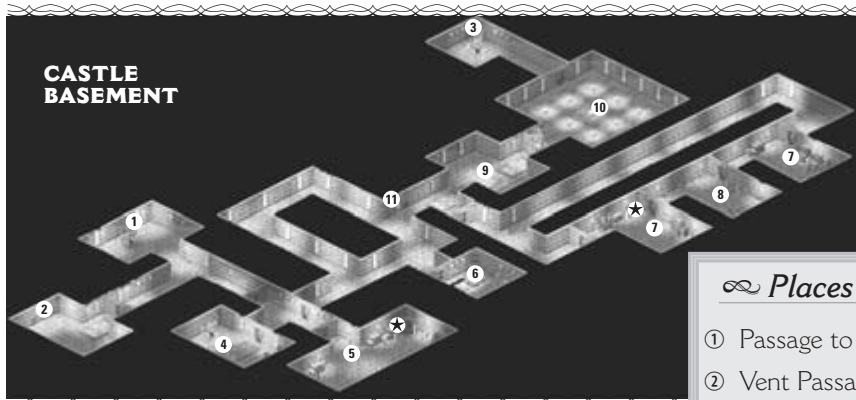
∞ Places of Interest ∞

- ① Passage to Overview / 35
- ② Entry hall (Prince Auguste Farad)
- ③ Passage to Basement / ①
- ④ Royal guard barracks (Vent Passage to Vents / ①)
- ⑤ Passage to King's Bedchamber / ①
- ⑥ Throne Room (Elf Noble, Advisory Board Members and Chairman)
- ⑦ Storeroom
- ⑧ Kitchen
- ⑨ Passage to Upstairs / ①

∞ Places of Interest ∞

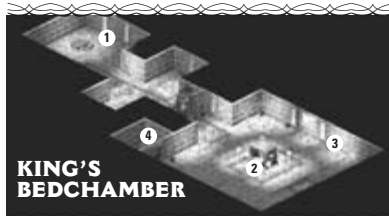
- ① Passage to Ground Floor / ⑨
- ② Passage to Basement / ④
- ③ Bedroom
- ④ Bedroom (Vent Passage to Vents / ②)





∞ Places of Interest ∞

- ① Passage to Ground Floor / ③
- ② Vent Passage to King's Bedchamber / ③
- ③ Passage to King's Bedchamber / ④
- ④ Passage to Upstairs / ②
- ⑤ Storeroom
- ⑥ Games Room (Vent Passage to Vents / ③)
- ⑦ Storeroom
- ⑧ Storeroom (Vent Passage to Vents / ④)
- ⑨ Guard room
- ⑩ Treasury (heavily trapped)
- ⑪ Vent Passage to Vents / ⑤

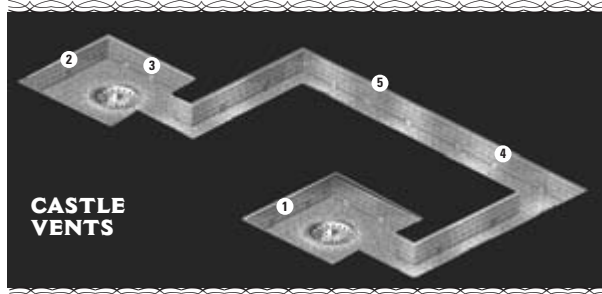


∞ Places of Interest ∞

- ① Passage to Ground Floor / ⑤
- ② King's Bedroom (King)
- ③ Vent Passage to Basement / ②
- ④ Passage to Basement / ③

∞ Places of Interest ∞

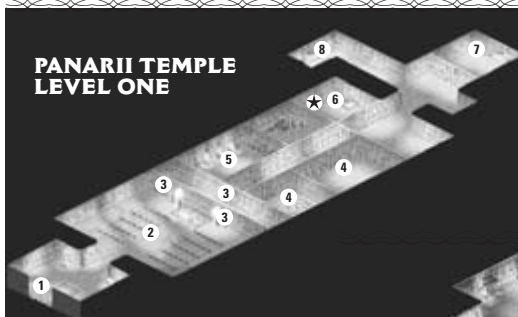
- ① Vent Passage to Ground Floor / ④
- ② Vent Passage to Upstairs / ④
- ③ Vent Passage to Basement / ⑥
- ④ Vent Passage to Basement / ⑧
- ⑤ Vent Passage to Basement / ⑪



Caladon — Temple

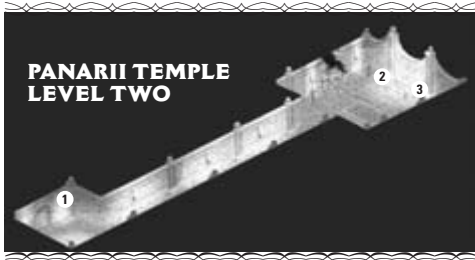
∞ Places of Interest ∞

- ① Passage to Overview / ⑩
- ② Worship Area (Panarii Acolyte)
- ③ Doors locked with strong magick
- ④ Study room
- ⑤ Display room (Strange Glass Device, Eye of Kraka-tur, Finger of Mannox)
- ⑥ Barracks
- ⑦ Passage to Level Two / ①
- ⑧ Passage to Master's Chamber / ①



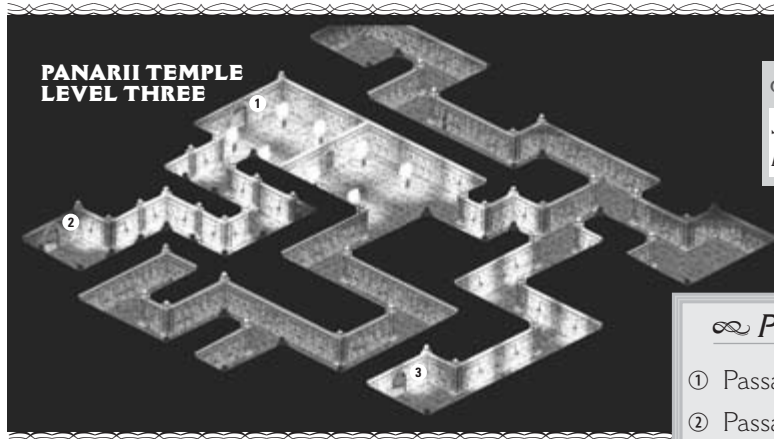
∞ Place of Interest ∞

- ① Passage to Level One / ⑧



∞ Places of Interest ∞

- ① Passage to Level One / ⑦
- ② Sarcophagus
- ③ Passage to Level Three / ①



Monster Menu

Storm Soldier
Bone Butcher

∞ Places of Interest ∞

- ① Passage to Level Two / ③
- ② Passage to Caladon Sewers / ②
- ③ Passage to Caladon Sewers / ⑤

★ — *Receptacles of Potential Riches*

Dernholm

OVERVIEW



∞ Places of Interest ∞

- | | |
|--|------------------------------------|
| ① Jayna Stiles' Residence | ⑦ Sarah Toone's Residence |
| ② Rupert's House of Well-Worn Effects (inventor) | ⑧ The King's Inn & Pub (Vollinger) |
| ③ Dolan's General Store | ⑨ Bernard |
| ④ Lianna Pel Dar's Residence | ⑩ Archibald's Residence |
| ⑤ Gladys' Residence | ⑪ Guardhouse |
| ⑥ Wallow's Quality Armour | ⑫ Dernholm Pits (①) |
| | ⑬ Passage to Dernholm Castle / ① |

★ — Receptacles of Potential Riches

∞ Places of Interest ∞

- ① Passage to Overview / ⑬
- ② Royal guard barracks
- ③ Throne room (King Praetor)



Dernholm Pit



∞ Places of Interest ∞

- ① Passage from Dernholm Overview / ⑩
- ② Tollo Underhill's cell
- ③ Passage to countryside outside Dernholm

☞ Monster Menu ☜

Human Thief	Shiverbit
Half-Ogre Bandit	Putrid Rodent
Dark Elf Bandit	Greater Spider
Brute Fang	Desecrator

Hint!

Followers only advance in level as you do (up to level 50), so consider long and hard before asking an experienced member of your party to leave. If you pick them up again later, they'll have missed out on levelling up with you. Also think twice before you replace an experienced follower with a new novice party member.

Dungeon of the Dragon Pool



∞ Places of Interest ∞

- ① Passage to Entrance
- ② Passage to Level Two / ①

🗡 Monster Menu 🗡

Greater Gowrath	Wargunn
Dragaron	Phage Dragaron

∞ Places of Interest ∞

- ① Passage to Level One / ②
- ② Pool of Dragon's Blood

🗡 Monster Menu 🗡

Voltax	Frigidon
Dragaron	



Hint!

To level up and get experience, don't forget to use both side quests and random encounters in the wilderness. Sometimes it's worth it to wander around on the map for a while and see what you run into.

Elven Ruins



∞ Places of Interest ∞

- ① Passage to Entrance
- ② Stone

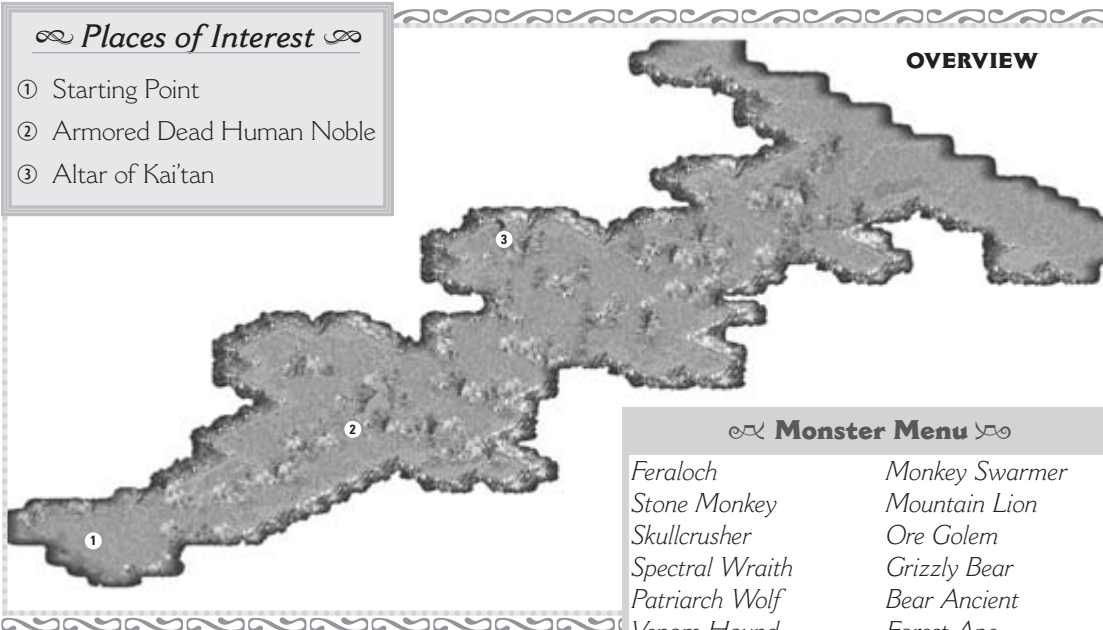
🗡 Monster Menu 🗡

Zombie
Mummy
Ghoul

Gorgoth Pass

∞ Places of Interest ∞

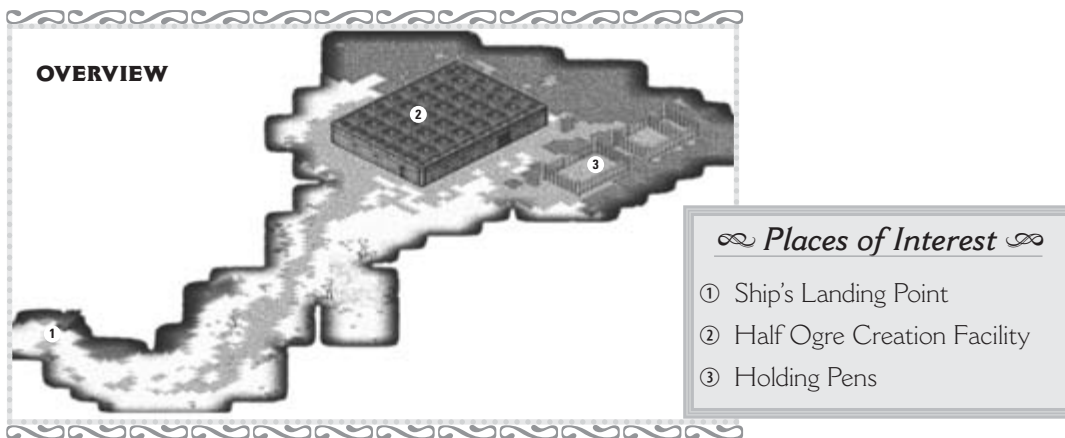
- ① Starting Point
- ② Armored Dead Human Noble
- ③ Altar of Kai'tan



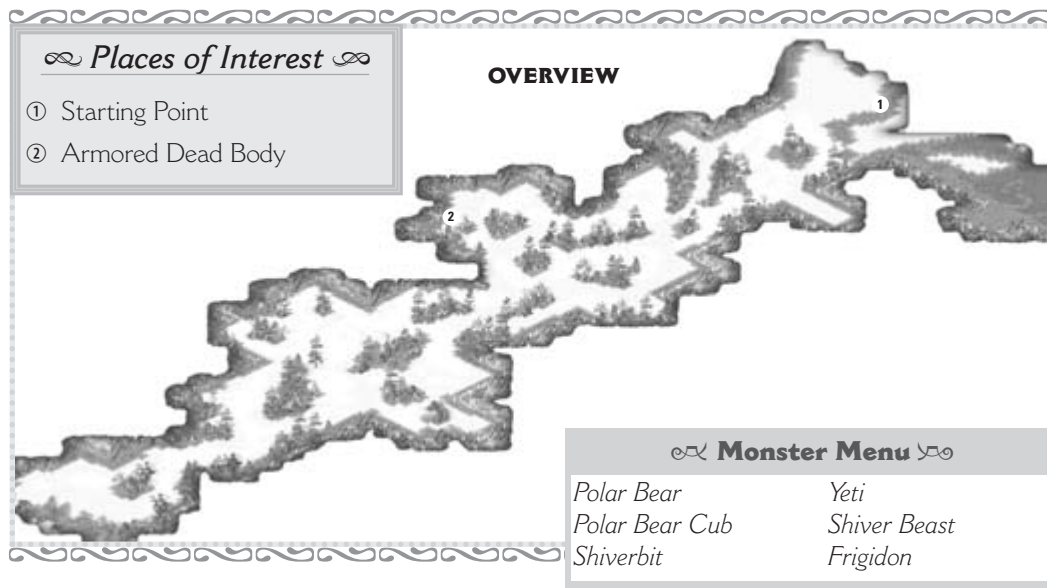
🗡 Monster Menu 🗡

Feraloch	Monkey Swarmer
Stone Monkey	Mountain Lion
Skullcrusher	Ore Golem
Spectral Wraith	Grizzly Bear
Patriarch Wolf	Bear Ancient
Venom Hound	Forest Ape
Wargunn	Rabid Boar

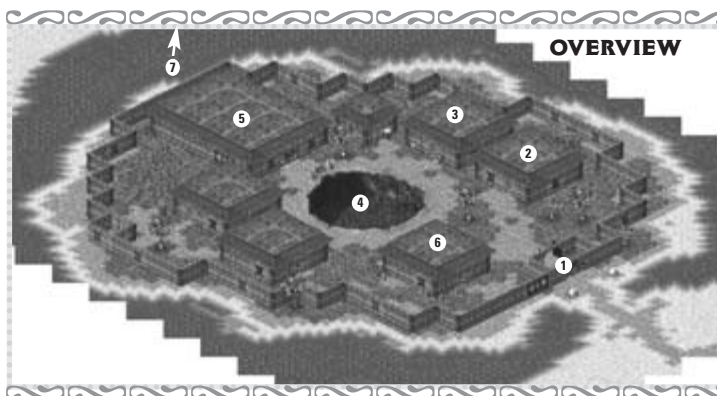
Half-Ogre Island



Hardin's Pass



Isle of Despair



OVERVIEW

∞ Places of Interest ∞

- ① Gate
- ② Cynthia Boggs' Residence
- ③ Establishment of Jones the Collector
- ④ Fighting Pit
- ⑤ Thorvald's Residence and Office
- ⑥ Norian's Establishment
- ⑦ Tracks that lead to Sorcerous Beast

★ — *Receptacles of Potential Riches*

Kree



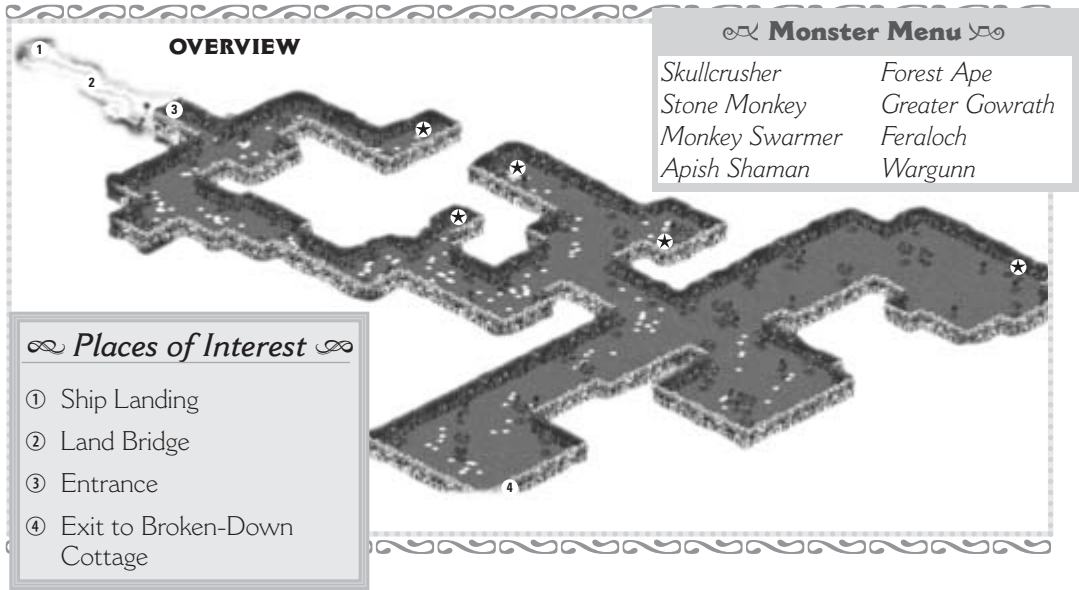
OVERVIEW

∞ Places of Interest ∞

- ① Starting Point
- ② Altar with Golden Idol of Kree
- ③ Altar of The Great Horned God

Land Bridge / Nasrudin's Resting Place

OVERVIEW



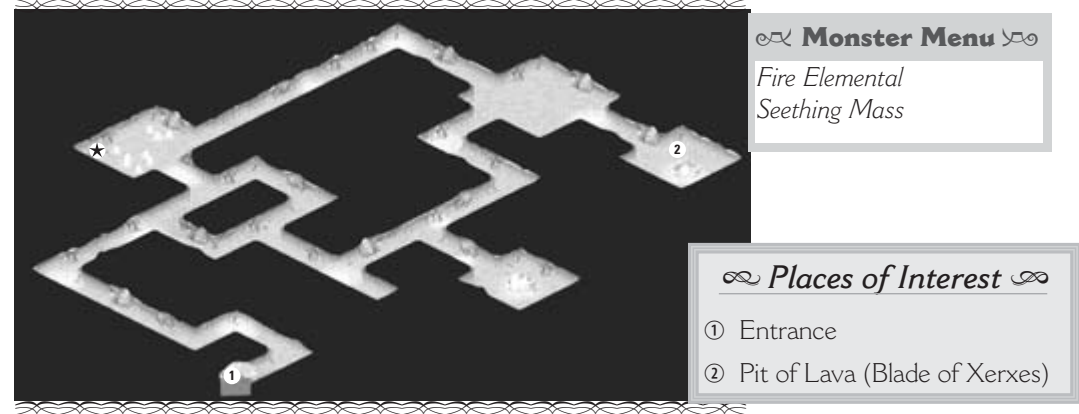
Monster Menu

Skullcrusher	Forest Ape
Stone Monkey	Greater Gowrath
Monkey Swarmer	Feraloch
Apish Shaman	Wargunn

Places of Interest

- ① Ship Landing
- ② Land Bridge
- ③ Entrance
- ④ Exit to Broken-Down Cottage

The Pit of Fires



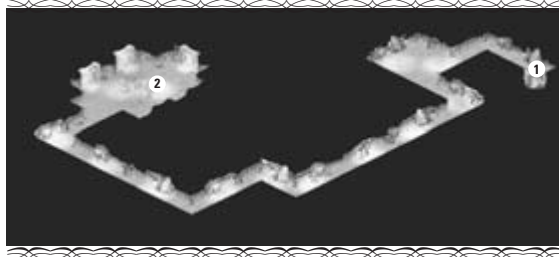
Monster Menu

Fire Elemental
Seething Mass

Places of Interest

- ① Entrance
- ② Pit of Lava (Blade of Xerxes)

Place of Lost Voices



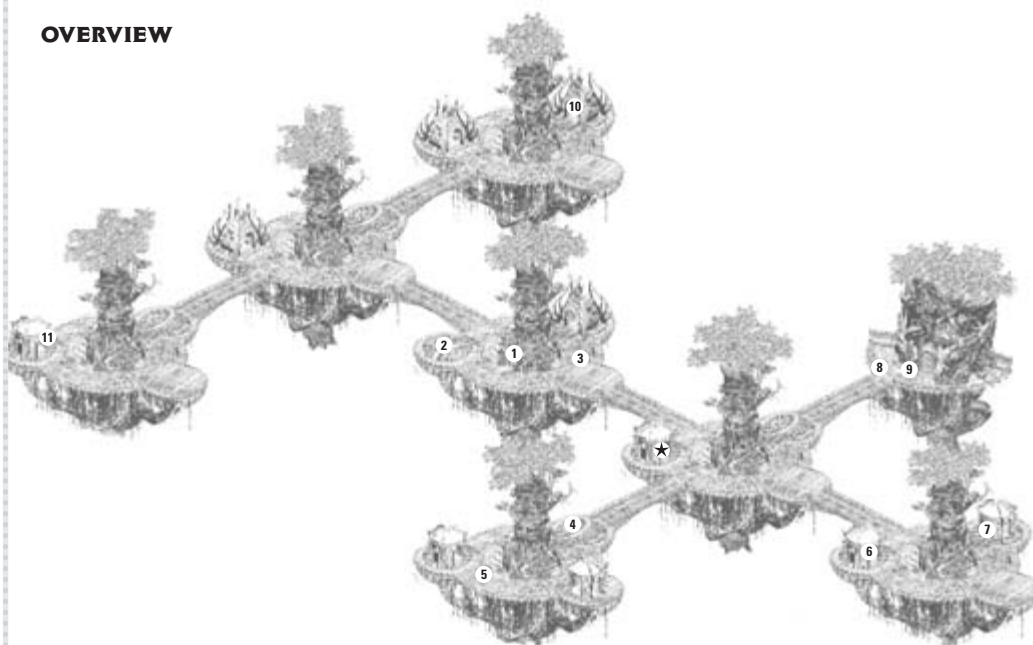
∞ Places of Interest ∞

- ① Entrance
- ② Ancient Device

Qintarra

★ — *Receptacles of Potential Riches*

OVERVIEW



∞ Places of Interest ∞

- | | | |
|--------------------------------------|--|------------------------------------|
| ① Passage from forest floor | ③ Whysper | ⑨ Passage to Silver Lady's Chamber |
| ② Mr. Winde (Master of the Hunt) | ⑥ Ellumyn (magickal weapons and armor) | ⑩ Wrath |
| ③ Swyft | ⑦ Sharpe's Apothecary | ⑪ Jormund (Dwarf) |
| ④ Kal-N'driel (Fawn) (Master Healer) | ⑧ Raven | |

Roseborough

OVERVIEW



∞ Places of Interest ∞

- ① Passage to The Roseborough Inn / ①
- ② Stone from Ring of Brodgar
- ③ Roseborough Gift Shoppe
- ④ Buckner's Smithy
- ⑤ Mr. R. L. Morgan Residence
- ⑥ Dr. Edmund Craig Residence
- ⑦ Ring of Brodgar
- ⑧ Guardhouse (Captain of the Roseborough Guard)

★ — Receptacles of Potential Riches

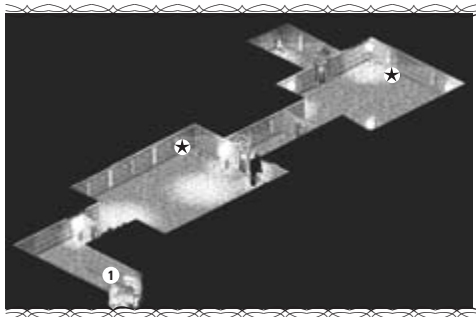
ROSEBOROUGH INN



∞ Places of Interest ∞

- | | |
|--|-----------------------|
| ① Passage to Overview / ① | ⑥ Storeroom |
| ② Lobby (Trevor Lynwood, Jason C. Guy, Manservant) | ⑦ Innkeeper's Bedroom |
| ③ Bar (Frederik) | ⑧ Common Room |
| ④ Dining Room | ⑨ Swimming Pool |
| ⑤ Kitchen | ⑩ Suite |
| | ⑪ Guest Room |

Ruins of Szabo



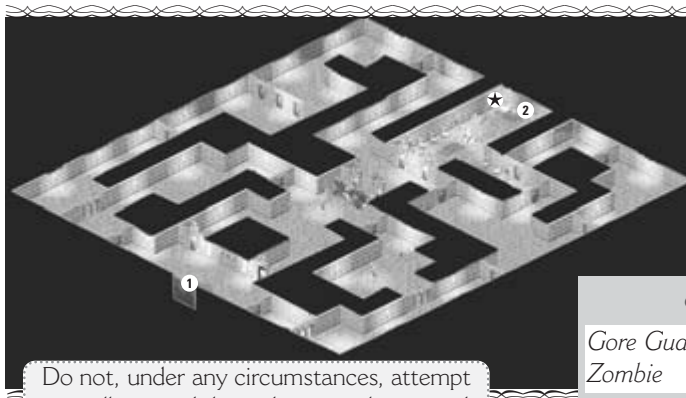
Monster Menu

Tattered Bowmen
Bludgeoner

Places of Interest

- ① Entrance

Snel N'fa Castle



Places of Interest

- ① Entrance
- ② Trapdoor teleport to outside

Monster Menu

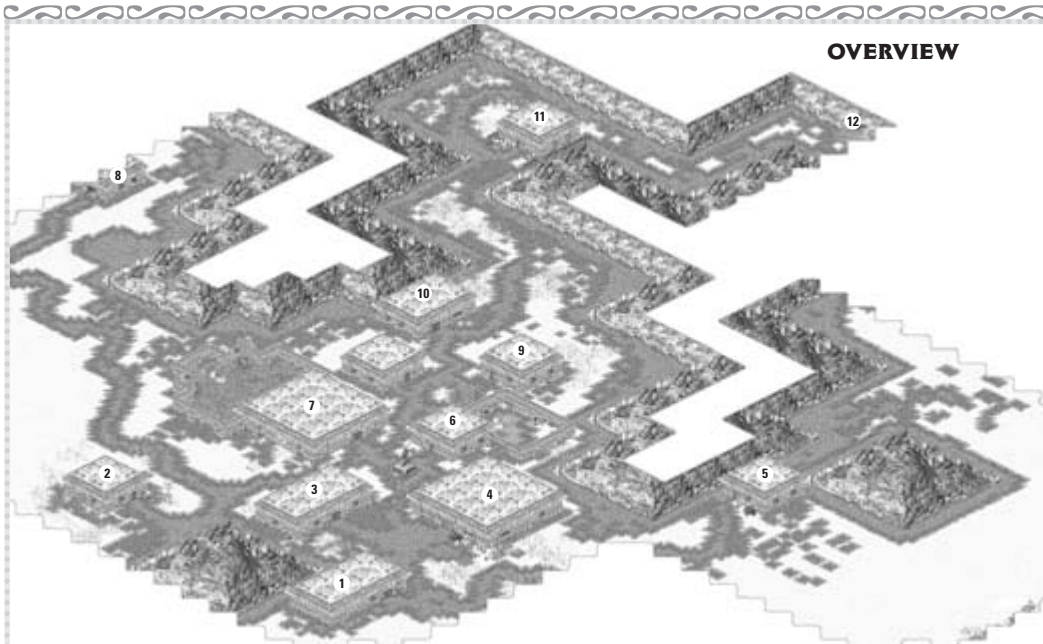
Gore Guard
Zombie

Greater Mummy
K'an T'au

Do not, under any circumstances, attempt to walk around these dangerously trapped hallways unless you are well prepared to locate and disarm those traps!

Or, they will be the last hallways you walk!

Stillwater



∞ Places of Interest ∞

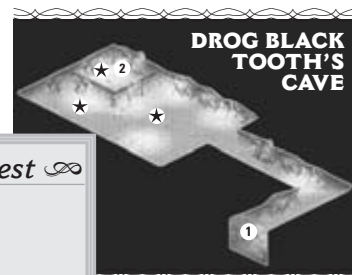
- | | | |
|-----------------------------|---|--|
| ① General Goods | ⑥ The Falling Hammer (Richard Leeks) | ⑨ Gildor Nightwalk's Residence |
| ② Adkin Chamber's Residence | ⑦ Temple to Geshtianna (Brigitte) | ⑩ Myrth's Residence |
| ③ The Thirsty Soul | ⑧ Cyrus' Residence (follow tracks to Entrance to Drog Black Tooth's Cave / ①) | ⑪ Stanley Xavier Hippington's Residence |
| ④ The Bleeding Rose Inn | | ⑫ Passage to Stillwater Giant's Cave / ① |
| ⑤ Marley's Residence | | |

★ — Receptacles of Potential Riches



∞ Places of Interest ∞

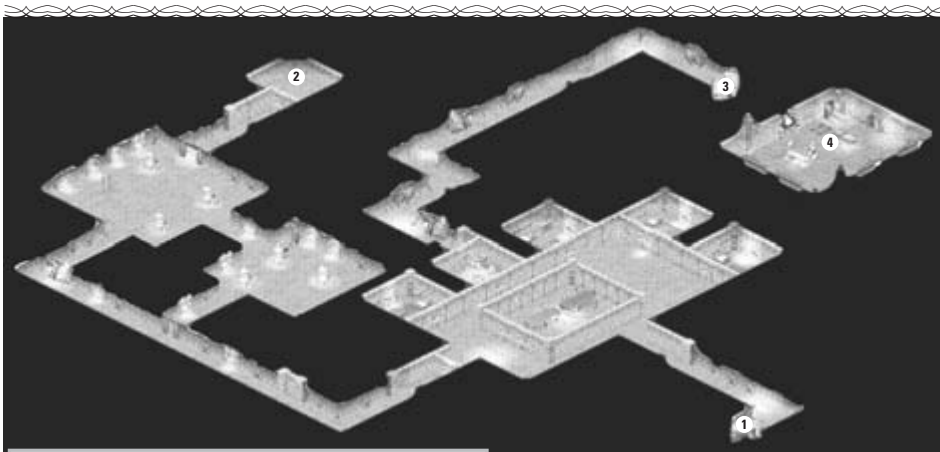
- ① Passage to Overview / ⑫
- ② Chamber with blue bunny



∞ Places of Interest ∞

- ① Entrance
- ② Cyrus' Cell

Stonecutter Clan



∞ Places of Interest ∞

- ① Entrance
- ② Dwarf Prisoners (Erland Iron Heart)
- ③ Passage to Necromancer's Laboratory
- ④ Laboratory

☞ Monster Menu ☞

<i>Putrid Walker</i>	<i>Black Defiler</i>
<i>Gore Guard</i>	<i>Bludgeoner</i>
<i>Black Defiler Slave</i>	

Vooriden

OVERVIEW

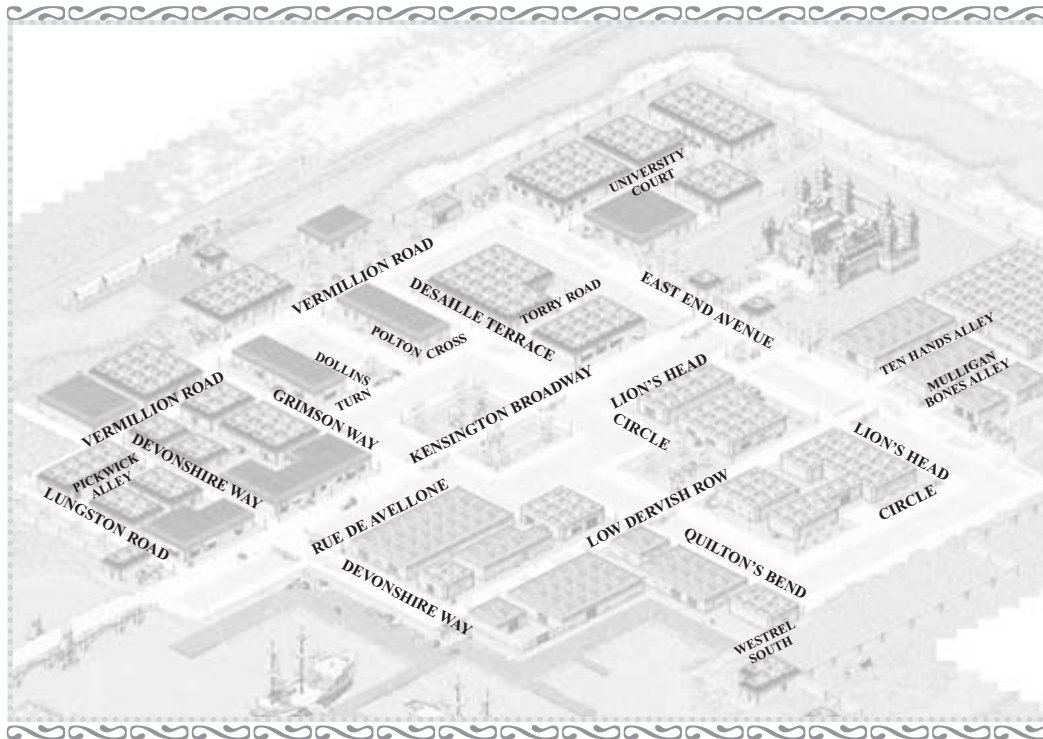


Please forgive the blatant disregard of the alphabetical as we try to fit in as much as we can!

∞ Places of Interest ∞

- ① Temple of Halcyon (Edwin Wallows)
- ② Priest's Quarters

Tarant — Streets



Tarant — The Boil

★ — *Receptacles of Potential Riches*



Monster Menu

Half-Orc Bandit	Dwarf Bandit
Orc Bandit	Human Bandit
Halfling Bandit	Brute Fang
Half-Ogre Bandit	Orc Berserker

Places of Interest

- ① Caleb Malloy's Pub (Miranda Tears, Muggs)
- ② Mellin Bungerton's Wagon
- ③ Clan Maug HQ (Passage to Overrun Sewers / ⑦)
- ④ Storeroom (case of ale)
- ⑤ Larrs' House
- ⑥ Barracks
- ⑦ Treat's House
- ⑧ Pollock's Gang HQ (Passage to Overrun Sewers / ②)

Tarant — Main City

OVERVIEW

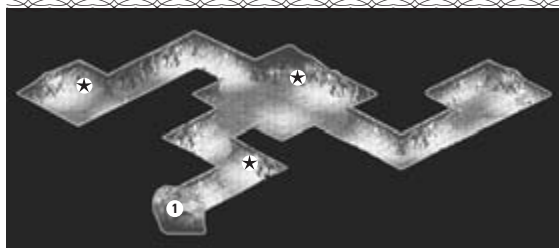


Monster Menu

Sewer Rats	Assorted Bandits
Prodigious Vermin	Assorted Thieves
Mechanized Arachnids	

★ — Receptacles of Potential Riches

Wolf Cave



Monster Menu

Sewer Rat	Wolf
Putrid Rodent	Wolf Cubs

Places of Interest

① Entrance

Again, please forgive the blatant disregard of the alphabetical as we try to fit in as much as we can!

∞ Tarant Places of Interest ∞

- | | | | |
|--|---|---|---|
| ① Steamrail Station A: West Garillon Bridge | ⑩ 77 Kensington Broadway (Anna's Herbals/Geoffrey's Gears & Gadgetry) | ⑳ 93 East End Avenue (The Zoological Society, Dr. Tristan Fenwick) | ④③ 25 Lion's Head Circle (Stanton Importers) |
| ② Castleton's General Store | ⑪ 63 Grimson Way (Wallow's Quality Armour) | ③① 15 University Court (Library of Tarant) | ④④ Steamrail Station D: Warehouse District |
| ③ 3 Lungsten Road (Pettibone Res.) | ⑫ 67 Grimson Way (Smythe's Gun Sh.) | ③② 24 University Court (Benjamin Gershwin, Professor Aldous Buxington, Professor Eakins, University Bookseller) | ④⑤ 29 Low Dervish Row (Appleby Res.) |
| ④ 19 Pickwick Alley (Willoughsby Res.) (Passage Active Sewers / ②) | ⑬ Steamrail Station B: Vermillion Station | ③③ 20 University Court (classroom) | ④⑥ 7 Lion's Head Circle (Panarii Temple) |
| ⑤ Mausoleum (Coffin Passage to Bates Mansion Trapped Escape Passage / ①) | ⑭ 50 Vermillion Road (Vermillion Station) | ③④ City Hall, Dept. of Water, Hall of Records (Basement) | ④⑦ Steamrail Station E: Commercial District |
| ⑥ 37 Devonshire Way (Garringsburg Res.) | ⑮ 44 Polton Cross (Tarantian Editorial Office) | ③⑤ Bates Mansion (Downstairs / ⑧) | ④⑧ 19 Quilton Bend (Thaddeus Mynor) |
| ⑦ 85 Kensington Broadway (Thurston's Fashion) | ⑯ 42 Polton Cross (Delores Beston) | ③⑥ 15 Ten Hands Alley (factory) | ④⑨ 17 Quilton Bend |
| ⑧ Grant's Tavern | ⑰ 40 Polton Cross (Frederick T. Fitzgerald) | ③⑦ 18 Ten Hands Alley (Bates Engine Factory) | ⑤① 36 Low Dervish Row |
| ⑨ 46 Devonshire Way (Mooreland Res.) | ⑱ 23 Desaille Terrace (Xe'rad's Magick Armoury) | ③⑧ 46 Mulligan Bone Alley (Heron Device) | ⑤② 13 Low Dervish Row (Poone's Flophouse) |
| ⑩ 48 Devonshire Way (Halster Res.) | ⑲ 18 Desaille Terrace (Barach's Magerium) | ③⑨ 57 Mulligan Bone Alley | ⑤③ Madam Lil's |
| ⑪ The Wellington Gentlemen's Club | ⑲ 13 Torry Road (Zeramin's House of Darke Magick) | ④① 12 East End Avenue (Joseph, Dwarven stonecutter) | ⑤④ 77 Devonshire Way (Madam Toussaude's House of Secrets) |
| ⑫ 73 Vermillion Road (The Bridesdale Inn) | ⑲ 42 Vermillion Road (Wendell Wellington) | ④② 32 Mulligan Bone Alley | ⑤⑤ 11 Low Dervish Row (Halfling Shopkeeper, Mr. Black) |
| ⑬ 64 Grimson Way (Franklin Res.) | ⑲ 17 Kensington Broadway (H.T. Parnell's Emporium of Wonders) | ④③ 19 Lion's Head Circle (Tarantian Water and Power Plant, C. Dunston) | ⑤⑥ Simon Plough's Warehouses |
| ⑭ 44 Devonshire Way (P. Schuyler & Sons/trapdoor to Level One / ①) | ⑲ Steamrail Station C: Tarant University | | ⑤⑦ Steamrail Station F: Tarantian Docks |
| ⑮ 79 Kensington Broadway (Tarant Telegraph) | | | ⑤⑧ Junk Dealer |
| | | | ⑤⑨ Passage to Overrun Sewers / ① |
| | | | ⑤⑩ Wise Woman |

Tarant — Bates Mansion

BATES MANSION TRAPPED ESCAPE PASSAGE



∞ Places of Interest ∞

- ① Passage to Main City / ⑤
- ② Locked and trapped door
- ③ Passage to Basement / ①

BATES MANSION UPSTAIRS



∞ Places of Interest ∞

- ① Passage (stairs) to Downstairs / ⑦
- ② Bedroom
- ③ Study
- ④ Gilbert Bates' Office
- ⑤ Gilbert Bates' Bedroom

No monsters here ... unless, you count the Gentleman of the House.



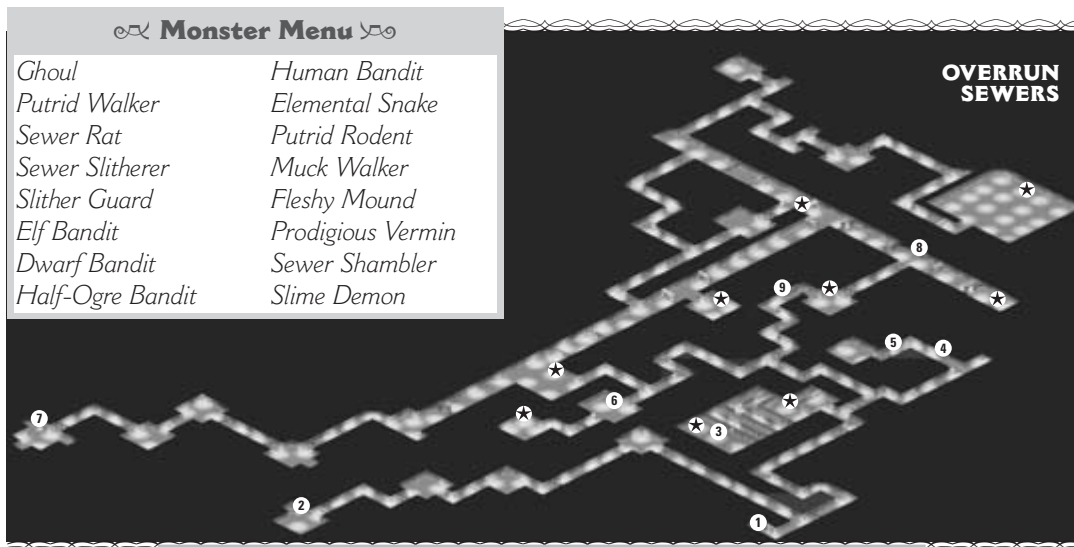
BATES MANSION DOWNSTAIRS

∞ Places of Interest ∞

- ① Passage to Trapped Escape Passage / ③
- ② Servants' Quarters
- ③ Kitchen
- ④ Dining Room
- ⑤ Library
- ⑥ Pool Room
- ⑦ Passage (stairs) to Upstairs / ①
- ⑧ Passage to Main City / ③⑤

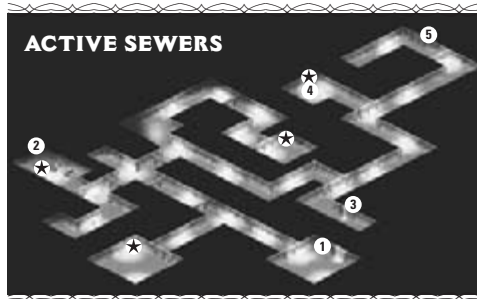
Servants' clothing can be found in the dressers next to the trapdoor from the Bates Mansion Trapped Passage. Servants are fairly invisible to the nobility. They are free to walk almost anywhere. Just thought I'd mention it.

Tarant — Sewers



Places of Interest

- | | |
|----------------------------------|----------------------------------|
| ① Passage to Main City / ⑤ | ⑥ Sealed Sewer Ladder (inactive) |
| ② Passage to The Boil / ⑧ | ⑦ Passage to The Boil / ③ |
| ③ Bandits Hideout | ⑧ Sealed Sewer Ladder (inactive) |
| ④ Sealed Sewer Ladder (inactive) | ⑨ Sealed Sewer Ladder (inactive) |
| ⑤ Blocking wall | |



Monster Menu

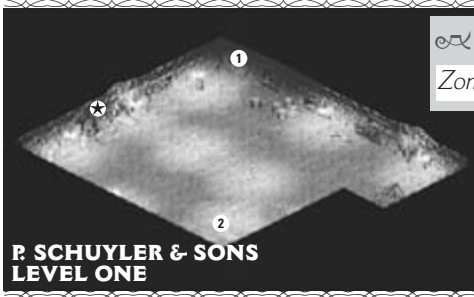
<i>Sewer Rat</i>	<i>Human Thief</i>
<i>Prodigious Vermin</i>	<i>Half-Orc Thief</i>
<i>Mechanized Arachnid</i>	

★ — Receptacles of Potential Riches

Places of Interest

- ① Passage to Main City, Kensington Broadway & Devonshire Way
- ② Locked room/Passage to Main City / ④
- ③ Passage to Main City, near P. Schuyler & Sons, Grimson Way & Dollins Turn
- ④ Thieves' Hideout
- ⑤ Passage to Main City, Vermillion Station, Vermillion Road & Polton Cross

Tarant — P. Schuyler & Sons



Monster Menu

Zombie

Places of Interest

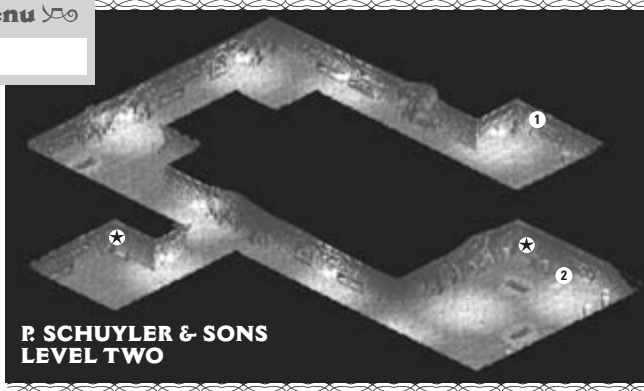
- ① Passage to Main City / ⑭ (P. Schuyler & Sons)
- ② Passage (hatch) to Level Two / ①

Monster Menu

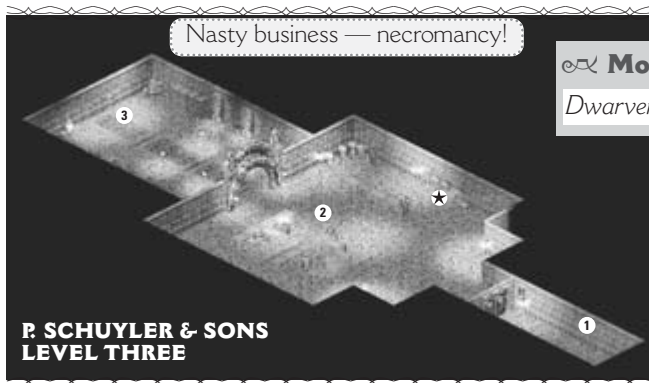
Zombie

Places of Interest

- ① Passage to Level One / ②
- ② Passage (hatch) to Level Three / ①



★ — *Receptacles of Potential Riches*



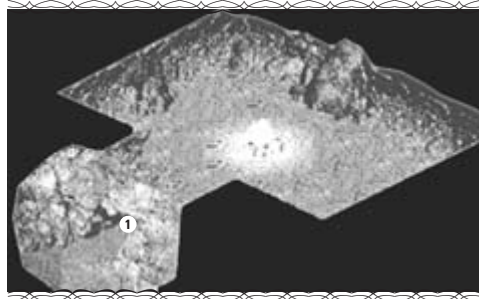
Monster Menu

Dwarven Undead

Places of Interest

- ① Passage to Level Two / ②
- ② Dwarven Burial Site
- ③ Schuyler Family

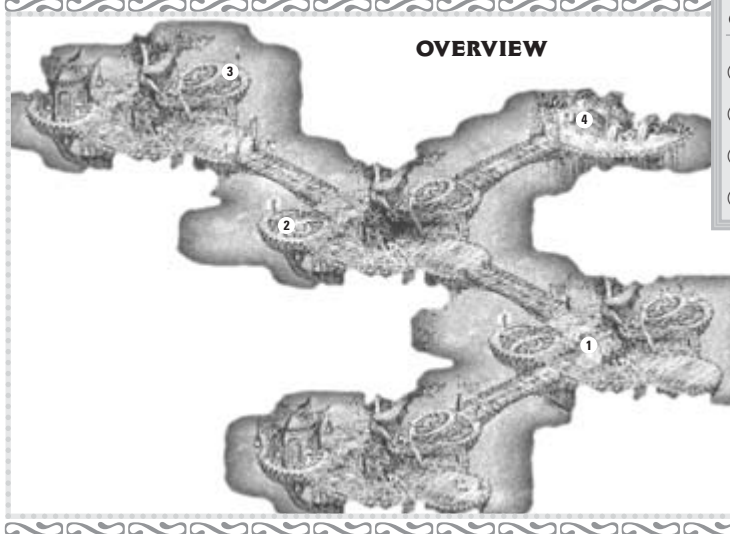
Thieves' Cave



∞ Places of Interest ∞

- ① Entrance (Halfling Thieves)

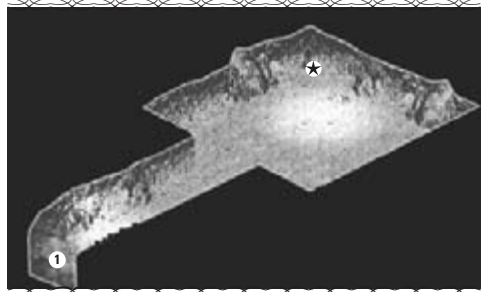
T'sen Ang



∞ Places of Interest ∞

- ① Passage to forest floor
- ② Z'an Al'urin
- ③ Half-Ogre Slave Market
- ④ M'in Gor'ad's Chamber

Uncharted Cave



∞ Monster Menu ∞

Fire Elemental

∞ Places of Interest ∞

- ① Entrance

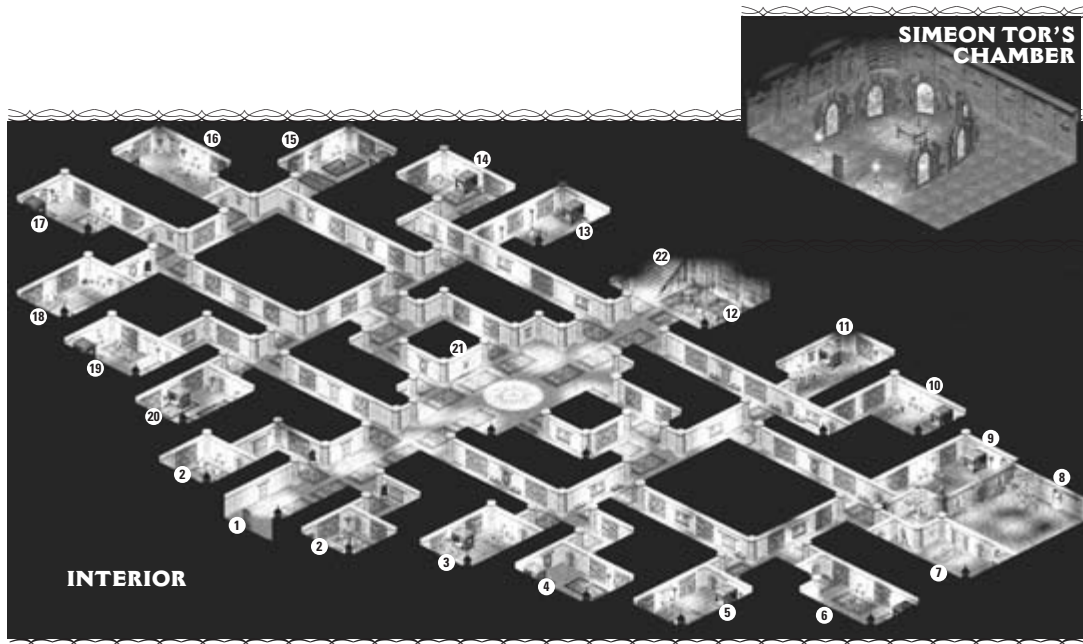
Tulla



∞ Places of Interest ∞

- | | | |
|-------------------------------------|---|---|
| ① Teleporter Entrance to Tulla | ⑬ Fire platform | ②③ Shrine to Spirit — step on ②③, ⑪, ⑥, ⑨ to open (Verses of the Wanderer, Canto 4 on the carpet) |
| ② Library | ⑭ Force platform | ②④ Shrine to Elements — step on ①⑨, ①⑥, ①②, ①③ (Verses of the Wanderer, Canto 1 on the carpet, Pelojian's Amulet) |
| ③ Archway to Fa'al Kin's Maze | ⑮ Conveyance platform | ②⑤ Truth platform |
| ④ Passage to Main Building Interior | ⑯ Air platform | ②⑥ Power platform |
| ⑤ Mental platform | ⑰ Morph platform | ②⑦ Spirit platform |
| ⑥ Summoning platform | ⑱ Divination platform | ②⑧ Elements platform |
| ⑦ Temporal platform | ⑲ Earth platform | ②⑨ Final platform (step on this last to hear Pelojian) |
| ⑧ Meta platform | ⑳ Necromantic White platform | ③⑩ Student Dorm |
| ⑨ Nature platform | ②① Shrine to Truth — step on ①⑧, ①⑤, ①⑦, ①⑩ to open (Verses of the Wanderer, Canto 2 on the carpet) | |
| ⑩ Phantasm platform | ②② Shrine to Power — step on ①⑤, ①④, ①⑦, ①⑩ to open (Verses of the Wanderer, Canto 3 on the carpet) | |
| ⑪ Necromantic Black platform | | |
| ⑫ Water platform | | |

Tulla — Main Building



∞ Places of Interest ∞

- | | | |
|---|---|---|
| ① Passage to Overview / ④ | ⑩ Bedroom (Miss Cassandra Johanson, Mistress of Divination) | ⑩ Bedroom (Bilko Gavin, Master of Necromantic White) |
| ② Library / Study Chamber | ⑪ Bedroom (Ve'Tura, Mistress of Conveyance) | ⑪ Bedroom (D'Ary, Master of Necromantic Black) |
| ③ Bedroom (Mr. Edgar Jerryll, Master of Mental) | ⑫ Dining Area | ⑫ Bedroom (Ferko Lydell, Master of Nature) |
| ④ Bedroom (Rys'Ard, Master of Force) | ⑬ Bedroom (S'yala, Mistress of Temporal) | ⑬ Bedroom (S'Btin'ka, "Mistress" of Morphing) |
| ⑤ Bedroom (V'ed Eckes, Master of Water) | ⑭ Bedroom (Mr. Harold Sumner, Master of Summoning) | ⑭ Bedroom (Liam Raymond, Master of Meta) |
| ⑥ Bedroom (Naph'Tha, Mistress of Fire) | ⑮ Bedroom (Mr. Daemon Gardi, Master of Phantasm) | ⑮ Mural of Enlightenment |
| ⑦ Bedroom (Addo Terrin, Master of Earth) | | ⑮ Stairs to Hallway and then on to Simeon Tor's Chamber |
| ⑧ Garden | | |
| ⑨ Bedroom (Wel'K'ene, Master of Air) | | |

Vendigroth

RUINS



∞ Places of Interest ∞

- ① Passage to Level One / ①

∞ Monster Menu ∞

Arachnix
Molten Arachnid
Dread Spider
Widower

Vendigroth receptacles are plentiful,
informative ... and trapped!
Oh yes, arachniphobes need not apply.

LEVEL ONE



∞ Places of Interest ∞

- ① Passage to Ruins / ①
- ② Vent Passage to Level Two / ①
- ③ Vent Passage to Level Three / ①

∞ Monster Menu ∞

Plaguish Maiden
Arachnix Child
Molten Arachnid
Arachnix Mother

∞ Places of Interest ∞

- ① Vent Passage to Level One / ②
- ② Vent Passage to Level Four / ①

∞ Monster Menu ∞

Arachnix Child
Arachnix Mother
Siren Spider

LEVEL TWO



LEVEL THREE



∞ Places of Interest ∞

- ① Vent Passage to Level One / ③

∞ Monster Menu ∞

Arachnix Child
Arachnix Mother

★ — Receptacles of Potential Riches

Maps of Arcanum: Vendigroth

∞ Places of Interest ∞

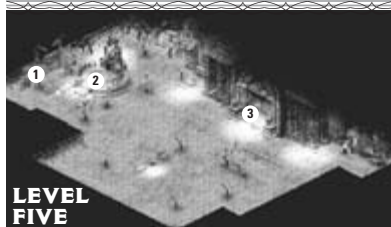
- ① Vent Passage to Level Two / ②
- ② Vent Passage to Level Seven / ①
- ③ Vent Passage to Level Five / ①

Monster Menu

Plaguish Maiden
Insectress Hunter
Siren Queen



LEVEL FOUR



LEVEL FIVE

∞ Places of Interest ∞

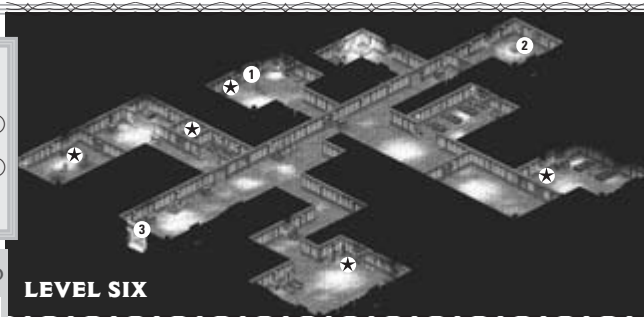
- ① Vent Passage to Level Four / ③
- ② Velorien's Altar
- ③ Passage to Level Six / ③

∞ Places of Interest ∞

- ① Vent Passage to Level Seven / ②
- ② Stairs Passage to Level Eight / ①
- ③ Passage to Level Five / ③

Monster Menu

Automaton



LEVEL SIX



LEVEL SEVEN

∞ Places of Interest ∞

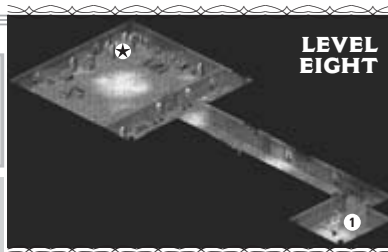
- ① Vent Passage to Level Four / ②
- ② Vent Passage to Level Six / ①

∞ Places of Interest ∞

- ① Stairs Passage to Level Six / ②

Monster Menu

Automaton

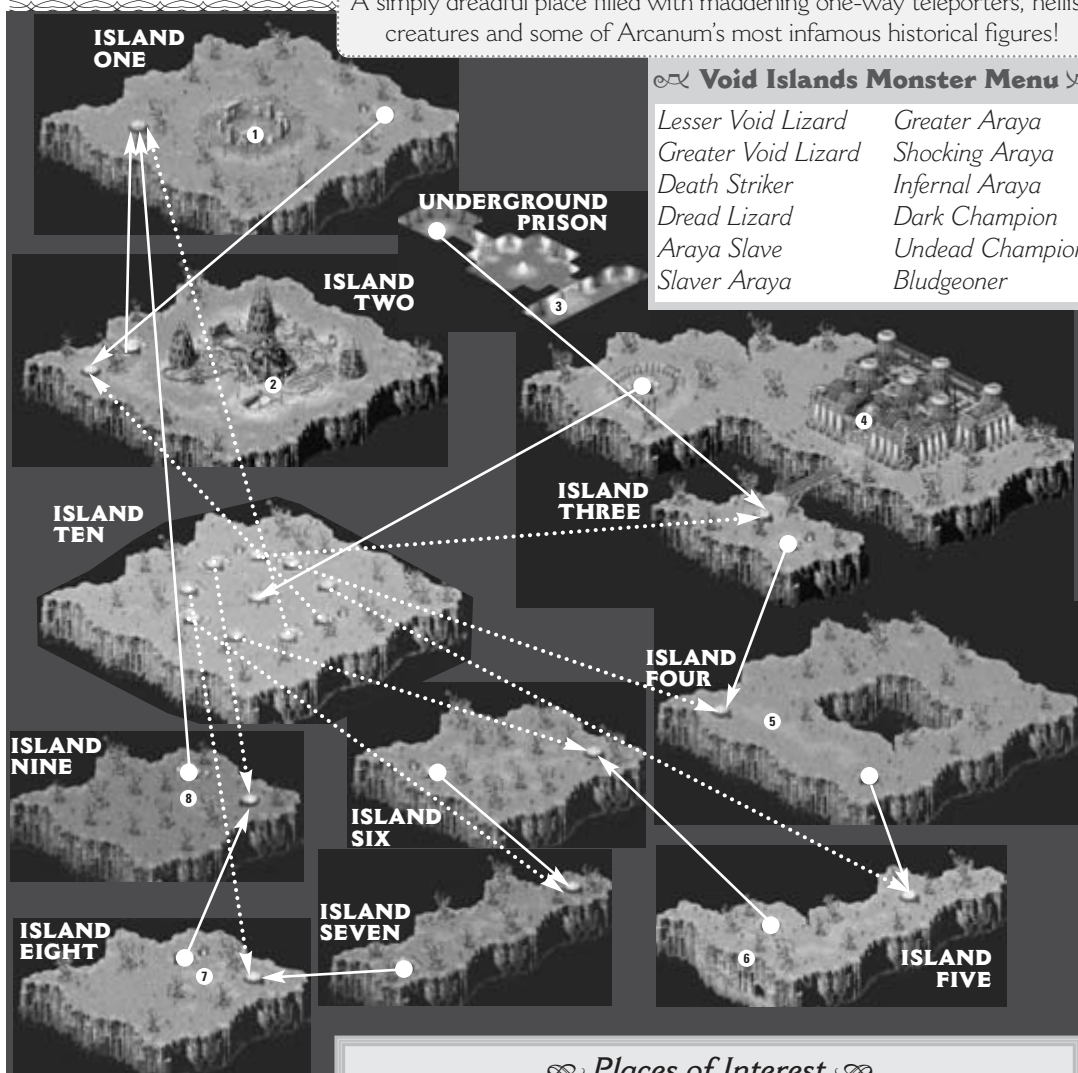


LEVEL EIGHT

★ — Receptacles of Potential Riches

Void Islands

A simply dreadful place filled with maddening one-way teleporters, hellish creatures and some of Arcanum's most infamous historical figures!



Void Islands Monster Menu

<i>Lesser Void Lizard</i>	<i>Greater Araya</i>
<i>Greater Void Lizard</i>	<i>Shocking Araya</i>
<i>Death Striker</i>	<i>Infernal Araya</i>
<i>Dread Lizard</i>	<i>Dark Champion</i>
<i>Araya Slave</i>	<i>Undead Champion</i>
<i>Slaver Araya</i>	<i>Bludgeoner</i>

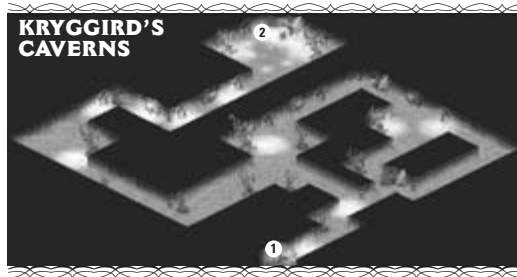
Places of Interest

- | | |
|--|------------------------------------|
| ① From Ring of Brodgar (Roseborough / ⑦) | ⑤ Gorgoth |
| ② Passage to Underground Prison / ③ | ⑥ Passage to Kryggird's Cavern / ① |
| ③ Entry to Underground Prison | ⑦ Kraka-Tur |
| ④ Passage to Kerghan's Castle, Level One / ① | ⑧ The Bane of Kree |

● → Circuit Teleporter Routes

..... → Island Ten Teleporter Routes

Void — Kryggird's Cavern



∞ Places of Interest ∞

- ① Passage to Void Island Five / ⑥
- ② Altar with Kryggird's Falchion

∞ Monster Menu ∞

Death Striker	Araya Slave
Greater Void Lizard	Slaver Araya
Dread Lizard	

Void — Kerghan's Castle



∞ Places of Interest ∞

- ① Passage to Void Island Three / ④
- ② Portal to Level Two / ①

∞ Monster Menu ∞

Storm Soldier
Shadow Warrior
Blood Spirit
Fire Elemental

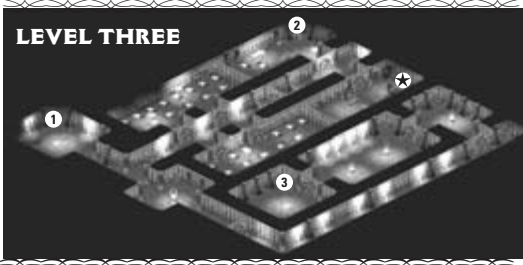


∞ Places of Interest ∞

- ① Portal to Level One / ②
- ② Portal to Level Three / ①

∞ Monster Menu ∞

Dark Champion
Undead Champion



∞ Places of Interest ∞

- ① Portal to Level Two / ②
- ② Dwarf Technologists' Prison
- ② Portal to Level Four / Kerghan

∞ Monster Menu ∞

Berserker
Bludgeoner

Level Four will have to be experienced to be believed, gentle beings.

I hope you are prepared!

Wheel Clan

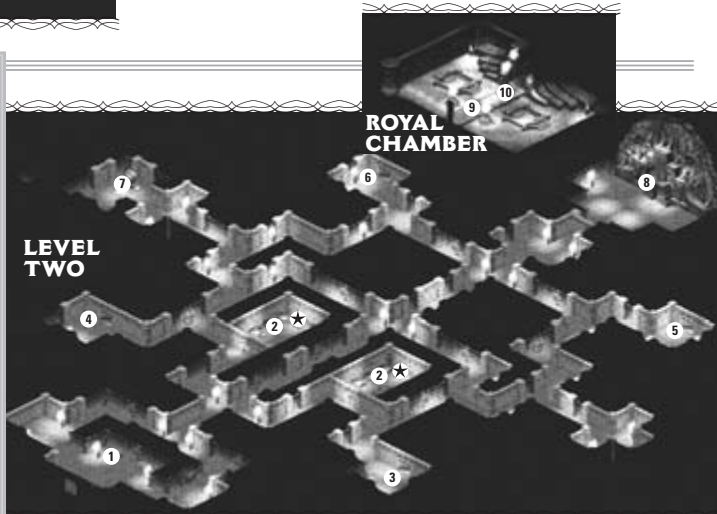


∞ Places of Interest ∞

- | | |
|----------------------------|------------------------------|
| ① Entrance | ④ Passage to Level Three / ⑬ |
| ② Dwarf Guard | ⑤ Passage to Level Five / ② |
| ③ Passage to Level Two / ① | |

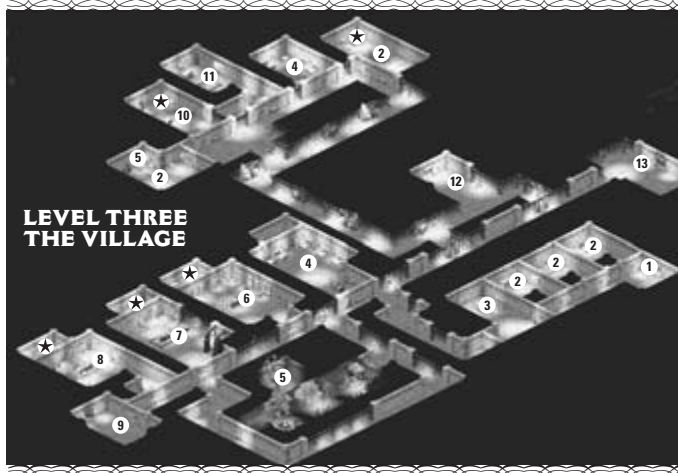
∞ Places of Interest ∞

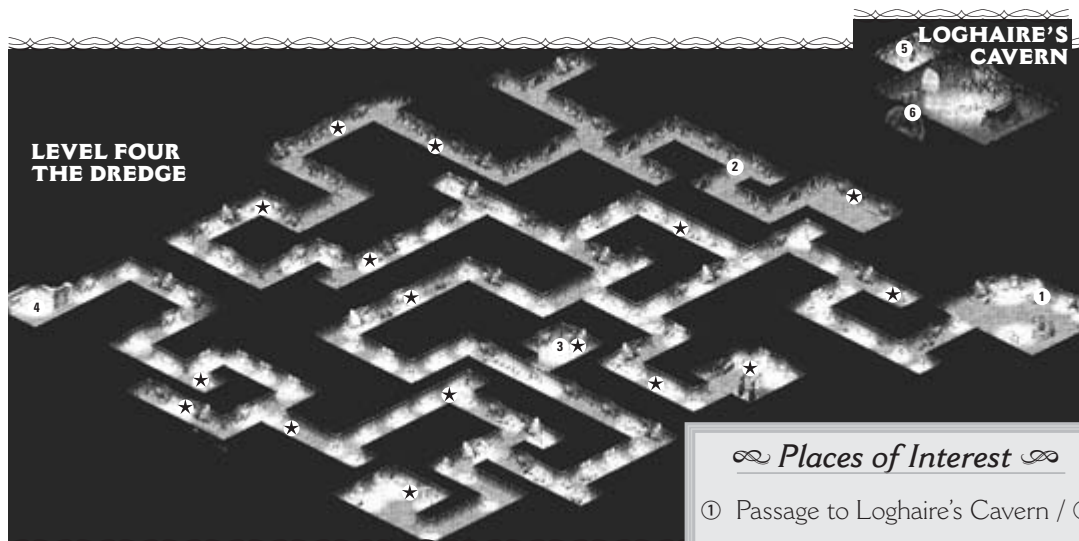
- ① Passage to Level One / ③
 - ② Barracks
 - ③ Passage to Level Three / ①
 - ④ Passage to Level Three / ⑫
 - ⑤ Passage to Level Four / ④
 - ⑥ Passage to Level Five / ①
 - ⑦ Temple of Alberich
 - ⑧ Passage to Royal Chamber / ①
- ROYAL CHAMBER**
- ⑨ Randver Thunderstone
 - ⑩ Throne (Passage to Loghaire's Cavern / ⑤)



∞ Places of Interest ∞

- ① Passage to Level Two / ③
- ② Bedroom
- ③ Innkeeper
- ④ Barracks
- ⑤ Olive Tree (olive branches)
- ⑥ Inventor's Laboratory
- ⑦ Armorer
- ⑧ Herbalist
- ⑨ Passage to Level Five / ④
- ⑩ Vegard MoltenFlow
- ⑪ Erick Obsidian
- ⑫ Passage to Level Two / ④
- ⑬ Passage to Level One / ④



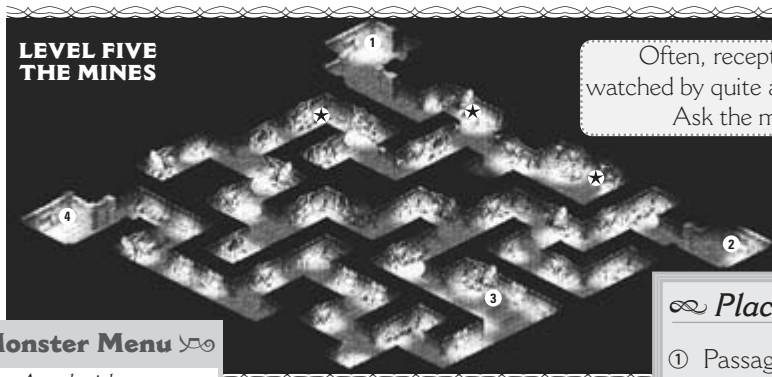


Monster Menu

Granite Rat	Timber Wolf	Demon Shard
Seething Mass	Patriarch Wolf	Molten Giant
Molten Arachnid	Cougar	Burnowar
Ore Golem	Brute Fang	Fire Elemental
Fire Spider	Shadow Hunter	Feraloch
Lesser Gowreth	Ailing Wolf	Prodigious Vermin
Greater Gowreth	Lycanix	Hell Creeper
Seether	Mongrelon	Widower
Venom Hound	Grey King	Greater Spider

Places of Interest

- ① Passage to Loghaire's Cavern / ⑥
 - ② Vegard MoltenFlow's Key
 - ③ Family heirloom
 - ④ Passage to Level Two / ⑤
- LOGHAIRE'S CAVERN
- ⑤ Passage to Royal Chamber / ⑩
 - ⑥ Passage to Level Four / ①



Often, receptacles are watched by quite able guardians. Ask the miners.

Monster Menu

Molten Arachnid
Shadow Crawler
Widower
Greater Spider
Dread Crystal Spider

Places of Interest

- ① Passage to Level Two / ⑥
- ② Passage to Level One / ⑤
- ③ Dwarven Miners
- ④ Passage to Level Three / ⑨

QUESTS

Quest Thumbnails

This is a list of most of the quests in Arcanum, grouped by the location where you can receive the quest. A reference number is given for each quest, followed by the person or situation which gives you the quest, a brief description of the quest, its prerequisites (if any), its reward, and the Walkthrough page where it is described in more detail. "XP" indicates experience points you earn for completing the quest. For a few quests that aren't mentioned in the Walkthrough, a brief solution is also given.

In addition to any other prerequisites listed here, to get Master training in any skill, you must be an Expert and have at least skill 5.

ARBALAH'S HOUSE

1 Arbalah: Locate and return sacred artifact. (Prereq: accepted Q36. Reward: Arbalah's blessing, 1700 XP) p. 204

ASHBURY

2 Geoffrey Tarrelond-Ashe: Help him solve mystery of Ashbury Cemetery. (Reward: 500 gold, 1500 XP) p. 213

3 Theodore: Retrieve "technologically improved" plate from Ashbury's local scientist. (Reward: 200-300 gold or armor, 800 XP) p. 213-214

4 Mayor of Ashbury: Answer questions at this evening's Town Council meeting. (Prereq: Persuasion 4+. Reward: 1500 XP) p. 214

5 Mr. Rolland after talking to William Thorndop: Kill entire Willbecker Gang and release their hostage, Mrs. Rolland, unharmed. Reward: Master Training in Firearms or a rifle, 8500 XP) p. 214

6 Theo Brightstart: Kill 3 wild pigs that keep eating corn crop. (Reward: 50-75 gold (CH), 1700 XP) p. 214

7 Theo Brightstart: Load 5 large boulders located in field onto cart. (Prereq: Q6. Reward: 50-100 gold (CH), 1700 XP) p. 214

BEDOKAAN VILLAGE

8 Kan Kerai: Kill poachers. (Prereq: accepted Q54. Reward: They free Elven villager, 2000 XP) p. 221

BLACK MOUNTAIN CLAN

9 Gudmund: Look for Black Mountain Clan on Isle of Despair. (Reward: 2800 XP) p. 213

BLACK ROOT

10 Kietzel Pearce: Find Bow of Ecclesiastes, lost in Ruins of Szabo years ago. (Reward: Bow Master Training, 800 XP) p. 230

11 Strange Halfling East of Black Root Mayor's house: Play The Ancient Game. (Reward: mysterious gem, 800 XP) p. 230

12 Mrs. Cameron: Find her son, Liam. (Reward: Dagger or chapeau, 4600 XP) p. 231

13 Liam's Workshop, reading his journal: Destroy portal described in journal. (Prereq: accepted Q12. Reward: 4600 XP) p. 231

14 Blackroot Innkeeper: Bring back strongbox from blacksmith. (Reward: Free room at Inn, 3100 XP) p. 231

15 Clarissa Shalmo: Retrieve Azram's Star from K'na Tha. (Prereq: Apprentice Throwing. Reward: Master Throwing Training (if ready for it), 4600 XP) p. 231

16 Clarissa Shalmo: Practice throwing skill to improve and bring her 1,000 gold. (Prereq: Q15. Reward: Master Throwing Training, 1700 XP) p. 231

17 Mayor of Black Root: Find badge of office (silver dagger) stolen by local thieves. (Prereq: accepted Q38. Reward: Taxes from Mayor, 800 XP) p. 232

18 D'ak Taan: Rob Hedgewizard's chest. (Prereq: accepted Q17. Reward: Stolen items from Black Root, 800 XP) p. 232

19 D'ak Taan: Obtain poison from Grunwalde. (Prereq: accepted Q17. Reward: Stolen items from Black Root, 800 XP) p. 232

CALADON

20 Lillian Misk: Find out who disclosed ownership of *Horror Among the Dark Elves*. (Prereq: accepted Q115. Reward: 800 XP) p. 217

21 Ryan Sanders: Kill father, Jonathan Sanders. (Reward: 1,000 - 2,000 gold, 9900 XP) p. 224

22 David Wit: Discover what is killing rabbits. (Reward: Possible 350 gold, 3600 XP) p. 225

23 David Wit: Find a cure for Cynthia Wit's werewolf curse. (Prereq: Q22. Reward: 1000 gold, 5600 XP) p. 225

24 Arthur Tyron: Find proof of Half-Ogre breeding on "Half-Ogre Island." (Prereq: Q105, Q111, Q112. Reward: 8500 XP) p. 225

25 Chief Inspector Henderson: Find Whytechurch Murderer. (Prereq: Read newspaper article about murders or talked to guards outside houses. Reward: 2000 gold, 8500 XP) p. 225

26 Hadrian the Archaeologist: Bring back a piece of Nasrudin's skeleton. (Reward: Main story information, 6000 XP) p. 229

27 Daniel McPherson: Survive training maze beneath house. (Reward: Master Trap Disarm training, glasses that improve your perception, 4600 XP)

28 Mrs. Morgan: Take tools to J.T. Morgan so that he can escape from Caladon's prison. (Reward: Master Pick Locks Training, 8500 XP)

29 Adam Maxwell: Steal *Divinations and Magicks for the Adept Wizard* from home of the Widower Misk in Caladon. (Prereq: Member of Thieves' Underground. Reward: 250-350 (CH), 3100 XP)

30 Adam Maxwell: Heist priceless Necklace of Queen K'na S'ea from museum in Caladon. (Prereq: Q29; Member of Thieves' Underground. Reward: 550-750 (CH), 6400 XP)

31 Hieronymous Maxim: Find proof that heavier-than-air machines actually flew. (Reward: Master Repair training and/or medical arachnid and schematic, 9900 XP)

32 Expert Prowling Trainers: Find Master of Prowling by following direction contained in note. Reward: Master Prowl Training & a ring of silence, 4600 XP) p. Solution: Follow notes, which should lead you to The Mushroom Inn in Caladon, Room 4. Then to bed, then wear glasses to see painting. Go to spot marked on map and get next note out of hollow stump. Go back to Inn and look at note when standing next to fireplace in main room of Inn. You will find him at The Sobbing Onion.

33 K'an Hua: Rescue Tollo Underhill, thief, from pits beneath Praetor's castle. (Prereq: Evil Route. Reward: Tollo's map of Vendigroth Underground, 10,900 XP) p. 238

34 K'an Hua: Retrieve Vendigroth Device and meet him in Ring of Brodgar. (Prereq: Evil Route. Reward: 17,100 XP) p. 237

CRASH SITE

35 Preston Radcliffe: Find out who owns strange ring. (Reward: Main Story information, 1000 XP) p. 204

36 Charles Brehgo: Kill priest who cursed him, Arbalah. (Reward: 1700 XP) p. 212

DERNHOLM

37 Sarah Toone: Retrieve deed for Bessie Toone Mines. (Prereq: accepted Q69. Reward: Magical sword, 2000 XP) p. 206

38 King Praetor: Collect taxes from Black Root. (Reward: 200 gold, 800 XP) p. 212

39 Gladys: Find her ring, an old family heirloom. (Reward: 800 XP) p. 212

40 Sir Garrick Stout: Find Lady Druella, get her to agree to marry him, and return her to him. (Reward: Master Melee Training, 8500 XP) p. 212

41 Lady Druella: Take healing potion to Adkin Chambers and tell him Lady Druella's location. (Prereq: accepted Q40. Reward: 6400 XP) p. 212

42 King Praetor: Find daughter. (Prereq: Q38. Reward: 250 gold, 800 XP) Solution: find dead daughter's amulet on shipwreck at Razor's point, bring it to him.

43 King Praetor: Kill Prince Auguste Farad. (Prereq: Evil alignment, Q42. Reward: 500 gold, more Evil alignment, 800 XP)

GATEWAY TO THE WASTES

44 Weldo: Find part for device from wreckage in wastes. (Reward: Location of Tulla marked on map, 10,900 XP) p. 233, 238 (evil)

ISLE OF DESPAIR

45 Ogdin: Bring book *The Traveler* to him. (Reward: Can talk to Thorvald without having to pit fight, 800 XP) p. 215

46 Norian: Deliver some goods to a man named Maximillian. (Reward: A jug of moonshine, 1200 XP) p. 215

47 Guard at IOD Camp entrance: Kill Sorcerous Beast. (Reward: Serpentine amulet, 1200 XP) p. 215

48 Maximillian: Tell Warren Pel Dar of Cumbria (or his daughter Lianna) that Maximillian is still on Isle of Despair. (Reward: 1500 XP) p. 215

49 Jones the Collector: Gather some objects from Shades Beach. (Reward: Vendigrothian Gun Chassis, 1500 XP) p. 215

50 Thorvald Two Stones: Investigate Wheel Clan for further information about Black Mountain Clan. (Reward: 3600 XP) p. 216

51 Thorvald Two Stones: Find a way to return him to the Wheel Clan. (Reward: Location of Wheel Clan and spectacles to get in, 800 XP) p. 216

52 Cynthia Boggs: Help her escape from encampment on Isle of Despair. (Reward: 1500 XP) p. 216

QINTARRA

53 Raven: Remove humans from Falcon's Ache. (Reward: Main story information, 6400 XP) p. 221

54 Winde: Ensure that lost Elven hunter is on way home. (Reward: Elven Chainmail, 2000 XP) p. 221

55 Whysper: Gather an essence from a Volar's Wisp. (Reward: Scroll from Nature college, 2200 XP) p. 221

56 Raven: Locate village of Dark Elves. (Prereq: Q53. Reward: Main story information, 6000 XP) p. 222

57 Raven: Find out about M'in Gor'ad in village of Dark Elves, and report back to Raven. (Prereq: Q53. Reward: 8500 XP) p. 222

58 Ellumyn: Retrieve mithril from caves of Wheel Clan. (Reward: Ellumyn's Bow, 1700 XP)

59 Swyft: Take her to Tarant safely. (Reward: 300-450 gold (with Haggie), 1700 XP) p. 222

60 Jormund: Secure release by finding Wrath's killer. (Prereq: previously spoken with Jormund. Reward: Staff of Xoranth, possible follower, 2000 XP) p. 222

61 Silver Lady: Find Nasrudin. (Reward: 12,600 XP) p. 228

62 Raven: Find out about Renford A. Terwilliger. (Prereq: Q53. Reward: Main story information, 3100 XP) p. 222

ROSEBOROUGH

63 Mrs. Morgan: Free son, JT Morgan. (Reward: Master Pick Locks training, 8500 XP)

64 Trevor Lynwood: Take a picture of the elusive Lethe Wyvern. (Reward: 6400 XP) p. 235

65 Renzo (in nearby thieves' cave): Plant stolen heirloom on Frederik in Roseborough Inn. (Reward: 4600 XP) p. 235

SHROUDED HILLS

- 66** Ristezze: Get information from P. Schuyler & Sons about owner of strange ring. (Reward: 1000 XP) p. 206
- 67** Lloyd Gurloes: Obtain some pure ore for him. (Reward: Finely made dagger, 800 XP) p. 206
- 68** Ristezze: Find a camera OR some Bessie Toone paraphernalia. (Reward: Tarant marked on map, main story information, 1200 XP) p. 206
- 69** Percival Toone: Find a way to free ghost of mother. (Reward: 500 gold, 1700 XP) p. 206
- 70** Constable Owens: Remove thieves from bridge. (Reward: 50 gold, 1000 XP) p. 207
- 71** Lukan: To join thieves, destroy construction materials for new bridge. (Reward: Free access across bridge, 1000 XP) p. 207
- 72** Jongle Dunne: Destroy town's steam engine. (Reward: Two healing potions, 800 XP) p. 207
- 73** Constable Owens: Fix town's steam engine. (Prereq: Q72. Reward: 75 gold, 800 XP) p. 207
- 74** Jongle Dunne: Pick up a package from Charles Dolan, a merchant in Dernholm. (Prereq: Q72. Reward: 70 gold, 800 XP) p. 207
- 75** Jacob Bens: Steal local mining company's payroll from bank's safe. (Prereq: Pickpocket 2+. Reward: 250 gold, 1000 XP) p. 207
- 76** Doc Roberts: Help him stop an impending bank robbery. (Reward: Magick sword, battle axe or pistol, 1000 XP) p. 207
- 77** Gaylin: Find ancient Elven amulet of N'Tala and return it to Gaylin. (Reward: 1000 gold, location of Qintarra, 1700 XP) p. 207

STILLWATER

- 78** Myrth: Bring him pelt of a Stillwater Giant. (Reward: Location of Qintarra, 4300 XP) p. 219
- 79** Brigitte: Find stolen idol of their goddess, Geshtianna. (Reward: Blessing, 6400 XP) p. 219
- 80** Richard Leeks: Find friend Cyrus. (Reward: Stillwater Blade, 6400 XP) p. 219

- 81** Adkin Chambers: Kill Sir Garrick Stout, Melee Master, and bring eyes as proof. (Reward: Master Dodge Training, a ring, 8500 XP) p. 219

- 82** Gildor Nightwalk: Pass beasts of death and retrieve great ruby for him. (Reward: 1500 gold, 4600 XP) p. 220

STRINGY PETE'S COVE

- 83** Stringy Pete: Return treasure to remaining members of Williamson family. (Prereq: Looking for Thanatos; Q26. Reward: Ship (after all 3 of Pete's quests), 6000 XP) p. 230

- 84** Stringy Pete: Repair desecrated altar of temple in Vooriden. (Prereq: know about Thanatos; Q26. Reward: Ship (after all 3 of Pete's quests), 6400 XP) p. 230

- 85** Stringy Pete: Destroy Bangellian Scourge. (Prereq: know about Thanatos; Q49. Reward: Ship (after all 3 of Pete's quests), 6800 XP) p. 231

T'SEN-ANG

- 86** M'in Gor'ad: Kill all inhabitants of Stillwater. (Prereq: negative (Evil) alignment. Reward: Evil path, 8500 XP) p. 227

- 87** Maug the Half-Ogre slave: Kill Dark Elf mage T'val N'or to break spell holding Half-Ogre slaves. (Reward: Help with eradicating T'sen-Ang, 7200 XP) p. 227

- 88** M'in Gor'ad: Travel to Caladon and speak with K'an Hua, in office inside Panarii temple. (Prereq: Q86. Reward: 6000 XP) p. 228

TARANT

- 89** Schuylers: Get info about strange ring from Gilbert Bates. (Reward: 1200 XP) p. 208

- 90** Mrs. Pettibone: Steal Elven funerary stone from newly unearthed Elven catacombs. (Reward: 250-400 gold (Haggle), 1000 XP) p. 208

- 91** Mr. Plough: Rid warehouses, near docks in Tarant, of rats. (Reward: whatever PC can find in warehouses, 3100 XP) p. 208

- 92** Cedric Appleby: Steal any incriminating evidence from Bates to help Appleby expose him. (Reward: 500 gold (700 for Haggle 3+), bounty hunter random encounters for rest of game, 800 XP) p. 209

- 93** Cedric Appleby: Destroy Bates' new steam engine prototype. (Reward: Access into Bates' house, 800 XP) p. 211

- 94** Captain of Guards at Bates Mansion entrance: Devise a solution to Bates' saboteur difficulties at factory. (Reward: Audience with Bates, 800 XP) p. 209

- 95** Thaddeus Mynor: Retrieve map of Tarantian Sewers. (Prereq: Directed to Thaddeus by either thief in Madam Lil's or outside of Mrs. Pettibone's. Reward: Membership in Thieves' Underground, 1200 XP) p. 209

- 96** Mrs. Garringsburg: Find her stolen painting, famed "Kerghan and Persephone" by Pizarro. (Reward: 300-600 gold, 1200 XP) p. 210

- 97** Delores Beston: Steal Madame Toussaude's crystal ball. (Reward: 200 gold, 1200 XP) p. 210

- 98** Madame Toussaude: Deliver her crystal ball to Delores Beston. (Prereq: talk to Beston. Reward: Information about Garringsburg robbery or a blessing, 1200 XP) p. 210

- 99** Matthew Jameson: Retrieve wedding ring from sewers. (Reward: 150 gold, 1200 XP) p. 210

- 100** Madam Lil: Retrieve Cassie's necklace from Mr. Mooreland's house at 46 Devonshire Way. (Reward: access to Madam Lil's girls, 2500 XP) p. 210

- 101** Madam Lil: Collect 400 gold from Mr. Langley, doorman at The Bridesdale Inn, and return it to her. (Prereq: Q100; looking for Gilbert Bates. Reward: access to Madam Lil's girls, 2500 XP) p. 210

- 102** Madam Lil: Deliver a note to Mrs. Halster at 48 Devonshire Way and tell her it is from her husband. (Prereq: Q126; looking for location of Isle of Despair. Reward: access to Madam Lil's girls, 2200 XP) p. 210

- 103** Madam Lil: "Service" Mr. Franklin. He lives at corner of Vermillion and Grimson. (Prereq: Female PC, Beauty 7+. Reward: access to Madam Lil's girls or 300 gold; 2500 XP) p. 210

- 104** Madam Lil: Locate a Medallion of Beauty for her. (Prereq: Q102; looking for *Horror Among the Dark Elves*.

- Reward: half-price on Madam Lil's girls, 2500 XP) p. 211

- 105** Thom Grak: Find Sir Matt de Cesare. (Reward: 1700 XP) p. 211

- 106** Jared: Discover fate of Wilhemina, his girlfriend. (Reward: 1700 XP)

- 107** Jared: Go to stonecutter to commission a tombstone for beloved Wilhemina. (Prereq: Q106. Reward: 1700 XP) p. 209

108 Mr. Wright: Deliver a payment note to Mrs. Halster. (Reward: 75 gold, 1200 XP) p. 211

109 Dark Elf Stranger in The Wellington: Deliver a note to 36 Low Dervish Row without reading it. (Reward: 100 gold, 1000 XP) p. 211

110 Benjamin Gershwin: Bring him skulls of Ren'ar Siamese twins. (Reward: 100 gold, 1000 XP) p. 211

111 Sir Matt de Cesare: Find skulls of Ren'ar Siamese twins and take them to him. (Prereq: Q105. Reward: 3100 XP) p. 211

112 Sir Matt de Cesare: Find Arthur Tyron and bring him Siamese twin skulls. (Prereq: Q111. Reward: 3100 XP) p. 211

113 Gilbert Bates: Search mines of Black Mountain Clan for clues to their whereabouts, and report back. (Reward: Money, possible follower, 2500 XP) p. 212

114 Reading Gilbert Bates' journal after killing him: Search mines of Black Mountain Clan for clues to their whereabouts. (Reward: 2500 XP) p. 212

115 Reading book in library about Dark Elves: Obtain a copy of *Horror Among the Dark Elves* by Renford A. Terwilliger. (Reward: 5300 XP) p. 222

116 Edward Willoughsby: Convince King Farad's advisors Caladon should join Unified Kingdom. (Prereq: Persuasion 5+; Expert Training in Persuasion; looking for Terwilliger. Reward: 3000-11,000 gold, 8500 XP) p. 223

117 Heinrich Jenks: Assassinate King Farad of Caladon. (Prereq: Talked to Willoughsby in Town Hall after hearing of Terwilliger. Reward: 20,000 gold (5000 for dumb), 10,900 XP) p. 223

118 Reading The Curse of T'sen-Ang: Find Victor Misk. (Reward: 4300 XP) p. 223

119 Professor Eakins: Retrieve Blade of Xerxes to enable you to slay demon L'amelach. (Prereq: accepted Q25 and know about demon. Reward: 8500 XP) p. 225

120 Captain Wheeler: Kill Donn Throgg or convince him to surrender to end Orc uprising. (Prereq: heard of Victor Misk. Reward: 10,900 XP) p. 225

121 Caleb Malloy: Pick up shipment of whiskey. (Reward: 500 gold, 3100 XP) p. 226

122 Mr. Babcock: Convince Donn Throgg to slip out of factory unseen, thereby ending Orc uprising. (Prereq: heard of Victor Misk; Persuasion 3+. Reward: 10,900 XP)

123 Muggs: Collect 200 gold from a Mr. Larrs in the Boil. If Larrs is unable to pay, you are to kill him. (Reward: 25 gold, on path to joining Clan Maug, 3100 XP) p. 226

124 Sebastian: Kill Damian Maug. In return, he might aid you in your own quest. (Prereq: already talked to Willoughsby and CH 8+. Reward: Possible follower, 6400 XP) p. 226

125 Miranda Tears: Take crate of ale from Clan Maug's warehouse. (Reward: Getting in to see Pollock, 3100 XP) p. 226

126 Sebastian: Kill Pollock. In return, he may aid you in your own quest. (Reward: Possible follower, 6400 XP) p. 211

127 Milo: Kill Treat, a Pollock gang member, for messing with his girl. (Prereq: Q123. Reward: 500 gold, entrance to Maug, 4600 XP) p. 226

128 Pollock: Kill Damian Maug. (Prereq: Q125. Reward: 1500-2000 gold, 4600 XP) p. 226

129 Damian Maug: Kill Pollock. (Prereq: Q127. Reward: 1500-1600 gold (Haggle), 4600 XP) p. 226

130 Sammie White: Go to middle of Tarant and run around in your underwear. (Reward: Master Pickpocket training and Hand Cannon, 6400 XP)

131 F. Fitzgerald: Get staff of K'an T'au from castle of S'nel N'fa. (Reward: Master Spot Trap training and jewelry, 8500 XP)

132 J. M. Morat: Bring him 10,000 gold in exchange for Master training. (Reward: Master Training in Haggle, Ring of Influence, 8500 XP)

133 Thaddeus Mynor: Steal golden idol of barbarians of Kree. (Prereq: Level 18; Q95. Reward: 1000-2000 gold (Haggle), 10,900 XP)

134 Gurin Rockharrow: He has agreed to tutor you in skills of gambling. (Reward: Master Training in gambling, 4600 XP) p. Solution: Gamble with him until you lose enough money.

THANATOS

135 Nasrudin: Retrieve Vendigroth Device and meet Nasrudin in Ring of Brodgar. (Reward: 17,100 XP) p. 232

136 Nasrudin: Kill Bogaroth. In return, he will tell you what you need to do to kill Arronax. (Prereq: Alignment -80 (evil). Reward: Get on Nasrudin's good side, 6400 XP) p. 232

137 Nasrudin: Travel to the ring of Brodgar. (Prereq: Q135. Reward: 800 XP) p. 232

138 Nasrudin: Stop Arronax. (Prereq: Q135. Reward: 10,900 XP) p. 232

TULLA

139 Simeon Tor: Decipher Pelojian's puzzle to get his spirit to converse with you. (Reward: 9900 XP) p. 233

140 V'ed Eckes: Retrieve Gem of Water Purification from acolyte at the front gates of Tulla. (Reward: 3100 XP) p. 234

141 Herzod Munk: Retrieve the platinum chalice from Fa'al Kin's Maze. (Reward: 8500 XP) p. 234

VOID

142 Arronax: Effect Arronax's release from magick that binds him. (Reward: Arronax joins PC and helps fight Kerghan, 6400 XP) p. 236, 239

143 Arronax: Defeat Kerghan. (Prereq: Q142. Reward: 25,500 XP) p. 236 (Evil p. 239)

144 Kerghan: Kill Arronax, The Bane of Kree, Gorgoth and Kraka-Tur to join Kerghan. (Reward: 13,800 XP) p. 240

VOORIDEN

145 Edwin Wallows: Retrieve new altar stone from Torin Quarry. (Prereq: accepted Q84. Reward: The Altar of Halcyon now works, 4600 XP) p. 230

WHEEL CLAN

146 Loghaire: Find out what happened to Black Mountain Clan. (Reward: 7600 XP) p. 218

147 Loghaire: Find Elven village of Qintarra. (Reward: 4900 XP) p. 218

148 Thrayne Iron Heart: Find brother Erland at Stonecutter Clan and tell him to return home. (Reward: Whatever PC picks up in Stonecutter Clan, 6400 XP) p. 216

149 Vegard MoltenFlow: Retrieve toy train heirloom from Dredge. (Reward: miner's helmet, 6400 XP) p. 216

150 Erick Obsidian: Find lost burial ground of Iron Clan, and retrieve Durin Stone. (Reward: 6400 XP) p. 217

151 Arvid Millstone: Destroy what has been killing all miners in Wheel Clan. (Reward: 8500 XP) p. 218

Quest Walkthroughs

There are dozens, if not hundreds, of ways to play through *Arcanum*. That's most of the fun of the game: you can be good or evil, smart or stupid, sneaky or upright. Each different "flavor" of character is going to have a decidedly different experience, even though the overall adventure will have the same overall progression.

The walkthrough tries not to be biased toward any specific character. Any time a deviation is possible, it's mentioned ... either in the walkthrough or in the Side Quest notes in the sidebar. Side Quests are posted near the area in the walkthrough where they are introduced.

Getting Started

So you're off to make your way in the world, and already your luck isn't running well. Or is it? The blimp you're travelling on crashes and you're the only survivor, but you *are* a survivor. Well, there is one other who makes it for a short while, just long enough to give you a ring and some cryptic instructions. Find the owner, something evil is coming? What does that have to do with you?

Preston Radcliffe doesn't have time to answer your questions before he passes on, but they are partially answered by your conversation with Virgil, the monk who finds you in the wreckage. Virgil doesn't seem like much help with his obvious confusion and even more cryptic instructions, but he can be a good guard at your back in a tight situation. It's probably best to stick with him for now.

A further inspection of the ring gives you a few clues. The face has the initials GB – probably the owner of the ring. The inside is inscribed with the name of a company (P. Schuyler & Sons).

CRASH SITE

To the east of the crash site is a small cave. If you fight your way past the rats, you find the ghost of Charles Brehgo. He tells you that he was a monk who was cursed by the evil priest, Arbalah. Kill Arbalah for him and he will give you treasure. Arbalah lives near the crash site to the south. If you take the time to talk to him, he tells you of two thieves, Charles and his accomplice, Simon Fahrkus, who robbed him and killed his family (you can find the grave markers of the family outside his house). Arbalah asks you to find the still-living thief, get the holy artifact they stole, and return it to him. Simon Fahrkus lives to the south of Arbalah. Threaten him to gain the artifact (tell him, "I am here for Arbalah") or kill him. Take the artifact back to Arbalah and you receive a blessing (plus to the way people react to your appearance). If you decide instead to kill Arbalah, you'll be cursed and Charles Brehgo gives you nothing.

Be sure to search the area thoroughly for other clues and materials. There's plenty here to pick up that might be useful (and people will buy just about anything). So much, in fact, that you might have trouble carrying it all. This is another good reason to keep your good buddy, Virgil, around. He's more than willing to carry what you can't handle. And more than willing to help you fight off the few creatures who've been attracted by the crash. Clearing the area of wolves and such is great practice for your combat skills. Don't miss the Kite shaman just to the southwest of the crash site. He's good for XP, a few items, and practice fighting magickal attacks. You find another good use for Virgil when you run into anything that's locked. If your lockpicking skills are less than stellar, that's okay. Virgil's past life, whatever it was, left him with a fair skill in lockpicking. Just use your lockpicks to try picking a lock, and Virgil moves right up to help you out if his

skill is better than yours. (If he doesn't, try putting a set of lockpicks into his inventory, while keeping your own set. And if you have trouble finding a second set, look around Poone's Flophouse in Tarant or check out the Wolf Cave far to the southeast. Some poor thief lost his life there, but kept his lockpicks.)

As you leave the crash site on the way to Shrouded Hills, you find a Panarii altar with an inscription that matches Virgil's ramblings about the Living One. Maybe he's not *quite* as crazy as you first thought. Soon after, you're stopped by a robed stranger. You'll have to fight him and win, or let Virgil bully him into running away. He seems oddly interested in the crash and any survivors, and you'll soon find that he's not the only one. Your fellow passengers must have been more interesting than you thought!

Hint!

If your followers start to complain or their reactions to you are souring, most of them can be bribed with their favorite items. Check the entries for each follower on pp. 44-53.

Researching the Ring

Virgil leads you into the town of Shrouded Hills, where he says you can find the Elder Joachim who knows more about the Panarii religion. Elder Joachim's room at the inn is empty, though, except for two dead bodies and a note to Virgil. Tarant sounds like as good a next step as any, so sticking with Virgil is still a good option. Don't forget to check all bodies for inventory, weapons and armor. You can find some very interesting things that way (and some things that are worth selling). Hang onto one of their odd amulets. You'll need one later.

Poking around Shrouded Hills is a great way to get acquainted with combat, trade, conversation and movement. Talk to people, sell some of the things you found at the crash site, buy other things that look useful. If your Charisma is high enough, you can probably convince Sogg Mead Mug (in the inn) to join you. He's a good man to have on your side in a fight. Be sure to save the camera from the crash site, or Bessie Toone's boot from the mine, for Ristezze the Importer. If you give either to him, he tells you where to find P. Schuyler & Sons and marks your map with the location of Tarant. Tarant is looking better all the time. You can also get him to accidentally spill where Tarant is if your Persuasion is high, or just ask Constable Owens. (You can also steal the information from his bedroom, if you're so inclined, or talk it out of him if you've started with good Persuasion. If you happen to kill him while trying to steal it, or just because he's so annoying, take the receipt and talk to the constable. He'll mark your map.)

Now it's time to leave town and head for Tarant. Unfortunately, the thieves holding the bridge out of town aren't inclined to

SHROUDED HILLS

Percival Toone is a nervous wreck, seemingly because of gambling debts. He used to be the owner of the Bessie Toone mine, before he sold it to some unpleasant character in Tarant. Percival gives you 500 gold if you free his mother and restore the mine to him. The catch is that his mother (whose spirit you can see in the mine) is calling for Percival's sister, Sarah. Percival doesn't like his sister Sarah at all. You can pry out of him that she lives in Dernholm. Talking to Sarah, you find out that the mine is currently owned by Stanton Importers in Tarant. This conversation convinces you that she's a much nicer character than her brother, who probably lost the mine due to gambling debts. You can buy the mine deed from Stanton Imports, 25 Lion's Head Circle, Tarant. You can also talk it out of Stanton, by claiming to be a representative of the Industrial Council, accusing him of "irregularities" in the transaction, and telling him that the deed may not have been Percival's to sell. Once you have the deed, give it to either Percival or his sister. Percival pays you, but giving the deed to Sarah is a much nicer thing to do (and she gives you a magickal sword). Besides, giving it to Sarah lays Bessie's spirit to rest and you can find the pure ore that the blacksmith, Lloyd Gurloes, is looking for. Give him the ore and he gives you a dagger. And since he only takes one piece of ore to give you the dagger, you can sell him the other two pieces for a tidy profit.

cooperate. You need to join them, bluff your way past, kill them or pay them off, or if you're really persuasive, talk them into leaving Shrouded Hills. To join them, talk to them, then sabotage a bridge being built to the southeast by destroying the building materials. If you're inclined toward ownership transfer of valuable items as a lifestyle (in other words, theft and burglary), this is probably your best option. When they let you pass, they may also give you some hints about the Thieves' Underground. You can also bluff your way past if you have a bit of Persuasion. Just tell Lukan that you're investigating him as part of the Thieves' Underground from Tarant. He pays you and lets you pass, and you can use his name in Tarant to get information about the Underground. If you decide to kill them, it's worth your while to talk to the constable first. He pays you if you kill them and return to him. Paying them off is simple enough – just work around Shrouded Hills for a while and you soon have enough money to buy your passage. (Working can be as easy as raiding the rubbish bins for things to sell. You wouldn't believe how many people throw away perfectly good shoes.) Don't miss the Wise Woman east of town before you leave. If you've picked up anything you can't identify, she can do it for you for a price. She also has some goods for sale.

While you're in town, another strange character approaches you, wanting to know about crash survivors. Avoiding these guys is going to be a pretty time-consuming hobby for a while. You're jumped on your way out of town, and you have to take care of this one in a less pleasant fashion. These guys just don't give up.

(The one piece of "pure iron ore" you pick up in the mine becomes 3 chunks in your inventory.)

Jongle Dunne, Wizard and Alchemist, is angry about Constable Owens' steam engine in the temple. If you disable the steam engine, he gives you a couple of healing potions. You can also take the info to the constable instead, if you so choose. It's the nice thing to do, and the thing to do if you're a technologist, but it won't get you any cash. The constable is a bit of a skinflint.

If you disable the steam engine for Jongle Dunne, he later asks you to go to Charles Dolan in Dernholm and pick up a package for him. You get 70 gold as a reward. You can also talk to the constable again if the engine's not working and he commissions you to fix it. Not a bad deal. Once you have this commission, you can find the sprocket to fix the engine in the Bessie Toone mine.

Talk to Jacob Bens in the inn and he may (if you're the right type of person) bring you in on a bank heist. If you agree to sneak in at night and open the bank vault, he gives you the combination. Split the money with Bens or he tells Doc Roberts. If you ask Doc Roberts for work, he asks you to back him up in foiling the bank robbery. He gives you a magickal sword (magick), a finely made pistol (tech) or a finely made battle axe (neither) as a reward.

Gaylin the Healer asks you to find an amulet with N'Tala engraved on it and return it to her. (Myrth in Stillwater has it.) She gives you 1000 gold for it and marks Quintarra on your map. You can also frighten the information out of her.

P. Schuyler & Sons

People in Tarant direct you to P. Schuyler & Sons. No one knows much about the family, but they do say that there's something strange about them. You don't see them much outside the store, and there are those strange noises at night ... The clerk has the only key to P. Schuyler & Sons. You can steal it from his bedstand while he's sleeping at night, talk him out of it (by letting him think that you're with the Tarantian authorities and letting him run away), or kill him and take it. In some areas, this could get you into deep trouble, but the Schuylers don't seem to care what happens to him.

When you meet them, you understand why. The Schuylers are necromancers and the store is over an old Dwarven tomb. Dwarven zombies are definitely cheap labor, and other zombies defend the tomb. You have to fight your way through 3 levels of tomb to get to the secret records room at the bottom. (Hint: Walk slowly into the rooms in the tomb and the zombies attack in waves rather than en masse. The battle might look cool with you whaling away on 8 or 9 zombies, but you're less likely to see your gravestone if you take them on 4 or 5 at a time.)

If you picked up Magnus Shale Fist outside the store, he can be a great help in combat. When you get to the lowest level of the tomb, though, he may be a handicap. You find Old Man Schuyler (Pelonius) down there, dead as a doornail, but still advising his sons in the business. Pelonius Schuyler is willing to tell you about the ring, but only if you promise to keep silent about the store. Without Magnus, you can bargain with Pelonius or you can kill everyone and raid the records room for the information. With

TARANT

Simon Plough needs his warehouse rid of really tough rats. You can have anything you find around the warehouse as reward. (And you can use a chest in the warehouse to safely store all of your extra inventory for free.) This is a really good first quest inside Tarant. It gives you a good taste for group combat, and a few slightly tougher monsters to take care of. The haul from the chests isn't too shabby, either.

Cassandra Pettibone overhears your asking for work in the streets just inside the town entrance at the bridge. She offers you an employment opportunity. Follow her to her house on Lungsten Road and Pickwick Alley. She wants an ancient Elven funerary stone from the Elven burial catacombs in the Morbihan Plains for 250 gold. (You might barter her up now – don't try it when you return with the stone, or you botch the whole deed.) She marks your map with the appropriate location. When you go to the Elven site, getting the stone is a piece of cake – if you completely ignore the Elves by the entrance. If you go into the tombs, you're going to have to fight them, even if you get rid of them momentarily. Professor R.I. James was excavating the Elven tombs when the Elves came and killed him and his men. You can resurrect him to talk to him for more information.

Magnus, you still have that choice, but if you bargain with Pelonius, Magnus leaves the party and you must kill him. The Schuylers help you, of course. Either way, you get the name “Gilbert Bates” for GB.

Finding Gilbert Bates

Finding Gilbert Bates is actually no problem. There are several people in Tarant who know the way to Gilbert’s mansion. Getting in is another kettle of fish.

There are, of course, guards. And there are several ways past them. If you’re one of those people who can charm the birds out of the trees, you might just be able to talk your way past them and waltz right in to talk to Gilbert. Lucky you. For the rest of us, it takes a while longer. (You should know that Gilbert is an orphan with no use for higher education.)

If combat is your method of choice, pay attention to the talk about saboteurs plaguing Gilbert’s factories. They’re trying to destroy a particular piece of machinery. Watch the warehouse and catch them as they teleport in from outside with the help of a mage. Kill them, and Gilbert will just have to thank you personally. (If you lure them outside the warehouse, the guards may help you kill them.)

Sneaking more your style? Talk to Cedric Appleby. If you agree to steal evidence from Bates’ house that proves Bates to be a phony, Appleby gives you directions for a secret route into the house. You enter through a mausoleum and come out in the servants’ quarters. You need your lockpicking skills for this route. Once inside, you can find the evidence for Appleby or not. Either way, you get your chance to talk to Bates.

The street lurker you run into just begs for money, unless you’ve given Bates’ journal to the newspaper, helped Mrs. Pettibone or learned about the Thieves’ Underground from Lukan at the Shrouded Hills bridge. Do any of those, and he gives you an introduction to the Thieves’ Underground. He points you to Thaddeus Mynor at Westrel South and Quilton Bend, the Underground contact. You can also talk to other representatives of the Underground. Check Vermillion Station and the bar in Madam Li’s. Thaddeus Mynor only gives you work after you’ve broken into Bates’ mansion, or have done work for Mrs. Pettibone, or get sent to him from someone else. He gives you the task that will give you full membership in the Thieves’ Underground. He tells you to get the plans from the Department of Water in City Hall.

Jared is the Captain of the Vermillion Station Guard. His girlfriend was on the *Zephyr*, but he doesn’t know if she survived. If you have her note from the crash site, you can give it to him. If you don’t, you can tell him there were no survivors. He asks for evidence. Once he’s convinced that she’s dead, he asks you to tell the stonecutter to come around to talk to him. You get his gratitude and the respect of the stonecutter.

HT Parnell runs the Emporium of Wonders. He has a contract on Gar, the world’s smartest Orc, but you can get Gar from him, if you’re

charismatic and intelligent enough. Try talking to Gar. If you can get him to talk about tea, tell him that green tea is better than black. After you've tricked him into showing his Intelligence, you can try to buy Gar from Parnell, or try to scare Parnell into giving Gar to you. Tell him that you'll report him to the newspaper for enslaving a Human, then tell him that you're only showing him what a dangerous position he's in. He buys Bessie Toone's shoe for 250-400 gold. Bessie is certainly a well-known character in these parts!

Evelyn Garringsburg's house has been robbed. You can offer to find the painting "Kerghan and Persephone" for 300 gold. (Be careful. If you find the painting and take it to her without talking to her first, she thinks you're trying to scam her. Convince her that you don't want a reward and you may get double the reward!) The Wellington Club bouncer tells you about the Garringsburg robbery. (If you're female, you may need to go to Mr. Wellington in northeast Tarant for a pass into the bar. Try persuading or threatening one out of him, or you'll have to buy it with sex.) For some money, he gives you a list of everyone who was in the Wellington the night of the robbery. He suggests that you

speak to Madame Toussaude for a clue. He also suggests that you look up Limes at the Hall of Records. Rorry Limes owns a warehouse and sends you to Watchdog to get the key. The painting is in the warehouse on the northeast side of town. Return it and you might get written up in the *Tarantian* as a marvelous person. Couldn't hurt.

Delores Beston is a fortune teller. You can offer to get her a new crystal ball from Madame Toussaude's for 200 gold. (She and Madame Toussaude do not exactly see eye to eye. In fact, they're having quite a spat.) Madame Toussaude is happy to let you take her crystal ball to Delores Beston. Once you get there with it, the ball kills Delores. Madame Toussaude is happy with you, though, and there are dealers who will buy used crystal balls, so this is probably the better answer. She gives you information about the Garringsburg robbery in return for your little "errand." Better yet, if you return the Garringsburg painting right before you return to Madame Toussaude with the happy news, she gives you a Gypsy Blessing instead! (You can also kill Madame Toussaude and take the crystal ball to Delores, which makes Delores *much* happier. Unfortunately, she doesn't give you anything, and Madame

Toussaude does — she leaves you with a Gypsy Curse.)

Matthew Jameson asks you to go into the sewers and find his wedding ring for 150 gold pieces.

If you're female, you can accept a job from Madam Lil and go to Mr. Franklin's place for sex.

Madam Lil runs the Tarant brothel. If you're male and you try to hire a girl without enough money, she trades you for short errands:

Cassie is one of Madam Lil's girls, and she's lost a necklace at one of her customer's houses. Madam Lil asks you to recover the necklace. Laura is the maid for the Morelands. She's got Cassie's necklace, and she gives it to you if you give her 25 gold, or threaten her. You can also encourage her to work at Madam Lil's by telling her that she's pretty enough. If Laura is working there later, she may let you back to her room "on the house." Return the necklace to Madam Lil and you get time with one of the girls. Ronald Langley is the doorman at the Bridesdale Inn. He's a good source of information about the town. You can take his payments to Madam Lil and get time with one of the girls.

Deliver a note to Mrs. Halster from "Mr. Halster" (actually from Madam Lil) and get more time with one of Madam Lil's girls.

If you're not confident of your sneaking and lockpicking skills, Appleby still has a way for you to get to Bates. He agrees to sneak you in as a servant if you join the warehouse saboteurs. You've found their leader! And here you still have two choices. Destroy the machinery and Appleby will sneak you into the house. Or double-cross Appleby, tell the guard what's going on, and get an audience with the grateful Bates.

In any case, if Appleby gets his hands on the evidence he's looking for (a journal), it's bad news. Literally. He takes the word directly to the local press and starts a scandal about Bates and the source of his technology. Read all about it in the Tarant press! Once this happens, of course, all access to Bates disappears, and you begin to notice bounty hunters showing an unhealthy interest in your activities ...

Finally, she asks you to bring her a Medallion of Beauty (that gets you half price from then on). Get the Medallion of Beauty from a magick vendor.

W. Thomas Moreau is a realtor. If Bates is gone, he's the one who's in charge of selling the mansion. He asks 50,000 to 100,000 gold, depending on your skills.

The Stranger in the bar gives you a note to take, unread, to 36 Low Dervish Road. The fence there takes the Stranger's note and gives you 100 gold, if you haven't opened it. If you have opened it, you're attacked.

Mr. Wright is the *Tarantian* editor. He tasks you with delivering a note to Mrs. Halster for 75 gold. You can also sell him the story of being the sole survivor of the *Zephyr* crash. That gets you gold and sympathy from the townspeople.

Benjamin Gershwin is a doctor of phrenology, the study of the bumps and ridges on the skull. He asks you to

acquire the skulls of Jin and Xin, the Elven Siamese twins. The skulls are in a warehouse (north of Simon Plough's). Be ready to fight for them, and blow a couple of locks. He gives you 100 gold for them. If you give them to him, you may need them back later. You can talk him out of them, steal them or kill him.

Thom Grak asks if you know Sir M. de Cesare, and if you see him, to tell him to go to the subterranean kiosk on Kensington Broadway. Sir M. de Cesare pretends to be drunk, but takes the message. (Be sure you and yours stay away from any fights he gets into.) Thom Grak is waiting at Kensington Broadway station for him. Talk to de Cesare later outside the bar and he also wants you to find the Siamese twins' skulls. They are either in Dr. Gershwin's possession or in the warehouse north of Simon Plough's. Bring the skulls back to him and he tells you about the breeding experiment and says that Arthur Tyron knows more about it. You should take

the skulls to Tyron in Black Root. Looking for Tyron in Black Root gets you a note that he's in hiding. You can find Tyron in north Caladon. He gives you more information about the breeding and marks your map with the location of the island. Sail to the island (prepared to fight) and you find the breeding facility. The journal in the safe seems to be the proof that Tyron wants. Take it back to his house in Caladon, and he's gone. There is instead a Gnome there who tells you how useless your search has been. You may have to fight him. If you bring Wright of the *Tarantian* proof of the Half-Ogre breeding, he tells you to take the information to Sam Longwell in Caladon. Give the information to Longwell and he says that he'll print it in the Caladon newspaper. Alas, if you check back later, the story hasn't been printed, and Longwell has disappeared without a trace with the only copy of the evidence. This conspiracy is just too well organized to defeat.

Talking to Bates

Mention the ring to Gilbert Bates, and he's happy to tell you about his long-lost friend Stennar Rock Cutter (who was obviously disguised as a Gnome in the crash) and the days of his youth with the Black Mountain Clan (BMC). You learn of the young Bates, his association with the BMC, and their strange disappearance after giving him their steam engine.

If you choose to work with Bates, he hires you to find out what happened to the BMC and to his friend, and return to him with the information. He marks your map with the location of the mine and he may offer to buy the ring back from you. (If you did steal the journal earlier, you can now return it to Bates for a reward.) You can also turn against Bates and try to fight your way out of the mansion, but it's not advised. It's a suicide mission for sure.

You can also decide not to talk to Bates if you don't like the idea of working for him (and if you've chosen one of the paths that gives you the opportunity to steal the journal). The journal itself gives you all the information you need to be on your way to the Black Mountain Clan. It even marks your world map with the location of the BMC once you acquire it.

Don't forget to check in at the Tarant Telegraph office to get Virgil's telegram from Elder Joachim. It sends you to the innkeeper of the Bleeding Rose Inn in Stillwater.

CUMBRIA (DERNHOLM)

King Praetor asks you to be a courier and go to Black Root to get the back taxes of 500 gold, for which he gives you 200 gold (more if you haggle).

If you're a Melee Expert with enough Melee skill to train to be a Master, Sir Garrick Stout asks you to rescue Lady Druella from four Gyr-Dolours. Take a message to her from Stout. If you succeed, he gives you a potion to take to Adkin Chambers in Stillwater. He trains you in Melee after Druella is returned. Lady Druella is actually pretty happy being with the Gyr-Dolours. It's suggested that you go along with Stout's plan, get training and then kill him. She asks you to bring the potion to Adkin.

Gladys complains that a family heirloom — a silver ring — has been stolen. She gave it to her son. She suspects a man named Archibald. Archibald's son, Bernard, has information. Bernard works the dock. He says the ring quest is a game that Gladys plays to get Archibald riled up. Depending on your skills, you may get Archibald to give you the ring in exchange for setting up a rendezvous. Tell him that he's still nice-looking and that Gladys likes him. He might even pay you to return the ring.

Inside the Black Mountain Clan Mines

Crawling through these mines can get a body killed. The BMC obviously wants to make it hard to get to them. The place is filled with traps and odd creatures, not to mention the live (and dead) thieves of all kinds out for your blood. Following the right (or left) wall all the way through works as well here as for any maze. Be ready for a lot of traps and poison, and a lot of loot. These mines are worth a couple of trips. Make one trip through and take everything really valuable back to Tarant (or Stillwater, if you already know the way) to sell. Then go back and pick up everything else you can. It may not be there for a third trip. Check corpses too. (You wouldn't believe how much some people will pay for a short bow ...)

Inside the BMC Tunnels

The BMC tunnels are a ghost town. Keep searching and you eventually find the last Dwarf of the BMC left in the land. Gudmund OreBender tells the tale of the end of the Clan and the banishment of the Dwarves by the Elves to the Isle of Despair. He refused to go and has spent the last 70 years protecting the mines and waiting for the Elves to return. His mind is shattered and entirely focussed on the last days of the Clan. Any other conversation is beyond him. He does speak of Loghaire, the leader of the Wheel Clan. If you kill Gudmund before talking to him, read the pillar in the room where you find him. It tells the whole sordid tale and points you to the Isle of Despair.

ASHBURY

First things first. On the east side of town, you can find a Gnome kicking a dog. Buy the dog, threaten the Gnome or kill him, and the dog will follow you anywhere. Let him. Dog is a great follower, and kicks butt in a fight. He's a wonderful sight to behold in the cemetery, chomping zombies apart with one blow. And his weapons don't get damaged fighting rock monsters.

Geoffrey Tarrelond-Ashe (at the gates of the cemetery) is a possible follower, if you're not too good. He marks your map for the Isle of Despair and gives you 500 gold for helping rid the cemetery of zombies (and getting the gem). You need to be fairly high level to clear out the mausoleum and get the gem, but if you stand near the open graves by the mausoleum for any length of time, they begin to belch out zombies at an alarming rate. Just keep killing them until you're tired, or until you've raised the number of levels you wanted. If you keep the gem, he gets upset and attacks you.

You hear a rumor about an ancient shipwreck to the north along the coast. Go there at night and be ready to fight skeletons for their treasure. (They like it so much that they carry it all with them. Just check their inventories after you smash them.)

If you return to Gilbert Bates, he sends you to Ashbury to talk to Teach, who takes you to the Isle of Despair (for 500 gold if you killed Bates, or less if you can haggle). You may also be able to get Bates' Half-Ogre bodyguard, Chukka, to join you. It's definitely worth it if you can. If you don't get Bates' help, returning to Ashbury and Captain Teach for a ship is still your best bet. When you first get to Ashbury, though, look for the Gnome kicking a dog. Save the dog by either paying off the Gnome, threatening him or killing him. Dog is a great follower, and if you don't save him first thing when you get to Ashbury, you don't get him at all.

Check the barrels on the dock before you set sail. That book could come in handy later.

Theodore asks you to retrieve his "improved" armor for 200 gold. (You can threaten to keep it or sell it and improve the price up to 350 or 400, depending on your skill.)

Theo Brightstart asks you to kill pigs for 50 gold (75 with haggle) and move boulders for 50 (100 with haggle). Don't blow up the boulders!

The Mayor of Ashbury asks you to "work the crowd" and help him get a statue of a hero, Oliver Bettington, approved for the city. The probable best answers are 1) Ashbury should honor its heroes, 2) a design contest should be held, 3) a wealthy benefactor should fund it, 4) the finest craftsmen from Tarant should be hired, 5) a weather-treated bronze statue with a granite base, 6) the phrase should be "take an inch and you have a mile." You need a high Persuasion, Charisma and Intelligence to pull this off.

William Thorndop is the Firearms Master. Put several points into Firearms, become an Expert, then talk to him. Mr. Rolland runs up and brings Thorndop word of the abduction of Mrs. Rolland. You should save her from the abandoned barn south of Thorndop's house and insist on receiving Master Firearms training as payment. If you do not insist on receiving training, he gives you a rifle.

Arriving at the Isle of Despair

The Isle of Despair is the lowest form of penal colony. The worst criminals are sent here to live out their lives in seclusion from the rest of society. The colony is run with an iron hand by Thorvald Two Stones, a Wheel Clan Dwarf. Power and fear are the currency here, and disputes are settled in an arena pit with one-on-one combat. Not exactly a vacation resort. Teach lands the ship in a hidden cove and waits there for your return.

Question the inhabitants of the island about the Black Mountain Clan. You get a bit of useful information, but it's obvious before long that Thorvald is the only Dwarf on the island. He's been there as long as anyone can remember, and if anyone has information about the BMC, it's Thorvald. Talking to him is a necessity.

Talking to Thorvald Two Stones

Unfortunately, Thorvald is a busy Dwarf, and it's not easy to make an appointment. If you can sneak into his house, you can talk to him once inside. You might also be able to talk your way past Ogdin, the guard, if you're smooth enough. And Ogdin is an avid reader. If you found the book in the barrel on the Ashbury docks, he helps you in exchange for the book.

The other option is to impress Thorvald. The only way to do that is to defeat his best fighter in arena combat. Ogdin, a Half-Ogre fighter, is Thorvald's second-in-

ISLE OF DESPAIR

Norian makes potato moonshine. He asks you to take some moonshine to Maximillian. Maximillian lives outside of town on the Isle. Take him the moonshine and he'll give you a receipt. Take the receipt back to Norian and he gives you a jug for yourself as a reward.

Maximillian tells of the past of Cumbria, and that he's the older brother of King Praetor. He asks you to tell Warren Del Par that he's on the Isle of Despair. In Dernholm, Lianna Del Par, daughter of the deceased Warren, takes the note. (You might check out the bar at the Dernholm Inn while you're there. If you're not too good, you might be able to persuade Vollinger to accompany you. And the healer, Jayna Stiles, might be willing, also, if you're Good and a technologist. Find her in her house on the southeast side of town.)

Jones the collector asks you to bring back some items from Shades Beach. (He marks it on your map.) He gives you a weapon part as a reward. (If you've still got it in Vendigroth, it's part of a great weapon from a found schematic there.) He also gives you the reward for any one of the items you bring back and allows you to keep the rest of them, so choose well.

The guard at the front gate gives you the quest of killing the

command. He guards the door of Thorvald's house, and he sends you to the pit for combat to win Thorvald's approval. Talk to Gorrin at the pit to schedule a fight. If the champion decides to surrender, accept or you may get a negative reaction from Thorvald when you meet him.

Now that you're in to see Thorvald, he tells you that he's not BMC, he's definitely Wheel Clan. He was sent to the Isle of Despair a hundred years ago on false charges and hasn't been able to get home. Moreover, he's been the only Dwarf on the island. If another Dwarvish clan had been banished here 70 years ago, he'd know about it. The Black Mountain Clan seems to have simply disappeared.

And speaking of disappearing, Thorvald would like to do a bit of that himself. He's been here a hundred years, and he's ready to go home. You might be able to talk him into coming with you. If you weren't born with a silver spoon in your mouth, Thorvald asks you to take a message to Loghaire, the leader of the Wheel Clan, to send help immediately to get him off the island. He marks the location of the Wheel Clan on your map and gives you a special pair of glasses that allows you to see the entrance to the Wheel Clan's home. (*Don't* lose the glasses!) Raymond Pierce, a storekeeper in Ashbury, can make the same spectacles from a kathorn crystal if you're desperate, but try not to be. If you're a Techie, you may be interested to find a Wheel Clan Spectacles schematic with Thorvald's journal in the chest by the bed.

sorcerous beast (resistant to technology) and gives you an amulet as a reward. Follow the beach up and around until you're directly north of the encampment. Follow the tracks from there and be ready to fight.

Cynthia Boggs asks you to contact Lorria at the women's camp and ask for her help. If you're male, she gives you a scarf to wear. Lorria is fairly callous. She gives you a pistol to give to Cynthia and tells you she has to fight her way out to be worthy of joining the women. If you give Cynthia the pistol, she fights the guards on her own and loses. Offer to take Cynthia to the women without giving her the pistol and you can all travel safely to the camp (after you get past the guards). If you do this quest last before leaving the Isle, you can also take Cynthia back to the mainland. There's nothing else in it for you, but it's a much nicer thing to do.

WHEEL CLAN

Vegard MoltenFlow left a family heirloom in the Dredge mines. If you find the key, open a cell door, and bring the heirloom (a toy train) back, he gives you a Dwarven miner's helmet (good for shedding light in the dark).

Thrayne Iron Heart asks you to tell his brother, Erland, to return home from the Stonecutter Clan mines. When you go to the Stonecutter mines, be ready to fight. After killing several different types of undead

Taking Back Your Ship

Captain Teach has already taken care of some blackguards who've attacked your ship and you can just stride on board and leave.

You can return to Bates at this point with a progress report. Bates simply tells you that he'd be grateful if you'd return and tell him what you find out at the Wheel Clan.

Checking in with Bates periodically is a good idea, though. He often gives you cash to help in your search. It also gives you more opportunities to add Chukka to your party if you haven't already done so.

Entering the Wheel Clan

Follow your map and use the glasses to find the entrance to the Wheel Clan. (It's a large stone in the wall just northeast of where you appear after using the World Map to travel there. It highlights when you run your mouse over it. If you're wearing the glasses and you still only see a rock, try clicking on it several times, or walk into the stone square in front of you. It should eventually change into an entranceway.) Tell the guards your story and they direct you to their leader.

Finding Loghaire

Finding directions to the clan leader's house is easy. Everyone knows the way. Once you get there, though, the clan leader is not Loghaire Thunderstone. It's his son, Randver. Loghaire felt unable to rule, blaming himself and ashamed of his actions after the BMC disappeared, and he has gone into self-imposed exile deep in the caves. (If you could sell refrigerators on an ice floe,

creatures, you find a group of Dwarves locked in a back room. (If you don't have lockpicking, this may be a good place to use a Fate Point, or you can bash your way in using ALT-click in combat mode.) Erland thanks you and gives you the key to the necromancer's laboratory in the mines. Fight a few more creatures in the lab and you get some interesting items.

Erick Obsidian is a Dwarven historian. He tells you of an ancient axe with a schematic of a key, and a message about "Place of Iron where lies the Stone." He asks you to use the schematic to find and return the Durin Stone. Use the schematic to make the key from mithril (Dwarven smiths) and heartstone (on the ground by the Bedokaan village). Take the key to the museum at the University in Tarant and open the safe. Take the map (which marks your World Map) and the 3 iron cylinders. Go to the Place of Lost Voices and use the cylinders one at a time (book, key, symbol) on the slots in the machine you find (left to right). Listen carefully to the message it plays. The book you need now is in the possession of Mrs. Victor Misk in Caladon. Your best bet is to wait until the main plot sends you to Victor Misk to find his other collectible book. (See p. 224.) Mrs. Misk asks you to find out who leaked information to Wales. (Persuasion Masters might get the book without further work.) Be sure to talk to all of the servants, and pick up the butler's passport on the floor with his address. Check out his house and find the note from Elmer Burbottom regarding payment. Go to Tarant and get Elmer's address in Ashbury from the clerk in the Hall of Records. Go to Elmer's house and you find him dying after being attacked. He admits to being Kendrick Wales and having paid the butler. After

talk to Randver. He does visit his father occasionally and knows a safe route to get to him, but it's not easy to convince him to tell you. A high Intelligence gives you more information from Randver that could help you to release Loghaire from his exile. If you can release him, he returns to his kingship, and may be willing to join you.) Getting through the caves can be deadly, so be prepared. The Dwarves do have some nice things stored down here, though. Don't forget to tell Randver about poor Thorvald on the Isle of Despair.

Loghaire is in a small cavern deep within the caves. Tell him what you know and he can tell you that something is very, very wrong. The Dwarves should have been on the Isle of Despair. He believes that the answers you seek can be found in Qintarra. He gives you the letter from Min Gor'ad that started the trouble, and mentions that Gor'ad said she was sent from the Silver Lady. He tells you that the Silver Lady should be in Qintarra, and that you should ask around in Stillwater to see if anyone can tell you how to find the Elven city. He asks that you find out what happened to the BMC and return to tell him. It's a good idea – you might get something for your trouble, especially if you were smart enough and persuasive enough to be able to sweet-talk Loghaire into taking back his kingship. If you kill Loghaire, he's holding the letter from Min Gor'ad stating the terms of the banishment of the BMC. The letter sends you to Stillwater to find the location of Qintarra, city of the Elves.

you find the main plot's book, go back and talk to Mrs. Misk. She tells you that the butler is dead. You can now convince her to sell you the Book of Durin's Truth. The book tells you where the Iron Clan entrance is, but you still need the key. You need to have already talked to Hadrian about Nasrudin and Saint Manno, and have already gotten the password from him by claiming to be an archaeologist. You also need to have seen the inside of Nasrudin's sarcophagus in the Caladon catacombs. The "x" inside the circle refers you to the directions on the stone outside the Roseborough Inn, which was found inside the Ring of Brodgar. The word "opposite" tells you how to read the directions on the stone. (Change NE to SW, SE to NW, etc.) Start at the Ring and follow the reversed directions to find St. Manno's cave. Use the password to get inside. Give the sword to Alexander and the diary you find there to Hadrian and he gives you the glass key in his collection. Go to the Iron Clan mines and use the glass key. Take the Durin Stone you find inside back to Erick Obsidian in the Wheel Clan.

Arvid Millstone is the foreman in the Wheel Clan mines. He says that as a result of some recent blasting, "bad things" have been happening. He asks you to go down and kill the creature causing the trouble (crystal spiders). Your reward is the gratitude of the clan (and a few XP).

If Magnus is with you, Loghaire talks to Magnus and tells him the Iron Clan needs a chieftain, and that he's willing to accept the Iron Clan into his kingdom.

Elves in Stillwater

It's pretty simple to find an Elf in Stillwater who knows where Quintarra is. Myrth's not talking, though, until you find him the pelt of the famous Stillwater Giant. Figuring out what the Giant looks like is simple, too.

After all, there's a statue of it in the town square. Finding it is another matter. The Giant has been glimpsed skulking around the forests surrounding Stillwater for years, but no one's ever gotten a close look. (It's the Bigfoot or Loch Ness Monster of Stillwater. There are sightings reported every so often, but most folks don't really believe it exists.) Ask around long enough, and people direct you to Stanley Xavier Hippington. The word "crazy" is probably mentioned.

Hippington is the ultimate expert on the Stillwater Giant. He's collected every kind of evidence you can imagine, and has even surmised exactly where the creature makes its lair. He built his house as close to the lair as he could (which is one reason why he lives on the northeast end of town).

Capturing the Giant will be no mean feat, he tells you. You must completely undress, rub Giant Scent (which he's kind enough to provide) all over yourself, make no noise, and use his special Giant trap – the only thing sure to hold the Giant. And don't be fooled by its appearance! The Giant is a shapeshifter (just to make things even more interesting) and has been known to avoid capture by posing as a small, blue rabbit.

Going through this song and dance does snag you a Giant. You can try taking it back to Myrth, but he's not convinced that it's anything but a small, blue rabbit. Take the Giant back to Stanley, who won't be able to

STILLWATER

Richard Leeks is the town blacksmith. He asks you to check up on his friend Cyrus the Enchanter. You need to rescue Cyrus from Drog Black Tooth. Cyrus is being held hostage to the north of town. You can find Cyrus' doorless hut with the pool of blood in the doorway. Follow the tracks from there. You can blow open the cell door, picklock it, or kill Drog and take the keys. (It's a little better not to kill Drog.) Return and tell Leeks and he gives you the reward of a Stillwater Blade.

Adkin Chambers is the Dodge Master. Show that you have enough skill to be trained, and he agrees to train you – if you kill Melee Master Garrick Stout, the man who blinded him, and bring back his eyes as proof.

Brigitte is the priestess of the Geshtianna Cult. Their idol has been stolen. Marley is well-known in town as having suddenly found the secret of popularity. Everyone likes him, no one used to, and they don't know why. Marley admits that he has the idol. You can take it against his will, or convince him that you'll get the priestess to bless him. The idol of the Cult of Geshtianna is locked in his closet. Return the idol to Brigitte and she blesses you with +1 Beauty.

make it change shape. He suggests you take the Giant to reputed zoologist Tristan Fenwick in Tarant. He should be able to authenticate it, and maybe coax it to change shape.

Back to Tarant, where Fenwick tells you that you've managed to bag a common rabbit, though it is painted a very pleasing shade of cerulean blue. He sends you to the HT Parnell Emporium of Wonders, where a Giant pelt has been on display for several years.

You must acquire the Giant pelt at any cost. Unfortunately, the cost is fairly steep, and the pelt is obviously a fake. You can pay up, steal the pelt or kill Mr. Parnell, take it and run. You might also be able to talk Parnell into a scam. If he talks about Payne, make a sarcastic comment about the adventurer. Tell Parnell that you're surprised that it still attracts visitors. When he confesses that business has been poor, offer to steal it from him so that he can collect the insurance. He gives you the key to the case, and you've got a free pelt!

If you're a talented talker, you might try talking to Gar, the world's smartest Orc, at this point. If you can get him to talk about tea, venture the opinion that green tea is better than black. After that, you may be able to buy Gar from Parnell. He's a fairly good companion, and entertaining to boot. You might also be able to scare Parnell into giving Gar to you if you tell him that you'll report him to the newspaper for enslaving a Human, then tell him that you're only showing him what a dangerous position he's in.

You might also check in with Gilbert Bates at this point and tell him that you plan on contacting the Elves about the BMC Dwarves. He might help you along your way with a cash donation.

If you ask Gildor Nightwalk for work, he tells you a story (and lets you read a book) about a ruby. He says that if you can move silently, you can get past the guarding monsters. If you're tough enough, you can also just fight the demons. He gives you 1500 gold if you bring him the ruby.

Contact the Thieves' Underground and they tell you to take the bag to Adam Maxwell in Caladon.

All of this turns out to be vastly amusing to Myrth. You've been to such trouble, though, and have such a serious mission, that he finally agrees to tell you the location of the secret Elf city of Qintarra. If Myrth is just too irritating for words, or you just don't feel like jumping through this many hoops, you can always kill him or pickpocket him and take the medallion he's got. Take it back to Gaylin in Shrouded Hills, and she pays you and marks your map with Qintarra's location. You can also put one over on Myrth by insisting that you actually did find and kill the *real* Stillwater Giant. If you convince him, he takes the pelt and gives you your information, visibly shaken. You've outfoxed the prankster! Last but not least, there *is* a real Stillwater Giant in the form of a blue bunny roaming the wilderness between Stillwater and Hardin's Pass. It's a rare encounter, and you won't find him before you learn about the pass. If you find it and kill it, you have the authentic Stillwater Giant pelt! Not that you can convince anyone of it ...

Raven and the Silver Lady

To get to Quintarra, you have to get through Hardin's Pass. The first time you go through the pass, you have to travel part of the way on foot. Be ready to fend off the wildlife. Upon arrival in Quintarra, you're directed to Raven, Elven princess and daughter of the Silver Lady, Queen of the Elves. Raven has business to take care of first, and lets you know that helping her with it would speed your cause.

A small band of Humans has camped on the edge of the forest on Elven holy ground. She asks you to find out why they are there and tells you that under *no* circumstances are you to shed blood on the holy ground. Helping Raven is a good idea. If you're a male Elf, Half-Elf or Human with good Charisma and Beauty, Raven might fall in love with you. You might want to save before you talk to her, though. It's not that hard to fall out of favor with her, and once you do, there's no going back. Keep Raven happy throughout the game and take her with you, and you get a heart-to-heart scene with her at the Ring of Brodgar (see **Finding Arronax**, p. 236).

The Humans are surveyors for a logging company, and a persistent lot. Warning them to leave does no good. If you're good at talking, you may be able to convince them to leave (tell them you work for Bates and he's thinking of getting into logging). If not, you *must* get them to attack first. Insult them long and hard, and they take a swat at you. Once they do, ancient Elven spirits remove the problem for you.

Having done her bidding, you are taken by Raven to her mother, the Silver Lady, to

QINTARRA

Winde is an Elven hunter. He asks you to look for the lost Elven hunter near the Dark Fens (he marks your map) in return for some Elven chainmail. The Elf is a prisoner in the Bedokaan village. You can cut a deal with Kan Kerai, the chieftain of the Bedokaan, or bring rope, get the Elf out of the pit, and fight your way free. If you decide to deal, talk to Kerai about the Elf being held prisoner (high Persuasion might do the trick by itself). Agree to kill the poachers in exchange for the Elf. (Robert Milton is the leader of the poachers. You can betray the Bedokaans to him, kill him and his friends, or just avoid the area. If you kill them, they have quite a few nice weapons and armour you can appropriate.) If you succeed in this quest, Kerai tells you that you should talk to Waromon, who might join you as a follower.

Whysper studies magickal creatures. She's currently working on will-o-the-wisps, but is having trouble finding the Vol'ars Wisp from the Glimmering Forest. (There's a good reason for this. The Vol'ars Wisp is a truly rare creature. You *may* happen upon one as you travel across the Forest. Or you may not. Try the Old Lagoon.) She'll trade a magickal scroll for a sample of Vol'ars Wisp (blue) essence. In return for your story, she gives you a magickal gem that can make you invisible for a short time.

consult with her about the Black Mountain Clan. The Silver Lady is a very old and powerful Elf, so infused with magick that she's halfway between this world and the next. It's a good thing that you can go back to Raven to interpret, because a lot of what the Lady says is vague and confusing. Tell your story to the Lady, and you eventually learn that you must seek out the Dark Elves to find the fate of the Black Mountain Clan. To find the Dark Elves, you must first find Renford A. Terwilliger. Raven suggests that you try Tarant and asks that you return once you discover what the Dark Elves have to do with the disappearance of the Black Mountain Clan. That's now the Qintarra Elves, the Wheel Clan Dwarves and Gilbert Bates who want to know what happened to the BMC. It's a shame they didn't have this many friends when they disappeared!

Renford A. Terwilliger

Ask around Tarant for information on Renford A. Terwilliger, and someone eventually directs you to the Hall of Records. (You can also find his gravestone in the Tarant cemetery.) You can steal the information from their files or you can talk to them. They're as helpful as they can be, but Terwilliger has been dead for 150 years. He was the famous author of *Horror Among the Dark Elves* and died repenting the writing of the book. They suggest that you check the Public Library next door for a copy of his book.

The Public Library can't help you with a copy of that book – it's extremely rare.

Swyft offers you 300 gold to take her safely to Tarant. As soon as possible. You might want to pick her up on the way out of Qintarra, so that her tantrums don't get on your nerves.

Ellumyn tells you about mithril, a metal that "holds" magick. He says it is only found in the mines of the Wheel Clan. You can offer to get him some. He gives you a magickal bow if you bring him some mithril.

Jormund is a magickal Dwarf. No, really. He knows nothing of the Black Mountain Clan, and recommends that you talk to Raven (daughter of the Silver Lady). He hates being with the Elves, but it was the best way for him to train. He has a contract with Wrath which is in effect to the end of Wrath's life. Promise to help him, and go look for Wrath. You find him in a house nearby, dead. Tell Jormund, who's under house arrest, and he may ask you to try to clear his name by talking to Sharpe, the Qintarra apothecary. Take the glass that you found on Wrath's body to him. Sharpe is out of town, but Ivory, Sharpe's wife, mentions that Wrath was angry when she and Sharpe began living together. She says that Wrath was jealous and that he threatened her, although she refuses to believe that Sharpe would murder Wrath. She believes that Wrath would kill himself and implicate Sharpe. Despite her protests, you can lockpick the vase in her house and find the poison vial. Take the poison vial to the Qintarra Captain guarding Jormund as evidence that Sharpe poisoned Wrath (or Wrath poisoned himself and framed Sharpe) over a woman. Go back to Jormund and he may be happy to follow you out of town. He gives you his Staff of Xoranth for your help.

No known copies are in Tarant. But there's a new book out about Terwilliger and they're happy to loan you a copy of *The Curse of T'sen-Ang* by Kendrick Wales (if you pay 1000 gold to be a member). If they won't loan you a copy, stealing the book is a time-honored tradition. Kendrick Wales is in Ashbury, and can tell you that Victor Misk, the Caladonian book collector, might have a map to T'sen-Ang.

There was a great mystery surrounding *Horror Among the Dark Elves*. The printing house which released the book burned down, owners of the book were murdered, and the last known copy of the book was supposedly burned in the fire which killed Phillip Misk, Victor's father, and destroyed his entire book collection in 1842. However, recent sources suggest that the book was not in the house at the time of the fire and may be in Victor's keeping. It's time for a trip to Caladon.

TARANT

Edward Willoughsby is the Master of Persuasion. You run into him outside his house in northwest Tarant. (You also meet Perriman Smythe here, who might accompany you if you ask him.) After you first meet him, he asks you to drop by his office in City Hall. There he tells you about the Unified Kingdom. (You can tell him about Jenks, if you've met him, and get him killed.) He's unhappy about the criminals in The Boil, and also about the Orc unions. He suggests you might talk to Sebastian in Caleb Malloy's bar. If you're a diplomat, he can use you in negotiating with Caladon (it helps if you've been to Ashbury and made the mayor's speech). He gives you a dossier for negotiating with Caladon, and the closer you match it in your negotiations, the more money you get. He tells you to go to Caladon and talk

to Renard outside the Royal Castle. If you negotiate well (stick close to the dossier), he'll train you to be a Master of Persuasion. Heinrich Jenks is waiting for you outside of Mr. Willoughsby's office, and he's very concerned about Mr. Willoughsby. He warns you against getting involved with Willoughsby. He's concerned that if Caladon joins the Unified Kingdom, they'll become as powerful as Tarant. Jenks urges you to get the position of mediator between Caladon and the Unified Kingdom. If you get that, you can get access to the kitchen and talk to a man named Vernon. He gives you instructions on killing the king. If you don't get the appointment, he has you meet a man named Bullors at the Caladonian docks to sneak you in inside a crate, so that you can talk to Mr. Vernon. If you're successful, meet Jenks in Tarant's Gent's

Tavern for 20,000 gold. When you get to Caladon to negotiate, you find that you have more choices. There are representatives of various interests in the hallway outside the council chamber, all of whom offer you deals for voting their preferred way. Their ways, of course, don't jibe very well with the dossier you've been given by Willoughsby. The Magick Consortium Representative will give you 500 gold to vote pro-magick. The Trade and Export Representative gives you 800 gold pieces to vote Yes on the Caladonian toll. The Treasury Representative gives you (if you're a good enough negotiator) 1000 gold to keep the tax off of Caladon for 5 years, and reduce the overall rate. The Labor Representative gives you 1500 gold to get labor unions outlawed. The Agriculture Representative gives you 600 gold pieces to keep grain prices in place.

Victor Misk

Well, you can't exactly find Victor. He, too, is dead. You can find his wife, who says Victor was extremely paranoid during his last days, thinking hooded figures and Orcs and Ogres were following him everywhere. (This might sound familiar by now.) He became obsessed with the book and never put it down, even sleeping with it. When it disappeared, he told her he'd hidden it where only he and his father would know where it was.

Finding Victor and Phillip is simple. You can find the local graveyard where Victor is interred. Funny thing is, his grave seems to have fresh dirt around it. The gravekeeper, a jolly old Dwarf named Bingham Schulefest, is happy to help you dig him up. (Just don't admit that you're the *Zephyr* survivor. His sympathies might lead him to attack, and he's no slouch in combat. Plus, he can get the help of the nearby guards.) Make *sure* that you have a large space open in your inventory! Bingham "helps" by giving you a shovel, and you need to hang onto it for most of the game. You'll be digging a bit from here on out. Victor's grave doesn't yield the book, but it does yield a "fake" that was sold in Roseborough. Talking to the Dwarf again after you dig gives you information on getting to Roseborough, and you can find out from Mrs. Misk that Phillip is buried in Roseborough. Phillip's casket in the graveyard there yields the last known copy of *Horror Among the Dark Elves*.

When you pick up the book, your world map is updated with the location of the city of the Dark Elves, T'sen-Ang. Reading the book gives you some insight into the Dark Elves, as well as the account of Terwilliger's capture, enslavement and subsequent escape.

The Transportation Representative gives you 1500 gold if you can get a statement saying that Caladon will be able to build and own her own railroads. The Tech Research Representative tells you to make sure that the Bates Steam Engine is taxed heavily, and you'll get 1200 gold. The Parliament Representative asks you to get Caladon 4 votes in the Unified Kingdom's parliament in return for 900 gold. The Mint Representative offers you 700 gold if you can guarantee that Caladonian gold is valued equally to Unified gold. The Military Representative (General Veers) offers you 2000 gold if Caladon is allowed to keep her standing army. Go in to the council chamber and discuss your choices, then collect your payment, either from the councillors or from Willoughsby in front of the castle.

CALADON

Ryan Sanders is the son of the largest land owner in Caladon. He may try to hire you to assassinate his father. If you do so, you can double your price. Jonathan Sanders, his father, is the richest man in Caladon. He tells you where Victor Misk lives. You can try to tell him about Ryan, but he doesn't want to hear that his son has paid someone to kill him, even if (especially if) he has.

Hieronymous Maxim is the Repair Master. He made the plans for the flying machines that were stolen by the Ogres. He trades training in Repair Mastery for a camera with proof that the planes flew. (You can go back to Ristezze and buy it back from him at an exorbitant price if you gave it to him in Shrouded Hills.) If you bring him the proof, he makes a medical arachnid and even throws in the plans.

LN Renford is arguing with his partner by the park for selling the business equipment for 3 beans. You can buy them from him for 1000 gold. They're worth it.

The guards at the murder scenes tell you to start playing detective by talking to Chief Inspector Henderson at 5 Saint's Avenue. Chief Inspector Henderson gives you permission to investigate the Whytechurch murders. He lets you talk to Renee, a witness to Emily's attack. In one of the murder scenes (the room at the inn), you see the demon name L'anamelach written in green blood. Tell Henderson the clues and the demon's name and he sends you to the sewers. He suggests that you first find a demonologist and agrees to

pay you 2000 gold for killing the demon. If you've already met Professor Eakins in Tarant, the man at the Caladon telegraph station sends your telegram to Prof. Eakins and gives you the response. If you haven't met the Professor, you have to go to Tarant to talk to him. He gives you the background on L'anamelach and Vincent, the Elf he's possessing, and tells you that you must have the Blade of Xerxes from the Pit of Fires to kill the demon. When you get to the Pit, you find that you're not the only one looking for the Blade, though the other party only wants it to sell. Jyheirad and his friends are on a quest to find the Blade of Xerxes for a noble who has agreed to pay for it. You can get him intrigued by the mystery and honor of killing the demon, and he'll give you the Blade. Take the Blade down into the sewers and put Vincent out of his misery. When you come back, you might get paid and get a better reputation in town. If you don't kill Vincent using the Blade, L'anamelach will be released and run rampant as soon as Vincent dies.

David Wit asks you to find out what's killing his rabbits. His daughter, Cynthia, has information about the bunny

slayings, but she seems exhausted and confused. Wait in Cynthia's room until after dark and you see her change into a lycanthrope. Tell David about his daughter and he asks you to find a cure for Cynthia. He even gives you the money for it. You can eventually find the cure with the Morph Master in Tulla.

TARANT, ONLY POSSIBLE AFTER CALADON

Captain Wheeler hates the Orcs, who are striking for better working conditions. He lets you know that Babcock is an Orc sympathizer. He tells you that Donn Throgg is the Orc leader. You can offer to kill them, or to convince them to surrender. He gives you the key to the warehouse they've holed up in. He hints that Donn Throgg might react favorably to the press. Mr. Babcock is an Orcs' rights advocate. He wants to work with Throgg to advance Orcs' rights through the courts. He wants Throgg to slip out at night and he asks you to carry his message to Throgg. If you lure Throgg out, the guards kill him. You can incite Throgg to go out and kill the people outside. You can deliver Babcock's message of a way to get people to listen.

TARANT: THE BOIL

You should be at least level 25 to enter The Boil. If you try to enter before that, you will probably suffer a quick and messy death at the hands of the thugs at the gate.

Caleb Malloy owns a bar in the section of Tarant called The Boil. There are two gangs in the bar: Maug's and Pollock's. He offers you the job of picking up his whiskey shipment (500 gold); go talk to Biggs on the Garrillon Bridge. You get jumped by Malek Nebbs, of the Maug clan, who tells you about the area. You can fight him or threaten him to get away.

At this point, you must have already talked to Mr. Willoughsby, after finding out about Renford A. Terwilliger from the Hall of Records clerk. Mr. Willoughsby sends you to talk to Sebastian. You can probably find him in Malloy's bar. Help him with his problem (Maug or Pollock or both) and he might be willing to join your group. He likes wine and he's a skilled lockpicker.

You must choose at this point between helping Maug's clan and helping Pollock's clan.

If you decide to help Maug's clan:

Talk to Muggs. He gives you a job to collect money owed from Larrs. Collect 200 gold, you get 25 and get in good with Maug. If you're successful, you can talk to Milo.

Milo is Maug's right-hand man. He tells you to kill Treat (for 500 gold) before he'll let you in to see Maug.

Damian Maug is the head of the clan. Talk to him about Treat's past. He offers you the job of killing Pollock for 1500 gold. His men watch Pollock's house, but Pollock's getting out anyway using a secret passageway. You can use that passageway to get in to kill him.

If you decide to help Pollock's clan:

Miranda Tears is your introduction to Pollock. She gives you the task of stealing a crate of ale from Maug's warehouse, in return for her recommending you to Pollock. The ale guard at Maug's warehouse will give you the key if you say you're straight from Damian Maug. Once you've finished Miranda's quest, you can talk to Pollock. Pollock is the Half-Ogre head of his clan. He wants you to kill Maug and gives you some things to help you sneak in and do it. If you're successful, you get 1500 gold.

Leader of the Dark Elves

There are two guards at the entrance of T'sen-Ang. They're happy to assume that you're one of the Dark Agents as long as you show them your amulet. These Molochean Hand amulets are a dime a dozen. You may still have one from the crash site, or from elder Joachim's inn room in Shrouded Hills, or from a half-dozen other times when you found yourself close to a dead Dark Agent. If you haven't been collecting amulets, you can find a Dark Agent and kill one now – out of sight of the guards, of course – and take his amulet. Or you can talk your way in without the amulet if you're especially talented that way. Invisibility also helps; try the gem from Whysper in Qintarra or a Scroll of Invisibility.

Finding Min Gor'ad and getting in to talk to her is easy. The hard part is deciding exactly what kind of character you are after all. This is the point where you get to decide whether you're basically good or neutral, or just plain evil. If you actually talk to Min Gor'ad, she offers you the chance to make friends with the Dark Elves. All you have to do is go back to Stillwater and kill all of the inhabitants. A small favor for such a useful return, eh? If you decide that her request is reasonable enough and follow through on her directions, skip to the bottom of this walkthrough to the addendum labeled "The Evil Route". Your path is a bit different now ...

There are several other options that keep you on this path. If talking is one of your favorite hobbies, and lying isn't a problem for your conscience, you can weasel the

T'SEN-ANG

Maug Maulman is restrained by a curse from hurting the Dark Elves. The spell can be broken by killing T'val N'or. This releases the Half-Ogres, who go on a killing spree.

TEMPLE OF THE DERIAN-KA (EVIL)

You find a very special skeleton here who asks you to go to the Dungeon of the Dragon Pool to the north (he'll mark your map), get the blood in the pool and pour it over him. If you do so, the skeleton turns into Torian Kel, Warlord of the Derian-Ka. He'll answer your questions. (If you have Geoffrey, Torian Kel states that Geoffrey is Derian-Ka.) Torian knows about Derian-Ka and the Molochean Hand. If you have Magnus, he will object and leave your party if Kel joins. (The Schuylers are Derian-Ka.)

entire story of the Black Mountain Clan out of Min Gor'ad and accept her commission to eliminate Stillwater. You can then slip out of T'sen-Ang with no one the wiser that the good folk of Stillwater are perfectly safe from you. You can also persuade her that you're a member of the Molochean Hand and need the information to better understand your prey and why the Church of Panarii is involved. If you're attractive, she may want to sleep with you. Turning her down causes trouble, but accepting can cause trouble with Raven, if you're romantically involved and aren't careful about what you tell her.

If you're horrified by her proposal (or just tired of all this talking), you can kill everyone in the Dark Elf camp. Min Gor'ad still whispers something about Arronax as she dies, so all is not lost as far as useful information.

And if the idea of even talking to Min Gor'ad gives you the shivers, no problem. Just sneak into her house and find the letter from K'an Hua. It tells about Arronax and the plan, talks about the Dwarves working out well, and mentions Nasrudin. (That sounds familiar – wasn't that on the Panarii altar back at the crash site? Aren't *you* supposed to be Nasrudin? Hmm ...) It also says something about Vendigroth. It doesn't mention much about

where it is, but you should be able to find that out from the Thieves' Underground or from other sources.

As you leave Min Gor'ad, you may run into Gideon Laier, who explains what the Hand has been up to, and why they're trying to kill you. (This explains some of the notes you may have found to your unsuccessful assassins signed "GL.") If you explain your knowledge of the Hand, and that they are being used by Arronax again, he may let you go. In that case, and if Vollinger is with you, Vollinger will be given permission to stay with you.

If you still have Virgil with you, he will leave you at this point as you exit T'sen-Ang. Be *sure* to get everything out of his inventory that you really want to keep *before* you try to exit the city! He tells you that he must leave and straighten something out, but that you can find him again in Caladon.

Return to Quintarra and Raven, and you consult again with the Silver Lady. You learn that Arronax and Nasrudin are ancient Elven legends, and that the Panarii in Caladon may have more information about them. At least you might not have to return to Raven to report on the next outcome. She's so interested in what's happening by this point that she might be happy to accompany you.

Hint!

If you can't get past a fight, or if you're getting bored with the easy combats, try switching the game difficulty level up or down.

Temple of the Panarii

The temple area in Caladon isn't hard to locate. It's a large building just north of the castle. And inside, it's not hard to find a cooperative acolyte to tell you about Nasrudin. The acolyte, Alexander, shows you some scriptures, including one which says that Nasrudin "went to the southern tip of the land, and there laid himself down." The remains of Nasrudin are below in the catacombs according to the acolyte. If you ask for more information about Nasrudin, Alexander directs you to Hadrian the archaeologist, in one of the offices just behind him.

Hadrian has tried for years to get in to see Nasrudin's remains, but the Church Elders haven't been helpful. He does have a bit of information on how you might sneak in, and he does want to see whatever you bring out once you've seen the remains. Of course. If you tell him that you're an archaeologist, he also gives you a password to get into an extra section of the catacombs. This password is also used later in one of the Wheel Clan side quests (Mannox's cave entrance, quest for the Iron Clan), so *pay attention!*

If you're a talker, convincing the catacomb guards that you absolutely *must* see the tomb is a possibility. You may also have gotten information about a way in from Captain Teach, if you listened to his stories. If charm isn't your strong suit, you can just kill them and stride past. And if shadows are your favorite pathway, it's said that a trip through the sewers can get you in the back door. In any case, once you're inside, take a good look at the scratchings

on the sarcophagus of Nasrudin and take the skull back to Hadrian.

Hadrian is amazed by your find – it's a Human skull! And the remains are missing a finger. Since Nasrudin was undoubtedly an Elf, the remains are a fraud. Where could Nasrudin be? Hadrian sends you next door to talk to the old translator, Gunther Willhelm, who may know more about the legends. You learn more about Saint Mannox, the Human ancestor of Alexander who was missing one finger.

Gunther talks about inconsistencies in the Panarii translations, possible mistakes made by inexperienced or incompetent translators through the years. In particular, there's a passage talking about Nasrudin's whereabouts after the banishment of Arronax. Current Church belief is that he went to Caladon, the southernmost tip of the continent. But the scriptures say he crossed the water to the southernmost tip of the *land* – and that would be on the island of Thanatos, far to the east.

Asking about a boat to Thanatos will send you to Black Root where you should be able to arrange transport – *if* you've talked to (or stolen the note from) Min Gor'ad in T'sen-Ang *and* read Gunther's translations. If you've skipped either of these steps, you need to do them now.

Finding Virgil again may be something you want to do, too. Go to the Sobbing Onion and use the trapdoor by the billiards table. You have to fight to retrieve his dead body, but it's worth it. Revive him with the scroll in the nearby chest, and you finally get to talk to Elder Joachim! Joachim decides that you're in good hands with

Virgil, though, so he doesn't come along after all. *Note:* If you've been using Virgil to do your dirty work in lockpicking, you're now out of luck. He's a reformed character after his death experience. Any locks from now on have to be picked by you, if you have the skill. If you don't, consider doing the side quest in The Boil by Tarant and picking up Sebastian. It might be worth your while.

This is also a good chance to go to the Temple of Derian-Ka and try to pick up Torian Kel. Torian is a skeleton when you first meet. He sends you to the Dungeon of the Dragon Pool to get dragon's blood. Use it on him and he returns to life. If you're not *too* evil (or too good), he follows you.

Boat to Thanatos

No captain worth his salt is willing to sail to Thanatos. Captain Teach has gambled away his ship. You have to get your own for this trip. You can always buy one, if you've got a lot of cash. If you're good at gambling, winning back his boat may be an option.

If gambling and cash aren't your strong points, Captain Teach mentions Stringy Pete's Ghost Galleon and a hidden grave (he marks your map). Find and board the Ghost Galleon, and you meet Old Stringy Pete, her brutal captain. He needs you to perform some good deeds that will set him free. Find his treasure (there's that shovel again) and return it (all of it!) to the Williamsons. Go to Vooriden and replace their altar stone. You can get directions on how to do it from Edwin Wallows by the altar. (Be prepared – unless you are

Hint!

If you're standing back from a fight, use the time to heal party members. Keeping them alive is almost as important as keeping yourself alive.

BLACK ROOT

Kietzel Pierce fears that his student, Dudley Crosston, has gotten into trouble somewhere north (he's actually in Dernholm). If you see Dudley, you should tell him that Pierce has gone to Caladon, and to meet him there. To achieve Master Bowman status yourself, Pierce will give you a task: go to the Ruins of Szabo and find the bow named Ecclesiastes. If you can't find the bow, he charges you a fee for the Mastership.

Play The Ancient Game. Riddler 1 (on the riverbank just south of the mayor's house) has a question: A painted face, hands with no bones. My oldest brother was made of stones. What am I? The answer: a clock. Go west to the Withered Grove, across the water behind the train, to

relatively strong or have a very strong follower, you may have to tell one of your party to wait for you, and possibly lose him or her. You have to take the monastery's Half-Ogre with you across the continent to Torin Quarry, and they just may not wait that long for you. Don't forget to take whatever you might need out of your waiting follower's inventory, just in case.) You have to find the Bangellian Scourge and toss it into the furnace in the Bangellian Deeps. It's very evil and very powerful, and very tempting to keep once you've found it. If you do use it to free Stringy Pete, though, you have your ship.

You can even find some help in Black Root. People tell you about Franklin Payne, the noted hunter and explorer, who's visiting Black Root. Payne may be willing (and is certainly able) to accompany you on your fine adventure to beast-ridden Thanatos. Just say yes. Payne can be a lot of help on the island.

Nasrudin

In fact, Payne is a lot of help even before you get to the island. With him along, you're able to land closer to the hut.

Without him, you land farther away *and* you don't have his help fighting everything you run into along the way. Even with him along, it's not an easy trek across Thanatos. Beast-ridden, indeed.

You travel to the south side of the island and find a land bridge. On the other side of the land bridge, you enter a jungle maze. There's a clearing on the other side of the maze with a small hut. Once you find Nasrudin in his hut, he tells you all about the sad story of his son, Arronax, and the

find Riddler 2. The question: Death to one while birthing another, trees begin to shiver around its brother. What am I? The answer: spring. Go north to the stony ground to meet another. Riddler 3's question: Causing wounds and cleansing. History dies from its rinsing. Life or scars is its blessing. What am I? The answer: fire. You get the Mysterious Gem. Use it and get a tiny, green, half-naked Halfling (high level with a lot of spells) – perhaps a leprechaun? – who will fight beside you for one combat. Choose your time well to call him; you only get him once, he stays where you called him. He won't join your party.

Mrs. Cameron asks if you've seen her son, Liam Cameron (she marks his cabin on your map). Bring her Liam's journal and she may give you a gift. If you follow the path to the west of the cabin, you find Liam's body and the monster-spewing portal. Take the magickal trap from Liam's inventory and use it on the portal to close it.

If you fetch Azram's Star from the ruins of K'na Tha for Clarissa Shalmo (she marks your map), she eventually trains you to Master level in Throwing. Don't give her any trouble if she says you're not ready, though, or she charges you a fee on top of the Star.

If you say you cannot afford a room in the inn, the innkeeper offers you the quest of getting his strongbox from Garret Almstead. After talking to Mr. Hallaway, the innkeeper, you

banishment. If you didn't speak to Min Gor'ad earlier but do have the note from K'an Hua, Nasrudin can deduce from the note that the Dwarves have been sent to the Void to weaken the wards and build the gate. Tell him that Arronax is planning a return, and he agrees to send you to the Void to stop this once and for all.

You probably won't be able to just waltz in and take care of the problem with a handy sword, though. Nasrudin knows that for this to work, you need the Vendigroth Device. The Device is located – where else? – in the ruins of old Vendigroth. You should go and retrieve it. You may also need more help, and Nasrudin kindly tells you to take the time to gather more followers if he feels that your companions number too few.

If Nasrudin thinks you're strong enough, and you're anxious to leave, he sends you alone at this point with no further ado. If he thinks you need the Device or more companions, he tells you to gather what you need and meet him at the Ring of Brodgar and he'll send you all from there. Even if he's willing to send you immediately, consider getting the Device first. You don't *need* it, but you do want it for this battle. It's just better that way. When a powerful mage gets close to death, he can create a shell of regeneration around himself. Fighting him could be really frustrating (and redundant). The Device changes his regeneration shell into a deadly lifesucker. Get him down to almost zero, let him build the shell, then attach the Device. Presto! Dead mage. (If K'an Hua is already dead and you kill Nasrudin, Nasrudin banishes you immediately to the Void, alone and with or without the Vendigroth Device.)

can talk to Almstead, the locksmith, about the strongbox. Get the box from Almstead (using whichever skills you prefer) and bring it to Mr. Hallaway. If you do it to his satisfaction, you'll get a room free of charge as long as you need it.

D'ak Taan is a thief. He has a dagger belonging to the Mayor of Black Root, which the Mayor wants back. D'ak Taan tells you to perform one of two quests. Either get the contents of the local hedgewizard's chest (specifically, the statue) in return for the Mayor's dagger, or get some poison from Grunwalde. (Grunwalde doesn't sell poison to just anybody. Tell him about your "infestation" of rats and make sure to mention that the rats are "as big as Orcs." Grunwalde understands "Orc" infestations.) If you don't feel like doing his quests, you can buy the items from him for 150 to 300 gold. If you try the hedgewizard quest, Tugal, the hedgewizard, makes a counter-offer – in return for killing D'ak Taan, he gives you a powerful scroll, and lets you keep D'ak Taan's things.

You're evil, but you've taken this route rather than kill all the people of Stillwater? Nasrudin won't attack you, but he will try to rehabilitate you. He sends you on a small quest on the island to prove your worth. Completion of this quest has a huge impact on your alignment, making you much more of a good character, so consider long and hard what you want to do at this point. Complete the quest, and you follow the good route from here. Refuse the quest, and you must seek out K'an Hua in Caladon.

Finding Vendigroth

It's time to take the ship back to the mainland and find Vendigroth. You can land in any port, but the closest one to the Vendigroth Wastes is Ashbury, so that's probably a good place to leave the ship. Nasrudin has marked your map with the Gateway to the Wastes, a bridge into the wastelands. At the bridge, you find a strange, adventuring Halfling named Weldo Rubin.

Weldo is a Halfling oddity, roaming and seeking and always asking questions. He disappears for days at a time into the Vendigroth Wastes, returning with wild tales and strange objects. Weldo doesn't know the way to the ruins of Vendigroth, but he can lead you to a large city filled with "men in robes." Not without payment, of course. Weldo found a strange object in some mysterious ruins to the north, but when he ran from the creatures there, he dropped a gear. Bring it back to him, and he marks your map for Tulla, the city of mages. He may even take you there, if you ask nicely and have a small party.

NOTE ON TULLA

Whether you're on the Good Route or the Evil Route, all roads lead to Tulla. The next section, **City of Mages**, applies to both Good and Evil Routes.

City of Mages

The city of the "men in robes" is Tulla, the lost city of the mages. Take care of Weldo – he's the only one who knows how to find it (outside of some mages, and they're not talking). Go into the large building and proceed straight to the back and up the stairs. Jorian guards the door there, and he won't let you in until you go back downstairs and look at the painting in the hallway. Take a good long look at that painting. You need the information stored on it. Back upstairs, Jorian lets you in to speak with Simeon Tor. Simeon tells you more of the tale, and tells you that you need to speak to Pelojian for the location of the Vendigroth ruins. The only problem is that Pelojian is dead. Of course. And no one knows how to speak to him. You're on your own! (So what's new?)

The keys to talking to Pelojian are the painting and the symbols in the courtyard stones. Each symbol represents a college of magic, or an overall grouping of the colleges. The monk in the painting is pointing to the upper right symbol. Each of the four medium-sized symbols is surrounded by four smaller college symbols at the clock positions of 12, 3, 6 and 9. Start with that upper right medium-sized symbol, and start with the small college symbol at 12 o'clock. Copy down those four symbols, going clockwise. Then move clockwise to the next medium-sized symbol and copy the four small symbols, clockwise starting at 12. Do the same with the other two medium-sized symbols, still moving clockwise.

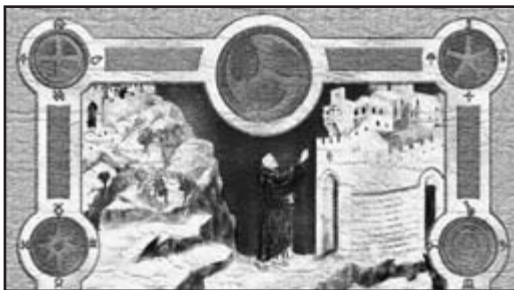


Now go out to the courtyard. (This step is best done at dusk or in the dark, just because it looks really cool to make the symbols glow in the dark.) Follow your symbol map and stand on the matching symbol stones in the courtyard (see map, p. 192). Start with the colleges.

Stand on Necromantic White, Necromantic Black, Summoning and Nature.

At this point, the door in front of Nature opens. Go inside and pick up the book on the floor. Stand on Conveyance, Force, Morph, then Phantasm. Go through the newly-opened door and pick up the book. Stand on Divination, Meta, Mental and Temporal. Get the third book. Stand on Earth, Air, Water and Fire.

Pick up the fourth book and the amulet. Put on the amulet. Reading the books in order (1-4) gives you the order for the medium-sized symbols from the painting. Go to the central courtyard and stand on them in the order shown in the picture below. Then stand on the final large symbol from the painting. Pelojian appears and tells you more of the saga. He also marks your map with the location of Vendigroth. Convenient, that. Unfortunately, neither Tulla nor Vendigroth has a tavern. Running all over the courtyard is thirsty work!

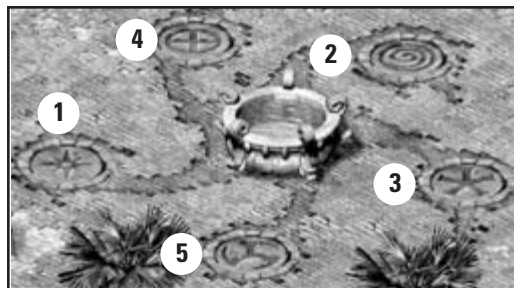


TULLA

Herzod Munk tells you about Tulla. He gives you a Scroll of Phantasmal Fiend if you get the chalice for him.

V'ed Eckes is the Master of Hydromancy. He asks you to get the gem from the student at the front gate and send him on his way. Your reward is a robe of Fire Resistance. Albert, the student, is annoyed that he finished a quest to find a gem, and they won't let him in. Explain that it might be the technological items he's wearing. He may ask you to deliver the gem to Master Eckes.

- | | |
|--|---|
|  Conveyance |  Meta |
|  Divination |  Morph |
|  Air |  Nature |
|  Earth |  Necromancer Black |
|  Fire |  Necromancer White |
|  Water |  Phantasm |
|  Force |  Summoning |
|  Mental |  Temporal |



The Vendigroth Device

Be ready to fight on the Vendigroth Wastes. There are some nasty creatures out here, and they're more than willing to defend their territory. Be sure to save firepower and healing, though. The Vendigroth ruins are no picnic, either. There are plenty of spiders and their far more deadly kin in these old halls.

The Vendigroth Device is deep within the ruins of Vendigroth. Don't forget to check the vents for passageways. Once you have it, travel directly to Roseborough. (If you've been following the path of blessings at the altars, the final altar of Velorien is also in these ruins. Just take a deep breath and step on. You die. If you've correctly followed the path of ultimate blessing (see p. 33), and you're not totally technological, you're resurrected *much* better and *much* stronger. If you're a strong technologist, it may still work. Just in case, be sure to save first!)

The Ring of Brodgar is just outside Roseborough. Be sure to visit the famous Ring of Brodgar Gift Shop. Really.

At the Ring, Nasrudin is waiting to send you into the Void.

STOP! NOTE ON EVIL ROUTE

If you're on the Evil Route, go back to **Find the Vendigroth Device**, p. 238. If you're on the Good Route, continue here.

THIEVES' CAVE

You can only get in to the cave if you're a Dwarf, Gnome, or Halfling, or if you can shrink yourself. (Your followers face the same restriction.) Renzo is dismayed by the lack of honor among thieves. Apparently Frederick asked them to retrieve some stolen goods, tricking them into petty theft ... and then turned them in. They are now holed up in the caves. He asks you to plant "evidence" on Frederick, and then turn him in to the captain of the guard. He gives you 500 gold if you complete his request.

ROSEBOROUGH

Jason C. Guy is the Disarm Trap Expert (trains you for 500 gold). He knows about the Ring of Brodgar. He's studying whether technology has weakened the wards keeping Arronax banished. (The Ring of Brodgar is where Nasrudin banished Arronax.) He wants you to find proof of ancient technology which you can find in the ruins in the Vendigroth Wastes.

Trevor Lynwood needs a picture of the Lethe Wyvern. He gives you 300-500 gold for a picture of the wyvern. He marks the place of the wyvern sighting on your map ... and mentions an old interesting bridge nearby.

Finding Arronax

(See map, p. 192.) You arrive in the Void in a ring of stones very similar to the Ring of Brodgar. The large metal objects to the left and right are teleporters, but the left one is strictly a receiver. Take the right teleporter, and you arrive on an island with two teleporters and a staircase down. Take the staircase and you appear in a hallway. The guards tell you that this is the home of Arronax. Getting past the guards isn't too difficult for a person of your talents, whatever those talents may be. Talk, fight or sneak your way past. All work well.

Inside you find Arronax, but not the evil villain you expected to find. You can skip him and go straight to Kerghan, but that's not your best bet for the good path.

Arronax is imprisoned and tells you that the person working with the Dark Elves is in reality Kerghan the Terrible, who's impersonating Arronax. Kerghan was an evil Human necromancer who was banished during the Age of Legends. You may have heard tales of him in your travels.

In the meantime, Arronax must be freed. You can talk the guards into it or kill them and the snake. (If you already killed the snake, Arronax is already free.) You really don't want to kill Arronax, or ignore his advice. Getting into Kerghan's castle is tremendously difficult, if not impossible, if you do.

Arronax can also tell you if you're strong enough to face Kerghan. If you're not, he directs you to some folks who might be willing to accompany you. Kerghan is a tough character, but your new companions are no slouches, either. You may have heard of the banishments of Gorgoth, Kraka-tur and the Bane of Kree during the

Age of Legends, and now you get to fight beside them. Kraka-tur may help you in return for his journal, his eye, or a trip back to Arcanum. The Bane of Kree is interested in hearing about the Scourge and wants to go back to Arcanum. Find Gorgoth something to eat (a dead animal carcass) and he'll follow you anywhere. (You already have Arronax along. Maybe this isn't such a good idea after all ...)

You may also want to pick up Kryggird's Falchion. It's a heckuva weapon. When you first release Arronax, you can take the teleporter out of his prison to in front of Kerghan's castle. Taking the right-hand teleporter away from Kerghan's island sends you into a teleporter loop of islands. Gorgoth is on the first island you come to. The second island holds Kryggird's Falchion (check the south side of the island for a staircase down to a cave). The fifth island holds Kraka-tur, and the sixth island is home to the Bane of Kree. The "out" teleporter on that island takes you back to the ring of stones.

There is an alternate path. From Kerghan's castle island, take the left-most teleporter. It takes you to an island covered with teleporters. Save right after you get there. The teleporter at 12 o'clock takes you back to the castle. 1 o'clock takes you to Gorgoth's island, and so on around the loop. (See map.) Once you've finished looking at one of the islands, you can go back to your saved game and try a different teleporter. Remember, though, that if you do this, anything you pick up on any of the islands (companions, the weapon, XP) you won't keep. You only keep them if you follow the teleporter loop around through all of the islands again without going back to that saved game.

Destroying Kerghan

Before you go into Kerghan's castle, set your inventory up the way you want it for your whole party. Try putting the Vendigroth Device into your hot key bank so it'll be easily accessible during combat. Walk into the castle and clear out the left-hand hallways. You find most of the Black Mountain Clan Dwarves dead in their barracks, but a few are still alive at the back. If you don't have lockpicking, use one of those last Fate Points to open the door, or hack it open. Talk to the Dwarves to get the rest of the story about Stennar and Kerghan.

Fight your way through the castle to Kerghan and face him in combat. (Before you actually use the last teleporter to Kerghan, consider telling some of your party to stand back. Take them along in case you need them, but keep yourself in front. Otherwise, your party may beat Kerghan down without your help.) Arronax assists you, but the final blow is up to you. Once Kerghan's beaten down enough to bring up his shell of regeneration, use the Device or keep hitting him with the Falchion until he dies. Persuasion Masters might have another option and be able to avoid combat completely, but this is hard to do.

The Evil Route

Destroying Stillwater

Accepting the commission from Min Gor'ad to wipe out Stillwater doesn't set you on this path, but fulfilling the commission does. If you do go into Stillwater and kill all of the residents, you start along this path. Return to Min Gor'ad, and the Dark Elves give you a letter of commendation to take to K'an Hua, the Grand Elder of the Panarii Church and a Dark Elf. You might be able to convince Z'an Al'urin to accompany you, too.

The Panarii Temple

The temple area in Caladon isn't hard to locate. It's a large building just north of the castle. And with the help of the letter from Min Gor'ad, getting an audience with K'an Hua is a breeze. It might be wise to talk to Hadrian the archaeologist first, though. Hadrian has tried for years to get in to see

Nasrudin's remains, but the Church Elders haven't been helpful. He does have a bit of information on how you might sneak in, and he does want to see whatever you bring out once you've seen the remains. Of course. If you tell him that you're an archaeologist, he also gives you a password to get into an extra section of the catacombs. This password is also used later in one of the Wheel Clan side quests (Mannox's cave entrance, quest for the Iron Clan), so *pay attention!* With his help, you can discover that the remains of Nasrudin in the catacombs are a fake. If you tell this to K'an Hua, he laughs and tells you the history of the founding of the church in Caladon.

K'an Hua is quite happy to see such an evil one as you. If you're strong enough to face what awaits you in the Void, he banishes you there immediately. If not, he sends you to retrieve the Vendigroth Device from the ruins of Vendigroth (first sending you to the Dark Elf camp in the Vendigroth Wastes) and meet him back at the Ring of Brodgar by Roseborough.

If you kill K'an Hua and haven't seen Nasrudin, you must find Nasrudin. Go back to the other Route and follow it from "Temple of the Panarii" (p. 229). If you kill K'an Hua and have already killed Nasrudin, K'an Hua banishes you to the Void as he's dying. If you kill K'an Hua and then Nasrudin, Nasrudin banishes you to the Void, and you can only be true evil for the rest of your adventure.

Wiping out Stillwater *and* killing Nasrudin places you beyond redemption.

Henchmen

K'an Hua may send you first to help Tollo Underhill, a Halfling thief/fighter, escape from the Dernholm Pits. Tollo knows about Vendigroth. He might know a way out of the Pit, but it's very dangerous. On escaping, he gives you a map. Check out the Dernholm Inn. Vollinger might be willing to follow you. Take this chance to visit the Temple of Derian-Ka and try to pick up Torian Kel. Torian is a skeleton when you first meet. He sends you to the Dungeon of the Dragon Pool for dragon's blood. Use it on him and he returns to life. If you're not *too* evil (or good), he follows you.

You may want to talk to Weldo at the Gateway to the Wastes and find the way to Tulla, the city of mages. Weldo is a Halfling oddity who disappears for days at a time into the Vendigroth Wastes, returning with tales and strange objects. Weldo doesn't know the way to the ruins of Vendigroth, but can lead you to a city filled with "men in robes." For a fee, of course. Weldo found a strange object in some mysterious ruins to the north, but when he ran from the creatures there, he dropped a gear. Bring it back to him, and he marks your map for Tulla, the city of mages. He may even take you there, if you ask nicely and have room for him in your party.

STOP! NOTE ON TULLA

The path through Tulla is the same for all players. If you want to become a Master mage, follow the **City of Mages** walkthrough (p. 233-234), then return here. Otherwise, continue straight on to the Dark Elf camp, below.

Finding the Vendigroth Device

Unfortunately, the Dark Elves at the base camp have been slaughtered and won't be much help. Searching them, though, yields a journal detailing their mission. It seems that the last time they came back from the ruins, they were followed. Apparently, whatever followed them wasn't particularly easy to deal with. You also find a map. (Touching the journal marks your world map with the location of the ruins.)

You have to be careful in the ruins, though – there are many spiders, and their much more deadly kin. Go down armed for bear (and arachnids). Don't forget to check the vents for passageways. (If you've been following the path of blessings at the altars, the final altar of Velorien is also in these ruins. Just take a deep breath and step on. You die. If you've correctly followed the path of ultimate blessing (see p. 192), and you're not a total techie, you're resurrected *much* better and stronger. If you're a total technologist, it may still work if you have the patch. Still, save first!) Once you have the Device (it's at the far end of the ruins, of course), make your way out and return to K'an Hua at the Ring of Brodgar. K'an Hua asks for the Device. Give it to him and be transported to the Void without it, or refuse to give it to him and fight him. If you kill him, you're transported directly to the Void – but with the Device!

Arronax and Kerghan

You have several options at this point. (See map, p. 196.)

You arrive in the Void in a ring of stones very similar to the Ring of Brodgar. The large metal objects to the left and right are teleporters, but the left one is strictly a receiver. Take the right teleporter, and you arrive on an island with two teleporters and a staircase down.

Take the staircase and you appear in a hallway. The guards tell you that this is the home of Arronax. Getting past the guards isn't too difficult for a person of your talents, whatever those talents may be. Talk, fight or sneak your way past. All work well.

I. Talk to Arronax. Inside you find Arronax, but not the evil villain you expected to find. Arronax is imprisoned and tells you that the person working with the Dark Elves is in reality Kerghan the Terrible, who's impersonating Arronax. Kerghan was an evil Human necromancer who was banished during the Age of Legends. You may have heard tales of him in your travels.

a. If you killed Nasrudin, tell Arronax. Free Arronax by using the key held by the guards. You can talk the guards into it or kill them and the snake. Free Arronax and kill him. Use the teleporter in the back room of Arronax's prison to get to Kerghan's castle. Go to II.

b. If you didn't kill Nasrudin, or you don't tell Arronax about it, he asks you if you want to help him destroy Kerghan.

i. If you haven't destroyed Stillwater and killed Nasrudin, you can still change your mind about being evil and decide to help Arronax. If you do, make your way to Kerghan and fight him. Go to II.b.i.

ii. If you destroyed Stillwater and killed Nasrudin, or if you decide to remain evil, you can lie to Arronax and say that you'll fight Kerghan. Make your way to Kerghan's castle and talk to him. He offers you the option of joining him and slaying Arronax. If you agree, you and Kerghan return to Arronax and kill him. Kerghan confirms your loyalty. (You can still fight him. If you want to, go to II.b.ii.) If you don't agree, you'll engage in combat with Kerghan. Go to II.b.

II. Walk past Arronax and go straight to Kerghan's castle. You can get in to see Kerghan by either talking the guards into letting you through or killing everyone between you and him. Killing doesn't seem to disturb Kerghan. You find out that Kerghan has been posing as Arronax to cause trouble, and that he is actually the one trying to build the gate so that he can destroy the world and all life with it. He asks you to join him.

a. Agree to join Kerghan, and he asks you to prove your loyalty by killing the four people in the Void who are a threat to him – Arronax, the Bane of Kree, Gorgoth and Kraka-tur. He gives you the key to Arronax's prison and directions to the rest of them. Once you do this, your path is set. You can no longer join Arronax. Kill the four and return to Kerghan who confirms your loyalty.

Of course, you can still kill him. If that's what you want to do, go to II.b.ii.

b. Decide to fight Kerghan instead.

i. Fight him because you've decided to mend your evil ways.

ii. Fight him because *no* one is more evil than you are.

You may want to pick up Kryggird's Falchion. It's a heckuva weapon. When you first finish with Arronax, you can take the teleporter out of his prison to in front of Kerghan's castle. Taking the right-hand teleporter away from Kerghan's island sends you into a teleporter loop of islands. Gorgoth is on the first island you come to. The second island holds Kryggird's Falchion (check the south side of the island for a staircase down to a cave). The fifth island holds Kraka-tur, and the sixth island is home to the Bane of Kree. The "out" teleporter on that island takes you back to the ring of stones.

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loop. (See map.) Once you've finished looking at one of the islands, you can go back to your saved game and try a different teleporter. Remember, though, that if you do this, anything you pick up on any of the islands (companions, the weapon, XP) you won't keep. You only keep them if you follow the teleporter loop around through all of the islands again without going back to that saved game. Before you go into Kerghan's castle, make sure that you have your inventory set up the way you want it for your whole party. One good thing to do is to put the Vendigroth Device into your hot key bank so that it's easily accessible during combat. Walk into the castle and clear out the left-hand hallways. You find most of the Black Mountain Clan Dwarves dead in their barracks, but a few are still alive at the back. If you don't have lockpicking, use one of those last Fate Points to open the door, or just hack your way in. Talk to the Dwarves if you like. They tell you the rest of the story about Stennar and Kerghan. Fight your way through the castle to Kerghan and face him in combat to the death. If Arronax is with you, he assists you as much as he can, but the final blow is up to you. Once Kerghan's been beaten down enough to bring up his shell of regeneration, use the Device or just keep hitting him with the Falchion until he dies. You may now be the most evil thing alive. Doesn't that feel good?